

NNSW PATHFINDERS STAND FIRM

EPHESIANS 6:11



Fair & Rally

PATHFINDERS
2026

MESSAGE FROM THE NNSW YOUTH DEPARTMENT



This year's Pathfinder Fair and Rally is going to be an exciting weekend for your club in both the South and North regions. We are keen for the Pathfinders to enjoy the weekend and have lots of fun! In order to do this, we need to make sure that they are not too stressed about each event even though we are keen for them to do their best.

Our Pathfinder theme for this year is **Stand Firm** (Ephesians 6:11).

The program for this weekend is outlined over the next 3 pages. As you can see, there are a number of events including parade, first aid event, creative marching sequence, knot relay, raft building, navigation, drill down, flag unveiling, and camp cook-off. In the lead up to the Fair and Rally we encourage you to practice these exciting activities so that your Pathfinders can demonstrate their skills while learning to stand firm in God's truth.

Please nominate:

- o 1 judge for small clubs, or
- o 2 judges for bigger clubs.

Enter the name of your judge/s, provide their preferences on the registration form. The organisers will allocate judges to activities to ensure fairness and suitability. Judges need to be aware of all the elements of the activity they are judging. Also note that most equipment is to be supplied by your club.

You will be able to register your club around July/August when registration goes live.

Thank you for all that you are doing for your young people in your area. If we can be of any help or if you have any questions, please don't hesitate to contact us about this event.

With God's blessings,

Ashley Smith, Trent Keegan & Sophia James
NNSW YOUTH MINISTRY DEPARTMENT

JUDGING AND AWARDS

The object of the Fair and Rally is to encourage the Pathfinders to perform their best while competing against each other and the clock. Selected judges will judge each event and rotate between clubs for fairness. If clubs have any questions regarding the judging of an event, the Director may approach the Youth Directors and the District Directors for discussion.

THE FOLLOWING ACTIVITIES WILL CONTRIBUTE TO THE FINAL FAIR AND RALLY AWARD:

Belt of Truth Flag Unveiling	100 Points
Breastplate of Righteousness Drill Down	100 Points
Gospel Shoes Parade & March Past	100 Points
Shield of Faith First Aid Readiness	200 Points
Helmet of Salvation Raft Build	100 Points
Sword of the Spirit Knot Relay	100 Points
Feet Shod with Preparation Navigation Challenge	200 Points
Full Armour Campfire Cook-Off	300 Points
TOTAL POSSIBLE POINTS	1200 Points

AWARD POINTS FOR GRADES

A GRADE	951-1200
B GRADE	600-950
C GRADE	599 OR LESS

For scoring break down see pages 5-16

WEEKEND PROGRAM



FRIDAY SOUTH: 11 SEPT / NORTH: 18 SEPT 2026

8:00PM	Night Program
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SABBATH 12/19 SEPT

7AM-8AM	Breakfast
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8AM-8:30AM	Club worship
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9:30AM	Opening Parade – full uniform
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10:00AM	Main Program
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11AM-11:40AM	Stand Firm Challenge (each Pathfinder brings a pen) Director Challenge
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12PM-2PM	Lunch
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2PM-4PM	Activity – Parade Ground
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4PM-5PM	Free time
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5PM-5:40PM	Combined Closing Sabbath
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5:40PM-7PM	Combined Dinner
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7PM-8PM	Event 1: Belt of Truth Flag Unveiling Event 2: Breastplate of Righteousness Drill Down
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8PM-9PM	Games Night - Capture the Flag
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9:00PM	Bed time
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WEEKEND PROGRAM

