



Pathfinder Staff Manual



North American
Division
Pathfinder
Ministries

A Complete Guide to Organizing and Operating an Effective Club

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Preface

Since its adoption in 1950 by the General Conference Youth Department, the Pathfinder Club has developed into a worldwide organization. The inter-personal relationships and the power of influence by consecrated leaders has shaped the lives of thousands of Pathfinders.

Pathfinding has been successful because it attracts members by a positive "do" approach. A year-round activity highlighted by conference-wide fairs, investitures, and camporees, the Pathfinder Club is for those in grades 5-10.

The key to the success of any organization is well-trained and dedicated leadership. In most conferences an annual Pathfinder Staff Training Course is offered with instruction in basic organizational leadership and specialty courses for experienced Pathfinder staff members. During the past several decades a basic Pathfinder Training Course has been in use. As the program grew, many ideas were generated, which needed to be brought together into a printed manual for easy reference. In the 1970s the North American Youth Department Advisory Committee voted to prepare a Pathfinder Staff Manual.

A committee composed of Clayton Child, Danny Davis, Lorenzo Grant, John Hancock, Norm Middag, Jack Olson, and Milo Sawvel, with Leo Ranzolin as chairman and Susan Pettibone as secretary, met in Washington, DC, to outline this manual. A large amount of material gathered through the years from division and conference bulletins and training booklets, was considered by this committee. Norm Middag and Milo Sawvel were preparing comprehensive Pathfinder staff training manuals for their conferences at the time, which formed

the basis for much of the committee's work. Other individuals who made contributions to the manual were Frank Phillips, LeRoy Taylor, Jim Harris, Harry Garlick, Ron Wisbey, and Winston DeHaven.

The Pathfinder Staff Manual that resulted served the North American Division for over a decade. In 1988, the North American Division Pathfinder Committee voted that the Manual should be revised to keep pace with the changing times. Those contributing to the revision were Norm Middag (chairperson), Terry Bolton, Charles Case, J. C. Hicks, Al Williamson, Terry Dodge and Glen Milam.

While this manual is not exhaustive in content, it has brought together a wealth of material that is adequate to guide Pathfinder directors and staff members in the understanding of all aspects of the Pathfinder program. It will also form the basis for conference-sponsored Pathfinder training courses.

Pathfinding has proven to be one of the great soul-winning agencies of our church, with a leadership that dedicates its time, talents, and energies, to keeping the program running smoothly. It is designed to help Pathfinders sense their God-given destiny and keep them marching together in step toward the Kingdom of God.

North American Division
Pathfinder Committee

Philosophy and Objectives

Pathfinder Philosophy

Training and saving young people is one of the most important missions of the Seventh-day Adventist church. Scientists tell us that childrens' brain patterns are formed by the time they reach twelve years of age. This means that during their early, formative years it is crucial that they be taught good habits. Centuries ago the Scriptures recorded, "Bring up a child in the way he should go, and when he is old he will not depart from it" (Proverbs 22:6). This is more than a cliché—it is now a proven fact.

The church must accept an increased responsibility in influencing the child for Christ because of the breakdown of social structures. Within the Adventist church the divorce rate is no different from the general public. In one out of every five Adventist homes the spouse is not an Adventist. This means that in those families there is only one parent to provide the encouragement and incentive needed to lead the children to Christ. Even in two-parent homes both parents often work away from home, spending little time with the children. This reduces the effectiveness of the home influence and adds to the responsibilities of the church.

Only about 50 percent of Adventist children in Grades 1-8 are attending church school, and in some churches the percentage is less. The church is challenged to nurture these children from Adventist homes who are attending public school. Pathfinderism has the potential to meet their needs.

Pathfinder Objectives

The Pathfinder club, a church-centered recreational and spiritual program, is designed for both boys and girls, grades 5 through 10. The program offers action, adventure, challenge and group activities that produce team spirit and loyalty to the church.

One of the Pathfinder clubs' basic purposes is to fulfill the Elijah message of Malachi in which

the "hearts of the parents are turned toward their children and the hearts of the children are turned to their parents." As parents and church members work, worship and play together with the Pathfinders, the so-called generation gap disappears in a bond of common experience. Children learn best by example; the whole Pathfinder philosophy is built on this idea. It is important, then, that spiritually committed, dedicated leaders of high principles be chosen to work with the Pathfinders.

The ideals and objectives of the Seventh-day Adventist church must be made attractive through an activity program which appeals to this restless age and so, much of the Pathfinder club program is physical action.

The Pathfinder club provides a key step in the educational program of the church for it provides the opportunity to take children out of a classroom setting into outdoor adventure.

The Pathfinder objectives require a commitment from the Pathfinder leaders.

Help Pathfinders to understand that the church loves, cares for and appreciates them and needs them in its total program.

Show Pathfinders what God has planned for their lives.

Train Pathfinders for missionary service.

Teach them that witnessing about God to others is not a once a week activity. It is a daily way of life, and it can be focused through such activities as Can collecting, mission trips, YES Corps, Ingathering, singing bands, and community service projects.

Work for the salvation of each individual Pathfinder.

Seventy percent of all Adventist children who eventually become members of the church make their decision before the age of 14. "Children of eight, ten, or twelve years are old enough to be addressed on the subject of personal religion" (*Testimonies*, Vol. 1, p. 400).

Develop the Pathfinder's appreciation for nature and a concern for the environment. "In order for children and youth to have health, cheerfulness, vivacity, and well-developed muscles and brains, they should be much in the open air, and have well-regulated employment and amusement" (*Counsels to Parents, Teachers, and Students*, p. 83).

During campouts, nature activities, and studying for nature honors, Pathfinders learn firsthand about the creative power of God. The study of nature develops a fellowship with the Creator-God.

Teach Pathfinders specific skills and hobbies that will make their life meaningful and will occupy their time profitably. Pathfinders like to make things out of wood, plastic, steel, clay, felt, yarn and other materials. It brings them great satisfaction to put together an engine that runs, or a radio that plays. Pathfinder clubs should encourage this through Pathfinder honor classes.

Help keep Pathfinders physically fit.

"An understanding of the philosophy of health is a safeguard against many of the evils that are continually increasing... (*Counsels to Parents, Teachers, and Students*, p. 138).

"The children need to be instructed in regard to their own bodies...Show them that if they violate the laws of their being they must pay the penalty by suffering disease."

"Recklessness in regard to bodily health tends to recklessness in moral character" (*Testimonies*, Vol. 2, pp. 536, 537).

"Whatever promotes physical health, promotes the development of a strong mind and a well-balanced character. Health should be as faithfully guarded as the character. A knowledge of physiology and hygiene should be the basis of all educational effort" (*Education*, p. 195).



Pathfinders should be given an opportunity to sign the Temperance Pledge, determining never to use drugs, alcohol, tobacco or any other thing that is harmful to their health. (Available from

AdventSource, cat #500300). They need to learn that to deny appetite increases strength and stamina for the emergencies of life. By so doing they present their bodies as a living sacrifice to the Creator.

Give opportunities for the development of leadership.

The Pathfinder club is a democratic organization

where members learn to work together and share in leadership responsibility. They learn discipline, obedience, resourcefulness, patriotism and the processes of group dynamics.

The aims of Pathfinding do not include trying to cast every boy and girl into one mold. Rather they encourage each Pathfinder to develop to the best of his or her capacity. The Pathfinder club program should not be planned solely by adults in a staff meeting. Pathfinders should be included in both the planning and the execution of the program.

Develop a balanced physical, mental, social and spiritual life.

Luke 2:52 says, "And Jesus increased in wisdom and stature, and in favour with God and man. True education is the preparation of the physical, mental, and moral powers for the performance of every duty; it is the training of body, mind, and soul for divine service. This is the education that will endure unto eternal life" (*Christ's Object Lessons*, p. 330).

Leaders should be concerned that there is harmonious development of each Pathfinder to assure that they become a good citizen of this world and the world to come.

Mission Statement

"The North American Division Pathfinder Ministries is an organization of the Seventh-day Adventist Church, dedicated to meeting the social, physical, mental, and spiritual developmental needs of junior and teen youth by challenging the Pathfinder to experience a personal relationship with Christ, having a sense of achievement and responsibility, and developing respect for God's creation including his fellowman."

Goals

Pathfinder Ministries seeks to meet the Pathfinder's present and unfolding needs, to the end that we bring them to self-fulfillment and maturity in Christian faith, characterized by their decision to:

- Accept Jesus Christ as a personal Savior and Lord
- Reflect internalized Christian values through mature decision-making and behavior
- Exhibit the righteousness, true holiness, and fullness of stature of Christ
- Demonstrate leadership skills, enabled and empowered to become full partners in active, selfless service supporting the mission of the church

(Mission and Goals voted January 29-31, 1995 in Saint Louis, Missouri at the Pathfinder Committee)

Meaning of the Pathfinder Club Emblem

Pathfinder Club

The Pathfinder Club is a worldwide organization sponsored by the Seventh-day Adventist Church.

Three sides (Completeness)

Completeness of the Godhead—Father, Son, Holy Ghost (Matthew 28:19-20).

Tripod of education:

Mental	Class levels and honors.
Physical	Campouts, work bees.
Spiritual	Missionary activities, witnessing

Shield (Protection)

In the Scripture God is often called the shield of His people. “Fear not . . . I am thy shield” (Genesis 15:1).

“Above all, taking the shield of faith, wherewith ye shall be able to quench all the fiery darts of the wicked” (Ephesians 6:16).

Sword (Bible)

The sword is used in warfare. A battle is always won by offense. We are in a battle against sin, and our weapon is the Word of God.

And take the helmet of salvation, and the sword of the Spirit which is the word of God (Ephesians 6:17).

Red (Sacrifice)

Reminds us of Christ. “For God so loved the world that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life” (John 3:16).

“Present your bodies a living sacrifice, holy, acceptable to God...” (Romans 12:1).

White (Purity)

We desire to have the purity and righteousness of Christ's life in our lives.

“He that overcometh, the same shall be clothed in white raiment” (Revelation 3:5).

Blue (Loyalty)

It is the purpose of the Pathfinder Club to help teach us to be loyal to our God in heaven, our parents and our church.

Gold (Excellence)

Standard of measurement. The Pathfinder Club has high standards to help build strong character for the kingdom of heaven.

“I counsel thee to buy of me gold tried in the fire, that thou mayest be rich” (Revelation 3:18).

Pledge and Law

Pathfinder Pledge

**By the grace of God,
I will be pure, kind and true
I will keep the Pathfinder Law
I will be a servant of God and a friend to man.**

Your Pathfinders need to understand the meaning of their Pathfinder Pledge. As they memorize the words have them learn what this means to them.

By the grace of God,	Only as I rely on God to help me can I do His will.
I will be pure	I will fill my mind with everything that is right and true and spend my time in activities that will build a strong, clean character.
I will be kind	I will be considerate and kind not only to my fellow men but also to all of God's creation.
I will be true	I will be honest and upright in study, work and play and can always be counted upon to do my very best.
I will keep the Pathfinder Law	I will seek to understand the meaning of the law and will strive to live up to its spirit, realizing that obedience to law is essential in any organization.
I will be a servant of God	I will pledge myself to serve God first, last, and best in everything I am called upon to be or do.
I will be a friend to man	I will live to bless others and do unto them as I would have them do unto me.

Pathfinder Law

The Pathfinder Law is for me to:

Keep the Morning Watch

Do my honest part

Care for my body

Keep a level eye

Be courteous and obedient

Walk softly in the sanctuary

Keep a song in my heart

Go on God's errands.

The Pathfinder Law is a commitment by the Pathfinder club member. Make sure that the meaning of each phrase is understood as it is memorized.

