

PATHFINDER SKILLS EVENT

RED ZONE ACTIVITIES



Pathfinder Skills Events (PSE)

Dear Pathfinder Director and Staff,

Red Zone 2026 is approaching and we are excited to bring back to you the 11th annual Pathfinder Skills Events (PSE). These events have been added so that your clubs can participate in events other than Drill and Drum at Red Zone. The events are for both eTracker and Varsity Pathfinders.

Attached is a package prepared for you including the description, rules, and other pertinent information necessary to have your clubs participate in these events.

Please start preparing your Pathfinders for these events. Pathfinder Skills Events will emphasize the teachings of the Pathfinders. We are looking forward to having your club at Camp Kulaqua on May 22-24, 2026 (Memorial Day Holiday weekend).

You need to register online for the Pathfinder Skill Events through the conference, by May 4, 2026. This is very important in order to make the necessary arrangements for the different events. Please note that Drill and Drum competitions will continue as normal. Registration for the Pathfinder Skill Events will open in March. Check your email updates from the conference.

** If your Club has 50 or more Pathfinders registered to attend Red Zone (not counting, Staff, Parents, Cooks etc.) the Club can register 2 teams for each event.**

If you have any questions please don't hesitate get in contact with:

Deidre Taylor, E-Tracker Director at eastareapathfinders@yahoo.com

Jose Diaz, Varsity Director at varsitytlt@gmail.com

Kim Lucas, TLT Director at blubarron@gmail.com

and we will be happy to answer your questions.

Sincerely,

Deidre Taylor

Florida Conference E-Tracker State Director

Jose Diaz

Florida Conference Varsity State Director

Kim Lucas

Florida Conference TLT State Director

Honor Evaluation Event



Honors
eTracker: Insects
Varsity: Heredity

Event Description

The Honor Evaluation PSE consists of a test evaluating the knowledge of a specific honor. The club will choose one (1) eTracker and one (1) Varsity Pathfinder to represent them. The test will consist of a combination of 50 multiple choices and fill-in-the-blank. There will be an eTracker and a Varsity level honor.

Rules for the Honor Evaluation Event

The Pathfinder will be in **Class D** uniform. There will be no Bibles, notes or electronics of any kind permitted in the testing area, or during the evaluation. This PSE is scheduled for 50 minutes. If the rules are broken, the Pathfinder is disqualified.

Honor Evaluation Results

First Place	100-90
Second Place	89-80
Third Place	79-70
Participation	69-0

Bible Book Event



Books
eTracker: Ezra
Varsity: Hebrews

Event Description

The Bible Book PSE consists of a test evaluating the knowledge of the specific Bible book. The club will choose one (1) eTracker Pathfinder and one (1) Varsity Pathfinder to represent them. The test will consist of 50 multiple choice questions using the Pathfinder Bible. There will be an eTracker level and a Varsity level test. This PSE is scheduled for 50 minutes.

Rules for the Bible Book Event

The Pathfinder will be in **Class D** uniform. There will be no Bibles, notes or electronics of any kind permitted in the testing area, or during the evaluation. This PSE is scheduled for 50 minutes. If the rules are broken, the Pathfinder is disqualified.

Bible Book Results

First Place	100-90
Second Place	89-80
Third Place	79-70
Participation	69-0

Tent Event

Event Description



Tent _____
Model Ozark Trail
(3 person clip & camp tent)
7'x7'x44", 5.64 lbs.
Available at Walmart

This Pathfinder Skills Event (PSE) consists of setting up a tent, undoing the tent and storing it. Once the tent is set up, the door, along with the pathfinders on every corner (in attention) should face towards the front of the tent. Then the tent is taken down and stored in its bag. Pathfinders will have a maximum of 5 minutes for this PSE.

Rules for the Tent event

1. The Pathfinder are preferred to be in **Class D** uniform.
2. A minimum/maximum of four (**4**) Pathfinders is required, which should include a mixture of Pathfinders of every level:
 - a. E-Tracker or Varsity, boys and girls
 - Team cannot consist of all boys or all girls
 - Team cannot consist of all E-Tracker or all Varsity Pathfinders
 - At least one (1) boy or one (1) girl needs to be on the team)
3. The tent: See above for model.
will be provided for the event. This PSE will be evaluated while it is being set up, at attention, and when stored away in its bag.
 - A) *Pathfinder group must be ten (10) feet away from tent bag prior to whistle blown.*
 - B) *Time will begin when whistle is blown*
 - C) *Tent bag must be inside tent and door must be closed when ready for inspection.*
 - D) *Time will stop at the time of inspection (at attention) and when tent bag is zipped closed.*
4. There will be **NO** outside coaching during the event. If the rules are broken the Pathfinders are disqualified.

