

# RISEN!

Texas Conference Camporee 2015

Events

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## Club Scoresheet

Club Name: \_\_\_\_\_

Church Name: \_\_\_\_\_

Area: DET    KFW    CTX    HBA    VCB

Event name	Pts Poss	Received
Drill	100	
Sanctuary In Scale	250	
What Doesn't Belong	100	
Your House Is Left Desolate	100	
Where Is The Messiah	100	
Bring Water	100	
Prayer In Gethsemane	400	
I Am Amazed	150	
Lash and Carry	100	
Prepare The Body	150	
Go and Tell My Brethren	100	
Camp Inspection	100	
<b>TOTAL POINTS</b>	<b>1750</b>	

## Notes for all events

Each event has a number of Pathfinders (or staff) that the event is geared toward, although there are a few exceptions where the entire club is expected to be involved. There are some clubs that are small, and may not have sufficient individuals to make up the number noted on the form. In some cases, special rules are given in the document for these small groups. In others, a Pathfinder club may “borrow” members from another club to make up the full team.

Except where noted, all materials for events will be provided at the event.

### **Pathfinder Code of Conduct:**

Pathfinders and staff members including camporee staff are expected to maintain an attitude of cheerfulness, friendship and wholesome thoughts and actions at all times. We each have sworn to abide by the Pathfinder Pledge and Law, which dictates our behavior. More than that, however, we are also pledged to follow Christ and do as He did; as He stated “Do unto others that which you would wish done to you.” This includes an attitude of fairness, patience, hard work and mutual support. It is expected that all camporee participants and staff will refrain from verbal and/or physical abuse, cheating and any form of dishonesty. Pathfinders and staff

will demonstrate friendliness and a spirit of cooperation. Behaviors not in keeping with these standards may result in consequences to the individual and possibly to the club.

All Pathfinders, staff members and camporee staff are expected to demonstrate the high ideals and values of the Pathfinder program.

# Drill

Number involved: Entire Club, unless medically unable

One of the most iconic elements of Pathfinders, the Club Drill competition looks for consistency, togetherness, and responsiveness to drill commands. The club Drillmaster should be a member of the club or a TLT, and will give the commands. No other speech is allowed. The Drillmaster must give commands from a position three steps in front of the Club and centered.

This event requires that the club define a routine which includes **AT LEAST ONE OF EACH** of the following commands. The first command must be “Fall In” and the last must be “Fall Out,” but the rest may be arranged in any order desired. Keep in mind while designing the club routine that it may be necessary to use a command (such as “Halt” or “Forward March”) more than once to complete the routine. This is expected.

The club must prepare a typed list of the commands that the club routine will use, in the order to be given. This list must be presented to the judge by the Club Drillmaster, who will then salute and request permission to begin the routine. The judge will return the salute and grant permission, as follows:

*Drillmaster: Sir, the <club name> requests permission to begin our drill.*

*Judge: Granted.*

Drillmaster then calls “Fall In” and the drill begins. When drill is completed, Drillmaster again approaches Judge and salutes. Judge returns salute.

*Drillmaster: Sir, this concludes our drill. Request permission to exit the field.*

*Judge: Granted.*

Drillmaster then calls “Fall Out”

## Drill Command List

Fall In

Attention

Parade Rest

Forward March

Mark Time

Halt

Right Flank

Column Left

To the Rear March

Eyes Right

Dress Right

Cover

Left Face

About Face

Present Arms/Order Arms

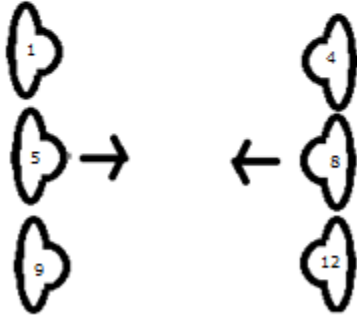
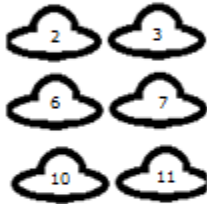
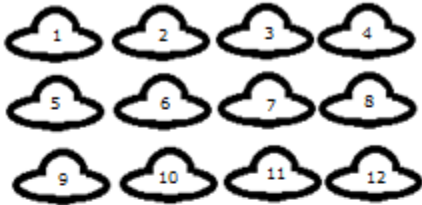
Fall Out

