

AEC PATHFINDER FAIR 2022



Allegheny East Conference, Inc. Campgrounds

Thursday, June 23, 2022 – Sunday, June 26, 2022

Dear Pathfinders,

We are excited for another Pathfinder Fair where our youth have the opportunity to showcase all the skills they have learned over the past year(s) as well as share how this year's emphasis impacted their lives and their community. Of course, we hope they have fun together as well as meet new friends.

We will continue to practice any locally required COVID19/communicable disease mitigation strategies. Prior to your arrival, you will receive additional information about what precautions will be in place at the campgrounds. These precautions are important, but these efforts cannot eliminate the potential for exposure to COVID-19 or any other illness while at camp. Information from the Centers for Disease Control and Prevention (CDC) states that older adults and people of any age who have serious underlying medical conditions are at higher risk for severe illness from COVID-19. If you are in this group, please ensure you have approval from your healthcare provider prior to attending the Pathfinder Fair.

This year's team was a collaboration of members of the Executive Committee as well as AECPM TLTs. Please see this year's team below:

Fair Chairperson: Genny Moore

Campsite Coordinator: Probyn Rowe

Fair Planning Committee: Terri Buchanan, Alanna Bullock, Truphena Choti, Andrea Elliot, Wanda Banks-Green, Renard Jones, Waverly Massenburg, Claudine Mitchell, Probyn Rowe, Eric Solomon, and TLT Seniors

Please review the packet with your staff and pathfinders. Please let us know if you have any questions. Have a rewarding time learning and practicing. We look forward to another AEC Pathfinder Fair!

Sincerely,

~Genny Moore

Executive Coordinator

Allegheny East Conference Pathfinder Ministry

We know over the past two years; it has been a challenge to teach many skills. We pray that your creativity was enlightened to teach and learn online. If you were able to do things in person, kudos to you. What better way to see how well they learned than in our annual friendly competition where we are taking this opportunity to infuse hybrid competitions. We know we are competitive by nature, but please remember **they are competing with the standard**, not necessarily each other. See this year's scoring format below:

Mandatory Events

100 possible points - Campsite Inspection

- Passing (90% or better) is a requirement for Honor Club.

100 possible points – Parade

200 possible points – Scriptural Emphasis Challenge

200 possible points - Theme/Emphasis Presentation (1)

- Top (3) Theme/Emphasis presentations will earn **50 bonus points**

Skills Events²

200 possible points - Drill Skills Event³

200 possible points - Fire Building Skills Event

200 possible points - First Aid/CPR Skills Event

200 possible points - Knot Skills Event

200 possible points - Orienteering Skills Event

200 possible points - Pack, Pitch & Strike Skills Event

- 1400 Maximum Skills Events Points Allowed (You can only choose 4 of 6 Skills Events)
- **NOTE1:** Once any of these skill events begin, **COACHING is NOT allowed**. **Coaching is an automatic disqualification for that skills event**. Please make sure every staff member knows this rule. We understand parents will be just as excited as you, so we do encourage cheering. Just make sure they understand the disciplinary action for coaching them once they begin. Let them concentrate. They got it!
- **NOTE2:** We know we removed the Amazing Race. We hope to bring it back once we have a full year of in-person club meetings to ensure survival skills are taught and practiced properly throughout the year.
- **NOTE3:** We know we are not having our Color Guard competition. Instead, we would like to have a Color Guard boot camp with our AEC Drill Coordinator. This will allow us to have pathfinders ready when called within the AEC territory. We will bring this event back once we have a full year of in-person club meetings.

Fun Events

Color Guard Boot Camp

Drill Down

Drum Competition⁴

Games ran by TLTs

Sales Mall

Swimming

¹ Theme Presentation: We will now accept in-person presentations as well as pre-recorded presentations.

² To receive Fair credit for Honor Club, you must participate in a minimum of (3) skills events AND the Mandatory Events

³ Choose Basic, Advanced or Fancy drills. Please see this section for the differences in requirements and points.

⁴ Drum Corp Competition is back! We will resume with 1st, 2nd, and 3rd place bragging rights and continue with the People's Choice Award.

The AEC Fair Registration will begin on March 15 and end on May 15 We do not plan to extend the deadline, so please start now to discuss the events with your club as well as the costs with your Treasurer/Church Board. Not knowing the impact covid has had to rentals, we will still keep the fair at **\$15 per person**. Your total camping space will be contingent on the amount of paid participants. The **\$15 per person** will include Fair participation, Camping, and Fair patch. **Payment options are either online (visitaec.org/pathfinders) or via church check/money order payable to AEC Youth Ministries Note: Pathfinder Fair on the memo line of the check. Checks must be postmarked no later than Tuesday, May 31, 2022.**

CAMPSITE SETUP: Clubs are able to start arriving on **Thursday after 1pm**. We are going to test out different layout option as we think of more efficient ways to camp when we are together as a conference at large events like Union and International camporees.

To keep costs down, we will resume using the MAIN Showers on the grounds. DO NOT USE the showers in the Dorms unless you have paid to be in the dorms for 10 days. Our \$15 covers access to the main showers located by the AEC Cafeteria.

FUN ACTIVITIES: We decided to not have a 3on3 basketball competition this year, but we will look into gym hours for those who may want to play on their own. Since TLTs will be helping their respective clubs set up, please be on alert when events will begin.

PARADE: Since it was such a big success in 2018, we will have the parade on Sabbath Afternoon. This will give our church family the best opportunity to see our sharp Pathfinders parade in proper alignment. To make this successful, we will need your cooperation. So please make sure you listen to the AEC Drill Coordinator's instructions for roll call, then uniform inspection, then line up for the parade. We anticipate cars still in the field, so we expect all clubs to be ready for instructions based on the current situation. We truly get to test out the purpose of drilling and marching.

We will be parading after lunch, so please plan accordingly and HYDRATE them with water and not juice during their meal. We do not want anyone to pass out during the parade.

This move allowed us all to have less stress on Sunday giving clubs ample time to do their drill event, fellowship at the Sales Mall and then breakdown. We will keep you abreast if there will be a Community Service event that afternoon.

VOLUNTEERS: Volunteers are always welcomed. If you know someone who is interested in helping out for a specific event, please have him or her complete the form in the back of this packet.

SCHEDULE: The next page will display the schedule. This is tentative. The final schedule will not be released until June due to the new format for the Theme/Emphasis presentations. We will need to strategically plan to highlight each club throughout the weekend.

AWARDS: The Danny Davis Award, Area Coordinator's Award, Director's Award and Drum Corp awards will be presented at the Drill Skills Event on Sunday, June 26th. Fair 1st, 2nd and 3rd Place Awards will be presented during the announcement segment on July 2nd at the Youth Tent. If there is no campmeeting, we will announce the results on AECPM FB page on Sunday, July 3rd. Honor & Banner Clubs will be presented during Fall Training.

We hope you like the new changes or enhancements to AEC Fair 2022. Again, do not hesitate to contact a member of the Executive Committee or the Event Coordinator with questions.

