

Rock, Paper, Scissors Showdown

- Team:** 4 equal number Teams of 3-10 Pathfinders (Preferable from different Pathfinder Clubs)
- Club Staff:** 1 Adult Club Staff must remain with the team at all times
- Equipment:** Hula-Hoops or ground markers used to make a course
Flags or Beans Bags to indicate Pathfinders have completed the course.
- Time Limit:** 10 minutes or when a team wins which ever comes first.
- Scoring:** Team that has all Pathfinders cross a finish line wins or team has the most Pathfinders cross the finish line which ever applies first.
- Instructions:**
1. Pathfinders teams will gather at the designated starting points behind the start line behind each entrance to the Hula-Hoop course.
 2. When indicated by the time keeper to start all the teams will start the race by having the first Pathfinder in the team line start "Hopping" from hoop to hula hoop until they meet another Pathfinder in the same hoop. The rest of the team members must wait as only 1 Pathfinder from each team can be on the course at any time. **NO RUNNING!**
 3. Time for the "Showdown!"

When 2 Pathfinders meet in the same hoop they play "Rock, Paper, Scissors" to determine who is allowed to move on in the hoop course:

Each Pathfinder holds out one hand flat with the other hand in the air in a fist count off 1, 2, 3, shoot, together, at the same time striking the fist into their flat hand.

On the 4th stroke or "shoot" each Pathfinder Indicates either Rock, Paper, or Scissors with their hand as it strikes the open palm of their other hand.

Rock dulls Scissors so Rock wins
Scissors cuts Paper so Scissors wins
Paper covers Rock so Paper wins
 4. Once the winner is determined the loser must return to the end of their teams line, the winner moves on in the course heading to one of the other teams finish lines.
 5. As soon as the losing Pathfinder steps outside of the hoop the next person in their team may start the course heading toward one of the other teams finish lines.
 6. Repeat until all Pathfinders in the team have reached the finish line of one of the teams or time runs out whichever comes first.
- Note:** No more than 2 Pathfinders can meet in the hoop at the same time.
No backward movement to avoid a conflict, all Pathfinders must always move forward.
Many variations of this are on YouTube to see it visually, this is our variation!