

CATCH THE SNAPPER

EQUIPMENT: For each team, 4 hiking staves, 7 8 foot-lengths of sash cord, 1 mousetrap.

PROCEDURE: Unit and equipment are on one side of a line representing bank of a river. A cocked mousetrap ("snapping turtle") is on the other side of a line, 10 feet from the first. On signal, Pathfinders lash the four staves into a fish pole, provide it with a fish line and attempt to catch the "snapper." If they spring the trap without getting it, they may reset it. If they fail in three attempts, they are disqualified.

SCORING: Unit that catches "snapper" first with the fewest "springs" wins.

