



Rocky Mountain Conference
PATHFINDER FAIR 2023

Dear Pathfinder Directors and Staff,

The Rocky Mountain Conference Pathfinder Fair will be held on Sunday, May 21, 2023 at Grand Junction SDA Church / Intermountain Adventist Academy, 550 25½ Road, Grand Junction, CO 81505. Map and directions included below.

Sterling Volunteers: ALL STAFF 18 years old and older, **MUST be current** on their background check, or your club will not be allowed to take part in the fair activities.

Check-in/Registration: Check-in will be Sunday morning. Cash, check, or credit cards accepted.

COST: On time registration was due March 10th, so if you are now registering, the cost is \$15.00 per person. No payment required until check-in at the Fair. Observers/parents are free unless they want a fair pin, then they will need to pay the \$10/\$15.

Camping: TENT camping is available on Friday and Saturday nights. There is no charge, but you still need to **let us know if you plan on camping**. Programming is on Sunday, only, so you're on your own if you come early. Check the schedule! There will be Port-a-John's available at the camping area, and drinking water, and there will be a designated grey water dumping area. All gray water must be strained, and the solids disposed of in the trash, before dumping. **Do not plan on showers.** If you need an RV space, please contact us.

OPEN FIRES & GLASS BOTTLES: Are prohibited!

Booth Setup: Booth set up will be Sunday morning, from 6:30 to 9 am. Remember 75% of the work should be done by the Pathfinders.

Pets: Please make other arrangements for your pets. Thank you.

Schedule: Provided below. The Drill Instructors from each club will need to meet the at the director's meeting with the AC's and Directors. This is the only time they will have to meet with the Drill Master. **Remember: Drill Routines are due at REGISTRATION!!**

Food Booths: Food booths will be for **LUNCH** on **SUNDAY** from 12:00 - 1:00 pm. Electricity will be provided. Bring your own extension cords. You may also bring your own generator if you have one. All other meals will be by clubs.

Field Events: All materials will be provided by the conference. It's advisable to practice the skills events ahead of time.

See you at the fair,

Jodie & Dwight

RMC Co-Pathfinder Coordinators

**Grand Junction SDA Church / Intermountain Adventist Academy,
550 25 1/2 Road, Grand Junction, CO**



Directions:

From the West:

Take I-70 E to exit 26. Take exit 26 to merge onto I-70 Business Loop E/US-50/US-6 E. Continue on I-70 Business Loop E/US-50/US-6 E for 3.5 miles. Turn left onto to 25 Rd. for 0.2 miles. Turn right onto W. Pinyon Avenue for 0.5 miles. At the intersection with 25 1/2 Road, drive across the road into our parking lot.

From the East:

Take I-70 W to exit 31 (Horizon Drive). Keep left to continue toward Horizon Drive. At the traffic circle take the 4th exit onto Horizon Drive for 1.1 miles. At the 2nd traffic circle take the 2nd exit to stay on Horizon Drive. Continue on Horizon Drive for 0.7 miles. Turn left onto 26 1/2 Rd. Continue on 26 1/2 Rd. for 0.3 miles. Turn right on Patterson Rd and continue on Patterson Rd. for 1.0 miles. Turn left onto 25 1/2 Rd and continue for 0.5 miles. The church is on the left.

From the South:

Take US-50 W to Ute Avenue. Continue on Ute Avenue for 0.4 miles. Ute Avenue turns slightly right and becomes I-70 Business Loop W/S 1st Street. Continue to follow I-70 Business Loop W. Turn right onto Rimrock Avenue for 154 feet. Turn right onto Independent Avenue for 0.2 miles. Turn left onto 25 1/2 Rd for 0.3 miles. Church is on the right.

2023 RMC PATHFINDER FAIR SCHEDULE

Grand Junction SDA Church / Intermountain Adventist Academy
Grand Junction, CO Sunday, May 21, 2023
Theme: Through the Storm

6:30 – 9:00 am	Arrive and set up booths
8:00 – 8:30 am	Director's, AC's and Drill Instructor's Meeting
9:00-10:00 am	Judging the Booths (Working Demo's first)
9:30 am	Line up for Parade (alphabetically w/banners)
9:45 am	Parade
10:00 am	Welcome, Present Colors, Pledge to the Flag, Devotional, Prayer
10:15-12:00 pm	Drill and March Routines
12:00-1:00 pm	*Lunch (purchase at food booths or bring your own)
1:00-4:00 pm	Field Events
4:00-4:30 pm	Presentation of Trophies & Awards
4:30-5:00 pm	**Take down booths, clean up, and head home, Drive Safe!