Tent Event Results

First Place:
Under 1:45 Minutes

Second Place:
1:45 to 3 Minutes

Third Place:
3 to 5Minutes

Participation:
Over 5 Minutes

Archery Skills Event



Event Description

The Archery Pathfinder Skills Event consists of assembling a bow, shooting 2 arrows, and disassembling the bow. There will be three (3) separate scores, which will be added up for a total score.

Phases for the Archery Skills Event

First Phase: Correctly and safely assemble the bow

Second Phase: Accurately shoot 2 arrows at target

Third Phase: Correctly disassemble the bow.

- Each club team will have one (1) Varsity Pathfinder and one (1) e-Tracker Pathfinder.
- Each team will have a maximum of ten (10) minutes to complete all 3 phases.
- One Pathfinder will assemble and shoot the first arrow. The second Pathfinder will shoot the second arrow and disassemble the bow.
- The arrow must land on your own target, not your neighbor's.

Rules for the Archery Skills Event

- One (1) Varsity Pathfinder and one (1) e-Tracker Pathfinder is required per club.
- Pathfinder team must be five (5) feet away from the assembly table prior to the whistle blown.
- Time will begin when the whistle is blown.
- There will be **NO** outside coaching during the event. If the rules are broken, the Pathfinders are disqualified.
- No asking for instructions from the spectators.

*Note:

1. Prior to shooting, judge will inspect bow to ensure the safety of the Pathfinders.
2. Arrows that hit on the line of any ring will be scored at the higher point

Bow Specification

eTrackers:

Re curve Bow
Length: 54" Draw
Weight: 20 lbs
(Model No. TBD)

Varsity:

Axle to Axle
Length: 54" Draw
Weight: 29 Lbs.

Archery Skills Results

First and Third Phases:

- .1 to 1 Minutes = 25 points
- 1:01 to 2 Minutes = 20 points
- 2:01 to 3 Minutes = 15 points
- 3:01 to 4 Minutes = 10 points
- 4:01 to 5 Minutes = 5 points

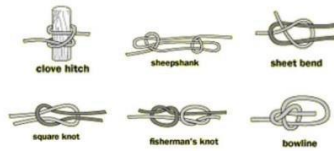
Second Phase:

- Yellow Ring = 25 Points
- Red Ring = 20 Points
- Blue Ring = 15 Points
- Black Ring = 10 Points
- White Ring = 5 Points
- Bulls Eye = 5 Extra Points

Total Points:

- 1st Place: 75-100 points
- 2nd Place: 61-74 points
- 3rd Place: 50-60 points
- Participation: 49 and under

Knots' Relay Event



Materials Required

Three 3-foot ropes
 One 5-foot rope
 Piece of wood (2-foot in length)

Event Description

The Knots' Relay PSE consists of a relay of Pathfinders making knots one at a time. Six knots will be made by five (5) pathfinders. The required materials will be provided by the conference. Materials to be used: three ropes of 3 feet each, one 5-foot rope, and a piece of wood (two feet long). Please look at the "Illustration of Knots" page for details. Participants should know all the knots. Pathfinders will have a maximum of four (4) minutes for this PSE.

Procedure for the Knots' Relay Event

1st Pathfinder:

Goes out with rope, running, and makes a **Clove Hitch** knot around the piece of wood. Then returns to the starting point, and touches the second Pathfinder.

2nd Pathfinder:

Goes out running, rope in hand, and makes a **Square Knot** with the tip of the excess of the Clove Hitch. Then goes back and touches the third Pathfinder.

3rd Pathfinder:

Goes out running without a rope, and makes the **Sheepshank Knot** with the extra tip of the second rope. Then goes back and touches the fourth Pathfinder.

4th Pathfinder:

Goes out with rope, and makes the **Fisherman Knot** with the end from rope used in the Sheepshank Knot, with remaining end of the second rope.

