

# BIBLE HUNT

OBJECTIVE	Greater acquaintance with the Bible and teamwork
PARTICIPANTS	6 Pathfinders
EQUIPMENT	NAD Pathfinder Bible Bible Reference Cards Cardholder Bucket
PROCEDURE	Team members will line up in single file behind the start/finish line. At the starting signal pathfinder #1 races to the action line where a line judge stands soberly with a Bible in hand, and a bucket with Bible reference cards at his feet. Pathfinder #1 takes a card from the bucket, reads the card to determine which text to find, hands the card to the judge in exchange for the Bible, then proceeds to find the correct book and chapter and verse indicated on the card, and shows the correctly located Bible verse to the judge. Pathfinder #1 then carefully hands the Bible back to the judge, then darts back to the start/finish line to tag pathfinder #2, who repeats the same process. The sequence of events continues until all 6 pathfinders have completed a turn. Time is counted until pathfinder #6, traveling at great velocity, crosses the start/finish line.
SCORE	First Place                    3 minutes (180 seconds) Second Place                181 – 220 seconds Third Place                    over 3 minutes and 31 seconds
PENALTIES	Any team member completely unable to find the Bible text will drop the team score by one place.  Any team member who drops the Bible will drop the team score to third place.