NO FOOD INSIDE!

ALL OTHER INDOOR AREAS ARE OFF LIMITS! GYM ONLY!

*Food booths will open at NOON – not before, please. The gym will be open during the lunch hour so that the kids have time to see the ribbon results in the club booths.

**Please do not begin taking booths down before 3:00 PM unless you have a distance to go and have someone other than the kids (we want them to be involved in the field events) to take them down. We understand those who live a long way away.

FAIR INFORMATION

2000-POINT CLUBS

A special trophy will be awarded to each club that has earned 2000 points for the year. Check your points on the website (www.rmcap.org) and if you have any concerns contact Jodie at gregjodie@rmcap.org.

CHECK-IN

You should have the following information:

- Trip Emergency Form
- First Aid Kit
- Health Record for each Pathfinder
- Trip Contact Form (to be given to your contact person)
- Fire Extinguisher
- List of any Medical Personnel with you

DISPLAY BOOTH

Bring your own floor covering to put under your booth. All club display booths will be set up in the gymnasium and we want to take care not to scratch or ruin the floor. Booths must be no larger than 12 ft. square. You must furnish all tables, chairs, cords, etc. The main building will be open on Sunday morning for putting up your booths.

Craft displays

Clearly mark each craft or set of crafts on index cards (**see sample page**). Include Pathfinder's name and grade with the name of the craft. If more than one Pathfinder helped with the craft, be sure to include each one on the card so that the judges will know how many ribbons to leave for that craft. **Please do not allow your Pathfinders to roam the booths without a club staff member.** After all booths have been judged, directors should mark ribbons with the Pathfinder's name, so as not to become lost, but left with the craft so that others may see how they did. It should be left up to the director when to give the ribbons to the Pathfinders. **(SEE RUBRIC for RIBBON AWARD GUIDELINES)**

Judging

The Working Demonstrations will be judged first. If you have a float or decorated bicycle, put them in front of your booth to be judged. The director must remain at the booth to answer any questions from the judges. (For instance - judges would take into account a craft done by a handicapped child.) No other Pathfinders or Staff will be allowed in the gym during judging. **Make sure your booth is identified by your banner;** the Judges need to know who you are! **(SEE RUBRIC for FAIR BOOTH SCORING SHEET)**

FOOD BOOTHS

You may bring a food booth to sell lunch items as a fundraiser for your club. Bring your own electric cords if needed. Set up in the designated area, only. Food booths must be pre-registered at www.rmcap.org/reports so that we don't duplicate on types of food.

MARCH & DRILL

Scoring will be different this year than at fairs past. There will only be one 1st, 2nd, and 3rd place per Basic and Advanced event. All others will be awarded a participation pin. At the conclusion of each event all scores will be tallied with the top scoring team receiving 1st place; next highest score receiving 2nd place; and third highest score receiving the 3rd place. You must have your March & Drill routines ready to turn in when you arrive at check-in. See the Basic and Advanced Drill criteria in this packet. There are no criteria for the Exhibition Drill but must be pre-approved by the Conference Drill Master. Drill Instructors from each club need to meet with the Drill Master at the Director's meeting. This is the only time they will have to meet with the Drill Master. If you need help coming up with a Basic Drill routine, check out the new **Conference Basic Drill** recommendation, included in this packet and online (you are still welcome to make up your own). Check out helpful March & Drill files online at www.rmcap.org.

BATHROOMS

Please keep a continuous watch on the bathrooms as you use them, and keep trash picked up. Let a conference staff member know right away if there is more toilet paper needed or if a toilet overflows, etc. Please, no defacing of bathrooms or anywhere else – thank you.

TRASH

ALWAYS pick up any trash you may see during the day and dispose of it in a trash container. "If you see it – don't walk by – pick it up!"

PHOTO/SCRAPBOOK

Each club is encouraged to prepare a photo book and/or scrapbook that gives the history of the club. Make this book a part of your booth.

SPIRIT OF PATHFINDERING

A special pin and certificate will be awarded to Pathfinders, Teens, and TLT's who have been nominated by their clubs and that meet the qualifications for excellence in Pathfinding. You must submit the necessary paperwork to the Conference Youth Dept. office! (via email, if preferred).

Note: Pathfinder of the Year (Boy, Girl, Teen, TLT) Certificates are awarded at each club's investiture.