The Pathfinder Law is for me to

Keep the Morning Watch	I will have prayer and personal Bible study each day.
Do my honest part	By the power of God I will help others, and do my duty and my honest share, wherever I may be.
Care for my body	I will be temperate in all things and strive to reach a high standard of physical fitness.
Keep a level eye	I will not lie, cheat or deceive, and will despise dirty talk or evil thinking.
Be courteous and obedient	I will be kind and thoughtful of others, reflecting the love of Jesus in all my association with others.
Walk softly in the sanctuary	In any devotional exercise I will be quiet, careful and reverent.
Keep a song in my heart	I will be cheerful and happy and let the influence of my life be as sunshine to others.
Go on God's errands	I will always be ready to share my faith and go about doing good as did Jesus.

Pathfinder Song

In the spring of 1949, Henry T. Bergh, John H. Hancock, Clark Smith and Miller Brocket met for the MV Director's Council. Among other items that were worked on, John Hancock suggested to Henry Bergh that he write a Pathfinder song. Henry replied, "I'm no song writer. I've never written a song and I am not a musician." In a letter written to the World Pathfinder Director, Michael Stevenson in 1984, Elder Bergh wrote, "I dispatched that idea very quickly. But along in May 1949, I was driving to a Sabbath appointment at Monterey Peninsula from San Jose (70-80 miles). I was riding along thinking about Pathfinders and about our need for the song and started thinking about a tune. What would be a good tune for a Pathfinder song? Then I thought, well, I could write the words. So I tried to compose a poem.... I started thinking of what things would I want to put in the poem for a Pathfinder song. I thought about the JMV pledge—pure and kind and true, with a message to go to the world, and things started to fall into place. I pulled over to the side of the road, took a piece of paper out of my Bible, and began to write:

*Oh, we are the Pathfinders strong,
The servants of God are we
Faithful as we march along
In kindness, truth, and purity.
A message to tell to the world,
A truth that will set us free
King Jesus the Savior's coming back
For you and me.*

Well, I thought, that's not bad.... I took off again for my Sabbath appointment and got down the road a ways and started to hum a tune. Then I started singing the words with that tune. I have said repeatedly that God gave me the tune because

I am not a musician and I have never written a song before or since. The Lord just gave it to me. I pulled off the side of the road, turned the sheet of paper over, and put down five lines for a staff. I knew enough about music to be able to read it, so I started humming the tune that was going through my mind and putting dots on the staff.... That evening when I got home, I asked my wife Miriam to play this thing for me from the dots on the page. We corrected where I had misplaced the dots and got the tune just as it is today. I still wasn't confident that it was good enough for a Pathfinder Song, so I sent it to Wayne Hooper, who is a personal friend of ours and the musical director for the radio program Voice of Prophecy. I asked Wayne to edit it and to harmonize it. He sent it back and said, 'It's a good song—go ahead and publish it!' So we mimeographed it for use among our Pathfinder clubs (in the Central California Conference). I think that the first time it was really introduced on a conference-wide scale was at the Pathfinder Officer's Convention in Ascilimar, near Monterey, California, January of 1950."

Oh, We Are the Pathfinders Strong

Soy Conquistador Fuerte y Fiel

Nous Sommes les Explorateurs

H. T. B.

Henry T. Bergh

capo on 1st fret

G F#m/G G G B7 C E7/B Am

Oh, we are the Path - find - ers strong, The ser - vants of God are we;
 Soy Con - quis - ta - dor fuer - te y fiel, Un sier - vo de Dios yo soy;
 Nous som - mes les Ex - plo - ra - teurs, Les ser - vi - teurs du Sei - gneur;

C A7 D7 G

Faith - ful as we march a - long, In kind - ness, truth and pur - i - ty.
 Fiel - es mar - cha - re - mos ya Por la sen - da del de - ber.
 Bons, loy - aux et purs, mar - chant Fi - dè - les à la vé - ri - té.

G F#m/G G G B7 C

A mes - sage to tell to the world, A truth that will set us free,
 Men - sa - je ten - e - mos que dar, Ver - dad que li - ber - tá - ra,
 Nous vou - lons an - non - cer à tous Un mes - sage li - bé - ra - teur

C/E Cm/Eb G C G/D D7 G

King Je - sus the Sav - iour's com - ing back for you and me.
 Je - sús muy pron - to re - gre - sa - rá por ti, por mí.
 Bien - tôt des cieux re - vient le Sau - veur, Pour moi, pour vous.

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Section /

Understanding the Pathfinder

The Pathfinder 1

Understanding the Person

Early Childhood (age 4-6)

Early childhood is a time of intense activity. Young children live in a world of make-believe, and people it with strange and fantastic creatures. They are not yet able to distinguish between real and imaginary. They truly believe the big, black dog is a “bear.”

The difficulty of transference from the unreal world of fantasy to the real world gives rise to the “lying” that is common during this time.

At this age, children are filled with curiosity and are constantly asking, “Why?” and “What for?” They are extremely imitative, and will pick up bad words and bad habits without knowing their significance. They want to spend their time in active play rather than be amused. They enjoy stories with jingle and rhyme, and want to have them retold. They are extremely credulous, believing implicitly what parents and other trusted friends tell them.

Middle Childhood (age 6-10)

During middle childhood, there is continued intense activity, but it is more controlled, and motivated by purpose. Children of this age are still curious and have many questions. But reason is now beginning to develop and they draw conclusions from their own observations and thinking. Old things take on new meanings and their world is daily becoming larger. Instead of fantasy, they want stories which could have happened.

Preadolescence (age 10-12)

The junior age is full of noise and ceaseless activity, slow growth, and boundless health. Girls tend to be more developed than boys physically, mentally and even somewhat emotionally. By the

age of 12 this advance has reached two years, but then the boys begin to catch up. Preadolescents are quick to learn and have an amazing power to recall what they have heard or studied.

Preadolescents have a great admiration for people who are able to “do things,” and thrive on hero stories. It is during this period that they have a lively interest in religion. They find it natural to turn to Christ and commit themselves to Him and His way of life.

Mental Characteristics

- Learns rapidly and can memorize easily.
- Eager to investigate and learn. Likes to take things apart and see how they are made.
- Loves stories and good books and likes to read.
- Interested in collecting. Some educators estimate that 90% of all children of this age collect things. They may be gathering four or five different collections simultaneously. This is an excellent time for studying Honors. The Pathfinder club should make available many areas of study. A three-month program on one craft or honor study is usually sufficient.

Physical Characteristics

- Healthy and fit.
- Body and mind is well balanced for coordination. Games, marching, and physical skills are easily learned.
- Restless, wants lots of activity and noise.

Social Characteristics

- Likes secret codes and adventure.
- Has an independent spirit but is learning teamwork.
- Has a natural wanderlust.
- Worships heroes.
- Has little interest in the opposite sex.

Spiritual Characteristics

- Interested in spiritual things and in the work of the church.
- Ready for baptism (peak age is 12).
- Likes “share your faith” activities and delights in awards, ribbons, and trophies.
- Easy to instruct in religion; accepts and believes what is taught.

Early Adolescence (age 13-15)

Early adolescence brings rapid growth with its awkwardness and lack of coordination. It also causes embarrassment because certain organs, such as the nose, mouth, and feet grow more rapidly than the rest of the body. Early adolescents often feel like “ugly ducklings” and fear that they will always be that way. They begin to develop an interest in the opposite sex, with accompanying bashfulness. Mental development makes definite gains, replacing credulity with criticism. They give much time to daydreaming and thinking about the future. Kids this age tend to be altruistic, challenged to do worthwhile things in the world. Religious interest continues; spiritual beliefs begin to depend on experience, rather than the mere acceptance of facts.

Mental Characteristics

- Alert, but subject to daydreaming.
- Learns quickly.

Physical Characteristics

- Excellent health, second only to the preadolescent period.
- Rapid physical growth, accompanied by a tremendous appetite.

- Clumsy due to muscle growth falling behind bone structure growth.
- Dealing with sexual changes and hormones that influence behavior.
- Girls, on average, are taller than boys at 12 and 13, slightly taller at 14, less tall at 15 and 2 inches shorter at 16.

Social Characteristics

- Aware of social status with a fear of being labelled “different” from the group. Seeks group approval for all activities.
- Looks for more individual freedom and has a new discernment of the inward qualities of individuals.
- Interested in money.
- Has frequent mood changes. In the morning they may be generous, in the afternoon they may be greedy. One hour they are astonishingly self-conceited, and the next, timid.
- Attracted to the opposite sex but not yet prepared to handle one on one male/female relationships. Group activities are the best way for them to learn these relational skills.

Spiritual Characteristics

- Interest in spiritual things is waning slightly, but they are influenced by the attitudes of the group. The second largest number of adolescents are baptized at age 13.
- Less likely to demonstrate their feelings on spiritual matters or convictions.
- Has conflicts with conscience.

Middle Adolescence (age 16-17)

Growth continues to be rapid, teens usually reach full height by the end of this period. They are developing their own individuality.

Mental Characteristics

- Questions everything and wants proof before accepting it.
- Respects “scholarship” and the opinions of important people.
- Becomes idealistic.

Physical Characteristics

- Developing sexually.
- Has reached 85 percent of his adult height and weight.
- Muscles are developing; likes physical fitness programs.

Social Characteristics

- Likes social groups and wants to be surrounded by special friends.
- Critical, often brutally frank in expressing opinion about others.
- Sensitive, guided by public opinion and social pressure.

Spiritual Characteristics

- Either goes on recognizing social and spiritual values or loses interest.
- Builds on the spiritual foundation already laid.

Later Adolescence (age 18-24)

Physically, this is a time of slow growth; those late in maturing catch up with the others. The personality emerges and character becomes relatively fixed. Whatever doubts there have been in connection with religion have either been thought through and a satisfying basis for faith found, or there is the casting off of religion as a relic of the past, with disillusionment resulting in cynicism. Interest in sex may have found expression in love and marriage, and the founding of a home.

Adult Life

Early adult life is characterized by good health and the joy of living. There is the serious business of rearing a family, the struggle for social recognition, and the urge for economic security. There is the desire for increased responsibility in anticipation of creative labor, and the joy of greater accomplishments. The religious life, depending on past training, is either one of faithfulness and worthy service, or one of indifference, with a preference for personal relaxation.

In middle adulthood there can be increasing worry and tension due to increased responsibilities. Many adults become despondent because of unrealized hopes and turn their attention from themselves toward their children. Some, however, who have been slow in maturing are just

beginning to “find” themselves. Once their children are raised, many find more time and money to give to the church, and often become effective church leaders.

Emotions

Emotions are the driving forces behind many decision and actions in life. When people feel deeply about their convictions, they are led to do something about them. A few primary emotions are discussed here.

Hatred. Behind hatred may be envy, jealousy, greed, prejudice, fear, wrongs suffered, or a sense of frustration. Hatred is a vicious, violent emotion which leads to a desire to kill, and will do so unless restrained by fear of the consequences.

Fear. Fear may come from a concern for one's safety, or the welfare of others. One may fear the loss of health, money, reputation, or soul.

Fear of the unknown inhibits a person's enjoyment of life. Among the ignorant it leads to superstition, among the educated it slows down productivity.

Anger. Anger can result from frustration, not getting what one wants, or the lack of obedience to one's orders. It may also stem from irritation, which may increase with ill health, an effort to cover up a feelings of inferiority, chagrin or defeat; or righteous indignation, a feeling that injustice has been done. Anger becomes a negative emotion when it is harbored and not dealt with.

Joy. Joy is a lasting quality of life. Jesus was filled with joy, and He was anxious that His disciples have it. “These things have I spoken unto you, that my joy might remain in you, and that your joy might be full” (John 15:11). He prayed to the Father that His disciples might experience joy.

