



Texas Conference Pathfinder Camporee 2018



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Camporee 2018

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General Information

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Camp Registration

All registration for camp is done through UltraCamp. This is the same software used to register your club with the conference. Please make sure that each staff member and pathfinder is registered by name and that your staff and adult volunteers have taken the Shield the Vulnerable classes.

When you arrive at Lake Whitney Ranch you will come in the main entrance. You will see the registration tent. Volunteer staff will be on hand to show you where to park. Please have your pathfinders stay in the vehicles and only the director (or designated staff member) come into the tent. In the tent you will find a set of stations. Below is a list of the stations and what is required or received at each station.

Station 1 – Financial

As Pathfinder Director, you need to meet with a Conference employee in the registration tent to verify your registration, the number of people registered, including new add-ons, substitutions, cancellations and possible payments.

Station 2 – Medical

Turn in your Medical Consent Forms; one form for each participant under the age of 18. Turn in proof a background check for all adults 18 or over. This includes Day Passes.*

Station 3 – Campsite Assignment/Event Coding

A Campground person will give you a slip of paper noting how many running feet of camping space you will receive for your campsite. You will give this paper to your area coordinator so you can participate in the first event, "Build a City." (Information below). Please note this number is not your site number but the number of running feet for your camp site.* Your event point sheets will be coded with your scoring code and the number of pathfinders attending camporee from your club. You will receive pathfinder participation cards for each pathfinder. Please note this number is not your site number but the number of running feet for your camp site.

Station 4 – Director's Registration Package

You will receive a package with needed information for the events, and may include the following: Wristbands, Director's Program, 2 Programs, Passport (Activities / one per participant) PF Camporee Events point sheets, Excused Absence Letter, PF Camporee Info, Security and Emergency Procedures, Evaluation Form

Q & A

Q: What are the fees for registration?

A: It depends on when you register. Early registration is \$42, regular registration is \$45 and late registration is \$50.

Q: Do small children need to register?

A: Children under the age of 7 are free.

Q: Will there be Day Passes and how much do they cost?

A: Day passes will be available and cost \$25 each. These should be purchased before arriving.

Q: What does the * mean in this document?

A: New or changed item.

General Information

Directions to Camp

The Texas Camporee will be held at Lake Whitney Ranch. Lake Whitney is a reservoir lake with beautiful limestone cliffs, nestled in the rolling hills of north central Texas. Lake Whitney Ranch offers grand views and rustic hiking. The ranch comprises more than 900 acres, 400 of which have been left native.

Address - Farm to Market Road 2841, Clifton, TX 76634
GPS coordinates 31.894685, -97.408485

Baptism

There will be a baptism on Sabbath afternoon for any pathfinder wishing to be baptized. Please notify your area coordinator with the names of those who wish to be baptized. If they are under the age of 18, they must have their parent's permission.

Flag Raising and Lowering

Friday and Saturday there will be formal flag raising and lowering ceremonies. Teams of 4 pathfinders per flag will serve as color guard. If your pathfinder is part of the color guard, they need to be at the flag poles 20 minutes before the ceremony begins. For the ceremonies, each club is to fall in around the flag poles by area. Make sure your "full" club, this is all of the pathfinders, are in formation at the start of the event. When your club is assembled and your pathfinders are in position, notify your area coordinator so they can mark you present. For the flag ceremonies, there are a total of 200 points, 50 points for each.

Services in the Big Tent

Friday night, Sabbath morning, Sabbath evening and Sunday Morning we will have services in the big tent. Your club will need to bring their own chairs. When choosing a place to set up your chairs please note the aisle striping on the ground. We must leave the aisles clear of chairs. When setting up your chairs do not move another club's chairs. Please set up your chairs as compactly as possible. The tent will be completely full.

Do NOT leave before the last closing prayer. It is disrespectful of the speaker, the other clubs and most importantly of God. The 5 minutes you save is not worth the message you are sending your pathfinders. As directors and staff you are the example they will watch and follow. Join in the singing, don't talk during the meeting, pay attention to the speakers, help your pathfinders stay focused on the meeting and stay until the end.

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Q & A

Q: How are clubs selected for color guard?

A: The Texas Conference Drill Instructor will work with the Area Coordinators to select Pathfinders to participate.

Note – If your Pathfinder is selected, please make sure your color guard is in place 20 minutes before flag raising time.

Q: Can staff and volunteers with clubs attend the main meetings?

A: Everyone is welcome and in fact encouraged to attend all of the meetings. Be considerate of your staff and make sure they have time to attend.

General Information

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Camporee points

Club scores will be based on the highest overall score. Those within 90% of the highest score will be First Place Clubs. Those between 75% and 89% of the highest will receive Second Place. Those below 75% will receive Third Place.

Clubs can receive extra points. To find out how, read all of the information in this packet. Activities on Sabbath are not for points.

CHECKOUT Process

At checkout, once your camp area and surrounding roadways have been cleared, trash removed and holes filled in, you will need an area coordinator or their designee to inspect your site and sign your Inspection Release Form. Once this is completed. Bring the inspection form, the evaluation form and your campsite number sign post to the conference tent. On turning in these three items, your club will receive their patches and you are free to leave.

Please note – vehicles will not be allowed in the camping area until Security deems it is safe. This will most likely be Sunday morning during the award ceremony.

Sabbath Afternoon Activities

On Sabbath afternoon there will be various activities offered. They will range from hikes to the back wilderness area to programs in the big tent. Pathfinders and staff are free to participate in any of these activities. These activities are not for points but to help your pathfinders have a blessed Sabbath day. Keep in mind that the Market Stalls set up on Friday will be open on Sabbath afternoon and well worth a visit.

Port-A-Potties

To make visiting the PORT-A-POTTY a more pleasant experience during camporee, we have compiled a list of suggestions for proper etiquette (protocol) for those of us having to share our outhouses (port-a-potties).

In packing for camp don't forget the following items:

- One (1) ply toilet tissue. You know we always run out! And the fluffy two (2) ply tissue causes a mound to build up in the potty. Think of 2 X #2 = Mound. Yuk!
- Disinfecting wipes. Use to make sure seats have no residue before and after using. Be sure to put wipes in TRASH CAN outside of port-a-potty. The only things that should go into the port-a-potty hole is "Pee, Poop, and tissue!"
- Hand sanitizer, wipes or spray. Gets rid of germs! AND you can open the door and close it QUIETLY with your hands. **Especially** in the middle of the **night!**

Q & A

Q: How does my club earn extra points.

A: Read this document carefully, extra point options are embedded within some of the events, policies and general information.

Q: Does it have to be my area coordinator that checks out my club?

A: It must be the area coordinator or their designee. For example the associate coordinator or a Master Guide that is assisting the area coordinator.

Port-A-Potties - continued

To prepare your Pathfinders, give them tips for personal hygiene when sharing public toilets, or outhouses.

- Instruct the males about using the urinals in the port-a-potty.
- Instruct the female as well. Urinals are not used to rest belongings, such as cell phone, toiletry bags, or the tissue roll.
- Instruct everyone that lining the seat with toilet paper will add to the mound.
- Instruct everyone on the importance of using wipes to clean hands or hand sanitizers after using port-a-potty. Remember to put wipes into trash can near port-a-potties.

Etiquette suggestions:

1. Wait your turn and Don't save spots. At some point during the camporee, there's bound to be a line for the bathroom. But no matter what, cutting is never cool. Allowing your friends to join you in line is bound to upset anyone with a full bladder. Sorry, first come, first served.

2. Get down to business and Leave your phone behind. Be considerate of others who may be waiting – this isn't the best time for a full makeup redo or sending a text message in private. Don't be the one that drops their phone in the MOUND!

3. Let us know you're in there. Have you opened the door into a port-a potty and someone was sitting there or better yet pulling up their pants? It didn't make your day, did it? You want to keep your private business private? Then be sure to **lock the door** before using the port-a-potty.

4. Relax, open and close the door with your hand. Like stores, restaurants, church, and libraries, port-a-potties are just another example of something we share with others. If you shake hands with people without first using hand sanitizer, you can open the door to a port-a-potty, too. But please **do** wash your hands, or use hand sanitizer afterwards. And at **NIGHT**, close the door **QUIETLY**, so we don't disturb or wake up others that sleeping.

5. Put the lid down after using the port-a-potty. If the lid is kept shut when the outhouse is not in use, the vent (usually a long pipe in the port-a-potty) will reduce odors inside the outhouse by venting them outdoors.

6. Clean up after yourself. "Pathfinders leave a place better and cleaner than they find it." Leaving a place a little cleaner than you found it is a sign of great manners. Make sure the toilet paper gets in the port-a-potty hole, and leave the seat down and free of any surprise "sprinkles" for the next guest. If the person before you forgot to do their part, then your **kindness** in leaving it clean for next person will be greatly appreciated.

7. Hold the door. Have you ever gone from one potty to the next looking for a clean one? Holding the door for the next person lets them know that the port-a-potty is free to use. It also lets them know that is clean and that you took care of that for them! This a major act of kindness!

This is our list of some common courtesies (you may think of more) to keep in mind for our camporee and hopefully for a good port-a-potty experience!

General Information

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Managing Wind Conditions

Central Texas has moderate to high winds all of the time. So as you prepare your supplies for your club campsite, keep this in mind. All of your canopies should be staked down, not with the short stakes that come with many of them, but with longer nail spikes or screw-in anchors. Make sure that the tents are set up so that they are all staked down securely. Some clubs in the past have brought shelving or cabinets for storage. This can be very dangerous. If you are bringing shelving, make sure to tie it down securely. When designing your club entrance, keep the wind in mind and design accordingly.

Cars and Parking (in and out policies)

For the safety of your pathfinders, car movement in camp as well as in and out of camp is tightly controlled. Once you have finished at the registration tent you and your vehicles will follow the signs into the camping area. After the cars, buses, etc. have been unloaded they are to be moved to the designated parking area, which is outside of the main campgrounds. Vehicles can be left in the campsite, but they will not be allowed to move until checkout time on Sunday. There will be a 50 point penalty for any car moved after Thursday night within the campgrounds.*

If you need to leave LWR at any time during the camporee, you may use one of the vehicles in the parking area. Make sure you have your wristbands on and your car pass on your rearview mirror or you will not be allowed back into the camp. There are county sheriffs stationed at the gate who will enforce access rules.

Golf Carts

Only golf carts and ATV(s) provided by the conference are allowed on LWR. These carts must only carry the number of people for which there are seats. No Standing is allowed. All drivers must be at least 21 years of age and hold a valid driver's license.

Trash

Large Dumpsters are strategically placed in the campgrounds. These are where your club's trash is to be placed. Do Not Rely on others to Pick up Your Trash. Be prepared to take trash to proper Receptacles.

****NO HUMAN WASTE IN ANY TRASH BAGS OR RECEPTACLES, except for diapers ****

** DO NOT PUT ANY BAGS CONTAINING HUMAN WASTE IN PORT-A-POTS**

On Sunday – DO NOT LEAVE ANY TRASH AT YOUR CAMPSITE.

