

‘ALL THE WAY’



PATHFINDER WINTER CAMPOREE

Lone Star Camp Ground Athens, TX

January 29-31, 2016

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THEME:

General Requirements:

All pathfinders should camp by clubs within your Federation (See Camp Layout). Pathfinders should be a part of a complete unit consisting of eight (8) pathfinders with an adult counselor.

Each club should be self-sustaining. This means that each club will furnish adequate shelter, food, equipment, and anything else needed for the well being of the pathfinders.

Counselors will assume full responsibility for the pathfinders in their units and will be with them at all times.

Counselors and other staff are to lead out in maintaining a consistently safe environment for all Pathfinders and activities.

Inspections will be made of unit living areas. Tents and equipment must be arranged in a neat and orderly manner.

Each Club must be covered by accident insurance (Primary or Secondary insurance) so that each pathfinder and staff member will be protected.

Each pathfinder club will be responsible for all transportation to and from and during the Camporee. All vehicles used must be covered by adequate insurance.

Each adult staff member should be in full uniform. Each club will bring its pathfinder flag and American flag, which will be posted at the clubs entrance and carried to formal functions and parades as directed. (Support staff is exempt).

ATTENTION: Pathfinder and staff are to be trained in the basic drill information and proper procedures for raising and lowering the flags. We are more interested in having each pathfinder of every club know how to execute the basic movements than to have a few do fancy drills, even though in its place that is important as well.

Buckets and containers for carrying water to your campsites are necessary. There is plenty of water, but the faucets are located at certain points.

Uniform: The official pathfinder uniform is to be worn for all events requiring uniforms.

Outside disturbances: No radios, CD players or other electrical musical devices are to be brought to the Camporee, unless the club is going to use it as background music for their part on the program. The director will keep charge of the musical device.

Each club must obtain and bring a parental permission slip for each Pathfinder who attends the Camporee.

THEME:

Friday

- 1:00 p.m. Arrive and Prepare Campsite – Registration -Supper
- 7:00 p.m. Vespers – ALT/CC
- 9:00 p.m. Taps
-

Sabbath

- 6:30 a.m. Reveille - Devotion by Clubs - Breakfast
- 9:00 a.m. Campfire Worship – NCT/MS
- 9:30 -11:50 a.m. Honor Classes – Testing
- 12:00 p.m. Lunch
- 1:30 p.m. Honor Classes – Testing
- 4:00 p.m. ALL THE WAY - Challenge
- 6:30 p.m. Night Activity
- 7:00 p.m. Campfire Vespers – OK
- Supper
- 9:00 p.m. Taps
-

Sunday

- 6:30 a.m. Reveille - Devotion by Club - Breakfast
- 9 - 10: 00 a.m. Campfire Worship & Prayer – SL/VS
- Campsite/Campground Clean-up
- Farewell – Have a Safe Trip Home

Schedule may be revised

CAMPING CHECKLIST

General Campsite Items

Axe
Bucket
Complete adequate First-Aid Kit
Ground Cloths
Shovel
Tent
Tent Pegs
Tent Poles
U. S. and Pathfinder Flags

Personal Items

Bible
Canteen
Cup
Dirty Clothes Bag
Extra Batteries and Bulbs
Flashlight
Fork
Gloves
Ground Cloth
Hat/Cap

Insect Repellent

Mess Kit
Notebook
Pack or Duffle Bag
Pajama or night wear
Pathfinder Dress Uniform
Pencil
Pillow (foam or air)
Rain Parka
Sabbath School Lesson
Shoes
Sleeping Bag
Soap
Socks
Spoon
Toothbrush
Toothpaste
Towel
Underwear
Warm Jacket
Washcloth
Whistle

**As you begin planning for the Camporee, be certain to have covered the following:
Transportation-Food-Lodging-Budgetary Needs**

Transportation

Keep the following in mind:

Only drivers with a known reputation for good driving shall transport pathfinders.

Vehicles used for transportation of pathfinders and supplies shall be insured in compliance with local state insurance laws for liability limits.