Bonus maneuvers: Reform: Column of 2 and Reform: Column of 4



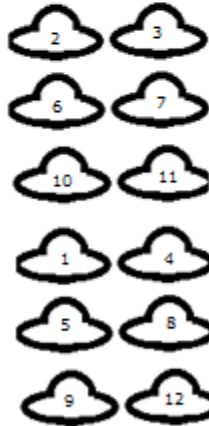
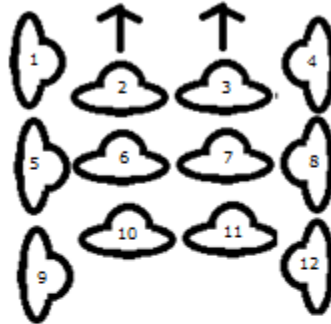
# Column of 2 Reform (Presentation March)

Command given: Reform, Column of 2. MARCH!



After center columns clear the flanking columns, the flanking columns take one step into the center, pivot, and follow the middle columns

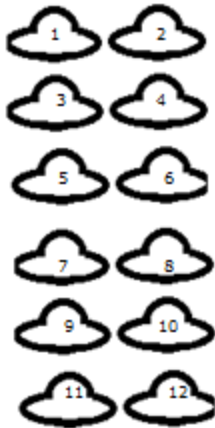
Far left and far right columns halt and turn to face inward. Center columns continue to march forward



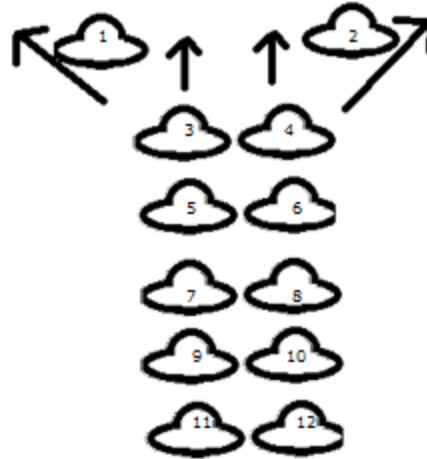
Reform complete. Pathfinders are now in column of 2 formation.

# Column of 4

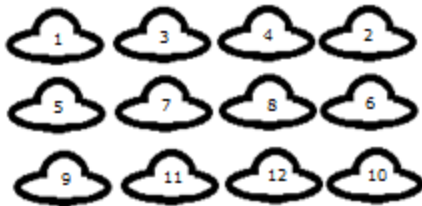
Command given: Reform, Column of 4  
MARCH!



The first pair splits apart, moving at a 45-degree angle. The second pair moves up between them. The third pair splits, the fourth moves up, etc.



Complete. Now marching in column of four.





# Sanctuary In Scale

Number involved: As needed

The Club will prepare a scale model of the wilderness sanctuary, in full detail, in advance of the Camporee and will bring it to the Camporee for display and judging. The sanctuary scale model should be at least 24 inches long and no more than 28 inches long; the base of the model may extend up to 2 inches out on all sides to permit ease of carrying. Thus, the base of the model should be no larger than 18 inches wide by 32 inches long. The model should have a small card or label on the top of the base in the front right corner identifying the club that created the model.

The model must include all furniture (altars, laver, table, candlestick and Ark) and must be made in such a way that the colors and methods outlined in Exodus are faithfully represented. Each club will bring their model to the display tent on Friday afternoon and will leave the model in the tent until Sabbath evening, when models must be removed. Models will be judged Friday evening. The models will remain on display for other Pathfinders to view throughout the Sabbath.

Additionally, the Pathfinder Club must prepare a journal, detailing the study and construction of the model. This should include details about the process, as well as personal thoughts from members involved in the building process about what they may have learned during the exercise. The journal should also include at least four pictures showing the process of creating the model.