Q & A

Q: If I want to get an early start on packing, can I move my car or truck into the campsite Sabbath evening?

A: No, you may not move cars or other vehicles through the campsite during the Camporee. This is for the safety of the Pathfinders. Please cooperate with the Camporee staff and security.

Q: What do I do with soiled dippers?

A: Soiled dippers must be thrown in the dumpster with the regular trash. They are **never** to go in the pot-a-potty.

Be a good example – pick up trash as you walk along. Let's keep our ranch clean.

General Information

Water Distribution

For your convenience water is delivered to your campsite via a water truck. Water Carts will make the rounds thru camp 3 times daily.

Thursday	2 pm - 8 pm
Friday	8 am - 11 am , 1 pm - 3pm, 5 pm - 7pm
Sabbath	8 am - 11 am , 1 pm - 3pm , 5 pm - 7pm
Sunday	8 am - 10 am

Please bring your container out to the entrance of your campsite for the water truck hoses to fill your container.

Additionally, there will be two water stations where you can go to get water anytime. These will be located near the shower trailers.

Please Note - Water is for Cooking and Drinking **ONLY**.

No Bathing Within Campsites is Allowed

Please Fill-In Grey Water pits prior to Leaving Camp

Be assured that the water delivered to your campsite is “good” water. It can be used for cooking and drinking. Lake Whitney ranch has a 1200 foot well, which is used not only for the ranch but the adjoining subdivision. Because the well is used for more than just ranch water, it is tested 4 times a week to ensure the water is safe to drink. Well water with God’s filtration is better than any surface water with manmade filtration and chlorination. If you are bringing bottled water, check the label; most water sold in the big cities is just bottled city water repackaged.

Medical Tent

We have a medical tent set up for first aid only. This is not a clinic or ER, and should not be used for checking on pre-existing conditions. There is no charge for the use of the medical tent. Basic first aid like a cut finger or bug bites should be handled in your camp. Please make sure you club has a first aid big enough for your club size. If skilled evaluation of an injury or illness is needed, please bring them to the medical tent for evaluation. They can evaluate your condition and call an ambulance if necessary. If there is a precondition (asthma or other respiratory issues or other illnesses) please bring your own devices (nebulizer) and medication for your treatment because we do not have large amounts of it.

The most common issue is dehydration. Please make sure everyone in your camp is drinking enough water.

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Q & A

Q: Can I have a shower in my campsite?

A: No, campsite showers are not allowed in camp.

Q: How do I get water from the water station?

A: Just like at Oshkosh, you will need to carry your bucket/container or have a wagon to haul your water.

Note – please make sure your medical consent forms are completely filled out. If the minor has no allergies or medications please make sure the parent or guardian writes the word “None” in that section.

Also, the signature needs to be a real signature not a photo copy. The form can be copied, but the signature at the bottom needs to be an original.

General Information

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Dehydration

The number one health issue we have at camp is dehydration. Please, please make sure everyone in your camp is drinking enough water. We recommend that each pathfinder have a canteen or other refillable water container with a strap or lanyard, and that they fill it in camp each time they are leaving your campsite. This is better than a water bottle which they will set down some place and not drink.

Be on the lookout for signs of dehydration -

- dry or sticky mouth
- few or no tears when crying
- eyes that look sunken into the head
- lack of urine
- dry, cool skin
- lethargy or irritability
- fatigue or dizziness

Making a canteen part of their field uniform will help but also keep reminding them to drink their water.

Sun & Wind Burn

The sun at LWR can be very intense. Please make sure your pathfinders and staff wear sun and wind protection, including protection for their lips.

TLT – Teen Leadership Training

The TLT program is for those in grades 9-12 who wish to advance into leadership positions. The program is optional and some teen Pathfinders may not choose to take part. Please note TLT need to be registered with the conference office before Camporee to participate.*

Saturday after worship/lunch TLT supported activities will begin. TLTs will operate activities and attain experience and community service hours.

Texas TLT T-shirts will be for sale at the conference tent.

Q & A

Q: Can we bring disposable plastic water bottles?

A: it is preferable that each pathfinder have a canteen or similar container which they can wear, hands free, but if this is not possible for your club you can bring plastic bottles. You may wish to have them make a sling to wear their bottles. That way they don't set them down and leave them behind.

Disposable water bottles are the largest source of trash left on the fields and in the main tent during camporee. Please keep Lake Whitney Ranch clean, and clean up your bottles.

Q: Should I wear a sun hat?

A: This maybe a good option but beware of the wind.

Policies

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Generator Policies

Generators are allowed in your campsite. There are strict policies as to the times they are allowed to run. They can be operated between the hours of 6:00 am and 10:00 pm each day.

Please note, if your camp has no generator and uses other forms of lighting, your club will receive 100 extra bonus points.

If you have your generator on before 6:00 am or after 10:00 pm you will lose 50 points. If your generator remains on after you have been cautioned; your club will lose 100 points.

Quiet Time Policy

All campers are to observe quiet time from 10:00 pm to 6:00 am. This includes staff or pathfinders getting up early to cook or late evening games in your campsite.

Day Pass Policy

Persons with day passes must register at the registration tent on arrival. The registration tent will open at 8:00 am on Friday and Saturday and close at 5:00 pm. All day pass holders must leave before 10:00 pm

Drone Policy

The use of drones at pathfinder events is prohibited. There may be a drone from the conference communication team but other drones are prohibited. Leave them at home.

Pet Policies

Pets are not allowed at any pathfinder event, this includes all types of pets; dogs, cats, turtles, iguanas, rabbits... No pets are allowed. If you bring a pet on to the ranch property, you will be asked to leave. The county sheriff's department will escort you off the premises with your pet. The only exceptions are service dogs, which are specifically trained to help people with disabilities.

If you are bringing a service animal it must be registered with the security personnel. At the registration tent let them know you have a service dog to registered and security will be notified. They will work with you to get your animal registered with them.

***** Lake Whitney Ranch has a \$200 fine for pets on the ranch.

***** Only registered service animal are allowed on the ranch.

Q & A

Q: Can I purchase Day Passes at the registration tent?

A: Day passes will be sold at the registration tent but not on Sabbath. If you are planning to come for Sabbath make sure to purchase your pass on line thorough UltraCamp.

Q: What must I have to show my service animal is registered?

A: The animal must have the proper vest and tags.

Q: Am I exempt from this rule if I am only on the ranch a short time?

A: No, this rule is in forced at all times.

Policies

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Shower Times and Policies

There are shower trailers at camp for our campers to use. Each trailer has multiple shower heads. Shower facilities will be open around the clock except during meetings. They will close 30 min before to 30 min after the meetings.

After 10 pm no minor (person under that age of 18) will be allowed at the showers unless they are accompanied by an adult.

At 50 past every hour, the showers will close for approximately 10 minutes for cleaning.

The shoes you wear to the showers cannot be used in the shower trailers. Each person must have shower shoes which they must carry; these can be flip flops (chanclas). Do not wear these shoes to the shower. You will put them on once you get to the shower mats directly outside the shower trailers. This keeps the showers clean, reducing the amount of time it takes to clean or unplug the showers.

When you get to the front of the line, there will be port-a-potties for your use before you go into the shower trailer. Once you have used the port-a-potty, you get on the floor mat and take off your outdoor shoes and put on your shower shoes. Then you will be allowed into the shower trailer. Each shower is calculated to take 5 min. total. This may seem short but is doable. We recommend you use shampoo with conditioner so it is one step. There are hundreds of people wishing to shower, so keep the time limit in mind as you shower.

Please share these shower guidelines with your Pathfinders, staff and volunteers before you arrive at camporee, and remind them again during the Camporee. We all need to be considerate of one another, and your cooperation will also make life easier for the volunteers who are monitoring the shower trailers.

Q & A

Q: What if I forget my shower shoes?

A: There are a few options; one you can borrow a friend's shower shoes, you can go bare foot or if you have flip flops that you accidentally wore to the showers you can wash them at the shower trailer mats before entering.

Q: Can I save a place in line for my friend or club?

A: No, each person wishing to take a shower must wait in line.

Security

TX Pathfinder Camporee 2018

Security Procedures

Safety is one of our main concerns at Lake Whitney Ranch, and we want to make sure our children, volunteers, and staff members are safe at all times. Because we are in an open-air situation with little to no protection from severe weather it is important to review these guidelines and procedures, in case of emergency. Thanks for your cooperation

1. Bosque County Law Enforcement, Camporee Security personnel and Master Guide personnel will handle daytime patrol and the monitoring of parking lots.
2. Bosque County Law Enforcement officers will be on duty at night.
3. Know where your Campers are at all times during the Camp. Please do not let your Campers wander off by themselves. A staff member should be with your Campers at all times.
4. Directors, please carry a listing of all your Campers at all times, so you can take roll call at any time, in case of emergency.
5. Please stay alert at all times. Be ready for ANY type of emergency: weather (high winds, storm, and rain), intruders, medical, animals (such as snakes or wild animals, etc.) PLEASE STAY ALERT!

Bosque County has a standard wind of between 9-12 mph most of the time. On occasion, with very little warning there can be pocket winds of up to 50 mph. Please secure your camp equipment to handle the sustained winds and be prepared for the higher "surprise" winds.

We will continually monitor the weather, day and night, for severe weather changes, and will communicate any urgent situations to Club Directors. If a Take Cover situation develops, Security will notify Clubs as swiftly as possible. If a severe weather condition takes place, our emergency plan will go into action.

Safety Flag Code

By the security tent is a flagpole. Please check the pole regularly to keep yourself and your club notified of current weather conditions. The color of the flag will let you know at a glance what the current weather conditions are. The colors signify as follows:

- Red- fire
- Purple- tornados
- Black- thunderstorms
- Yellow- high winds
- Royal Blue- chance of storms
- White- heat advisory
- Green - All Clear

Q & A

Q: How do we know who is allowed on the ranch?

A: All authorized attendees and guests must wear the correct wristband. There are two bands, one for regular campers and one for day passes.

Q: Do my temporary staff (cooks and/or parents) need to have background checks?

A: Yes, all adults must take the risk management training and have a background check even if they are only helping for this one campout.

Q: Where do I see the Safety flags?

A: The safety flags are on a flag pole beside the security tent.

Security

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Severe Weather

1. In case of a severe weather report Club staff should assemble their entire club and take roll to make sure the entire club is accounted for. Report to your Area Coordinator (or any Security Staff) that your club is accounted for. This procedure must take less than 5 minutes maximum.
2. If there is anyone missing in your group, please contact any Security Staff (or your Area Coordinator) as soon as it is safe.
3. Security Staff will be in charge of evacuating Bathroom and Shower areas, as well as the various Event Locations. They will instruct individuals to join the rest of their club. This procedure must take less than 5 minutes maximum.
4. If there is lightning, be cautious in using your cellular phone.
5. Please do not panic. Encourage your club to stay calm as they make their way to the appropriate locations or wait for further instructions.

