

PATHFINDER FAIR MANUAL 2008

MISSION DEEP

South Queensland Conference
of SDA

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Attachments:

- Brainstorming Session Form
- Program Outline

The Spirit of the Pathfinder Fair.

Our Conference has a reputation of having great Pathfinder Fair Days. This is because it is a partnership between our God, our leaders, our Pathfinders and our supporters.

It promises to be another great day. Please, never forget, that the Day is for our Pathfinders. Give them a go. Involve them all. Encourage them. Lead by example, and most of all - have fun!

1 Important Information

Please read this information carefully and apply it to your Pathfinders and supporters.

The Venue

The Venue will be the Main Oval of the North Pine Christian College which is adjacent to the Watson Park Campground.

Some Clubs have indicated an interest in staying at the Campground. Separate arrangements will need to be made with the Campground staff. The phone number is (07) 3204 6544.

Each Club will be allocated a spot around the oval. These are to act as a 'Base Station' for Clubs and place for their supporters to socialise and provide encouragement (with great gusto).

Participation

Participation is most important. Larger clubs are invited to have more than one entry in some Activities. See the following Activities. The Club will be scored on the entry with the highest score.

Pathfinder Good Manners.

Our friends have been gracious to let us use their facilities, so we need to demonstrate good manners.

- The college / church / campground area will be strictly out-of-bounds unless permission is given. We will have security there to make sure this happens.
- We must respect all property.
- The area must be left clean and in good condition when we leave.

Other Important Information.

Please make sure that everyone is aware of and abides by the following:

- Who is in charge: At these events, we often find that – with parents present – there is confusion over who is in charge (parents or Pathfinder staff). Please make this clear to all attending.
- The Sun: We are most conscious of this. Everyone will need sun protection (hats, sunscreen, shade etc). Watch out for the those who will be handing out Points to clubs who shine in this area.
- Feet Protection: We expect suitable footwear to be worn at all times.
- What to Bring: Please refer to the Activities for details. You will notice that, as in previous years, an important requirement is bush poles – four (4) bush poles, each 2.4 metres long and four (4) bush poles, each 1.2 metres long. Of course, don't forget sufficient ropes for lashings. This year we really want to challenge you. Check out the Astro-Bike and Opening Ceremony parts. Don't forget your Field Uniforms.

2 Prepared Work of Art: Orion's Door – What's in Store

The Challenge: {One Entry Per Club}

To create a creative work of Art – '*Orion's Door – What's in Store*'.

We will be displaying them at the Fair. It will be worthwhile looking at them through lunch.

The Work-of-Art must:

- Have a title. That is "*Orion's Door – What's in Store*".
- Have at least 50% of it in a 'silver' colour.
- Have at least 10% of it in a 'gold' colour.
- Be of size no greater than four (4) A4 pages. We'll leave the shape up to your creativity. Note that an A4 page is approx 200 x 300 mm. The judges will be impressed by 3 dimensions!
- Have the names of everyone in your Club on it and written by on them.
- Have a special area / space for 'Friends of your Pathfinder Club' and written on by them. Don't forget your Adventurers.
- Have the Club name on it so it can be identified.

Needed

Anything that can be made into a 'work-of-art'. Don't forget the silver and gold colours.

Details

- (a) Run a brainstorming session/s using the Brainstorming Session Form as guide.
- (b) Complete the Brainstorming Session Form.
- (c) Leave Work-of-Art and Brainstorming Form at the Admin Area before the Fair.
- (d) Collect the Work-of-Art at the end of the Fair

Details: 'Orion's Door – What's in Store'	Points	Points Awarded
Presented before Opening Ceremony	10	
Brainstorming Form (ideas / depth of thought etc)	0 to 10	
Work-of-Art has a title	5	
Club name is attached to Work-of-Art	10	
At least 50% of the Work-of-Art is 'silver'	0 to 10	
At least 10% of the Work-of-Art is 'gold'	0 to 10	
Club Member's names, written on by them.	0 to 10	
Friends of your Pathfinder Club' and written by them	0 to 10	
Size no greater than stated size (ie four (4) A4 pages.	5	
Ingenuity and creativity	0 to 10	
Bonus points for other worthy features.	0 to 10	
	<i>Total:</i>	

3 OPENING CEREMONY: COUNTDOWN

The Challenge:

- To have your Club lined up, ready for inspection and ready to march onto the parade ground at the appointed times. See below.
- To have your Club marching at their best (remember the marching at the 12th Gate Camporee) onto the Parade Ground.