AEC FAIR SCHEDULE

(This is tentative. The final schedule will be released in June.)

THURSDAY, June 23, 2022

8am- 1pm	Campsite Setup (TEAM ONLY)	
1pm – 10pm	Club Setup	
4pm – 8pm	Fun Activities	
	* Color Guard Boot Camp	* Games by TLTS
	* Open Gym	* Swimming
10pm	Director's Meeting	
10:30pm	Quiet Time	
11pm	Campsite Curfew	

If you are unable to arrive by 8pm, please arrive early Friday AM.

FRIDAY, June 24, 2022

6am – 12pm	Club Setup	
8am - 9am	AECPM Morning Worship (Includes Round 1 of Mandatory Scriptural Emphasis Challenge)	
10am – 12pm	FIELD SKILLS Events	
12pm – 1pm	Lunch Break (Pool & Gym will close)	
1pm – 5pm	FIELD SKILLS Events	
5pm – 6pm	Pool Open Only	
6pm 7:30pm	Dinner Break	
7:30pm	Vespers (Mandatory Theme/Emphasis Presentations)	
10pm	Quiet Time	
10:15pm	Directors Meeting	
10:30pm	Campsite Curfew	

SATURDAY, June 25, 2022

- 6am – 8am Rise & Shine
Morning Worship within your club
- 8am – 9am INFORMAL Campsite Inspections (Mandatory Event)
- 9AM- 1pm Worship at respective Camp meeting Tents (Teen and Sr. Youth Tents)
- 1pm-3pm Lunch Break
- 3pm Parade Line up**
Uniform Inspection & Roll Call
- 3:45pm Parade (Mandatory Event)
- 5:15pm Round 2 of Scriptural Emphasis Challenge (if applicable)
- 6pm Director's Meeting (last one; Semi-annual mtg)
- 6:30pm Camp meeting Tent Concerts
- 8:30pm Drum Corp Competition (Includes People's Choice) **ALL CLUBS MUST**
- 10:30pm STAY TO SET THE PAVILLION BACK BEFORE LEAVING**
- 11pm Quiet Time
- 11:30pm Curfew

SUNDAY, June 26, 2022

- 6am – 9am Rise & Shine
Morning Worship within your club
Sales Booth Setup
- 9am – 2pm Drill Skills Events
Theme/Emphasis Presentations (if necessary)
Awards & Announcements (Key #4 Revealed so you can plan next year)
Drill Down
- 2pm Closing Remarks
Campsite Breakdown

MANDATORY EVENTS

Campsite Inspection
(Informal – See AECPM Resource Manual)

Parade

Scriptural Emphasis Challenge

Theme/Emphasis Presentation

MANDATORY EVENT – CAMPSITE INSPECTION (100points)

Event Coordinators – Executive Committee

Fair Camporee Inspection Form					
Church Name:			Club Name:		
1-Poor 2-Insufficient 3-Good 4-Appropriate 5-Excellent					
	Poor	Insufficient	Good	Appropriate	Excellent
Tents (Interior/Exterior)					
1. Properly pitched	1	2	3	4	5
2. Alignment of Tents	1	2	3	4	5
3. Adequate tents for every Pathfinder; units cannot be mixed	1	2	3	4	5
4. Sleeping bags/bedrolls/mats rolled uniformly	1	2	3	4	5
5. Arrangement of backpacks/duffle bags	1	2	3	4	5
6. Bible, flashlight on backpack or duffle bag	1	2	3	4	5
7. Medical Records	1	2	3	4	5
Area					
1. Neatness	1	2	3	4	5
2. Fire equipment (hatchet, shovel, fire extinguisher)	1	2	3	4	5
3. First aid kit visible	1	2	3	4	5
4. Plastic trash bag set for trash	1	2	3	4	5
5. Properly prepared cooking/eating/wash area	1	2	3	4	5
6. Gray Area	1	2	3	4	5
7. Menu Posted	1	2	3	4	5
Flag and Guidon Display					
1. American Flag with Eagle facing forward	1	2	3	4	5
2. Pathfinder Flag with ornaments	1	2	3	4	5
3. Unit Guidon (Club size of 8 or more)	1	2	3	4	5
4. Club or Church Banner	1	2	3	4	5
Campers' Respect					
1. Pathfinder courtesy	1	2	3	4	5
2. Uniform	1	2	3	4	5
3. Aligned by tents standing at attention	1	2	3	4	5
4. Counselors/Staff members in formation	1	2	3	4	5
5. Director/Designee Inspection Punctuality	1	2	3	4	5
	Poor	Insufficient	Good	Appropriate	Excellent
1-Poor 2-Insufficient 3-Good 4-Appropriate 5-Excellent					

**FAIR JUDGING: Score 100% = 50 points. 99-95% = 45 points. 94-90% = 40 points. <89 = 0 points.
 115 points = 50 points. 114 -109 points = 45 points. 108-103 points = 40 points. <102 = 0 points.**

NOTE: You must pass for honor club status requirements.

MANDATORY EVENT – PARADE (100points)

Event Coordinator – AECPA Drill Coordinator – Alanna Peace Bullock

OBJECTIVE: To provide an opportunity for pathfinders to demonstrate Pathfinder pride, discipline, courtesy, and uniformity.

REQUIREMENTS: All clubs MUST be in formation by 3:00P for roll call. Once roll call begins, clubs not in formation MUST ask permission from the Area Coordinator to join the formation. If you are late, you will receive a 25-point penalty. If your club has an Adventurer club marching, please make sure they fall in with the rest of the Adventurer clubs at the beginning of the parade.

The mandatory parade will begin at 3:45P. Each club must maintain the proper space between clubs; 50 paces before and after the review stand. All clubs must execute eyes right, as well as clubs over eight (8) members must give a guidon salute, at the review stand. Class "A" Uniform is expected. See Judge Sheet for details.

Parade	Point Range	Possible Range	Judge Score	Judge Comments
A. Equipment		25 Points		
1. Pathfinder Flag	0 or 5 Points			
2. Club Banner	0 or 10 Points			
3. Guidons ⁵	0 or 5 Points			
4. Flag Holder/Ornaments	0 or 5 Points			
5. State, Christian Flag (optional)				
B. Uniform⁶		45 Points		
1. Beretw/PF Triangle ⁷	0 or 5 Points			
2. Scarf w/ Slide	0 or 5 Points			
3. Shirt w/ PF Patches	0 or 5 Points			
4. Honor Sash	0 or 5 Points			
5. Black Pants/Skirt ⁸	0 or 5 Points			
6. Black Belt and PF Buckle	0 or 5 Points			
7. Black Socks/Hosiery	0 or 5 Points			
8. Black lace-up ⁹	0 or 5 Points			
9. Accessories	0 or 5 Points			
C. Precision/Execution		30 Points		
1. Eyes Rights ¹⁰	0 or 10 Points			
2. Guidon Salute	0 or 10 Points			
3. Alignment	0 or 10 Points			
Total		100 Points		25-point penalty for arriving late for roll call 70-point penalty If you arrive after uniform inspection. You must be on time.

