

April 11-16, 2017  
Parque del Este,  
Dominican Republic

# ACTIVITIES

## ADMINISTRATIVE MANUAL PART II

IAD Pathfinder Camporee  
“Lineage of Champions”

### **Spiritual Activities**

Arrange the Story, Bible soup  
Learning the Lineage, Bible Boom  
I know Lineage and History

### **Recreational Activities**

Basketball, Soccer, Volleyball,  
Pathfinder Olympics

### **Organizational Activities**

Uniform Inspection, Camping together

### **Independent Activities**

Communicate, Aid, and Tie it,  
Drill teams, Drill Marches, Pin Trading  
Archery, Inter-American Connection,  
Champions Songbook, Playtime.



# ACTIVITIES

There is a difference between recreation and diversion. Recreation, as spelled out within itself, means re-creation, it has a tendency of strengthening and repairing.

## INTRODUCTION

Louise Nocandy

The competitions are an attractive part of the Camporee activities. It gives the opportunity for each Pathfinder to socialize, enjoy themselves, and provides contact with nature, which fills us with joy, pleasure, and prepares us to serve.

In order to meet these expectations, the members of our "Events" Committee strived to propose activities that inspire a philosophy of achievement. They classified these activities into four groups. The members that make up this team take pride in knowing that they will be accompanied during the organization and realization of these events. Please don't hesitate in contacting them when in need of answers or with questions you may have.

### Philosophy

The activities of the IV Camporee, "Linage of Champions," have been designed with the following principle guidelines:

- **Integral Development of the Pathfinder:** Offer the participants the opportunity to strengthen the friendships among Unions via the recreation activities that contribute to the edification of the body, mind, and soul.
- **Massive Participation:** If possible, the majority of the Pathfinders will be able to participate in each event. Only some of the activities will be limited to representation from each Union that is present.

*Note: For the Biblical Boom activity, there will not be a pre-selected representative per Union. A team of three persons will be put together during the Camporee. Each Union is responsible for organizing the groups. See the rules page.*

- **Everyone Wins:** The points and reward system will emphasize the joy of participating and will not be based on the competitions between participants.
- **Diversity:** There will be several simultaneous events taking place during the Camporee; each participant will have the option of participating in the activities that are most appealing to them.

### Events

The Pathfinders can choose within the four categories of activities:

1. Spiritual
2. Recreational
3. Organizational
4. Independent

# MEMBERS OF THE ACTIVITIES COMMITTEE

E-mail: [eventoscamporeeinteramericano@gmail.com](mailto:eventoscamporeeinteramericano@gmail.com)

Members:

- Pr. Robert Peña
- Ramón Emilio Portes
- Charly Tolentino
- Yannuel García
- Juan José Eusebio
- Evagrio Rosario
- Francisco Saldaña
- Pr. Isaías Ferreras

## Activities

The following list is a summary of all the Camporee Events:

|   | EVENT NAME  | PARTICIPANTS   |
|---|---|--|
| <b>Spiritual Activities</b>                 | 1. Arrange the Story<br>2. Bible soup<br>3. Learning the Bloodline<br>4. Bible Boom<br>5. I know Bloodline and History  | Friends and Companions<br>Explorers y Ranger<br>Voyagers y Guide<br>Friend through Guide<br>Unions   |
| <b>Recreational Activities</b>              | 6. Basketball<br>7. Soccer<br>8. Volleyball<br>9. Pathfinder Olympics   | Friend through Guide<br>Friend through Guide<br>Friend through Guide<br>Representatives of each Union  |
| <b>Pathfinder Organizational Activities</b> | 10. Uniform Inspection<br>11. Camping together  | All Delegates<br>All Delegates   |
| <b>Independent Activities</b>               | 12. Communicate, Aid, and Tie it<br>13. Drill teams of each Union presentations<br>14. Drill Marches (Freestyle)<br>15. Pin Trading<br>16. Archery<br>17. Inter-American Connection<br>18. Champions Songbook<br>19. Playtime like me | Representatives of each Union<br>Representatives of each Union<br>Free for Platoons<br>Children and Leaders<br>Friend through Guide<br>Children and Leaders<br>Unions<br>Unions/Children |

## SPIRITUAL ACTIVITIES

|                                |  |
|--------------------------------|--|
| Name                           | <b>Activity 1. Arrange the Story</b>   |
| Objective                      | Motivate the Pathfinders to learn the history and teachings of the Biblical book of Ruth through Bible study.  |
| Participants                   | Pathfinder class level Friend and Companion (Ages 10 & 11)   |
| Requirements for Participation | <ol style="list-style-type: none"> <li>1. Every participant must bring a pencil and pen.</li> <li>2. All Pathfinders who are a Friend or Companion may participate in this activity. There will be multiple sessions available to participate in that are outlined in the Program.</li> <li>3. Every boy or girl that desires to participate should sign up for one of the available sessions and must be present on the day, time, and at the location indicated.</li> </ol>                                      |
| Description                    | All children (Ages 10 & 11) currently in either Friend or Companion level classes that desire to participate will study the book of Ruth at the Camporee during the time and at the indicated location, in front of the corresponding Judges. The participants will arrange the story of Ruth in correct order using allusive images provided. These images will be provided by the Camporee Directors, the children should only bring a pen and pencil to fill out the registration form with their name and PIN. |
| Evaluation Criteria            | Correctly arrange the story in Chronological order.  |