Severe Weather Tornado

1. As quickly as possible take cover by dropping to the ground to the lowest level you can find.
2. Lying face down to the ground, place your hands over your head to cover the back of your head.
3. Stay low on the ground until everything is all clear.

Severe Rain or Storm

1. If secure, take cover in your own tent or eating structure.
2. Monitor your tent to make sure water is not coming in.
3. Stay together as a group.
4. Do not touch any live wires, for any reason.
5. Should conditions under the tent or eating structure become dangerous, proceed to personal vehicles or buses and remain there until given the "all clear".

In Case of Injury

1. During severe weather the designated "Triage" assembly points are the Shower Trailer area. If the wounded subject is mobile, please bring them to the shower area for treatment or evacuation.
2. If the wounded subject is not mobile, please immediately contact a Security Staff member or law enforcement personnel and they will contact Emergency Medical to bring treatment to the wounded subject. **DO NOT CALL 911!** Those 1st responders will already be on site.

Q & A

Q: how do I contact Security?

A: The security tent is in the center section towards the top of the camping area. But if you contact your area coordinator or anyone with a conference walky-talky they can call security right away.

Security

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In Case of Injury - continued

3. DO NOT BEGIN DRIVING PERSONAL VEHICLES IN THE CAMPGROUND. This will only slow the emergency response and treatment of the wounded subject.

We want to make sure our youth and staff members are safe at all times. If you need to report a problem, look for one of our Security Staff who is wearing a radio and/or security vest

General Security Information

When Campers arrive to Lake Whitney, they will be greeted by the following people, Master Guides, Pathfinder Leaders or Adventurer Leaders. Once they have parked their vehicle at the entrance the Director (or designee) of the club will go inside the registration tent where they will receive all the information and package they will need to enter into the campsite.

1. Please place your car tag on your windshield.
2. Make sure everyone puts on their wrist band
3. Once you have reached your Campsite, take everything out of your vehicle, place the material inside your campsite and park your vehicle in the assigned parking lot. Please follow the guide line in the "Build a City" event when unloading vehicles.*
4. If you come in after hours you will not be able to setup your tent or drive in the campsite until the next day. Everyone will have to be verified by registration so Security can know who is on the property.
5. Once your campsite and tents have been set up, if a vehicle is kept inside the campsite, this vehicle will not move until Sunday noon time.
6. At no time should the vehicle be used to transport campers to meetings, restrooms or activities.
7. The only vehicles that will be moving around the campsite are to be Authorized Vehicles.
8. Bicycles are not permitted on the property. The only time bicycles are authorized is if there is an event which is monitored by the event coordinator.
9. Personal Golf Carts, Mopeds are not allowed on property.
10. Animals are not allowed on the property.
11. Respect the Police and Master Guides. Follow their directions and listen to them at all times.
12. If you have questions, contact your Area Coordinator.

Q & A

Events

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Build A City Event

This event takes place **Thursday**. In this event the pathfinders are to set up camp without the physical help of adults. The adults must stay outside of the camping area in which the camp is being set up. This is a timed event.

Upon arrival and registration, the club will be given a piece of paper listing the number of running feet their club will receive. (All campsites are 75 feet deep) Take this paper to your area coordinator who is in your areas' designated location. They will mark off your club camp site. **Do not** unload, all pathfinders and adults except for the director or their designee are to stay in their vehicles, until start is called by your area council member.

Once the area is marked off, the area council member will call time and the stopwatch will start counting. Now everyone may exit their vehicles. All adults must stay out of the marked area and cannot touch any of the equipment. They can give instructions or encouragement. If a vehicle is to stay in the camping area this must be moved into place before the event starts under the supervision of the area council member.

When the camp is complete the area council member is notified by the club director and time is stopped

Camp inspection will be done by the area coordinator or designated representative.

The inspection check list is as follows.

- 20 points Tents set up and aligned neatly (including staked down)
- 20 points Camp awning is set up and tables arranged
(clubs with less than 4 pathfinders may have one adult help but the adult is not allowed to speak while in the campsite area)
- 20 points Kitchen step up including stove with proper hook-ups and food properly stored.
- 20 points Wash station set up
- 20 points Gray water station,
- 30 points Entrance and perimeter set up
(including flags and the name of the club properly displayed)
- 10 points Signage for gray water, first aid, director
- 5 points Duty roster posted
- 5 points Fire extinguisher near kitchen and not expired

Minus 10 points every time an adults goes into the camping area or assist with any equipment. (if the adults stays in the camping area for more than 2 min. an additional 10 point penalty, with a 10 point penalty every 2 min.)

Q & A

Q: How much space will my club receive?

A: each club will receive 2 running feet for every person in their camp site plus an additional 10 running feet for the Market Stall event. Camp sites are approximately 75 feet deep.

Q: What are running feet?

A: Running feet are the number of feet that runs along the roadway. See example under the Market Stall event.

Events – Build a City continued

TX Pathfinder
Camporee 2018

Q & A

50 points < 15 min
45 points < 30 min
40 points < 45 min
35 points < 1 hour
30 points < 90 min
20 points < 2 hours

This event is worth 200 points
40 Extra points given for a mess kit rack and no disposable plates, bowls, cup or utensils used by the Pathfinders, with Pathfinder washing their own dishes.

Clubs arriving between 10 pm and 11 pm have a 50 point penalty
Clubs arriving between 11 pm and 12 midnight have a 100 point penalty.

Any club arriving after midnight will forfeit this event (they can get the extra points). The gates are closed at midnight. They will not be allowed to set up their campsite until the morning.

There is a 10 min penalty given each time an adult enters the camp area or assists with any equipment per violation.

There will be a 50 point penalty for any car moved after Thursday night within the campgrounds.*

Events

TX Pathfinder Camporee 2018

Year in Review

This event is designed to showcase your club. It is a time to show all the things your club has been doing this year. Each club has been given 10 extra running feet. At the perimeter of the club campsite (facing the road), a display is set up showcasing the current pathfinder year's work.

The display is to be set up on Friday morning between 8 and 10 am. It needs to stay up until 7 pm on Friday and be on display Sabbath afternoon. Make sure the items can stay up with the wind or inclement weather.

This is a judged event. A panel of two or three judges will come and see your market stall. They will evaluate the display looking for the following-

Display areas should be min of 10ft by 10ft, can be larger.

20 points Nature honor display

20 points Community Service display

20 points Craft honor display

20 points Investiture Achievement display

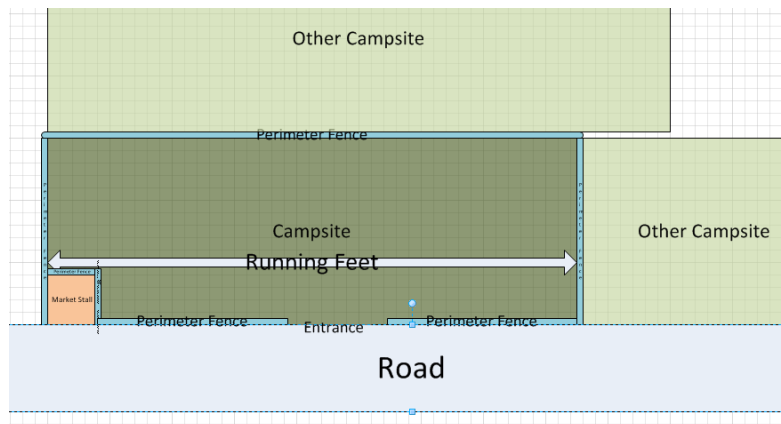
20 points given for self-explanatory (good signage so a visitor can understand the display without a guide)

Up to 50 point for creativity in the display

20 points for being ready by 10 am Friday morning

30 points for display staying up for the required time

200 Points for this event.



Q & A

Q: is there a minimum size for a campsite.

A: Each site is a minimum of 45 running feet with another 10 feet added for the market stall. So this year the minimum total is 55 running feet

Q: Do we have to set up the market stall as shown on the diagram?

A: No, it must be on the road and have the perimeter fence run behind the market stall. (see picture). A club can put it near the entrance or in the middle of the front.

Texas Snakes

Full club event, for points. (this event will be run in English)

Club will form teams of no more than six Pathfinders on each team. The objective is to correctly match the picture, name, and description of snakes that can be found in Texas. Points will be given for correct identification, plus the amount of time it takes to complete the activity.

Each team will "log walk" from the starting line, to the table where the identification boards are located. (If anyone falls off the "log", the team must go back to the starting line and start again.) Once they reach the table, each Pathfinder will draw cards with names and cards with descriptions of snakes to match to the pictures on the board. A total of 24 snakes will be identified, divided between the team (if 6 people on a team, each draw 4 names and 4 descriptions. If 4 people on a team, each draw 6 names and 6 descriptions). Teamwork is encouraged.

****Note:** There will be 26 pictures on each board, but the team will only match 24 of them (in other words, two pictures will not have names/descriptions associated with them, and will be left blank).

Scoring: Timed event (time starts when the "log walk" begins). The entire club must participate. The scores of each team will be averaged for the overall club score.

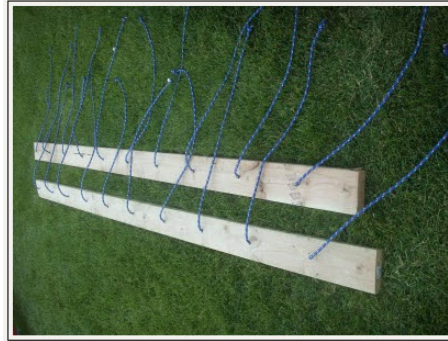
Participation points	60	pts
Each correct name at 2 points each	48	pts
Each correct description at 2 points each	48	pts
Time: 10:00 minutes or less	44	pts
Time: 10:01 to 10:30 minutes	35	pts
Time: 10:31 to 11:00 minutes	25	pts
Time: 11:01 to 12:59 minutes	20	pts
Stopped by Conductors at 13 minutes	5	pts
Total Possible Points:	200	Pts

All Equipment will be provided by Conference and Area Coordinator Team-in-Charge

Events – Texas Snakes Continued

TX Pathfinder
Camporee 2018

Log Walk (will be provided by the Conference, no need to bring your own):



One snake source:

<http://www.herpssoftexas.org/view/snake>

Events – Texas Snakes continued

TX Pathfinder
Camporee 2018

Texas Coral Snake



Venomous and should be treated with great respect and viewed only from a distance. Not generally aggressive and will most likely flee any confrontation if given a chance to retreat: however, the snake's venom is neurotoxin, it affects the respiratory and nervous system of an animal. This snake has small fangs in the front of its mouth (fangs which do not hinge like those of a rattlesnake) and will repeatedly strike its prey in order to deliver its venom. "Red on yellow - kill a fellow." It can often be found under boards or large stones, living in places where other snakes may likely be encountered. Lays eggs.

