

Greater New York Conference of Seventh-day Adventists
Adventist Youth Ministries



2019
PATHFINDER CAMPOREE
INFORMATION

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GREETINGS FROM GNYC ADVENTIST YOUTH LEADERS



The camporee season is upon us! Are you ready to make this another unforgettable experience for our Pathfinders at Camp Berkshire? We are looking forward to having you and each Pathfinder with us. Please help us ensure that every Pathfinder is able to be blessed this weekend.

The Greater New York Conference Adventist Youth Ministries Department welcomes you to the 2019 Pathfinder Camporee. This Camporee is not just a camping weekend. It is not limited to three days of fun.

Instead, our desire is that it will be an enriching experience for each individual, both young and young at heart. Our prayer and goal are that you will be Holy Spirit filled and inspired to be *A Game Changer*.



The Bible is full of game changers: Noah, Joseph, Esther, and Paul. People who saw a need, did not complain about it, but took action to change their world as guided by God. Throughout this weekend, we anticipate that our Pathfinders will become game changers and disrupt their world for Christ.

My friends, are you facing giant and complex battles in life? Like the game changers in the Bible, seize this moment as the opportunity for victory because God is able. Say “*I Am The Game Changer*,” for our battle cry is “If God is for us, who can be against us?” (Romans 8:31).



This document has been prepared to help you to plan for a memorable camporee. In the following pages, you will find valuable information that will assist you as you get ready for the weekend. Please take a moment to carefully read it and use it as a guide to prepare your club for the camporee.

Angel, Teddy, and I, along with our team of area coordinators and instructors are looking forward to seeing you at Camp Berkshire during May 31 – June 2. We hope that you will have a great time with family and friends, but above all that everyone will be inspired to become *A Game Changer*. May the Holy Spirit take full control of each individual who attends.



Ariel Manzueta

Adventist Youth Director – GNYC

Angel Reyes & Teddy Williamson

Assistants to Youth Director – GNYC

CAMPOREE REGISTRATION AND GUIDELINES

PRE-REQUISITES

- ALL Pathfinder Clubs that wish to participate in the 2019 Pathfinder Camporee must be registered with Greater New York Conference by May 13, 2019. For more information, contact your Area Coordinator.
- All participants must be a registered member of a GNYC Pathfinder Club or a support staff within a club.
- **Church Board Approval**
 - For insurance purposes, please make sure your church board has voted to approve your club's participation in the 2019 Pathfinder Camporee.

CAMPOREE REGISTRATION

- Club directors must register ALL participants,
- **DEADLINES**
- **Early Registration – March 31, 2019**
Pathfinder/Staff **\$45.00**
- **Regular Registration – April 30, 2019**
Pathfinder/Staff **\$50.00**
- **Late Registration – May 13, 2019 (pins, patches and t-shirts are not guaranteed)**
Pathfinder/Staff **\$60.00**
- No club registration for camporee will be accepted after **May 13, 2019**
- Clubs may NOT add more people after May 24, 2019.

*There is no cost for Sabbath Only attendance for individuals registered in a Pathfinder Club. The club has to inform the conference of ALL Sabbath Only attendees. This allows the conference to include individuals' names on the Sabbath Only List for **entry at the gate**.

REFUNDS

- No refunds after **May 14, 2019**. You may substitute one person with another in the case of a cancellation.

PAYMENT

- Full payment is due in the conference office no later than **May 13, 2019**.

WRISTBANDS

- Attendance wristbands will be distributed at Camporee registration and must be worn by each participant throughout the entire weekend. This is for the security and safety of our Pathfinders. ONLY Pathfinders and Staff with appropriate wristbands will be allowed to participate in the skill events and activities.

DAY GUESTS

- As a security measure, no unregistered persons will be admitted to the Camporee. Only pre-registered individuals will be permitted to attend. Anyone wishing to visit on Sabbath, must register with the conference office through their local church Pathfinder club director.
- Please notify any potential visitors from your church that this policy will be in effect.
- Sabbath Only wristbands will be at the gate along with the Sabbath Only visitors list. (No Sabbath Only wristbands will be given to the directors.)

CAMPOREE GENERAL INFORMATION

CHECK-IN TIME: Friday, May 31, 2019 3:00 pm

CHECK-IN PROCEDURE:

- Once clubs arrive, two people should come to the registration area. One person will be directed to the clubs camp site and the second person will remain to complete the registration process including First Aid check in.
- Media authorization forms are due at this time.
- Camp Berkshire Activity Release forms are due at this time.
- An activity wristband will be given for each completed release form. ONLY Pathfinders with an activity wristband will be allowed to participate in the climbing wall and swimming activities.
- Each club representative will receive a packet with wristbands, t-shirts, schedules and other corresponding information.
- If you have people that will be arriving after hours, or will be commuting during the weekend, you will need to provide a list with their names and a valid contact phone number. Any person that is not listed or pre-registered will not be allowed onto the premises.
- Individuals arriving after hours must contact their area coordinator. No campsite/tent building will be allowed after hours.

ATTENDANCE

Attendance will be taken at each weekend program. Your entire club must be in attendance in order to be counted as present. Points are given for attendance. Points count toward the overall Camporee recognition.

WHAT NOT TO BRING TO CAMPOREE

Fireworks, firearms, ammunition, weapons, illicit drugs, alcohol, tobacco products, electronic entertainment device, radios, TVs, CD players, iPods, in-line skates, skateboards, bicycles, pets, inappropriate reading materials, or anything that will jeopardize the safety of any person or that will detract from the program.

HEALTHY MEALS

In recognition of our church doctrine on temperance and healthful living, clubs are encouraged to consider the guidance in Ministry of Healing Chapter 23 when planning their menus for camporee. For this reason, please do not bring any meat to Camporee.

PATCHES & PINS

Patches and pins will be issued to club directors the last day of the camporee after it has been verified that their campsite has passed clean up inspection.

PATHFINDER CAMPOREE 2019 - SCHEDULE

“I am the Game Changer”

FRIDAY – MAY 31, 2019

A **Prayer Station** will be available throughout the Camporee for all. We encourage Pathfinders, leaders, & parents to just drop by and take a moment for prayer.

10:00 AM – 6:30 PM

- | | |
|--------------------------------------|---------------------------------------|
| ▪ Check In (Primary Building) | Veronica Chaug |
| ▪ First Aid Check (Primary Building) | Nydia Pagan Howard |
| ▪ Site Assistance (Camp Site) | Lloyd Scharffenberg & Damion Bascombe |
| ▪ Security (Primary Building) | Dale Reynolds |
| ▪ GNYC Store (Primary Building) | Veronica Chaug |

3:30 PM – 5:00 PM

- Boats
- Swimming Pool (1 adult for 4 Pathfinders)

5:00 PM – 6:30 PM

- | | |
|-----------------|---|
| ▪ Supper (Camp) | By Clubs (invite First Aid staff or other Volunteers) |
|-----------------|---|

7:30 PM

- | | |
|--------------------------|--|
| ▪ Roll Call (Auditorium) | Each club must hand in a card for roll call & Banner |
|--------------------------|--|

8:21 PM

- | | |
|----------|--|
| ▪ SUNSET | All campsite set up must be completed by sunset. |
|----------|--|

7:45 PM – 9:00PM

- Vespers (Auditorium)

9:25 PM

- Directors Meeting (Youth Building)

10:30 PM

- Taps (Trumpet)
- Quiet Time (Respect your neighbor)

SABBATH – JUNE 1, 2019

6:30 AM

- | | |
|----------------------|-------------------|
| ▪ Reveille (Trumpet) | ▪ Quiet Time Ends |
|----------------------|-------------------|

6:35 – 7:10 AM

- Coordinators & Camporee Team Leaders Meeting (Youth Building)

7:25 – 8:25 AM

- | | |
|--|---|
| ▪ Breakfast (Campsite – individual club) | Invite coordinators or other volunteers |
|--|---|

8:00 AM

- Color Guard Report for Flag Raising Ceremony (Softball Field) - **Bronx & Long Island**

8:30 – 9:00 AM

- | | |
|------------------------------|--|
| ▪ Roll Call (Softball Field) | Each club must report to their assigned Area Coordinator |
| ▪ Flag Raising | |
| ▪ Devotional | |

Camporee Schedule – Continued

9:00 – 10:00 AM – (Class A Uniform)

- **Uniform Inspection (Youth Building)**

9:45 – 10:30 AM – (Class A Uniform)

- **Sabbath School Challenge** – check with your lead coordinator for club assignments

10:35 – 12:30 PM– (Class A Uniform)

- **Worship Service (Auditorium)**

12:35 – 2:15 PM

- **Lunch & Rest** Time by Clubs Invite coordinators or volunteers

2:30 – 5:00 PM – (Class B Uniform)