5th Pathfinder:

Goes out with rope, makes the **Sheet Bend Knot**, and ties the rope around his/her waist with the **Bowline Knot**. Then runs back, pulling the wood with all the knots.

Once the 5th Pathfinder and wood cross the line, the time will stop. The judge will then evaluate all the knots. Once the evaluation is complete, the Pathfinder can untie the rope.

Knot Relay Results

First Place:

Under 2 Minutes and Correct

Second Place:

2:01 to 4 Minutes and Correct

Third Place:

4:01 to 5 Minutes

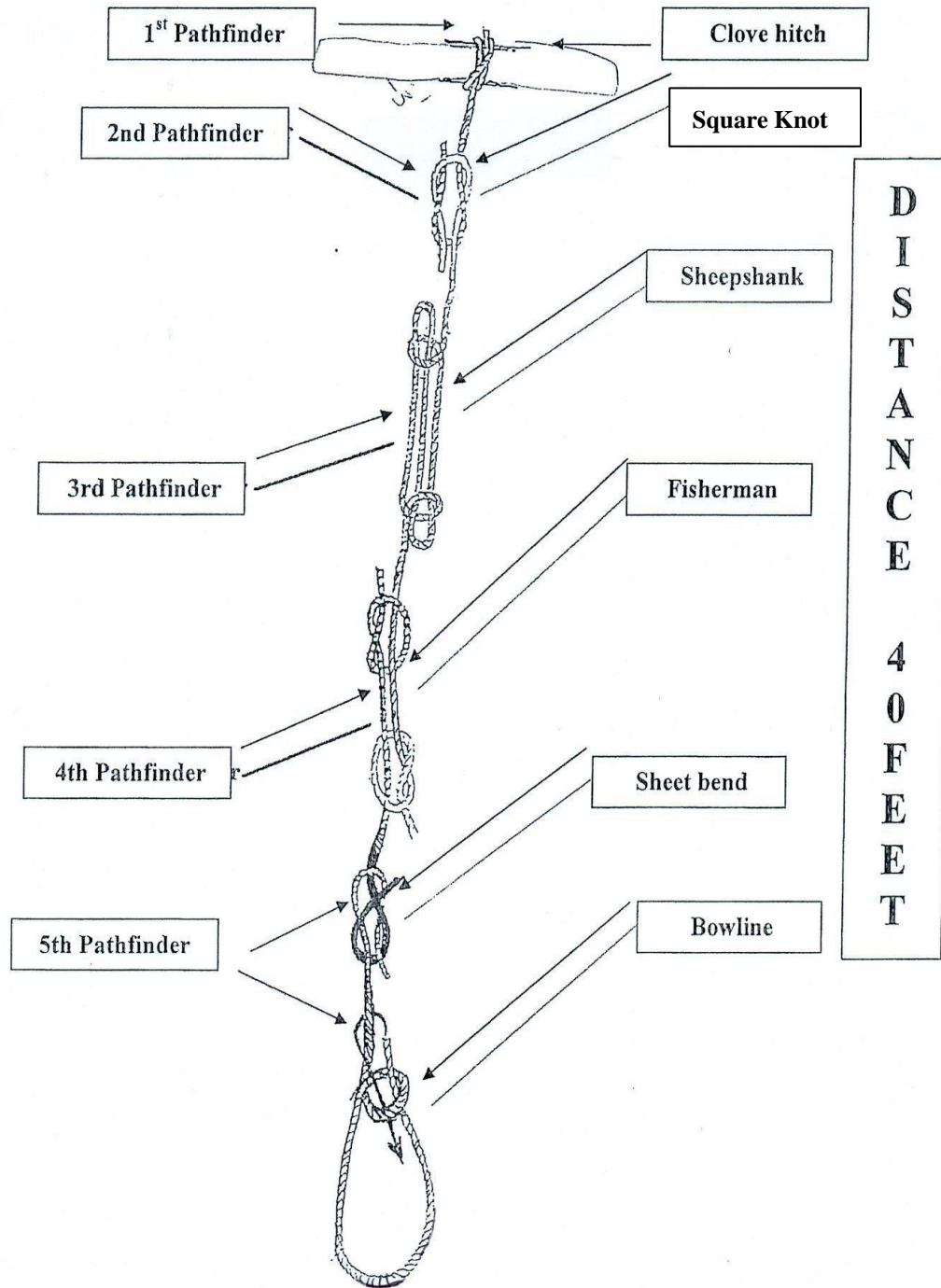
Participation:

Over 5 Minutes

Rules for the Knots' Relay Event

- Five (5) Pathfinders are required per club, which should include at least one eTracker, at least one Varsity, at least one boy, and at least one girl.
- The judges will assign the knots to the Pathfinders.
- There will be **NO** outside coaching during the event. If the rules are broken, the Pathfinders are disqualified.
- Pathfinders will not ask for assistance from their director or the audience, and will only follow the judge's instructions.
- REMINDER: Judges will assign each Pathfinder the knot to be tied. Therefore, each Pathfinder will have to know all the knots.

ILLUSTRATION OF KNOTS



Lashing Event



Materials Required
 Six 2-foot Sticks (for the frame)
 Eight 10-foot Ropes
 Ten 2-foot Sticks (for the seat)
 Sticks are 1 7/16" in diameter

Event Description

The Lashing Pathfinder Skills Event consists of constructing a bench, by using square lashing. The Pathfinders will start with a Clove Hitch Knot, and will do four (4) frappings turns. Once the bench is finished, the captain will say "DONE," and the team will step aside. The Judge will check for accuracy, correct knot, and will sit for 7 seconds. Pathfinders should stand at attention at one side of the bench facing the PSE judge. Pathfinders will have a maximum of four (4) minutes for this PSE.

Rules for the Lashing Event

- A maximum of four (4) Pathfinders are required per club, which should include at least one eTracker, at least one Varsity, at least one boy, and at least one girl.
- The sticks for the frame and seat, along the ropes, will be provided by the conference. Pathfinders can practice using the same measurements as above.
- The Pathfinder team must be ten (10) feet away from the pile. Time will begin when the whistle is blown.
- Knots should be tied tightly at each corner.
- When ready for inspection, the team should go to the side of the bench.
- Time will stop at the time that the captain calls "DONE."
- There will be NO outside coaching during the event. If the rules are broken, the Pathfinders are disqualified.



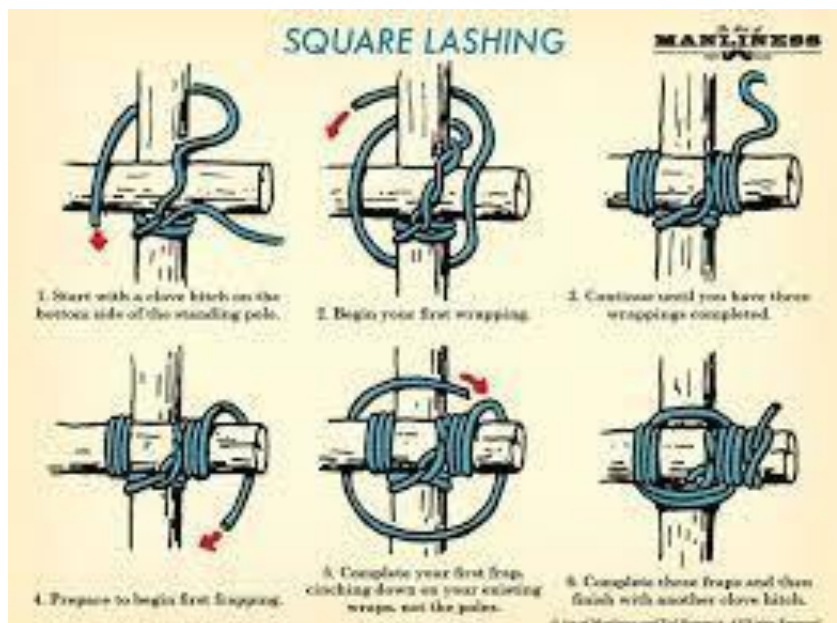
Lashing Event Results

- First Place:**
3:15 Minutes and Under
- Second Place:**
3:16 to 4:45 Minutes
- Third Place:**
4:46 to 6:00 Minutes
- Participation:**
Over 6 Minutes

Link for Lashing Instructions

- <https://youtu.be/9MeIDZc2rgk>

Square Lashing Diagrams



Jump Rope Event

TWO to FOUR PATHFINDERS REQUIRED FOR THE CLUB'S TEAM.

(More details about the team provided below)

Teams should include at least one Varsity and one e-Tracker, as well as one boy and one girl.