|                                |  |
|--------------------------------|--|
| Name                           | <b>Activity 2. Word Soup</b>   |
| Objective                      | Motivate the Pathfinders to learn the history and Biblical teachings of the Book of Ruth through Bible study.  |
| Participants                   | Pathfinder class level Explorer and Ranger (Ages 11 & 12)  |
| Requirements for Participation | <ol style="list-style-type: none"> <li>1. All participants must bring a pen and pencil.</li> <li>2. All Pathfinders who are an Explorer or Ranger may participate in this activity. There will be multiple sessions available to participate in that are outlined in the Program.</li> <li>3. Every boy or girl that desires to participate should sign up for one of the available sessions and must be present on the day, time, and at the location indicated.</li> </ol> |
| Description                    | All children (Ages 12 & 13) that would like to participate in our Explorer or Ranger classes, will study the book of Ruth during the Camporee, within the time and at the indicated location. They will receive a "Word Soup", which they must correctly complete. The "Word Soup" will be provided by the Camporee Directors. The participants should only bring a pen and pencil.  |
| Evaluation Criteria            | Words satisfactorily found in the Mix of Letters (Word Soup).  |

|                                       |   |
|---------------------------------------|---|
| <b>Name</b>                           | <b>Activity 3. Learning the Lineage</b>   |
| <b>Objective</b>                      | Motivate all Pathfinders to learn the history and Biblical teachings from the Book of Ruth, learn Jesus' bloodline, and how it is found in the Bible.   |
| <b>Participants</b>                   | Pathfinder class levels Voyager and Guide (Ages 14 and 15)  |
| <b>Requirements for Participation</b> | <ol style="list-style-type: none"> <li>1. All participants must bring a pen and pencil.</li> <li>2. All Pathfinders who are Voyager or Guide may participate in this activity. There will be multiple sessions available to participate in that are outlined in the Program.</li> <li>3. Every boy or girl that desires to participate should sign up for one of the available sessions and must be present on the day, time, and at the location indicated.</li> </ol> |
| <b>Description</b>                    | All children who desire to participate from the Voyager and Guide classes, will study the book of Ruth, the genealogy of Jesus as found in Chapter 1 of the book of Matthew. At the designated location and time, a Crossword Puzzle will be given to each participant who then is responsible for correctly completing it. The Crossword Puzzle will be provided by the Camporee Directors, the participants should only bring a pen and pencil                        |
| <b>Evaluation Criteria</b>            | Words found in the Crossword Puzzle.  |

|                                       |   |
|---------------------------------------|---|
| <b>Name</b>                           | <b>Activity 4. Bible Boom</b>   |
| <b>Objective</b>                      | Motivate the Pathfinders to learn the teachings of the Bible through the 2017 Biblical Boom study material from the Inter-American Division, which cover the books of Joshua, Judges, and Ruth.   |
| <b>Participants</b>                   | Pathfinder class levels Friend and Guide (Ages 12 & 13)   |
| <b>Requirements for Participation</b> | <ol style="list-style-type: none"> <li>1. Study the books of Joshua, Judges, and Ruth, using the Reina Valera 2000 Emmanuel Biblical Society version.</li> <li>2. Each Union should present a minimum of 10 candidates to participate in the Biblical Boom. There are no limits to participants from each Union.</li> </ol>   |
| <b>Description</b>                    | During the Camporee several rounds of written tests will be given to all the participants. Each round will allow for the best scores from each Union to be selected. Through the process of elimination the best score from each Union will be determined. The participant with the best score from each Union will participate in the Inter-American Division final. |
| <b>Evaluation Criteria</b>            | Qualifying exams will be administered and the best score from each Union will make it to the Division finals.   |

|                                |   |
|--------------------------------|---|
| Name                           | <b>Activity 5: I know my Lineage and History</b>  |
| Objective                      | <ol style="list-style-type: none"> <li>1. Provide the Pathfinders with a basic understanding that the Seventh-Day Adventist Church forms part of the History of God's people.</li> <li>2. Motivate the Pathfinders to seek a deep understanding of their church's local, Union, and Inter-American Division history.</li> <li>3. Create a historical record of the church's and the Pathfinder Club's history throughout the entire Inter-American Division that serves as study and informational material for all the youth and directors of the Clubs.</li> </ol>  |
| Participants                   | Each Union is responsible for collecting and producing the material for this activity.  |
| Requirements for Participation | <ol style="list-style-type: none"> <li>1. Each Union must provide the Denominational historical material described.</li> <li>2. Each Union will select a Pathfinder or Pathfinder's to represent them in the final competition.</li> </ol>  |
| Description                    | <ol style="list-style-type: none"> <li>a) Each Union will prepare a denominational history material, that describes the development of the Adventist Church and the Pathfinder Clubs within it's field. The material will be presented in written form on Word and with Images via PowerPoint, and will be delivered electronically to the Inter-American Division no later than January 16th, 2017. The parameters and quantity of pages/slides will be determined by the Camporee Director's alongside the Youth Directors of the Unions.</li> <li>b) Each Union will prepare a 4 minute video discussing the history of their Pathfinder Club within their Union. The video will be shared and distributed beginning February 16th, 2017, and will serve a promotional and informational material for all the Pathfinder Clubs within Inter-America.</li> <li>c) The study material for every Union will be shared electronically by the Inter-American Division beginning January 16th, 2017.</li> <li>d) During the Camporee, on the designated date and location, the representatives chosen by their Union will participate in a discussion covering the study material previously shared. If these files are returned to us on the specified dates, the Union will be awarded an incentive prize of \$40.00 USD.</li> </ol> |