- **Honors & Recreation**

- Prayer Room Experience Available (Auditorium)
- Hike I – 2:30 pm (Meet at Big House)
- Hike II – 3:30 pm (Meet at Big House)
- Honors
- Pathfinder Camporee Bible Experience (Auditorium)
- Horses
- Pathfinder Museum (Kindergarten Building)
- Boating Spiritual Activity (Teens only)

5:15 – 6:15 PM

- **Supper by Clubs** Invite Security or volunteers

6:30 PM – 8:00 PM – (Class B Uniform)

- **Vespers** (Auditorium)
 - Baptism (Auditorium)
- Chair Removal

7:50 PM

- Color Guard Report for Flag Lowering Ceremony (Softball Field) - **Queens & Brooklyn/Staten Island**

8:15 PM

- Roll call
- Flag Lowering

SATURDAY EVENING – JUNE 1, 2019

8:45 PM

- ABC

9:00 – 10:00 PM

Skill Events Clinic Learn how to properly execute these events

- First Aid Bandaging Relay (Youth Building)
- First Aid One-, Two-, and Three man carry (Youth Building)
- Drilling and Marching Clinic (Platform behind Motels)

*****9:00 – 10:30 PM*****

- Swimming Pool (1 adult for 4 Pathfinders)

9:00 – 11:00 PM

- Rock Climbing
- Pathfinder Museum (Kindergarten Building)
- Pin Training Honor (Kindergarten Building)
- Basketball & Volleyball (Gym)
- Hayrides
- Soccer Tournament

Camporee Schedule – Continued

10:15 – 10:40 PM

- Drill Down (Gymnasium)

10:00 – 11:30 PM

- Bonfire (by Old Hotel, Treats and Surprises)

11:30 PM

- Taps (Trumpet)
- Quiet Time (**Please Respect Quiet Time**)

SUNDAY – JUNE 2, 2019

6:00 AM

- Please Observe Quiet Time
- Club Devotion
- Class C Uniform

GNYC Camporee Shirt

6:30 – 7:00 AM

- Directors, Coordinators & Camporee Team Leaders (Youth Building)

6:30 AM

- Wake-up Time
- Quiet time ends

7:00 AM

- Color Guard Report for Flag Raising Ceremony (Softball Field) – **Upstate & Manhattan**

7:25 – 7:55 AM

- Flag Raising (Field)
 - Roll Call (Field)
 - Devotional (Field)
- Each club must report to their assigned Area Coordinator

8:15 -10:45 AM

Skilled Events Clinics – Learn how to properly execute these events

- Indian Drag Race
- 5K Run (The Big House)
- Basic Water Safety
- Flag Pole Relay
- Compass Relay
- Drilling & Marching

9:00 -10:45 AM

Activities

- Pin Training Honor (Kindergarten Building)
- Honors (TBA)
- Boating
- Climbing Wall
- Horses
- Swimming Pool (1 adult for 4 Pathfinders)
- Team Building
- Obstacle Course
- Tug-a-War

11:15 AM -12:30 PM

- Closing Ceremony

12:30 PM

- Drum Corp Exhibition (Auditorium)???
- Fancy Drilling & Marching (Auditorium)???
- Ices (ICE CREAM) for all

Safe Trip Home With GOD's Loving Care

#IAmTheGameChanger!!!

CAMPOREE SPIRITUAL PROGRAM PARTICIPATION

Introduction

The vision of Greater New York Conference camporees is to foster spiritual, social, physical, relationship and emotional growth in everyone who attends. The spiritual programs are the cornerstone of all camporees. These are the times in which everyone can focus their thoughts on the loving relationship with our Lord Jesus Christ.

There are five worship services that take place throughout the camporee:

1. Friday evening
2. Sabbath morning devotion
3. Sabbath Divine Service
4. Saturday evening program
5. Sunday morning devotion.

Pathfinders are encouraged to participate in these worship services by offering special music/brief spiritual presentations or prayers.

How to Submit Special Music/Spiritual Presentations

- In order to include as many participants as possible, all special music/brief spiritual presentations must include a **group of at least 4 participants**.
- To assure that the spiritual nature of the worship service is preserved, **videos of all musical/spiritual presentations** with the name of the club and number of participants must be submitted to your assigned area coordinator at least **6 weeks prior to the camporee**.
- Your area coordinator will be responsible for submitting your video to the conference Camporee Spiritual Program leaders.

How to Submit a Prayer

- Greater New York Conference is a very ethnically diverse conference and our worship services should reflect this diversity.
- We encourage participants to say prayers in languages that represent the language diversity of the conference.
- If a Pathfinder in your club speaks a different language and can **pray in that language**, submit the name of the child and the language to your area coordinator at **least 4 weeks before the camporee**.
- Your area coordinator will be responsible for submitting your request to say prayers to the conference Camporee Spiritual Program leaders.

Selection and Notification

- The selection of submissions will depend on the quantity and quality of the videos and the different languages for prayers.
- All effort will be made to ascertain that all regions are represented in the worship programs and that a variety of clubs are included.
- *Clubs that did not participate in the last 2 camporees will have a greater possibility of being selected.*
- The Camporee Spiritual Program leaders will notify you of their decision regarding your special music/spiritual presentation and/or prayer at **least 2 weeks prior** to the camporee.

SEND YOUR REQUESTS TO g.ashley@yahoo.com

CAMPGROUNDS & CAMPSITE REGULATIONS

Campsite Set-Up

- Clubs may arrive at Camp Berkshire (or designated camp site), the day before the opening ceremony from 12:00 pm until an hour before sunset to set up their campsites.
- Campsites must be enclosed with a designated entry.
- Flags must be displayed correctly at the entry to the campsite.

Campsite Spacing

- The spacing for each campsite is determined by the number of registered campers. An additional 100 square feet will be given for the kitchen tent, storage tent, first aid tent, and dining area. It is imperative that clubs complete their registration a week prior to camporee to get the appropriate amount of space for their club.
- Clubs are not allowed to go beyond their boundaries without authorization from the Camp Site Team leaders.

Participants

- Only **registered individuals** of the Pathfinder club, staff and their support staff should be occupying the campsite.
- Church officials, church member(s) or guest(s) staying on a club's campsite during the camporee, must be registered with the conference.
- **Sabbath only visitors must register through club directors prior to camporee.**

Parking

- Vehicles must display their parking permit on the driver's side of their front windshield.
- Special parking permit will be given to clubs with special needs. Permit must be requested from the conference office at time of registration for camporee.
- Vehicles are not allowed to park on campsites. All vehicles must be parked in a designated parking areas immediately after unloading.
- Vehicles not moved by Flag Raising the following morning, will be subject to towing at the owner's expense as well as losing their parking deposits for the weekend.
- Vehicles allowed to park in the field, by any campsite, must do so with the exhaust of the vehicle pointing away from the campsite.

Shower Stalls

- Clubs with shower tents are asked to notify the youth department AND the leaders of the campsite team when they register for camporee.
- There is NO trenching allowed!
- Stall must be setup in a grassy area or the waste water must be contained.

Water Faucets (along the road)

- The water faucets (pipes) along the road, near the campsites, are NOT to be used as a place to wash dishes.
- These faucets are only for collecting water to be used at your campsite.

Campfire

- Campfires in the campsite must always be attended by a qualified individual.
- Campfires must be at least 6 feet away from all tents and flammable items.

- Campfires must be contained by a wall of rocks or in a container such as a metal drum, a BBQ grill or a fire pit.
- Fire extinguisher, 5 gallons of water, bucket of sand or another fire suppressant must be present and easily accessible during a campfire.
- Fire must be completely extinguished prior to turning in to sleep.
- All fire residue must be disposed of prior to final camp inspection.

Respect

- Please respect your campsite as much as you respect the campsite of others.
- Be courteous to the other campers. Quiet after lights out time and respect those sleeping all through the night and in the morning.
- Do not walk through campsites without permission.
- Be respectful and observe quiet time.

Camporee Closing

- After the closing ceremony, the campsite will be inspected and, after clearance, clubs will be allowed to retrieve their camporee pins, patches and campsite deposit.

CAMPOREE EMERGENCY SERVICES

It is our primary goal to provide you with a safe and fun experience at the Greater New York Conference Pathfinder Camporee! Please help us keep the area and activities safe by following all safety instructions and reviewing the safety guidelines.