The number of riders shall not exceed the seating/seatbelt capacity.

Open trucks or open pick-ups shall not be used to transport pathfinders.

The use of trailers and moving vans are prohibited for use in transporting pathfinders.

and staff. When using campers, verbal communication must be available at all times between drivers and passengers.

When using motor homes to transport pathfinders, seating capacity shall be adhered to strictly.

Each vehicle shall have adult supervision (at least 21 years of age.)

Be sure to take a little extra cash in case of a vehicle breakdown. While traveling, try to stay together as much as possible.

Food

The standard of vegetarian meals shall be adhered to, without exception, when Pathfinder organizations (clubs, units, etc.) are serving meals.

Operation of gas stoves shall be carried out only by staff or older Pathfinder members

Stove fuel shall be stored away from heat and flame.

Plan well-balanced meals. Get together early with the pathfinders to see just how they want to prepare the meals. Remember to give them definite responsibilities to keep them within the time schedule for meals and camp duties.

Lodging

A shelter which will adequately protect the Pathfinders and staff from the elements shall be used.

No shelter shall contain a mixing of the sexes among Pathfinders.

Budgetary Moods

Please note that we will be charging each individual in attendance a basic Camporee fee. This will help cover the cost of Camporee patches and use of camp facilities.

Sample "by person"
expenses:

Transportation

Food Cost @ _____ Meals

Camporee Fee

Cost, of course will vary with your food purchases, method of transportation, and the distance traveled. Some clubs pay a good portion of the fee, if not the entire amount, for all those in attendance. Please keep in mind that God expects us to manage His money accurately and well.

Special Note:

Pathfinder Directors, please set a strong positive example for your Pathfinders by having your camp ready before sundown, ready to welcome in the Sabbath.

During the Sabbath hours guard against wood cutting, rock throwing, knife throwing, certain games, rowdiness, etc. on God's holy day. Strong club leadership will show if your boys and girls are well organized on God's special day.

Sabbath Afternoon: During free time, you may take the pathfinders on a "Nature exploring" walk and let them discover things in nature that tell them more about God and His love. Let the Pathfinder themselves tell stories. Tell some of them before the camping trip to prepare a story. Sabbath is really a special day. Let them be of service to others during this time.

Meetings: We would urge counselors to sit with their units during all general meetings. Please make sure all unit members come to the meetings. Do not allow them to remain behind in their tent area.

Designate the following responsibilities daily from among your Pathfinder members

Sanitation Engineer - to check that the trash is put away properly, to maintain orderliness and cleanliness in camp

Time-Keeper - to remind everybody of the schedule for the day. Time-keepers must hold a copy of the Camp Schedule

inspector - to inspect the tents and to see to it that they are neat and in order

Instruct the staff to spend less time doing your members work for them.

Brief your Pathfinders and staff of the Camporee activities.

Encourage everyone to be time-conscious and to adhere to the schedule.

To be precise, organize your members and staff to do certain chores in camp. Larger clubs may designate camp responsibilities by units to be supervised by a Counselor; smaller clubs may form work groups of two to be supervised by a staff member.

Thursday & Friday:

Who takes care of registering the club?

Who takes care of pitching tents according to suggested club

Who takes care of cooking, cleaning up, putting away trash?

Sabbath:

Who takes care of cooking for breakfast, dinner, supper?

Who takes care of clean-up?

Who takes care of putting away trash?

Sunday:

Who takes care of cooking for breakfast, dinner, supper?

Who takes care of clean-up?

Who takes care of putting away trash?

FUNGI



Requirements:

1. Give the names of five classes of fungi and examples of each.
2. Identify 15 common fungi of your locality. Draw or photograph them from live specimens.
3. Name three valuable fungi and tell what is their value.
4. Tell the life cycle of one example of each: rust, mould, mushroom, yeast.
5. Identify five fungus plant diseases.
6. Know what safety precautions to observe when handling fungi.

