South Zimbabwe Conference of
Seventh-day Adventist Church

PATHFINDER CLUB

Fair Games

MANUAL

2025

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SZC Youth Director

Fair Games

Welcome Remarks

Dear Leaders

I am honored that you have accepted the call to leadership and you are willing to work with Pathfinders in their various activities. While amusement and entertainment may be grabbing the attention of the Pathfinders, God has called you at such a time to help them grow holistically. This manual aims to outline games and activities for the Pathfinders to discover their abilities and potential as they grow in Christ. Recreation and creativity are other important aspects emphasized in their engagement in these games. We encourage all Pathfinders to participate not just for fun, but for their personal growth.

May the good Lord bless you as you lead.

Pastor .C. Siziba
South Zimbabwe Conference
Youth Director

Inspection

Directions:

1. When the judges arrives the club marshal shall call the club to stand at attention and get ready for inspection.

2. No club member is to move from the parade area because they do not have a full uniform.

3. The director deputy and marshal should stand in front of the club any other officer with rest of the cub stuff parading at the back of the club.

4. The flags are at the first row followed by the banner.

5. The guidons are to be carried by captains within the whom should be having badges showing their position in the club.

6. Other Pathfinder staff should be having badges that show their position in the club.

The following will be inspected:

Uniform - ceremonial uniform will be inspected.
Cleanliness - combed hair, finger nails, and polished shoes.
Flags- Pathfinder flag, National flag. First Aid Kit

Total Score [100 marks]

Guidon Drill

Total Score: 100 marks
Participants: 6 Pathfinders
Time: 1 minute 30

Upon order by the Judge the marshal shall march to the Judge and present the club ready to commence. The judge must give permission. The club shall be expected to show teamwork on their marching by keeping straight files and rows, swing arms (shoulder height), and the standard pace on the quick march. No dancing kind of march will be accepted. Standard paces for quick, slow and double march are mandatory. Each executed tasks awards respective marks to the club. Sashes should be secured so that they do not disturb the Pathfinders during march. The Marshal` s command should be loud and clear. The Marshal shall be judged separately. The Marshal should position him/herself either to the left or to the right of the judge before commencing the drill. All clubs should dismiss inside the area of marching.

Drills will be categorized as:

Guidon drill = 50 marks

Upon instruction, the guidon bearers will march in with guidons. They will perform the following drills on the halt before marching out.

1. Right turn
2. Left turn
3. About turn
4. Present arms
5. Order arms
6. March on the carry
7. Grip on Guidon
8. stand at ease
9. Sand easy

Freestyle = 20 marks

The fancy drill should not include any forms of dancing. It should be one creative piece rather than small unrelated pieces. Participants are expected to show creativity with the use of Guidon and basic drills, Inclusion of guidons in this drill is greatly encouraged.

Marshal = 30 marks

The Marshal(s) shall be judged on the following:
1. Posture
2. Uniform
3. Permission request
4. Voice projection
5. Command

NB: Guidon Poles should be atleast 1.8 metres long with a thickness of a broomstick.

Guidon Specifications

The guidon tapers from the pole side to the other side and has a "V" cut into the end. The Pathfinder emblem is placed over the join of the blue & white fields. The emblem is larger than the uniform emblem and is 10cm in height. The unit emblem, to match the unit name, is centered in the white area and can be painted, embroidered, stenciled or sewn on.

The dimensions of the guidon staff or pole are:

Height	1.7m
Diameter	2cm

The dimensions of the guidon are:

Height at pole side	35cm
Height at other side	28cm
Width	55cm
Depth of V at edge	20cm
Width of blue margin	10cm
Distance from top edge of the guidon to top of Pathfinder Triangle	7.5cm

Drilling & Marching

Participants: ¾ of the club
Time: 4 minutes
Uniform: Ceremonial Uniform

Directions:

Upon order by the Judge the marshal shall march to the Judge and present the club ready to commence. The judge must give permission. The club shall be expected to show teamwork on their marching by keeping straight files and rows, swing arms (shoulder height), and the standard pace on the quick march. No dancing kind of march will be accepted, as it may lead to disqualification. Standard paces for quick, slow and double march are mandatory, failure to execute the correct paces will lead to deduction of marks. Each executed tasks awards respective marks to the club. Sashes should be secured so that they do not disturb the Pathfinders during march.

