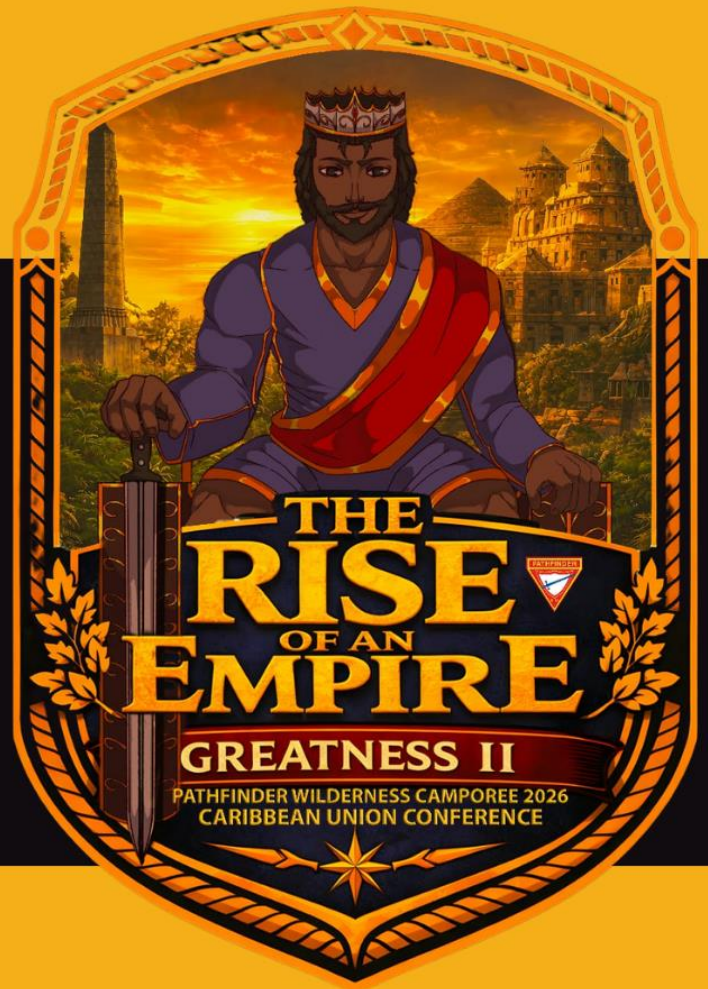




CARIBBEAN UNION CONFERENCE

PATHFINDER CAMPOREE CHALLENGES



Greatness II Pathfinder Wilderness Camporee
March 31 to April 5, 2026 | Loo Creek, Guyana



Introduction

Welcome to the **Greatness II Camporee Challenge Handbook** — your official guide to participation in the Challenge, Novelty, and Recreational events of this historic gathering of Pathfinders and Master Guides.

The Greatness II Camporee Challenge is designed to test skill, strengthen character, build teamwork, and deepen spiritual commitment. Each activity has been intentionally structured to promote discipline, cooperation, creativity, physical endurance, leadership development, and Christ-centered service.

As participants in these challenges, you are expected to demonstrate:

- Christian conduct and sportsmanship
- Respect for leadership and fellow campers
- Punctuality and preparedness
- Excellence in execution
- Commitment to safety standards

This handbook provides the official guidelines for all Challenge, Novelty, and Recreational Activities, including team composition, instructions, and preparation requirements. All Fields, Missions, and Conferences are strongly encouraged to review this document carefully and ensure that teams are properly trained and equipped.

May this handbook guide your preparation and inspire you to pursue greatness — not for recognition, but for faithful service.



CHALLENGE ACTIVITIES

Challenge	Instructions	No. of Persons per Team	Remarks
Knot Tying	Each team shall tie a total of forty-two (42) knots selected from the approved list provided. Each participant must tie seven (7) knots.	6 persons (2 Master Guides, 4 Pathfinders – mixed gender)	May also serve as a teaching session.
Camp Craft (Campsite Beautification)	Each contingent shall construct a minimum of two (2) functional pieces of camp furniture (e.g., table, chair, bench, tower, bed, etc.).	Contingent Project	Teams may use vine or synthetic rope.
Semaphore	One message will be sent by the Instructor. The receiving team must accurately interpret the message and relay it to another set of team members using semaphore flags. Each team must provide one (1) pair of flags.	4 persons (2 Master Guides, 2 Pathfinders – mixed gender)	Signaling method from the Explorer Manual will be used.
Track, Trail & Nature Hike	Participants will be instructed in trail signs and subsequently participate in a nature hike where they must identify and correctly follow the posted signs. Long pants, comfortable footwear, and a bottle of water are required.	8–12 persons (mixed gender; Master Guides & Pathfinders)	Training Event
Road Relay	Participants will compete in a staggered relay race covering a distance between 200–600 metres.	8 persons (3 Master Guides, 5 Pathfinders – mixed gender)	
Drill Display	Each squad will be allotted eight (8) minutes: four (4) minutes for Standard Drills and four (4) minutes for Fancy/Precision Drills.	15–30 persons per squad (Maximum ⅓ Master Guides)	Numbers will be drawn. Event spans two days.
Church Heritage	Study guide on Caribbean Union history will be provided. Participants must bring an electronic device (tablet or computer) for the activity.	3 persons (1 Master Guide, 2 Pathfinders – mixed gender)	