SUNDAY 13/20 SEPT

6AM	Breakfast
6:30AM–7AM	Club worship
7:00AM	Directors and flag bearers meet with Parade Marshal
7:15AM	Judges meet with Youth & District Directors
7:30AM	Club Directors meet with Youth Directors
7:45AM	Prepare for Parade – full uniform
8:00AM	Event 3: Gospel Shoes Parade & March Past
8:40AM	Event 4: Shield of Faith First Aid Readiness
9:10AM–11:00AM	Event 5: Helmet of Salvation Raft Build
10:20AM	Event 6: Sword of the Spirit Knot Relay
10:40AM	Event 7: Feet Shod with Preparation Navigation Challenge
11:40PM	Event 8: Full Armour Campfire Cook-Off
12:30PM	Lunch
1:30PM	Closing Parade



BELT OF TRUTH FLAG UNVEILING

BEFORE GAMES SATURDAY NIGHT 7PM–8PM

TIME: 30 MIN

TEAM: WHOLE CLUB

THEME LINK

- The belt of truth girds us with God's unchanging Word, securing the whole armour and guarding against deception (Ephesians 6:14).

OBJECTIVE

- As a club, design and create a flag that illustrates the theme: "Stand Firm".
- Think creatively about how you will display and present your flag.
- Be prepared to present your flag and briefly explain how its design reflects the theme.
- *Directors: Keep your club's design a secret.*

EQUIPMENT - CLUB SUPPLIED

- Create one pre-made fabric flag, approximately 1–1.5 metres wide.
- Your flag must include the words "Stand Firm", your club name, and reflect the theme.
- Provide a creative way to display your flag during the Saturday night program and again in the Sunday parade.
- Clubs are encouraged to use music, club singing, drama, or another creative element as part of their flag unveiling.

PROCEDURE

- Bring all flag display materials and your flagpole to the parade area by 7:00 pm.
- Event begins promptly at 7:00 pm, you have 20 minutes to set up your club's display.
- Share a 1–2 minute explanation of how Bible truth helps your club stand firm.



THEME CONNECTION & VERSE INCLUSION

30 POINTS

CREATIVITY & CRAFTSMANSHIP

25 POINTS

PRESENTATION & ENTHUSIASM

25 POINTS

TEAM PARTICIPATION

20 POINTS

TOTAL

100 POINTS

BREASTPLATE OF RIGHTEOUSNESS DRILL DOWN

BEFORE GAMES SATURDAY NIGHT 7PM–8PM

TEAM: UP TO 12 PATHFINDERS

EVENT 2



CLUB EQUIPMENT

- Full dress uniform.
- Club flag.

OBJECTIVE

- Be the last Pathfinder standing by correctly following the commands given.

EVENTS

- Commands will be given approximately every 2 seconds and must be followed promptly and correctly.
- Any Pathfinder who makes a mistake (e.g. turns left instead of right) is eliminated.
- The last Pathfinder remaining is the winner.

SPEED DRILL COMMANDS WILL BE

- | | | |
|-------------------------------------|------------------------------------|-------------------------------------|
| ☐ RIGHT TURN | ☐ LEFT INCLINE | ☐ EYES FRONT |
| ☐ LEFT TURN | ☐ ATTENTION | ☐ HALT |
| ☐ ABOUT TURN | ☐ MARK TIME | ☐ STAND EASY |
| ☐ RIGHT INCLINE | ☐ EYES RIGHT | ☐ STAND AT EASE |

LAST STANDING CLUB	100 POINTS
SECOND LAST STANDING CLUB	75 POINTS
THIRD LAST STANDING CLUB	50 POINTS
FORTH LAST STANDING CLUB	25 POINTS
PARTICIPATION	10 POINTS

BREASTPLATE OF RIGHTEOUSNESS DRILL DOWN

BREAKDOWN OF DRILL COMMANDS

“HALT”

Command “Halt” given as left foot strikes the ground.

After command:

1. Take one full step forward with the right foot
2. Take a check/half-step with the left foot (heel strikes to stop momentum)
3. Bring the right foot smartly to the left, assuming attention (feet together, arms at sides, body straight)

Result: Three foot actions after “Halt” ending at attention on the right foot.