Needed:

- All members of the Club. This includes all Staff and Pathfinders
- All members of the Club in Field Uniform

Details:

1. We will be counting down to the start of our Opening Ceremony.

<u>Count-down</u>	<u>Time</u>	<u>Event</u>
- 1000	9:15 am	Clubs formed-up for Club inspections.
Zero	9:30 am	Start of Opening Ceremony

2. On the day, Clubs will be designated a position on which to form-up ready for Inspection. They will march from here onto the parade ground. It is most important that they are there before the inspection time of the count-down. See points score below.
3. The start will be signalled by a 'Blast Off' at Count-down Time 'Zero'. We think you will hear it.
4. After the 'Blast Off' signal, the order to go on Parade will be given. Club Directors, you are then to march your Club along the designated course and onto your position on parade.

Score Details: "Opening Ceremony: Countdown"	Points	Points Awarded
Club <u>All</u> formed up at Inspection Count-down time (ie – 1000).	30	
Club lined up properly (straight lines, equal spacing, sized etc)	0 to 10	
Club in field uniform including hats	0 to 10	
Club starts to march all together	0 to 10	
Quality of turns (ie left / right / inclines) on march to position	0 to 10	
Club marches in step	0 to 10	
Club marchers keep straight lines (except on turns) and equal spacing	0 to 10	
General presentation	0 to 10	
	<i>Grand Total</i>	
CLUB:	JUDGE:	

4 PLUTO POLE POINTER

The Challenge: {Maximum of 2 entries per Club}

To manufacture a Pluto Pole Pointer in the time provided (15 minutes). It must be assembled from 'scratch'. It must be sturdy enough to support the Club Director (or delegate), to be moved and to be anchored.

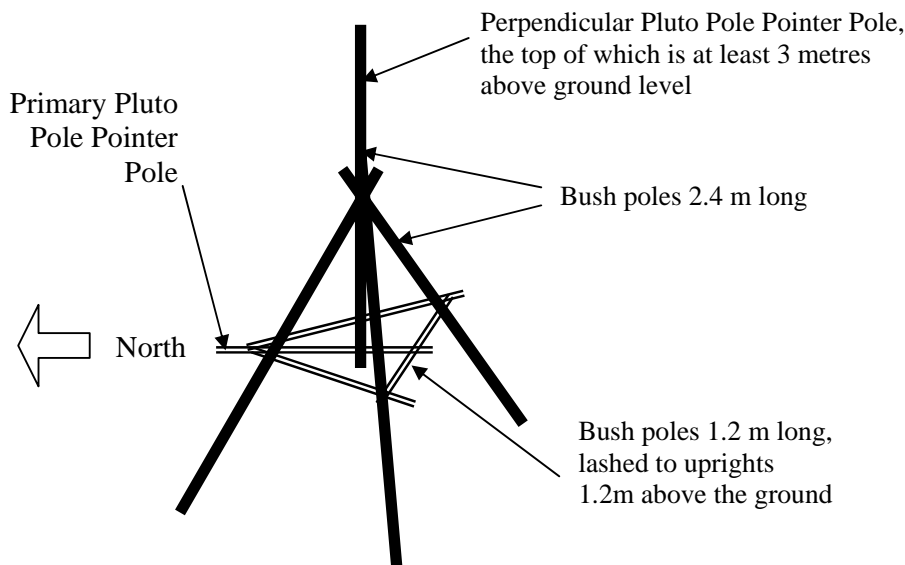
Important: Please use this time to ensure that your Club's Astro-Bike (or Astro-Bikes) is ready. Please see next Activity (ie Astro-Bike) for details.

Needed

- Bush poles (4 of the 2.4m ones and 4 of the 1.2m ones).
- Sufficient rope to make lashings and to anchor to large tent pegs.
- A compass or anything that points North
- Something decorative to identify the Primary Pluto Pole Pointer Pole (see below)
- Club Identification to be attached to the Pluto Pole Pointer
- Three large tent pegs to be used to anchor the Pluto Pole Pointer
- Pluto Pole Pointer victory chant to 'sung' on completion of the Pluto Pole Pointer.

Details

1. Although all the materials and equipment can be laid out before the activity starts, no construction can start before the given signal. Anyone who starts before the signal will lose all points for the activity.
2. Construct the free-standing Pluto Pole Pointer as per the layout diagram below using the appropriate lashings and bush poles. **DON'T DRIVE IN THE LARGE TENT PEGS AT THIS STAGE.** No nails or any other fasteners may be used. All Club members are to give advice to ensure that the Perpendicular Pluto Pole Pointer Pole is perpendicular.