Cotton Mouth



Venomous, and are therefore highly dangerous if approached or handled. Uniformly colored black crossbands generally present, but they may not be very distinct against the dark background 30-42 in; record length is 60 in. They are not generally aggressive and will most likely flee any confrontation if given a chance to retreat. Cottonmouths are dark, faintly patterned snakes, best known for their defensive posture with a gaping, white lined mouth. It likes fish, frogs, mammals and other snakes. Birth live snakes.

Copperhead



Venomous, and are therefore highly dangerous if approached or handled. Contrasting red (copper) or brown crossbands on a light tan background. 20-36 inches. Hides in leaf piles beneath trees, or alongside logs and stones in wooded forests to strike out at unsuspecting prey. The light grey or olive colored tail of the copperhead is used to lure prey to within striking distance. Prey includes rodents, birds, lizards, frogs and other amphibian species. Birth live snakes.

Timber Rattlesnake (lives in East Texas)
Western Diamondback (lives in North, Central, South and West Texas)



Venomous pit viper is the 2nd largest venomous snake in Texas and third largest in the United States. Length is 36 to 40 inches and weigh 1.3 to 2 pounds. They have a heavy, light yellow, gray or greenish-white body with a rust-colored strip along the length of their back and a black tail is tipped with rattles. Timber rattlesnakes have yellow eyes with elliptical or cat-like pupils. 20 to 29 dark, V-shaped bars with jagged edges are across their back. Beware, they have been found without rattles because of poachers. Birth live snakes.

Hognose



Venomous. Notice the two different markings of these two snakes from two different counties in Texas - they are the same species. Note the nose - this modification allows them to burrow easily into the soil, either to seek shelter or to seek out their prey. Occasional bites to humans do occur. Human reactions to snake bites can include large amounts of swelling, depending on the duration of the bite. The venom is delivered to the prey by way of enlarged teeth in the rear of the mouth. Their venom, though mild to human, is highly effective against its usual prey of frogs, toads, and lizards. Lays eggs.

Gopher Snake



Non-venomous predator. They feed heavily on mice and are frequently seen around areas of agriculture. Also eats birds, bird eggs, and lizards. They have been found in the low branches of trees and the upper portions of cacti looking for bird nests full of eggs. When molested, it will often vibrate its tail and make a loud hissing noise, enough to scare off most would-be predators. It will strike out at its aggressor from an S-shaped coil (like a rattlesnake), biting and causing minor wounds in the attacker's soft flesh. 3 to 5 feet. Lays eggs.

Eastern Ratsnake



Non-venomous, but very ill-tempered [perhaps worst in Texas] and will bite any aggressor repeatedly! They seek food and refuge inside hollow limbs as well as on exposed branches. They feed on a variety of mammals, birds, lizards, frogs and toads. They also can be found associated with human habitations, as snakes may take up residence in barns and associated farm structures. They kill their prey by constriction, immobilizing their prey in coils of their bodies before eating it. 3 to 5 feet long. Lays eggs.

Brazos River Watersnake



Non venomous. Hunts at night along the river in its name. Depends on the rocks in its habitat for security so without rocks, no snakes. It likes a diet of small fish, though they have been seen as eating a variety of salamander and frog species, as well as an occasional crayfish. Different than most snakes as it gives birth to live snakes. Much of the habitat for this species is disappearing due to human influences. Protected by law. Length 2 to 3 feet. Birth live snakes.

Southern Water Snake



Non venomous, hunts fish and a wide variety of amphibians, particularly frogs. Dark crossbands on top surface and dark ocular stripe. (22-42 in) in length. A nocturnal hunter, spends the day resting in the vegetation along the water's edge or hides deep in rodent burrows along the bank. Agile swimmers which move rapidly through the water and this species of snakes never gape open their mouths if threatened. Birth live snakes.

Milk Snake



Non-venomous. Most colorful snakes in nature. Usually three color bands. Kills by squeezing (constrictor), Feeds primarily on other snakes, lizards, reptile eggs, and rodents. Relies on its sense of smell to find most of its prey, including prey buried underground. Famous to be immune to rattlesnake venom and have rattlesnakes as part of their diet. May bite hard and repeatedly when first handled. Another defense is release very strong musk from their vent when threatened. Found in the grasslands and wetter portions of the desert, typically seeks shelter under logs and in debris piles found in places such as swamps and stream valleys. Closely related Scarlet King Snake, and looks similar to a venomous snake...Remember: Red on yellow, kill a fellow. Red on black, venom lack. 8 to 13 inches long. Lays eggs.

King Snake

[Speckled & Desert in Texas]



Non-venomous. The speckled one is often called the "salt-and-pepper" snake. This snake is easily recognized by the light spots covering a black body. The body is almost always solid black and the spots range from yellow-orange through creamy yellow to ivory white. Feed on rodents, although they DO eat venomous snakes but only if they see one. Young feed mainly on lizards and small snakes such as baby garter and ribbon snakes. Adults feed mainly on rodents and snakes including various water snake and cottonmouths. Speckled king snakes utilize many habitats including farms, open fields, swampy areas, forested areas and in many towns. About 6 feet long. Lays eggs.

Yellow Bellied Racer



Non-venomous. Note the juvenile snake at the top is different in color from the adult below. Diet is mostly small rodents, frogs, toads, lizards and other snakes. Lower right shows one eating a garter snake, alive. They do climb trees for eggs and young birds. Although they are constrictors, they usually just pin the prey down and swallow alive. With excellent vision, they raise their heads to see. They are very fast and when cornered they bite hard and often, and release a foul smell. Shaking their tail among dry leaves, racers may sound like rattlesnakes. 3.5 to 6 feet long. Lays eggs.

Desert Massasauga



Venomous. They prefer prairie grasslands as habitat in the Trans-Pecos region. They are a small rattlesnake, usually less than 18". The record is a bit over 20". It is a heavy bodied snake. It has elliptical pupils that look like cat's eyes and like all pit vipers, has a heat-sensing pit between the nostril and eye on each side of its head. It has a large, triangular head that is wider than the neck when viewed from above. Birth live snakes.

Ring-Necked Snake



Non-venomous to humans, but they are to their prey. They have a light colored (cream) collar just behind the head. They are light gray or olive body, but the belly is yellow from the head to a bright orange at the tail. They raise the tale to scare the attacker.. They are venomous to their prey, however, as they are able to introduce venomous secretions into their prey by chewing on the prey item. Prey items are small snakes or lizards, insects, earthworms and salamanders. About 14 inches long. Lays eggs.

Texas Garter Snake



Non-venomous. It is found predominantly in eastern and central Texas, with a small population in Kansas. They are a terrestrial species, generally found in dry, lightly wooded areas. They have a greenish-black back with a distinctive bright orange or red stripe down the center of the back. They are generally non-aggressive and if handled will often flail about to escape and release a foul musk odor. Birth live snakes.

Red Striped Ribbon Snake



Non-venomous. They will nip if handled roughly, but their teeth are unable to inflict serious injury. They may give a foul odor when badly handled. Their tails have been found in the wild as part of a defensive strategy when attacked. They live near ponds and glide along looking for their food: mostly eat frogs and toads, and rarely eat insects, lizards, or other snakes. Their chief prey is the cricket frog. An easy way to remember the difference between the way the cottonmouth and non-poisonous water snakes swim is that cotton floats!!! Cottonmouths have a white spot in front of eyes, but the Garter does not have it. 12 to 36 inches long. Birth live snakes.

Western Indigo Snake



Non-venomous. They are easily identified by their thick, shiny black bodies, almost blue-black see-thru scales. These are typically between 3-8 ft although they have found measuring over 9.5 feet and weighing around 5-6 lbs in weight. Active in the mornings, search for anything small enough to swallow, including other large snakes (including rattlesnakes) and birds. In fact, one indigo snake was found to have recently eaten three mice, two small snapping turtles, and two toads. When captured, may bite repeatedly and release foul smelling musk and feces to instigate their release. They may also hiss, vibrate their tail, and flatten their necks vertically to appear "dangerous". Lays eggs.

Chihuahuan Night Snake



Venomous, though they are not known to bite humans, even when handled. The venom is toxic only to its prey of lizards, snakes, and various arthropods of the desert, with the venom delivered through enlarged teeth in the rear of its mouth. They hunt at night often found in rocky, arid habitats, and can commonly be found crossing roads at night. Background color ranges from light brown to gray, with a series of dark, irregularly shaped oval blotches running down the middle of the back. Oval eyes which seem to stick out. 10 to 16 inches long. Lays eggs.

Plain bellied Watersnake



Non-venomous. It has no patterning on its underside. Species can vary in color vary from brown, to grey, to olive green, with dark colored blotching down their back, and an underside that is yellow, brown, red or green. They are 24-60 inches long. It is quick to vigorously defend itself by biting repeatedly and its mouth has a white interior, resulting in it being misidentified frequently as the venomous cottonmouth. They hunt during the day or night for fish, amphibians, and tadpoles. Birth live snakes.

Long Nosed Snake



Non-venomous. Feeds on lizards, small rodents, sometimes other snakes. Usually at night.. Often vibrates its tail when disturbed, and when surprised, the human will often find his/her arm covered in blood and feces when first picking it up in the wild. Rarely bites, more often hiding its head among its coils when molested. The amount of black marks found on the belly can vary, with places in south Texas often having only white belly scales, whereas individuals in west Texas having black pigment present on most ventral scales. 2 to 3 feet long. Snout useful for digging into sand. Lays eggs.

Brown Snake



Non-venomous. It will not bite when picked up, but it may flatten its neck in a threat display. Light tan stripe running the length of the body. Mid-dorsal stripe is three scale rows wide and is in contrast to darker background color, which may range from red to brown to dark tan. Inhabits moister places. Feeds on insects, insect larvae, and ringed worms. 10 to 12 inches long. Birth live snakes.

Flat-Headed Snake



Non-venomous. Coloration of the head is generally darker than the rest of the body with certain individuals actually having a black cap present. Found about anywhere there is a cool dark moist bit of any type of soil. This habitat is ideal for them to find a variety of suitably sized invertebrates – such as venomous centipedes, grubs caterpillars, and ant larvae. It is not a threat to humans; captive snakes will often shove their heads into the folds of a captors hands looking for advantages to escape. 7 to 8 inches long. Lays eggs.

Checkered Garter Snake



Non-venomous snake; however, its saliva is mildly toxic, it does not pose harm to humans under normal circumstances. It will often bite would-be captors, leaving only superficial bite marks. They will flail about trying to escape. Another important defensive mechanism is the habit of defecating foul-smelling liquids and feces upon aggressors. This snake feeds on fish, various amphibians and earthworms. Some individuals have been seen eating carrion from the roadway. 24 inches long. Births live snakes.

