

The 2023 Potomac Conference Pathfinder Archery Competition

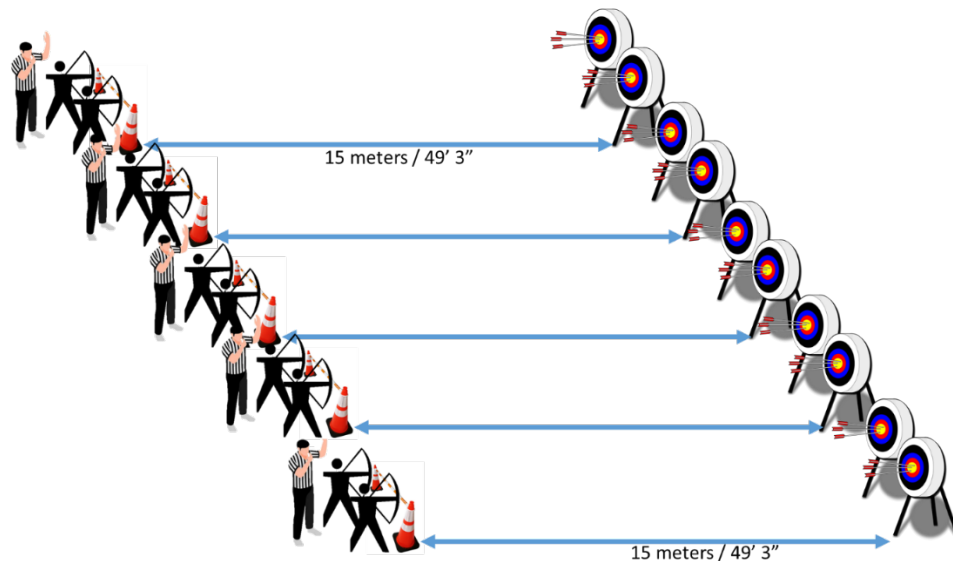
To encourage clubs to focus on the Archery Honor for the Pathfinder Year 2022-2023 we are holding a conference-wide archery competition at the Pathfinder Fair in April. This competition will allow the best archers from each club to see which Pathfinders will place first, second, and third in one of three age ranges. Juniors [10-12]; Teens [13-18]; and TLTs [those registered with Ms. Patterson] The fair is not a venue for training, but rather a testing ground for competition.

The rules of the competition

1. For each of three age/TLT ranges (Juniors, 10-12; Teens, 13-18; and TLTs only those registered with the TLT Coordinator as active TLTs) there will be a separate competition.
2. The competition is only open to those pathfinders between the ages of 10 and 18, anyone under 10 or over 18 should not be entered and cannot compete.
3. Age is measured by the age of the participant on the day of the competition (so if they turn 13 on that day they would compete in the teen competition). Registered TLTs of any age can be entered into either the TLT competition or the Teen competition but not both.
4. There are no categorizations based on gender, because skill in archery has no gender advantage/bias.
5. You must use the conference supplied equipment, you cannot bring your own bow and arrows.
6. Each club with less than 25 total Pathfinders will be able to nominate one participant to each of the three competition categories. Each club with 25 to 49 total Pathfinders will be able to nominate two participants to the Junior and Teen competitions and one participant to the TLT competition. Each club with 50 or more total Pathfinders will be able to nominate three participants to the Junior and Teen competitions and one participant to the TLT competition.
7. Each competition will be held in multiple rounds:
 - i. In Round one each competitor will be given 5 arrows. During a time period not to exceed 5 minutes they will be able to shoot their 5 arrows at their assigned target [122cm/48inch target or a 91.5cm/36inch target we are confirming the Boy Scouts' equipment] from a firing line 15 yards from their target. Their score will be recorded, and at the end of this round, the Top 10 scores and ties will proceed to round 2. The top 10 scores and ties means that the top ten will be examined and any scores that are the same as the 10th highest score will be moved forward into round 2.
 - ii. In Round two each competitor will be given 5 arrows. During a time period not to exceed 5 minutes they will be able to shoot their 5 arrows at their 61cm/24inch target from a firing line 15 yards from their target. Their score will be recorded, and First, Second, and Third place will be awarded for the top three scores. If there are ties in the score the ties will be broken by the score with the lowest standard deviation. This is because, in archery, consistency is highly valued. Hence a score of 30 comprised of 6, 6, 6, 6, 6 will have a $S=0$, where a score of 30 comprised of 10, 1, 10, 1, 8 will have a $S=4.636$. Even though the latter score had two bullseyes, the fact that they were inconsistent makes the former score a more desirable outcome. If we have an exact tie, for any positions, a one arrow shoot off will occur, closest to the center of the target will determine the winner.
8. The procedures for shooting
 - a. An archer will be assigned to one of ten stations