⁵ Clubs with 8 or more pathfinders must parade with guidons.

⁶ One pathfinder out of uniform will result in a zero (0) score.

⁷ Berets are not required, BUT Uniformity is expected. If one wears it, all must wear it.

⁸ Skirts cannot have slits or pleats and cannot be more than 2" above the knee. Best practice would be to purchase the skirt from [AdventSource](http://AdventSource.com).

⁹ Black lace-up shoes must be uniform by club either leather or patent leather.

¹⁰ Please note that one person in error will result in a zero (0) score. *The command is given when the director is six steps from the front of the reviewing stand. When the command "right" is given, each Pathfinder, except the right flank, turn head and eyes to the right at an angle of 45-degrees until the command "front" is given. At the command "eye, right" the director turns his head and eyes right and renders "present arms." The guidon bearers execute "present arms." At the command "eye, right" the Pathfinder flag is dipped to a 45-degree angle. Never dip the American flag. Six steps after the club has cleared the reviewing stand, the command "ready, front" is given and head and eyes face front.*

Explanation of Theme with 2021-2022 Emphasis

5-YEAR THEME (2019-2024) Keys 2 God's Kingdom!

Key #3: Desiring 2B Like Jesus



THEME SCRIPTURE: LUKE 17: 20-21 (NKJV)

NOW WHEN HE WAS ASKED BY THE PHARISEES WHEN THE KINGDOM OF GOD WOULD COME, HE ANSWERED THEM AND SAID, "THE KINGDOM OF GOD DOES NOT COME WITH OBSERVATION; NOR WILL THEY SAY, 'SEE HERE!' OR 'SEE THERE!' FOR INDEED, THE KINGDOM OF GOD IS WITHIN YOU."

EMPOWERMENT

Christians tend to think everyone wants to be like Jesus. Why wouldn't you? Have you ever thought to ask yourself if you really desire to be like Jesus? After reflecting on the fruit of the spirit and God's laws for the past 2 years, what does it entail to actually think and act like our savior?

Join us during this personal journey as we ponder this very question from Sept – December. Starting in January we will reflect on topics to help us reach our desired outcome (2b like Jesus):

1. Affirmation and Service (Jan)
2. Love (Feb)
3. Conflict & Temptations (March)
4. Gift of Salvation (April)
5. Trust (May)
6. Compassion & Prayer (June)

MANDATORY EVENT – Theme/Emphasis (200 points)

Event Coordinator – Genny Moore

OBJECTIVE: To showcase our God given talents by **creatively explaining the 2021-2022 theme/emphasis: “Desiring 2b Like Jesus.”**

TEAM: Club discretion

REQUIREMENTS: Sharing your journey on why you desire 2b like Jesus. The presentations should fall under one of the creative categories listed below:

Display/Presentation: An informational board or booth exhibit by club.

* Please stay away from the need of an electrical outlet in case none is available.

Performing/Fine Arts- Acting, drawings, paintings

Music/Poetry- Songs, instrumentals, poems

Inventions/Creations- Originally designed item(s)

Public Speaking/Explanations- Verbal presentation

All presentations **MUST** be designed by the Pathfinder Club. There is no limit on the quantity of presenters as long as they are **active** members of your club.

Whichever method, above, you choose, you must provide all props. **If you opt to pre-record your presentation, you must turn in your presentation NO LATER THAN Sunday, June 19th** to make sure we are ready to play the video. We will have time to do it during the weekend, so plan carefully.

The presentations will be viewed during Friday night Vespers. If they all cannot be viewed on Friday night, we will resume on Sunday afternoon during the Drill Competition.

TIMING: Presentations should not exceed five (5) minutes.

JUDGING: Judging will be on three criteria: **Creativity, Effort** and **Explanation** of the Theme/Emphasis per judge sheet on the following page.

For bonus points, voting will be open for all spectators to vote for their favorite presentation **AFTER** all presentations have been seen. 50 Bonus points will be awarded to the top 3 clubs with the most people's vote. Make sure your club and family are joining us during Friday night vespers **AND** on Sunday. A goal is to stream this event **LIVE** via YouTube, if possible.

Theme/Emphasis Presentation

CRITERIA	POINTS	FEEDBACK
Creativity	0 ↗ 25 ↗ 50 ↗ 80	
Effort	0 ↗ 25 ↗ 50 ↗ 80	
Explanation	0 ↗ 25 ↗ 50 ↗ 80	
Participation	60	
Total Points Given	Max Points: 300	Grand Total:

25 Points = Attempted

50 Points = Met

80 Points = Exceeded

Time Penalties: 5-point Penalty for EVERY minute over the (5) MINUTE TIME LIMIT

SKILLS EVENT – Scriptural Emphasis Challenge (200 points)

Event Coordinator – Truphena Choti

OBJECTIVE: To encourage pathfinders to embrace this year’s key scriptures and build their character based on the emphasis, “**Desiring To Be Like Jesus.**” Pathfinders, please read the Bible verses below carefully and seek to understand each verse.

John 15:1-8	Romans 8:28-29	Psalm 1:1-6	Titus 3:1-15
1Cor 13:1-13	Philippians 2:1-11	Ephesians 4:22-24	Galatians 5:22-23

TEAM: 1- 4 pathfinders

REQUIREMENT: A device with Kahoot app downloaded on it (**downloaded before day of event**).

FORMAT: Please clearly read the rules for the two rounds below.

ROUND 1: ALL clubs will participate simultaneously. We have configured Kahoot to judge based on accuracy. All clubs that have pathfinders scoring 90% or more will advance to Round 2. If more than one (1) pathfinder from the same club receives 90% or more, the one with the highest score will represent their club in Round 2.

ROUND 2: All 1st place pathfinders will participate simultaneously. This round will run the traditional way based on accuracy and speed.

JUDGING:

Round 1 - Kahoot’s accuracy scoring method:

90%-100%: 190 points

80%-89%: 175 points

70% -79%: 150 points

69% and below: 50 participation points

Note: For clubs with multiple participants, we will use the average of the Pathfinders total accuracy score to determine which tier the club’s points fall in.

Round 2- Traditional Kahoot scoring method:

1st place additional 20 points

2nd place additional 15 points

3rd place additional 10 points

SKILLS EVENTS

Drill Skills Event

Fire Building Skills Event

First Aid/CPR Skills Event

Knot Skills Event

Orienteering Skills Event

Pack, Pitch & Strike Skills Event

(Choose 4 of 6)

SKILLS EVENT – Drilling & Marching (200points)

Event Coordinator – Alanna Peace-Bullock

OBJECTIVE: To permit a participating Drill Team to demonstrate its ability to march and maneuver from one formation to another using standard drill commands. These movements are executed in unison with precision. The Drill Team may also demonstrate their creative ability through the use of unique special movements, being careful to not include dance steps or movements in their routine.

TEAM: Minimum of (4) Pathfinders

REQUIREMENTS:

1. Each team will be allotted five (5) minutes to complete their routine.
2. You must choose between BASIC, ADVANCED OR FANCY. Time will ONLY permit you to do ONE routine. The routine must adhere to its respective guidelines.
3. The team must be in Required Uniform noted per Drill type. **Uniforms will be inspected.**
4. The team must remain inside the prescribed 30' x 60' drill area during its routine. Stepping on the line stops the judging. (Only the points earned prior to the foul will be counted in the total score)
5. One (1) staff person is allowed to participate or call commands.

CRITERIA:

1. You MUST check in with the Uniform Judge(s). Uniforms will be inspected prior to performing. The Team Captain, when instructed, will call their team to “Fall In” and then to “Open Ranks”, to enable the judge to effectively view the club’s uniforms. Once the inspection is complete, the captain/master calls their team to “Close Ranks” to prepare for the performance. The uniform inspection is not part of the timed event. The NAD Class “A” Pathfinder Uniform as specified in the uniform section is required. The Drill Team members should ALL be wearing the NAD (North American Division) standard Class “A” Uniform which consists of the following:
 - Khaki pathfinder shirt, including union, conference and club patches along with class Insignias
 - Black pleated slacks or skirts with belt loops for black pathfinder belt (no spandex, cargo pants or BDUs)
 - Black socks (males) or black hosiery (females)
 - Black tie-up shoes
 - Yellow neckerchief with slide
 - No sash

NAD CLASS “A” UNIFORM DETAIL:

Pins, chevrons, conference patch, club identification and other pathfinder patches are required to be in the proper place and in good order according to the NAD Pathfinder Staff Manual pages 76-81. Black Pathfinder belt, black socks/stockings, and polished dress shoes or boots are to be worn. (No sandals, tennis shoes, velcro shoes, platform shoes or shoes/boots with heels in excess of 1 inch will be allowed) Accessories such as gloves, gauntlets, berets, ascots, spats, sunglasses, and cords may be added to the Class “A” uniform. Pant legs should not be tucked or bloused inside the boots but left to hang naturally. The Pathfinder scarf is not worn when the ascot is used. No additional uniform items or accessories will be allowed during the presentation. Honor sashes ARE NOT to be worn during the presentation.

2. The Uniform Judge will notify the Judges who is up next. We will request to have a tent by the gym to cover pathfinders waiting to perform.

3. PERFORMANCE PROCEDURES:

After the uniform inspection, when the Drill team is called, the Drill Team will approach the entrance line to the drill area. The **1st Whistle will blow** signaling the Drill Team Leader to come to the judges table and perform the following steps:

1. Render a Hand Salute.
2. Take 2 steps forward and state:
3. "Sir/Ma'am, the [Drill Team Name/Church] requests permission to use the floor Sir/Ma'am."
4. Take 2 steps backward.
5. Render a Hand Salute and then execute an about face and return to its Drill Team to command the Drill Team for the demonstration.

Time will start when "fall in" is given by the Club Drill Captain. This command will be given on the black top after the drill captain renders the salute to the AECPA Drill Coordinator or individual in charge. The drill captain will remain on the floor, call "fall in", the time will begin and the team/club will meet the drill captain on the black top to begin their routine. If the team has a routine where they run onto the black top as a unit, and the drill captain is a part of that entrance routing, the drill captain will exit the floor to call "fall in", then the time will begin.

4. The drill team may perform various movements. Any team that exhibits any sensual movements, sensual gyrations, or Greek stepping that would not glorify God, will be asked to leave the drill area immediately and will receive 0 Fair points for this skills event.

PLEASE CHOOSE ONE OF THE FOLLOWING DRILL ROUTINES:

DRILLING & MARCHING OPTION 1 - BASIC

The Basic Drill & Marching commands listed must be performed by the club as called by the Drill Sergeant in the listed effective order (Dismissed, however, should be the very last command.) Commands must follow the rules set forth by the 1989 NAD Pathfinder Club Drill Manual.

UNIFORM: Must Wear Standard Class A Uniform. No Sash or Beret Required

Required Commands:

Basic Drill & Movement Commands (Page *)

Fall In	16	Forward March	11
Dress Right Dress/Ready Front	23	Column Left March	19
Cover/Recover	19	Column Right March	19
Present Arms/Order Arms	9	Half Step March	11
Left Face	8	Right Flank March	20
Right Face	8	Left Flank March	20
About Face	8	Rear March	19
Parade	8	Mark Time March	12
Stand At Ease	8	Halt	11
Attention	6	Dismissed	17
Hand Salute	10		

DRILLING & MARCHING OPTION 2 - ADVANCED

All of the Basic and 18 of the 23 Advanced Drill & Marching commands listed must be performed by the Drill Team as called by the Drill Captain in any effective order, STARTING with the Basic commands first and then the Advanced commands (Dismissed, however, should be the very last command.) Commands must follow the rules set forth by the 1989 NAD Pathfinder Club Drill Manual. **REQUIRED COMMANDS (CALLED IN SEQUENCE) THIS EVENT will score 15 bonus points for selecting this option.**

1. By the Numbers/Without	3		
2. At Ease	8	10. Left Step March	13
3. Rest	8	11. Right Step March	13
4. Backward March	13	12. Column Half Left March	19
5. At Close Interval Dress Right Dress/Ready Front ...	19	13. Column Half Right March	19
6. Close Interval March/Normal Interval March	24	14. Eyes Right/Ready Front	23
7. Count Off	20	15. Open Ranks March/Close Ranks March	24
8. Count Cadence Count	10	16. File from the Lt/Rt Column Lt/Rt March/ Reform Formation	27
9. Double Time March	14		

Note: you have a better chance of scoring max points by executing all commands in order listed.

UNIFORM: Must Wear Standard Class A Uniform. No Sash or Beret Required

DRILLING & MARCHING OPTION 3 – FANCY

You can create your own unique routine within 5 minutes. Your routine must include a combination of both basic and advanced demonstrated “your way.” THIS EVENT will score 25 bonus points for selecting this option.

MODIFIED UNIFORM must include each Drill Team member wearing:

- Class B T-shirt (Must identify club name for clarity)
- Black slacks or skirts with black pathfinder belt (no low-rider pants, no jeans, no spandex, cargo pants or BDUs)
- Black socks (males) or black hosiery (females)
- Black lace-up shoes or boots

REMEMBER: Coaching team once they begin will disqualify them from this event. They will receive 0 points.

INTERRUPTING JUDGES DURING COMPETITION will earn your club a 25 penalty for this event.

SKILLS EVENT – FIRE BUILDING

Event Coordinator – Probyn Rowe

OBJECTIVE: To provide clubs an opportunity to test their camping and survival skills. To demonstrate their knowledge on the types of fires and their purposes. To show how to start a fire using any technique that does not involve accelerant.

TEAM: - 2-4 Pathfinders; Ages 10-17 allowed

Fires to Know:

- Star Fire
- Tipi Fire
- Log Cabin Fire
- Counsel fire
- Hunters Fire
- Reflectors Fire

Each club must come prepared with their own Kindling, Tinder and starting element (aluminum fire starter, etc.)

CRITERIA: Each team should be able to lay 3 different fires and say what it is and what it is used for. (Eg Reflectors fire. This fire is used for heat)
Then build a 4th fire and light using materials available or what you bring. Please ensure that each team has their own kindling, tinder and starting element. This fire can also be any of the first three fires.

PROHIBITED ITEMS: Absolutely no accelerant type starter or fluid. You will receive a 50 point penalty if one is used.

JUDGING:

<u>Category being judged</u>	<u>Possible Points - Layout</u>	<u>Possible Points - Explanation</u>	<u>Possible Points Earned</u>
Demonstration Fire #1	30	20	
Demonstration Fire #2	30	20	
Demonstration Fire #3	30	20	
Fire Build	40	10 - Teamwork	
Total Possible Points	130	70	200

REMEMBER: Coaching team once they begin will disqualify them from this event. They will receive 0 points.

INTERRUPTING JUDGES DURING COMPETITION will earn your club a 25 penalty for this event.

SKILLS EVENT – FIRST AID (200points)

Event Coordinator – Waverly Massenburg

OBJECTIVE: For pathfinders to earn the First Aid honor and be able to apply when necessary.

TEAM: Minimum of two (2) pathfinders

CRITERIA: Each team must visit each station to assess the situation.

Pathfinders will be assigned to go to (4) out of (6) stations that will consist of one of the following situations:

- Choking Gunshot wound Heat Exhaustion
- Seizure Shock Superficial Frostbite

JUDGING:

Each station is worth 50 points. Total possible points is 200.

The judges will grade based on the pathfinders assessing the scene, using the proper tools or steps to help the victim.

	Possible Points
Station 1	25
Station 2	25
Station 3	25
Station 4	25
Total Possible Points	200
POSSIBLE PENALTIES	POINTS DEDUCTED
Not using the appropriate techniques	25
Not executing Judge Instructions (each judge will be given specific instructions)	25
Lack of teamwork displayed (per incident)	10

REMEMBER: Coaching team once they begin will disqualify them from this event. They will receive 0 points.

INTERRUPTING JUDGES DURING COMPETITION will earn your club a 25 penalty for this event.

SKILLS EVENT – Knot Tying (200points)

Event Coordinator – Terri Buchanan

OBJECTIVE: Test how well pathfinders can tie knots as well as know the practical uses for them.

TEAM: 2 - 8 pathfinders

REQUIRED MATERIALS (club to provide): 3 six-foot-long ropes, 1 twelve-foot-long rope, 1 two-foot-long log (3-4" diameter)

CRITERIA: The event begins with all the ropes and the log laid out, untied, on the ground, and ends when the knots are all tied and the log is suspended off the ground. Lay all the materials on the ground between the upright poles.

Time Limit:

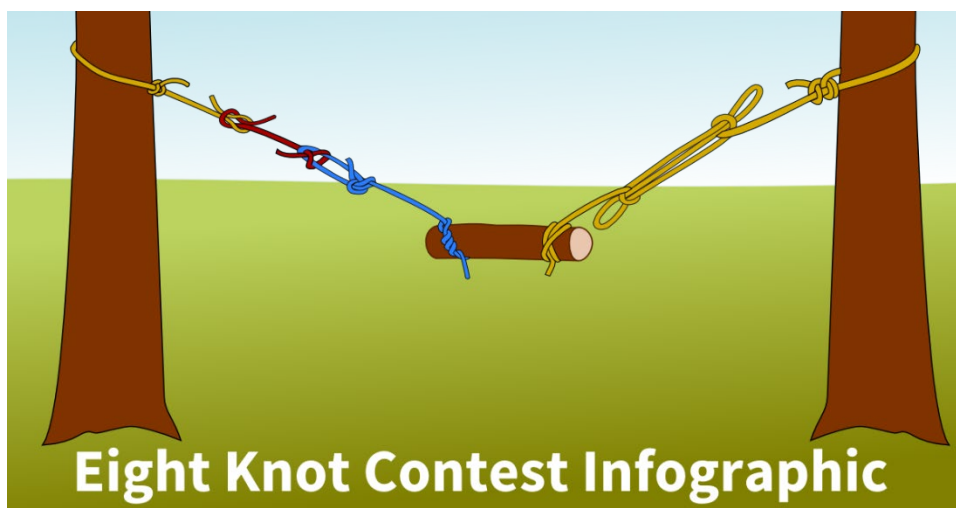
1. On signal, Pathfinder 1 ties one end of the first 6-foot rope to a pole with two half hitches.
2. Pathfinder 2 ties the other end of the first 6-foot rope to a second 6-foot rope with a square knot.
3. Pathfinder 3 ties one end of the third 6-foot rope to one end of the log with a timber hitch.
4. Pathfinder 4 forms a loop on the other end of the third 6-foot rope with a bowline.
5. Pathfinder 5 ties the third rope to the free end of the second 6-foot rope using a sheet bend knot.
6. Pathfinder 6 ties one end of the 12-foot rope to the other pole with a taut-line hitch.
7. Pathfinder 7 ties the other end of the 12-foot rope to the log with a clove hitch.
8. Pathfinder 8 raises the log parallel to the ground by shortening the 12-foot rope with a sheepshank.

Note: Clubs do not need 8 pathfinders to compete. The pathfinders will decide the order of the team and then will maintain that order as they complete steps 1-8 of the challenge.

Judging: Each correctly tied knot is worth 25 points for a total of 200 if done correctly.

Coaching team once they begin will disqualify them from this event. They will receive 0 points.

INTERRUPTING JUDGES DURING COMPETITION will earn your club a 25 penalty for this event.



Knots:

- Square Knot
- Clove Hitch
- Bowline Knot
- Double Bow Knot
- Figure 8 Knot
- Surgeon Knot
- Granny Knot
- Fisherman's Knot
- Slip Knot
- Two Half Hitch
- Barrel Hitch
- Timber Hitch
- Cat's Paw
- Taut line Hitch
- Sheet bend Knot
- Sheepshank Knot
- Prusik Knot
- Overhand
- Alpine Butterfly Knot
- Rolling Hitch

Note: The above knots are all from this year's Knot Challenge plus the following knots needed for this event: Sheet Bend Knot, Sheepshank Knot, Prusik Knot, Overhand, Alpine Butterfly knot and the Rolling Hitch.

