

OUTDOOR GAME

PIONEERS AND INDIANS

GAME OBJECTIVE

The object of this game is for a party of pioneers to deliver food supplies to another Pioneer who is supposedly besieged by a tribe of Indians. The Pioneer is confined to a tent or small area in the center of the camp.

PARTICIPANTS AND PREPARATION

Divide the Pathfinders into equal numbers of pioneers and Indians. Provide each pioneer with a piece of paper upon which is written the name of a supply. Also put a number on each paper which indicates the number of points to be scored for that particular supply, for example:

Bread -- 10 Jam -- 15 Fruit -- 5 First Aid -- 50, etc.

Both parties are given 10 minutes to prepare for the game. The Indian Chief distributes his warriors around the entire camp. The pioneer Captain distributes his men as he sees fit, beyond the boundary of the camp, and he gives his best players the most valuable supplies. At the end of 10 minutes, the game is started, and the pioneers try to get through the Indian lines to deliver their supplies.

PROCEDURE:

The Indians capture pioneers by any method previously agreed upon. It may be tagging, snatching arm bands, etc.

The instant an Indian makes a capture, the pioneer begins to count to 100, while the Indians or Indian searches him. If by the end of the count, the Indian fails to find the hidden paper, he escorts the pioneer out of camp and he is permitted to try again.

SCORING:

At the end of the game, the Indians add the numerical values of all supplies captured from the pioneers, and the pioneers add the numbers of the supplies they actually delivered to their comrades. Indians cannot take supplies from the besieged pioneer. After a successful delivery, the pioneer remains with his comrade.

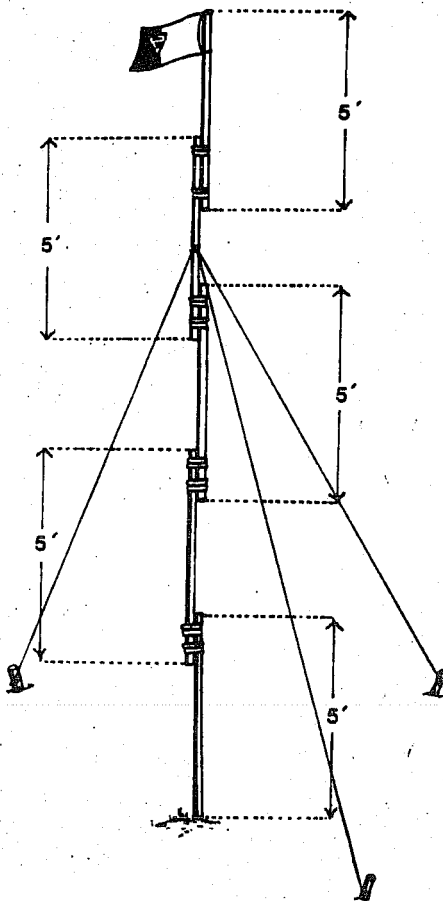
FLAGPOLE RAISING

PARTICIPANTS: Pathfinder units as teams

EQUIPMENT: For each team, 1 unit flag on staff, 4 hiking staves, 8 6 foot-lengths of sash cord, 3 tent pegs, 1 mallet or axe for driving pegs, 3 18-foot-lengths of sash cord for guy lines.

PROCEDURE: On signal, Pathfinders lash the five staves together -- unit flag staff at top -- to form a pole 20 feet high. Next they attach three guy lines about two-thirds of the way to the top. They raise the pole and stake down the guy lines so the pole stands vertically. When finished, the unit gives its yell.

SCORING: First pole, standing up straight, wins. Extra points for tallest pole.



FOGBOUND JOURNEY

- PARTICIPANTS:** 6 Pathfinders from each club
- EQUIPMENT:** Five blindfolds. Ten markers (buoys) for each channel will be furnished by Conference.
- PROCEDURE:** Each crew will line up in front of a channel 40 to 50 feet long and 8 feet wide. There will be 10 buoys marking the safe journey to the harbor. Five of the crew members will be blindfolded. The sixth member of the crew will be the navigator and will not be blindfolded. The blindfolded crew members line up at the starting point by placing their hands on the shoulders of the member in front of them. The navigator keeps about 6 feet behind his crew. At the starting signal the crew starts the journey to the harbor as the navigator must direct his crew through the safe channel by using nautical terms. He may not at any time touch any member of his crew. Each nautical term must be used at least twice.