Plains Threadsnake



Non venomous. A smooth, worm-like snake; reddish-brown or pink, with a blunt head and tail. The belly is either white or pink, and the eyes are small black spots on the side of the head. Usually hunts at night for eggs, larvae, and pupae of termites. This burrowing snake is usually only seen on the surface following a rain storm to get out of its flooded burrow. It is most commonly found in loose, damp soil under logs and rocks. 6 to 10 inches long. Lays eggs.



Rough Greensnake



Non venomous. It lives in a variety of habitats throughout Texas, including thorn scrub thickets, rocky wooded hillsides, as well as swamps and occasional open savannahs. The common factor found in these habitats is vegetation, with the more vegetation present, the less likely is to be spotted. Often found off the ground, food consists of crickets, grasshoppers, and spiders, in addition to the larvae of moths and butterflies. May be found along water courses, and will readily enter the water to escape a predator or to chase down prey items. If found dead on the road, its skin will be bluish. 22 to 30 inches. Lays eggs.

Coachwhip Snake



Non venomous; however, it will not hesitate to bite quickly and repeatedly, leaving a series of shallow gashes in its aggressor's flesh. The back color can be highly variable, ranging from black, red, yellow-tan, and even pink, like a braided whip. They move very quickly and easily. Night hunters, their large eyes help them see movement across their terrain. One may catch a glimpse of this snake "periscoping" as it lifts the a third of its body perpendicular to the ground, allowing the it to survey for any potential prey movement. Its diet ranges from lizards and other snakes, to small cottontail rabbits and birds. They will frequently climb trees to eat nestling birds or to escape predators. Length is 4 to 8 feet. Lays eggs.

FIRST AID RELAY

PARTICIPANTS: This is a full club event, up to 12 Pathfinders on a team

EQUIPMENT NEEDED: Event facilitators will provide the equipment.

1. Eleven (11) triangular bandages. Note: A triangular bandage is made by cutting diagonally a piece of material 40 inches square. Nine of these will be used, folded into cravats.
2. One 3 X 3 gauze dressing.
3. Two (2) arm splints, (3 inches x 15 inches), unpadded.
4. Two (2) leg splints (4 inches x 36 inches), unpadded.
5. One (1) army blanket
6. Two (2) 7' or 8' foot poles.
7. One (1) safety pin.

DESCRIPTION:

1. The victim will be 40 feet from the starting line at the beginning of the relay contest, in a sitting position.
2. Pathfinders will not go to render aid until the ones treating the previous problem have returned to the starting line.
3. The size of the team may vary, but is recommended that as many as possible participate. Maximum number is eleven (11) plus the victim.
4. On the arm and leg splints the knots should be tied in a straight line.
5. On the arm and leg splints the cravats must wrap around the limb and splints at least twice.
6. All knots will be square knots.
7. For the first 4 problems the victim will be in a sitting position on the ground.
8. For problems 5 and 6 the victim will be lying down.
9. Victim will not help the first-aider at any time.

Events – First Aid Relay Continued

TX Pathfinder
Camporee 2018

SPECIAL NOTES:

Equipment will be located at the starting line. Pathfinders need to make note of how the equipment is arranged before starting the event. Part of the points earned for this event is the breakdown and proper reset of equipment used during the activity.

Please remember that we are on a **schedule** for the events. Therefore, the Pathfinder teams need to be organized prior to checking in for the First Aid Relay. Teams that are not organized and ready to do the event, will be asked to step-out of the line and organize, rejoin the line at the back, and then, check-in.

PROCEDURE and SCENARIOS:

1. The victim has a deep laceration on his forehead. No. 1 Pathfinder will run to activity line, place a dressing and cravat bandage on the head, and return to starting line and tag No. 2 Pathfinder.
2. The victim has a 3rd degree burn on the palm of his right hand. Pathfinder No. 2 will run to activity line and apply and open-hand bandage and return to starting line and tag Pathfinders No. 3 and 4.
3. The victim has an apparent fracture of the left forearm. Pathfinders No. 3 and 4 will run to activity line and splint the forearm, then place it in a sling. They will then return to starting line and tag Pathfinder No. 5.
4. The victim has a sprained left ankle. Pathfinder No. 5 will run to the activity line and apply a cravat bandage for a sprained ankle and return to starting line and tag Pathfinder No. 6 and 7.
5. With the victim now lying in supine position, he/she has an apparent fracture of the right leg (not the thigh). Pathfinder No. 6 and 7 will run to activity line and apply a splint for a fracture in the mid-section of the leg. They will then return to starting line and tag Pathfinders No. 8, 9, 10, 11.
6. Pathfinders No. 8, 9, 10, 11 will take the blanket and the two poles and run to activity line. They will make a stretcher next to the victim. They will then load the victim on the stretcher and march back to the starting line and gently lower him/her to the ground. The victim should not be touched until the judges have checked the first aid treatment.
7. After the judge has checked the first aid treatment and given permission to undo the bandages the Pathfinders will place the equipment back in the proper location as instructed by the event facilitator. This will be part of the timed event and points earned.

Events - First Aid Relay Continued

TX Pathfinder
Camporee 2018

SCORING RUBRIC:

First Aid Treatment:	Points:
1. dressing and cravat bandage on head	10
2. open-handed bandage on palm of right hand	10
3a. cravats put around forearm and splints at least 2 times	10
3b. square knots tied in straight line on the splints	10
4. cravat bandage on sprained left ankle	10
5a. cravats put around mid-section of right leg and splints at least 2 times	10
5b. square knots tied in straight line on the splints	10
6a. make a stretcher next to victim	10
6b. gently load victim on stretcher and march back to starting line	10
6c. gently lower victim to the ground at starting line, wait for judge's instructions	10
6d. victim did not assist first-aiders at any time during the relay	10

TOTAL POSSIBLE POINTS FOR EVENT = 200

Breakdown and Reset Activity:	Points
2 minutes or less	20
2:30 minutes	14
3:00 minutes	8
over 3 minutes	4

Time:	Points:
3:00 minutes or less	70
3:30 minutes	60
4:00 minutes	50
4:30 minutes	40
5:00 minutes	30
Over 5 minutes, shut down relay	10

The event facilitators will provide the point sheet at the First Aid Relay station for each team.

Each club is being asked to provide at least one (1) leader during your team's relay. They will be posted at the starting line with your club.

Clubs that have more than one team, will have each team points added together and averaged so that each Pathfinder club will only have one (1) score sheet that is be turned in for Camporee points. It is highly recommended that all the teams for the First Aid Relay for your club, participate in the event at the same time to reduce confusion about the points earned.

Events - First Aid Relay Continued

TX Pathfinder
Camporee 2018

Club Preparation:

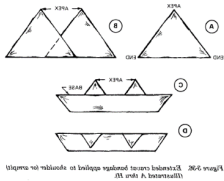
The following breakdown would be a good practice guide for timing of each problem and scenario.

Problem:

Number 1: 17 seconds
Number 2: 19 seconds
Number 3: 52 seconds
Number 4: 19 seconds
Number 5: 45 seconds
Number 6: 28 seconds

Some Resources:

1. First Aid, Basic Honor Answers # 7 (Demonstrate the proper procedure in splinting various broken bones in the body)
2. Google: Images for first aid cravats (this site has numerous images and diagrams with instructions to render first aid using the cravat)
3. Wiki: How to make a simple stretcher, www.wikihow.com/Make-a-Simple-Stretcher
4. firstaidadvice.info (folding a cravat)



Cravat Bandage for Forehead

- Place the center of the cravat over the compress covering the wound.
- Carry the ends around to the opposite side of the head, cross them. Bring them back to the starting point and tie them.



Events – Talk to Me

TX Pathfinder
Camporee 2018

PARTICIPANTS:

This event will use the whole club. . (see note for club of more than 38)

DEFINITION OF PARTICIPANTS:

Reader - reads the message to the Sender

Sender – has the flags and sends the message

Receiver – see the message and calls out the letters

Scribe – writes the letters of the message



MATERIALS:

Conference will provide Semaphore flags, clipboard, paper, pencil, and one of several messages to decipher.

INSTRUCTIONS:

A field of 100 yards by 100 yards will be marked off with position flags. When everyone is on the starting line the judge will call “GO”

The Sender will run to the signal flags, retrieve the flags and go to the marker marked “Sender” and facing the field.

If your Reader and Runner are two different pathfinders, the Reader runs to the marker marked Sender and sits on the ground with their back to the field in front of the Sender.

The Runner will go to a table with a bucket and draw out one message and then hand the Reader the message.

If the Runner and Reader are the same pathfinder, the Runner will go to a table with a bucket and draw out one message then run to the marker marked Sender and sit down in front of the Sender with their back to the field.

If you have an odd number of pathfinders you will have both a runner and reader, if you have an even number of pathfinders the runner and the message man are the same person.

The Receivers will run to one of the position markers flags (only one Receiver per marker). The markers are numbered. If you have four Receivers, they will go to markers numbered 1 to 4. If you have 10 receivers they will go to markers 1 -10. Etc.

The Scribes will run to a table get a clip board and run to one of the Receiver pathfinders. Only one Scribe per Receiver. The Scribe sits on the ground in front of the Receiver with their back to the Sender. When the Scribes, Receivers, Sender and Reader are all in place, the judge will blow the whistle. This is the signal for the Sender to start sending the signals.

Events – Talk to Me Continued

TX Pathfinder
Camporee 2018

The Reader will quietly tell the Sender which letters to send and they will use the semaphore to send the

message. The Receiver tells the letters quietly to the Scribe as they are sent and the Scribe writes down the message. The Scribe is not to talk. When the message is complete. All of the pathfinders run to the starting line. When all are across the line the judge stops the clock. The clip boards are handed to the judges for the message to be graded.

POINTS:

Time	Points
Participation points	50 points
Complete Message correct*	50 points
50% of the message correct*	25 points
<= 1:30min	100 points
>1:30min and <=2:30min	90 points
>2:30min and <=4:00min	80 points
>4:00min and <=5:00min	70 points
>5:00min	40 points

Message scores will be the average of the teams. For example: four teams with messages. Two have it correct, one is 50% right and one is less than 50%. $(50+50+25+0)/4= 31$ point for message.

RESOURCE:

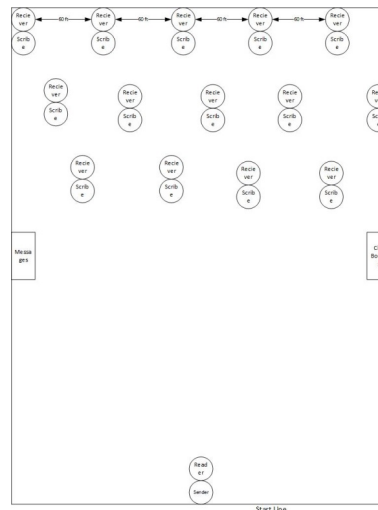
https://en.wikipedia.org/wiki/Flag_semaphore

TEAMS:

For example: If your club has 10 pathfinders; one will send (Sender), one pathfinder runs to retrieve the message (Runner/Reader) and dictate the letters to the Sender and you will have four teams of 2 (Receivers and Scribes).