Sorrow. Sorrow may come from a sense of shame for wrongdoing, misfortune which has befallen one's self or others, or the loss of some loved one by death. Christians have a Comforter in the Holy Spirit, who helps them to be victorious over the ills of life and softens their sorrow through the hope that is found in Christ.

Jealousy. Jealousy may be the product of selfishness, which makes a person envy the talents or success of others. It comes from distrust, lack of faith, or folly. Associated with it is the fear of losing someone who means a lot. Jealousy feeds on suspicion, and keeps a person utterly wretched. It can lead very easily to hatred, revenge, and malice.

Amusement. Amusement comes from having a sense of humor, and seeing the ridiculous side of things. The individual who, in the midst of life's perplexities, is able to feel amused, will not be broken by worrying about what cannot be helped.

Habit Formation

Instincts are inborn tendencies which cause a person to react in certain ways, but habits are acquired. They are built by saying or doing something over and over again until it becomes automatic.

Any stimulus produces a nerve current that passes over the sensory nerves to the brain where a connection is made with the motor nerves, resulting in a response. When an action is repeated a "track" is laid over which nerve currents may pass. The more often something is repeated, the easier it becomes to do until it can be performed without any thought. That is why, once a habit is established, it is hard to overcome.

The probability of a habit forming depends on several factors. **Frequency.** Each time a thing is thought or done, it is easier for it to be repeated. **Recency.** If it is done daily, it is easier for it to become a habit than if it happens only once a week. **Intensity.** Is it charged with emotion? Does it make a deep impression? If so, it is easier to repeat. **Satisfaction.** If the action is enjoyable, it is easier to repeat than if it is unpleasant.

For example, if a person studies the Bible at a regular time each day a habit will soon be established. But if the Bible is read only once a week, the lapse of time erases the "track." A habit is not likely to develop. If the person feels that God is speaking to them through the Bible rather than just doing it to report daily study at Sabbath School, the habit will be strengthened. Finally, if the person enjoys Bible study and has questions that keep them to studying, the habit will be easy to keep up.

To break a bad habit, it is necessary to reverse the process. If it cannot be broken off completely at

once through the power of the will, more time must be placed between the stimulus and the response. In one's thinking there must be a real desire to break the habit. When the habit is mistakenly repeated it should bring regret and shame rather than the satisfaction it once brought. Habits can be hard to break but God promises us the victory through His power. A relationship with Jesus and prayer for victory are the most reliable way to change habits.

Basic Psychological Needs

What is the cause of behavior? Usually it is an effort to meet a psychological need. Like physical needs for air and food humans have emotional needs, too. Most psychologists agree that it is not intellectual but emotional growth and change that are of central importance. A young person's feelings, not understandings, are the major forces which move them.

Effective Pathfinder leaders understand a Pathfinder's basic psychological needs. Some of these are discussed below.

Physical Activity

Physical activity is the way adolescents grow muscles and build strong circulation. Sitting still for long periods of time is unhealthy. All programs must provide frequent physical activity.

Status-Security

Adolescents have a strong desire for belonging. They need to feel they make an indispensable contribution to the group.

They also need to feel that they can count on the loyalty and support of someone no matter what they do. Parents, teachers and youth leaders violate this need when they compare one teen unfavorably with another. Competitions, prizes and contests often make adolescents feel unworthy. They need to succeed in order to preserve their ego.

Individuality

"Every human being, created in the image of God, is endowed with a power akin to that of the Creator,—individuality, power to think and to do...It is the work of true education to develop this power" (*Education* p. 17).

“Those who weaken or destroy individuality assume a responsibility that can result only in evil” (*Education* p. 288).

Each adolescent is dynamically developing in his or her own distinctive way. A leader notices each one’s characteristics, interests, abilities, friends, and ambitions. The leader can bring out previously undiscovered abilities that make a shy Pathfinder into a leader or transform a rebel into a helper.

One young person wrote, “Children don’t want to be pets, possessions, burdens, responsibilities, but individuals.” He went on to say, “Children are regarded by many adults as only children, and that what they say, think or do is never important. They are regarded as young children playing in a sandbox to be interrupted at the whim of an adult merely to fetch his glasses.”

The effective leader finds activities that appeal to each member of the group. Fill the club room with whatever it takes to cater to each individual.

Social Approval

Psychologists agree that social approval is one of the most powerful forces by which personality and behavior are determined. Each person craves being regarded as a regular person and accepted by his peer group. It is a terrible feeling to be a social failure, and few have the courage to face it.

Sometimes parents, teachers and youth leaders ask teens to dress or act in a way that will likely win the disapproval of their peer group. While teenagers desire the approval and companionship of adults, they will seldom buy this at the expense of the disapproval of their peer group. It is very important that approved conduct on the part of the members be accepted by the entire group.

Desire for New Experience

Adolescents soon tire of a fixed routine. They have an overactive curiosity and an interest in the strange and unfamiliar. The effective leader will plan an exciting, stimulating program.

Principles of Character Development

“Character-building is the most important work ever entrusted to human beings” (*Education* p. 225).

Character is hard to define but it is revealed by a person’s actions—especially in an emergency or when no one is watching. Character is the

total sum of a person’s willpower, self-control and values. There are two important components of character—the power of choice (willpower), and the power of self-control.

Building a character starts when a child is very young and continues throughout life. The parents are entrusted with the God-given responsibility for developing the character of a young child. As the child grows older the church and its programs play an increasingly important role in his or her character development. When children start school, the influence of their teachers and the school environment begins to have an effect on their character building. They are also affected by TV, radio, magazines and other media. Ultimately, children are responsible for their own character development through the choices they make in life.

Forming Character

Character is formed in four basic ways, through modeling, instruction, discipline, and making choices. Children model their value systems on the example of their parents. As they grow older they look to teachers, pastors, and other adults such as Pathfinder leaders for modeling examples.

Along with modeling comes instruction. Children need to be told as well as shown what is the basis of making value judgments.

Through discipline, parents, teachers, and leaders help children to learn self-control. Discipline should not be confused with punishment, however. Children best learn self-control through a democratic-style of leadership that models self-control rather than through an autocratic style which “tells” them how to behave or a hands-off style which gives them no guidelines at all.

Learning how to make choices is the key to forming and internalizing a set of values that form the character. A child can learn from making choices if the following holds true.

1. The choice must be within the child’s range of experience.
2. The child needs to be able to forecast the consequences of their choice.
3. The child needs to learn to delay satisfaction.

Developing Values

Character is made up of the values a person holds and acts upon. “We hold that all values come from the one fundamental idea: good and evil. . . . Our concept of good and evil is the basis we use

to rank everything else, including all other values, beliefs, abstract ideas like truth, scientific theories, people, even God. Of course, nothing human is ever all good or all evil. There are mixtures of good and evil. Values are how we grasp the mixture of good and evil in any combination of circumstances involving interaction between ourselves and external reality.”

Values in and of themselves are neither religious nor non-religious. But approaching value-making from a religious point of view will determine which values we choose as most important.

“The highest values concern making God the center of our lives and recognizing our complete dependence on Him.” “Love the Lord your God with all your heart and with all your soul and with all your mind. This is the first and greatest commandment” (Matt. 22:37, 38). The second area of values concerns our relationships with other people. “The second [greatest commandment] is... ‘Love your neighbor as yourself’” (Matthew 22:39).

Religious values should be taught not as a code of behaviors or a system of beliefs but as a set of relationships. Pathfinders must be introduced to Jesus and taught that a relationship with Him is the most important thing in their lives. Once they have a relationship with Jesus then they have an obligation to develop relationships based on love with the people around them.

Criteria for Internalizing Values

The success of character education lies in helping young people to be responsible and willing to make their own value judgments. “To be prepared for responsible adulthood, adolescents must develop the inner capacity to experience values (including beliefs, attitudes, and behaviors) as real and worthwhile for themselves.” There are seven criteria that show whether a value has been internalized.

1. Choice

Criterion 1 Be able to choose freely. “Choose for yourselves this day whom you will serve” (Joshua 24:15).

Criterion 2 Choose from a number of viable alternatives.

Criterion 3 Choose after careful consideration of the consequences of each alternative.

2. Prizing

Criterion 4 Prize and cherish the thing chosen and be happy with the choice.

Criterion 5 Affirm the choice publicly and not be embarrassed of it.

3. Acting

Criterion 6 Act upon the choice.

Criterion 7 Repeat the choice.

Teaching Values

Character education at home, school, church, or through the Pathfinder club, involves the transmission of religious values from parents or leaders to the children. But “unless the individual himself can affirm the value, unless his own inner motives, his own ethical awareness, are made the starting place, no discussion of values will make much real difference.” You may be able to force children to live by certain value “rules” but you cannot force them to accept them as their own.

Ellen White says, “It is the work of true education... to train the youth to be thinkers, and not mere reflectors of other men’s thought” (*Education* p. 17). The Pathfinder staff must keep in mind that transmitting moral values is not accomplished by teaching children “good” moral values but by challenging these children to think more deeply about moral problems and to make choices that force them to define and clarify their own values for themselves. Here are some ways to challenge Pathfinders to set their own values.

1. Creating moral conflict or disequilibrium (challenging comfortable ideas and beliefs; by asking “What if...?”).
2. Fostering empathy (role play).
3. Querying how justice is perceived (is the adult fair?).
4. Providing opportunity for democratic dialogue.

Leaders of children must ask, “How can we encourage them in the process of valuing? How can we guide them in better, more principled ways of establishing values?” By giving children opportunities to think through a situation and choose for themselves we help them in the process of value making. They must be taught to form their own relationship with Jesus as the basis from which their character and values emerge.

“We must press adolescents to raise the questions, identify the issues, and think through the solutions, or they will reach adulthood with a set of ‘values’ that can easily collapse and disappear in a crisis because they have never been personally committed to them.”

Child Abuse

Child abuse has become a major problem in the United States today. There are over 3,000,000 cases of child abuse reported annually and more than 80% of children are abused by one or more parents. With such high statistics it is important that the Pathfinder staff be aware of what constitutes child abuse and what needs to be done if child abuse is suspected.

Definition

Researchers have designated eight types of neglect and abuse. They are physical neglect, moral neglect, medical neglect, educational neglect, physical abuse, sexual abuse, community neglect, and emotional neglect. The most serious, the easiest to prove, and the most dealt with are physical and sexual abuse.

Physical abuse involves physical injury to the child in some manner that was not accidental. This includes multiple fractures in the long bones, fractures of the skull, soft tissue injuries and bruises, and subdural hematoma.

Physical neglect, which is much harder to prove, includes inadequate nutrition, unsuitable clothing for the weather, substandard housing, and unhealthful living conditions.

The definition of sexual abuse includes everything from indecent exposure to full intercourse and rape. Statistics show that 1 out of every 4 girls (some statistics say 1 out of 3) are abused sexually before they reach 18 years of age and 1 out of every 8 boys are abused sexually before 18. Some estimate that this number is low because sexual abuse is often not reported. Eighty percent of all abuse is instigated by a relative. In 90 percent of the cases the offender is a male and the victim is a female.

What to Look For

The Pathfinder comes into contact with children for extended and intimate periods of time such as camp outs. The staff should know what signs to be aware of that indicate the possibility of abuse, either physical or sexual. Remember, there can be

other circumstances that can cause any of these symptoms. However, when several symptoms are present there is a possibility of sexual abuse and you have a responsibility to investigate.

Physical Abuse

Physical Indicators

- Cuts, welts, or swelling
- Burns; cigarette burns or “doughnut-shaped” burns from immersion in scalding liquids
- Burns with a pattern such as from an iron
- Fractures
- Scars with a peculiar pattern; looped or rounded
- Bruises
- Bite marks

Physically abused children will often have successive injuries. One will not have healed before they have another one.