All words of Command (Clearly commanded and executed) shall carry out a total of 4 marks each.

The Marshal` s command should be loud and clear.
The Marshal shall be judged separately.
The Marshal should position him/herself either to the left or to the right of the judge before commencing the drill.
Drills will be categorized as: Basic drill and Freestyle

Basic drills [60 marks]

On the halt:

Upon asking for Permission the Club shall Match in and shall be Expected to execute Drills at the halt before doing drills on the march, ALL Commands at the halt should be executed while the Club is on OPEN ORDER. NO marks will be awarded for commands at the Halt Executed while the Club is not on OPEN ORDER.

1. Left incline
2. Right incline
3. About turn
4. Salute to the front
5. Present arms
6. Stand Easy
7. Open order
8. Close order
9. 1 pace to the Left
10. 1 pace to the Right
11. Right Turn
12. Left turn
13. Stand At-Ease

On the march:

Upon completion of the Drills at the halt and execution of the Close order the Club will proceed to execute drills on the March, No Marks will be Awarded for Drills on the March executed while the Club is still in Open Order.

1. Left turn
2. Right turn
3. About turn
4. Slow march
5. Left wheel
6. Right wheel
7. Salute to the left
8. Salute to the right
9. Salute to the Front
10. Automatic Drill

Freestyle/ Fancy drill = 10marks

Theme: Israelites Crossing the Red Sea

Clubs should do a freestyle on the theme stated above, Creativity and use of basic drills is strongly encouraged. The fancy drill should not include any forms of dancing, as this will lead to automatic disqualification. It should be one creative piece rather than small unrelated pieces.

The marshal = 30 marks

The marshal should be the club`s drill instructor and a member of staff or the Pathfinder (Junior marshal), any of the two,

The Marshal(s) shall be judged on the following:

1. Posture
2. Uniform
3. Permission request
4. Voice projection
5. Command (Marshal carries 1 mark for each word of Command, correctly commanded)

Total Marks = 100

First Aid

Road traffic Accident and triaging

Participants: 10 Pathfinders (4 to act as casualties and 5 first aiders, 1 incident commander)

Time: 8 minutes

Equipment required

Red, green, yellow and black boards to be placed at point [B]
Tags with patient nature of injury
Fully furnished first aid kit with church name
Boards or cones to mark point A and B

Scenario

As you depart from church you come across a road traffic accident where a kombi has overturned there are four casualties with the following injuries;

- Male child bleeding profusely from the head and fractured lower limb screaming.
- Female child with burns on the chest and hand conscious walking around
- Male asthmatic in attack after the accident
- Female child unconscious fatally with clear fluid draining from the ears, no pulse no breathing.

PROCEDURE

Pathfinders No 1, 2, 3, 4 and 5 [Scene commander] safely run to **Point A** they find 4 casualties with injuries stated above.
Scene Commander Pathfinder NO 5 must secure the scene with a roper and verbalise calling the Ambulance
They must render first aid to the casualties, then carry them to **Point B** triage station 10 metres away as they wait for the Ambulance
Casualties must be ferried to proper triage station marked with boards [Red, Green, Yellow or Black]
Upon completion of the game the 5 first aiders stand at attention and he incident Commander shouts we are done.

TRIAGE SIEVE

Casualties are priorities as follows:

Priority 1 – treatable life threatening injury colour coded RED examples are respiratory arrest or profuse bleeding.