Challenge	Instructions	No. of Persons per Team	Remarks
Bible Connection	Participants must study Daniel Chapters 1–6 (NKJV). Electronic device required for participation.	1 Pathfinder per Field	
Pathfinders Got Talent	Individuals or groups shall present a musical or instrumental piece.	Individual or Group	
First Aid	Teams must demonstrate theoretical and practical knowledge from the six (6) Pathfinder classes and the First Aid Honour (Basic & Standard). Each team must bring a First Aid Kit and rescue mat.	6 persons (2 Master Guides, 4 Pathfinders – mixed gender)	Each contingent must provide one (1) additional person to act as casualty (not part of team).
Camp-a-Thon / Survival Zone	Teams must erect two (2) pieces of camp furniture, pitch one (1) pop-up tent, build three (3) fires, and prepare a meal without conventional cookware (no pots or pans permitted). Teams must report to the competition line with cutlass(es), rope, pop tent, and food items.	10–15 persons (Mixed; Maximum ⅓ Master Guides)	Teaching Event
Obstacle Challenge	Event includes physical fitness components: Flex Arm Hang (females), Pull-ups (males), Sit-ups (all), and additional terrain challenges (e.g., swamps, hills).	10–12 persons (Mixed; Maximum ⅓ Master Guides)	Teams must come prepared for varied terrain.
Shuttle Run	Participants must transport three (3) sticks individually across a 50-metre distance.	6 persons (2 Master Guides, 4 Pathfinders – mixed gender)	
2K Team Run	Team members must complete the 2-kilometre run together and cross the finish line simultaneously.	3 persons per Field/Zone (1 Master Guide, 2 Pathfinders)	All three must complete race together.

NOVELTY ACTIVITIES

Activity	Instructions	No. of Persons per Team	Remarks
Drumline	Each band will perform for a maximum of five (5) minutes.	Unlimited	
Water Relay	Teams must transfer water using a bowl from the front to the back of the line while minimizing spillage.	10 persons (3 Master Guides, 7 Pathfinders)	
Wood Cutting	Master Guides will split a log lengthwise. Pathfinders will then cut the pieces into eight (8) smaller sections. The event concludes when logs are stacked in a criss-cross formation.	2 Master Guides, 2 Pathfinders (mixed gender)	Training Event
Scenes & Themes Beautification	Each Field/Mission/Conference shall decorate the entrance of their camping area to reflect the Camporee Theme.	Contingent	

RECREATIONAL ACTIVITIES

Activity	Instructions	No. of Persons per Team	Remarks
Volleyball	Six (6) players on court at any time (4 Pathfinders, 2 Master Guides).	12 persons per team (4 Master Guides, 8 Pathfinders)	Tournament format
Balloon War	Teams attempt to eliminate opponents by striking them with water balloons. If a balloon misses its target, the thrower is eliminated.	6 persons (2 Master Guides, 4 Pathfinders)	
Tug of War	Teams must pull the opposing team across a designated line.	12 persons (4 Master Guides, 8 Pathfinders)	Tournament format
Zipline	Novelty event.	As assigned	
Canoeing	Novelty event.	As assigned	

MATERIALS FOR PREPARATION

Each contingent must ensure their preparation package includes:

- The approved **List of Knots**
- Semaphore charts (Explorer Class)
- Sign Language charts (Explorer Class)
- Track and Trail signs (Pathfinder Manual)

LIST OF KNOTS

Pathfinders' Knots		Master Guides' Knots
Anchor's Bend	Cat's Paw	Bowline on a Bite
Bowline	Stevedore Knot	Carrick Bend
Clove Hitch	Strangle Knot	Double Bowline
Dog Shank	Pipe Hitch	Double Carrick Bend
Figure of Eight	Miller's Knot	Double Sheet Bend
Figure of Eight Loop	Constrictor Knot	Fisherman's Eye
Fisherman's Knot	Killick Hitch	Hunter's Bend
Granny Knot	Round Turn & Two Half Hitches	Manharness Knot
Lark's Head	Square Knot	Triple Bowline
Lariat's Loop	Slip Knot	Triple Figure of Eight
Sheepshank	Tautline Hitch	Alpine Butterfly Knot
Sheet Bend	Timber Hitch	Prusik Knot
Surgeon Knot	Two Half Hitches	Slipped Sheet Bend
Overhand Loop	Overhand Knot	Fireman's Chair Knot