- b. All bows will be on the ground and remain there until the Range Marshall calls out **BOWS UP**.
- c. Once **BOWS UP** is called all archers have 5 minutes to shoot their 5 arrows.
- d. Once all arrows are shot, or 5 minutes have elapsed, the Range Marshall will call **BOWS DOWN**, at which point all bows will be returned to the ground.
- e. Once all bows are on the ground, the Range Marshall will call **retrieve arrows and collect score**.
- f. At this call the archers are dismissed from the range, and the 5 officials, 1 to every two stations, will go down range and record the score of each of the arrows shot by their two contestants, any arrow not in a target counts as a zero, any arrow in the wrong target also count as zero. (we will have 4 colors of arrows, so no archers will be shooting the same color as the archer on either side of them)
- g. Each official will collect ten arrows and take the two score sheets to the scorer's table, and then return to their station. They will call out **Station Ready**
- h. Once all five referees have called **Station Ready** and have replaced the arrows into their ready position, the next set of contestants will be assigned to a station.

The Field Set-up



The firing line for each pair of shooters would be two cones with a connecting rod approximately 15 inches raised above the ground to create a physical boundary not easily mistaken. The ready position for the arrows will be in the cones on each side of the two person stations. The ready position for the bows will be on the ground leaning against the cones.

The Equipment

1. The bows we utilize are the Conference's Mathews Genesis Original NASP bows. They are a no-let-off compound bow that can be set from 10 to 20 lb. draw weight. We will set all bows to 18 lbs. for consistency. They have a draw length of 15 to 30 inches.
2. The arrows will be either Easton XX75 Genesis 30" NASP arrows or Easton 1820 30" Genesis Arrows and will be supplied by the Conference.

The 2023 Potomac Conference Pathfinder Axe Throwing Competition

The Potomac Conference Pathfinder Ministry will be holding an axe throwing competition at the Annual Pathfinder Fair in April. This competition will allow the best axe throwers from each club to see which Pathfinders will place first, second, and third in one of three age ranges. Juniors [10-12]; Teens [13-15]; and Older Teens [16-18].

The rules of the competition

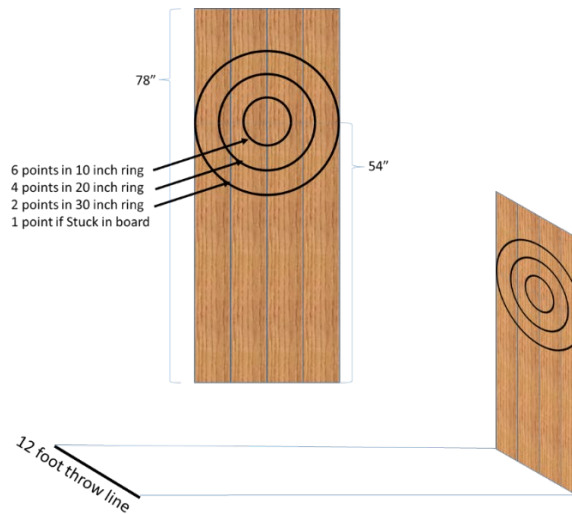
1. For each of three age ranges (Juniors, 10-12; Teens, 13-15; and Older Teens, 16-18) there will be a separate competition.
2. The competition is only open to those pathfinders between the ages of 10 and 18, anyone under 10 or over 18 should not be entered and cannot compete.
3. Age is measured by the age of the participant on the day of the competition (so if they turn 13 on that day they would compete in the teen competition, if turning 16 on the day they would compete in Older Teens).
4. There are no categorizations based on gender.
5. You must utilize the conference supplied equipment; you cannot bring your own axe.
6. Each club with less than 30 total Pathfinders will be able to nominate one participant to each of the three competition categories. Each club with 30 or more Pathfinders will be able to nominate two participants to each of the competition categories.
7. Each competition will be held in two rounds:
 - i. In Round one each competitor will be throw three axes, one at a time with the judge retrieving the axe between each throw. Once they are handed their axe they have up to one minute to throw it at the target (see target and throwing line in the picture below). After they have thrown their axe three times, their score will be recorded, and at the end of this round, the Top 10 scores and ties will proceed to round 2. The top 10 scores and ties means that the top ten will be examined and any scores that are the same as the 10th highest score will be moved forward into round 2.
 - ii. In Round two each competitor will be throw three axes, one at a time with the judge retrieving the axe between each throw. Once they are handed their axe they have up to one minute to throw it at the target (see target and throwing line in the picture below). Their score will be recorded, and First, Second, and Third place will be awarded for the top three scores. If we have an exact tie, for any positions, a one axe throw-off will occur, closest to the center of the target will determine the winner. We will continue a round robin one axe throw off until a winner is declared.
8. The procedures for throwing.
 - a. A thrower will be assigned to one of three stations
 - b. The thrower will be handed an axe, by the judge of that station, and be told to Proceed.
 - c. Once the thrower is told to proceed, they will have one minute to throw the axe at the target. If they stick the axe in the inner circle it will count as 6 points, if they stick the axe in the middle circle, it will count as 4 points, and if they stick the axe in the outer circle it counts as two points. Any axe one the line will count as the higher score. If they miss all three circles but stick their axe in the board they receive 1 point, and if the axe does not stick in the board until