The last page must contain the affidavit included in this packet. It must be signed by all Club members involved in the construction, as well as the Club Director.

## Journal Requirements

Your journal must include the following:

1. A cover sheet that includes the name of the Club, the name of the Church, and the list of Pathfinders participating
2. A description of the construction process. This can be broken up into multiple entries discussing what was done on a particular day, or can be a single entry describing the process from start to finish
3. A list of the materials used to make the model
4. At least three different entries reflecting on what was learned during the construction process. This can be three group entries, or entries from individual Pathfinders. Entries should be thoughtful and insightful, explaining not only what was learned, but how the new knowledge will help or how to apply it in the future.
5. At least four pictures showing the construction process. You may include images of the studying and design process as well.
6. The completed and signed affidavit on the next page

The journal should be typed, in a readable font, and should be either stapled or placed in a folder. Looseleaf (non-stapled/secured) journals, journals with handwritten entries, and journals which do not have the cover sheet or the signed affidavit will be rejected.

## Affidavit of Construction

We, the undersigned, affirm the following:

1. we have constructed this model during the 2014-2015 Pathfinder year,
2. we have studied the Biblical description of the wilderness sanctuary as found in the book of Exodus
3. we have personally constructed this model
4. the majority of the assembly was completed by Pathfinders under the age of 17 (i.e. not by staff or junior staff)

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Club Director: \_\_\_\_\_

## Scoring Summary

### Accuracy:

Correct dimensions and scale (30 points)

Contains each of the 5 articles of furniture (altars, lavar, table, and candlestick) (5 points for each item)

Contains the Ark of the Covenant (10 points)

Design faithfully replicates colors (15 points)

Design faithfully replicates methods and materials (20 points)

### Detail:

Furniture is scaled to same scale as sanctuary (10 points)

All layers of tabernacle covering are shown (10 points)

Veils are present and accurate (10 points)

### Journal:

Journal contains a description of the construction process (25 points)

Journal contains list of materials (10 points)

Journal contains at least three thoughtful and meaningful entries on lessons learned during construction (20 points per entry/60 points total)

Journal contains at least four pictures (25 points)

# What Doesn't Belong

Number involved: 3 Pathfinders

Pathfinders will be given an image of the Sanctuary, drawn by Pathfinder artists. There will be 15 mistakes in the image, items that have been removed, added or changed. Pathfinders will be given a copy of the erroneous drawing and must circle the errors. Pathfinders have 5 minutes to find the 15 errors.

Pathfinders will not be given a copy of the erroneous document to study, but should rather direct their attention toward learning what DOES belong in the sanctuary, by reading the descriptions given in the book of Exodus. It is recommended that the Pathfinders work toward completion of the Sanctuary Honor, as doing so will prepare them for this event quite well.

Pathfinders must complete the event in 5 minutes or less. At the end of 5 minutes, the paper is graded "as is." Points are awarded based on accuracy.

## Scoring Summary

For each correctly identified error: +6 points

For each item which was identified as an error, but which was actually correct: -6 points

Teamwork and cooperation (one person does NOT do all the work): 10 points



# “Your House Is Left Desolate”

Number involved: 6 Pathfinders

Pathfinders are given 6 poles, 5 ropes, and one sheet. Pathfinders must construct a tipi (teepee) from the available materials using tripod and diagonal lashing and appropriate knots to add the sheet. Pathfinders have 10 minutes to complete this task; the judge will stop the team at the end of ten minutes.

The knots and lashings needed to construct this are:

Tripod lashing

Diagonal lashing

Sheet Bend

Timber Hitch

Clove Hitch

Bowline

Two Half Hitches

Points are given based on accuracy of lashings and knots and whether the tipi is fully constructed and secured in the time allotted.

## Scoring Summary

Lashings are correct (15 points for each, tripod and diagonal/30 points total)

Correctly tied sheet bends (10 points each, total of 2/20 points total)

Correctly tied clove hitches to secure sheet (10 points, total of 2/20 points total)

Correctly tied bowline (5 points)

Correctly tied two half hitches (5 points)

Tipi constructed and secure within 10 minutes (20 points)

## How to construct a tipi

1). Using five poles and the longest rope, tie a tripod lashing. The rope will weave around the five poles and then finish off by frapping the lashing between each pair of poles.