If your club has 9 pathfinders, one will send (Sender), the runner to get the message (Runner), a Reader who dictates the letters to the Sender and three teams of 2 (receiver and Scribe),.

This event is set up for 38 pathfinders at one time. If your club has more than 38 break them up into groups of 38 or less and run the event multiple times. Once with each group. Your score will be the average from each of your teams.



Events - Home Sweet Home

TX Pathfinder
Camporee 2018

PARTICIPANTS:

This event is for the whole club.

MATERIALS:

Conference supplied

For the tent :

- One 8 ft x 10 ft tarp with grommets along all four sides
- One 4 foot by 2x2 inch pole
- Six stakes
- One 8 ft rope

For the table

- Two 4 ft by 2x2 inch poles
- Twelve 5 ft by 2x2 inch poles
- Twelve 6 ft ropes
- One 20 ft rope
- Two stakes
- Twine (40 ft)

For the clothesline

- Six 5 ft by 2x2 inch poles
- Two 11 ft ropes
- One 20 ft rope
- Two stakes

The club supplies

- Colman style propane two burner camp stove
- Propane
- 3 matches
- Frying pan
- Cooking oil
- Pancake batter already made up

DESCRIPTION:

This event is for 4 to 16 pathfinders. If you have less than 16 you can repeat pathfinders in the relay. Pathfinders will work in groups of two. If there are more than 16, break up your club in to groups between 4 and 16. Scores will be averaged.

The event consists of putting up a shelter, building a table, building a clothesline and cooking a pancake.

PROCEDURE:

When the team is ready, the scorekeeper says go, and the first four pathfinders leave the starting line. Two go to the area marked shelter. They take those materials and build a Holden shelter. (see diagram below)

Events – Home Sweet Home Continued

TX Pathfinder
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The other two start building the table as per the diagram below. They go to the area marked table and use those materials. When shelter team is done, they run to the starting line and tag the next two pathfinders.

These two pathfinders run to the area designated for the clothesline materials, and build a clothesline. (see diagram below.)

When the table team is done, the table team runs to the starting line and tag the next two pathfinders. They take the camp stove, fuel and 3 matches to the table, set it up on the table and light one burner. Once the burner is burning, they run back to the starting line and tag the next two pathfinders.

These two pathfinders take the batter, frying pan and oil, to the camp stove and make a 4-6 inch pancake. (spatulas are not allowed, the only other utensil allowed is one chopstick) When the pancake is ready to flip, they run to the clothesline and flip the pancake over the clothesline catching it in the pan, then return to the stove and cook the other side. When it is cooked, they turn off the stove burner and run to the start line and put the pancake on the judges plate. They then tag the next four pathfinders.

Two take down the shelter, undoing all knots, fold the tarp and returning everything to the designated spot. They then run back to the starting line and tag the next two pathfinders. These two pathfinders take down the clothesline, undo all the knots and return the material to the designated spot.

The other two take down the stove and return it properly dismantled to the starting line, along with the oil and leftover batter. They then tag the next two pathfinders. They run to the table and dismantle it, undo all of the knots and return the material to the designated spot. (in all case the materials are to be returned to their original location)

When the area is clear and all pathfinders have returned to the starting line, time is called.

Holden Shelter – pathfinders use any knots they think will work to hold the tarp to the pole.



<http://www.instructables.com/id/Figure-of-8->

Table instructions

<https://scoutpioneering.com/2017/07/04/simple-camp-table/>

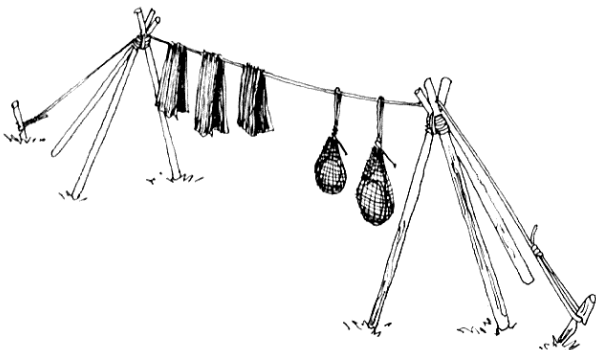


Events – Home Sweet Home Continued

TX Pathfinder
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Clothesline

Lashing-Tripod-Lashing (Figure of 8 lashing)



Sample of a camp stove



Time	Points
Participation points	50 points
Shelter remains stand the entire time	10 points
Table remains standing and supports the stove	20 points
Clothesline remains stand the entire time	10 points
Pancake the correct size and cooked all the way through	10points
< 15:00 min	100 points
>15:00min and <=20:00min	70 points
>20:00min and <=30:00min Event will stop at 30 min	40 points

Events – Mission Crack the Bible Code

TX Pathfinder
Camporee 2018

- ❖ This event is divided into 3 levels.
- ❖ Each level will test the Pathfinders knowledge of the BIBLE.
- ❖ This is a team event with a couple of obstacles to be performed individually.
- ❖ This is a timed event.
- ❖ Teams will comprise of up to 10 Pathfinders.
- ❖ For larger clubs an average of their team scores will determine their final score.

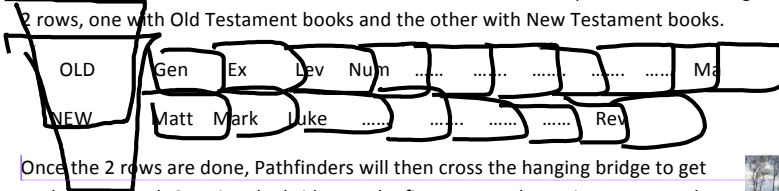
LEVEL ONE:

To know the order of the books of both the Old and the New Testament.

Supplies

- ❖ 2 tubs, one labeled OLD testament and one labeled NEW testament.
- ❖ Wooden blocks with BIBLE books on them separated into the 2 tubs.

Pathfinders will work as a team. Take the blocks out of their respective tubs and organize them in a row. They will therefore have 2 rows, one with Old Testament books and the other with New Testament books.



Once the 2 rows are done, Pathfinders will then cross the hanging bridge to get to the next level. Crossing the bridge on the first attempt by entire team equals bonus points.



Kemz 4JsA 1/2/18 9:47 PM

Comment [1]: GEN

LEVEL TWO:

To be able to know the divisions of the books of the BIBLE.

Supplies

- ❖ 2 tubs labelled OLD and NEW testament.
- ❖ Ping pong balls labeled with BIBLE books placed in the correct tubs.

- ❖ 9 small buckets labeled the following

Events – Mission Crack the Bible Code Continued

TX Pathfinder
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- **OLD TESTAMENT**
 - 1) Law/ Torah
 - 2) History
 - 3) Poetry
 - 4) Major prophets
 - 5) Minor prophets
- **NEW TESTAMENT**
 - 6) Gospel
 - 7) Church history
 - 8) Letters
 - 9) Prophecy

Pathfinders will work as a team and sort the books from the tubs and place them in the correct bucket.

After they are done, they will take the buckets and make it under the crawl space without dropping any balls.

On getting to the other side, they will submit their buckets to the Master guide and move to the third level.



LEVEL THREE:

To be able to know where in the bible famous BIBLE quotes are found.

Supplies:

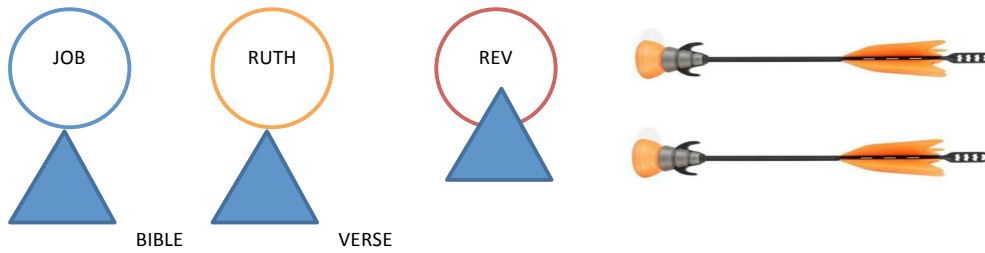
- ❖ 10 targets labeled specific BIBLE books.
- ❖ 10 suction arrows with specific BIBLE verses written on them

Pathfinders work together to determine what BOOK the given BIBLE verse is from. Then one pathfinder aims at the correct target.

Sample....

Events – Mission Crack the Bible Code Continued

TX Pathfinder
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Bonus points are given when the arrow sticks to the target without falling off.

Pathfinders will take turns to fire arrows until all 10 verses are complete.

At that point the timer ends, and the Pathfinders get to know their score.

The BIBLE passages will come from the following list: (NKJV)

1. **Exodus 20:3-17** - 10 commandments
2. **Matthew 5:3-12** - The Beatitudes
3. **Luke 11:2-4** - The Lord's Prayer.
4. **1 Corinthians 13** - The Love chapter
5. **Hebrews 11** - Faith chapter
6. **1 Sam 17** - David and Goliath
7. **Esther 4:14** - For if you remain completely silent at this time, relief and deliverance will arise for the Jews from another place, but you and your father's house will perish. Yet who knows whether you have come to the kingdom for such a time as this?"
8. **Daniel 3:17-18** - If that is the case, our God whom we serve is able to deliver us from the burning fiery furnace, and He will deliver us from your hand, O king. But if not, let it be known to you, O king, that we do not serve your gods, nor will we worship the gold image which you have set up."

Events – Mission Crack the Bible Code Continued

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9. **Isaiah 58:9-10** - Then you shall call, and the Lord will answer; You shall cry, and He will say, 'Here I am.' "If you take away the yoke from your midst, the pointing of the finger, and speaking wickedness, if you extend your soul to the hungry and satisfy the afflicted soul, then your light shall dawn in the darkness, and your darkness shall be as the noonday.
10. **Ecclesiastes 12:1** - Remember now your Creator in the days of your youth, before the difficult days come, and the years draw near when you say, "I have no pleasure in them"
11. **Philippians 4:4** - Rejoice in the Lord always. Again I will say, rejoice!
12. **John 10:10** - The thief does not come except to steal, and to kill, and to destroy. I have come that they may have life, and that they may have *it* more abundantly.
13. **Ezekiel 33:11** - Say to them: 'As I live,' says the Lord God, 'I have no pleasure in the death of the wicked, but that the wicked turn from his way and live. Turn, turn from your evil ways! For why should you die, O house of Israel?'
14. **Deuteronomy 6:5** - You shall love the Lord your God with all your heart, with all your soul, and with all your strength.
15. **Acts 2:38** - Then Peter said to them, "Repent, and let every one of you be baptized in the name of Jesus Christ for the remission of sins; and you shall receive the gift of the Holy Spirit.
16. **Romans 12: 1-2** - I beseech you therefore, brethren, by the mercies of God, that you present your bodies a living sacrifice, holy, acceptable to God, which is your reasonable service. And do not be conformed to this world, but be transformed by the renewing of your mind, that you may prove what is that good and acceptable and perfect will of God.
17. **1st Timothy 6:6-8** - Now godliness with contentment is great gain. For we brought nothing into this world, and it is certain we can carry nothing out. And having food and clothing, with these we shall be content
18. **James 4:7-8** -Therefore submit to God. Resist the devil and he will flee from you. Draw near to God and He will draw near to you. Cleanse your hands, you sinners; and purify your hearts, you double-minded.
19. **Mark 1:35** - Now in the morning, having risen a long while before daylight, He went out and departed to a solitary place; and there He prayed.
20. **Job 1:21** – Naked I came from my mother's womb, and naked shall I return there. The Lord gave, and the Lord has taken away; blessed be the name of the Lord.
21. **Malachi 3:8-12** – "Will a man rob God? Yet you have robbed Me! But you say, `in what way have we robbed You?` In tithes and offerings. You are cursed with a curse, for You have robbed Me, even this whole nation. Bring all the tithes into the storehouse, that there may be food in My house, and try Me now in this," says the Lord of hosts, "if I will not open for you the windows of heaven and pour out for you such a blessing that there will not be room enough to receive it.

Events – Mission Crack the Bible Code Continued

TX Pathfinder
Camporee 2018

- 22. Jeremiah 29:11-13** – For I know the thoughts I think toward you says the Lord, thoughts of peace and not of evil, to give you a future and a hope. Then you will call upon Me and go and pray to Me, and I will listen to you. You will seek Me and find Me when you search for Me with all your heart.
- 23. Psalms 23** – The Lord is my Shepherd, I shall not want. He makes me to lie down in green pastures; He leads me beside the still waters. He restores my soul; He leads me in paths of righteousness for His name sake. Yea, though I walk through the valley of shadow of death, I will fear no evil; for You are with me; Your rod and Your staff, they comfort me. You prepare a table before me in the presence of my enemies; You anoint my head with oil; my cup runs over. Surely goodness and mercy shall follow me all the days of my life; and I will dwell in the house of the Lord forever.
- 24. Galatians 5:22** - But the fruit of the Spirit is love, joy, peace, longsuffering, kindness, goodness, faithfulness, gentleness, self-control. Against such there is no law.
- 25. Ephesians 6: 10-12** - Finally, my brethren, be strong in the Lord and in the power of His might. Put on the whole armor of God, that you may be able to stand against the wiles of the devil. For we do not wrestle against flesh and blood, but against principalities, against powers, against the rulers of darkness of this age, against spiritual hosts of wickedness in the heavenly places.
- 26. Ephesians 6: 13-18** - Therefore, take up the full armor of God, that you may be able to withstand in the evil day, and having done all, to stand. Stand therefore, having girded your waist with truth, having put on the breastplate of righteousness, and having shod your feet with the preparation of the gospel of peace; above all, taking the shield of faith with which you will be able to quench all the darts of the wicked one. And take the helmet of salvation, and sword of the Spirit, which is the word of God; praying always with all prayer and supplication in the Spirit, being watchful to this end with all perseverance and supplication for all the saints.
- 27. Genesis 39:9** – There is no one greater in this house than I, nor has he kept back anything from me but you, because you are his wife. How then can I do this great wickedness, and sin against God?
- 28. Psalms 107:1** - Oh, give thanks to the Lord, for He is good! For His mercy endures forever.
- 29. Psalms 8: 3-4** – When I consider Your heavens, the works of Your fingers, the moon and the stars, which You have ordained, what is man that You are mindful of him, and the son of man that You visit him?
- 30. Isaiah 40:31** - But those who wait on the Lord Shall renew their strength; they shall mount up with wings like eagles, they shall run and not be weary, they shall walk and not faint.
- 31. Proverbs 3:5-8** – Trust in the Lord with all your heart, and lean not on your own understanding; in all your ways acknowledge Him, and He shall direct your paths. Do not be wise in your own eyes; fear the Lord and depart from evil. It will be health to your flesh, and strength to your bones.

Events – Mission Crack the Bible Code Continued

TX Pathfinder
Camporee 2018

32. **Romans 8: 38** – For I am persuaded that neither death nor life, nor angels nor principalities nor powers, nor things present nor things to come, nor height nor depth, nor any other created things, shall be able to separate us from the love of God which is in Christ Jesus our Lord.
33. **Proverbs 1:7** – The fear of the Lord is the beginning of knowledge, but fools despise wisdom and instruction.
34. **Matthew 28:19 -20** – Go therefore and make disciples of all the nations, baptizing them in the name of the Father and of the Son and of the Holy Spirit, teaching them to observe all things that I have commanded you; and lo, I am with you always, even to the end of the age, Amen.
35. **Revelation 21:1-4** - Now I saw a new heaven and a new earth, for the first heaven and the first earth had passed away. Also there was no more sea. Then I, John, saw the holy city, New Jerusalem, coming down out of heaven from God, prepared as a bride adorned for her husband. And I heard a loud voice from heaven saying, "Behold, the tabernacle of God *is* with men, and He will dwell with them, and they shall be His people. God Himself will be with them *and be* their God. And God will wipe away every tear from their eyes; there shall be no more death, nor sorrow, nor crying. There shall be no more pain, for the former things have passed away."
-

Event – Club Drill

TX Pathfinder
Camporee 2018

Overview:

This year each club will be allowed the option of selecting one of two options for the Club Drill Event. (this event is for the whole club)

Basic: The Basic Drill & Marching commands listed must be performed by the club as called by the Drill Master in any effective order (Dismissed, however, should be the very last command.) Commands must follow the rules set forth by the 1989 NAD Pathfinder Club Drill Manual.

Advanced: All the Basic and all Advanced Drill & Marching commands listed must be performed by the club as called by the Drill Master in any effective order, STARTING with the Basic commands first and then the Advanced commands (Dismissed, however, should be the very last command.) Commands must follow the rules set forth by the 1989 NAD Pathfinder Club Drill Manual.

Clubs will have a max of 7 Minutes to perform their routine. Points will be deducted for going over the time limit.

Uniform:

Class A Uniform is not required for this event but a field uniform (Class C) is required. ***(A conference or club specified T-shirt worn with jeans or other non-uniform pants, shorts etc. pg 10 NAD Pathfinder Uniform Standards 2016)*** For full points, pathfinders will need to all have the same shirt (color).

Instructions:

Drill Master must provide a list of commands in the order which they will be given (points will be deducted if list is not provided or if order is not kept)

When the club is ready to perform, the Drill Master to come to the judges table and perform the following steps:

- Render a Hand Salute.
- Take 2 steps forward and state:
- “Sir/Ma’am, [Church and Club Name] 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 their club to command the club for the demonstration.
- Time will start when “Fall In” is given by the captain.

Scoring:

10 Points Uniform

10 Points Drill Master – Command Voice & Ability to Command Club effectively

20 Points Creativity – Club’s performance of commands in a smooth-flowing rhythmic manner

20 Points Precision – Club’s ability to perform commands uniformly with precision & sharpness

40 Points Drill Routine – Club’s performance of commands, use of space, and timing of movements

Event – Club Drill

TX Pathfinder
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Bonus Points:

5 Points will be awarded to Clubs with Drill Master 18 & under
20 Points will be awarded if Clubs use all commands (Basic/Advanced)

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

Basic Drill & Movement

Commands	Page #	Commands	Page #
Fall In	16	Forward March	11
Dress Right Dress/Ready Front	23	Column Left March	19
Cover/Recover	19	Column Right March	19
Present Arms/Order Arms	9	Half Step March	11
Left Face	8	Right Flank March	20
Right Face	8	Left Flank March	20
About Face	8	Rear March	19
Parade Rest	8	Mark Time March	12
Stand At Ease	8	Halt	11
Attention	6	Dismissed	17
Hand Salute	10		

Basic Drill & Movement

Commands	Page #	Commands	Page #
By the Numbers/Without Numbers	3	Close Interval March/Normal Interval March	24
At Ease	8	At Close Interval Dress Right Dress/Ready Front	19
Rest	8	Open Ranks March/Close Ranks March	24
Column Half Left March	19	Eyes Right/Ready Front	23
Backward March	13	Column Half Right March	19
Left Step March	13	Double Time March	14
Right Step March	13	Count Off	20

Event – Club Drill continued

TX Pathfinder
Camporee 2018

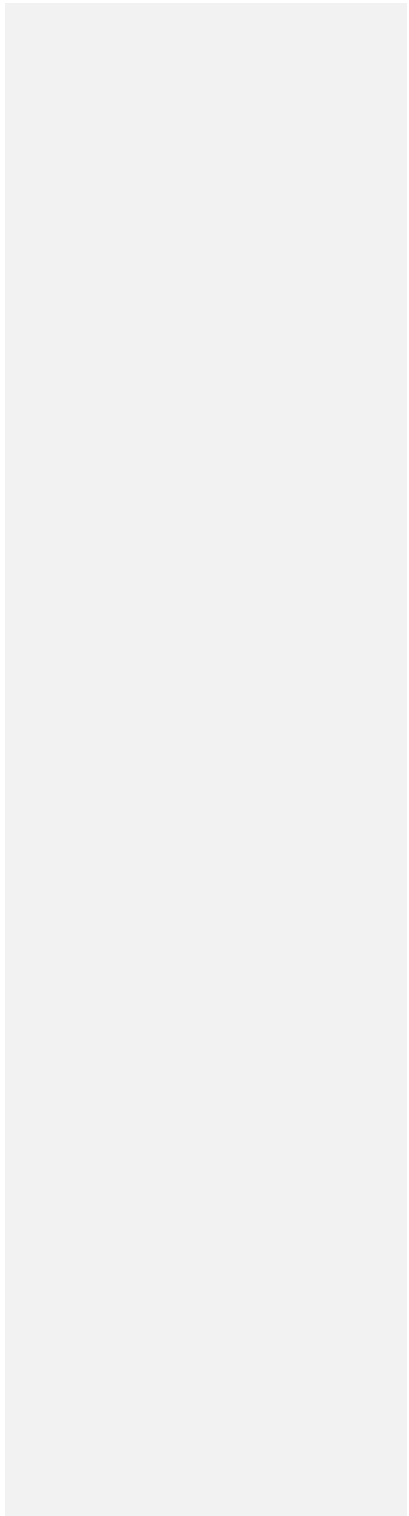
Command Detail & Clarification:

Rear March: For purposes of rhythm it is acceptable to give the command either as “To the Rear March” or “Rear March.”

Mark Time: Mark Time March is “not given when at halt nor at double time.”

Hand Salute: “The hand salute is executed like present arms and order arms turning head and eyes toward the person addressed as you salute, and normally terminated upon acknowledgment without command” on a 2 count cadence. This command is normally executed automatically to render respect to a higher ranking officer. The “hand salute” is not normally accepted as a “command.” However, to have the Drill Team demonstrate its ability to execute this movement in unison with precision and sharpness, the command “Hand Salute” is required

Exhibition Drill



Participants

All Club Pathfinders/TLTs in this event are eligible if they do not turn 18 before May 31 of the current year. This includes the Drill Master. Any number of Pathfinders may participate.