- collected by the judge, it will count as zero points. The judge will collect the axe after each throw and record the score of that throw. Each thrower will have three throws.
- d. Once, the judge collects the axe the third time and records the score, the judge will bring the score card to the recording table.
 - e. At this point the thrower is dismissed and can check at the end of round one to see if they qualified for round two.
 - f. Once the judge returns from the scorer's table a new participant will be called to their station.

The Equipment

We will be utilizing something equivalent to a Cold Steel Frontier Hawk Tomahawk. If you would like further information you can visit <https://www.amazon.com/Cold-Steel-Frontier-Tomahawk-without/dp/B0030DDG9Q/>

AXE Throwing Competition



The 2023 Potomac Conference Pathfinder Knife Throwing Competition

The Potomac Conference Pathfinder Ministry will be holding a knife throwing competition at the Annual Pathfinder Fair in April. This competition will allow the best knife throwers from each club to see which Pathfinders will place first, second, and third in one of three age ranges. Juniors [10-12]; Teens [13-15]; and Older Teens [16-18].

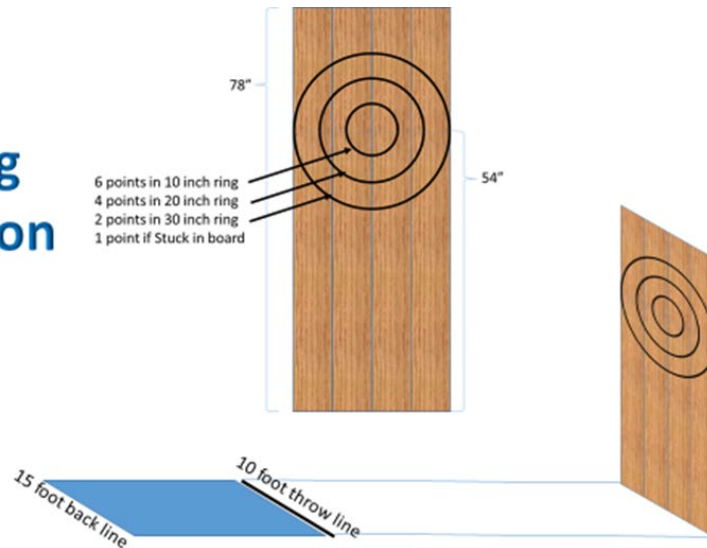
The rules of the competition

1. For each of three age ranges (Juniors, 10-12; Teens, 13-15; and Older Teens, 16-18) there will be a separate competition.
2. The competition is only open to those pathfinders between the ages of 10 and 18, anyone under 10 or over 18 should not be entered and cannot compete.
3. Age is measured by the age of the participant on the day of the competition (so if they turn 13 on that day they would compete in the teen competition, if turning 16 on the day they would compete in Older Teens).
4. There are no categorizations based on gender.
5. You must use the conference supplied equipment; no one will be able to use their own knives.
6. Each club with less than 30 total Pathfinders will be able to nominate one participant to each of the three competition categories. Each club with 30 or more Pathfinders will be able to nominate two participants to each of the competition categories.
7. Each competition will be held in two rounds:
 - i. In Round one each competitor will be given 3 knives. During a time period not to exceed 3 minutes they will be able to throw their knives at their assigned target (see picture below). Their score will be recorded, and at the end of this round, the Top 10 scores and ties will proceed to round 2. The top 10 scores and ties means that the top ten will be examined and any scores that are the same as the 10th highest score will be moved forward into round 2.
 - ii. In Round two each competitor will be given 3 knives. During a time period not to exceed 3 minutes they will be able to throw their knives at the target, just like in round 1 (see picture below). Their score will be recorded, and First, Second, and Third place will be awarded for the top three scores. If we have an exact tie, for any positions, a one knife throw-off will occur, closest to the center of the target will determine the winner. We will continue a round robin one knife throw off until a winner is declared.

The Equipment

We will be utilizing Cold Steel True Flight Thrower knives for the competition. If you would like more information you can find it at <https://www.amazon.com/Cold-Steel-80FTFC-True-Flight/dp/B000BSY9AI>

Knife Throwing Competition



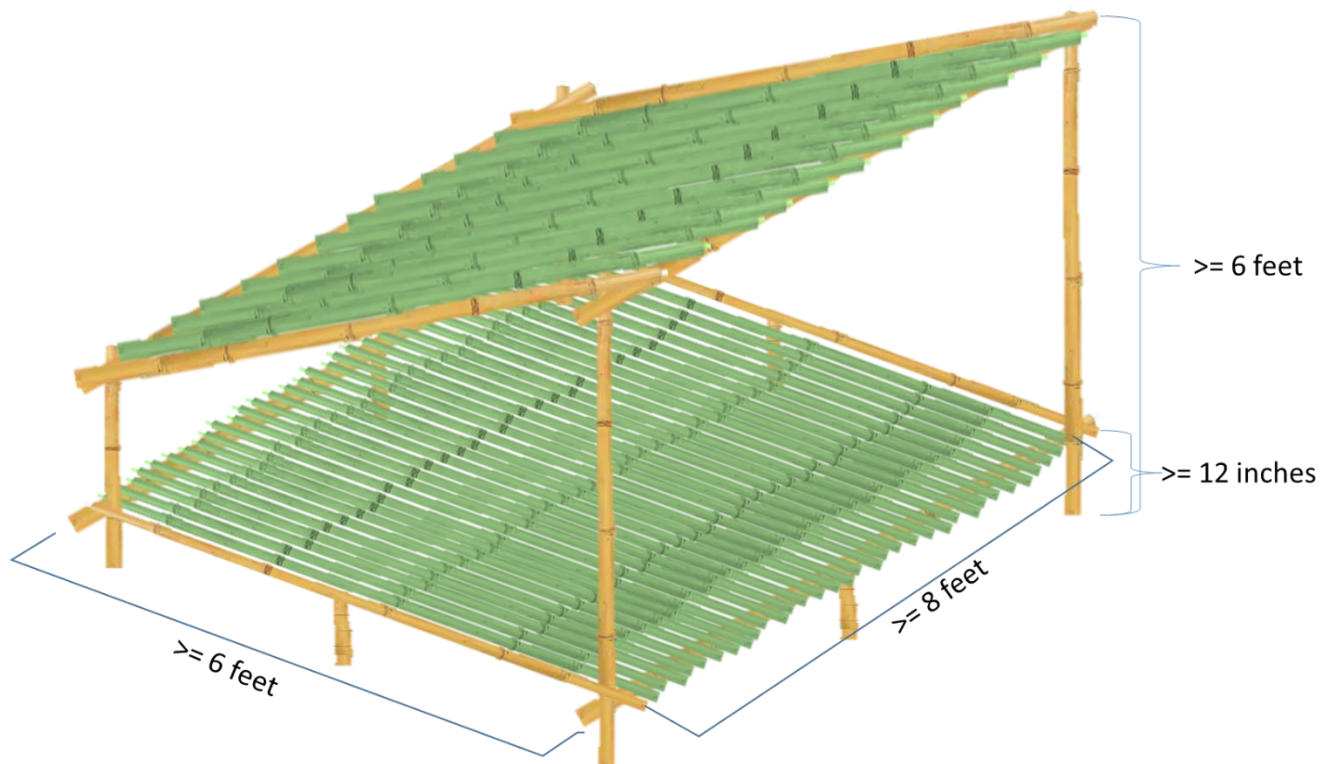
8. The procedures for throwing.
 - a. A thrower will be assigned to one of three stations
 - b. The thrower will be handed three knives, by the judge of that station, and be told to Proceed.
 - c. Once the thrower is told to proceed, they will have three minutes to throw the three knives at the target. If they stick a knife in the inner circle it will count as 6 points, if they stick a knife in the middle circle, it will count as 4 points, and if they stick a knife in the outer circle it counts as two points. If they miss all three circles but stick their knife in the board they receive 1 point, and if the knife does not stick in the board until collected by the judge, it will count as zero points.
 - d. Once all knives are thrown, the judge will collect the knives, record the score and bring the score card to the recording table.
 - e. At this point the thrower is dismissed and can check at the end of round one to see if they qualified for round two.
 - f. Once the judge returns from the scorer's table a new participant will be called to their station.

