

PUP TENT RELAY

PARTICIPANTS: 6 Pathfinders from each club

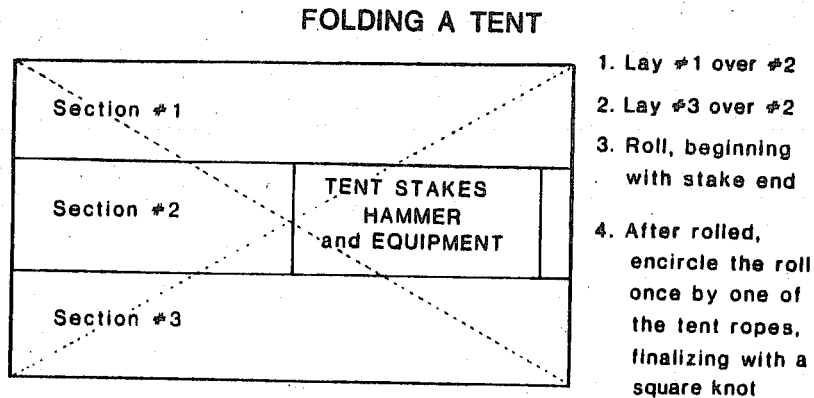
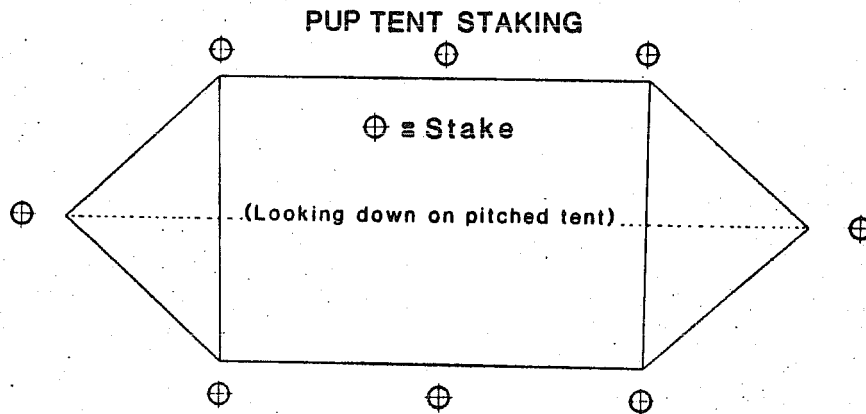
EQUIPMENT: A standard two-man "pup tent" sold by Sears, Montgomery Wards, or like stores, or a military pup tent for two. The tent may or may not have a floor.

PROCEDURE: The activity begins with the tent already rolled and tied with one rope. At the signal, Pathfinder No. 1 runs to a point 30 feet away, unrolls the tent, lays it out ready to pitch, runs back and tags Pathfinders number 2 and 3. Pathfinders number 2 and 3 pitch the tent, using 8 tent stakes and one or two end ropes (some tents require only one rope). After the tent is pitched with very little to no sag in the roof, they stand at attention, one on each side of the doorway. As soon as they are dismissed by the judge, they run back and tag Pathfinders number 4 and 5, who come forward and strike the tent, roll it up neatly as diagrammed, tie with one rope using a square knot, run back and tag Pathfinder number 6, who will go out and pick up the tent and take it over the finish line.

SCORING:

Finish in 100 seconds	10 points
Finish in 130 seconds	8 points
Finish in 180 seconds	6 points
Entering contest	2 points

Incorrectly pitched, struck or folded tent disqualifies.



MOUNTAIN BIVOUAC

PATHFINDER SKILL: Backpacking

EQUIPMENT: 1 - Backpack (large enough to adequately and comfortably hold the following items):
1-5 ft. pole (tent support) - any size in diameter that will hold to be carried as a hiking stove.
1 - 50 ft. piece of heavy string or twine (tent guy lines and ties)
2 - 4 mil 10' x 12' any color plastic sheets (tent and ground cloth)

Also:

1 - pair of tennis shoes
1 - sweatshirt
1 - flashlight
1 - Bible
1 - canteen
1 - sleeping bag already rolled up or stuffed, but to be tied or strapped onto the outside of the backpack.
1 - bowl, cup and spoon which is to be considered as one item.
1 - packaged bar of soap
1 - poncho or raincoat (waterproof)
1 - toothbrush
7 - Bricks or rocks to support tent
7 - Pine or fir cones to use as "buttons"

Note: There must be some type of identification on all belongings.

SETTING: After the training, the workouts, the planning, the scheduling, the purchasing, the studying, and the packing, the expedition is just about ready to begin. Checking and re-checking of equipment is done in anticipation of any type of weather encountered--fair or foul--the burning sun, the icy cold, or anything in between. Memories well recall incidents when some essential items were left behind on other trips.

On schedule, the expedition moves out toward the peak . . . the mountain summit. Near the end of the day, the first bivouac is set up on the mountain slopes.