SKILLS EVENT – Orienteering (200points)

Event Coordinator – Renard Jones

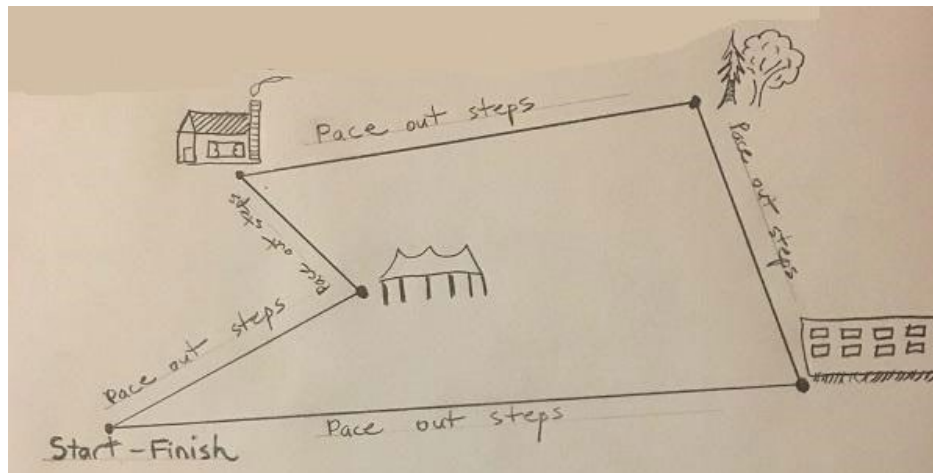
OBJECTIVE: To test navigational skills using a map and compass to navigate from point to point in a diverse and an unfamiliar course as quickly as possible. *“The Good Samaritan was orienteering the Jericho road when he encountered an injured traveler.”*

To demonstrate how to use pacing to measure (a distance) by walking it and counting the number of steps taken. *“I paced out the dimensions of my campsite.”*

TEAM: 1 or 2 Pathfinders

REQUIREMENTS: Compass, Stopwatch, Comfortable clothes and Running shoes

CRITERIA: Each Pathfinder will receive an orienteering course layout with five destinations.



SAMPLE

You will have to give the correct compass coordinates and accurate pacing for each destination on the course layout.

JUDGING:

	Suggested Time	Possible Points- 1 Pathfinder	Possible Points – 2 pathfinders
Destination 1	2 min	40	20 points each = 40 points
Destination 2	2 min	40	20 points each = 40 points
Destination 3	2 min	40	20 points each = 40 points
Destination 4	2 min	40	20 points each = 40 points
Destination 5	2 min	40	20 points each = 40 points
Totals	10 minutes	200 points	200 points
Notes	20-point penalty for EVERY minute over 10 minutes.	(20) points for each correct coordinate and (20) points for each accurate pacing guide.	Both will receive (10) points for each correct coordinate and (10) points for each accurate pacing guide.

REMEMBER: Coaching team once they begin will disqualify them from this event. They will receive 0 points.

INTERRUPTING JUDGES DURING COMPETITION will earn your club a 25 penalty for this event.

SKILLS EVENT – Pack, Pitch & Strike (200points)

Event Coordinator – Eric Solomon

OBJECTIVE: To ensure all pathfinders understand the value in learning camping skills and teamwork.

TEAM: 4 Pathfinders

REQUIREMENTS:

The following materials must be furnished by the participating club:

- | | | |
|---|--|-----------------------|
| 1. Tent (no smaller than 5'x7' ; no pop-ups or automatic) | 8. Flash Light (at least 6" in length) | 15. Class "A" Uniform |
| 2. Bible (non-electronic) | 9. Pocket Knife ≤ 3" | 16. Pants & Shirt |
| 3. Sleeping Bag | 10. Whistle | 17. Rain Gear |
| 4. Sleeping Mat | 11. Compass | 18. Jacket |
| 5. Backpack | 12. Bug Spray | 19. Boots |
| 6. First Aid Kit | 13. 2 Snack Bars | 20. Scarf or Hat |
| 7. Mess Kit & Utensils | 14. 16oz Water | 21. Sunglasses |
22. Identification card (i.e. School ID, Drivers License)
 23. Toiletries (soap, deodorant, lotion, toothbrush, washcloths)

CRITERIA: Working together, simultaneously, the team must complete the following in 10 minutes:

1. Pathfinder 1: Load the backpack with the items listed above (excluding the tent). Then the pathfinder will perform Physical Fitness Exercises (25 Crunches, 15 pushups, 25 Jumping jacks, 15 mountain climbers). Then run to the end of the zip line, which is 200' long.
2. Pathfinder 2: Will proceed and complete the zip line (200' long).
3. Pathfinder 3 & 4: Will go through a blindfolded/verbal command obstacle ending at the end of the zip line.
4. The entire team will meet at the tent pitching area. Set up the tent and have one member in the sleeping bag for inspection.
6. The entire team must take down the tent, properly pack it and advance to the finish line. Time ends when the last team member arrives. All (4) Pathfinders must cross the finish line.

	Point Range	Possible Deductions
A. Required Equipment	0 to 40	5pt penalty for missing Up to 5 required items; 20pt penalty for missing 6+ items
B. Pathfinder 1	0 to 30	10 point penalty for improperly packing gear into the backpack. 5 point penalty per exercise, if s/he does not execute the exercise in proper form.
C. Pathfinder 2	0 to 30	15 point penalty for not completing the zip line.
D. Pathfinder 3 & 4	0 to 30	10 point penalty for not completing any part of the obstacle properly
E. Pitching & Striking of Tent	0 to 40	20 point penalty for each: pitching tent improperly &/or striking tent improperly 10 point penalty for striking tent without tent inspection
F. Teamwork	0 to 30	20 point penalty for not working together as a team; arguing 10-point penalty for giving up at any of the requirements
Total Possible Points	200 POINTS	

REMEMBER: Coaching team once they begin will disqualify them from this event. They will receive 0 points. **INTERRUPTING JUDGES DURING COMPETITION** will earn your club a 25 penalty for this event.

FUN EVENTS

Color Guard Boot Camp

Drum Competition

Games by TLTs

Sales Mall

Swimming

FUN ACTIVITIES

Registration is only required for the Drum Competition.

Thursday (4pm - 8pm)

- **Color Guard Boot Camp**
- **Games with TLTs**
- **Open Gym**
- **Swimming**

Friday (5pm-6pm)

- **Swimming**

Saturday (Starting at 8:30pm)

- **Drum Corp Competition**

Sunday (Starting after Drill Skills Event)

- **Drill Down**

NOTE: Swimmers - PLEASE pay attention to dress code while participating. Lifeguards are there to save lives. Please adhere to all safety rules.

Drum Corp Competition

Event Coordinator – AECPM Drum Coordinator – Andrea Elliot

OBJECTIVE

To permit Pathfinder clubs to demonstrate their ability and talent in playing drums, and to encourage the establishment of new drum corps within Allegheny East Conference.

REQUIREMENTS

The following requirements are taken from the guidelines published for NAD Drum Corp Competition.

1. The minimum number of members comprising the drum corps shall be five (5).
2. The composition of the drum corps shall be three pathfinders to one TLT/CIT.
3. The Pathfinder Class "A" must be worn according to the NAD requirements. However, no honor sash or class pins are to be worn.

North American Division (NAD) Class "A" Uniform Detail: Pins, chevrons, conference patch, club identification and other Pathfinder patches are required to be in the proper place and in good order according to the NAD Pathfinder Staff Manual pages 76-81. Black Pathfinder Belt, black socks, and black lace up shoes. Accessories such as gloves, gauntlets, berets, ascots, spats, sunglasses, and cords may be added to the Class "A" uniform. Pant legs should not be tucked or bloused inside the boots but left to hang naturally. The Pathfinder scarf is not worn when the ascot is used.