Skill Level: 2



Identifying Community Needs

Requirements:

1. Jesus understood the needs of his community because he went out and saw their needs. Read Matthew 9:35-38.
2. Select an urban or suburban neighborhood, a small town or a rural region on which to focus in the completion of the requirements for this honor.
3. Compile a file folder of information on the selected community, which could include:
 - a. A map of the area
 - b. A demographic profile
 - c. Public health statistics
 - d. Economic indicators
 - e. Housing information
 - f. Environment and transportation
4. With an adult sponsor, take an awareness walk of or drive around a specific part of the selected community with the goal in mind of seeing human needs. List all of the needs you see such as yards and public areas that could be cleaned up, litter that could be picked up, lonely or aged people that could be helped, low-income families with children that could be assisted, etc.
5. Ask a civic leader or community professional about the needs in the community, the various organizations that provide services in the community, and how a Christian youth group might make a contribution to the community. Take notes during the interview.

Alternate Requirement: Invite a civic leader or community professional to make a presentation to your Pathfinder Club, youth group, or church group to talk about these topics. Take notes during the presentation.

6. Make a presentation of at least 10 minutes to a local church committee, community service organization, your Pathfinder Club or Unit, or a similar group. This presentation should include a report of the information you collected and at least 3 suggested projects that the local Adventist Community Services (in the United States), ADRA Canada (in Canada), Youth Empowered to Serve, or Pathfinder Club might provide which are needed in this community.



Camping Skills I

Requirements:

- 1. Be at least in the 5th grade.
- 2. Understand and practice wilderness and camping etiquette, regarding preservation of the outdoors.
- 3. Know eight things to do when lost.
- 4. Be familiar with various types of sleeping equipment suitable to location and season.
 - 4.1 Sleeping bags
 - 4.2 Sleeping Pads
- 5. List personal items needed for a weekend campout.
- 6. Plan and participate in a weekend camping trip.
- 7. Know how to properly pitch and strike a tent. Observe fire precautions when tent is in use.
- 8. Know and practice the proper principles for camp sanitation for both primitive and established campsites.
- 9. Properly use the knife and hatchet. Know ten safety rules for their use.
 - 9.1 Knife Safety
 - 9.2 Hatchet Safety
- 10. Fires:
 - 10.1 a. Demonstrate ability to choose and prepare a fire site.
 - 10.2 b. Know fire safety precautions.
 - 10.3 c. Know how to properly strike a match.
 - 10.4 d. Practice building a fire with the use of one match, using only natural materials.
 - 10.5 e. Demonstrate how to protect firewood in wet weather.
- 11. Bake bread on a stick.
- 12. Describe the proper procedures for washing and keeping clean the cooking and eating utensils.
- 13. Describe sleeping wear and how to stay warm at night.
- 14. Draw a spiritual object lesson from nature on your camping trip.
- 15. Explain and practice the motto: "Take only pictures and leave only footprints."
- 16. Note: The tent color for Camping Skills #1 is blue.



Camping Skills II

Requirements:

- 1. Be at least in the 6th grade.
- 2. Develop a personal philosophy of outdoor etiquette, such as courtesy to other campers and outdoor conservation.
- 3. Know and understand the following six W's for the selection of a good campsite:
- 4. Demonstrate your ability to protect the wilderness and your water source by proper personal hygiene and cooking sanitation.
- 5. Participate in a weekend campout.
- 6. Take part in a camp worship service to include one of the following:
 - 6.1 a. Leading song service
 - 6.2 b. Sabbath School lesson study
 - 6.3 c. Story
 - 6.4 d. Worship thought
- 7. Know how to safely light and use a camp stove and lantern.
- 8. Know safety rules and demonstrate your ability to properly cut firewood. Demonstrate how to break dead wood properly.
- 9. Using fuzz sticks or shaved sticks; build and know the use of a council or criss cross fire and one type of cooking fire. Review fire-building safety rules.
 - 9.1 Fuzz sticks
 - 9.2 Council fire
 - 9.3 Hunter's fire
 - 9.4 Fire safety
- 10. Explain two ways to keep camp food cool.
- 11. Build two different camp cranes.
- 12. Prepare camp meals using boiling, frying, and baking.
 - 12.1 Boiling
 - 12.2 Frying
 - 12.3 Baking
- 13. Demonstrate tent site selection. Properly pitch and strike a tent. What precautions should be taken when striking a wet tent? Properly clean, dry, and store a tent.
 - 13.1 Tent site selection
 - 13.2 Pitching and striking a tent
 - 13.3 Cleaning a tent
- 14. Bedding:
 - 14.1 a. Show proper ways to stuff or roll your sleeping bag or bed roll for travel.
 - 14.2 b. Tell how to keep a sleeping bag or bed roll dry on a camping trip.
 - 14.3 c. Describe how to properly clean your sleeping bag or bed roll.
- 15 Note: The tent color for Camping Skills #2 patch is red.



Camping Skills III

Requirements:

- 1. Be at least in the 7th grade.
- 2. Review six points in the selection of a good campsite. Review the safety rules of fire-building.
 - 2.1 Campsite Selection
 - 2.2 Fire Safety
- 3. Go on a weekend campout.
- 4. Lay the following three fires and tell their uses:
 - 4.1 a. Hunter's fire
 - 4.2 b. Reflector fire
 - 4.3 c. Star fire
- 5. Know six ways to start a fire without a match. Build a campfire using one of these:
 - 5.1 a. Compressed air
 - 5.2 b. Curved glass
 - 5.3 c. Flint
 - 5.4 d. Friction
 - 5.5 e. Metal match
 - 5.6 f. Spark
- 6. Know how to properly sharpen a hatchet and knife.
 - 6.1 Hatchet
 - 6.2 Knife
- 7. Cook a one-pot meal using fresh or dried food.
- 8. Describe the various types of tents and their uses.
 - 8.1 Rigid Poles
 - 8.2 Flexible Poles
 - 8.3 Older Tent Styles
- 9. How does condensation occur in tents, and how can it be prevented?
- 10. Demonstrate your ability to anchor a tent down, using the taut-line hitch and two half hitches.
 - 10.1 Taut-Line Hitch
 - 10.2 Two Half Hitches
- 11. While camping, plan and give a ten-minute devotional or organize and lead a nature or Bible game or lead out in Sabbath School, camp church, or camp vespers.
- 12. Properly locate and build one of the following and describe its importance to the individual and the environment:
 - 12.1 a. Camp sink and dishwashing area
 - 12.2 b. Latrine
 - 12.3 c. Shower
- 13. Demonstrate four basic lashings and construct a simple object using these lashings.
 - 13.1 Square lashing

- 13.2 Diagonal lashing
 - 13.3 Sheer lashing
 - 13.4 Continuous Lashing
 - 13.5 Construct a simple object
- 14. Know how to replace the mantels on a camp lantern. Demonstrate how to refill gas in a camp lantern and stove. Know how to maintain the pressure pump on a camp stove in good working order.
 - 14.1 Replace Mantel on Camp Lantern
 - 14.2 Demonstrate refilling gas in a Lantern and Stove
 - 14.3 Maintain Pressure Pump on a Camp Stove
- 15 Note: The tent color for Camping Skills #3 is green.



Camping Skills IV

Requirements:

- 1. Be in at least the 8th grade.
- 2. Plan and execute a one-hour Sabbath camping activity other than worship to make the Sabbath a meaningful experience.
 - 2.1 Themed Scavenger Hunt
 - 2.2 Drawing or Photographing Nature
 - 2.3 Skit with Props
 - 2.4 Hike
 - 2.5 Bible Quest
- 3. Write a 200-word report or give a two-minute oral presentation on the preservation of the wilderness, discussing etiquette and conservation.