Behavioral Characteristics

- Sleep difficulties
- Thumb sucking and nail biting
- Fearfulness
- Listlessness and apathy
- Aggression and violence or withdrawal

Sexual Abuse

Physical Indicators

- Torn or stained underclothing
- Difficulty with bowel or bladder control
- Soreness, bleeding, or discharges from a nonmenstruating girl.
- Trauma to breasts, buttocks, lower abdomen, thighs, genitals, or rectal area.
- Evidences of self-mutilation (cuts, sores, cigarette burns)

Behavioral Characteristics

- Regressive behavior such as thumb sucking or bed wetting
- Refusal to undress under normal circumstances (getting ready for bed)
- Avoiding physical contact
- Poor personal hygiene
- Obsessively good behavior
- Frequent unprovoked anger, such as mutilation of toys
- Panicking or flinching when being touched, like when being tucked in at bedtime
- Continually falling asleep during the day
- Seductive behavior
- Fire setting
- Cruelty to smaller children and animals
- Obsession with punctuality

- Frequent sore throats, difficulty swallowing or choking
- Sudden weight gain or extreme weight loss

When there is abuse within a family there is usually more than one child involved. If a child comes to you with a story of abuse, remember that only 1 in 1,000 instances of self-reported abuse is false, and that falsifying an abuse is virtually non-existent in preadolescents.

A victim of abuse will tell, on average, nine people about the abuse before the victim is believed. It is because of this disbelief that abusers get away with the abuse they inflict. If you do not investigate a potential abuse, consider the fact that an abuser will abuse an average of over 100 different individuals over his lifetime. If he can be stopped and helped before he gets to the other 99 you will have spared many people a lot of pain.

Being Prepared

As a Pathfinder staff you need to be prepared to deal with this problem. There are a list of resources and help hotlines for abuse listed at the end of this chapter. The important thing to remember is most state laws require abuse to be reported to the police. If you suspect abuse, and especially if a child has told you they are being abused, you must report it to the police and to a local social agency in your town. Do not go to the potential abuser for confirmation. They will almost always deny it and that will place the child in a dangerous situation. Report the abuse to an agency that is equipped to deal with the situation.

You might also want to inform the pastor of your church so he can be aware of the situation, since the abuser will, most likely, be a member of your church. The pastor can provide counsel or recommend a qualified Christian counselor for the family. Even if you feel repulsion at the events that have happened, remember that the whole family is suffering and is in need of Christian love and support during this time.

As a Pathfinder director, you need to be aware of potential hazards in dealing with children. When choosing your staff, be especially careful to check out staff that will be working closely with Pathfinders. Child abusers are difficult to spot. They are often considered "upstanding" people within the community, members of a church, and often find work in situations that bring them access to children such as Pathfinders. Child abusers were often abused as children. If you are aware that someone has suffered abuse as a child, be hesi-

tant to put them in position where they will have direct access to children. In the majority of abuse situations the child knows and trusts the adult, which makes it much more difficult for the child to be believed. The abuser will often threaten the child not to tell.

If a Pathfinder comes to you, as the director, with a story of abuse from a staff member, do not tell the Pathfinder he or she is lying and ignore the problem, no matter how reputable the staff member may be. Children rarely make up stories of abuse. You must report the incident to the proper authorities. In most instances, you are legally liable.

Training the Staff

With the heightened awareness of child abuse in this country today, many parents will be on the lookout for potential abuse in their children. As a Pathfinder director you can help to protect you, your staff, your church, the Pathfinder name, and your children by providing staff training. Teach your staff what to look for in potential child abuse and tell them to come directly to you if they suspect anything. They should not hesitate to tell you if they feel another staff is exhibiting improper behavior with the Pathfinders.

Not only should you and your staff be aware of signs of abuse, the staff needs to be trained how and when to touch a child. A casual touch can easily be misinterpreted by a child or a parent. Do not touch a child anywhere near their private parts. Do not fondle them or hug them excessively, ask them to sit on your lap, or instigate any other sexually suggestive acts. Even done in innocence, a certain touch or act can easily be misinterpreted.

Nor should the staff ever physically punish a child. Corporal punishment, except by a parent or guardian, is against the law. Even if a child "deserves" punishment, they should not be physically punished by anyone in the Pathfinder staff. The staff should never hit or push a child, for any reason, or physically endanger them in any way.

By being aware of their behavior toward the Pathfinder members the staff can do a lot to protect themselves from potential misunderstandings or even lawsuits. If a situation develops where a staff has physically harmed a child, the director should immediately report it to the parent and not try to "cover it up." There can be potentially serious consequences from physical action towards a child.

Preventative Training for Children and Parents

The Pathfinder club may consider holding child abuse awareness classes. These classes can be held for the children themselves to teach them that their bodies are sacred and should not be touched in certain ways and certain places and that they have the right to say “no” to an adult who approaches them in an improper way. There are many excellent resources available for this kind of class. Keep in mind that research does not show a significant effect in preventative training for children under 6.

Another beneficial class can be held for parents to give them information on child abuse, what to look for, what to do, and how to teach their own children to prevent abuse.

Resources Organizations

Childhelp
Prevention and Treatment of Child Abuse
6463 Independence Ave
Woodland Hills, CA 91367
Web Address: www.childhelp.org
Child Abuse Hot Line: 1-800-4ACHILD (422-4453)

Girls and Boys Town
The Girls and Boys Town National Hotline is a 24-hour crisis, resource and referral line.
Web Address: www.girlsandboystown.org
Child Abuse Hot Line: 1-800-448-30000
ITY: 1-800-448-1833

Child Abuse Prevention Services
Child Abuse Prevention and Resources
Web Address: www.kidsafe-caps.org

International Child Abuse Network
Child Abuse Prevention and Resources
Web Address: www.yesican.org

National Clearinghouse on Child Abuse and Neglect
Dedicated to the Prevention of Child Abuse in the United States, Puerto Rico, Guam, the US Virgin Islands and Canada
330 C Street, SW
Washington, DC 20447
Phone: (800) 394-3366
Fax: (703) 385-3206
E-mail: nccanch@caliber.com
Web Address: www.nccanch.acf.hhs.gov

Books and Resources

Anatomically Correct Dolls
Available from Teach-A-Bodies
(888) 228-1314
Web Address: www.teach-a-bodies.com

Child Abuse Prevention Resources
Available from Adventist Risk Management, Inc.
12501 Old Columbia Pike
Silver Spring, MD 20904
Phone: (301) 680-6930
E-mail: armcorpcomm@adventistrisk.org
Web Address: www.adventistrisk.org

Child Sexual Abuse Response Plan by James Cobble, Richard Hammar and Steven Klipowicz.
Available from www.churchlawtoday.com, click on bookstore.

“Child Sexual Abuse: What It Is and How to Prevent It” (Brochure).
Available from the American Academy of Pediatrics at www.aap.org, click on bookstore & publications.

“Dealing With Sexual Abuse” (Set, Brochures) by Deborah Anfonson-Vance, published by AdventSource.
Available from AdventSource
Phone: (800)328-00528
Web Address: www.adventsource.org

Essentials for Screening Childrens Workers by James Cobble, Richard Hammar and Steve Klipowicz. Available from www.churchlawtoday.com, click on bookstore.

Friends: Good, Bad and Secret by Bobbie Drake, published by CHJ Publications.
Available from AdventSource
Phone: (800) 328-0528
Web Address: www.adventsource.org

How To Protect Your Child from Sexual Predators (2007) by Preston Jones, published by Keeping Kids Safe, Inc.

Little Lamb: A Parable for all God's Hurting Children (2002) by Lucinda Hill, published by Hillside Media Ministry.
Available from AdventSource
Phone: (800) 328-0528
Web Address: www.adventsource.org

My Body Is Private (1992) by Linda Girard, published by Albert Whitman & Company.
Available from AdventSource
Phone: (800) 328-0528
Web Address: www.adventsource.org

Reducing the Risk II, Resource Kit by James Cobble, Richard Hammar, and Steven Klipowicz.
Available from www.churchlawtoday.com, click on bookstore.

Pathfinder Personal Growth Inventory

Directions to Pathfinders

1. Fill out this Pathfinder Personal Growth Inventory by yourself in a quiet place.
2. When you are finished, star those areas in which you would most like to improve. You may choose to keep the results to yourself or share them with a friend or counselor.

1 = Never
2 = Seldom

3 = Sometimes
4 = Frequently

5 = Usually
6 = Always

- | | |
|---|-------------|
| 1. I keep the Morning Watch. | 1 2 3 4 5 6 |
| 2. I do my honest part. | 1 2 3 4 5 6 |
| 3. I care for my body. | 1 2 3 4 5 6 |
| 4. I always tell the truth and admit my mistakes. | 1 2 3 4 5 6 |
| 5. I am courteous and obedient, including safety rules. | 1 2 3 4 5 6 |
| 6. I am happy and cheerful. | 1 2 3 4 5 6 |
| 7. I am friendly and helpful to other Pathfinders. | 1 2 3 4 5 6 |
| 8. I go on God's errands and help where needed. | 1 2 3 4 5 6 |
| 9. I take advice and criticism cheerfully. | 1 2 3 4 5 6 |
| 10. I take victory and defeat gracefully. | 1 2 3 4 5 6 |
| 11. I am orderly, attentive and reverent in the church. | 1 2 3 4 5 6 |
| 12. I participate gladly in club activities, work and play. | 1 2 3 4 5 6 |
| 13. I am attentive during class periods. | 1 2 3 4 5 6 |
| 14. I enjoy being in the Pathfinder club. | 1 2 3 4 5 6 |
| 15. I show interest and participate in outdoor activities. | 1 2 3 4 5 6 |

Because I want to grow as a person, I will make the following changes in my life.

1. _____
2. _____
3. _____

Why not pray that God will help you as you grow.