“DISMISSED”

On command “Dismissed” (often after Present Arms / Order Arms):

1. Execute a right turn (90°) at the halt. Count silently 1-2-3-1 for timing and uniformity (pivot on right heel/left ball of foot on “1-2,” settle on “3-1”).
2. Remain at attention and count 1-2-3 (brief pause for group alignment and dignity).
3. Step off forward with left foot for 3 deliberate steps (left-right-left) then proceed normally.

AT THE HALT (STATIONARY COMMANDS)

“ATTENTION”

- From Stand at Ease or other rest: Snap heels together (feet at 45° angle), body straight, arms at sides (hands closed, thumbs along seams), eyes front.
- Command: “Pathfinders, atten-TION”

“STAND EASY”

- Relax position slightly while remaining in place: Feet comfortably apart, hands clasped behind back (left over right), shoulders relaxed, eyes front or allowed to look around briefly. Often used for brief pauses.
- Command: “Pathfinders, stand EASY”. (To return: “Pathfinders, atten-TION”)

“RIGHT TURN” / “LEFT TURN”

- At Halt: On “TURN” pivot 90° right/left on right heel/left heel and ball of opposite foot (raise opposite heel/toe), knees straight; then bring trailing foot smartly to attention position.
- Command: “Pathfinders, ”right TURN”/“left TURN”

EVENT 2



AT THE HALT (STATIONARY COMMANDS)

“ABOUT TURN”

- At Halt: On “TURN”, pivot 180° right on right heel and ball of left foot (raise left heel/right toe), knees straight; then bring left foot sharply to attention position.
- Command: “Pathfinders, about TURN”

“RIGHT INCLINE” / “LEFT INCLINE”

- At Halt: Same as turn but pivot only 45° right/left on right heel/left heel and ball of opposite foot.
- Command: “Pathfinders, right inCLINE” / “left inCLINE”

ON THE MARCH (MOVING COMMANDS)

“MARK TIME”

- "March" (given as the left foot strikes), take one more step, then march in place (lifting the knees to approximately horizontal, with the arms swinging naturally and the cadence maintained).
- Command: "Pathfinders, mark time, march." (given on the left foot).

“EYES RIGHT” / “EYES FRONT” (DURING MARCH PAST/REVIEW)

- Marching: command "Eyes right" given as right foot forward (Club Director ~6 steps from reviewing stand); all except right file turn head/eyes 45° right while marching. Director salutes. Then "Ready front" (on left foot) to snap head/eyes front.
- At halt: "Eyes right" to turn head/eyes 45° right; follow reviewing officer, then "Eyes front."

“RIGHT INCLINE” / “LEFT INCLINE” (ON MARCH, TO CHANGE DIRECTION SLIGHTLY, E.G., AVOID OBSTACLE)

- On "March" (after the preparatory command "Right in-cline" or "Left in-cline"), pivot 45° right or left on the ball of the leading foot, then step off in the new direction with that foot. The full unit follows the leader's path for a smooth change.

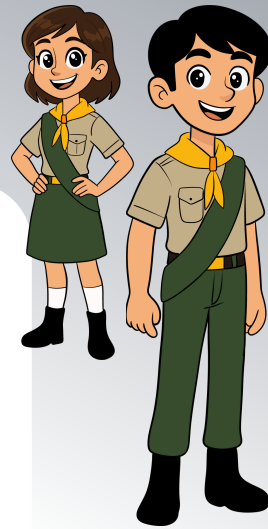


GOSPEL SHOES PARADE & MARCH PAST

TEAM: WHOLE CLUB

SUNDAY 8:00AM

EVENT 3



THEME LINK

- Feet shod with the preparation of the Gospel of Peace (Ephesians 6:15). Parading shows readiness to share Christ's peace swiftly.

DESCRIPTION

- Full-uniform parade circuit with standard elements plus quick march segment.

OBJECTIVE

- March together in unity on the parade ground, ready to proclaim peace.