The nautical terms that will be used are: Starboard, which means right; port, which means left; full speed ahead; reverse.

SCORING

<u>PLACE</u>	<u>TIME</u>	<u>POINTS</u>
1st	2 min.	10
2nd	2½ min.	7
3rd	3 min.	5
Entry	More than 3 min.	3

WATER RELAY

- PARTICIPANTS:** All Pathfinders in the club.
- EQUIPMENT:** A medicine cup and a #10 can for each unit participating
- PROCEDURE:** The first Pathfinder will take a medicine cup and run to the lake and fill it with water and then run back and pour it into a #10 can. He will then hand the cup to the second Pathfinder who will do the same thing. This will be continued until the #10 can is completely full of water.

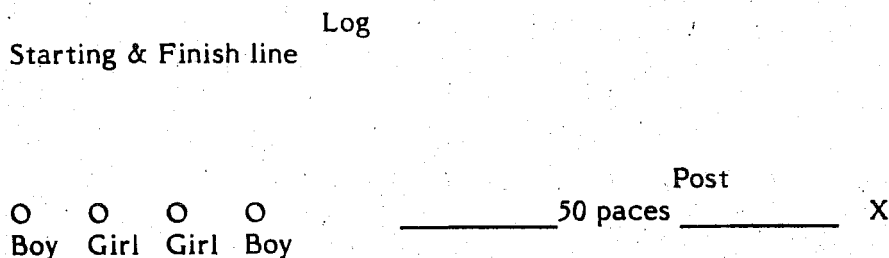
LOG CARRY RACE

PARTICIPANTS: 2 boys and 2 girls from each club (Ages 14 - 15)

EQUIPMENT: Log 8 feet long, 6 to 8 inches in diameter furnished by club

PROCEDURE:

At signal first boy pick up log and raise it above his head and run to line 50 paces away, turns post and then returns to finish line, tagging next Pathfinder who repeats procedure until first Pathfinder has returned to finish line.



SCORING:	1st place	10 points
	2nd place	8 points
	3rd place	6 points
	Entry	5 points

NEWSPAPER SEARCH AND FIND

PARTICIPANTS: 5 Pathfinders from each club

EQUIPMENT: A newspaper, pair of scissors and sealed envelop with instructions for finding items from newspaper for each club. The items will come from all parts of the newspaper; sports, advertisements, news, weather, etc. All clubs will be using a newspaper of the same issue and finding the same articles. The conference will supply newspapers for each club participating. At the other end of the field will be a long table, on which is placed the scissors, according to number of clubs participating.

PROCEDURE: The five member team of Pathfinders will line up on the starting line. Team member number 5 will be handed a sealed envelope containing the items to be found. At the whistle your team will run to the newspaper, while running the one carrying the sealed envelope opens it. After reaching the table he reads the headlines of the first item to be found to the four team-mates. The Pathfinders go through the newspaper and locate the item and cut it out while Pathfinder number 5 reads the next item. The four Pathfinders look for the second item while Pathfinder number 5 takes the first find to the judge. The same thing is done for each item listed. (Pathfinder number 5 must not touch the newspaper at anytime and the other Pathfinders must not touch the instruction sheet.)

SCORING:

1st place	3 - 5 minutes
2nd place	6 - 8 minutes
3rd place	10 - 12 minutes
Entry	5 points

MAGNETIC ISLANDS

PARTICIPANTS: 15 Pathfinders and/or staff

EQUIPMENT: 3 frisbees

PROCEDURE: The frisbees will be placed in the center of the circle of Pathfinders. The Pathfinders will march around the circle clapping hands. A referee will call out "Islands". At that point all Pathfinders will break the circle, and run to touch a frisbee. Pathfinders cannot touch each other when running to touch a frisbee. Pathfinders touching each other drop from the game. With each call the last Pathfinder to touch a frisbee drops from the game. When 5 Pathfinders have dropped from the game, take away one frisbee. When only 5 Pathfinders are left, use only one frisbee. Play until only one Pathfinder remains. Pathfinders have 15 seconds to get to frisbee and touch.

OBJECT: Keep as many Pathfinders as possible in the game as long as possible. The club with the most players the longest wins.

SCORING:

1st place	10 minutes and 7 Pathfinders left	20 points
2nd place	7 minutes and 5 Pathfinders left	15 points
3rd place	5 minutes and 3 Pathfinders left	10 points
Entry	under 5 minutes	5 points