THE TASK: The team will line up behind the starting line as shown in the illustration. The backpack will be lying along the right side of the team as they face the finish line. The items to be placed in the backpack will be at the action line, semi-neatly arranged. The rocks and the cones will be on the finish line.

At the sound of the gun, the first Pathfinder runs to the action line and picks up one of the items. Running back to his team, he tags Pathfinder number 2 of his team and then packs his item in the backpack. Meanwhile, the second team member has run to the action line, picked up his item, and is on his way

MOUNTAIN BIVOUAC-2

back. He tags the Pathfinder number 3 who runs to the action line, while Pathfinder number 2 packs his item, and so on.

After the pack is entirely loaded with all of the items, save the stave which is to be carried by the one who wears the backpack. It is tied up and secured. Any one of the members then puts it on and "hikes" to the finish line with his companions following him single file.

When they arrive at the finish line, they set up camp. The tent will be pitched so that the pole of the tent will be within two feet of the finish line. (See illustration). The ground cloth should be placed inside the tent with the sleeping bag unrolled out on top of it along with the rest of the items including the backpack. The head of the sleeping bag should face the door.

When the team is finished setting up camp to their satisfaction, they should come to an AT EASE position just in front of the tent. The judge will then give them the appropriate placement.

- NOTES:**
1. See the tent instructions listed at the end of this event description.
 2. A "hike: is defined as a normal to above-normal walk.

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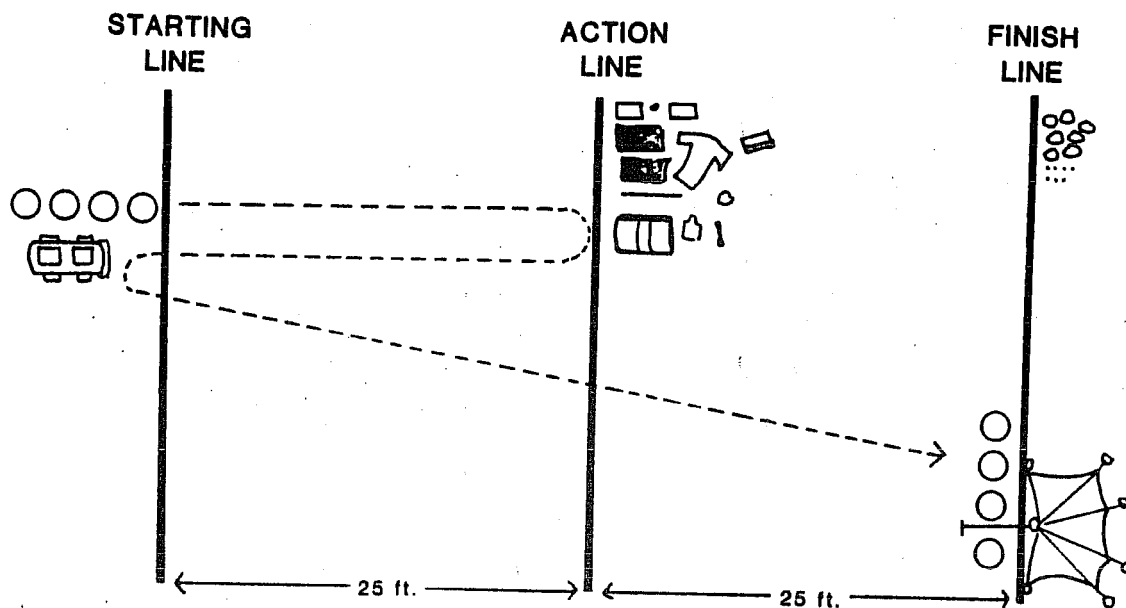
1. The team members may not cross the line until cleanly tagged by their team members.
2. Failure to hike in single file.
3. Improperly set up tent.
4. Head of sleeping bag not facing door.
5. Sloppiness.
6. Improperly tied backpack.
7. Backpacker not carrying hiking stave.

PLACEMENTS: Seven minutes is allowed to complete this event. Each club will receive five points for entering the event, and an additional five points for placing first, second or third, which must be done in the allotted time. The number of errors will determine the placement.