Jump rope will be provided..



Event Description

The Jump Rope Pathfinder Skills Event consists of skipping a rope consecutively. Pathfinder will start with rope in hands, then at the end will drop rope to the ground.

eTrackers will have 1 minute and Varsities will have 1.5 minutes for this PSE.

Rules for the Jump Rope event

A team may consist of **two Pathfinders, at minimum**, and a maximum of **four pathfinders** to participate in this event. (**Team requirements:** One female and one male, at least one Varsity and one e-Tracker).

- Since scores are divided by 4, each Pathfinder must jump two different rounds. Scores will be added, then divided.
- **IF YOUR TEAM WILL HAVE THREE MEMBERS:**
 - You may choose **ONE** Pathfinder (Varsity or e-Tracker) to jump a second round to complete scoring for the team.
- **IF YOUR TEAM WILL HAVE FOUR MEMBERS:**
 - Each member will jump only one round
 - There must be one Varsity, one e-Tracker, at least one boy, and one girl.
 - Scores will be added, then divided by 4.

A jump rope will be provided by the conference for the event.

The Pathfinder team must be 10 feet away from the member currently participating to avoid any harm.

Time will begin after the whistle is blown and will stop at the respective time.

- If a Pathfinder trips over the rope, time will continue. Pathfinder is allowed to jump as much as possible until time runs out.
- Hops and skips are acceptable forms of jumping. If a Pathfinder chooses to switch between hops and skips, that is acceptable.

One jump = every time the rope touches the ground/completely goes under the Pathfinder's feet.

There will be NO outside coaching during the event.

If the rules are not followed, the Pathfinder will be disqualified.

Materials Required

The rope to be used is a "speed rope"

The length of the rope is according to the height of the pathfinder:

Under 4ft 10in use a 7 ft long rope

4ft 11in ti 5ft 3 in use an 8 ft long rope

5ft 4in to 5ft 10in use a 9 ft long rope

5ft 11in to 6ft 6in use a 10 ft long rope

The jump rope will be provided by the conference

Jump Rope Event Results

Each individual score will be added and divided by 4

First Place: over 115 skips

Second Place: 100 – 114 skips

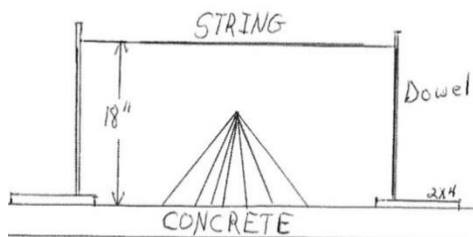
Third Place: 85 – 99 skips

Participation: Below 84 skips

Burning Twine Event - - NEW EVENT IN 2023

Event Description

This Pathfinder Skills Event (PSE) consists of making a fire and allowing it to burn through a twine that will be placed 18 inches off the ground. The twine will be held by two stakes. Pathfinders will have a maximum of SEVEN (7) minutes to complete this event.



Materials Required

- Jute twine
- Ferro rod
- 2 matches

Burning Twine Event Results

- FIRST PLACE: 1:00-2:59 MINUTES
- SECOND PLACE: 3:00-4:59 MINUTES
- THIRD PLACE: 5:00-6:59 MINUTES

- PARTICIPATION: OVER 7:00 MINUTES

RULES for the twine burning event:

- 1- UNIFORM - Pathfinders are preferred to be in class "D" uniform
- 2- TEAM - A team will consist of TWO (2) Pathfinders: one eTracker and one Varsity
- 3- TWINE - The piece of twine will be TWO (2) feet long
- 4- CONFERENCE - The stakes, twine, bricks, 9x9 pan, and the sand will be provided by the conference
- 5- BONUS - 30 seconds will be deducted from your final time if the fire is lit with a ferro rod
- 6- SUPPLIES - Up to a maximum of TWO (2) matches may be used
 - a. The club will provide the ferro rod and/or the matches
 - b. The club will provide their own firewood, sticks (wood to burn)
 - c. The team will be FIVE (5) feet away from the stakes
 - d. When the fire goes through the twine or 7 minutes have gone by, the timer will stop
- 7- DISQUALIFICATION - There will be no outside coaching during the event. If the rules are broken the team will be disqualified.
- 8- DETAILS - The fire must be made within a 9"x9" area on top of a concrete platform