Preparing for Camporee

- EVERYONE in your club must complete a medical information form. This includes volunteers/support staff, Pathfinders, all adult sponsors, and other family members who are assisting with your club.
- Copies of medical information forms must be presented at First Aid Kit inspection.
- Each person attending camporee must bring a copy of their personal medical insurance.
- A medical information form must accompany any person who goes to First Aid for treatment.
- Please ensure that if you have members of your club with special medical needs that **ALL** of their medication and supplies are with them before leaving for Camporee.
 - ♣ Epi pens
 - ♣ Diabetic medication/supplies
 - ♣ Asthma inhalers
- Please come prepared for extreme temperatures. Please bring clothing for all types of weather: ♣ Cold, ♣ Hot, ♣ Rainy, ♣ Humid, ♣ Muddy
- Instruct **ALL** adolescent females in your club to bring feminine hygiene products with them even if they think they won't need them. Our bodies change in large groups and when traveling.
- **BRING SNEAKERS!!!** You will be walking a lot every day and you need to have shoes that are comfortable and that will not create blisters on your feet. This is NOT a fashion show. Flat dress shoes with shoe laces to wear when in uniform is expected.
- Please plan on having Gatorade or equivalent available for each person in your club to drink daily.
 - ♣ You can purchase Gatorade brand or Walmart brand powder that can be added to a water bottle easily.
- Make sure that you plan meals to ensure that the members of your club are getting enough fiber and drinking enough water to avoid dehydration and constipation. Plan on 64 ounces of water each day for each person in your club. ♣ Insist that every member of your club (adult and Pathfinder) drinks at least 16 ounces of water with each meal

First Aid Building

- The First Aid Building will be staffed 24/7 to provide care to any person needing medical attention at the Camporee.
- We are NOT a hospital. We are staffed with physicians, nurse practitioners, physician assistants, nurses, Paramedics, and EMT's. We will provide the care that we are capable of and may refer you to the local Urgent Care or Hospital for more definitive care.
- The medical team is excited to be a part of another life-changing experience for our youth. We look forward to being of service to you and your Pathfinders.

Accessing Camporee Security/Medical Team

The quickest, easiest way to obtain professional help for any type of emergency is to phone the Camporee Security. The Camporee Security telephone number will be announced just prior to the beginning of camporee.

- When calling, stay calm and carefully explain the problem and your location to the Camporee Safety Dispatcher.
- Do not hang up until you are told to do so.

- **Do not call 911 first**, wait until the Medical/Security personnel assess the situation before dialing 911. They will determine to activate the 911 system if the emergency requires their services.
- In case of needed, a medical team on a golf cart may lead the way and clear the way for the ambulance to get through. Please instruct every member of your club to move quickly out of the way for an approaching medical golf cart and/or ambulance.
- Develop a system and process within your club and with surrounding clubs to provide directions to your site. Please be sure to have flashlights working and quickly available to direct us at night should we need to respond.
- Please do not ask for rides on the golf carts. We never know when we will need to respond quickly and we do not want anyone to get injured.
- For minor injuries that are not life threatening, the Pathfinder Club director or designee is responsible to transport the injured/sick person to the nearest hospital. (See suggested list of local area hospitals)
- Every Pathfinder will carry his/her own medical tag at all time. It is recommended that the medical tag is secured in a plastic Ziploc.
- All Pathfinder Clubs must have their own First Aid Kit available. (see suggested list of items needed)

♣ **Keep ALL medication in a secure place and instruct only adults to dispense**

CAMPOREE HEALTH TIPS

A few tips for staying healthy while at the Camporee.

- **Drink Water**

It is extremely important for each person in your club, sponsors, families, and support staff to drink at least 64 ounces of water per day. It is easy to become dehydrated which leads to other problems such as abdominal pain, dizziness, nausea, constipation, and weakness. It is highly recommended you drink at least one bottle of water with Gatorade type powder added to it to ensure you maintain a healthy electrolyte balance. Drink! Drink! Drink! Water is your friend!

- **Use Hand Sanitizer**

Use hand sanitizer after using the Port-o-lets and before and after eating. Apply it faithfully and liberally. Always have it available at your campsite to help prevent the spreading of germs and bacteria.

- **Regarding Food**

- Keep the refrigerated food in your camp colder than 41 degrees at all time. Restock the ice frequently and use a thermometer to make sure it is staying cold. If it becomes warm, bacteria will begin to grow and multiply and you will get sick as a result of eating it. This precaution applies to cut fruits such as melons.
- If you are heating food, bring it to a full rolling boil or use a stem thermometer to make sure it gets to an internal temperature of at least 165 degrees Fahrenheit. Do not under cook foods of an animal origin. They are especially dangerous. Do not hold any food out of temperature more than 3 hours. Bacteria numbers by that time will be such that food borne illness will be very likely.
- Keep the food surfaces in your camp as clean as you can. Wash your dishes in soapy hot water and rinse them in water that has 2 teaspoons of bleach added for every gallon of water. Dirty dishes can breed bacteria and make you ill.
- Be cautious about where you eat and drink. While sharing is a great part of the Camporee experience, food sharing has inherent risks associated with it. Be very careful about eating food that you are offered if you are not sure that it has been prepared safely.

- If you exhibit symptoms such as nausea, vomiting, high fever, jaundice and malaise, you may be carrying a viral pathogen that is highly contagious to others. Seek medical attention immediately and do not prepare or handle food.
- **Tick Removal**
The use of Petroleum Jelly is extremely useful. Put a small amount on the tick and rub in circular motion till tick dislodges. The petroleum jelly will heat up to help to accelerate the process.
- **Sun Exposure**
The sun can be very harmful if you get too much. It is a brutal source of radiation that can make you very sick and ruin your Camporee experience. Use hats, sunglasses, sunscreens, and shelters to minimize your exposure.

Local Area Hospitals

- *New Milford Hospital:* 21 Elm St., New Milford, CT 06776 (860) 355-2611 (13.6 Miles)
- *Sharon Hospital:* 50 Hospital Hill Road, Sharon, CT 06069 (830) 364-4141 (16.8 miles)
- *Vassar Brothers Medical Center:* 45 Reade Place, Poughkeepsie, NY 12601 (845) 454-8500 (25 miles)
- *Putnam Hospital Center:* 670 Stoneleigh Ave, Carmel, NY 10512 (845) 279-5711 (24.4 miles)

FIRST AID SUPPLY LIST???

Club Name _____ **Director** _____

#	Items	<10 MEMBERS	10-20 MEMBERS	>20 MEMBERS	
1	CPR shield	2	2	2	
2	Antipyretics caps/gel	1 bottle	1 bottle	1 bottle	
3	Gloves	3	5	10	
4	Sterile roll gauze	2	2	3	
5	Antibiotic ointment (both) Tube, Individual swab	1 tube 5 swabs	1 tube 5 swabs	2 tubes 10 swabs	
6	Butterfly bandages	3	5	7	
7	Saline solution	1 bottle	1 bottle	1 bottle	
8	Soap, Hand Sanitizer	1 bar 1 bottle	1 bar 1 bottle	2 bars 2 bottles	
9	Hydrogen peroxide	1	1	1	
10	Roll gauze (4"X5 yds.)	4	6	8	
11	Adhesive Bandages	20	30	50	
12	Sunscreen	1	1	1	
13	Medical Tape	1" cloth tape	1"cloth tape	1"cloth tape	
14	Thermometer	2	2	2	
15	Charcoal Powder (8-10 oz.) or capsules	1	1	1	
16	Laxative	1	1	1	
17	Ice pack	3	5	7	
18	Sling	4	4	8	
19	Basic splint	4	4	8	
20	Stretch roller gauze	2	4	6	
21	Potassium Iodine	1	1	1	
22	Ace bandage	4	6	8	
23	Antacid	1pkg	1pkg	1pkg	
24	Gatorade	1 pkg	1 pkg	1 pkg	
25	Eye wash Solution	1	1	1	
26	Burn Ointment	1	1	2	
27	Scissors	1	1	1	
28	Tweeters	1	1	1	
29	Caladryl	1	1	1	
30	Benadryl Caps/liquid	1	1	1	
31	Anti-itch cream/ ointment	1	1	1	
32	Moleskin	1 pkg	1 pkg	1pkg	
33	Rubbing alcohol Alcohol cleansing pads	1 bottle 10 pads	1 bottle 10 pads	2 bottles 15-20 pads	
34	Anti-diarrhea	1	1	1	
35	Petroleum jelly/lubricant	1	1	1	
36	Sanitary Napkins/Tampons	small box	small box	small box	
37	Ankle brace	1	1	1	
38	Knee brace	1	1	1	
39	Aloe Vera Gel	1	1	1	

CAMPOREE SECURITY GUIDELINES

Introduction

The following policy outlines the expected behavior for our camporee; which will result in enforcement by security personnel if violated. These policies are in place to ensure that we have an efficient camporee, which will allow all attendees to fully maximize their camping experience.

General Guidelines

- All individuals attending camporee are expected to act in a manner consistent with our religious principles, whether or not that individual is a baptized member of our organization.
- Each individual is expected to comply with the directives given in regards to movement both of personnel and equipment throughout the camping area.
- Each director is expected to exercise full control of their club personnel including staff, support staff and parents brought for support.
- Pathfinders should not move about the camp unsupervised.
- In the event a conflict arises between two clubs or within a club that escalates beyond the control of the director(s), camporee security personnel should be summoned.
- Security personnel are on duty throughout the camporee. Please feel free to stop by the Primary Building to request their assistance.
- You can also call security at the designated number should you have an emergency and cannot make it to the primary building.
- **DO NOT dial 911.** Only Security and First Aid are to make the 911 call after they access the situation.