Understanding Junior Pathfinders

HOW HE/SHE BEHAVES	WHY HE/SHE BEHAVES	HOW TO HANDLE HIM/HER	HOW TO TEACH HIM/HER
He/She enjoys physical activity.	This is a healthy period of slow growth. He/she is gaining weight, strength, control of finer muscles. He/she practices for skill, control, speed in activities. Nothing seems too hard for him/her if he's challenged. He/she has abundant energy.	Give him/her opportunities to do things. Plan active assignments: help arrange clubhouse, distribute materials, participate in opening and class sessions, missionary projects, etc.	He/She admires strength and power. Show him how God enabled men and women in Bible to be strong to do His will. Challenge him to be strong in daily Christian living. Show what he can do to serve and please God.
He/She seeks friends among his own age and sex, desires to achieve.	Both sexes are active, but boys think themselves stronger, braver. Girls tend to be larger than boys. This gives natural antagonism between sexes. Both are proud of new skills, impatient with younger children who can't "keep up."	Appeal to his/her desire to achieve. Give him/her practice in learning use of the Bible. Stimulate his/her desire to accomplish class level. Give him/her opportunity to show skills through participation.	Challenge him/her to live for God. Give concrete examples of what he/she can do for God: ways to help others, how to witness to others, real-life everyday situations in which he can obey God's commandments, how to invite friends to Sabbath School.
He/She begins to enjoy teamwork, makes a contest of nearly everything he does.	He's/she's interested in ball games, other activities which carry over into adult life. Enjoys competition. Finds thrill in trying to outwit his companions. Likes to belong to "gang," but moves to another group if activity looks more interesting.	Plan group projects to give him/her experience in working with others. Make projects difficult enough to challenge, but not too hard. He/she gets discouraged easily, finds defeat hard to take.	Show him/her his need of belonging to God's army. Tell of spiritual warfare between forces of good and evil. Show him/her how he/she can be victorious through Christ.
He/She does everything wholeheartedly.	He/she has strong likes and dislikes, is developing desire for independence. Wants freedom from restrictions. Activities take him/her out of his/her home. He/she tends to ignore adults and pursue own interests, but he/she respects authority. He/she has ambitions for leadership.	Present plans enthusiastically. Show what he'll/she'll get out of project or lesson. Let him/her help plan, set rules, etc., with guidance. Give him/her opportunities to develop leadership ability, but keep good discipline.	Teach him/her to serve God wholeheartedly. Show from the Bible—the Christian's guidebook—what God expects of him/her. Challenge him/her to be a leader in school and play situations, to stand for right.
He/She is alert, eager to learn.	Anything new to him/her interests him/her, and his/her interests are world-wide. He's/she's eager to know more about people, geography, history, current events, nature, science, mechanics. He/she wants to know what makes things tick.	Capitalize on interests. Give details on people, nature, etc. Know material thoroughly. Check factual information. Use visuals to hold attention. Let him/her ask questions.	Stimulate desire to know God and His plan of salvation. Also to find God's plan for his/her life.
He/She is an avid reader.	Because he's/she's eager to learn, he/she likes to read. And he's/she's likely to read anything handy which he/she can understand. Friends, home and school have a big influence on what he/she reads. He/she doesn't like to write because forming letters is difficult for him/her and he/she doesn't understand the rules: grammar, punctuation, etc.	Help him/her be selective in reading material. Provide good reading material for him/her through the library. Encourage him/her to read: biography, Bible story, nature, missions, etc.	Challenge him/her to read the Bible daily, to go to it for answers to his/her problems. Present the Bible as the true, unchanging Word of God, the most important Book and source of all knowledge.
He/She has an intense interest in collecting things.	He's/she's collector because he/she wants to keep things for future use or he's/she's interested in the material itself. Even facts are collected. Collections serve useful purposes: shortcut to knowledge, trains the eye, gives practice in judgement, forms systematic habits.	Make use of his/her collections—have hobby show. Ask him/her to collect rocks, shells, etc., for honors.	Show him/her ways to use his/her time and talents in serving the Lord.
He/She is beginning to note relationships.	Because of his/her wide interests, geography and history lessons in school, he/she is coming to understand how things and events fit together, why and how things happen.	Excite his/her curiosity about Bible geography, history. Present facts chronologically.	Challenge him/her to consider the "why" of people's actions and God's dealings with them. Help him/her see what his/her relationship is and should be to Christ.
He/She is extremely realistic—yet enjoys imagination.	Imaginative play decreases. He/she is no longer interested in "made up" stories. He/she wants true stories of bold action, accurately told. Now he/she projects himself/herself into the role of the hero of these true stories. He's/she's an imitator.	Illustrate principles with true stories of figures from Bible, history, sports, etc. Select those he/she admires. Also use stories about spiritual victories in lives of leaders, missionaries, etc.	Present Bible heroes for him/her to admire and imitate. Show him/her what makes people great—faith in and obedience to God. Above all, set an example for him/her in your own life.

Understanding Teen Pathfinders

HOW HE/SHE BEHAVES	WHY HE/SHE BEHAVES	HOW TO HANDLE HIM/HER	HOW TO TEACH HIM/HER
He/She likes physical activity.	Generally, his/her muscular abilities are improving. Often there is a spurt of growth during this period.	Give opportunity for participation in wide range of big muscle activities. He/She also needs some less strenuous activities, plenty of relaxation and rest. Week-day program helps meet his/her needs.	Show how he/she can use his/her energies for Christ. Involve him/her in club duties and group activities.
He/Her has problems in social adjustment.	Boys are beginning to become interested in girls, but girls mature about a year before them and are often much more aggressive in boy-girl relationships. Boys are often smaller, often feel and look awkward, and some withdraw from individual contacts with girls. They enjoy group relationships.	Plan variety of activities and projects which give opportunity for boys and girls to work and play together in groups. Avoid placing Pathfinder in embarrassing situations, such as asking him/her to repeat Scripture or answer difficult questions without giving him/her advance notice. Even if he/she knows the answer he/she might not respond.	Challenge him/her to participate in discussion and activities by making it easy for him/her to do so. Use video, slides, white board or felt board for presentation. Focusing attention on these aids helps overcome his/her own self-consciousness and encourages discussion and participation.
He's/She's preoccupied with social activities.	Juniors are usually interested in team or group projects, while ninth graders are more interested in clubs or social contacts.	Help him/her become a part of the group. Give opportunity for club members to get to know each other. Guide them in working together.	Show him/her how he/she can use his/her social contacts to witness for Christ, to draw others into Sabbath School and church. Here's a real opportunity to teach true Christian standards of conduct.
He's/She's nearing adult level of mental capacity.	During this period, often there is a marked trend away from studiousness. He/She is becoming more interested in social activities.	Because he's/she's trying to emerge as a social being and be accepted as one of the group, he's/she's experimenting in social contacts. Make witnessing, working for honors, etc., the "accepted" thing to do. Enlist help of leaders in setting example.	Present Bible truths positively and attractively. If God's Word is real, vital, living to you, he'll/she'll be interested in your talks and stories and challenged to study the Bible for himself/herself. Use plenty of illustrations, background material. Tie in current events, recent archeological discoveries, etc. make the Bible real and living to him/her.
He's/She's unpredictable.	He's/She's on threshold of cutting parental apron strings. He/She is emerging from childhood. But he's/she's not yet an adult. His/Her actions and thinking are sometimes childish. He's/She's not sure of himself/herself or of others' reaction to him/her.	Be his/her friend. Be sympathetic and understanding rather than critical. Don't expect him/her to always behave as an adult. Don't be shocked at his/her unconventional behavior. Never "talk down" to him. Respect him/her as a person.	Show him/her God's love and provision for him/her. He/She can feel secure in Christ. Challenge him/her to accept Christ as Savior and Lord, put Him first in his/her life. Other things will be relegated to proper place then.
He's/She's throwing off adult restraints.	He/She wants to be involved in his/her own right. He/She wants to be "on his/her own," and resents parental or ANY control. He/She appears to disrespect rules.	Take the role of friend. He/She probably does not confide in parents but does need adult counseling. Be sympathetic, win and keep his/her confidence. Guide him/her to see truths; don't try to boss him. This is a crucial time in his/her life. He'll/She'll hero-worship the counselor whom he/she admires. Your love and guidance will help determine the course of his/her life.	Teach him/her that independence brings greater responsibilities. Show through the Word the God has set specific rules. It is not "smart" to try to throw off all restraints. Some are necessary. As adults and Christians, we learn to live within God's laws. This is a mark of maturity.
He/She craves acceptance.	He/She desperately wants to be accepted by his/her own age group, as well as by adults.	Make him/her feel wanted, needed and respected. Give him/her some responsibilities, expect him/her to measure up to them. Draw him/her into the group. Avoid cliques. Provide activities, participation projects that include all members.	Show him/her the truth that all men are created equal. In Christ he/she is a new creature, God's child. Christian behavior is "acceptable."
He's/She's fondering, unstable.	He/She has not determined his life goal. He's/She's confused, doesn't know what he/she wants. He's/She's willing to try most anything.	Guide him/her in setting goals which he/she can achieve within a short time.	Stress importance of submitting his/her life to God, knowing His plan for his/her life and following it. Challenge him/her to serve in small ways, as well as in bigger opportunities.

Motivating Pathfinders

Leaders can motivate Pathfinders and help them develop life skills that will bring maturity and success. These qualities are taught through the areas of relationships, modeling, awareness of biases, initiative, decision making, peer influence, commitment and risk-taking.

Build Relationships

Pathfinders provides a good environment for young people to build relationships. They have the opportunity to work in a group and learn team building skills. They also have opportunity to work one-on-one with a counselor or a fellow Pathfinder.

To build positive relationships young people must feel honestly supported or warmly rejected by others as a person capable of directing his or her future behavior.

Young people must believe that they are important to the adult. In turn they will respect the adult and value the guidance given by the adult. They need personal encouragement and caring one-on-one relationships with adults.

Be a Model

Adults are models to young people. As you get to know your Pathfinders you will learn whom they like and respect for their behavior and attitudes. Young people look up to adults who show a development of logical reasoning.

Be Aware of Biases

Be aware of physical developmental stages and how they affect the behavior of each Pathfinder. Do not assume that early physical developers automatically have more mature behavior.

Be aware of ethnic background and how it may affect the Pathfinder's relationships with others and the Pathfinder's behavior, priorities and values.

Provide Opportunities for Youth to Take Initiative

Pathfinders can provide activities that teach self-motivation. It can also provide young people an opportunity to assume responsibility for shaping their environment.

Leaders need to provide consistent limits for acceptable behavior and provide enough structure so that initiative can most likely be met. Leaders then need to relinquish the amount of control the Pathfinder can successfully handle and appreciate.

Involve Youth in Decision Making

Structure ways to involve Pathfinders, giving increasing amounts of autonomy.

- Establishing rules
- Selecting and planning programs
- Negotiating individual and group contracts
- Selecting group rewards
- Actually conducting activities
- Evaluating the program

Balance youth autonomy and adult control as to the capabilities of the individuals allowing as much control as they can manage. Provide controls that are necessary to protect youth from harm due to their own inexperience, but adult-imposed controls diminish as young people gain experience and responsibility.

Make Peer Influence Positive

While peers do have an increasing influence on behavior, most adolescents retain their family values.

Peer involvement can be a motivator

- Establishing rules that govern their behavior
- Plan activities that require collaboration rather than competitive efforts
- Set group goals and rewards that require cooperation
- Engage groups in role playing and simulation games
- Peer tutoring

Young Adolescents Desire to Make Commitments

Help adolescents set a short term goal and provide an honorable out. The commitment made should be the adolescent's own choosing. "Choice" contributes personal meaning and autonomy.

Provide Safe Opportunities for Risk-Taking
Risk taking is a normal part of growing up. Risk can help young adolescents grow by challenging their physical, cognitive, and social skills against reality. It provides a sense of accomplishment.

When giving risk-taking opportunity, provide a non-threatening atmosphere that protects them from physical or emotional harm.

Section



Club Organization

Club Organization 2

Organization

The organization of your Pathfinder club is the key to a successful Pathfinder program. There are two different organizational models for you to consider. The first model would include pathfinders in grades 5 - 10 all in the same club.

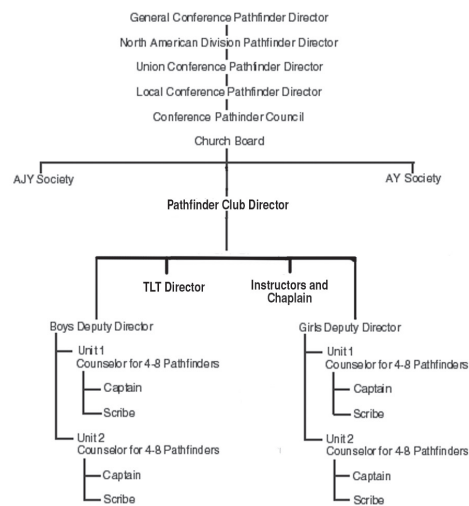
The second model can be used where possible, those in grades 5 and 6 are organized into a Junior Pathfinder club. Those in grades 7, 8, 9, and 10 are organized into a Teen Pathfinder club. The interested, active Pathfinder in grades 9 through 12 should be organized into a Teen Leadership Training Program.