Priority 2 – serious but not life threatening injury colour coded yellow. Examples moderate blood loss fractures

Priority 3- the walking wounded colour coded green casualties with soft tissue injuries and simple fractures, sprains and minor burns.

Priority 4- dead or fatally wounded colour coded black.

NB. All casualties with head injuries must have their necks supported and a spine board or blanket be used in patient lifting and movement.

Pathfinder Emblem Puzzle

Participants: 3 Pathfinders
Equipment: Puzzle Pieces
Time: 5 mins

Procedure:

1. Each team is given a jumbled puzzle into 30 pieces.
2. The team stand 5 meters away from the puzzle.
3. Upon signal the team run and rearrange the puzzle into order.
4. When the team run back to the starting line.

NB: Conference to provide the puzzle.

Dumbbells

Total Score: 100 marks
Maximum time: 5 minutes
Participants: At Least ¾ Of Registered Club Members.
Equipment: Dumbbells (make your own design or use Common type), uniform (own choice).

Procedure

1. The team stands on the starting line.
2. The team captain is called to ask for permission to present the team, after receiving permission, goes back to join the team.
3. At the starting signal, the team marches, walks, in and start their display.
4. Starting from base 2, 4, 6, 8 and freestyle.
5. Upon completion of all skills, the team captain walks to judge and confirms the end of their presentation, salutes and leads the team out.

BASE 2 - Over under front back, over under front back, then turn to your left.
BASE 4 - Over under, over under front back, then turn again to your left.
BASE 6 - Over and under*6 times, hold front back, then turn.
BASE 8 - Sing lo la lo lalo, singabantwana be SDA, do the skill and make turns to the left.

Free Style

Show your creativity, no dancing. At the end of every BASE, do a transition to mark the end of the base and start of the next base, (own skill, design).

Art & Craft

Theme: Infinite Possibilities

Sub-themes and ideas for the "Infinite Possibilities" theme, with a focus on African countries, particularly Zimbabwe.

1. Africa Rising:
- Imagine a future where African countries have achieved sustainable economic growth and development.
- Design a futuristic city or infrastructure project for Zimbabwe.

2. Technological Leapfrogging:
- Envision a future where African countries have embraced cutting-edge technology to accelerate development.
- Design a futuristic gadget or device that solves a pressing problem in Zimbabwe.

3. Sustainable Futures:
- Imagine a future where African countries have prioritized environmental sustainability and renewable energy.
- Design a sustainable energy solution or eco-friendly infrastructure for Zimbabwe.

4. African Renaissance:
- Envision a future where African countries have reclaimed their cultural heritage and celebrated their diversity.
- Create a futuristic art piece or installation that showcases Zimbabwean culture.

Booth

Construction - Can be made using any materials e.g wood, bamboo, metal, plastic, etc.

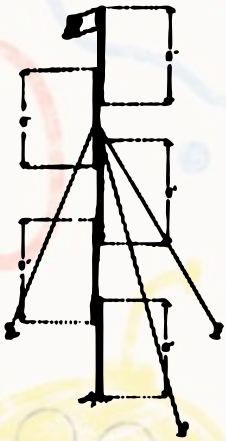
It should be able to house/display crafts and other work.

Creativity 10
Functionality 20
PF Involvement 50
Strength 10
Aesthetics/ Beauty 10

Contents
- Craft done during they year (40)
- Curriculum requirement (6) class cards, class work, files, honor requirements)

Flag pole raising

Participants: 4 Pathfinders
Time: 3 minutes



Equipment:
4 poles 1,6 & 1,8m long
1 pathfinder guidon
6 by 2m ropes
3 by 6m ropes
3 by 1 pegs
Hammer

Description:

On signal pathfinder lash the 4 poles together to form a flag pole.
-Attach the guidon and the 3 by 6m lengths.
- Raise the pole and stake the guidelines using intact knot.

When finished pathfinders line up and salute within the stipulated 3 minutes time.

Scoring: Rope lashing techniques
Knots to be used:

- square knot to be guidon to pole
- two half hitches to the guidelines to pole
- lashing without flapping shear
- 4 clove hitch that should be used to join the poles before using round lashing.

8 Contristor Knot Challange

Equipment:

Ropes: 2 x 1m
1 x 1.5m
1 x 4m

Log:
- 1 x 6-inch diameter, 40cm long
- Poles: 2 x 2m
- Setup: Two logs upright, 4 meters apart, with 40cm buried underground.

Game play:
- Four players per team, 3-minute challenge.
- Start 5 meters away, sprint to teammates, and exchange ropes.

Knot-tying sequence:

1. Player 1: Tie two half hitch knots to a pole, then a square knot with the second rope.
2. Player 2: Tie a taut-line hitch to another pole, then a clove hitch to the log.
3. Player 3: Tie a bowline knot and a timber hitch knot to the log.
4. Player 4: While others support the log, tie a sheet bend knot and a shipshank knot.

Objective:

- Lift and suspend the log 30cm above the ground for 30 seconds while tying a sheepshank knot to adjust the log's height.
- Upon completion, shout **"DONE"** and await the judge's assessment..

Memory Gem

Number Of Participants: 5 Pathfinders
Equipment: 4 Envelopes with 5 verses in each envelope.
Time: 5 minutes
Score = 100 Points

ACTIVITY

1. Upon arrival at the station the pathfinders will stand in a line each facing the judges. There would be envelopes in front of them, and these envelopes will have either words of a verse written in it requiring the book, chapter and verse or a verse requiring the words.
2. Once the whistle is blown, Participant 1 picks up the envelope, opens it and states the verse (loud and clear up to the end) if given the words or recite the words if given the verse. There is no need to repeat what's written on the cards, just show the judge and give the appropriate response. After your response, the judges will take the card if the verse was answered correctly.
3. After completing or if stuck, Participant 2 picks up his/her envelope.
   If Participant 2 is done, Participant 3 picks up his/her envelope.
   If Participant 3 is done Participant 5 picks up the envelope for Participant 4 who will be doing his/her verses in sign language.
   Participant 5 will be holding the verses for Participant 4 to read and do them in sign language. Participant 4 will have to first say out loud what is on the paper then sign out the answer. For example if a verse is on the paper Participant 4 will have to say the verse, then sign what it says.
4. When one Participant fails to recite any of the verses, he/she will have to wait for other Participants to complete their task and they may help him/her at the end if there is still time.

Procedure of Assisting Your Fellow Participant

NB: At this point, all the Participants have attempted all the verses in their envelopes and they are carrying only verses they failed to recite.

1. The Participants exchange their verses such that they remain with the verses they are able to recite.
2. If any of the participants does not know the answer to the picked card he/she can ask his or her team for help after all participants are done with their sections but the answer scores half marks.

After all the participants are done they should raise their hands ….. so that the timekeeper can also record the time accurately and mark the end of the challenge correctly.

RULES

- Director, Counsellor or any club member not allowed to shout out the answers to the Participants.
- Participants to strictly use RSV (Revised Standard Version)
- Judge takes the answer as said, no giving out hints.
- There will be a loss of marks for exceeding the time limit.

Numbers 20:12	Ezra 1:2
Numbers 21:4	Ezra 3:11
Numbers 23:19	Ezra 7:10
Numbers 30:16	Ezra 9:6
Mark 1:15	Hebrews 4:12
Mark 10:27	Hebrews 10:24
Mark 12:30	Hebrews 11:1
Mark 14:36	Hebrews 12:2

There will be an envelope with 5 verses to be done in sign language.
Possible sign Language verses:

Numbers 20:4	Ezra 4:13
Numbers 25:4	Ezra 10:1
Mark 5:14	Hebrews 8:1
Mark 13:1	Hebrews 13:5

Throw back..


SOUTH ZIMBABWE
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