2) Using the second longest rope, attach the sixth pole to one of the five poles you have already built the tripod with. Use a diagonal lash for this. This is called the swing pole.



3) Your tipi should now look like this.



4) On each of the two diagonal corners of the sheet, tie a sheet bend with one of the short ropes. Tie the other end of one of the ropes in a clove hitch to the swing pole. Tie the other to the pole on the other side of the tripod, wrapping the sheet around the base of the tripod as you do so.



5) In your last short piece of rope, tie a bowline on one end.



6) Bring the sheet up to the tripod lashing and wrap the edges around the entire tripod. Pass the rope around the outside of the sheet and thread it through the bowline. Bring it back on itself and tie two half hitches to secure the sheet.



7) You are done!



# “Where Is The Messiah?”

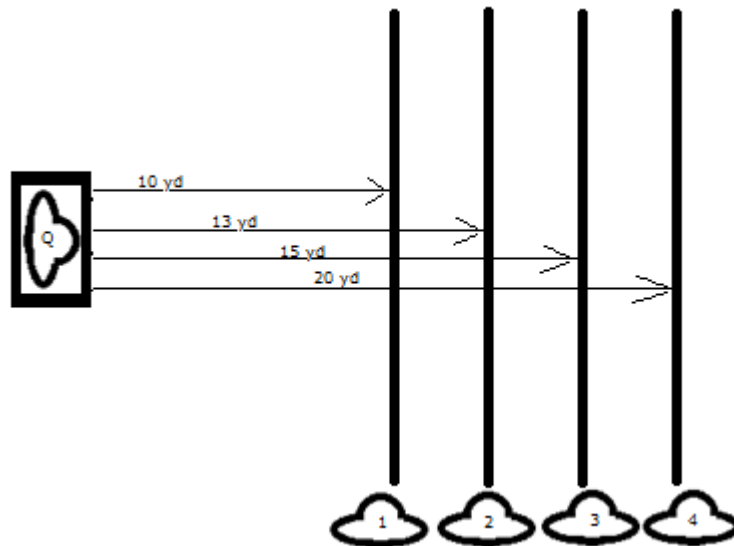
Number involved: 5 Pathfinders

“And there were certain Greeks among them that came up to worship at the Passover. And they besought Philip, saying ‘Sir, we would see Jesus.’” – John 12:20-21

One Pathfinder acts as the Greek, looking for Philip, and will be the one throwing the football representing the request to see Jesus.

The other four Pathfinders will each run along a route line placed at 10 yards, 13 yards, 15 yards, and 20 yards. Each Pathfinder will run the route once, and the thrower must attempt to pass the football to the runner, who must catch the pass while running. The runner may not move more than 3 feet from the line and must be moving when the ball is thrown (if the catcher stops moving so that the thrower has a stationary target, the pass is

assumed to have been dropped and no points will be awarded). The thrower may not move out of the box where he/she is stationed. Each runner has one attempt only to catch the ball.



Points are given for accuracy.

## Scoring Summary

Pass caught at 10 yards (10 points)

Pass caught at 13 yards (20 points)

Pass caught at 15 yards (30 points)

Pass caught at 20 yards (40 points)



# Bring Water

Number involved: 4 STAFF members (yes, that's right!). For purposes of this event, TLT's and Master Guide candidates under the age of 20 do not count as staff.

The staff members must transport 2 gallons of water from one bucket to the other 25 feet away. The buckets cannot move, and no staff member may move more than two full steps from the location they select at the beginning of the event.

To aid them, they are provided with 4 pitchers, 6 poles, three ropes (2 6-foot lengths and one 50-foot length), 1 piece of plastic 3 feet square and the cheers of their Club. This event relies on problem solving skills, so no further direction will be given as to how to complete this task.

Points are awarded for speed and success.