Junior—Grades 5 & 6

Teen—Grades 7 - 10

Teen Leadership Training—Grades 9-12

Pathfinder Club Organization



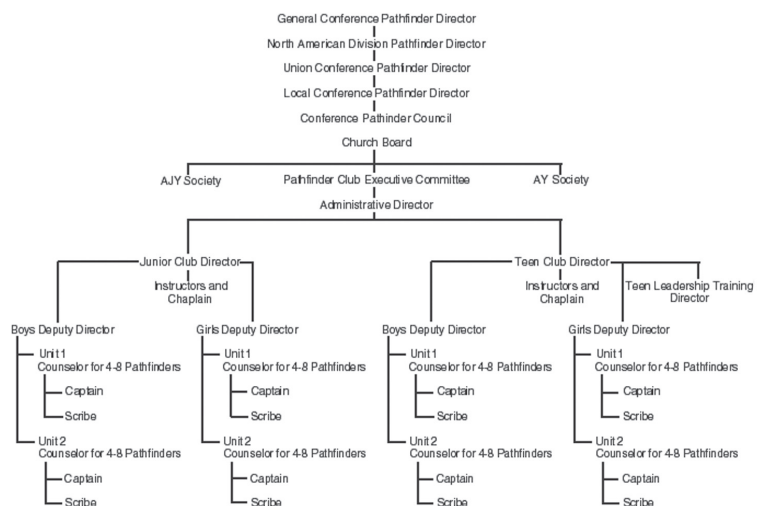
Administration

When there are Junior and Teen Pathfinder clubs, they should be administered independently of each other under the guidance of a coordinator known as the administrative director.

Executive Council

When there are two clubs an administrative council should be organized with the administrative director as chairman. The council sets major policies for club operation, selects counselors and instructors, and approves the program as administered by the Junior and Teen Pathfinder club directors.

Junior-Teen Pathfinder Club Organization



Steps in Organizing a Pathfinder Club

1. Present the plan to the church board

Upon the recommendation of the conference Pathfinder Director, plans should be submitted to the church board by a local church member for authorization to organize a Pathfinder club, and the conference Pathfinder Director should be invited. It is important that the parents of Pathfinder-age youth support the plan to organize a Pathfinder club.

2. Counsel with the conference Pathfinder director

The conference is responsible for guiding all clubs in the conference. A church desiring a club should send an application to the conference Pathfinder Director. He will review the club charter application and communicate with the pastor and church leadership. When authorization is given to operate a Pathfinder club, the conference Pathfinder Director will send a Certificate of Operation to the club director (see sample on page 36).

3. Inform the congregation during the worship service

It is important that all church members be informed about the Pathfinder club's objectives and its program. Someone qualified by experience to speak in behalf of the Pathfinder club and the needs of junior youth should present this information to the entire church, preferably during the worship hour on Sabbath. It might be the conference or union Pathfinder Director, the local church pastor, a Pathfinder area coordinator, or some other qualified person as guest speaker.

4. Call a special organizational meeting

A special meeting, preferably on Sabbath afternoon, should be scheduled to bring together those who would be interested in the organization of a Pathfinder club. Invite all Master Guides, all parents of primary or junior age children, all school teachers (either public or church school), all teachers in the primary or junior Sabbath School divisions, all adults who would be interested in teaching hobbies and skills to the boys and girls, and others interested in junior youth. During this meeting explain the details in regard to the Pathfinder organization. A few Pathfinders visiting from some neighboring club might demonstrate some of their accomplishments and display the uniform. An appeal should be made for volunteers to help in the Pathfinder club, and an informational questionnaire should be circulated.

5. Elect director and deputy directors

At the close of the training course, the church board should become familiar with those who are best qualified to lead out in the Pathfinder club and recommend to the church a director, deputy directors and Pathfinder club executive director.

6. Teach the basics of Pathfinding

A basic Pathfinder staff training course should be taught in the church community. One of the conditions upon which the successful operation of the Pathfinder club depends is an adequate number of trained staff. The conference Pathfinder specialist should conduct this course and bring in as many instructors as possible.

7. The Pathfinder Club Executive Committee

The Pathfinder club executive committee consists of the pastor, senior AY leader, superintendents or teachers of the upper church school grades, club director and deputy directors. The director is chairman. This group sets major policies for the operation, goals, and objectives of the club and selects counselors and instructors. A member is appointed to represent the Pathfinder club on the local church board.

8. Build the program

This may be the most important step in the entire organization. Program building consists of long-range planning. The objectives of the club over a period of months and years should be brought into focus. The club activities should conform to these overall objectives. Each meeting should be planned in detail weeks in advance. Recognition of the characteristics of junior youth will lead the staff to break the year's program into three or four segments, each with distinct activities and objectives. These segments give flexibility to the year's program, allowing new ideas and features to be introduced from period to period.

9. Guest Night

Guest night is on a general activity night approximately two or three weeks before enrollment night. Each Pathfinder may invite one of his special community friends to this "guest night" club meeting. The director should become acquainted with each visiting young person. During the conversation, the director should ask, "Would you like to join our Pathfinder club?" If the answer is "Yes," visit the home the very next week and explain the complete program, showing a willingness to work with the family about their Sunday or Sabbath feelings.

10. Enrollment Night

(See Special Programming)

- Send letter to potential Pathfinder family four weeks before enrollment night.
- Advertise Pathfinder program.
- Receive Membership Application and Health Record form.
- Train and uniform staff before enrollment night.

Church Pastor to Parent of Pathfinder
(Use church letterhead)

(Date)

(Name)
(Address)
(City, state, zip)

Dear (Name):

It is a privilege to pastor a church that feels a responsibility to help you prepare your son/daughter for a home with our Heavenly Father.

Our Pathfinder club's director and associates have one purpose in working with our children. They desire to help lead them into a deeper experience with Jesus Christ. By involving the youth in a four-fold program of spiritual, mental, recreational, and social activities, they will guide them up the ladder of character growth. The Pathfinder club is your support system to your parental training of your children. They need your prayers and loving cooperation as parents to achieve this goal.

Enrollment night will be next (day) evening, (date), at (time) in/at the (place). It is very important for one parent to be in attendance at the enrollment session. I will be looking for both of you.

Let us remember God's promise, "Train up a child in the way that he should go and when he is old, he will not depart from it" (Proverbs 22:6).

Sincerely your brother (or sister) in Christ,

(Pastor's name), Pastor

The director, deputy directors, counselors, and instructors form the staff of the club. There should be a number of occasions when the staff comes together for training. Thus each person becomes familiar with his duties and the overall scope of club activity. These staff members should secure uniforms and place insignia properly.

Countdown to Enrollment Night

- 4 weeks Church Bulletin
- 3 weeks Attractive Bulletin Board
- 2 weeks Junior & Earliteen Sabbath School Program
- 2 weeks Church Missionary Period
- 2 weeks Director's Letter to Potential Pathfinder

- 1 week Pastor's Letter to Parent of Potential Pathfinder
- 1 week Church Service, Emphasizing Program Enrollment Night - Start on time!

11. Home visitation program

Counselors should visit each Pathfinder in his or her unit immediately. It is very important for the Pathfinder counselor to go to the home of each new Pathfinder and introduce himself/herself as (child's name)'s counselor.

- If application blank and health record is not completely filled out, do so then.
- Remind the family of club time.
- Answer all questions concerning uniforms, camp outs, club program, etc. Before leaving emphasize the fact that as a counselor, you want to help the parent in any way you can.

12. Induction program approximately three weeks after enrollment night. (See Special Programming)

Club Director to Pathfinder
(Use church letterhead)

(Date)

Dear (Name of potential Pathfinder),

Your name has been considered for membership in our (name of club). We will enroll new members into our club at (time, date, and place).

As you consider the enclosed information concerning our club program, I know you will be happy to be one of our club members. Here are a few things you need to know.

- Club membership is open for new members only once or twice a year.
- To apply for membership you will need to appear on enrollment night with your Pathfinder application and one or both of your parents.
- You are encouraged to invite your friends to also become members of our (name of club).**

I am happy to tell you we have Pathfinder club counselors who like to have a good time with kids like you. If I can be of help to you in answering any questions, please feel free to call me (phone number). We hope to see you on enrollment night.

Your friend and director,

(Director's name), Club Director

13. Community and church interest

Once a Pathfinder club is established, appeal to church and community interests that have not previously been interested. The director should make friends with every Pathfinder family. Help each non-SDA Pathfinder family become acquainted with the pastor. These families can then be invited to hear what the church has to offer them. The Pathfinder club should be evangelistic.

14. First Club Meeting

It is important that this club meeting be one of fun and excitement, with membership involved in the activities.

15. Repeat steps 8-13 in planning each year's program.

Seven Steps for Successful Pathfinder Leadership booklet is available through AdventSource. Call 800-328-0525 or visit our web site at www.adventsource.org

Certificate of Operation

The Certificate of Operation is designed to give public recognition to the Pathfinder club and its leadership. This certificate is put in such a place that it will be exposed to the public, showing church recognition of the accomplishments of the local Pathfinder club.

Requirements

1. Participate in conference-planned activities.
2. Operate an active Pathfinder club program for nine months per Pathfinder year.
3. Submit to the local conference Pathfinder director the following:
 - a. Pathfinder club program outline for the year, within four weeks of the initial club meeting for the Pathfinder year.
 - b. Pathfinder club annual budget.
 - c. Pathfinder club membership (names and addresses) at the beginning of each Pathfinder quarter.

4. Schedule professional Pathfinder leadership growth within the Pathfinder club staff.

(Example):

Director John Doe—Took Pathfinder Basic Staff Training Course, Read “How to Understand Junior Youth”

Counselor Mary Jane—Read “Better Ways to Know the Child”

Counselor Bob Jones—Attended the Pathfinder Staff Retreat

5. Plan for satisfactory Pathfinder club attitude per semi-annual evaluation survey.
6. Calendar progression in the Pathfinder class
7. Send Pathfinder club monthly report by the monthly deadline throughout the year.

Club Finances

Need of Finances

If Pathfindering is to assume its place in providing the right kind of training for the boys and girls of the church it must have equipment and supplies and meeting facilities that will make it attractive. It has been observed that clubs that operate a good program are able to obtain the means to properly administer the program.

The club should elect a treasurer. The treasurer should deposit the club money received from dues and fund-raising with the church treasurer. The club will receive a receipt which will be a protection for the officers of the club.



For club expenses the club treasurer should ask the church treasurer for an amount of spending money known as petty cash. This money then can be accounted for in a businesslike way with supporting receipts.

In some areas several churches have formed a district Pathfinder Club. They elect a treasurer to serve the large club. This then makes it possible for the club treasurer to hold all funds. The treasurers of the contributing churches can forward all Pathfinder funds to the club treasurer. The club books should be audited once a year for protection of the club officers who must handle church funds.

No club will survive without the proper handling of funds and careful planning for the year. A budget should be made with the staff and submitted to the executive committee and church board. Care should be taken not only in preparing a budget, adequate fund raising, and church promotion, but also in the distribution and handling of the funds.

See the concluding pages of this chapter for sample budgets, expense report forms, and fund raising projects.