Vehicle Movement and Parking

- Vehicle movement is strictly prohibited during camporee; the only exception are emergency vehicles!
- Vehicles are expected to be parked in the designated parking areas and **ONLY** in the designated parking area; **NO EXCEPTION!**
- Drivers will be given a chance to unload near their campsite; everything should be taken out of the vehicle and placed inside their camping area, after which the vehicle should be driven to the parking area.
- On entering the camp, the license plate and club name will be registered for each vehicle by gate security.
- Failure to move your vehicle in a timely manner will result in the forfeiture of the club's deposit and/or reduction of club points.
- Continued disregard of repeated requests to move vehicles can result in the vehicle being towed at the owner's expense.

Golf Carts

- The camp operates golf carts that facilitate the smooth operation of the camporee. These golf carts are not for amusement. They are to be operated by **licensed authorized personnel ONLY**.

Lights Out (Quiet Times)

- Lights out (aka quiet time) for the camp is 11:00 pm.
- Noise should be kept to a minimum.
- Please be considerate to your neighbors.
- Movement should also be regulated at this time.

Campground Limits

- There are various houses on the campgrounds, some of which are off limits.
- Please do not enter buildings unless authorization is given.

Consequences

- Failure to abide by the above guidelines can result in the individual being asked to leave the camp area and may be barred from future camps.
- Please note that the camp operates under the jurisdiction of the New York State Troopers.
- While we don't expect any such behavior; we are bound by law to report all matters of a criminal nature.

Finally, we will deploy the slogan of New York City,
"If you see something, say something".
Thanks for your cooperation and God bless.

CAMPOREE QUIET TIME POLICY

Quiet time will be strictly enforced. Please instruct your Pathfinders and personnel to model appropriate conduct and observance of all regulations. We will accept nothing less than complete compliance.

QUIET TIME IS:

- Having your campsite completely set up and ready before sunset on Friday. (8:15 pm)
- Being inside your tent by the designated time on your schedule.
- Talking softly so you will NOT be heard beyond the boundary of the club campsite.

ENFORCEMENT:

1. Sundown Friday evening: Gate closed; all clubs should have their campsite set-up and be ready for the Sabbath to begin no later than 8:15 pm.
2. Quiet time minus 10 minutes (10:40pm) Area coordinators will go around and remind clubs that quiet time will begin in 10 minutes.

CONSEQUENCES:

FIRST OFFENSE:

Verbal Warning: Area Coordinator(s) will give a warning to club(s) that have violated quiet time policy. You have 15 minutes to comply with regulations, after the 15 minute warning the coordinator will return to ensure that the club is under compliance.

SECOND OFFENSE:

Second Verbal Warning: Area Coordinator(s) will give a second warning to club(s) that have violated quiet time policy. You have an additional 15 minutes to comply with regulations, after the 15 minute warning the coordinator will return to ensure that the club is under compliance. A flag will be posted and points will be deducted from the clubs overall score.

THIRD OFFENSE:

The Youth Director, the Conference Coordinator and the area coordinator(s) will inform the club(s) that they are in violation of the quiet time policy. The Youth Director, the Conference and Area Coordinator will work with the club and take measurements to ensure the club is in full compliance.

ENVIRONMENTAL AND FACILITIES REGULATIONS

While we are at camporee, it is important to remember that there are hundreds of people using the same bathroom/shower facilities. This is our home bathroom for the weekend. If you were in your own home, order and cleanliness would be essential. Keep the bathroom/shower areas as clean as possible.

The **objective** of the Environmental and Facilities team is to ensure that every camper and staff member leaves the ground, facilities clean and healthy. This can only happen when team members, area coordinators and club leaders join together – *“Working Together, Succeeding Together.”*

Going To and From the Shower/Bathroom

1. Pathfinders must be with a counselor when going to the shower or the bathroom. Please supervise the Pathfinders. No one is to be left in the bathhouse or the bathroom without supervision (points will be taken from the club).
2. **Regardless of age**, boys should not go into the girls' bathroom and girls should not go into the boys' bathroom. *Mothers, please do not bring your young sons to the girls' bathroom.*
3. Everyone leaving the shower/bathroom must be fully clothed. Don't leave the bathroom with your towels wrapped around you.
4. Bring clothes, towels, and toiletries in basins or thick plastic bags. Do not bring loose clothes on your arms.
5. Bring flip flops.
6. Bring toilet paper to use in the bathroom.
7. Washing clothes, sneakers, pots and pans or brushing teeth is not allowed in the sink outside the bathroom.

Using the Showers

1. **No showering during Divine Hour or during activities** (points will be taken from the club). Only support staff is allowed to take showers during camporee programs and activities.
2. Each person is allowed **three (3) minutes in the shower**.
3. Put on flip flops before entering the shower area. This can be done while waiting on line.
4. **Only flip flops are allowed into the shower area.**
5. Remove outer clothing (e.g. jackets) before entering the shower area.
6. Washing, shampooing, or conditioning hair is **not allowed** in the shower. You only have three minutes in the shower.
7. Defecating, doing #2, poohing or having a bowel movement **is not allowed in the showers**. This should be done in the toilets.
8. Bring a small basin or waterproof bag to put clothes so clean clothing will not get wet or dirty and items will not be left behind.

Using Toilet Area

1. Flush after using the toilet.
2. Throw used toilet paper in the toilet and flush.
3. Throw used paper towels and feminine hygiene products in the garbage cans, not on the floor or in the toilet.

Using Bathroom Area

1. Using blow dryer, curling iron, hot combs, or flat irons is not allowed in the bathroom.
2. Personal items should not be left in the shower or bathroom areas.
3. When charging phones, do not block the aisles or sink areas. Don't block the aisles or sink areas if charging the phone.
4. Throw used toilet paper in the toilet and flush.

5. Throw used paper towels in the garbage cans, not on the floor.

General Guidelines for Using Bathroom

1. Respect the persons in charge of keeping order and safety in the bathroom or shower areas.
2. Respect the teams that are monitoring /cleaning the bathrooms
3. Remember the golden rule "do unto others as you will have them do unto you."
4. **Follow the 3 Line Rule:**
 1. Line 1 – brushing teeth
 2. Line 2 – bathing/showering
 3. Line 3 – using the toilet
5. To avoid overcrowding & to be more orderly, **enter through the main entrance and exit via the side door.**

Bathhouse/Bathroom Duties and Assignments??? – need clarity

Two (2) members from each area to assist with the day to day management activities.

Duties and Assignments will be divided into the following 4 (four) Teams:

- **Team I:** Staten Island and Manhattan Area
- **Team II:** Bronx Area
- **Team III:** Brooklyn and Long Island Area
- **Team IV:** Upstate and Queens Area

Two teams will cover each day, one each for the day and night shifts. These team members will be responsible to check area camp sites and bathrooms to ensure these areas are kept clean at all times.

Cleaning Times

The bathroom will be cleaned various times daily in 2-hour shifts:

- **Friday:** 5:00pm -7:00pm, 8:00pm-9:00pm; 10:30pm-11:30pm
- **Saturday:** 9:00am-10:00am; 5:00pm-7:00pm; 10:00pm-11:30pm
- **Sunday:** 9:00am-10:00am

Facilities Other Than Bathhouse

Cabins:

Those who are staying in the cabins will be responsible for their trash disposal and will be penalized if not done the proper way.

Instructional Areas:

After each workshop leaders/presenters, will be responsible for cleaning their instruction area, ensuring all garbage is stored at the designated area to be picked up for disposal. A trash barrel will be placed on each site and every activity area.

Camping Areas:

There are designated dumpsters and waste water tanks for each camping areas, all wastes should be properly placed in these containers.

If you have any problem with any of the team members. Think **SAFE:**

S=Set a Standard follow the rule; **A=** try to **Avoid** by **F=Fleeing/Finding** a Director, Coordinator of Environmental/ Facilities Team, because **E=** The **Expectation** can be positive or negative if you don't follow the first three steps.

If these rules are not followed, points will be taken away from the club.

By keeping the bathrooms clean, we show that we love each other.

PATHFINDER UNIFORM AND UNIFORM INSPECTION

PATHFINDER UNIFORM

The Class A Uniform

Staff

- **Master Guide Uniform**
 - **Green Suit** with tan shirt/blouse, Master Guide Scarf and slide for the Pathfinder Ministry, red cords for staff/yellow cords for directors, sash with nametag, black socks and black tie(men), black pantyhose and necktie (women), black laced shoes (capable of being polished, no suede or patent leather)
 - **Master Guides** without a jacket will wear the standard uniform for their ministry with the Master Guide Scarf and slide
- **Non-Master Guide Staff**
 - The standard uniform applies – Black bottom and tan shirt/blouse with Pathfinder scarf and slide, red cords, sash with nametag, black socks and black tie(men), black pantyhose and necktie (women), black laced shoes (capable of being polished, no suede or patent leather)

Pathfinders

- The standard uniform applies – Black bottom and tan shirt/blouse with Pathfinder scarf and slide, sash with nametag, black socks (boys), black pantyhose (girls), black laced shoes (capable of being polished, no suede or patent leather), cords if applicable

Name Plates

- As per North American Division Uniform Policy 2016, for security reasons, Pathfinders ARE NO LONGER required to wear Name Plates ... NO CHILD SHOULD HAVE THEIR NAMES ON THEIR UNIFORM.
- Name Plate is optional for Club Staff 18 and above. For inspection, each club should determine whether all staff will wear name plates or not wear name plates.