## Scoring Summary

At least 2 gallons of water transferred (40 points)

Participants do not move more than two steps (20 points)

Completed in less than 7 minutes for 40 points, 7-9 minutes is 30 points, 9-11 minutes is 20 points. If the team is stopped at 11 minutes, 0 points

# Prayer In Gethsemane

Number involved: Entire Club, unless medically unable

All Pathfinders must memorize Matthew 26:38-42. Eight Pathfinders will be chosen at random to recite the passage from each Club; a selection of white and black stones, marbles or something similar will be used to determine the individuals that must recite the passage. Each Pathfinder selected must begin recitation within 30 seconds and must complete the recitation within 3 minutes. Pathfinders are allowed a single restart of the passage, but must complete the passage, even if restarting, within the original 3 minute limit. If the passage is not complete at the end of the three minute time, the Pathfinder is assumed to have erred on the remaining words.

For Clubs with less than 8 people, all Pathfinders will recite, and the remaining slots will be filled with the average score of the actual performers (rounded to the nearest whole number). For example, if 7 Pathfinders gain scores of 36, 48, 42, 46, 40, 42, and 48, the 8<sup>th</sup> score will be marked down as 43 (43.14 rounded off).

Each Pathfinder selected to recite the passage must state whether he or she will use English or Spanish.

## ENGLISH:

Then He said to them, “My soul is exceedingly sorrowful, even to death. Stay here and watch with Me.”

He went a little farther and fell on His face, and prayed, saying, “O My Father, if it is possible, let this cup pass from Me; nevertheless, not as I will, but as You *will*.”

Then He came to the disciples and found them sleeping, and said to Peter, “What! Could you not watch with Me one hour? Watch and pray, lest you enter into temptation. The spirit indeed *is* willing, but the flesh *is* weak.”

Again, a second time, He went away and prayed, saying, “O My Father, if this cup cannot pass away from Me unless<sup>[a]</sup> I drink it, Your will be done.”

## SPANISH:

Entonces Jesús les dijo:

—Mi alma está muy triste, hasta la muerte; quedaos aquí y velad conmigo. Yendo un poco adelante, se postró sobre su rostro, orando y diciendo: «Padre mío, si es posible, pase de mí esta copa; pero no sea como yo quiero, sino como tú.»

Volvió luego a sus discípulos y los halló durmiendo, y dijo a Pedro:

—¿Así que no habéis podido velar conmigo una hora? Velad y orad para que no entréis en tentación; el espíritu a la verdad está dispuesto, pero la carne es débil.

Otra vez fue y oró por segunda vez, diciendo: «Padre mío, si no puede pasar de mí esta copa sin que yo la beba, hágase tu voluntad.»

Points are given for accuracy.

## Scoring Summary

Each Pathfinder starts with 50 points. For each error made by the Pathfinder, subtract 2 points.

# I Am Amazed

Number involved: 4 Pathfinders, 1 of which is a Friend or Companion, the other three are Voyager, Guide or TLT

The Friend is blindfolded and placed at the entrance to a maze. The three remaining Pathfinders are placed around the outside of the maze. A copy of the maze is given to one of the TLT's. The three TLT's must then guide the Friend through the maze *by voice commands alone*. The club has nine minutes to complete the maze.

The TLT's are not permitted to enter the maze, but may move around outside it. The Friend cannot remove the blindfold until he or she reaches the end of the maze, or when time expires. No other assistance may be given to the Friend or TLT's (i.e., no one else can guide the Friend or enter the maze, and only the three TLT's may give the Friend directions). The Friend may not speak during this event.

Points are given for speed, and accuracy (not stepping across lines).

## Scoring Summary

Friend reaches the end of the maze (100 points)

For each line stepped on/over, -5 points

Completed in less than 5 minutes for 50 points, 5-7 minutes for 30 points, 7-9 minutes for 10 points. If stopped at 9 minutes, 0 points.

# Lash and Carry

Number involved: 4 Pathfinders

Pathfinders are provided with two 4x4 beams, one 5 feet long and one 3 feet long, and a 5-foot-long rope. Pathfinders must lash the beams together in a cross shape using a square lashing, then the cross must be carried across the finish line 50 feet away. The Pathfinders must then set the cross up to demonstrate that the cross is correct and still holding together. If the cross falls apart, the Club must return to the starting area and rebuild the cross.