# RECREATIONAL ACTIVITIES

|                                       |   |
|---------------------------------------|---|
| <b>Name</b>                           | <b>Activity 6: Basketball</b>   |
| <b>Objective</b>                      | Encourage friendship among Pathfinders from the different Unions by participating in shared teams and share a friendly game.  |
| <b>Participants</b>                   | All Pathfinders that want to participate are welcome.   |
| <b>Requirements for Participation</b> | <ol style="list-style-type: none"> <li>1. Every Pathfinder that wants to participate in a team should sign up on the forms with lists that are available in the activities location</li> <li>2. Teams of 2 or more Pathfinder clubs from different Unions will be formed. Each team will participate in a friendly game with another team. The duration of the game depends on the amount of enrolled teams. The judges can decide to play for 21 points, instead of timing the games.</li> </ol>                   |
| <b>Description</b>                    | Several basketball courts will be available during the Camporee for friendly games to take place between teams made up of Pathfinder Clubs from 2 or more Unions. The duration of the game and players per team will be adjusted by the Judges depending on the number of youth signed up to participate. A Basketball court for female teams will also be available, as long as there are a sufficient number of Pathfinders signed up. There will not be teams mixed, only all boy or all girl teams are allowed. |

|                                       |   |
|---------------------------------------|---|
| <b>Name</b>                           | <b>Activity 7. Soccer</b>   |
| <b>Objective</b>                      | Encourage friendship among the Pathfinder clubs from different Unions by participating in shared teams and a friendly game.   |
| <b>Participants</b>                   | All Pathfinders that want to participate are welcome.   |
| <b>Requirements for Participation</b> | <ol style="list-style-type: none"> <li>1. Every Pathfinder that wants to participate in a team will sign up on the lists available at the event location.</li> <li>2. Teams will be formed with Pathfinders from w or more Unions. Each team will play one friendly game with another team. The duration of the games will depend on the amount of teams formed. The referees and/or games officials may decide to celebrate "Golden Goal" or "Sudden Death" games in order to foster agile events or and/or promote/permit greater participation.</li> </ol> |
| <b>Description</b>                    | At the Camporee, several Soccer/Football fields will be prepared in order to celebrate friendship games among teams formed with Pathfinders from 2 or more of the Unions present. The designated length of regulation time for the games can be adjusted by the Referees depending on the amount of children signed up on the inscription lists to participate. The teams will NOT be of mixed gender: girls-only teams, and boys-only teams, according to the number of participants signed up.  |

|                                       |  |
|---------------------------------------|--|
| <b>Name</b>                           | <b>Activity 8: Volleyball</b>  |
| <b>Objective</b>                      | Encourage friendship among Pathfinders from different Unions through participation with a shared team and friendly game.   |
| <b>Participants</b>                   | Pathfinders of any class level that desire to participate  |
| <b>Requirements for Participation</b> | <ol style="list-style-type: none"> <li>1. Any Pathfinder that wants to participate should sign up with a team on one of the forms provided at the event location.</li> <li>2. Teams of Pathfinders from 2 or more Unions will be formed. Each team will share in a friendly game with the other participating team. The amount of sets per game can be adjusted by the Judges depending on the number of youth signed up.</li> </ol>                     |
| <b>Description</b>                    | Multiple Volleyball courts will be available during and throughout the Camporee to utilize for friendly games between teams made up of Pathfinders from 2 or more Unions that are present. The amount of sets per game may be adjusted by the Judges depending on the number of youth that signed up for this activity. The teams will not be blended, instead will be either all male or all female teams, dependent on the number of people signed up. |