2023 Potomac Pathfinder Club Lashing Competition

To encourage clubs to learn lashing the Potomac Conference Pathfinder Ministry will be holding a club lashing completion at our annual Pathfinder Fair in April. Each club will be able to build one shelter to a set of proscribed specification detailed below. The specifications only lay out the minimum requirements of the shelter. Clubs can be far more aggressive in their dimensions and additional features. The shelters will be judged against the criterion also outlined below. Clearly we hope the Potomac Pathfinders can build a shelter far better than the television Survivor Contestants do each year.

Shelter Minimum Specifications

1. The shelter must have a floor, raised 12 or more inches off of the ground
2. The shelter must have a roof, the front of which must be at least 6 feet off of the ground
3. The shelter must be at least 8 feet wide and six feet deep
4. The floor of the shelter must be able to support the weight of 4 teen pathfinders
5. In building the shelter, the pathfinders must utilize at least three of the five types of lashing required in the NAD Lashing Honor (Square, Shear, Tripod, Diagonal, Continuous)
6. The materials for the roof must provide shade (additional consideration will be given if they are also waterproof). If a club claims a water proof roof this will be tested with the Director laying inside the shelter ☺
7. The Outer Supports for the Floor must be supported to the ground at least every 4 feet.
8. A picture of the minimum expected shelter is below.



Judging Criteria for the Shelter

1. The shelter must be built on-site at the fair. **A club can, and is encouraged to, pre-build their shelter at their local church and then disassemble all of their work and have the pathfinders repeat that work at the Fair. But at the beginning of the competition, there can be no lashing attached to any of the bamboo when the shelter build begins.**
2. The shelter must meet the minimum criteria described above, if they do not, additional features will not be considered.
3. The shelter must be built solely by Pathfinders (no adult staff can participate in building the shelter). If an adult participates in the on-site lashing, the club will be disqualified from the competition unless they completely disassemble the shelter and begin again with only Pathfinders. Instructors can coach, but cannot do the lashing
4. Clubs provide their own supplies, shelters must be built out of natural materials, no kiln dried or pressure treated lumber should be utilized.
5. At least three types of lashing from the NAD honor are utilized to build the shelter (Square, Shear, Tripod, Diagonal, Continuous)
6. All of the lashing utilizes the appropriate starting and finishing knots based on the type of lashing being utilized
7. All of the lashing utilizes the appropriate thickness of twine/rope to match the bamboo size and type of lashing.
8. All of the lashing uses the appropriate number of wraps and fraps for that type of lashing
9. Any additions to the minimum specifications will be considered for extra bonus points in determining who wins the First, Second, Third, Fourth and Fifth place trophies
10. All supplies brought to the fair must leave with the club that brought them.
11. The judging will be at the sole discretion of the Lashing Judges Committee.
12. The Judges Committee will be comprised of Pathfinder Coordinators and other lashing specialist recruited by the Pathfinder Executive Coordinator.
13. Creativity is encouraged.
14. Last but not least, a shelter will be considered finished when four, teen pathfinders of the conferences choosing, complete the following three actions without damaging or toppling the shelter:
 - a. The four will simultaneously lay in the shelter on their backs
 - b. They will simultaneously roll from their back onto either their left or right side
 - c. They will in unison, get up and exit the shelter

2023 Potomac Pathfinder Honors Competition

To encourage pride in the workmanship of the Pathfinders as they complete projects necessary for earning Pathfinder Honors, the Potomac Conference Pathfinder Ministry will be holding an honors project showcase at the Annual Pathfinder Fair.

Showcase Rules

1. The Conference will hold individual Category Awards for each of the following North American Division Pathfinder Honors Categories:
 - a. Arts and Crafts
 - b. Household Arts
 - c. Nature
 - d. Vocational
2. The projects will be judged by a Panel of the Pathfinder Council to determine the First, Second and Third Place winners for each category.
3. The Winners of each of the categories will then be judged by the same Panel of the Pathfinder Council to determine the overall winner to be awarded Best in Show.
4. All of the work creating the honor project should be completed by the Pathfinders
5. The projects should be completed before the Fair at the local club and brought to the Fair in a state of completeness
6. The projects can be worked on by multiple pathfinders, but only one ribbon will be awarded per entry.
7. For the Household Arts, items that are created in to be consumed (e.g. cooking and baking) will be judged both by appearance and by tasting.
8. All items must be present in completeness for them to be judged. In other words, you cannot turn in a picture or a video of having completed the project, the completed project needs to be present on-site at the Fair Honor's Showcase Pavilion for it to be judged.
9. If you have any further questions, please contact either Pastor Sherilyn O'Ffill or Jeff Cooley. Either can be reached by emailing the Potomac Conference Youth Department.