EQUIPMENT

- Full uniform, club flags/guidons.

PROCEDURE

- March in the following order: Flag Bearer → Director → Club Members → Counsellors.
- Pathfinders should be able to execute all required parade drill commands (see Drill Commands section).
- The parade circuit will include: Eyes Right, Wheels, and Halt.
- Include a 30–60 second quick march symbolising the swift sharing of the gospel.

SPIRITUAL TIE-IN

- Our feet carry the Good News — march for Jesus!

ALIGNMENT & TIMING	40 POINTS
UNIFORM & BEARING	30 POINTS
ENTHUSIASM & GOSPEL TIE-IN	30 POINTS
TOTAL SCORE	100 POINTS

SHIELD OF FAITH FIRST AID READINESS

TIME: 10 MINUTES

SUNDAY 8:40AM

TEAM: 5-10 PATHFINDERS

EVENT 4



THEME LINK

- The Shield of Faith quenches fiery darts (Ephesians 6:16). Helping others in need reflects faith in God's protection during trials.

DESCRIPTION

- The injured Pathfinder will be positioned at one end of the field and shown an injury card. At the hooter, 4-9 Pathfinders will run from the opposite end carrying their equipment.
- The injured Pathfinder will describe the injury as shown on the injury card. The team will assess, treat, and place the Pathfinder on the stretcher when ready for judging.
- Once judged, the team will carry the injured Pathfinder carefully back to the starting point. This is not a race. Points will be deducted for running

OBJECTIVE

- Apply first aid skills safely, calmly, and correctly.
- Injury cards will be issued to the injured Pathfinder on the day.
- Injury scenarios may include:

1. broken arm or leg,
2. sprained ankle,
3. snake bite (hand or leg),
4. protruding object (hand or leg),
5. or a burn to the hand.

CORRECT TECHNIQUE AND SAFETY	80 POINTS
STRETCHER HOLDS PATIENT	60 POINTS
FAITH APPLICATION & TEAMWORK (E.G. PRAYER/CALMNESS)	40 POINTS
PATIENT CARE	20 POINTS
TOTAL SCORE	200 POINTS

SHIELD OF FAITH FIRST AID READINESS

CONTINUED...

TIME: 10 MINUTES

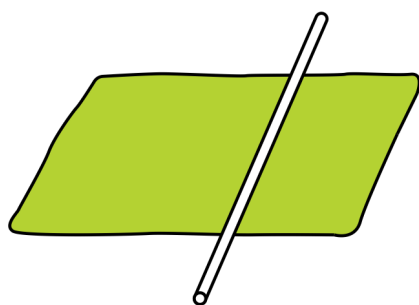
SUNDAY 8:40AM

TEAM: 5-10 PATHFINDERS

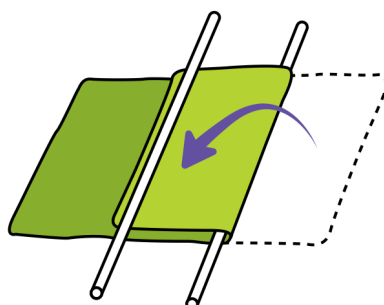
EQUIPMENT - CLUB SUPPLIED

- Stretcher: 2 wooden poles (approximately 2.5 m each) and 1 blanket for the injured Pathfinder.
- Basic first aid kit, including bandages, splints, and dressings.
- Tomato sauce (optional, for the injured Pathfinder to simulate blood if desired).

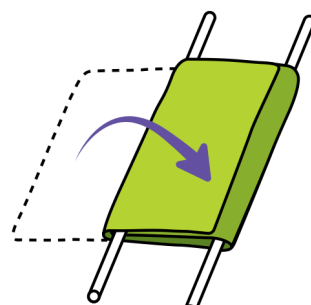
HOW TO MAKE THE STRETCHER



Lay down the first pole as shown



Fold the blanket over and lay the second pole on top



Fold the left half over the top as shown

EVENT 4



CORRECT TECHNIQUE AND SAFETY

80 POINTS

STRETCHER HOLDS PATIENT

60 POINTS

FAITH APPLICATION & TEAMWORK (E.G. PRAYER/CALMNESS)

40 POINTS

PATIENT CARE

20 POINTS

TOTAL SCORE

200 POINTS

HELMET OF SALVATION RAFT BUILD

TEAM: 6-8 PATHFINDERS

SUNDAY 9:10AM-10:10AM

TIME: 90 MINUTES

THEME LINK

- The Helmet of Salvation guards the mind with assurance of salvation (Ephesians 6:17). Building a stable raft symbolises constructing a firm defence – salvation secures our thoughts against doubt just as correct lashings hold the raft strong.

DESCRIPTION

- Lash poles to build a simple raft frame. Top with a “Stand Firm in Salvation” flag/banner. Focus on correct lashings, safety, and teamwork.

OBJECTIVE

- Construct a stable, well-lashed raft demonstrating accurate pioneering skills.
- Demonstrate that the raft can float and be manoeuvred safely on the water by successfully completing a designated activity.

EQUIPMENT - CLUB SUPPLIED

- 7 x 70 x 35mm framing Pine at 2.4m lengths
- 6 x 22mm decking Pine at 2.4m lengths
- 6mm x 100m twisted rope cut to lashing lengths
- 4x 170L plastic drum barrel with lid and locking ring
- 4 x paddles for using raft on water

RAFT LASHINGS AND HITCHES

- Square Lashing
- Dimond Lashing
- Threaded Lashing
- Truckies Hitch
- Half Hitch
- Clove Hitch (Note: all lashings should be started with a Clove Hitch and finished of with a 2 Half Hitches).

SPIRITUAL TIE-IN

As the helmet protects the head, salvation guards our minds. Build securely on Christ – “having done all, to stand” (Ephesians 6:13). Practise these skills to stand firm in faith.

EVENT 5



PROCEDURE

STEP 1

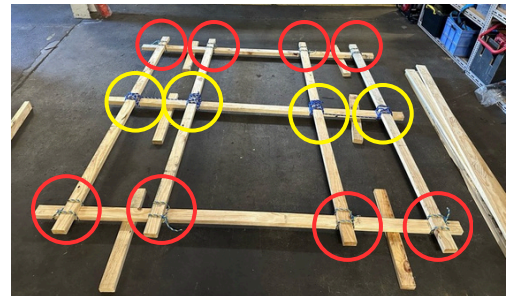
Lay out 7 x 2.4m timber pieces as shown (small lengths below aren't structural, just assist with the tying of lashings).



STEP 2

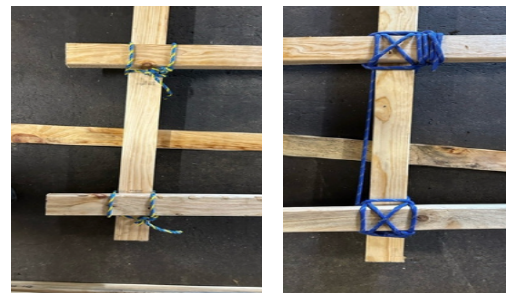
Using ropes, lash the raft frame together using:

- 8 square lashings as shown (red circles),
- 4 diamond lashings as shown (yellow circles).



STEP 3

Square lashing example (left hand photo).
Diamond Lashing (right hand photo).



STEP 4

Place two lots of 3 x 2.4m deck boarding onto raft frame as shown in picture to the right.



STEP 5

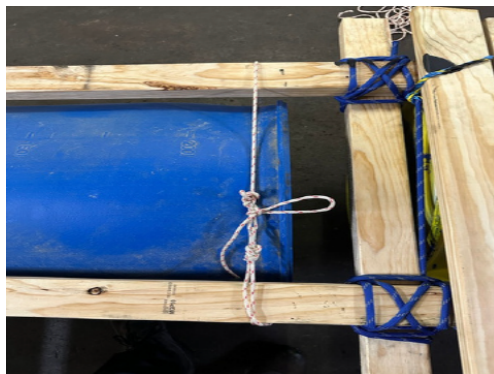
Lash these boards onto the raft frame using a threaded lashing.

Note: Once completed the lashing should be consistent across each board. You will need to double back across all boards as seen in the second picture.



STEP 6

Place 4 x barrels under the raft in the below areas and secure them to the raft using a truckies hitch, as seen in the second picture. At front and rear of the barrel.



TECHNIQUE AND TIGHTNESS

40 POINTS

STABILITY AND SAFETY

30 POINTS

TEAMWORK

20 POINTS

THEME INTEGRATION

10 POINTS

TOTAL SCORE

100 POINTS

SWORD OF THE SPIRIT KNOT RELAY

TEAM: 12 PATHFINDERS

SUNDAY 10:20AM

TIME: 30 MINUTES

THEME LINK

- The Sword of the Spirit is God's Word (Ephesians 6:17). Each knot "cuts through" deception as Scripture does.

DESCRIPTION

- Relay tying knots, threading rope to raft.

OBJECTIVE

- Construct a long rope using a variety of knots, then loosely secure it to an arm or leg using a clove hitch at one end and a bowline at the other.

EQUIPMENT - CLUB SUPPLIED

- 5 x 2 metres of rope

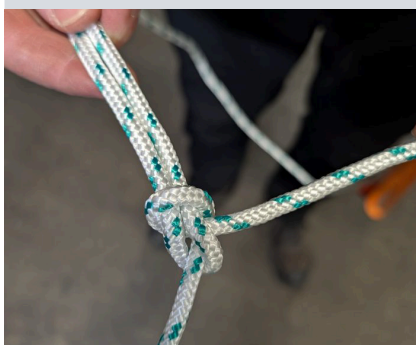
SPIRITUAL TIE-IN

- Wield Scripture to defeat lies.

PROCEDURE

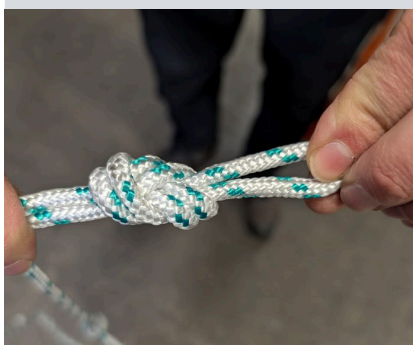
KNOT 1

Bowline tied around the waist of the first person — the anchor.



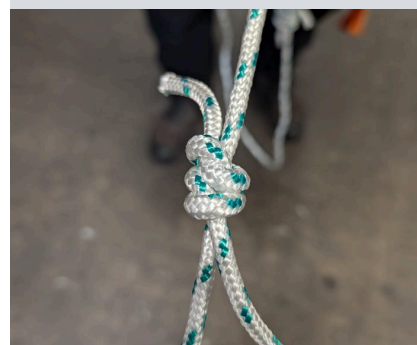
KNOT 2

Figure-eight on a bight (double figure-eight) in the middle of that first rope.



KNOT 3

3 Single fisherman's knot joins on the second rope.

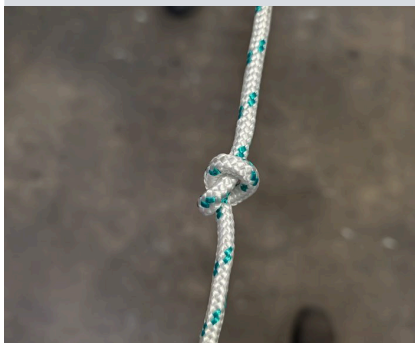


EVENT 6



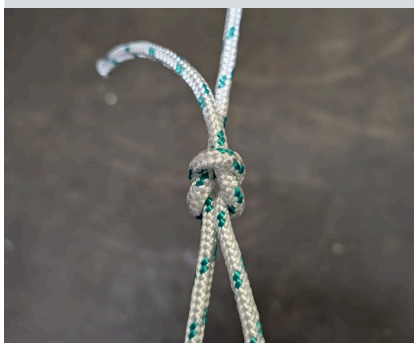
KNOT 4

Granny knot in the middle of the second rope.



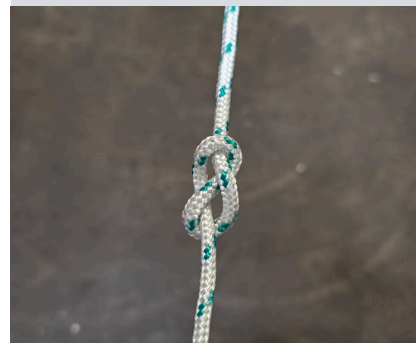
KNOT 5

Reef knot joins on the third rope.



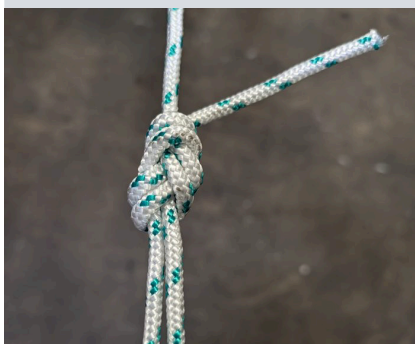
KNOT 6

Single figure-eight in the middle of the third rope.



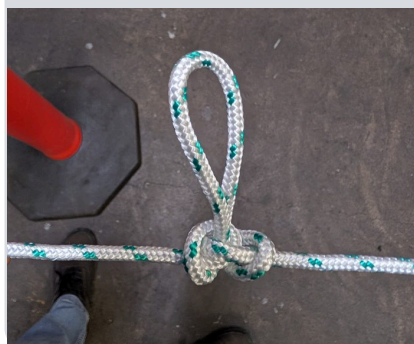
KNOT 7

Re-threaded figure-eight (figure-eight follow-through) joins on the fourth rope.



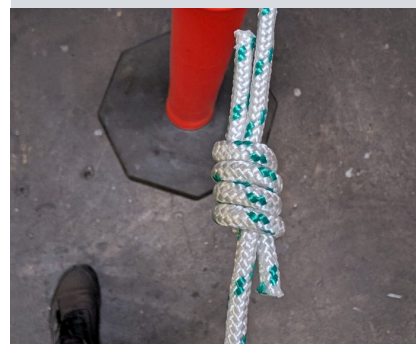
KNOT 8

Alpine butterfly in the middle of the fourth rope.



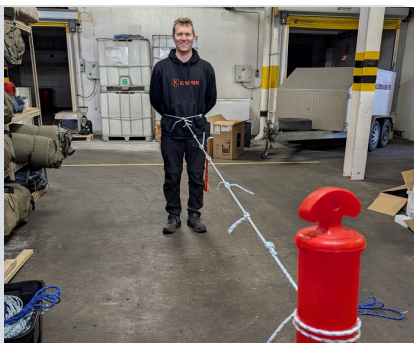
KNOT 9

Double fisherman's knot joins on the fifth rope.



KNOT 10

A loose clove hitch ties the end of the fifth rope to a volunteer's arm or leg – relay complete.



KNOT ACCURACY (5 POINTS PER KNOT)

50 POINTS

SPEED & RELAY FLOW

30 POINTS

VERSE RECITATION (EPHESIANS 6:17)

20 POINTS

TOTAL SCORE

100 POINTS

FEET SHOD WITH PREPARATION NAVIGATION CHALLENGE

EVENT 7

TEAM: 6-8 PATHFINDERS ACROSS EACH LEVELS

TIME: 30 MINUTES

SUNDAY 10:40AM

THEME LINK

- Preparation of the Gospel of peace (Ephesians 6:15) with feet ready to follow God's leading.

DESCRIPTION

- Orienteering to find hidden "Victory Banner" (Ephesians 6:13 quote), place on raft.

OBJECTIVE

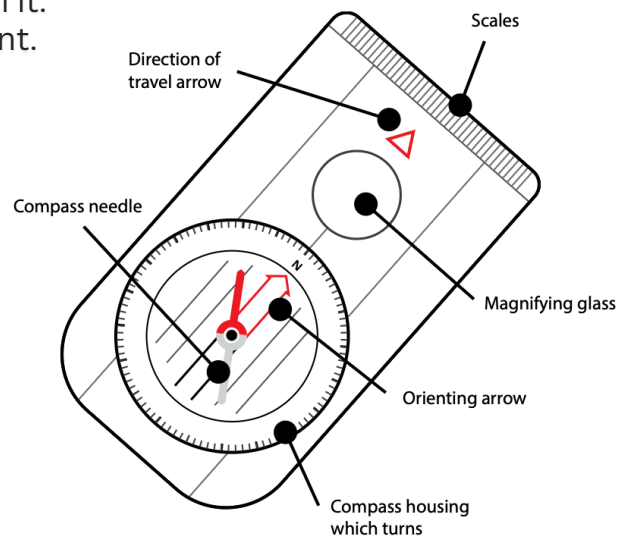
- Navigate accurately using map and compass.

EQUIPMENT - CLUB SUPPLIED

- 2 Compasses. (Conference provides map & course)
- Victory Banner with the words "Stand Firm" on it.
- Banners given to District Directors before event.

PROCEDURE

- Identify the parts of a compass.
- Locate the following features on a map: knoll, cliff, spur, saddle, and creek junction.
- Complete a map and compass navigation activity by following the instructions provided on the day to locate a flag.
- Securely attach the flag to your raft.



NAME PARTS ON COMPASS	30 POINTS
SHOW FEATURES ON MAP	50 POINTS
GENERAL MAP & COMPASS WORK	100 POINTS
PLACE BANNER ON RAFT	20 POINTS
TOTAL SCORE	200 POINTS

FULL ARMOUR CAMPFIRE COOK-OFF

TEAM: 8-10 PATHFINDERS **SUNDAY 11:40PM**

TIME: 50 MINUTES

OBJECTIVE

- Demonstrate fire-building, safe open-fire cooking, and healthful meal preparation with teamwork and spiritual application.

EQUIPMENT

- Firewood and tinder.
- Matches (clubs may use 3 matches without penalty).
- Camp cooking equipment (e.g. billy, frypan, pot, grill, utensils, tongs, oven mitts).
- Ingredients to prepare a balanced vegetarian meal.
- Plates, cutlery, and serving utensils for presentation.
- Water for cooking and fire safety, plus basic cleaning supplies.

PROCEDURE

- Time limit includes fire building, cooking, and presentation.
- Build and light a safe cooking fire using no more than 3 matches (e.g. hunter's fire, reflector fire, or teepee fire). Five points will be deducted for each additional match used.
- Demonstrate safe fire practices, including a cleared fire area, appropriate clothing, and constant supervision.
- Prepare a balanced vegetarian meal using at least three cooking methods (e.g. boiling, frying, baking in coals, or cooking bread on a stick).
- Present the meal attractively, briefly explain how it relates to the theme "Stand Firm", and offer a short prayer of thanks. Meals will be judged on presentation,



EVENT 8

FIRE SAFETY & TECHNIQUE	80 POINTS
COOKING SKILL & METHODS	80 POINTS
MEAL QUALITY (TASTE, NUTRITION, PRESENTATION)	80 POINTS
THEME INTEGRATION	30 POINTS
TEAMWORK & PARTICIPATION	30 POINTS
TOTAL SCORE	300 POINTS

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