| <b>Name</b>                           | <b>Activity 9. Pathfinder Olympics</b>   |                 |          |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
|---------------------------------------|--|-----------------|----------|--|------------|--------------|--------|-----|---------------|---|------|----|----------------|---|-----------|----|----------------|---|------|----|---------------|---|--------|----|----------------|---|--------|----|----------------|---|--------|----|--------------------|---|-----------------|----------|-----------------------|---|-----------------|----------|
| <b>Objective</b>                      | Strengthen the muscles and create stronger physical aptitude in our Pathfinders.   |                 |          |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| <b>Participants</b>                   | This event will be through representation, each Union will bring 14 Pathfinders, as detailed in the description.   |                 |          |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| <b>Requirements for Participation</b> | 1. Each Union must bring the necessary amount of representatives to participate in the distinct disciplines for this activity.   |                 |          |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| <b>Description</b>                    | <p>During our Camporee, on the designated day, all the events for this activity will take place. The list of events and required participants from each Union is detailed below:</p> <table border="1"> <thead> <tr> <th>Discipline</th> <th>Participants</th> <th>Gender</th> <th>Age</th> </tr> </thead> <tbody> <tr> <td>50 Meter Race</td> <td>1</td> <td>Male</td> <td>12</td> </tr> <tr> <td>100 Meter Race</td> <td>1</td> <td>Masculino</td> <td>13</td> </tr> <tr> <td>200 Meter Race</td> <td>1</td> <td>Male</td> <td>14</td> </tr> <tr> <td>50 Meter Race</td> <td>1</td> <td>Female</td> <td>13</td> </tr> <tr> <td>100 Meter Race</td> <td>1</td> <td>Female</td> <td>13</td> </tr> <tr> <td>200 Meter Race</td> <td>1</td> <td>Female</td> <td>14</td> </tr> <tr> <td>4 x 100 Meter Race</td> <td>4</td> <td>2 Male 2 Female</td> <td>13 to 15</td> </tr> <tr> <td>4 x 50 Meter Swimming</td> <td>4</td> <td>2 Male 2 Female</td> <td>13 to 15</td> </tr> </tbody> </table> |                 |          |  | Discipline | Participants | Gender | Age | 50 Meter Race | 1 | Male | 12 | 100 Meter Race | 1 | Masculino | 13 | 200 Meter Race | 1 | Male | 14 | 50 Meter Race | 1 | Female | 13 | 100 Meter Race | 1 | Female | 13 | 200 Meter Race | 1 | Female | 14 | 4 x 100 Meter Race | 4 | 2 Male 2 Female | 13 to 15 | 4 x 50 Meter Swimming | 4 | 2 Male 2 Female | 13 to 15 |
| Discipline                            | Participants   | Gender          | Age      |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| 50 Meter Race                         | 1  | Male            | 12       |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| 100 Meter Race                        | 1  | Masculino       | 13       |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| 200 Meter Race                        | 1  | Male            | 14       |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| 50 Meter Race                         | 1  | Female          | 13       |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| 100 Meter Race                        | 1  | Female          | 13       |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| 200 Meter Race                        | 1  | Female          | 14       |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| 4 x 100 Meter Race                    | 4  | 2 Male 2 Female | 13 to 15 |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |
| 4 x 50 Meter Swimming                 | 4  | 2 Male 2 Female | 13 to 15 |  |            |              |        |     |               |   |      |    |                |   |           |    |                |   |      |    |               |   |        |    |                |   |        |    |                |   |        |    |                    |   |                 |          |                       |   |                 |          |

# PATHFINDER ORGANIZATIONAL ACTIVITIES

|   |   |                         |                |             |                  |
|---|---|-------------------------|----------------|-------------|------------------|
| <b>Name</b>                                     | <b>Activity 10. Uniform Inspection</b>  |                         |                |             |                  |
| <b>Objective</b>                                | Motivate a correct uniformity among the Pathfinders, in constant adherence to the IAD Uniformity Manual Standards; to know and better understand the uniforms' correct use and care.  |                         |                |             |                  |
| <b>Participants</b>                             | All Delegation members attending.   |                         |                |             |                  |
| <b>Requirements for Participation</b>           | 1. Every member of every Delegation in attendance should be present for Uniform Inspection.   |                         |                |             |                  |
| <b>Description</b>                              | At the Camporee, every Delegation will be inspected according to the day and place distribution made by the authorized Judges. It behooves every Union to ascertain that each delegation member in attendance complies with all the following criteria. |                         |                |             |                  |
| <b>Evaluation Criteria</b>                      |   |                         |                |             |                  |
|   |   |                         |                |             |                  |
|   | <b>Criteria Categories (1,2,3,4)</b>  | <b>Needs to Improve</b> | <b>Regular</b> | <b>Good</b> | <b>Excellent</b> |
|   | 1.Design  |                         |                |             |                  |
|   | Identical shirts: With Gold Braids and 2 Pockets with cover fold  | 1                       | 2              | 3           | 4                |
|   | Identical Pants   | 1                       | 2              | 3           | 4                |
|   | Identical skirts, A-line, below the knees, with pleats  | 1                       | 2              | 3           | 4                |
|   | Black shoes   | 1                       | 2              | 3           | 4                |
|   | Socks (Males: Black, Females: White)  | 1                       | 2              | 3           | 4                |
|   | Black Beret with C3 Emblem  | 1                       | 2              | 3           | 4                |
|   | Pathfinder Belt   | 1                       | 2              | 3           | 4                |
|   | 2. Basic Badges   |                         |                |             |                  |
|   | Triangle, Globe, Union/Conference Badge   | 1                       | 2              | 3           | 4                |
|   | Commanders' Cord and Leadership Gold Cord   | 1                       | 2              | 3           | 4                |
|   | 3. Class Badge  |                         |                |             |                  |
|   | Class symbol, button, and investiture gold braid  | 1                       | 2              | 3           | 4                |
| Stripe format in accordance with Uniform Manual | 1   | 2                       | 3              | 4           |                  |