Uniform Inspection Procedure: All Drum Corps must remain near competing area ready for inspection. Please review competition schedule to gauge what time you should be present. We are requesting at least 15 min prior to your time. The Team captain/master, when instructed, will call their team to "Fall In" and then to "Open Ranks", enabling the judge to effectively view the team's uniforms. Once the inspection is complete, the captain/master calls their team to "Close Ranks" to prepare for the demonstration. The uniform inspection is not part of the timed event.

4. The minimum equipment for the drum corps are:
 - 2 Snare drums, 1 quad / trio (tenor), 1 Bass drum, 1 pair of Cymbals
5. Each drum corps will be allowed six **(6) minutes** to perform. Five (5) minutes into the performance a whistle will be blown alerting the corps that there is one minute left. Any drum corp exceeding the 6 minutes will be stopped by the Coordinator.
6. The following rudiments (please see AYS Drum Corps Honor (part 1) must be included, but not limited to the performance:

<ul style="list-style-type: none"> ▪ Single Stroke Roll ▪ Single Paradiddle ▪ Ten Stroke Roll ▪ Double Stroke Open Roll 	<ul style="list-style-type: none"> ▪ Double Paradiddle ▪ Flamacue ▪ Flam Paradiddle
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NOTE: A single player from each section will be randomly chosen to perform the rudiments (therefore requiring and ensuring that every member of the Corps knows the rudiments and not just the "star" player.

7. Mandatory Commands: Each Corps must demonstrate mandatory commands within their routine such as:
- Attention
 - Parade Rest
 - Present Arms
 - Left Face (5 point)
 - Right Face (5 point)
 - About Face (9 point)

All commands are demonstrated in the NAD Drum Corps Manual and also in the AEC Drum Corps Manual (forthcoming).

NOTE: No sexual movements nor sexual gyrations, etc are allowed. If included, routine will be disqualified.

INSTRUCTIONS: ALL Drum Corps must be ready for Uniform Inspection upon the complete of Saturday evening's Camporee Vespers. AECDC coordinator will call everyone to fall in by clubs. Uniform Inspection will ONLY take place at that time. If you are not ready for Uniform Inspection during this time, you will receive 0 points. Uniform inspection will not take place later.

The **1st Whistle** will be blown signaling the Drum Corps leader to come to the judges table and perform the following steps:

- Render a Hand Salute.
- Take 2 steps forward and state:
- "Sir/Ma'am, the [Drum Corps Name], requests permission to take the floor, Sir/Ma'am."
- Take 2 steps backward.
- Render a Hand Salute and then execute an about face and return to command the Drum Corps for the demonstration.
- Time will BEGIN once the FIRST member of the drum corps crosses the floor border (white line) and the time will STOP once the FIRST member of the drum corps steps over the performance floor border.
- To coincide with part of this year's emphasis, Drum Corps MUST incorporate a song into their routine. The song must be noted on the Registration Form so that the judges know what song to listen for. See the AEC Drum Coordinator for suggested songs.

JUDGING

Every Corps must perform all routines with both feet on the ground otherwise there will be 10 points deducted per person. Absolutely no acrobatic or gymnastic routines. This is to ensure safety; in addition, we are not equipped for such movements.

The maximum time allowed for competition is 6 minutes. A courtesy whistle will blow at the 5-minute mark. There will be a 10-point penalty for going over the 6-minute time limit. You do not have to use the full 6 minutes for the Overall performance part of this competition.

Once the event begins, NO coaching is allowed by any staff member! Your club will receive an automatic 10-point penalty for EACH interruption/coaching.

AWARDS

The following award categories will be announced on Sunday during the Drill Skills Event:

- First, Second, Third Places (per the point ranges in attached Judge Sheet.)
- People's Choice (Audience vote)

Drum Corps Competition	Point Range	Possible Range	Possible Deductions
A. UNIFORMS		45 Points	If 1 person is missing an item, you will receive 0 points
1. Beret w/PF Triangle	0 or 5 Points		
2. Ascot	0 or 5 Points		
3. Black Belt with PF Buckle	0 or 5 Points		
4. Shirt w/ PF Patches	0 or 5 Points		
5. Black Pants/Skirt	0 or 5 Points		
6. Black Socks/Hosiery	0 or 5 Points		
7. Black lace-up Shoes	0 or 5 Points		
8. Accessories	0 or 5 Points		
9. Overall Look	0 or 5 Points		
B. REQUIREMENTS		50 Points	
1. Participants	0 or 5 Points	5 Points	Not enough participants or age rules disobeyed
2. Equipment	6 Points	30 Points	
3. Entry	0 or 10 Points	10 Points	Do not ask for permission to use floor for demonstration
4. Time	0 or 5 Points	5 points	Perform no less than 1 min & no more than 6 min 10 Point Penalty for going OVER 6 minutes.
C. BEATS		70 Points	At least 1 drum member must play the beat during performance
1. Single Stroke Roll	0 or 10 Points		
2. Double Stroke Open Roll	0 or 10 Points		
3. Ten Stroke Roll	0 or 10 Points		
4. Flamacue	0 or 10 Points		
5. Single Paradiddle	0 or 10 Points		
6. Double Paradiddle	0 or 10 Points		
7. Flam Paradiddle	0 or 10 Points		

D. CREATIVITY		35 Points	
1. Uniqueness	0 to 35 POINTS		
E. UNIFORMITY		30 Points	
1. Alignment	0 to 10 points		
2. Appearance of Unit	0 to 10 points		
3. Poise and Bearing	0 to 10 points		Individually and as a Group
F. MOVEMENT		20 Points	
1. Sharpness of movement	0 to 10 points		
2. Use of available floor	0 to 10 points		Each drum corps must be sure they perform in front of the judges during some part of the routine. If the judges are unable to view the routine points may be deducted unnecessarily.
<i>Total</i>		<i>250 Points</i>	

AEC FAIR 2022 REGISTRATION FORM

CLUB DIRECTOR Name, Email, Phone # _____

CHURCH NAME & Area _____

Estimated Arrival Date & Time _____

Total Pathfinder (boys)	_____	X \$15	= \$
Total Pathfinder (girls)	_____	X \$15	= \$
Total Pathfinder (staff 21+)	_____	X \$15	= \$
TOTAL Registration Due			\$ _____

(Note: Your camping space will be based on total Headcount paid.)

I will be bringing _____ (qty) **portable showers for males** _____ (qty) **for females** (IF Applicable)

We will participate in the following:

Campsite Inspection (100)

Parade (100)
 Parade Marshall Name _____
 Contact Email/# _____

Scriptural Emphasis Challenge (200)

Theme/Emphasis (200) (PLEASE CHECK ONE STYLE FORMAT)
 Display _____ Performing Arts _____ Music/Poetry _____ Invention _____ Speaking _____

We will present LIVE _____ We will submit video by Sunday June 19th _____

Select up to **800 POINTS** from the following Skills Events:
(Please only choose 4. You can change your event selection up to May 31st.)