UNIFORMS

Full dress uniforms (Class A) are required for the parade and the March & Drill competitions. Field uniforms (club t-shirts) are proper for afternoon Field Events.

RMC PATHFINDER PARADE

Full dress uniforms, flags and club banner are required (if you have them) for the parade. The parade will start at the allocated time. Directors should have their Pathfinders lined up 30 to 15 minutes before the start of the parade. Please don't be late. It takes time to get things organized. All clubs should take part in the parade.

1. Lineup for the parade will be assigned by the Conference Drill Master at the assembly area.
2. Keep approximately 25 feet distance behind the club that you are following. This will give a better opportunity for your club to receive their due recognition.
3. Make your lines and turns sharp; stay in step. Remember, many eyes will be watching you.
4. Your club line-up should be in the following order:
 - a. Club Name/Banner
 - b. United States and Pathfinder flags
 - c. Guidons and Pathfinders
 - d. Float and/or Bicycle (if you have one)

Directors: Be sure to salute as you pass by the Reviewing Stand with the Conference Youth Director. Only the Club Director should salute. Eyes Right should be given just before your club reaches the Reviewing Stand, and Ready Front should be given just after your entire club is past the Reviewing Stand.

5. Floats/Bicycles: Let us try to have some beautiful floats again this year depicting our theme: **"Through the Storm."** To make it equal for everyone, please remember the following rules about parade floats. They should be limited in size to no more than 4' x 8' and pulled by no more than two (2) Pathfinders. There will be no motorized vehicles allowed to pull a float. The float should be designed to reflect our theme for the year. Awards will be made according to originality and theme of the float. The floats will be judged during the parade. Remember, small, attractive floats can be very beautiful and add much to our parade!!
6. After passing the Reviewing Stand, the floats/decorated bicycles will exit the parade while the color guard and Pathfinders keep marching and form up in front of the reviewing stand for the opening ceremonies.
7. Club Name/Banner: It must be at least 18" x 48". Make an attractive banner, one to be proud of that will represent your club and who you are. This banner is to have your club name on it.

Ribbon Award Guidelines

	(1 st Place)	(2 nd Place)	(3 rd Place)
	Excellent	Good	Progressing
Labeling	Correct/Complete Name AY Class Age Honor	Correct but missing an item.	Incomplete or missing a card.
Written Work	Honor Sheet filled out Quiz Paperwork put in folder. (Honor Portfolio)	Missing a few questions or elements of the Honor Portfolio.	Incomplete or missing Honor Portfolio
Visual Display	Project well done/complete Excellent presentation	Project complete Good presentation	Project partially displayed

Fair Booth Scoring Sheet

Club Name:

Judge's Name:

0 - none shown, 1 - partial shown, 2 - quality completion shown

Theme

Points Earned

- 0-2 Booth shows creative display of yearly theme
- 0-2 Theme is clearly reflected in working demonstration
- 0-2 Theme is clearly reflected in nature honor
- 0-2 Theme is clearly reflected in crafts
- 0-2 Biblical connection is made

Total _____

Working Demo

- 0-2 Pathfinder shows through example (pictures or videos and demonstration) the steps needed to complete task
- 0-2 Pathfinder can answer questions based on background information and honor requirements shown
- 0-2 Working demonstration is clearly part of the current Pathfinder year as shown in other areas of booth
- 0-2 Working demonstration is age appropriate to the Pathfinder demonstrating
- 0-2 Shows creativity and ingenuity

Total _____

Nature Honor

- 0-2 Correct labeling (Pathfinder name, class level, honor name)
- 0-2 Sample of nature item or model displayed neatly
- 0-2 Full honor requirements shown w/ relevant background information to show knowledge obtained. If not an honor, list why this craft was chosen, the steps involved to complete, what it would be used for
- 0-2 Effort and creativity shown
- 0-2 Areas are tidy and organized

Total _____

Craft Display

- 0-2 Correct labeling (Pathfinder Name, Class Level, Honor Name)
- 0-2 Related items group together
- 0-2 Full honor requirements shown w/ background information to show knowledge obtained. If not an honor, list why this craft was chosen, the steps involved to complete, what it would be used for
- 0-2 Effort & creativity shown
- 0-2 Areas are tidy and organized

Total _____

Overall

0-2 Attractiveness (colorful, bright, visually appealing, organized)

0-2 Theme

0-2 Club Name or Banner

0-2 Pathfinder's Work (75% done by Pathfinders)

0-2 Flags (American, Pathfinder, State displayed correctly)

Total _____

GRAND TOTAL:

Sample Booth Item Display Cards

Pathfinder Club:

Name:

Age:

Pathfinder Class:

Honor / Craft:

Pathfinder Club:

Name:

Age:

Pathfinder Class:

Honor / Craft:

Pathfinder Club:

Name:

Age:

Pathfinder Class:

Honor / Craft:

Pathfinder Club:

Name:

Age:

Pathfinder Class:

Honor / Craft:

Basic Conference Drill Routine

1. DI Enter Field
2. Request Permission to Drill, Sir.
3. Fall In
4. Dress Right Dress
5. Ready Front
6. Cover
7. Recover
8. Present Arms
9. Order Arms
10. Right Face
11. Left Face
12. About Face
13. Fall Out
14. Parade rest
15. Prayer Attention
16. Amen
17. At Ease
18. Attention
19. Mark Time March
20. Forward March
21. By the Right Flank March
22. By the Left Flank March
23. Change Step March
24. Column Left March
25. To the Rear March
26. Column Right March
27. Count Off
28. Column Right March
29. Halt
30. Left Face
31. Present Arms
32. Order Arms
33. Fall Out
34. Drill Team finished using your drill field, Sir.
35. DI Dismissed
36. Exit Field

BASIC DRILL AND MARCH SCORE SHEET

Judge's Name: _____

Total Time: _____

Drill Team's Name: _____

Total Score: _____

<u>Required Movements</u>	<u>Performed</u>	<u>Required Movements</u>	<u>Performed</u>
1. About Face	_____	12. Halt	_____
2. At Ease	_____	13. Left Face	_____
3. Attention	_____	14. Left Flank March	_____
4. Change Step March	_____	15. Mark Time March	_____
5. Column Left March	_____	16. Parade Rest	_____
6. Column Right March	_____	17. Prayer Attention	_____
7. Count Off	_____	18. Present Arms/Order Arms	_____
8. Cover/Recover	_____	19. Rear March	_____
9. Dress Right Dress/Ready Front	_____	20. Request Permission to Drill	_____
10. Fall in/Fall Out	_____	21. Right Face	_____
11. Forward March	_____	22. Right Flank March	_____

<u>Score Sheet</u>	<u>Points</u>	<u>Time Limit Penalties</u>	
1. Alignment	1 - 10	1 - 10 seconds over	-1 point
2. Complete/Accurate Maneuvers	1 - 22	11 - 20 seconds over	-5 points
3. Overall Appearance	1 - 10	21 or more seconds over	-10 points
4. 3 Minute Time Limit	1 - 10		

Scoring

Total Points Possible: 52

There will only be one 1st, 2nd, and 3rd place per event. All others will be awarded a participation pin. At the conclusion of the event all scores will be tallied with the top scoring team receiving 1st place; next highest score receiving 2nd place; and third highest score receiving the 3rd place.

Notes:

1. A copy of the drill routine **MUST** be turned in upon check-in at the fair. Copies submitted after that will not be accepted. The drill team may still participate, but they will be awarded a participation award only. This is required so that the RMC Drill Master can review the routine to determine the movements being performed and to ensure accuracy in scoring for complete maneuvers.
2. A list of all drill team members' names along with the team's Drill Instructor name will be submitted upon check in with the routine so that we can have the correct number of pins ready for presentation.
3. Each drill routine will be judged by a predetermined team of judges familiar with drill and march to ensure a fair and high standard of judging.
4. The RMC Drill Master will tally the total scores and will make the final decisions if there are any questions.
5. The required movements listed above are in alphabetical order only and not the order that they need to be performed in. They are also the minimum to be done. Go the extra mile and be creative when designing your routine, but use all of the above movements properly at least once to ensure full credit. Remember, this is not the Exhibition Drill Team, so keep those movements for those routines.
6. The **Exhibition Drill** has a 6-minute time limit and must be pre-approved by the RMC Drill Master.