Pathfinders have 9 minutes to complete this event.

Points are given for speed, correct lashing, and whether the cross holds together and looks good at the end.

It is recommended that Pathfinders bring gloves to prevent splinters, but not required.

## Scoring Summary

Cross holds together (30 points)

Lashing is correct (30 points)

Complete in less than 5 minutes for 40 points, 5-7 minutes for 30 points, 7-9 minutes for 20 points. Clubs stopped at 9 minutes got 0 points.

# Prepare The Body

Number involved: 4 Pathfinders

Pathfinders are given a series of orienteering coordinates (range and bearing). Flags mark the possible endpoints. On each flag is the name of an item, which might be part of a traditional first-century Jewish burial ceremony. Pathfinders will write the name of the items found at the endpoints they believe to be correct and turn in the resulting list to the judges. Pathfinders will be given 12 minutes to complete the five item list.

To add to the challenge, the Pathfinders are not told in advance what items they should look for.

**Pathfinders must supply their own compass.**

Points are given for speed and accuracy.

Range and bearing will be given like this:

Go 38 feet on a heading of 26 degrees.

From that endpoint, go 19 ½ feet on a heading of 74 degrees

From that endpoint, go 41 feet on a heading of 136 degrees

From that endpoint, go 12 feet on a heading of 41 degrees

From that endpoint, go 28 ½ feet on a heading of 270 degrees

Compass headings will always be full degrees. Range will be half or full feet.

## Scoring Summary

First correct ingredient (10 points)

Second correct ingredient (15 points)

Third correct ingredient (20 points)

Fourth correct ingredient (25 points)

Fifth correct ingredient (30 points)

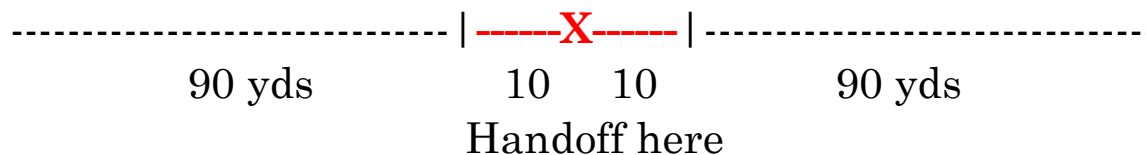
Complete in less than 8 minutes for 50 points, 8-10 is 35 points, 10-12 for 15 points. Groups that are stopped at 12 minutes get 0 points

# Go And Tell My Brethren

Number involved: 6 Pathfinders

Pathfinders must run a course of 100 yards each in relays (600 yards total), passing a baton representing the Good News between them. Handoffs may occur anywhere in the last ten yards or the first ten yards of a leg.

Example:



Points are based on speed.

- The top 10% of all speeds receive 100 points
- Speeds in the 80-89% range receive 90 points
- Speeds in the 70-79% range receive 80 points
- Speeds in the 60-69% range receive 70 points
- Speeds in the 50-59% range receive 60 points
- Speeds in the 40-49% range receive 50 points
- Speeds in the 30-39% range receive 40 points
- Speeds in the 20-29% range receive 30 points
- Speeds in the 10-19% range receive 20 points
- Speeds in the 0-9% range receive 10 points



# Camp Inspection

All Pathfinders are trained from the earliest days to be good stewards of the natural earth, including the motto “Take nothing but photographs, leave nothing but footprints.” During the weekend, each campsite will be inspected. A copy of the inspection sheet will be left with the club for review.

## Scoring summary:

Entrance marked with flags/sign	10
Director’s Tent clearly identified	10
Director’s Tent has medical forms quickly available	10

Menu and KP roster clearly posted	5
Emergency kit present	10

This must include water, a first aid kit, food, thermal blankets, flashlights and a radio.

Uniformity in tents and bedrolls	10
----------------------------------	----

All tents must be either open or closed, all bedrolls either rolled or all laid out neatly, all tents should be staked and rain flies in place, etc. The camp should look complete and uniform.