- Drill Skills Event (200) (PLEASE CHECK ONE)
 Basic _____ Advanced _____ Fancy _____
- Fire Building Skills Event (200) First Aid/CPR Skills Event (200)
- Knot Skills Event (200) Orienteering Skills Event (200)
- Pack, Pitch & Strike Skills Event (200)
- We are only camping to observe. We are not participating in any skills events.

We will participate in the following Fun Event:

Drum Corp

Pathfinder Sales Booth REGISTRATION –

Pathfinder Sales Mall Coordinator - Wanda Banks-Greene

The Allegheny East Conference has given the Association the privilege to sell items such as food or crafts on Pathfinder Fair Day. **Sales will be by Permit ONLY issued by A.E.P.C.M. ONLY.** Remember this is for your benefit, so please let your church family, who want to set up a booth, understand beforehand. **Permits cost Members \$50 per booth.** The permit will grant you an 8' X 10' booth space. **If you require more booth space, you must pay an additional \$50 per additional booth space.** **Pathfinder & Adventurer clubs wishing to sell food or crafts at the Fair must complete this form and return it with the required fees by May 31, 2022.**

- NOTE:**
1. Each club must provide its own tables, et cetera for selling.
 2. NO selling booth will be set up in the pavilion or gym.
 3. You MUST Be an Active member of the Pathfinder or Adventurer Associations
 4. You MUST participate in the Fair to register to sell.

Sales Booth Application

The _____ Pathfinder/Adventurer Club (circle one) of the _____ S.D.A. Church wishes to reserve a selling booth at Pathfinder Fair 2022. We understand that no work can be done on the booth during the early morning worship service. We also understand that we are responsible to keep our assigned area neat and clean throughout the day. We will make sure our selling area is clean before departure. Allegheny East Conference does **NOT allow any type of flesh** to be sold on the campgrounds.

Please indicate below the type(s) of items for sale (**Neither fish nor flesh of any kind permitted**):

- () Meals & Beverages () Crafts () Fruits &/Desserts () Snacks & Beverages

Director:			
Address:			
City, State, ZIP			
Telephone No.	()	E-mail:	
Application Completion Date:		Director's Signature:	

Volunteer Sign-Up Form

Volunteers are Welcomed! Please check each category you or someone from your club or church would like to volunteer. We must have the name and contact number printed legibly. **Volunteer Deadline is May 31, 2022.** You will receive a confirmation from the Team Leader by June 15, 2022.

Volunteer Name		Church Name	
Volunteer Email		Cell Phone	

Volunteer Sign-Up – Campsite

Security Team

Name		Cell Phone	
Email			

Medical Team

Name		Cell Phone	
Email			

Sanitation Team

Name		Cell Phone	
Email			

Setup Team

Name		Cell Phone	
Email			

Volunteer Sign-Up – EVENTS

Lifeguard

Name		Cell Phone	
Email			

Skills Events Setup

Name		Cell Phone	
Email			

Skills Events Time Keeper

Name		Cell Phone	
Email			

AEC PATHFINDER FAIR Permission Slip

I hereby give my permission for _____ (full name of pathfinder), who is a member of the

_____ Pathfinder Club during the Aug 2021–Jul 2022 year, to attend the AEC Pathfinder Fair 2022.

My child will NOT attend this event if they are not feeling well, have been confirmed with a strand of COVID within 7 days prior to the event. We understand these rules may change based on the current climate of our territories in June. We will follow the updated guidelines.

I understand that when necessary, my child will be transported in club-approved vehicles driven by club staff or approved parents to and from the activity location: __ (fill in location) during these hours, on this day: __ (fill in time and date).

I hereby confirm that all registration, health and insurance information provided during club registration this year is still valid. If not, I have written updates below. In the event of an emergency, I give _____ Director) or [his/her] staff permission to seek emergency medical treatment on behalf of my child list above.

_____ (Health Update Info)

_____ (Contact Update Info)

_____ (Insurance Updates)

Signature of Parent or Guardian

Date



Image Release Form

For no compensation, I hereby consent and authorize the Allegheny East Conference Corporation of Seventh-day Adventists ("AEC"), or its assigns, to use my name and/or the names of my family members who are minors, as listed below, as well as my likeness, photos, videos and other information (or that of family members who are minors) for the purpose of news releases, advertising, publicity, publication or distribution in any manner whatsoever. I further consent to such use in their present form and to any changes, alterations, or additions thereto. I hereby release the Allegheny East Conference of Seventh-day Adventists from all liability in connection with such uses.

Dated this _____ day of _____, 20_____.

 (Please print name)

 (Please sign name)

 Street Address

 City, State, Postal Code

 Telephone Number

 Club Name & Area

Witness:

 (Please print name)

Additional Minor Family Members
 To Whom This Release Applies:

(Please sign name)

Youth Department Vehicle Information Sheet

Please complete entire form for each event

Church			
Club		Director	
Home Phone		Work Phone	
Cell Phone		Evening Phone	
Program [select one]	Youth [<input type="checkbox"/>]	Pathfinder [<input type="checkbox"/>]	Adventurer [<input type="checkbox"/>] Other [<input type="checkbox"/>]
Name of Driver			Above Age 21 Yes [<input type="checkbox"/>] No [<input type="checkbox"/>]
Driver's License No.			State of Issue
Vehicle Make		Model	
Year		License Plate	
Registered Owner			
Address			
City		State, ZIP	
Passenger capacity of vehicle (how many sets of 3-point seatbelts are in the vehicle)?:			
Vehicle Insurance Company			
Coverage Period	From [] []	To [] []	
Policy Number			
Medical Coverage		Liability Coverage	
Liability coverage of \$100,000/\$300,000? [<input type="checkbox"/>] Yes [<input type="checkbox"/>] No			
Auto medical coverage of \$5,000 or more? [<input type="checkbox"/>] Yes [<input type="checkbox"/>] No			
Collision / comprehensive coverage? [<input type="checkbox"/>] Yes [<input type="checkbox"/>] No			

You must complete this form per vehicle staying onsite. You will receive a parking permit for each vehicle. You can receive your parking permit at AECPA Headquarters.

CAMPSITE LAYOUT

The campsite layout will be posted in the welcome packet as well as at AECPM Headquarters. Remember, camping specs will be based on your total headcount registered.

OTHER INFO

Do not forget your Campsite Menu for each day.

Please plan to not start breaking down your campsite until AFTER 2pm on Sunday.

Please make sure all pathfinders and staff understand Campsite Courtesy as well as Curfew.

REMEMBER – The ONLY SHOWERS WE CAN USE are the showers by the Snack Shop. DO NOT USE A SHOWER IN THE DORMS.

DEADLINES RECAP

Award Nominations: April 15th (Please see Resource Manual)

Fair Registration: May 15th (*If paying by check, all payments must be received by May 31st*)

Sales Booth: May 31st

Volunteer: May 31st