FANCY DRILL AND MARCH SCORE SHEET

Judge's Name: _____

Total Time: _____

Drill Team's Name: _____

Total Score: _____

<u>Required Movements</u>	<u>Performed</u>	<u>Required Movements</u>	<u>Performed</u>
1. Cadence Call	_____	9. Open/Close Ranks March	_____
2. Close Interval (3 options)	_____	10. Quick Time March	_____
3. Column Right or Left March	_____	11. Request Permission to Drill	_____
4. Counter March	_____	12. Right or Left Flank March	_____
5. Double or Triple Rear March	_____	13. Right or Left Oblique March	_____
6. Finale Salute	_____	14. Route Step March	_____
7. Halves to the Rear March	_____	15. Squads to the Rear March	_____
8. Normal Interval (3 options)	_____	16. Stand at Ease	_____

<u>Score Sheet</u>	<u>Points</u>	<u>Time Limit Penalties</u>	
1. Alignment	1 - 10	_____	1 - 10 seconds over -1 point
2. Complete/Accurate Maneuvers	1 - 16	_____	11 - 20 seconds over -5 points
3. Overall Appearance	1 - 10	_____	21 or more seconds over -10 points
4. 5 Minute Time Limit	1 - 10	_____	

Scoring

Total Points Possible: 46

There will only be one 1st, 2nd, and 3rd place per event. All others will be awarded a participation pin. At the conclusion of the event all scores will be tallied with the top scoring team receiving 1st place; next highest score receiving 2nd place; and third highest score receiving the 3rd place.

Notes:

1. A copy of the drill routine **MUST** be turned in upon check-in at the fair. Copies submitted after that will not be accepted. The drill team may still participate, but they will be awarded a participation award only. This is required so that the RMC Drill Master can review the routine to determine the movements being performed and to ensure accuracy in scoring for complete maneuvers.
2. A list of all drill team members' names along with the team's Drill Instructor name will be submitted upon check in with the routine so that we can have the correct number of pins ready for presentation.
3. Each drill routine will be judged by a predetermined team of judges familiar with drill and march to ensure a fair and high standard of judging.
4. The RMC Drill Master will tally the total scores and will make the final decisions if there are any questions.
5. The required movements listed above are in alphabetical order only and not the order that they need to be performed in. They are also the minimum to be done. Go the extra mile and be creative when designing your routine, but use all of the above movements properly at least once to ensure full credit. Remember, this is not the Exhibition Drill Team, so keep those movements for those routines.
6. The **Exhibition Drill** has a 6-minute time limit and must be pre-approved by the RMC Drill Master.

FIELD EVENTS

Following are the field events for fair this year. Some are Pathfinder skill based and some are for just plain fun! Have a look at them and practice the skills ahead of time if needed. All materials will be furnished by the conference.

CATCH THE SNAPPER

EQUIPMENT: (To be provided by RMC)

4 – 1.25" X 48" wooden dowels

6 – 1/8" X 6 foot-lengths of braided nylon cord

1 – 1/8" X 3 foot-length of braided nylon cord with 1/2" nut tied on end (to make a "fishing" line)

1 – Set mousetrap.

TEAM: Minimum of 2, Maximum of 6

SKILL: Round Lashing

PROCEDURE: Team and equipment are on one side of a line representing the bank of a river. A set mousetrap (the snapping turtle) is on the other side of a line, 10 feet from the first line. At the go signal, the Pathfinders using round lashings (begin and end with a clove hitch); will lash the four wooden dowels into a fishing pole, tie on the fishing line at the end (any knot may be used) and attempt to catch the "snapper" and bring it to the same side of the "river." If they spring the trap without getting it, they may reset it and try again to catch the snapper. If they fail in three attempts, they are disqualified.

SCORING: Scoring will be based on total elapsed time.

RESOURCE: <https://www.youtube.com/watch?v=91sBxFBvlas>

NAIL DRIVING

EQUIPMENT: (To be provided by RMC)

1 – Hammer per team

1 – Section of 4X4 wood post

18 – #8 penny nails (3 for each contestant)

TEAM: Minimum of 2, Maximum of 6

SKILLS: Hand / eye coordination

PROCEDURE: The Pathfinders line up at the start line and the wood block is placed 10 feet beyond. On the GO signal, Pathfinder number 1 takes their nails and hammer, runs to the wood block, and drives each nail into block. When finished they run back and tag Pathfinder 2. Pathfinder number 2 runs to the block and repeats the process. This continues until all 6 Pathfinder have finished.

SCORING: One point is given for each nail completely driven into the wood block. One point is deducted for each minute used. For example: 15 nails driven: 15 points; 8:20 total time: 8 points; score: 15 – 8 = 7 points awarded.