Maneuvers

Only combinations of motions and movements found within the Official NAD Pathfinder Club Drill Manual are permitted. Please refrain from using any hand/arm/foot movements not found in the drill manual. Remember this is an Exhibition Drill not a Freestyle drill. If you have questions or doubts as to what is allowed or not please direct them to the HBA Drillmaster: Jasonalvarado91@hotmail.com.

Exceptions

Events are not to include guidons or flags. The Queen Ann Salute is permissible-- (this salute is the only exercise the graders will not deduct points for more than the feet of the Pathfinder touching the ground.)

Registration

Teams wishing to compete are to send an email to Jasonalvarado91@hotmail.com by March 25, 2018 no later than 11:59 pm. Please be sure to include the following information when signing up.

- Name of the Club
- Name of the Church
- Number of Participants

Schedule

The schedule for the Precision drill will be emailed March 26th, 2018 as well as posted at check in Thursday and at the stage Thursday and Friday morning. The team should be at the event location no later than 5 minutes before at the appointed time. **(Point will be deducted for arriving late)**

Uniforms

Class A Uniform is required for this event. A graded uniform inspection will take place at your scheduled performance time (Please see attached score sheet). **Cords, gloves, sash and barrets are permitted but are not required. If a club elects to wear them, they will need to match and stay on at all times (Points will be deducted if not**

all same dress). No additional accessories will be permitted.

Procedure

1. The team enters the area and forms into ranks as requested by the judge for inspection.
2. After inspection, only the club commander comes to the judges table, presents arms and says: "(Pathfinder Club) requests permission to enter the field." **(Points will be deducted if not done)**
3. The judge returns salute and says "Permission granted."
4. The club commander completes his/her salute, and goes to the place that the club is to begin its routine. When the commander calls "Fall in", the clock starts. (If for any reason step 3 is skipped, in addition to points being deducted, till will automatically start when the club begins their routine.)
5. When the routine is complete, the commander comes within 6 feet of the judge table, presents arms, and says: "Sir/Ma'am, this concludes our presentation; (Club Name). Request permission to leave the field." **(Points will be deducted if not done)**
6. The judge salutes back and says "Permission granted."
7. The commander completes the salute, and returns to the team on the field.
8. When the commander calls "Dismissed", the clock stops

Drill Pin

This year we have created a new pin for the Exhibition drill. These pins will be available for purchase after your participation (location of sale to be announced at camp). These pins are similar to the PBE pins where you will be able to add your participation year and placement bar.

Memory Challenge

Collect the Buttons

This event runs all day Friday and Saturday. This is not for points, and any pathfinder can participate. There are 5 collectable buttons which each pathfinder can collect. They can wear these on their T-Shirt and then transfer them to their sash. This is how it works –

There are five memory verses they can memorize. In the TLT tent there will be Memory Verse Judges. If they recite to the judge the correct memory verse (English or Spanish) they will receive a button for that verse. There are five buttons to collect. *

They must be memorized in English from the NKJV, or in Spanish from the Reina Valera 1995 The verses are –

Esther 4:13-16

13 And Mordecai told *them* to answer Esther: “Do not think in your heart that you will escape in the king’s palace any more than all the other Jews. 14 For if you remain completely silent at this time, relief and deliverance will arise for the Jews from another place, but you and your father’s house will perish. Yet who knows whether you have come to the kingdom for *such* a time as this?”

15 Then Esther told *them* to reply to Mordecai: 16 “Go, gather all the Jews who are present in Shushan, and fast for me; neither eat nor drink for three days, night or day. My maids and I will fast likewise. And so I will go to the king, which *is* against the law; and if I perish, I perish!”

13 y Mardoqueo dijo que le respondieran a Ester: «No pienses que escaparás en la casa del rey más que cualquier otro judío. 14 Porque si callas absolutamente en este tiempo, respiro y liberación vendrá de alguna otra parte para los judíos; mas tú y la casa de tu padre pereceréis. ¿Y quién sabe si para esta hora has llegado al reino?»

15 Entonces Ester dijo que respondieran a Mardoqueo: 16 «Ve y reúne a todos los judíos que se hallan en Susa, ayunad por mí y no comáis ni bebáis durante tres días y tres noches. También yo y mis doncellas ayunaremos, y entonces entraré a ver al rey, aunque no sea conforme a la ley; y si perezo, que perezca

Q & A

Q: Do all of my pathfinder have to participate?

A: No, each pathfinder can participate or not according to their desire.

But, it would be nice if clubs worked on this together.

Q: When will these judges be available?

A: They will be available all weekend long.

Memory Challenge

continued

Daniel 1:7-17

⁷To them the chief of the eunuchs gave names: he gave Daniel *the name* Belteshazzar; to Hananiah, Shadrach; to Mishael, Meshach; and to Azariah, Abed-Nego.

⁸But Daniel purposed in his heart that he would not defile himself with the portion of the king's delicacies, nor with the wine which he drank; therefore he requested of the chief of the eunuchs that he might not defile himself. ⁹Now God had brought Daniel into the favor and goodwill of the chief of the eunuchs. ¹⁰And the chief of the eunuchs said to Daniel, "I fear my lord the king, who has appointed your food and drink. For why should he see your faces looking worse than the young men who *are* your age? Then you would endanger my head before the king." ¹¹So Daniel said to the steward^[a] whom the chief of the eunuchs had set over Daniel, Hananiah, Mishael, and Azariah, ¹²"Please test your servants for ten days, and let them give us vegetables to eat and water to drink. ¹³Then let our appearance be examined before you, and the appearance of the young men who eat the portion of the king's delicacies; and as you see fit, *so* deal with your servants." ¹⁴So he consented with them in this matter, and tested them ten days. ¹⁵And at the end of ten days their features appeared better and fatter in flesh than all the young men who ate the portion of the king's delicacies. ¹⁶Thus the steward took away their portion of delicacies and the wine that they were to drink, and gave them vegetables. ¹⁷As for these four young men, God gave them knowledge and skill in all literature and wisdom; and Daniel had understanding in all visions and dreams.

⁷A estos el jefe de los eunucos puso nombres: a Daniel, Beltsasar; a Ananías, Sadrac; a Misael, Mesac; y a Azarías, Abed-nego. ⁸Daniel propuso en su corazón no contaminarse con la porción de la comida del rey ni con el vino que él bebía; pidió, por tanto, al jefe de los eunucos que no se le obligara a contaminarse. ⁹Puso Dios a Daniel en gracia y en buena voluntad con el jefe de los eunucos; ¹⁰y el jefe de los eunucos dijo a Daniel: Temo a mi señor el rey, que asignó vuestra comida y vuestra bebida; pues luego que él vea vuestros rostros más pálidos que los de los muchachos que son semejantes a vosotros, haréis que el rey me condene a muerte. ¹¹Entonces dijo Daniel a Melsar, a quien el jefe de los eunucos había puesto sobre Daniel, Ananías, Misael y Azarías: ¹²Te ruego que hagas la prueba con tus siervos durante diez días: que nos den legumbres para comer y agua para beber. ¹³Compara luego nuestros rostros con los rostros de los muchachos que comen de la porción de la comida del rey, y haz después con tus siervos según veas. ¹⁴Consintió, pues, con ellos en esto, y probó con ellos durante diez días. ¹⁵Y al cabo de los diez días pareció el rostro de ellos mejor y más robusto que el de los otros muchachos que comían de la porción de la comida del rey. ¹⁶Así, pues, Melsar se llevaba la porción de la comida de ellos y el vino que habían de beber, y les daba legumbres. ¹⁷A estos cuatro muchachos, Dios les dio conocimiento e inteligencia en todas las letras y ciencias; y Daniel tuvo entendimiento en toda visión y sueños.

Memory Challenge

continued

Daniel 3:16-18

¹⁶Shadrach, Meshach, and Abed-Nego answered and said to the king, “O Nebuchadnezzar, we have no need to answer you in this matter. ¹⁷If that *is the case*, our God whom we serve is able to deliver us from the burning fiery furnace, and He will deliver *us* from your hand, O king. ¹⁸But if not, let it be known to you, O king, that we do not serve your gods, nor will we worship the gold image which you have set up.”

¹⁶Sadrac, Mesac y Abed-nego respondieron al rey Nabucodonosor, diciendo: No es necesario que te respondamos sobre este asunto. ¹⁷Nuestro Dios, a quien servimos, puede librarnos del horno de fuego ardiente; y de tus manos, rey, nos librará.

¹⁸Y si no, has de saber, oh rey, que no serviremos a tus dioses ni tampoco adoraremos la estatua que has levantado.

Daniel 8:13-14

¹³Then I heard a holy one speaking; and *another* holy one said to that certain *one* who was speaking, “How long *will* the vision *be*, concerning the daily *sacrifices* and the transgression of desolation, the giving of both the sanctuary and the host to be trampled underfoot?” ¹⁴And he said to me, “For two thousand three hundred days;^[a] then the sanctuary shall be cleansed.”

¹³»Entonces oí hablar a un santo; y otro de los santos preguntó a aquel que hablaba: “¿Hasta cuándo durará la visión del sacrificio continuo, la prevaricación asoladora y la entrega del santuario y el ejército para ser pisoteados?” ¹⁴Y él dijo: “Hasta dos mil trescientas tardes y mañanas; luego el santuario será purificado.”

Daniel 12:1-4

¹“At that time Michael shall stand up, The great prince who stands *watch* over the sons of your people; And there shall be a time of trouble, Such as never was since there was a nation, *Even* to that time. And at that time your people shall be delivered,

Every one who is found written in the book. ²And many of those who sleep in the dust of the earth shall awake, Some to everlasting life, Some to shame *and* everlasting contempt. ³Those who are wise shall shine Like the brightness of the firmament, And those who turn many to righteousness Like the stars forever and ever. ⁴“But you, Daniel, shut up the words, and seal the book until the time of the end; many shall run to and fro, and knowledge shall increase.”

¹ En aquel tiempo se levantará Miguel, el gran príncipe que está de parte de los hijos de tu pueblo. Será tiempo de angustia, cual nunca fue desde que hubo gente hasta entonces;

pero en aquel tiempo será libertado tu pueblo, todos los que se hallen inscritos en el libro.

²Muchos de los que duermen en el polvo de la tierra serán despertados: unos para vida eterna, otros para vergüenza y confusión perpetua. ³Los entendidos resplandecerán como el resplandor del firmamento; y los que enseñan la justicia a la multitud, como las estrellas, a perpetua eternidad. ⁴“Pero tú, Daniel, cierra las palabras y sella el libro hasta el tiempo del fin. Muchos correrán de aquí para allá, y la ciencia aumentará.”