|  |  |    |    |    |    |
|--|--|----|----|----|----|
|  | <b>5. Faults</b>   |    |    |    |    |
|  | Dirty Uniform  | -1 | -2 | -3 | -4 |
|  | Inadequate Badges, Buttons, or Uniforms  | -1 | -2 | -3 | -4 |
|  | Use of Garments not approved by the IAD/ SDA (Chains, Earrings, Bracelets, etc). | -1 | -2 | -3 | -4 |

|                                       |  |
|---------------------------------------|--|
| <b>Name</b>                           | <b>Activity 11. Camping Together</b>   |
| <b>Objective</b>                      | Ensure that each Union present at the Camporee is well represented and identifiable within the location assigned to them by the event planners.  |
| <b>Participants</b>                   | All Delegate members present.  |
| <b>Requirements for Participation</b> | <ol style="list-style-type: none"> <li>1. Every Pathfinder, Leader, and Delegate member are to participate in this event.</li> <li>2. Each Union is responsible for coordinating their camping area.</li> </ol>  |
| <b>Description</b>                    | Each Union delegation will be assigned a camping space, dependent on the amount of people their group is composed of. Each Union must create an entrance for their campground location that makes them identifiable, along with their Conferences and Missions. They must use flags, mooring ropes, knots display, camping furniture and other elements that characterize us as Pathfinders. |
| <b>Evaluation Criteria</b>            | <ol style="list-style-type: none"> <li>1. Union Entrance</li> <li>2. Distribution of Conferences, Missions, and Clubs.</li> <li>3. Camping Furniture</li> <li>4. Moorings</li> <li>5. Knot display (Each display should have a minimum of 30 different knots, and 3 types of joints, indicating their name and purpose or use).</li> </ol>   |