Gray water area is clearly marked	5
Kitchen area is clean	10
Entire area is clean and orderly, all trash covered or removed	10
All food secured	5
Kitchen has fire extinguisher on hand	10
Vehicles are in compliance with site rule	5

# Precision Drill

**Participants.** All Club Pathfinders/TLTs in this event are eligible **if they do not turn 18 before May 31, 2015.** This includes the Commander. Any number of Pathfinders may participate. Class A uniform is required

**Maneuvers.** Only combinations of motions and movements within the Pathfinder Club Drill Manual are permitted. Please refrain from using any hand/arm/foot movements not found in the drill manual. Drill teams using these movements will be subject to immediate disqualification. **Remember this is a Precision Drill routine not a Freestyle drill “fancy drill”.** If you have questions or doubts as to what is allow or not please direct them to Texas Conference Drill Master at [Jasonalvarado91@hotmail.com](mailto: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.

**Sign up.** Teams wishing to compete are to send an email to [Jasonalvarado91@hotmail.com](mailto:Jasonalvarado91@hotmail.com) no later than 11:59 pm March 27, 2015. Please be sure to include the following information when signing up.

- Name of the Club
- Name of the Church
- Number of Participants
- Email where you can be contacted

**Schedule.** The schedule for the Precision drill will be emailed March 31st, 2015 as well as posted at check in Thursday as well as at the stage. The team will be at the event location no later than 5 minutes before at the appointed time. (Points will be deducted for arriving late)

## **At the time of participation.**

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 \_\_\_(name)\_\_\_ 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.
5. When the commander calls “**Fall in**”, the clock starts. (If for any reason step 3 is skipped, in addition to points being deducted, time will automatically start when the club begins their routine.)
6. 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)
7. The judge salutes back and says “**Permission granted.**”
8. The commander completes the salute, and returns to the team on the field.
9. When the commander calls “**Dismissed**”, the clock stops.

# Score Sheet 1

Club \_\_\_\_\_ Church \_\_\_\_\_ Report Time \_\_\_\_\_

Team Drill Master \_\_\_\_\_ Members on Field \_\_\_\_\_

How long Presentation time _____	4:55-5:05		<b>30</b>
	4:45-4:54	5:06-5:15	<b>25</b>
	4:30-4:44	5:16-5:30	<b>20</b>
	<4:30	>5:30	<b>15</b> _____

## Uniform

Clean	1 2 3 4 5 6 7 8 9 10	
Tucked	1 2 3 4 5 6 7 8 9 10	
Gig line / Pins	1 2 3 4 5 6 7 8 9 10	
All Same Dress	1 2 3 4 5 6 7 8 9 10	
Skirts OK		
All stays on	1 2 3 4 5 6 7 8 9 10	
Erect Posture (Standing Straight)	1 2 3 4 5 6 7 8 9 10	
(Pleasant/no scowls/Pride)		
Heads in correct position	1 2 3 4 5 6 7 8 9 10	
Cupped Hands	1 2 3 4 5 6 7 8 9 10	
Straight arm swing	1 2 3 4 5 6 7 8 9 10	
Swing 9-6	1 2 3 4 5 6 7 8 9 10	
Arms do not swing wide on turns	1 2 3 4 5 6 7 8 9 10	
No out of place hand movement	1 2 3 4 5 6 7 8 9 10	
Hand position for salute	1 2 3 4 5 6 7 8 9 10	
(Flat / tilted / at brow or brim)		
Arm for salute horizontal / at side	1 2 3 4 5 6 7 8 9 10	
March cadence at 120	1 2 3 4 5 6 7 8 9 10	
Request Permission (Fall In)		10
Request Permission (Fall out)		10
Commander is Pathfinder		
or TLT not 18 before May 31, 2015		20
Comments Referring to Drill:		