- 4. Plan your menu for a two-day camping trip and estimate the cost.
 - 4.1 Planning the menu
 - 4.2 Suggested Breakfast Foods
 - 4.3 Suggested Lunch and Supper Foods
 - 4.4 Estimating the cost
- 5. Participate in two weekend campouts.
- 6. Start a fire in wet weather, knowing where to get tinder and how to keep your fire going.
- 7. Know the wood best suited for making a quick, hot fire.
- 8. Know the wood best suited for making coals for cooking.
- 9. Demonstrate how to split firewood.
- 10. Demonstrate the proper care and storage of camp foods and how to build various caches to protect food from animals.
- 11. Prepare a camp dinner with soup, vegetables, entree, and drink, all of which must be cooked.
 - 11.1 Soup
 - 11.2 Vegetable
 - 11.3 Entree
 - 11.4 Drink
- 12. Bake your food in a reflector oven.
- 13. Purify water by three different methods.
- 14 Note: The tent color for Camping Skills #4 is silver.



Endangered Animal

Requirements:

Define the following terms:

- a. Endangered
- b. Extinct
- c. Habitat
- d. Biome
- e. Food chain
- f. Poacher

Write Genesis 1:28 in your own words.

List four factors that have caused animals to become endangered.

Name four animals that are now extinct.

List four things that are being done to save endangered animals.

List four activities you can do to help wild animals.

List ten endangered animals. Tell where they live and why they have become endangered.

Do two of the following activities:

- a. Visit a zoo or animal preserve that has one or more endangered animals in residence. List what animal(s) you saw, where they normally live, and why they have become endangered.
- b. Watch a video about an endangered animal. List what animal(s) you saw, where they normally live, and why they have become endangered.
- c. Choose an endangered animal and write or give orally a short report about it. Tell where it normally lives, why it has become endangered, what is being done to save it, and any other special details about this particular animal that you have learned.
- d. Make a scrapbook about endangered animals. This may include newspaper articles, stories, pictures, stamps, or drawings. This may be a group project.
- e. Do an environment circle.



LEGO Design

Requirements:

1. Know the following terms:

A. Element

B. Stud

C. Brick

D. Plate

E. Base Plate

F. Tile

G. Slope

H. Inverted Slope

I. Hinge

J. Technics Brick

K. Power Functions

L. Mini-figure

2. Build and/or find examples of following types of scale models:

A. Micro Scale (1 city block equals 32 studs)

B. Mini-figure Scale (6 feet or 2 meters, equals roughly 6 studs)

C. Ultimate Collector Scale (larger than Mini-figure Scale and smaller than 1 to 1 scale)

D. 1 to 1 Scale (Actual Size)

3. Choose one of the following:

A. Build a 1 to 1 scale model of something from nature, your home, church, or school. Then share your model with your group or club.

B. Build a scale model of your house, apartment, or other building in your community. Be sure to include large furniture items like bed, stove, refrigerator, sofa, & dresser, etc. Then share your model with your group or club.

4. Choose one of the following:

A. Use LEGO® as visual aid in a Children's Story for youth ages 2-9 at church or Sabbath School.

B. Use LEGO® as part of a school project.

5. Build a scene or an item from the Bible using LEGO® in one of the scale sizes from Requirement #2.

6. From your imagination create your own design in 2 of the 5 categories below and share both designs with your group or club.

A. Car, truck, or other land vehicle.

B. Plane, helicopter, or other aircraft.

C. Ship, submarine, or other watercraft.

D. Brick built animal or plant based on a real species using at least 10 pieces.

E. Machine, appliance, or robot (without power functions)

7. Write a 250 word paragraph, or in a 3-5 minute presentation to you group or club, tell how you can use LEGO® to witness to those that don't know about God.

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Outdoor Leadership

Requirements:

1. Earn four of the following honors. Any of these honors earned more than two years ago should be restudied so that you can answer any of the knowledge questions included in their requirements.
 - a. Camping Skills IV
 - b. Fire Building and Camp Cookery
 - c. Winter Camping
 - d. Hiking
 - e. Backpacking
 - f. Orienteering
 - g. Pioneering
2. Have the First Aid Honor
3. Know what to do to overcome fear when lost. Know at least four ways to signal for help if lost in the wilderness.
4. Know at least four secular activities and four Sabbath activities to use in an outdoor setting if you have a rainy day.
5. Do the following in an outdoor setting.
 - a. Plan, organize, and do the teaching of one nature honor to a group of youth.
 - b. Assist in teaching camping skills required in any camping honor and/or Pathfinder Class requirements to a group of youth.
 - c. Determine where the nearest hospital is located.
 - d. Determine where the nearest assistance from the police or a park ranger can be obtained.
6. Through Bible and/or Spirit of Prophecy study, learn how the outdoors influenced the following Bible characters:

- a. Moses
 - b. David
 - c. Elijah
 - d. John the Baptist
 - e. Jesus
7. Know what considerations should be given in an outdoor setting with a group of youth in the following areas:
- a. Camping safety
 - b. Fire safety
 - c. Sanitation
 - d. Swimming safety rules e. Rules for conduct
 - e. Proper Sabbath observance
8. List at least six ways you can keep the out-of-doors beautiful for others to enjoy.
9. Know at least ten qualities of a good youth leader.

Skill Level: 2



Prayer

Requirements:

1. As a group or with a friend discuss:
 - a. What do you think prayer is?
 - b. Why do you believe prayer is important?
 - c. Do you think a person can be a Christian and not pray?
 2. Individually or as a group, examine the two versions of the Lord's Prayer (Matthew 6:9-13 and Luke 11:2-4) found in the gospels.
 - a. What are the differences?
 - b. When might one of the versions be more appropriate than the other in your spiritual life?
 - c. Why do you think the Lord's Prayer is important to Christianity? To you?
 3. Locate six (6) prayers in the Bible (at least two of Jesus' and two in the Old Testament), then:
 - a. Read / listen to each prayer
 - b. Discover who prayed, what they prayed for, and why they prayed.
 - c. Discover the result of each prayer
 4. Learn the A C T S for prayer and list an example of a prayer of each type in the Bible.
 - a. A – Adoration (Praise)
 - b. C – Confession
 - c. T – Thanksgiving
 - d. S – Supplication (Requests)
 5. As a group or with a friend, read / listen to and discuss the chapter on Prayer in the book, Steps to Christ.
 6. As a group or with a friend, discuss how you have seen God answer personal prayer, whether your prayers or those of a friend or family member.
 7. Develop a personal prayer life by praying daily for a month for:
 - a. A mission / missionary
 - b. Person(s) who are ill
 - c. A church or school leader
 - d. An issue(s) affecting the neighbors of your community
- Share your experience with your group and/or instructor.

The Pathfinder Camping Code

1. **I will camp only where camping is allowed.**
2. **I will keep my campsite clean at all times and leave the site cleaner than I found**
I will never leave my camp fire unattended and when I leave I will be sure it is
3. **entirely out.**
I will never use my knife or axe to cut, mar, or scar live trees.
4. **I will never pick wild flowers without permission.**
5. **I will never cut trails while hiking.**
6. **I will never pollute a lake or stream.**
7. **I will always respect the privacy of other campers.**
8. **I will always be polite and courteous.**
9. **I will respect all signs, authority, rules and private property.**
10. **I will always conduct myself as a Pathfinder and a Christian.**
11. **I will always leave a camp site knowing I am welcome to return**
8. Pray with someone that has a physical, emotional, or spiritual need.

Pathfinder's Signature

Southwest Region Conference
 Winter Pathfinder Camporee
 Athens, TX
 January 29-31, 2016



(Please print)

Pathfinder Club Name: _____

Federation (circle one): ARK-LA-TEX, CAPITAL CITIES, FIVE STATES, OKLAHOMA
 MOUNTAIN STATES, NORTH CENTRAL TEXAS, SOUTH LOUISIANA

Please list the first and last names of attending pathfinders and staff.

1	1
2	2
3	3
4	4
5	5
6	6
7,	7.
8	8,
9,	9,
10.	10.
11.	11.
12.	12.
13.	13.
14.	14.
15.	15.

You may enter names on the back of this sheet if needed.

Registration Fee is \$15.00 per person
Make your church's check or money order payable to: SWRC Pathfinder Federation
Bring your completed registration forms and funds with you to Camp for
on-site registration.