

Fear Factor Flag Grab

- Team:** 2-4 Pathfinder
- Club Staff:** 1 Adult Club Staff must remain with the team at all times
- Equipment:** Flags and Obstacle Course
- Time Limit:** 4 minutes
- Scoring:** The Highest number of Flags Collected

Flags that fall or touch the ground do not count and cannot be picked up.
Flags that do not cross the finish line do not count
Flags collected after the 2 long whistles are blown do not count

- Instructions:**
1. Pathfinders will gather in a designated area behind the start line
 2. When the whistle is blown the Pathfinder runs to the designated flag collection area, climbs on the obstacle and starts collecting flags.
 3. Pathfinders attempt to grab and hang onto the flags while they attempt to grab as many flags as possible before the whistle blows or time runs out.
- Pathfinders MUST stay on the Obstacle**
!! if they fall off or touch the ground they must tag out !!
4. When a single whistle blows they must tag out.
 5. When 2 long whistles are blown time is up and Pathfinder must **immediately** STOP collecting flags and make their way to the finish line.
 6. If the Pathfinder throws all 4 Hatchets and does not stick the required 2 then they "DNF"
Did not finish and can try again via the Return Line.

Note: