

STILT RELAY RACE

PARTICIPANTS: 6 Pathfinders from each club

EQUIPMENT: At least two (2) sets of stilts. Make legs from 2 x 2's with top of steps 18" from the ground. Do not use straps. Cleats may be used on the sides of the steps. Legs may be shaped as desired.

Course of travel

PROCEDURE: Each club should have at least two (2) sets of stilts. A "stilter" starts with one foot on a stilt. He will go 25 feet -- around a judge --and return to the starting line. If the stilter falls, he is to continue the race, but shall restart from the point of the fall. The sixth Pathfinder will run for placement.

	Ropes E	3rd Place	Ropes C	2nd Place	Ropes A	1st Place
STILT RACERS		110 sec.		95 sec.		80 sec.
X X X X X X		* Judge				
6th Pathfinder will run for place position	F	--25'--	D	-- 25'--	B	--25'--

The timer will fire the starter's gun:

1. To begin the race
2. At 80 seconds Rope A-B will be raised and all No. 6 Pathfinders past the rope will be 1st Place winners.
3. At 95 seconds Rope C - D will be raised and all No. 6 pathfinders past the rope (that is between A-B and C-D) will be 2nd Place winners.
4. At 110 seconds Rope E-F will be raised and all No. 6 Pathfinders between Rope C-D and E-F will be 3rd Place winners.

NOTE: All other clubs will be "Entry"

SCORING:	1st Place	10 Points
	2nd Place	8 Points
	3rd Place	6 Points
	Entry	2 Points