

BIBLE PAIRS GAME

The purpose of this event is for a team of six Pathfinders to work together in matching Bible Pairs. All necessary equipment will be provided by the Conference.

TEAM PARTICIPANTS: Six (6) Pathfinders

MATERIALS:

- 1 - Bucket
- 1 – A set of wooden bible tiles
- 1 - 2' x 4' board or table

INSTRUCTIONS:

The six members of the team begin at the Start Line. When the signal is given, all team members will run approximately 20 feet to the working area. Forty individual Bible items/persons/places* (on small wooden tiles) will be in a bucket. The team will dump out the tiles, and work together to locate twenty Bible pairs and place them side by side on the game surface. When complete, the team members must return to the Start Line, and the time is stopped. There will be a 10 second penalty for each error.

SCORING:

First Place	under 1 min.
Second Place	1 min. 1 sec. and up to 1 min. 45 sec.
Third Place	over 1 min. 45 sec.

- A list of Bible pairs is attached; the twenty pairs will be taken from the list

MOSES	BURNING BUSH
JOSHUA	CALEB
ADAM	EVE
AMRAM	JOCHEBED
GARDEN OF EDEN	TREE OF LIFE
URIM	THUMMIM
SODOM	GOMORRAH
ISRAEL	SAMARIA
JOSEPH	BENJAMIN
AARON	BUDDING ROD
ABRAHAM	SARAH
ABRAM	SARAI
HAGAR	ISHMAEL
ISAAC	REBECCA
CAIN	ABEL
JACOB	ESAU
ELIJAH	ELISHA
CANA	WEDDING FEAST
RUTH	BOAZ
ELI	SAMUEL
5 LOAVES	2 FISHES
LOST SHEEP	MISSING COIN

SEA OF GALILEE	STORM
MARY	MARTHA
ZACHARIAS	ELIZABETH
JOHN THE BAPTIST	JORDAN RIVER
CROWN OF THORNS	KINGLY ROBE
TOMB	LAZARUS
PAUL	SAUL
STEPHEN	STONING
PETER	ANDREW
JAMES	JOHN
MATTHEW	ZACCHEUS
FIRST DAY	LIGHT
SECOND DAY	AIR
THIRD DAY	LAND AND PLANTS
FOURTH DAY	SUN, MOON, STARS
FIFTH DAY	BIRDS & FISH
SIXTH DAY	ANIMALS & MAN
SEVENTH DAY	SABBATH
SATAN	LUCIFER
DAVID	JONATHAN
BATHSHEBA	SOLOMON
SLING	STONES

FIRST COMMANDMENT	NO OTHER GODS
SECOND COMMANDMENT	NO GRAVEN IMAGES
THIRD COMMANDMENT	DO NOT TAKE THE NAME OF THE LORD IN VAIN
FOURTH COMMANDMENT	BLESSED SABBATH
FIFTH COMMANDMENT	OBEDIENCE TO PARENTS
SIXTH COMMANDMENT	DO NOT KILL
SEVENTH COMMANDMENT	PURE LIVES
EIGHTH COMMANDMENT	DO NOT STEAL
NINTH COMMANDMENT	DO NOT LIE
TENTH COMMANDMENT	DO NOT COVET