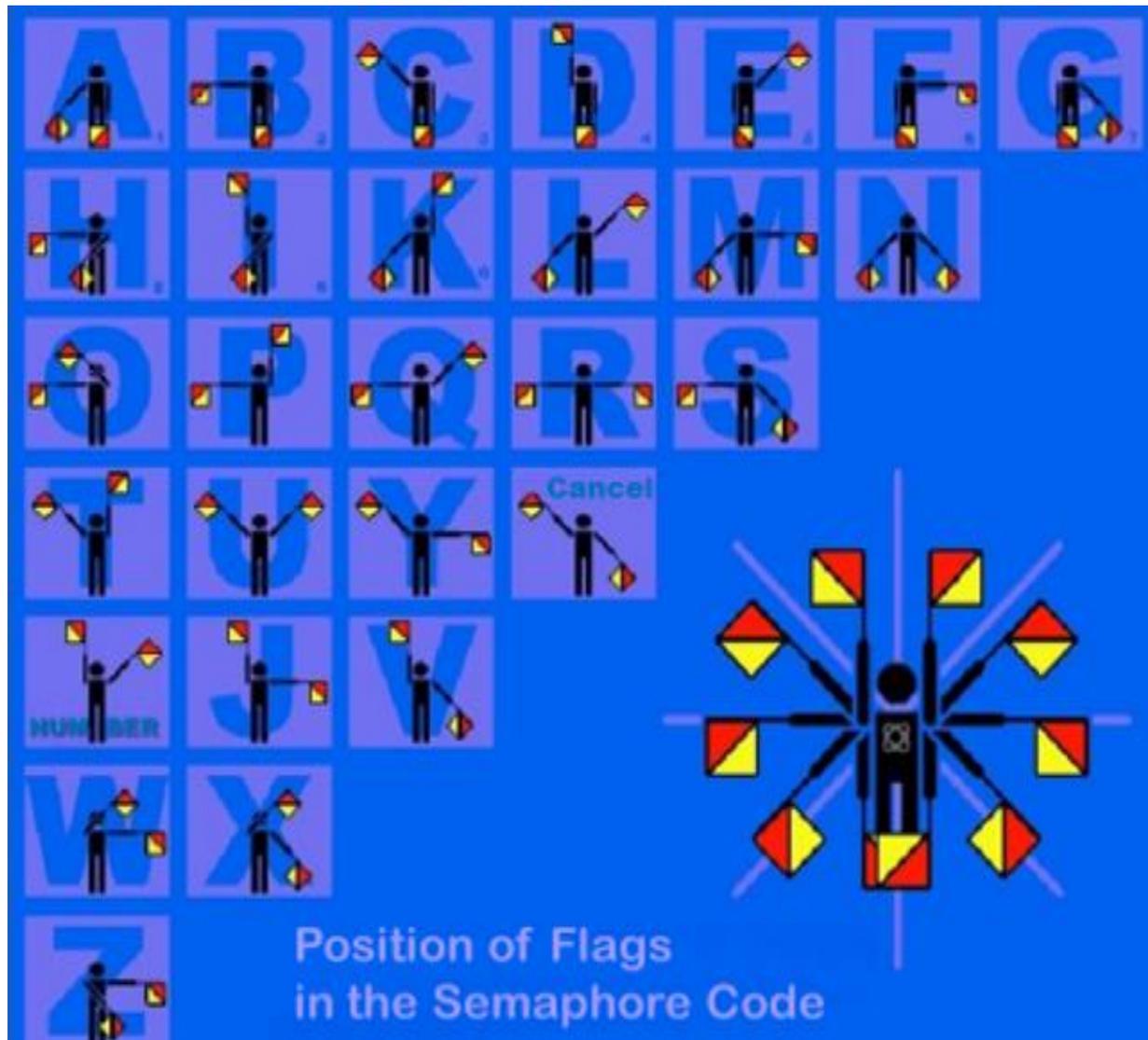
## INDEPENDENT ACTIVITIES

|                                |  |
|--------------------------------|--|
| Name                           | <b>Activity 12. Communicate, Aid, and Tie It</b>   |
| Objective                      | Contribute in teaching knowledge of camping skills, which are part of our Pathfinder movement.   |
| Participants                   | 10 Pathfinders per Union, male and female.   |
| Requirements for Participation | <ol style="list-style-type: none"> <li>1. 1 Bunting kit.</li> <li>2. 4 Halyards to make knots.</li> <li>3. 1 Notebook.</li> <li>4. 1 Pencil.</li> <li>5. 1 Pen.</li> </ol>   |
| Description                    | <p>Each Union will send their representatives to the Event zone. They should all have knowledge on communication skills via banners, first aid, and knots. They will be distributed in the following manner: 1 at the starting line; 1 20 meters from the exit; 4 at 22 meters from the exit; and the last 4 at a distance of 32 meters from the exit. The time starts when the Judge gives the signal to go, the participating Pathfinders will then do the following:</p> <ul style="list-style-type: none"> <li>- The first Pathfinder will provide a first aid maneuver given by the Judge to the second Pathfinder.</li> <li>- The second Pathfinder will write down the performed maneuver, and will run and inform the other 4 Pathfinders in succession, who will then execute this maneuver, using one of the 4 as a practice "patient."</li> <li>- Upon completing the first aid maneuver, one of the Pathfinders will run to the last 4 participants and will tie one of the knots taught in the Friend and Companion classes, that will be chosen by the Judge..</li> <li>- Upon completing the knots, the chronometer will be stopped.</li> </ul> |
| Evaluation Criteria            | <ol style="list-style-type: none"> <li>1. Participation</li> <li>2. Message transmitted correctly.</li> <li>3. Correctly completing the First Aid maneuver.</li> <li>4. Correctly tying the knots.</li> </ol>  |

List of Knots to learn: Square slip, double bow, Sheet Bend, False knot, clove hitch, bowline, sheepshank, Timber hitch, Taut Line Hitch, Double Knot, Two half hitches, and 3 basic lashings.

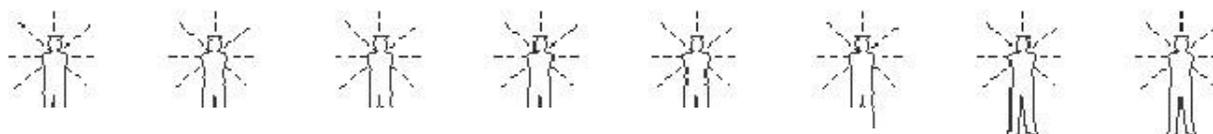
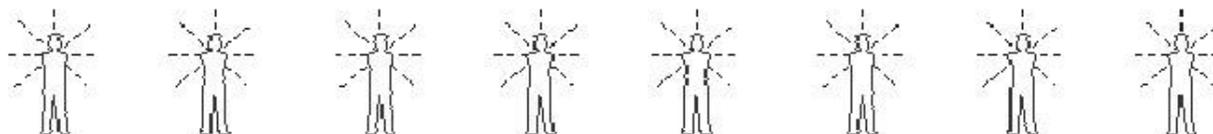
First Aid Maneuvers: Triangular bandaging of hands; Shoulder Sling, Ankle bandage; Arm hemorrhage; Leg fracture.

# Alphabet Summary of Traffic Stop with Flags



# Hoja de Prácticas Código Semáforo

Dibuje la posición correcta de los brazos a la letra dada, o viceversa, según ordene el instructor.