Sample Pathfinder Club Budget 1

Club Income

Dues (\$10.00 per member)	\$600.00
Sponsors	500.00
Pathfinder Offerings	750.00
Club Projects	1,000.00
Church Subsidy	1,000.00
(Based on \$1.45 per month per club member)	

Total\$3,850.00

Club Expenses

Crafts	\$ 600.00
Clerical (Stamps, etc.)	65.00
Public Relations (Camera, Bulletin Board)	250.00
Induction (Candles, Refreshments)	50.00
Camp outs	150.00
Travel	600.00
(Field trips, Expenses to and from Camp outs, etc.)	
Auto Maintenance	1,000.00
(Chuck wagon & Bus Repairs)	
Pathfinder Insurance	60.00
Administration Expenses	250.00
(Outside—Merit Program)	
Staff Orientation Training	200.00
Library	250.00
Camping Equipment	200.00
(Tents, Stoves, Ice Chest)	
Awards	175.00
Total	\$3,850.00

Sample Pathfinder Club Budget 2

Pathfinder Club Budget for 20__

Present Membership _____

Projected Membership _____

Pathfinders	5	Teen Pathfinders	10
Staff Personnel	2	Junior Pathfinders	15
Total	7	Staff Personnel	15
		Total	40

Income Budget, 20__

Dues (\$6.00 per year)	\$180.00
Church Subsidy*	480.00
Charter Membership Fee (Sponsors)	200.00
Club Projects	700.00
Total Income	\$1,560.00

Expense Budget, 20__

Honor Equipment	\$300.00
Office Supplies	100.00
Convention Costs	200.00
Public Relations	200.00
Outing and Camping Equipment	350.00
Investiture Pins, Patches	
Honor Awards and Badges	100.00
Special Equipment and Insurance	60.00
Pathfinder and US Flags	50.00
Special Events	200.00
Total Income	\$1,560.00

*Church Subsidy: \$480.00 = \$1.00 per member
(church of 480 members)
\$0.02 per member per week

Pathfinder Club Sources of Income

Club Dues

Every club member is expected to pay a modest amount to the club for club dues, as outlined by the club. There must be regularity in collecting, and an accurate record of dues and collections must be kept. The dues should not be set too high. The most important thing is regularity and an amount accessible to all members.

Church Subsidy

Many churches grant the club a subsidy on a monthly basis. This is especially true of churches operating on a combined budget program. These churches realize that the operation of a good club is of great importance to the total church program. Club leaders should request that the church board study the subsidy matter and that the church board commit itself to the support of the club. The Pathfinder club is an evangelistic endeavor and the board should be aware of the baptisms and decisions for Christ of Pathfinder members each year.

Pathfinder Day Offering

Once a year the North American Division sets aside a Pathfinder Sabbath during the month of November. The club is in charge of the program on that Sabbath. Good promotion on this Sabbath can assure the church-operated club funds to aid them in carrying on their work when the offering stays in the local church and is used for Pathfinder work. If the offering is taken following a good program which has told a real story of how funds are to be spent, a substantial offering will be the result.

Sponsorship By Church Members and Community Friends

Church members and community friends can often be persuaded to sponsor a Pathfinder or some of the activities and needs of the club. Many well-to-do members have helped the cause of Pathfinders, especially if they have children in the club.

Special Projects

While it is not the duty of Pathfinders to spend a lot of time in fund-raising projects, some time needs to be spent each year for special projects like new equipment, field trips, etc. This can spark a drive that will capture the enthusiasm and imagination of every member. The items purchased will mean much more to the Pathfinders when they participate in the fund-raising projects.

Fund-Raising Campaigns

Here are some guidelines for fund-raising.

- All fund-raising projects should have the approval of the church board.
- Each club should decide if selling candy violates the Temperance Pledge they have chosen to follow.
- The club should sell to the community and not just to church members. Check at the local ABC for a catalog of attractive pamphlets that your Pathfinders can hand out. Church members can give the entire dollar to the club instead of the portion of profit received in selling the item.
- It is good to provide some incentive for the Pathfinders in the form of small prizes, ribbons, awards, etc.
- Set up goals and work toward them. It is better to set goals a bit lower so that the Pathfinders will have the satisfaction of reaching or going over their goal, rather than being disappointed, but don't make it too easy.
- A word about salesmanship. Organize the club to distribute some type of

commodity. New ideas must be continually introduced to keep the Pathfinders interested. Stop when the going is good; do not overdo any one plan. Quit while the customers are still interested. Don't overburden the Pathfinders with campaigns, that's not the purpose of Pathfinding.

Fund-Raising Ideas

Pathfinder Preparation and Serving of Regular Dinners

A mother-daughter or father-son banquet, spaghetti or pizza dinners, homemade ice cream supper, pie supper, etc., are just a few ideas for this culinary activity.

Pathfinder Sale at Church Socials

The Pathfinders can provide refreshments, cookies and sandwiches for sale at church socials. Ask the members to bring different types of refreshments which they will donate to the Pathfinders to sell at the social or any other special program.

Pathfinder Sales from Door to Door

Christmas cards, name labels and name tabs, pens with the club name on them, calendars, lawn markers and mailbox markers, fruit cakes, magazines, soaps, and a host of other items can be sold door to door for the club.

Pathfinder "Make and Sell" Items

Pathfinders can make items in the club and sell them for fund-raising. Things like pot holders, silk flowers and leaf arrangements, dried arrangements, wholewheat bread, plaster of paris plaques, arts and crafts taught in the club. Christmas arrangements like silk flowers, candles, holly bouquets and mistletoe are just a few of the many things that can be done.

Pathfinder Auctions

Hold a white elephant sale, hobby show, pet show, or an auction with a good auctioneer. An admission fee could be charged but should not be very high.

Pathfinder Work Projects

- Work in small groups and rake leaves in the fall
- Mow lawns

-
- Baby-sit
 - Wash cars
 - Pick fruit or vegetable products
 - Collect and sell junk, scrap iron, etc.
 - Have a paper drive (collect newspaper, catalogs, magazines)
 - Collect soda pop cans for recycling.

Pathfinder Public Booths

If there is an opportunity the Pathfinder club should get permission to set up a booth at a county fair or public gathering.

Pathfinder Vegetable Garden

A Pathfinder vegetable garden would not only provide funds for the club when the vegetables are sold but would also teach the Pathfinders how to garden.

Pathfinder Community Projects

Pathfinders can be involved in suitable church or community projects. Their interest and appreciation for the church and/or community will be increased when they are involved in meaningful projects to help others.

Pathfinder Literature Canvassing

Selling church magazines like Vibrant Life, Listen and Signs of the Times is an excellent way to raise funds, as well as spread the gospel to others.

Work-a-Thon

Pathfinders obtain sponsors for each segment of work (car washed, each hour of work, each mile of clean-up, etc.). It is possible for a single Pathfinder to have ten or more people per segment sponsoring him.

Monthly Report

Communication between the club and the local conference youth leader is very important. One way to communicate what is happening in your club is to submit a monthly report to your local conference youth leader. You will want to designate a staff member for submitting your report. Check with your conference to see what they require. The report may be similar to the one on the next page.

Conference Pathfinder Club Monthly Report Defined

(Date)

Dear Pathfinder Director:

We are anxious to hear the news from your Pathfinder club. Please fill in the report and mail it in time to reach our office by the fifth of the month. We will be looking for your report.

Pathfinder Club Grading System

- | | | |
|------|---------------------------|---|
| (10) | 1. Club Meetings: | A minimum of two (2) called activities per month. |
| (5) | 2. Club Membership: | A current membership list should be up to date. Uniform: Every Pathfinder must own his own uniform. The uniform is worn when directed by the club officers. There are times when it is best for the Pathfinder NOT to wear his uniform. |
| (10) | 3. Pathfinder Leadership: | To adequately staff your club, your adults should number 1/3 of your Pathfinder membership. A staff meeting should be held at least once per month. |
| (10) | 4. Program: | A well-organized program will result in good attitudes, discipline, and a looked-forward-to club night each week. |
| (20) | 5. Activities | An activity planned by the club as scheduled in the Pathfinder class levels or parental programming. |
| (20) | 6. Pathfinder Outreach: | The Pathfinder club objective is to lead our youth into a personal relationship with Jesus. An accurate record of their spiritual work and results needs to be recorded in the club and conference office records. |
| (10) | 7. Professional Growth: | The Pathfinder staff shall always fortify themselves with continued study on how to better their understanding of young people and Pathfinder programming methods. |
| (10) | 8. Report on time: | Report must be in by the fifth of each month. |
| (5) | 9. News Notes: | Other Pathfinder clubs grow by your experience. |

Grading System

100-90 = Honorable
89-80 = Achievement
79-60 = Banner
59-40 = Citation
39-0 = Decoration

Pathfinder Leaders, it is time we stand to be counted. Having scored your best, take courage and strive for your very best for God, your church and your Pathfinder members.

Sincerely yours in Christ,

(Name), Pathfinder Director
(Local Conference)

Enclosure

Suggested Conference Pathfinder Club Monthly Report



Club Name _____ Month _____

Director _____

Address _____

Poss. Points Combined Club _____ Junior Club _____ Teen Club _____

- (10) 1. Number of club meetings held this month: _____
- (5) 2. Club membership:
 - Total club membership: _____
 - Average attendance (80% min.): _____
 - Average % in uniform: _____
- (10) 3. Pathfinder Leadership:
 - Staff meeting held: ☐ Yes ☐ No
- (10) 4. Program: (Check)
 - ☐ Director's Minute ☐ Honors being taught List: _____
 - ☐ Induction Ceremony _____
 - ☐ Pathfinder Class activity ☐ Other _____
- (20) 5. Activities:
 - ☐ Field Trip ☐ Social Activity
 - ☐ Camping Trip ☐ Pathfinder Parent Meeting
- (20) 6. Pathfinder Outreach:
 - ☐ Serving others ☐ Discover Bible Lessons
 - ☐ Literature distribution ☐ Amazing Facts Bible Lessons
 - ☐ Bible studies: ☐ Personal
 - ☐ (Other) _____
 - ☐ Number of youth baptized this month _____
 - ☐ Number of youth participating in outreach activities _____
 - ☐ Number of persons baptized as a result of Pathfinder involvement _____
- (10) 7. Professional staff learning activities sponsored:
 - ☐ Basic Staff Training
 - ☐ Master Guide
 - ☐ Pathfinder Leadership Award
 - ☐ Pathfinder Instructor Award
 - ☐ Studied leadership books
 - ☐ Visited neighboring Pathfinder Clubs
 - ☐ Other _____
- (10) 8. Pathfinder Club monthly report on time: 5th of each month.
- (5) 9. Pathfinder Club News: (One sentence—be specific.)
 - a. What happened? e. Why did you do it—purpose, goal, objective?
 - b. Who was involved? f. What was new or unusual?
 - c. Where did/will it happen? g. What was the most important result?
 - d. When did/will it happen?
- (50) 10. Conference Sponsored Activity
 - a. Pathfinder Camporee
 - b. Pathfinder Fair
 - c. Area Outing/Campout
 - d. Mission Program

Requirements for Pathfinder Club Membership

1. Youth in grades 5 to 10 is the official age for Pathfinder membership. Where two clubs exist, children in grades 5 and 6 will join the junior club, and those in grades 7-10 will join the teen club.
2. Club activities include honors, camp outs, field trips, regular club meetings and fund-raising campaigns. The Pathfinder must agree before joining the club to participate and cooperate in these activities.
3. Members must be faithful in attendance. Many clubs establish limits on absences and tardinesses, and Pathfinders who do not comply with these regulations are asked to withdraw from the club.
4. The Pathfinder's parents must be willing to cooperate with the regulations and activities of the club, as agreed to on the Pathfinder Club Membership Application. At times they

will be asked to supply money and time to support their child's membership. It is also important that they attend parent meetings sponsored by the Pathfinder club.

5. New members must pay an application fee, and all members pay club dues on a monthly or quarterly basis.
6. Pathfinders should own and regularly wear a complete Pathfinder uniform. They must come to meetings and club-sponsored events in full uniform, as advised by the club director. Pathfinders will dress neatly and modestly both in and out of uniform and will refrain from wearing jewelry at any time.
7. Pathfinders are expected to obey all regulations, instructions, and orders of the Pathfinder staff.
8. Club members must be willing to participate in community projects and Share Your Faith and Outreach programs (Ingathering, etc.).
9. Club members will be expected to participate and cooperate in all conference events, such as camporees and fairs.
10. Pathfinders must learn and live by the principles of the Pathfinder Pledge and Law.
11. The new club members are presented their Teen or Junior Pathfinder Membership Card at the Induction program.

