

# CLOWN BALL

**PARTICIPANTS:** 2 teams of Pathfinders from 8 to 10 each  
Team - 8 to 10 people who play usual soft ball positions except that the pitcher is from the batting team.

**EQUIPMENT:** A baseball diamond (4 bases) of either softball or handball dimensions. A 14" softball (slow pitch variety) or touch soccer or playground ball. Bat.

**PURPOSE:** This ball game is meant to be fun - a skill equalizer, non-competitive, and a good physical conditioner.

**PROCEDURE:** Proceed as in a regular softball game. Each batter gets three pitches. This can be varied for girls or small children. Boys bat left handed if normally right handed and vice versa.

Hitter hits ball, runs to first where two jump ropes await, one for runner and one for the first baseman. After fielder has fielded ball, he must touch his toes twice before throwing to first where runner starts jumping rope as soon as he reaches base (ten times). When first baseman received ball, he jumps rope ten times after which he can touch runner if runner has not completed jumping.

If runner proceeds to second, after reaching base, he and second baseman must do three deep knee bends or two push ups (girls do former, boys do latter) before considered safe or before tagging runner.

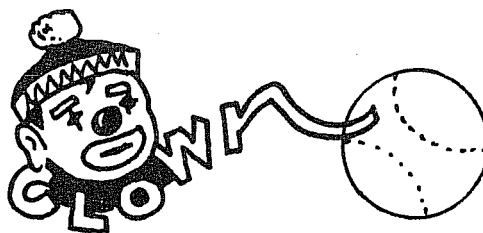
At third, both runner and baseman must do ten side straddle hops.

Runner must skip rope and touch toes at home plate while catcher runs back and touches back stop or other designated place before tagging runner.

The requirements at the bases may be changed for variation or for the situation.

Inning - When each player has batted once, regardless of runs, outs, or men on base.

One to three innings is usually sufficient to get enough calisthenics for one day and to sustain interest for another day.



# GRAB BAG SKILL RELAY

**PARTICIPANTS:** 4 Pathfinders from each club

**EQUIPMENT:** Each club will provide one inflated 13 inch (or larger) automobile inner tube, one tube-patching kit, scissors, one plastic quart bottle of water, one tire pump, chalk, screw driver, knife, wire cutter, one blade-type potato peeler, one piece of cloth, one spool of thread, and 3'x3' piece of plastic.

The conference will provide the following: one button, one needle, cord (one foot, double wire, multistrand), one electrical outlet plug, one potato.

**PROCEDURE:** Before the event begins, all of the above items will be arranged by the club at a spot 30 feet from the starting line. As the contest begins the judge will puncture the tube once with an ice pick. Each of the four team members will be given an envelope containing a number and the corresponding skill they must demonstrate. At the sound of the gun each Pathfinder will open his or her envelope and Pathfinder No. 1 will run to equipment, demonstrate skill, run back and tag Pathfinder No. 2, and so on. When Pathfinder No. 4 finishes, he will run to finish line.

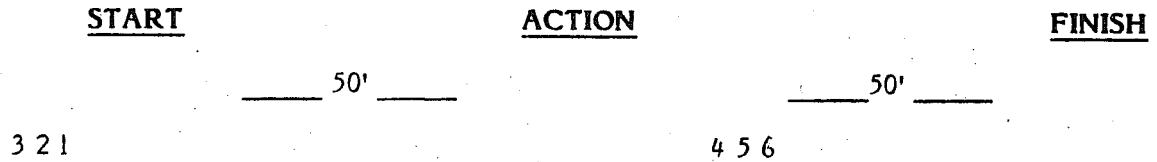
## SKILLS:

1. This Pathfinder must run to the tube, find the leak (use of water and chalk optional,) open kit and patch tube, return to starting line.
2. With blade-type peeler, peel all skin from potato to satisfaction of judge. Run back to starting line when judge o.k.'s potato. (leave the "eyes")
3. With knife (not stripping tool) strip the insulation from wire and attach plug to wire. If too many wires are cut in the process of removing the insulation, the Pathfinder must cut wire and repeat the process. Other end of wire MAY NOT be used.
4. With double strand thread Pathfinder must sew four-hole button onto piece of cloth with three loops on each side. A piece of plastic should be placed on the ground for this event in case the needle is dropped. Needle MUST BE RETURNED TO JUDGE after sewing button, in order to receive full points. Rush to finish line.

After all clubs have completed all five steps and a representative from each club is at the finish line the Pathfinder who patched the tube will return to the tube and inflate it. Any club with a leaky tube loses two points. Winners will be determined by time as well as the quality of the work. Time will be announced at fair, prior to event.

# TIRE ROLLING EVENT

This event will require a team of six Pathfinders, and three tires to fit 13 to 17 inch auto or truck rims. The tires may not be altered, modified, flattened, or reinforced, except for the wear it received while on the vehicle. Before the gun sounds team members one to three will line up on the starting line and Pathfinders number 4 to 6 on the action line as shown below. The tires will be stacked at the starting line. Pathfinders number 4 - 6 will stand at spots marked five feet apart.



When the gun sounds, Pathfinder number 1 will grab the top tire, roll it across the finish line, and back to the action line, stopping beside Pathfinder number 4. Pathfinder number 4 will touch the tire, run to the starting line, and stand beside where Pathfinder number 1 started. Pathfinder number 1 will hold the tire upright as shown below. Numbers 4 - 6 must have feet on their chalk mark when they tag the tire.



As Pathfinder number 4 crosses the starting line he tags Pathfinder number 2 who grabs the next tire and rolls it across the finish line and to Pathfinder number 5 who then takes his place behind Pathfinder number 4 at the starting line. Then Pathfinder number 3 follows, and Pathfinder number 6 runs to the starting line. In each case the person waiting to be tagged at the starting line must be behind the line when tagged. That is, his feet must be behind the starting line.



When Pathfinder number 6 crosses the starting line he tags Pathfinder number 4 who then runs through each tire and back to the starting line. Pathfinder number 4 tags Pathfinder number 5 who goes through the tires. Pathfinder number 5 tags Pathfinder number 6 who goes through the tires and runs to the finish line.



Scoring: Time to be determined

## CANOE RACE

**PARTICIPANTS:** 3 Pathfinders from each club

**EQUIPMENT:** Canoe and lake or river

**PROCEDURE:** The 3 Pathfinders will stand on land. At the whistle they enter the canoe and paddle the outlined course. If a canoe should tip over, that club is disqualified from the race all together.

|                 |           |                   |           |
|-----------------|-----------|-------------------|-----------|
| <b>SCORING:</b> | 1st place | Fastest 3 clubs   | 10 points |
|                 | 2nd place | Next 3 best times | 8 points  |
|                 | 3rd place | Next 3 best times | 6 points  |
|                 | Entry     |                   | 2 points  |

## DODGE RUN

**PARTICIPANTS:** 5 Pathfinders from each club

**EQUIPMENT:** Each club is to bring one old automobile tire.  
Set up tire obstacle course with tires spaced alternately.

**PROCEDURE:** Running one club at a time, step in and out as quickly as possible through tires. Fastest club wins. This is a physical gymnastic stunt. Be prepared to have some fun.

## SHOE KICK

Straight line is drawn. Contestants line up and at a given signal kick off the right shoe. This contest should be between girls in a specified age group, and between boys in a specified age group. The one who kicks the shoe the farthest wins points for his or her club, as set up by the fair committee. Suggested age groups - 9-10 year-olds, 11-12 year olds; 13-14 year-olds.