KNOT TYING RELAY

EQUIPMENT: (To be provided by RMC)

- 1 - 4" Diameter x 4-foot-long Pole
- 2 – 3/8" x 6-foot-long braided nylon ropes

TEAM: Minimum of 2, Maximum of 6

SKILLS: Knot tying

KNOTS USED:

- Timber Hitch
- Clove Hitch
- Fisherman's Knot
- Figure Eight Loop
- Sheet Bend
- Bowline Knot

PROCEDURE: Pathfinders will draw numbers to determine their position. The team will then line up in that order behind the Start/Finish Line 20 feet from where the pole is laying on the ground. At the starting signal, Pathfinder 1 runs to the pole and ties a TIMBER HITCH to the pole near one end; then runs back and tags next team member. Pathfinder 2 runs to the pole and ties their rope to the opposite end of the pole with a CLOVE HITCH and runs back to tag next team member. Pathfinder number 3 (**who has no rope**) uses a FISHERMAN'S KNOT to join the ends of the ropes already tied to the pole. The ropes will now form a loop. Pathfinder 3 runs back and tags next team member. Pathfinder number 4 runs and ties a FIGURE EIGHT LOOP around the joined ropes to form a yoke or Y. Pathfinder 4 runs back and tags next team member. Pathfinder number 5 ties his rope to number four's with a SHEET BEND. Pathfinder 5 runs back and tags next team member. Pathfinder number 6 (**who has no rope**) ties a BOWLINE KNOT at the end of the rope. Using the loop of the bowline knot as a handle, they drag the pole back across the Start/Finish Line. If a knot comes loose the Pathfinder who tied it may run out and re-tie it. Time ends when the pole crosses the finish line.

SCORING: Scoring will be based on total elapsed time plus a 30 second penalty for each incorrectly tied knot.

RESOURCES:

- Timber Hitch - <https://youtu.be/WsCU86SDfb4>
- Clove Hitch - <https://youtu.be/pwdZTHu5rTI>
- Fisherman's Knot - <https://youtu.be/z7ORr1hhRJo>
- Figure Eight Loop - <https://youtu.be/aLopeVBb7yU>
- Sheet Bend - <https://youtu.be/vsj7riFkulE>
- Bowline - <https://youtu.be/YXRnPES0Qec>

Note: Since the order of Pathfinders is random, each member will need to know how to tie every knot. If the team attempts to rearrange their order, they will be disqualified.

16 POINTS OF THE COMPASS

EQUIPMENT: (To be provided by RMC)

16 Compass Direction Cards (cards are 12" square white poster board, each with one of the sixteen points of the compass written in large block letters).

16 Points marked on a twelve-foot diameter circle.

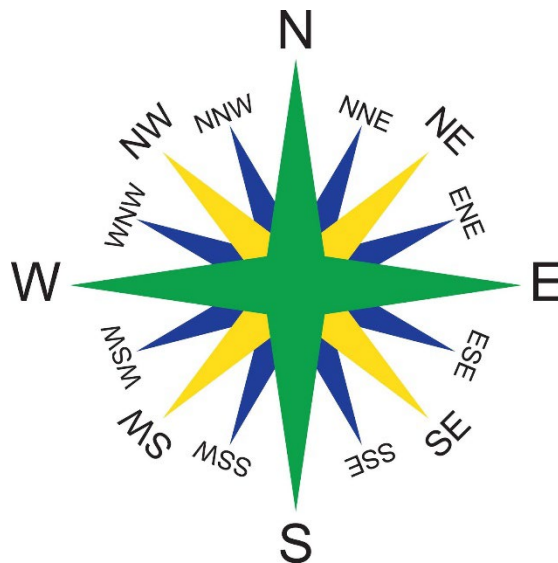
TEAM: Minimum of 2, Maximum of 6

SKILLS: Knowledge of the 16 Cardinal Points of the Compass

PROCEDURE: Pathfinder's are to line up 10 feet from the compass circle. At the starting signal, Pathfinder number 1 runs to the pile of face-down Direction Cards, picks up the top card, then places the card face-up at the correct point of sixteen around the circle. No. 1 then returns to tag number 2, who takes second card and places it in correct relationship to the first card. Action continues, relay style, until all cards have been placed. No card may be relocated after the team member who placed it has tagged the following member. A correct card should be placed over an incorrect card to minimize loss of score. Timing will stop when the last team member crosses the start-finish line after placing the 15th card.

SCORING: Scoring will be based on total elapsed time plus a 30 second penalty for each incorrectly identified compass point.

Note: Before each contest, the cards will be shuffled and placed face-down in the center of the 12-foot circle. The Judge will then place one of the four cardinal points (N-E-S-W) at the correct location.



Fun Events

The following are a list of the fun events that will be at fair this year. Practice before hand should not be required to participate.

- Croquet Kickball
- Obstacle Course
- Elephant Tag
- Bucket Relay