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3. The Pluto Pole Pointer must be set up so that the Primary Pluto Pole Pointer Pole points North. This pole will be suitably identified. Use your initiative and creativity.
4. The Club Identification is attached.
5. IMPORTANT! The Pluto Pole Pointer is needed after lunch. Do not dismantle it yet. Please keep all Pathfinders and others off it during lunch.
6. Completion is signalled, by the Club Director (or delegate) standing on the Pluto Pole Pointer with the Club formed up and chanting the Club's Pluto Pole Pointer victory chant. (Note the judges will be impressed by the use-of and expression-of the letter 'P').
7. Also, the Club's Astro-Bike/s will be finished and parked near the Club's Pluto Pole Pointer ready for Machinery Inspection.

Score Details: "Pluto Pole Pointer"	Points	Points Awarded
Constructed within 10 minutes	10	
Constructed within 15 minutes	5	
Lashings and knots are correct	10	
Perpendicular Pluto Pole Pointer Pole is perpendicular.	0 to 10	
The top of the Perpendicular Pluto Pole Pointer Pole is at least 3m above ground level	10	
Primary Pluto Pole Pointer Pole points North	0 to 10	
Primary Pluto Pole Pointer Pole is easily identified	0 to 10	
Club identification is in place	10	
Pluto Pole Pointer victory chant - use of the letter 'P'	0 to 10	
Pluto Pole Pointer victory chant – participation and enthusiasm	0 to 10	
Astro-Bike/s finished and parked near the Club's Pluto Pole Pointer ready for Machinery Inspection	10	
<i>Grand Total</i>		
CLUB:	JUDGE:	

5 ASTRO-BIKE

The Challenge: { Any number of entries per Club }

To design and build at least one Astro-Bike per Club and to 'drive' it at the Fair

Please note: Our District Directors cannot resist the challenge of making an Astro-Bike. What will they come up with?

Needed for One Astro-Bike:

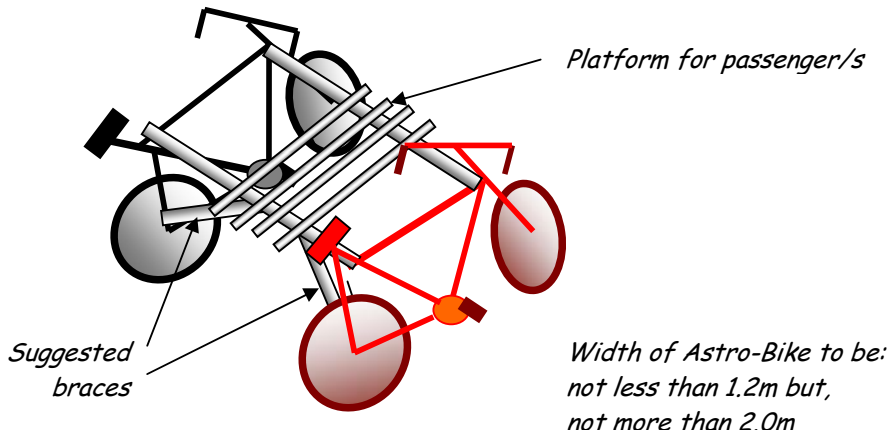
- At least two push bikes (Note: A push bike is a bicycle of two wheels).
- Any material (ie timber / steel / wire / tarps etc etc)

Details:

Astro-Bikes are only to be used for official Fair Day Activities

The diagram below shows how an Astro-Bike could be constructed. Please feel free to use your own ingenuity. It can even have more than two bikes if you wish. It will:

- Have 'Club' identification.
- Pass an 'Astro-Bike Machinery Inspection' (see over page)
- Be human powered (NO ENGINES). That is: it can be pedalled, pushed or towed.
- Have a device to warn of its approach – noise / lights or any other device.
- Have a braking device.
- Have no sharp edges or places (viz jamming pedals) that could injure riders or passengers.



As constructing an Astro-Bike is one of our most challenging projects for Pathfinder Fairs, we'd like to offer the following hints:

- *Don't be afraid to involve other church members. Most churches have handy gents who would love to be involved. They have sheds full of stuff and all sorts of tools and expertise.*
- *At the start of the Fair, use every opportunity to assemble it. However, make sure that it does not interfere with any other part of the program. To make things more interesting, keep the finished product hidden under tarps for as long as possible.*

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At the Fair

1. Make sure that the Astro-Bikes are completed and parked adjacent to the Club's Pluto Pole Pointer at the conclusion of Pluto Pole Pointer Activity.
2. Judges will conduct the first part (ie visual inspection) of each Astro-Bike. See below. At this point, the maximum number of passengers will be certified for each Astro-Bike. THIS CANNOT BE EXCEEDED.
3. Astro-bikes will be taken on a 'Road Test'. This will involve a manoeuvrability test and a Grand Parade of Astro-Bikes.