## Practice Sheet for the Semaphore Code

Draw the correct arm positions written or given by the instructor

W

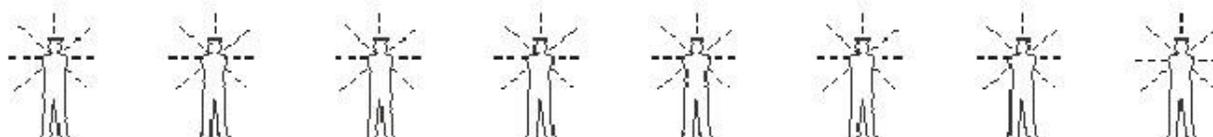
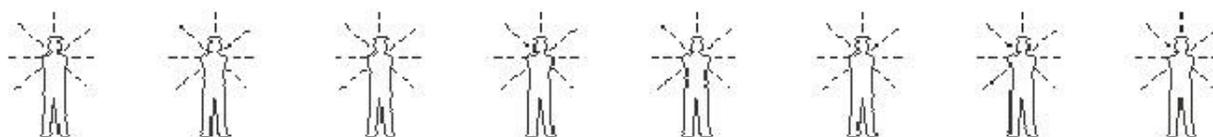
U

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X

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Z



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| <b>Name</b>                           | <b>Activity 13. Drill Teams Presentations of Each Union</b>  |
| <b>Objective</b>                      | Encourage discipline, coordination, and fundamental principles of teaching marching to the Pathfinders.  |
| <b>Participants</b>                   | One platoon per Union present at the Camporee, consisting of at least 15 Pathfinders.  |
| <b>Requirements for Participation</b> | <ol style="list-style-type: none"> <li>1. Each Platoon will march in uniform.</li> <li>2. Every member of the platoon must be a Pathfinder. The drill sergeant is permitted to lead.</li> </ol>  |
| <b>Description</b>                    | <p>Each Union will have the opportunity to present their drill team during the Camporee. The drill will last for a total of 5 minutes, in which the following should be accomplished: Entrance, 20 routine drill marches, three exit and display variations, using the criteria listed below. The order should be as follows:</p> <ol style="list-style-type: none"> <li>1. Initiation: The drill team will get in formation when given the order at the designated location; the corresponding judge (Whistle) will indicate the starting time. The drill sergeant will request permission to continue, wait for permission to be granted, salute, and then take their place in position from which they will give the commands.</li> <li>2. Entrance: It's optional to enter the drill with a special demonstration, since all this must take place within the 5 minutes.</li> <li>3. Routine Commands: A minimum of 20 commands.</li> <li>4. Demonstration Variations: 3 Variations (Evolutions or Executions), each with a duration of 25 seconds minimum. It is recommended that the drill sergeant initiate each variation clearly, so the judges can keep track of the time correctly (Example: the sergeant orders "Variation (Evolution or Execution) 1", successively in this manner.</li> <li>5. Exit: Upon completing the variation, the sergeant is to salute and immediately call for ranks to "fall out" and the drill team is to exit without adding anything else.</li> </ol> |
| <b>Evaluation Criteria</b>            | <ol style="list-style-type: none"> <li>1. Position and Voice of Drill Sergeant.</li> <li>2. Routine Drill Commands.</li> <li>3. Demonstration Drills.</li> <li>4. Precision.</li> </ol>  |

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| <b>Name</b>                           | <b>Activity 14. Drills (Freestyle)</b>  |
| <b>Objective</b>                      | Encourage discipline, coordination, and fundamental principles of teaching marching to the Pathfinders.   |
| <b>Participants</b>                   | All Clubs, Zones, Conferences, or Pathfinder groups that form a platoon to march in the Camporee.   |
| <b>Requirements for Participation</b> | <ol style="list-style-type: none"> <li>1. Each platoon will march in uniform.</li> <li>2. Each platoon will have the opportunity to sign up to participate during the Camporee.</li> <li>3. All platoon members must be Pathfinders. The drill sergeant is allowed to lead the marches.</li> <li>4. Each platoon must consist of a minimum of 15 Pathfinders.</li> </ol>  |
| <b>Description</b>                    | <p>Each Club, Zone, Conference, or any group of Pathfinders will have the opportunity to participate in this Marching event. For this activity, each march will have a total duration of 3 minutes, in which the following should be accomplished: 10 routine drill commands, two demonstration variations (Evolutions, executions) and exit, using the criteria listed below. The order will be the following:</p> <ol style="list-style-type: none"> <li>1. Initiation: At the designated time and place, the order will be given for the drill team to "Fall in" and at the coordinating Judges orders (Whistles) the time to begin. The Drill Sergeant will request permission to continue, wait for permission to be granted, salute, and then take their place in position from which they will give the commands.</li> <li>2. Routine Commands: Minimum of 10 commands.</li> <li>3. Demonstration Variations: 2 variations (Evolutions, executions), each with a minimum duration of 25 seconds, Its recommended that the Drill Sergeant initiate each variation clearly, so the judges can keep track of the time correctly (Example: the sergeant orders "Variation (Evolution or Execution) 1", successively in this manner.</li> </ol> |

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|                            | 4. Exit: Upon completing the variation, the Sergeant is to salute and immediately call for ranks to “fall out” and the drill team is to exit without adding anything else.              |
| <b>Evaluation Criteria</b> | <ol style="list-style-type: none"> <li>1. Position and Voice of Drill Sergeant.</li> <li>2. Routine Drill Commands.</li> <li>3. Demonstration Drills.</li> <li>4. Precision.</li> </ol> |