Judge \_\_\_\_\_

## Score Sheet 2

Club \_\_\_\_\_ Church \_\_\_\_\_

All in Step	1 2 3 4 5 6 7 8 9 10
Interval kept (side to side)	1 2 3 4 5 6 7 8 9 10
Distance kept (to front)	1 2 3 4 5 6 7 8 9 10
Alignment in columns	1 2 3 4 5 6 7 8 9 10
Self Correction professional w/o fanfare/grimace	1 2 3 4 5 6 7 8 9 10
Sharp Turns [except windmill]	1 2 3 4 5 6 7 8 9 10
No Hesitation	1 2 3 4 5 6 7 8 9 10
No false starts	1 2 3 4 5 6 7 8 9 10
No false stops	1 2 3 4 5 6 7 8 9 10
No accidental fanning (spreading)	1 2 3 4 5 6 7 8 9 10
No bowing / sagging	1 2 3 4 5 6 7 8 9 10
No excessive use of half-steps	1 2 3 4 5 6 7 8 9 10
Pivots at same place	1 2 3 4 5 6 7 8 9 10
En mass motions at same time	1 2 3 4 5 6 7 8 9 10
In-sequence actions on-time	1 2 3 4 5 6 7 8 9 10
Commands given on correct foot	1 2 3 4 5 6 7 8 9 10
Extended Separation – showing Good control at distance	1 2 3 4 5 6 7 8 9 10
Interleafing routine	1 2 3 4 5 6 7 8 9 10
Difficulty of routine	1 2 3 4 5 6 7 8 9 10
Judge's Impression Overall	1 2 3 4 5 6 7 8 9 10

Comments Referring to Drill:

Judge \_\_\_\_\_

# Pinecar Derby

Number involved: First, second and third place cars from each of the Area derbies

Cars not passing inspection for minor infractions, i.e., weight, wheel width, loose body trim, will have an opportunity for re-inspection 10 minutes before close of registration. The officials' decisions are final. The car will be impounded when registered until the races are complete. After being impounded, repairs will be limited to replacement of axles/wheels that are broken/lost during the race. Any other piece of the car that is broken/lost during the race cannot be replaced.

## **Inspection points**

- The car must have been made during the current Pathfinder year.
- The body from an Official BSA Pinewood Derby Kit must be used. The body may be shaped, hollowed out, or built up from the original block, as long as it meets all other specifications. Any additions to the original body, i.e. steering wheels, drivers, decals, paint, weights, etc., must be firmly attached.
- Axles, wheels and body wood shall be as provided in official BSA Pinewood Derby kits. Straight axles or nails are acceptable but modification of the wheel base is not allowed. A Pinecar Wheel Alignment Tool (p456) can help with alignment and is also used by our Impound Officials for inspection.

## **Specifications**

**WIDTH:** The car width at the wheels may not be modified; it must be the same as the original kit. Overall width must not exceed 2  $\frac{3}{4}$ ".

**LENGTH:** Overall length may not exceed 7".

**WHEELBASE:** Wheelbase may not be modified; it must be the same as the official kit. It must clear the ground by at least 3/8 inch.

**WHEELS:** Wheels and axles must be as furnished in the official kit. NO washers, bushings, bearings or springs are allowed. Wheels may be sanded to remove the flashing only. NO reductions in width or diameter, or changes in shape are allowed.

**WEIGHT:** The weight of the race-ready car must not exceed five (5) ounces as weighed on the official scales.

**LUBRICATION:** Use dry powdered graphite ONLY. You may not use any other lubricant, especially oils and silicone sprays. No graphite may be applied after car inspection or between races.

**OTHER:** The car must be freewheeling, with no starting devices. No loose materials of any kind (lead shot, marbles, etc.) are allowed inside or outside the body of the car.

## **Racing and Awards**

A race is made up of several heats. Once all the cars on the track reach the end, it will be the completion of one heat. Each car will be moved to the adjacent lane until all the cars have completed a heat per lane. The winner of each race will advance to the next level with winners from other races until the final 1st, 2nd, and 3rd place racers have been determined.

Remember – racing repairs will be limited to replacement of axles/wheels that are broken/lost during the race. Extra graphite cannot be reapplied. Any other piece that is broken/lost during the race cannot be replaced or reattached.

The top three winning cars will be presented with a special award at the Sunday Awards assembly.