Berets

- Berets are optional; however, if a club chooses to wear berets, all members must wear berets. The club must be uniform.

Citation cords

Please follow these guidelines for wearing cords with Class A:

- Directors - Yellow
- Staff Members - Red
- Area Coordinators – Red/Yellow
- Color Guards – White
- Local Club Instructors - Royal Blue
- Conference Drill Instructors - Blue/White
- Drill Teams Basic and Advance- White
- Drum Corps – selected by the drum corps

Class B Uniform*

- Pathfinder pants or skirt, club or Conference t-shirt, and Pathfinder neckerchief (scarf).

Class C Uniform*

- Club or Conference t-shirt, jeans, Pathfinder neckerchief (scarf).

Camporee Attire

- **Friday evening** Class C uniform
- **Saturday morning** Class A uniform
- **Saturday afternoon** Class B
- **Sunday morning** Class C
- **Sunday for dismissal** Class C with Conference shirt (provided at camporee)

***THE NECKERCHIEF (SCARF) AND SLIDE ARE NOW PART OF THE CLASS B AND CLASS C UNIFORMS. The slide is optional for Class B and C uniforms; the neckerchief may be worn with a square knot.**

Drum Corps

- All members **must** be uniformed
 - All members **must** be a registered, active club members*
 - All drum corps directors **must** be in full uniform when their drum corps is playing
- *Pathfinders and staff in drum corps are expected to be active members in their clubs

PATHFINDER UNIFORM INSPECTION

Protocol

- Clubs line up and wait to be invited in to be inspected.
- The director of the club signs in and return to club line to wait for inspection.
- Inspection
 - Director salutes Inspectors and say “_____ is Pathfinder Club ready for inspection Sir/Madam” (Example: “Main Street Pathfinder Club is ready for Inspection Sir/Madam”)
 - Director walks around with Inspectors as the Pathfinders are being inspected
 - After inspection the Inspectors explain to the Director the points taken off if any
 - Inspector salutes, the Director returns the salute then dismisses the club



POINTS WILL NOT BE ASSESSED FOR ANY CLUB WITH UNAUTHORIZED VEHICLES ON THEIR CAMPSITE

Club: _____

[illegible]

Group A: basic uniform item(s) or required insignia(s) or patch missing, incorrect, incorrectly positioned or incomplete combination	Group B: badges and/or insignias upside down, loose ends, incorrectly spaced, tattered, double items, misaligned, incorrect color or type; Hair uncombed, excessive adornment; uniform crushed, untidy	Group C: finger nails dirty or beyond finger tip; shoes unpolished or unlaced; non-laced shoes; personal appearance untidy and/or presentation inappropriate; unauthorized jewelry
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*box pleat patch pockets, 2 pockets for male

Membership in camp:

Pathfinders: _____ Staff: _____

Total: _____

Membership in uniform:

Pathfinders: _____ Staff: _____

Total: _____

Membership out of uniform:

Pathfinders: _____ Staff: _____

Total: _____

Uniformity among uniformed group:

YES NO

Uniformity among non-uniform group:

Military Courtesy: Did the staff comply with the military courtesy (salute, etc.) as required?

YES NO

ON

REMARKS:

Team Inspector:

CAMPSITE AND CAMPSITE INSPECTION

Campsite Details

- The American Flag is placed to the right of the campers looking out of the campsite, left of the inspector looking into the campsite
- The Pathfinder flag is placed to the left of the campers, right of the inspector
- Tent flaps should be rolled up. Inspectors should be able to view the entire tent without having to unzip a door.
- Sleeping bags should be laid out flat.
- Bible should be on the pillow or at the head of the sleeping bag.
- Shoes should have toes facing out from inside the tent (campsite should be uniformed).
- Fire extinguisher should be away from the stove but within reach in case of a fire.
- If a fire extinguisher is not available, a five (5) gallon bucket of water or sand must be readily accessible.
- First Aid tent should be next to or directly in front of the director's tent.
- Guidons or signs should be placed in front of each tent labeling what tent it is. They can be purchased or handmade.

Campsite Inspection

- Someone must be on the campsite to greet the inspector(s).
- The inspector(s) will wait at the entrance to be acknowledged and greeted.
- Staff or responsible person will come to the entrance and greet the Inspector/s with a salute. Inspector will return the salute.
 - Staff will say: _____ Pathfinder Club is ready for campsite inspection
Sir/Madam (Example: "Main Street Pathfinder Club is ready for Campsite Inspection
Sir/Madam")
- Inspector and staff walk around the camp site
- After inspection the Inspectors explain to the Director the points taken off, if any.



CAMPSITE INSPECTION SHEET

POINTS WILL NOT BE ASSESSED FOR ANY CLUB WITH AN UNAUTHORIZED VEHICLE ON THEIR CAMPSITE

Military Courtesy:

1. Inspection Team met at entrance with a salute and the announcement,
"_____ Club, ready for inspection Sir/Madam." 5 _____
2. Inspection Team was conducted through the campsite by the Club Director and/or the staff nominee. 5 _____
3. Club staff exchanged salute with team at the conclusion of the inspection tour. 5 _____

Campsite Entrance:

4. The National and Pathfinder flags are properly positioned. 5 _____
5. Unit guidons are displayed to the right of the entrance to the Unit Captain's tent or entrance to the Unit Area. 3 _____
6. Each unit has a guidon which is in good repair and with the standard unit guidon emblem properly positioned (not > 3") on either side. 2 _____

Campsite Area:

7. Area layout for effective management, providing area for worship and meals. 15 _____
8. Campsite area free of litter and kept natural; excess debris cleared. 15 _____
9. Adequate rain provision, no ditching. 15 _____
10. Camporee site location free from all unauthorized vehicles and/or equipment. 15 _____
11. Kitchen area clean and neat; items properly stored and protected. 15 _____
12. Garbage properly stored and complying with local recycle regulations. 15 _____
13. Adequate fire protection present for the kitchen area and properly located. 15 _____
14. First Aid Kit adequately stocked and centrally located. 20 _____
15. Medical Release file current, properly stored and available. 20 _____

Tents:

16. Properly pitched, guy lines taught, stakes neatly aligned. 15 _____
17. Flaps dirt and litter free, folded back and secured for inspection. 15 _____
18. Personal effects were neatly stored and arranged. 15 _____
19. Sleeping bags (including ground cloth) neatly rolled out flat. 15 _____
20. Bibles located at the center of pillow or pillow area of sleeping bag/ground cloth. 15 _____
21. No ditching was found around any tent. 5 _____

Total Points: 250 _____

Inspection Team: _____

SABBATH SCHOOL CHALLENGE

INTRODUCTION

Sabbath school is a vital part of every Pathfinder's walk with God. To encourage all Pathfinder Clubs to participate in Sabbath School, each club will present a Sabbath School program to another Pathfinder Club. This year the theme for the Sabbath School Challenge is ***I Am The Game Changer*** with a focus on lessons learned from the **LIFE OF A BIBLE HERO**.

CHALLENGE

Each Pathfinder club needs to prepare a Sabbath School program before the camporee based on the life of a Bible Hero Game Changer. For the Challenge, the club will select three (3) pathfinders to share their lesson. Each club will be assigned a partner club who will share their Sabbath School program with the selected club.

SAMPLE PROGRAM

This program is only a sample of what may be done. Each club needs to develop a program with the theme... *I Am The Game Changers*.

Pathfinder 1: Song Service: ♣ Song #1: *I Command My Soul* ♣ Song#2: *Glory, Glory*

Pathfinder 2: Bible Scripture - Psalm 133:1 and Opening prayer ♣ Assist with showing illustrations

Pathfinder #3: Message

If you have ever watched the movie "The Lion King" I am sure that you have laughed many times with the wild and wacky things that Timon always does. But have you ever asked yourself, "what type of animal is Timon? Does he really exist?" (Illustration #1: Photo of Timon) Timon belongs to a family group called meerkats. Meerkats are mammals, and they live in South Africa. Meerkats are always together and a group of meerkats is called a mob, gang or a clan. A clan is composed of at least 20 meerkats, but some super families have 50 or (Illustration #2) more members. Meerkats are insectivores but they also eat lizards, snakes, scorpions, spiders, plants, eggs, centipedes and millipedes. Just like Timon and Pumbaa were always together, in real life meerkats work together. Since they travel in groups, one serves as a "guard", looking out for predators while the others look for food. When the pups are ready to hunt on their own, a "tutor" accompanies them. When resting they take turns to keep watch, when killing a large snake they do it together, and when hunting some stay behind to babysit the pups. It is clear that these animals know the meaning of together we are stronger. Psalm 133 says: "How good it is when brothers live together in unity."