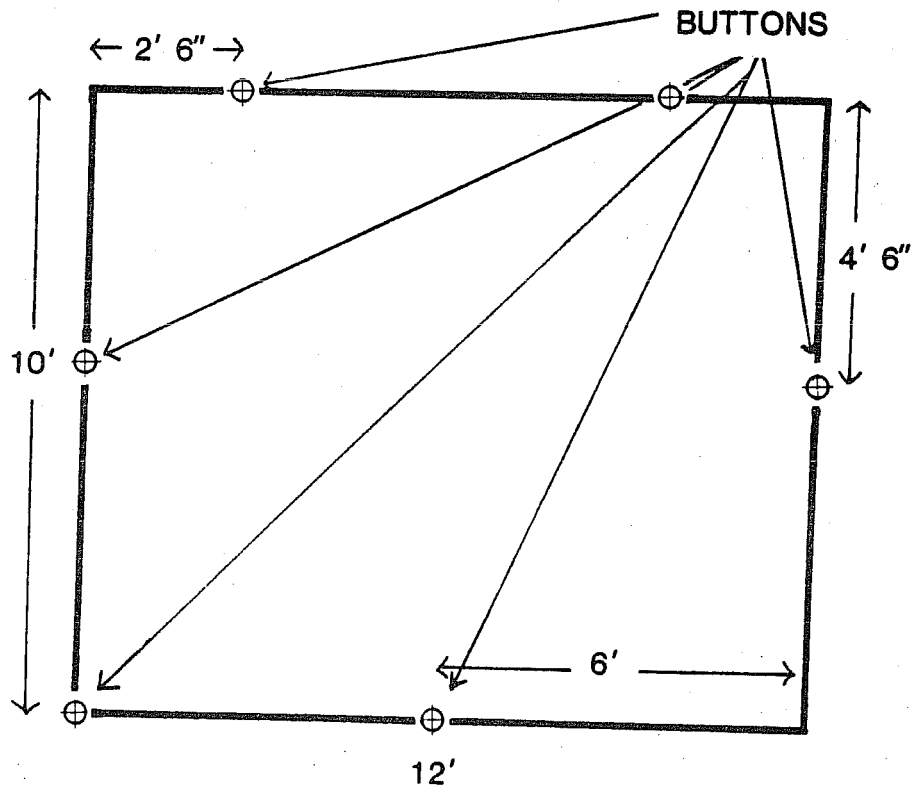
SCORING:

First Place - No errors
Second Place - 1 - 2 errors
Third Place - 3 - 4 errors

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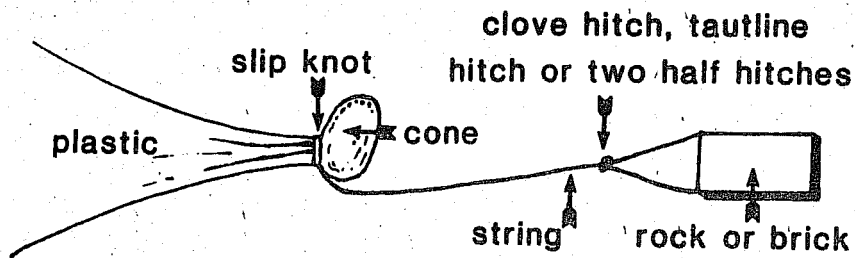


THE TENT



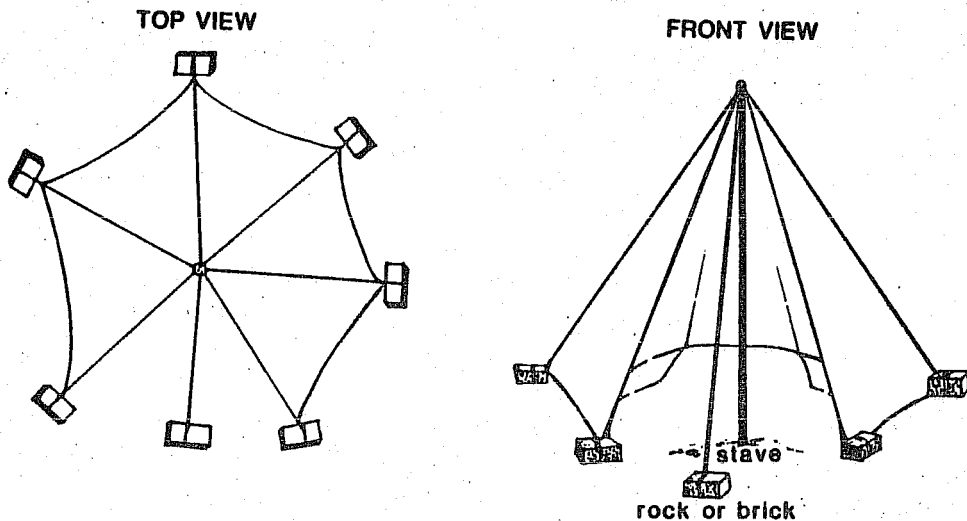
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The "Button"



How to make a BUTTON

1. Put cone 2" under tarp's edge and fold the plastic down over it.
2. Twist cone and plastic.
3. Put slip knot in end of string and tie it over the button. (See illustration.)



PROCEDURE:

1. Cut string to size
2. Attach buttons and string to plastic tarp.
3. Tent attached to supporting pole with half hitch, notch in stick, or whatever works best for you.
4. Tie down back buttons to rocks.
5. Tie down guy line from pole to rock.
6. Tie down side buttons to rocks.
7. Tie down front buttons to rocks.
8. Tuck back corner flaps underneath tent.
9. Insert ground cloth. Fold to fit.