Details: "Astro-Bike Machinery Inspection		Points	Points Awarded
Note: Any of the following points may disqualify an Astro-Bike from a 'road test'			
Visual Inspection			
At least two bikes used per Astro-Bike		10	
Appears robust enough to survive the day		10	
No obvious sharp edges or parts which may cause injury.		10	
Braking system appears adequate		10	
Passenger platform is suitable and is comfortable enough		10	
Astro-Bike is at least 1200mm in width		10	
Creativity and ingenuity		0 to 20	
<i>CERTIFIED MAXIMUM NUMBER OF PASSENGERS</i>		10	
<i>OK TO PROCEED WITH ROAD TEST</i>		10	
Road Test and Parade			
Warning device is extremely effective		0 to 20	
Manoeuvrability		0 to 20	
Driver skill and dexterity		0 to 20	
Decorum of passenger/s and support from Club		0 to 20	
Entertainment Value		0 to 20	
<i>Grand Total</i>			
CLUB:		JUDGE:	

6 CAMPOUT IN SPACE [MISSION DEEP]

The Challenge: {One Entry Per Club}

Your poor Club Director has been flitting around the Galaxy a bit too much lately and is desperate to locate a planet on which to have the Club's next campout



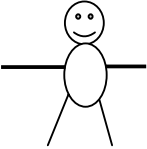

Needed:

- A 'disorientated' Club Director. Note: this may be hard to find.
- The rest of the Club who are also well versed in Alpha Centuri cyber-code

Details:

1. The Club Directors will be 'launched' to the other side of the Galaxy (ie. the School oval) Naturally, the Astro-Bikes will be used for transport and escort duties.
2. After delivery of the Club Directors, all Astro-Bikes are to be delivered and parked at the designated Astro-Bike Parking Lot and left there until required.
3. The location of the Club's new 'Campout Planet' will be revealed to the Pathfinders back at the Club's Base Station
4. At the given signal, Clubs are to direct their Director to their 'Campout Planet' using the Cyber Code below.

ALPHA CENTURI CYBER-CODE FOR LOST CLUB DIRECTORS

<u>Vocal</u>	<u>Visual</u>	<u>Vocal</u>	<u>Visual</u>
1. Ha {Go towards us}		3. He {Go to your Right}	
2. Ho {Go away from us}		4. Haw {Go to your Left}	

Details: "Campout in Space" [Mission Deep]	Points	Points Awarded
Club Director and Astro-Bike/s survive journey	10	
Participation in Cyber-Code	0 to 20	
Effectiveness of Cyber-Code	0 to 20	
<i>Grand Total:</i>		
CLUB:	JUDGE:	

7 GALAXY GOOG

The Challenge: {Max. of 2 entries per Club, but each entry must have a Pluto Pole Pointer and a Pluto Pot Warmer}

Part A. To set-up the Pluto Pot Warmer (which should be already prepared, but not assembled) and Galaxy Goog ready to process (ie cook) in the time allowed (15 minutes)

Part B: To cook the Club's Galaxy Goog in the time allowed (10 minutes)

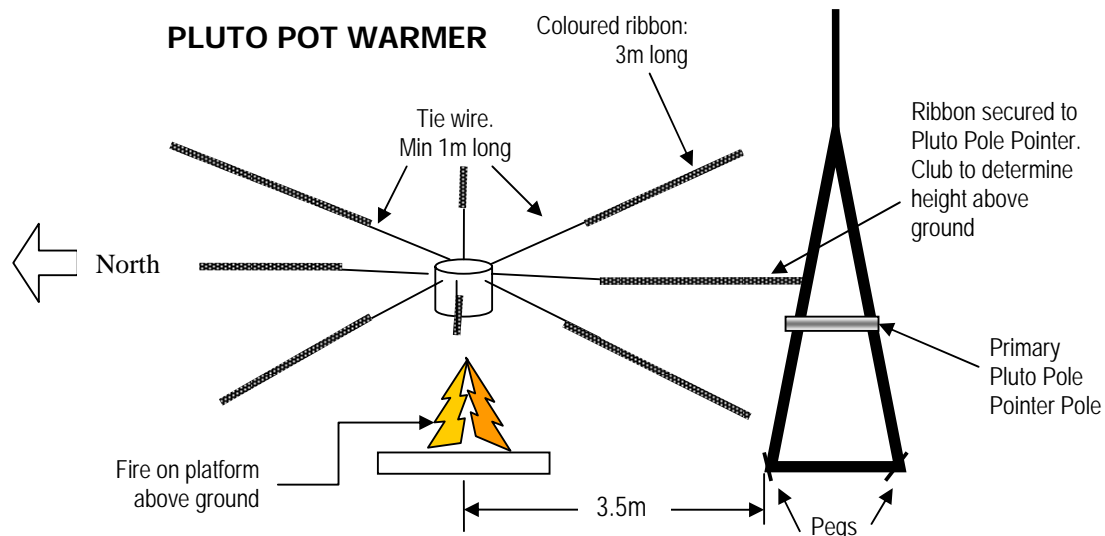
Needed:

- The Club's Pluto Pole Pointer plus the three large tent pegs and tie-down ropes.
- A platform to keep the fire off the ground and to prevent damage to the grass. Suggested options:
 - Sand on a sheet of corrugated iron (approx 0.6m x 0.6m) placed on bricks
 - Sand on a 20 litre oil drum cut in half (lengthways) and placed on bricks.
- Kindling / fire materials.
- A 'Fire Bucket' full of water to extinguish the fire.
- Pluto Pot Warmer materials. See concept diagram below.
 - Eight (8) lengths of tie-wire, each about 1m long
 - Eight (8) lengths of coloured ribbon (approx 25mm wide), each approx 3m long. (Crazy Clarks / Warehouse, sometimes have cheap rolls)
 - One (1) jam / fruit tin of sufficient diameter to fit comfortably over the top of the Perpendicular Pluto Pole Pointer Pole. The tin must be open at one end. Approx sizes: diameter 100mm by 120mm deep.

Details: Part A

Please refer to layout sketch below. Note that it not drawn to scale

1. The Pluto Pole Pointer is to be relocated from the Club's Base Station to the Club's new Campout Planet. It is mandatory to secure the 'Pointer', using the 3 large tent pegs. The Primary Pluto Pole Pointer Pole is to point North.



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2. At the Club's Base Station, assemble the Club's 'Pluto Pot Warmer'. This consists of a jam tin at the centre. The open end of the tin faces upward. At eight (8) equidistant holes around the top circumference of the tin, eight (8) lengths of tie-wire radiate out. Three (3) metres of ribbon is attached to each tie-wire. *Hint. Make an additional eight (8) equidistant holes ready for the After-Lunch Activity.*
3. Carefully place the cooking fluid and Galaxy Goog (we will supply them) in the tin can.
4. Transport the Club's Pluto Pot Warmer and contents to the Club's Campout Planet. To do this, carefully raise the loaded tin by holding onto the ends of each of the ribbons.
5. Secure one ribbon to the Pluto Pole Pointer so the tin is 3.5m North of it.
6. Transport the fire bucket, full of water to the Pluto Pole Pointer. No fire bucket, no fire.
7. Using the device to prevent damage to the grass, a fire is prepared for lighting under the tin. The tin is held in place by people holding the ends of the ribbons. Let the world know you are ready to light the fire. **DO NOT LIGHT THE FIRE YET.**

Details: Part B

1. When advised, light the fire. A maximum of two people is allowed within a circle (radius 1 metre) of the fire. Use tension on the ribbons to manoeuvre the tin and its contents.
2. After 10 minutes, carefully extinguish the fire using the water in the Fire Bucket.
3. Move the Pluto Pot Warmer to one side and place it carefully on the ground. Do not tip out cooking fluid or Galaxy Goog. Be careful not to tangle the tie-wire and ribbons.
4. Remove all traces of fire and fire equipment.
5. Leave the Pluto Pole Pointer in position.
6. Go to Lunch. The Planet Campsites are out-of-bounds during lunch

Details: "Galaxy Goog"	Points	Points Awarded
Part A		
Part A fully completed in 15 Minutes	20	
Part A completed in 5 minutes more than allocated time.	5	
Pluto Pole Pointer secured to ground using pegs and rope	10	
Pluto Pot Warmer dimensions correct	10	
Pluto Pot Warmer looks impressive	0 to 20	
No spillage of cooking fluid in transport to fire site	0 to 10	
Correct location of fire, (3.5m North of the Pluto Pole Pointer)	10	
Fire Bucket filled with water and easily accessible.	10	
Part B		
Cooking fluid boils	20	
No damage to grass by fire.	0 to 20	
Clean-up complete.	0 to 20	
<u>Grand Total:</u>		
CLUB:	JUDGE:	