As pathfinders there are several lessons that we can learn from meerkats:

1. *Standing together:* Like meerkats stand on their hind legs to watch for predators. AS pathfinders we need to stand together to watch for each other, to protect each other and to demonstrate that no matter what temptations the enemy can present us with together we are stronger.
2. *Work together:* we all have different talents, one pathfinder is good with knots, others can sing, other can drill and when we all combine our talents and help each other we become stronger as a club.
3. *Pray Together:* Like Meerkats, pathfinders may have their time to pray together and worship God. They cannot only stand together for each other, they cannot only work together in one purpose, and they can praise God with all their hearts and find others who don't know the message of Salvation. That is the reason why we have gathered together this weekend; to worship and praise God as a big family, to share our talents and skills, and most importantly to have fun together, because together we are stronger!

Pathfinder #1 Closing Song: • *Turn Your Eyes Upon Jesus*

Pathfinder #3: Closing Prayer

Sample program from SNEC 2017 Camporee Information Packet

PATHFINDER CAMPOREE BIBLE EXPERIENCE

Introduction

This exercise is for pathfinders to get their feet wet in the use and exploration of the Bible. This is not a competition but an exercise.

- The hope is that through this activity they will lose, if they have, any fear of opening the Scriptures and diving in to it.
- With the use of the book(s) being used in the North American Division (NAD) Pathfinder Bible Experience (PBE) for the following year, we want to stimulate them with the hope that they would consider deciding to participate in PBE for the following year.
- To promote their interest in PBE to the point that their desire is to create and be a part of a team in their local club.
- Whether they participate in the PBE for the following year or not, they will get a deeper knowledge of the word of God.

Participants

The event is to promote the use of the Scripture, as promulgated by the NAD Pathfinder Bible Experience. This event will have a duration of approximately 45 minutes. There will be 2 separate 45-minute sessions. Teams can choose to participate in both sessions, as the questions will be different at each session.

- Participants need to bring their Bible and a writing utensil
- The team can be made up of two to seven (2-7) Club members. Clubs can have more than one team represented at a session.
- Each team may have a Coach and a Scribe, if available
- A staff from your club should accompany the team. This individual will help correct questions and assign points, during the “testing”.

Pathfinder Bible Experience Book The NKJV Books of **EZRA & NEHEMIAH** will be used for this event.

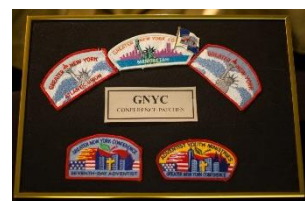
Come join the group of Bible scholars that are digging deep into the Bible and finding its treasures.

GNYC PATHFINDER MUSEUM

Introduction

The objective of the GNYC Pathfinder Museum is to promote the principles of the institution of the Pathfinder Ministry, based on the preaching of the second coming of Christ to this Generation.

To promote the Progressive Classes, The Denominational History, Pin trading, Collecting, and making new friends through the same.



Participants and Hours

Admission to the GNYC Pathfinder Museum is free for everyone registered for the Pathfinder camporee, however everyone must register when entering the museum. The Museum will be open to the public in General on Saturday Afternoon and night. The Museum staff guide visitors around the museum.

GNYC PATHFINDER MUSEUM SHOE DRIVE

This year, the museum will host a **Shoe Drive** for an Adventist Orphanage in the Dominican Republic, which has a pathfinder club. The shoes are to be dropped at the museum during camporee.

PIN TRADING HONOR



Pin Trading Honor

The Pin Trading Honor will be taught at the Museum by our trained staff on **Friday afternoon and Sunday morning**. Only those that are taking the honor will be allowed in the museum during those times. Pathfinders and staff registered with a club and camporee are eligible to take the Pin Trading Honor with the museum. During the Pin Trading Honor, participants will have the opportunity to see and touch the pieces which are part of the pin trading honor, to develop the knowledge of the activity, and to make new friends. Every Club that registers to take the Pin Trading Honor will have the opportunity to participate in a raffle at the museum.

Requirements:

1. Explain the origins of pin trading, and how it got started in the Pathfinder Club.
2. Define the following terms:
 - a. Button
 - b. Clutch
 - c. Etiquette
 - d. Lanyard
 - e. Pin
 - f. Venue

Skill Level: 1
Category: Arts, Crafts, and Hobbies
Original Honor: 2014
3. Identify two of the most common types of pin backs, and demonstrate or describe how to safely attach and remove them.
4. Name at least five places where you can get pins for trading, including free or inexpensive pins. Collect at least three to five pins for trading from one or more of these sources.
5. Discuss at least five different methods of displaying your pins for trading. Choose a method you like and arrange your pins for trading.
6. Name five venues or events where pin trading is a popular activity.
7. Discuss the three F's of pin trading etiquette:
 - a. Fun
 - b. Fair
 - c. Friendly
8. Discuss Matthew 6:19-21 in light of trading and collecting pins. Include in your discussion:
 - a. How can one trade and collect pins without giving up our focus on heaven?
 - b. How can pin trading help us be more like Jesus?
 - c. What behaviors and attitudes should we avoid while pin trading?
9. Trade pins with at least five people you don't know at a venue or event where pin trading takes place, using the "Fun, Fair, Friendly" principles of etiquette. Share with someone else or in a group any interesting stories or people you met while trading pins

5K RUN

- The 5K is open to pathfinders & staff in the categories included in the registration form.
- Registration for the 5K should be sent with the club registration
- Time and location of bib# and pins to be announced.
- Changes in names can be made at that time, not on race day.

OVERALL CAMPOREE POINTS

The points for this Camporee is for Camporee participation only. No points will be given for individual events or participation in programs.

Skill Events

DRILLING & MARCHING BASIC RULES AND INSTRUCTIONS

Rules for Basic Drill Skills Event & Drill Team Instructions

Possible Score

- **Basic Drilling & Marching:**
- **Advance Drilling & Marching:**

Section 1: Teams

- Basic and Freestyle Drill Teams must consist of at least four (4) members, with a minimum of nine (9) for Advanced Teams.
- Drill Teams may enter the following categories:
 - Basic (Skills Event)
 - Advanced
 - Freestyle
- All team members must be registered members of the named Pathfinder Club that they represent.
- Clubs may only enter one drill team per category.
- Pathfinder clubs having enough Pathfinders to have more than one drill team may enter the teams in **different categories**.
- There will be a uniform inspection prior to being called on the field that will contribute to your overall points at the end of your performance.
- All drill teams competing in the Advanced Drilling and Marching competition or Fancy Freestyle Exhibition **MUST** complete the Basic Skills Event in order to qualify for these events.

Section 2: Uniform

Basic & Advanced

- All drill teams competing in the Basic Skills Event, Advanced Competition, or Fancy Freestyle Exhibition are required to wear the Class A uniform with white citation cords for the team members and royal blue citation cord for the drill instructor.

Fancy Freestyle

- Drill teams competing in the Fancy Freestyle category must utilize the Class A uniform but are allowed to modify the uniform with the use of an ascot replacing the yellow neckerchief and slide, unique gloves and/or beret and a different color citation cord.
- Fancy Freestyle drill teams will be awarded bonus points for creativity and uniformity.

Section 3: Manual

- The GNYC edition Pathfinder Club Drill Manual is the official manual for this event.

Section 4: Uniform Inspection Procedure

- Drill Teams must report to the staging area at least 20 minutes prior to the competition.
- The team captain, when instructed, will call their team to “Fall In” and then to “Open Ranks,” enabling the judge to effectively view the team’s uniforms.
- Once the inspection is complete, the captain/master calls their team to “Close Ranks.”
- The uniform inspection is not part of the timed event.

Section 5: Performance Procedure

- The First Whistle will signal the Drill Team Captain to come to the judges table and perform the following steps:
 - Render a Hand Salute.
 - Take 2 steps forward and state:

- “Sir/Ma’am, the [Drill Team Name (if any)], of the [Club], in the [Area] requests permission to take the floor, Sir/Ma’am.”
 - Take 2 steps backward.
 - Render a Hand Salute and then execute an about face and return to Drill Team to command the Drill Team for the demonstration.
- Time will start when “Fall In” is given by the captain.
- The Second Whistle will blow indicating Drill Teams have 1 minute left.

Section 6: Required Commands

Basic:

- The Basic Commands listed must be performed in order.
- If the order is not maintained a 5-point penalty will be assessed.
- All Basic Commands must follow the rules set forth by the GNYC Pathfinder Club Drill Manual.
- Additional commands may be necessary to complete the list “in order”.

