

PONY EXPRESS RELAY

PARTICIPANTS: Any even number of Pathfinders depending on the scoring system chosen.

* * One is the pony and the other the rider.



EQUIPMENT: Eight-foot rope for each rider and pony.

Plastic "mail pouch" (Cheap convention model) for each

Large envelope with a sheet of typed questions inside

Simple questions:

1. Your name _____
2. Favorite color _____
3. Today's date _____
4. Etc. _____

Pencil for post person, and a small table and chair

PROCEDURE: Pathfinders line up at starting line. The pony has the 8' rope around its waist* and the rider, behind him, has the ends of the rope in one hand and the mail pouch in the other. At the signal, participants ride to the post person (who has a pencil). The post person opens the pouch, takes the letter from the envelope, answers one of the questions, replaces the letter in the envelope and the envelope in the pouch. The rider and pony return to the starting line and transfer the pouch and rope to the next rider and pony. (The pony cannot help).

* * Since club sizes may vary, allow 5 relay trips. The shortest total time for the 5 trips serve as the 100% for scoring. Other clubs receive points on a percentage basis.

* This could be varied by requiring that a square knot be used to be the "reins" behind the pony's back and a hitching post be placed by the post office requiring that one of the "reins" be tied to it with a clove hitch.

GOLD BAG THROW

PARTICIPANTS: Any number of Pathfinders , depending on the scoring system chosen. * *

EQUIPMENT: 7 lbs. of sand tied up in a small bag made of heavy cloth. A pant leg cut from light colored material is good.
A tape or rope knotted at one foot intervals

PROCEDURE: The participant stands at the throw line and using both hands, throws the gold bag as far as possible. A total is kept of the distance (to the nearest foot each throw) and scoring done as indicated below.* * Bag cannot be thrown by the tied neck.

* * With clubs ranging from three to thirty members, allow twenty throws per club and average the distance giving 100% for highest club and other clubs their points on a percentage basis.

CATCH AND SQUAT RELAY

PARTICIPANTS: 6 Pathfinders from each club

EQUIPMENT: 1 Ball (volley or basket ball)

PROCEDURE: 5 Pathfinders from each club will line up, one behind the other at a designated line. The sixth Pathfinder will stand facing his teammates at a line 20' away.

At the starting signal, the Pathfinder with the ball will throw the ball to the first Pathfinder in line. The Pathfinder will catch the ball, throw the ball back to the Pathfinder No. 1 and squat.

Pathfinder No. 1 will throw the ball to the second Pathfinder in the team and repeat the same procedure until all five have caught and returned the ball.

As soon as all Pathfinders have finished the exercise, Pathfinder No. 1 goes to the rear, Pathfinder No. 2 (first in team) will go to No. 1 spot and start the same procedure by throwing the ball to each Pathfinder.

As soon as all Pathfinders have completed the entire rotation, they raise their hands and shout -- FINISHED!

If any of the Pathfinders drop the ball, they must begin again with the first Pathfinder on the team on that rotation. They do not have to start at the very beginning.

SCORING: Judges will determine timing and first, second and third places.

KICK STICK RELAY

PARTICIPANTS: 5 Pathfinders (3 10 - 12 years and 3 13 - 15 years)

EQUIPMENT: 5 poles or stakes
1 kick stick per contestant (made by Pathfinder)
a. must be whittled (this refines the bounce)
b. length - 6 inches
c. width - 2 inches
d. shape - crescent or rectangular
e. thickness - contestant's desire

PROCEDURE: The course is 25 yards in length which makes a 50 yard run. At the sound of the gun, the first Pathfinder will kick his stick from behind the starting line toward the first pole marker which is 10 feet from the starting line. This can be approached from either side. Proceed to "slalom" stick toward and around the next pole marker which is located 15 feet further. The Pathfinder now continues kicking the stick around each of the poles (5 in all) and kicks the stick so it hits the pole at the 25 yard marker. Now he is eligible to reverse his direction on the course and complete the figure eight. Ten feet before the finish line the contestant must kick the stick through the two poles which are placed 4 feet apart on the finish line. When the kick stick passes through the poles the next contestant is free to begin the course. If the kick stick does not go between the finish poles, the Pathfinder must place the stick (using the feet only) at the 10 foot pole mark and continue kicking the stick until it goes between the finish poles. Disqualification will result if the Pathfinder consciously touches the kick stick with any other part of the body than the feet or legs. If any Pathfinder is disqualified, this will drop the club one place in the standings.

SCORING:	1st Place	Finish in 270 seconds	10 Points
	2nd Place	Finish in 330 seconds	8 Points
	3rd Place	Finish in 390 seconds	6 Points
	Entry		2 Points

SCARED INDIAN ONE MILE RELAY RACE

PARTICIPANTS: 4 Pathfinders from each club. (Girls and/or boys - the fastest runners)

EQUIPMENT: Fast legs and good heart. Also a relay baton to be passed by each runner. Clubs supply baton

PROCEDURE: A Pathfinder will be stationed each 1/4 mile. At a signal Pathfinder No. 1 will carry baton to Pathfinder No. 2 and so forth until finished. Practice will cut time down quite a lot.

SCORING:	1st Place	5 minutes or less	10 points
	2nd Place	6 minutes or less	7 points
	3rd Place	7 minutes or less	5 points
	Entry	More than 7 minutes	2 points

TRACTOR

PARTICIPANTS: 2 Pathfinder boys from each club

EQUIPMENT: Choose a soft grassy spot to play this game. Be sure all rocks, sticks, and sharp objects are cleared away so no one will get hurt. (you can play Tractor on a gym mat indoors, if you want.)

PROCEDURE: 4 Pathfinder boys play at a time. Two players get on their hands and knees facing in opposite directions. They must be so close to each other that their feet are almost touching. These boys are the drivers. Each driver sits on his tractor, and holds on with his legs around the tractor's waist. The drivers must sit with their backs to each other.

At a starting signal, each driver stretches his arms in back of him and tries to grab the hands of the other driver, and force him off his tractor. Thus, a tug-of-war takes place. The driver who is pulled or pushed off his tractor loses. If both fall off at the same time, it is a tie.

If you have more than four boys on hand, more tractors and drivers can be set up. (You will need four boys for each match). Be sure that each pair is far enough from the next so that they won't bump into each other when they fall.

After each match, the drivers and tractors change places, so everyone has a turn in each position.

SCORING: Conference will determine timing and placement.

POTATO ROLLING

(For Pathfinder girls)

SUPPLIES:

Potatoes (medium size) and household size broom sticks (Sticks must be round as normal)

EVENT:

Each Pathfinder girl entered in the event will be given a potato and a broom stick. At a given signal, she will push - flip - or roll the potato across a line thirty (30) feet from the starting point.

AWARD:

Quickest across - Winner!

1st place
2nd place
3rd place