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| <b>Name</b>                           | <b>Activity 15. PIN Trading</b>  |
| <b>Objective</b>                      | <ul style="list-style-type: none"> <li>-Encourage the trading of pins among the participating Pathfinders.</li> <li>- Serve as a platform for trading for the Pathfinders that specialize in Pin trading at the Camporee.</li> </ul>   |
| <b>Participants</b>                   | All Pathfinders and Leaders that wish to participate.  |
| <b>Requirements for Participation</b> | <ol style="list-style-type: none"> <li>1. Each Union will create a pin for the Camporee that should contain a unique element that identifies that Union.</li> <li>2. Pathfinders from each Union should acquire the amount of pins they wish to trade prior to the Camporee.</li> </ol>  |
| <b>Description</b>                    | During the Camporee, the Pathfinders will trade the pins that they acquired previously from their Unions with Pathfinders from other Unions. These buttons will not be sold or purchased. They will only be obtained via trading. There will be a special pin that the Camporee Leaders will give to the Pathfinders that can collect 24 pins from the Unions present at the Camporee. |

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| <b>Name</b>                           | <b>Activity 16. Archery</b>   |
| <b>Objective</b>                      | - Strengthen the abilities, physical aptitude, and disposition of the Pathfinders.  |
| <b>Participants</b>                   | Any Pathfinder that wishes to participate.  |
| <b>Requirements for Participation</b> | 1.Any Pathfinder that wishes to participate in a team should sign up on the lists provided in the event location  |
| <b>Description</b>                    | During the Camporee the Pathfinders that sign up for this activity will participate during the day and time designated for Archery. Each archer will shoot 3 sets of 3 arrows, with a maximum time per set of 2 minutes. The targets will have rings from inside to outside with ascending score. With each target that the Pathfinder hits, they will collect the rings which will add points, and the regular archery rules will apply. The Camporee leaders will provide the material to participate, and if the Pathfinder also wish, they can bring their own materials. |

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| <b>Name</b>             | <b>Activity 17. Inter-American Connection</b>  |
| <b>Objective</b>        | Encourage all Camporee participants to establish friendships with other attendees, using social networks and other available means to strengthen the ties within the Family of Faith.  |
| <b>Participants</b>     | -All Pathfinders and Leaders that wish to participate.   |
| <b>Requirements for</b> | <ol style="list-style-type: none"> <li>1. Have a genuine desire to make friends with other Pathfinders and leaders throughout the territory of the Inter-American Division.</li> </ol> |

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| <b>Participation</b> | 2. Be willing to share personal contact information with other Camporee attendees.   |
| <b>Description</b>   | Each Pathfinder and Leader wanting to participate will be provided with a notebook in which they should accumulate as many contacts as possible. At a specific time during the programmed events, the participants will be asked to turn in their notebook so that the number of contacts they have acquired may be counted. Three people per Union with the most contacts will be rewarded. |

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| <b>Name</b>                           | <b>Activity 18. Songbook of Champions</b>   |
| <b>Objective</b>                      | Perform a songbook with spiritual themes allusive to Pathfinders and the topic of the Camporee, which can be sung before, during and after the Camporee.  |
| <b>Participants</b>                   | Each Inter-American Division Union present at the Camporee.   |
| <b>Requirements for Participation</b> | Each Union will create a song with music and original lyrics with spiritual message concerning the Pathfinders and / or Camporee theme.   |
| <b>Description</b>                    | Each Union will produce a song with music and original lyrics with spiritual message concerning the Pathfinders and / or Camporee theme. The song must be recorded and submitted to the Inter-American Division no later than January 30th, 2017. The submission must include the lyrics and playback without vocals, the same playback with vocals recorded and an audiovisual presentation with the song's music and lyrics. We suggest that each Union request the participation of boys or girls in the recording and selection of the song to ensure the best one is chosen for your territory. During the Camporee, a delegation from each Union will sing your song at least once during the program. All songs will be shared on social media and the official Camporee web page during the month of February 2017, so that all the attendees can learn them prior to the Camporee. This is not a contest, which allows for each Union to submit more than one song if they so desire to do so. |

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| <b>Name</b>                           | <b>Activity 19. Playtime like me</b>  |
| <b>Objective</b>                      | -Encourage rapport and recreation of the participants with the style of the various countries attending the activity, in order to create a pleasant environment to exchange methods of holy Christian recreation shared each country's culture.   |
| <b>Participants</b>                   | All Pathfinders and Leaders that wish to participate.   |
| <b>Requirements for Participation</b> | 1. Each Union must prepare three recreational games that can be played in open terrain.<br>2. The description of each game must be submitted to the Division no later than December 30th, 2016. This description should include the budget for assembly that will be covered by the Division.<br>3. The staff directing the games must be provided by each Union.           |
| <b>Description</b>                    | The Camporee attendees will be able to participate freely in the different recreational games spread out throughout the entire Camporee. These games will be open to the public, depending on the distribution of the time and amount of simultaneous events that the commissions for Events and Programs form. No recreational games will take place during Sabbath hours. |

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**ACTIVITIES THAT ARE DETERMINED PER PROGRAM:**

1. Baptism
2. Community Event: Inter-American Impact
3. Inter-American Division Bands Exhibition
4. Inter-American Investiture