Advanced:

- The Advanced Drill & Marching commands listed must be performed by the Drill Team as called by the Drill Captain in any effective order (Dismissed, however, should be the very last command.)
- Commands must follow the rules set forth by the GNYC Pathfinder Club Drill Manual.

Freestyle:

- The Drill Team may perform various movements.
- No sensual movements, sensual gyrations, or Greek stepping will be tolerated.
- ***Any team that exhibits any movements that would not glorify HIS Name will be asked to leave the drill area immediately and will be immediately disqualified!***

Specific Command Detail & Clarification

- **Mark Time:** Mark Time March is “not given when at double time.”
- **File from L/R:** This is an extremely advanced command, and, for ease of use, the command may be given “File from the Left/Right March” and to return to the normal formation the command may be given “Reform Formation to Left/Right March.” Drill
- Teams must have at least 9 members (3x3) formation to execute this command.
- **Guidons:**
 - If guidons are used by the Drill Team, all of the commands performed by the guidon bearer should be performed automatically without specific command from the captain.
 - For example: If “Present Arms” is given to the drill team by the drill captain, the correct movement for the guidons should be executed.
 - If the guidon bearer does not execute the appropriate command and movement, points will not be awarded for that command as if the entire team did not execute the command correctly.
 - All Guidon commands and movements must follow the rules set forth by the GNYC edition of the Pathfinder Club Drill Manual.

Basic Drill & Movement

Fall In
Dress Right Dress/Ready Front
Cover/Recover
Present Arms/Order Arms
Left Face
Right Face
About Face
Parade Rest
Stand At Ease
At Ease
Rest
Hand Salute
Open Ranks
Close Ranks (GNYC Version)
Forward March
Column Left March
Column Right March
Half Step March
Right Flank March
Left Flank March
Rear March
Mark Time March
Halt
Dismissed

Advanced Drill & Movement

By the Numbers
At Close Interval Dress Right Dress
Ready Front
Left Step March
Right Step March
Double time March
Column Half Left March
Column Half Right March
Close Interval March
Normal interval March
File from the right column
Reform Formation
Halt
Dismissed

Section 7: Performance Accessories

Basic & Advanced

- No flags, banners, or music may be allowed for these performances.
- **Advanced Teams may use Guidons.**

Fancy Freestyle

- National & Pathfinder Flags, unit guidons and hand held sticks with ribbons or material are allowed.
- NOTHING should be used or carried that symbolizes a weapon.
- ***Appropriate marching music is allowed for this category, any inappropriate music or sensual movement or gyrations will disqualify the team immediately.***
- Teams must bring their own equipment.

Section 8: Time

Basic Drill 2 minutes to perform.

Advanced Drill 3 minutes to perform.

Fancy Freestyle 5 minutes to perform.

- Time will start when the command “Fall In” is given.
- For every 1-20 seconds over the allotted time limit, 5 points will be deducted from the total score.
- Time stops when the command “Dismissed” is given.
- After “Dismissed” is given, the drill team must leave the drill area immediately or a time penalty may still be assessed.

Section 9: Area

- The planned area for the demonstration is the auditorium or field platform (i.e., old basketball court) and has a space of 50 by 50 feet.
- Teams should plan their practices in a smaller area in case these spaces are not available as planned.
- There will be a space outside of this area for the uniform inspection and for teams to line up.

Section 10: Points

The following criteria will be used in the scoring process:

Basic

Criterion	Description	Maximum Points
<i>Uniform</i>	Uniformity & Compliance with GNYC Class A Uniform	20
<i>Drill Captain</i>	Command Voice & Ability to Command Team effectively	20
<i>Precision</i>	Team's ability to perform commands uniformly with precision & sharpness	40
<i>Drill Routine</i>	Team's performance of commands, use of space, and timing of movements	60
Bonus	5 Points will be awarded to Drill Teams with a Drill Captain 18 & under	10
Maximum Points		150

Advanced

Criterion	Description	Maximum Points
<i>Uniform</i>	Uniformity & Compliance with GNYC Class A Uniform	10
<i>Drill Captain</i>	Command Voice & Ability to Command Team effectively	10
<i>Precision</i>	Team's ability to perform commands uniformly with precision & sharpness	30
<i>Drill Routine</i>	Team's performance of commands, use of space, and timing of movements	50
Bonus	5 Points will be awarded to Drill Teams with a Drill Captain 18 & under	5
Maximum Points		105

Point Deductions:

- 5 Points will be deducted for every 1-20 seconds over the time limit
- 5 Points will be deducted for each piece of equipment dropped or improperly carried
- 10 Points will be deducted if the team fails to demonstrate proper marching techniques

Fancy Freestyle

Criterion	Description	Maximum Points
<i>Uniform</i>	Uniformity & Creativity with GNYC Class A Uniform	15
<i>Drill Captain</i>	Command Voice & Ability to Command Team effectively	10
<i>Creativity</i>	Team's performance of commands, creative movements, and spiritual emphasis	30
<i>Precision</i>	Team's ability to perform commands uniformly with precision & sharpness	30
<i>Drill Routine</i>	Team's performance of commands, use of space, and timing of movements	40
Bonus	5 Points will be awarded to Drill Teams with a Drill Captain 18 & under	5
Maximum Points		130

Point Deductions:

- 5 Points will be deducted for every 1-20 seconds over the time limit
- 10 Points will be deducted if the team fails to demonstrate proper marching techniques
- 5 Points will be deducted if the Basic Drill Command order as listed is not followed.

Immediate Disqualification/Dismissal will occur if inappropriate movements are performed or inappropriate behavior displayed by team or club members present.



Indian Drag Race

Pathfinders will construct an indian-type travois (using Diagonal and Square Lashings) and drag a team member on the travois to the designated finish line. This event is open to all Pathfinders whose clubs provide the required materials for them to participate.

Possible Score: 100 points

PARTICIPANTS:

- Seven (7) Pathfinders or a minimum of three Pathfinders.

EQUIPMENT:

Each pathfinder club must provide:

- two (2) 2"x2"x8' pine boards
- two (2) 2" diameter x 3' poles

The youth Department will provide:

- Stopwatch
- Four (4) pieces 1/4" x 12' cotton sash cord (lashing rope)

PROCEDURE:

The Pathfinder team lines up at the **Start Line**, in relay formation, with their pile of materials at least 6 feet to the right or left of the line. The **Finish Line** will be 50 feet directly in front of the team line.

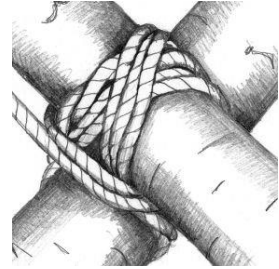
At the starting signal of event judge:

1. Pathfinders #1 & #2 will run to the lashing materials and use **SQUARE LASHING** to lash one 3' pole across the two 8' pine boards approximately 12" from the end, such that the 8' boards are at minimum of 2' apart. When they have completed the lashing, they will run back to tag Pathfinders #3 & #4.
2. Pathfinders #3 & #4 will then run to the lashing materials and lash the other 3' pole across the two 8' pine boards with **DIAGONAL LASHINGS**, approximately 12" from the previous one, such that the 8' boards remain minimum 2' apart. (*Lashing points may be marked prior to the competition, but no notching is allowed.*) With the lashings completed, the framework will form a "drag carriage." Pathfinders #3 & #4 will pull the carriage to a point ten (10) feet from the **Start Line**, then run back to tag Pathfinders #5, #6 & #7.
3. All three Pathfinders will run to the carriage. Pathfinders #5 & #6 will pick it up by the far end of the long pole, Pathfinder #7 will sit on the upper crosspiece with his feet on the lower crosspiece while grasping the long poles firmly. Pathfinders #5 and #6 will then drag Pathfinder #7 is the **Finish Line**.

NOTE:

All lashings must be intact at the finish line for the team to qualify for placement. The team member riding the “carriage” must stay seated until the entire “carriage” is across the finish line and must not touch the ground at any time while being “dragged”.

- **SQUARE LASHING** must begin and end a clove hitch.
- **DIAGONAL LASHINGS** must begin with a timber hitch and end with a clove hitch.
- Each lashing must have at least **THREE (3) WRAPS AND THREE (3) FRAPS.**

**SCORING:****POINTS:**

Entry	25 points
Less than 6 minutes	25 additional points
7 – 9 minutes	15 additional points
More than 9 minutes	10 additional points

Knots up to 50 points

PLACEMENT:

1 st Award	90 – 100 points
2 nd Award	80 – 89 points
3 rd Award	70 – 79 points



Flagpole Relay

Possible Score: 75 points

PARTICIPANTS: Four (4) Pathfinders

EQUIPMENT:

- One (1) 2'x3' flag on a 6' stave (post) of your chose. Note: Flag can be home made.
- One (1) 8' long stave, for the bottom.
 - Note: It can be PVC, wood, aluminum or a simple 2"x4"x8' long ripped or split in half, smooth the edges to remove splinters.
- Two Lashing ropes, of your chose
- Three (3) Tie down rope for supporting flag pole to stakes

PROCEDURE:

At the begin signal:

1. Four (4) Pathfinders run from starting line to the assembly area.
2. Two (2) Pathfinders tie a **SHEAR LASHING** on one end while the other two (2) Pathfinders tie a **SHEAR LASHING** on the opposite end.
 - NOTE: The poles should overlap by approximately (2) feet.
3. They will tie the TIE DOWN ROPES, above the top lashing on the pole with the flag, using a loop around the flag pole and (2) half hitches onto the standing part of the TIE DOWN rope.
4. One (1) Pathfinder will erect the flag
5. Three (3) Pathfinders will secure the TIE DOWN rope to their stake
6. All Pathfinders will all run back to the finish line  where they began

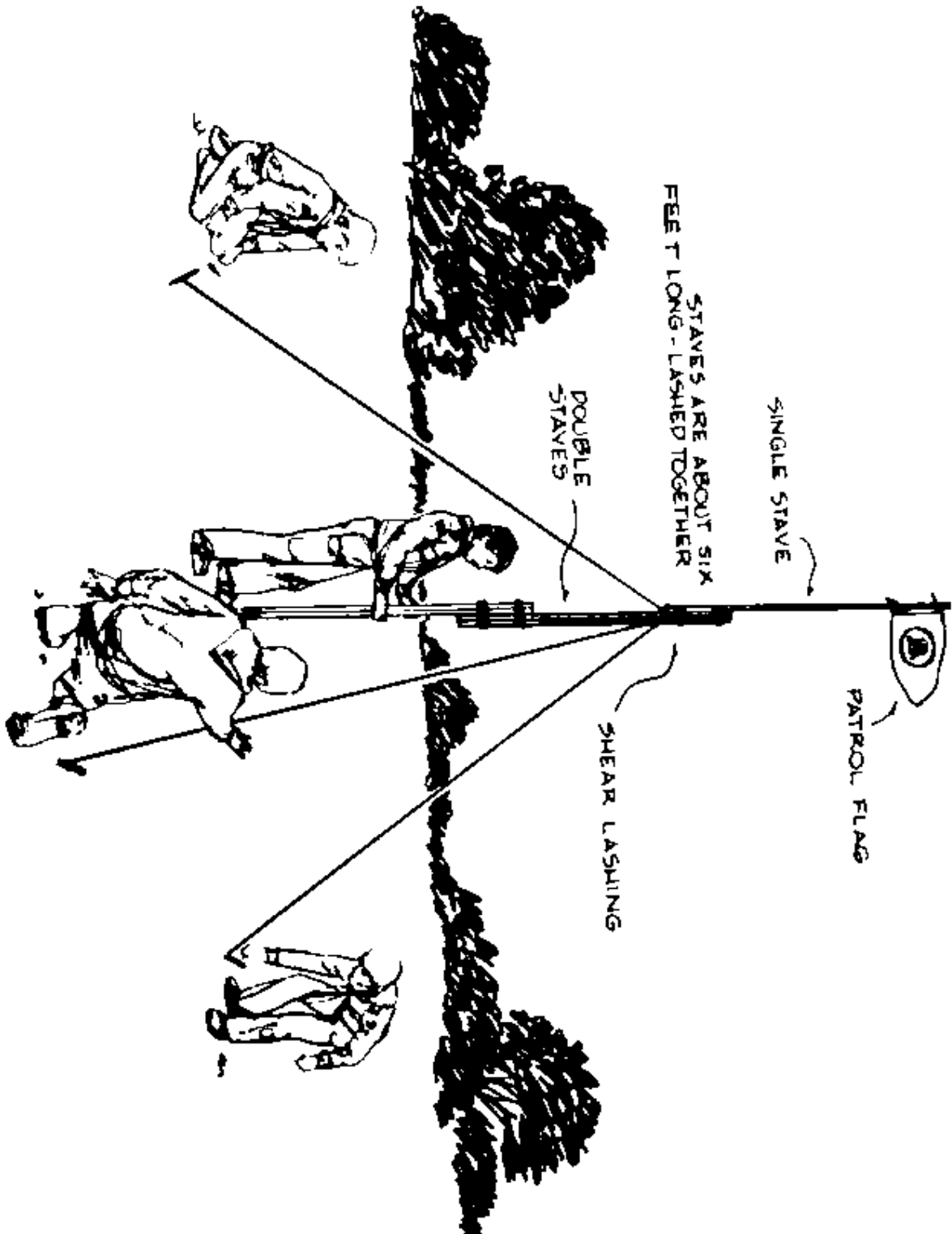
SCORING:

POINTS

Entry	25 points
2 minutes 30 seconds	50 additional points
3 minutes	40 additional points
3 minutes 30 seconds	30 additional points

PLACEMENT:

1 st Award	66-75 points
2 nd Award	56-65 points
3 rd Award	46-55 points





First Aid Bandaging Relay



Possible Score: 75 points

PARTICIPANTS: Three - Nine (3-9) Pathfinders

EQUIPMENT: Six (6) Triangular bandages (provided)
One (1) stool or chair (provided)

PROCEDURE: Before the time begins, the patient (designated by the club) goes to the action line (approximately twenty-five feet from the starting line).

1. One (1) Pathfinder will run to the patient, **TIE a TRIANGULAR HEAD BANDAGE**, then RUN back to the starting line and tag the next team member;
2. The next Pathfinder will RUN to the patient, **TIE a TRIANGULAR CHEST BANDAGE**, then RUN back to the starting line and tag the next team member;
3. The next Pathfinder will RUN to the patient, **TIE a CRAVAT BANDAGE** for the **RIGHT LEG**, then RUN back to the starting line and tag the next team member;
4. The next Pathfinder will RUN to the patient, **TIE a TEMPORARY BANDAGE** to support a **SPRAINED LEFT ANKLE**, then RUN back to the starting line and tag the next team member;
5. The next Pathfinder will RUN to the patient, **TIE a SLING** for the **LEFT ARM**, then RUN back to the starting line and tag the next team member;
6. The next Pathfinder will RUN to the patient, **USING A CRAVAT BANDAGE TIE a FIGURE-OF-EIGHT** for the **RIGHT PALM**, then RUN back to the starting line and tag the next team member;
7. The next two (2) Pathfinders will RUN to the patient, and by the **TWO-MAN CARRY**, transport the patient to the finish line.
Time begins at the start signal and ends when the patient arrives at the finish line.

SCORING:

POINTS

Entry	25 points
4 minutes	50 additional points
5 minutes	40 additional points
6 minutes	30 additional points

PLACEMENT

1 st Award	65-75 points
2 nd Award	55-64 points
3 rd Award	up to 54 points

One (1) point will be deducted for each incorrect bandage and/or improper handling of the patient.





One-, Two-, Three-, Four-Man Carry



Possible Score: 75 points

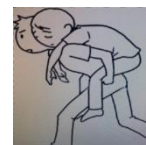
PARTICIPANTS: FIVE (5) Pathfinders
(If you do not have (5) five Pathfinders from your club you may get one (1) pathfinder from another club to be the injured participant. The other four (4) Pathfinders must be from that is completing the event.)

EQUIPMENT: Improvised stretcher: Two (2) poles 6'-8' long (2" x 3" studs may be used)
One (1) Blanket or tarp (to create the stretcher)

PROCEDURE:

STEP 1 – One-Man Carry

Using the **PIGGY BACK CARRY**, Pathfinder #1 carries pathfinder #2 (the disabled victim) from the starting line to a designated point (aprox. 20' away) and returns to starting line with victim.



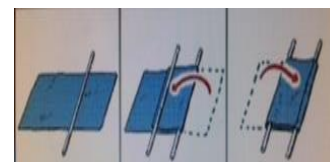
STEP 2 – Two-Man Carry

Two (2) Pathfinders will create a **FOUR HANDED SEAT** and carry the injured victim from the starting line to the indicated point and back to the starting line using the two-man carry.



STEP 3 – Three-Man Carry & Four-Man Carry

a. One (1) Pathfinder will create a **BLANKET or TARP STRETCHER**.



b. Three (3) Pathfinders will execute a (3) man lift of the injured victim.



c. The victim will be lowered down to the kneeling position, with the victim at rest on their knees. The stretcher will be moved beneath the victim without any of the three carriers moving forward or backwards with the victim.

d. After placing the victim on the stretcher, the team will execute a four (4) man carry as they transport the victim to the indicated point and back to the starting line.



SCORING:

POINTS:

Entry	25 points
4 minutes	50 additional points
4.5 minutes	40 additional points
5 minutes	30 additional points

PLACEMENT:

1 st Award	65-75 points
2 nd Award	55-64 points
3 rd Award	up to 54 points