Note: The Junior and Teen Membership Cards are available from your local conference director.

Pathfinder Club Membership Application

I would like to join the _____ Pathfinder Club. I will attend club meetings, hikes, camping and field trips, missionary adventures and other club activities. I agree to be guided by the rules of the club and the Pathfinder Pledge and Law.

Pathfinder Signature: _____

Pathfinder Pledge
By the grace of God,
I will be pure, kind and true
I will keep the Pathfinder Law
I will be a servant of God
And a friend to man.

Pathfinder Law
1. Keep the Morning Watch
2. Do my honest part
3. Care for my body
4. Keep a level eye
5. Be courteous and obedient
6. Walk softly in the sanctuary
7. Keep a song in my heart
8. Go on God's errands

Registration Fee \$ _____
Club Dues \$ _____
Insurance \$ _____

Name _____ Phone _____ AY Class _____
Address _____ City _____ State _____ Zip _____
School _____ Grade _____ Church _____

I have been a Pathfinder: ☐ Yes ☐ No Where? _____
My dad is a Master Guide: ☐ Yes ☐ No My dad has been a Pathfinder: ☐ Yes ☐ No
My mother is a Master Guide: ☐ Yes ☐ No My mother has been a Pathfinder: ☐ Yes ☐ No

Approval by Parents or Guardians
The applicant is in the 5th grade as a Junior Pathfinder, or in grade 7 as a Teen Pathfinder.

We have read the Pathfinder Pledge and Law and are willing and desirous that the applicant become a Pathfinder. We will assist the applicant in observing the rules of the Pathfinder organization. In consideration of the benefits derived from membership, we hereby voluntarily waive any claim against the club or the _____ Conference of Seventh-day Adventists for any accidents which may arise in connection with the activities of the Pathfinder club.

As parents we understand that the Pathfinder Club program is an active one for the applicant. It includes many opportunities for service, adventure, and fun. We will cooperate:

1. By learning how we can assist the applicant and his leaders.
2. By encouraging the applicant to take an active part in all activities.
3. By attending events to which parents are invited.
4. By assisting club leaders and by serving as leaders if called upon.
5. By purchasing Pathfinder insurance through the club treasurer.
6. By supplying needed information on the Membership Application and Health Record.

I hereby certify that _____ was born on _____
applicant's name month/day/year

Signature of father or guardian _____ Father's or guardian's occupation _____
Signature of mother or guardian _____ Mother's or guardian's occupation _____
Date of application _____

PCMA/OCT 80 PRINTED IN U.S.A. White Copy - Local Club
Canary Copy - Conference Pathfinder Office
Pink Copy - Family

**NORTHERN NEW ENGLAND
CONFERENCE
of Seventh-day Adventists
PATHFINDER**

NAME _____ EXPIRATION DATE _____

**SOUTHEASTERN CALIFORNIA
CONFERENCE
of Seventh-day Adventists
TEEN PATHFINDER**

NAME _____ EXPIRATION DATE _____

CLUB _____

Pathfinder Health Record

Name _____

Birth Date _____

Social Security Number _____

Date of last Tetanus Booster _____

Allergies to drugs or food: _____

Special medications or pertinent information: _____

List of restrictions: _____

Father's Home Phone _____ Father's Work Phone _____

Mother's Home Phone _____ Mother's Work Phone _____

Emergency Phone (friend or relative) _____

Family Physician Name _____

Family Physician Address _____

Family Physician Phone _____

Insurance Company _____

Insurance Policy Number _____

Authorization to Treat a Minor


I (we) the undersigned parent, parents or legal guardian of: _____
Name of Pathfinder

In case of emergency, I hereby give permission to the physician selected by the club directors to hospitalize, secure proper treatment for, and to order injection, anesthesia or surgery for my child.

As parent or legal guardian of the applicant, I am in favor of him/her attending club functions and accept the conditions named. The health history stated is correct so far as I know, and the person herein described has permission to engage in all prescribed club activities except as noted. In addition I have read and understand the Emergency Authorization statement and give my full consent to the terms found therein. Permission for photo copying of this health record is granted.

Date _____ Parent/Guardian Signature _____

This section is for the notary to sign if your state requires it.



Rules and Regulations

1. Pathfinders and parents are to fill out the membership application and health record, and pay the club fee as scheduled on enrollment night. A club fee consists of two parts: club dues and registration fee.
2. Pathfinders absent, tardy or dropping membership from the local Pathfinder club.
 - a. If no excuse for tardiness the Pathfinder loses ____ points.
 - b. If no excuse for absence it is left on the record as inexcusable.
 - c. Three unexcused absences on the scheduled Pathfinder calendar, (as published on enrollment night), the Pathfinder is dropped from club membership. An excused absence would be illness to the Pathfinder, a business trip, or a family vacation.
 - d. If the ex-Pathfinder member wants to rejoin the Pathfinder club, they can join at the beginning of the next Pathfinder quarter/semester and must pay the club registration fee again. They have, however, disqualified them self from any conference Pathfinder award representing outstanding Pathfinder achievement.
 - e. If a Pathfinder enrolls in the Pathfinder club and decides they do not want to maintain membership, the club can only return one-half (1/2) of the quarterly dues, providing that the Pathfinder withdraws membership before the fifth club meeting following enrollment or induction night, whichever comes first, otherwise the Pathfinder will lose the total club dues. The Pathfinder forfeits registration fee in any situation.
3. All Pathfinder club members will participate in a point plan known as a "Merit Program."
 - a. Club members will receive a value of 0 to 10 points for complete uniform, neatness, and unit attention.
 - b. Members will receive ____ points for attendance on time.
 - c. Members will lose ____ points for unexcused tardiness.
 - d. Members may earn extra points for helpfulness to the club or leadership.
 - e. Members will receive a value of 0 to 15 points for club participation, (disobedience, rowdiness, politeness, etc., are taken into consideration). The Pathfinder Law becomes a living demonstration.
 - f. There are rewards for attaining a certain percentage of points for both the individual and the units.
 - g. Points used can be determined by the local Pathfinder executive council.
 - h. The points as suggested above are issued at every official Pathfinder club meeting as promoted for the Pathfinder calendar year and two weeks before the beginning of a new quarter.
4. Members will be placed in a unit consisting of 4-8 members according to gender and will be expected to cooperate with counselor, captain, scribe, and other members.

5. Members are not to leave the meeting without being excused by the director.
6. Members are expected to participate in drills and learn teamwork, coordination, precision, and respect.
7. Members will be expected to purchase a complete uniform by the time the Pathfinder club Induction Ceremony is held.
8. The local Pathfinder club issues the uniform insignia to be worn by the Pathfinder.
9. Any variation of the rules and regulations of the Pathfinder club must first be approved by the Pathfinder executive council, then by the sponsoring church administration board.

Class A Uniforms

The uniform makes the organization real and visible. It becomes emblematic and representative of an ideal and a standard. One of the ways to set up a standard and bring the members of an organization up to that standard is through the uniform. It should stimulate loyalty toward that standard by building morale and binding members into closer fellowship. It also appeals to those not already members to join. The uniform becomes a builder of club spirit.

The uniform is always neat and clean. Because the Pathfinder club program is valuable to each member, the uniform will be acquired and worn with enthusiasm.

Uniform Should Be Worn

It is recommended that those having uniforms wear them on the following occasions.

- At regular AY meetings, when practical
- At Pathfinder meetings
- At special programs (Pathfinder Day, Induction, Investiture, etc.)
- At any public gathering when any or all act as
 - Messengers
 - Ushers
 - Guards of honor
 - First-aid details
 - Color guards
- On occasions as specified by Pathfinder staff officers
- While engaging in missionary outreach activities, such as Ingathering, distributing food baskets, bouquets, literature, or church announcements; and band work, such as Singing Bands and Sunshine Bands

Uniform Should Not be Worn

- If not a member
- For work or play
- When engaged in selling for personal profit, in selling for commercial or political purposes, or in personal solicitation
- At any time or place when its wearing discounts the organization, or casts any reflection upon the uniform, lowers its dignity and esteem, and makes it commonplace

Ordering Uniforms

Uniforms are ordered through *AdventSource*, 5040 Prescott Avenue, Lincoln, NE 68506. Call 800-328-0525 or visit or web site at www.adventsource.org. Uniform insignia items that are "earned" items such as honor tokens and class pins are ordered from the local conference Youth Ministries Department.

Staff Uniforms

Men's Shirts - Tan long sleeve or short sleeve

Ladies Blouse - Tan long sleeve or short sleeve

Men's Slacks - Black, straight leg with belt loops

Ladies Skirts - Black, A-line

Ladies Slacks - Black, straight leg with belt loops

Belts and Buckles - Black web belts with Pathfinder buckles

Black Ties for both men and women (Neck tie and Tuxedo tie respectively)

NOTE: Where club chooses option of ascots, these must be obtained locally. Colors are uniform within the club.

Neckwear - The official Pathfinder scarf and slide is for all non-Master Guide staff. A Master Guide scarf is available and is worn with the Master Guide slide.

Jacket - At present there is no official uniform jacket for staff. Selection can be done at the local level.

Sash - Black fabric, may be wide enough for up to 3 honors and as long as the fingertips on the left hand. Only one sash is to worn as part of the uniform. Items to be worn on the sash include name tag, honors, camporee patches and may include Adventurer pins.

Head wear - Optional, determined by club. Black beret and Pathfinder baseball cap are available from *AdventSource*.

Pathfinder Uniforms

Boy's Shirts - Tan long sleeve or short sleeve

Girl's Blouses - Tan long sleeve or short sleeve

Boy's Slacks - Black, straight leg with belt loops

Girl's Skirts - Black, A-line

Girl's Slacks - Black, straight leg with belt loops

Belts and Buckles - Black web belts with Pathfinder buckles.

Neckwear - Open collar for both boys and girls. The official Pathfinder scarf is yellow with the Pathfinder world and triangle on it. The official Pathfinder slide is cloth with the Pathfinder logo.

Sash - Black fabric, may be wide enough for up to 3 honors and as long as the fingertips on the left hand. Only one sash is to worn as part of the uniform. Items to be worn on the sash include name tag, honors, camporee patches and may include Adventurer pins.

Pathfinder Uniform Insignias

All conference patches and investiture awarded insignia are available through the local conference Youth Ministries office.

Pathfinder Levels of Identification

There are five (5) levels of identification in the Pathfinder organization of the North American Division. The NAD Pathfinder Advisory Council recommended the following uniform "star" identification to be worn on the shirt shoulder loops.

One star -	Pathfinder Club Director
Two stars -	Conference Pathfinder Coordinator
Three stars -	Conference Pathfinder Director
Four stars -	Union Pathfinder Coordinator
Five stars -	NAD Pathfinder Director

The star identification is available from AdventSource, 5040 Prescott Avenue, Lincoln, NE 68506. Call 800-328-0525 or visit or web site at www.adventsource.org

Optional Insignias

Pathfinder Pin

Small clasp style pin with enameled Pathfinder triangle. May be worn as a tie tack or on honor sash.

Name Badges

Name Badges with the Pathfinder logo are available from several suppliers. Contact AdventSource for a current list.

Commitment Position

The commitment pin is worn centered to the left of left pocket flap button. (Baptismal pin Pathfinders, and the service star for the staff.)

Pathfinder Staff Service Star Pins

Numbers 1-15, 20, 25, 30, and 35 are available. Service Star Pins for numbers 5, 10, 15, 20, 25, 30, 35, 40, 45 and 50 will be presented by the conference. They are to be worn in place of the Baptismal pin.

Required Insignias

The wearing of Pathfinder insignia is as follows

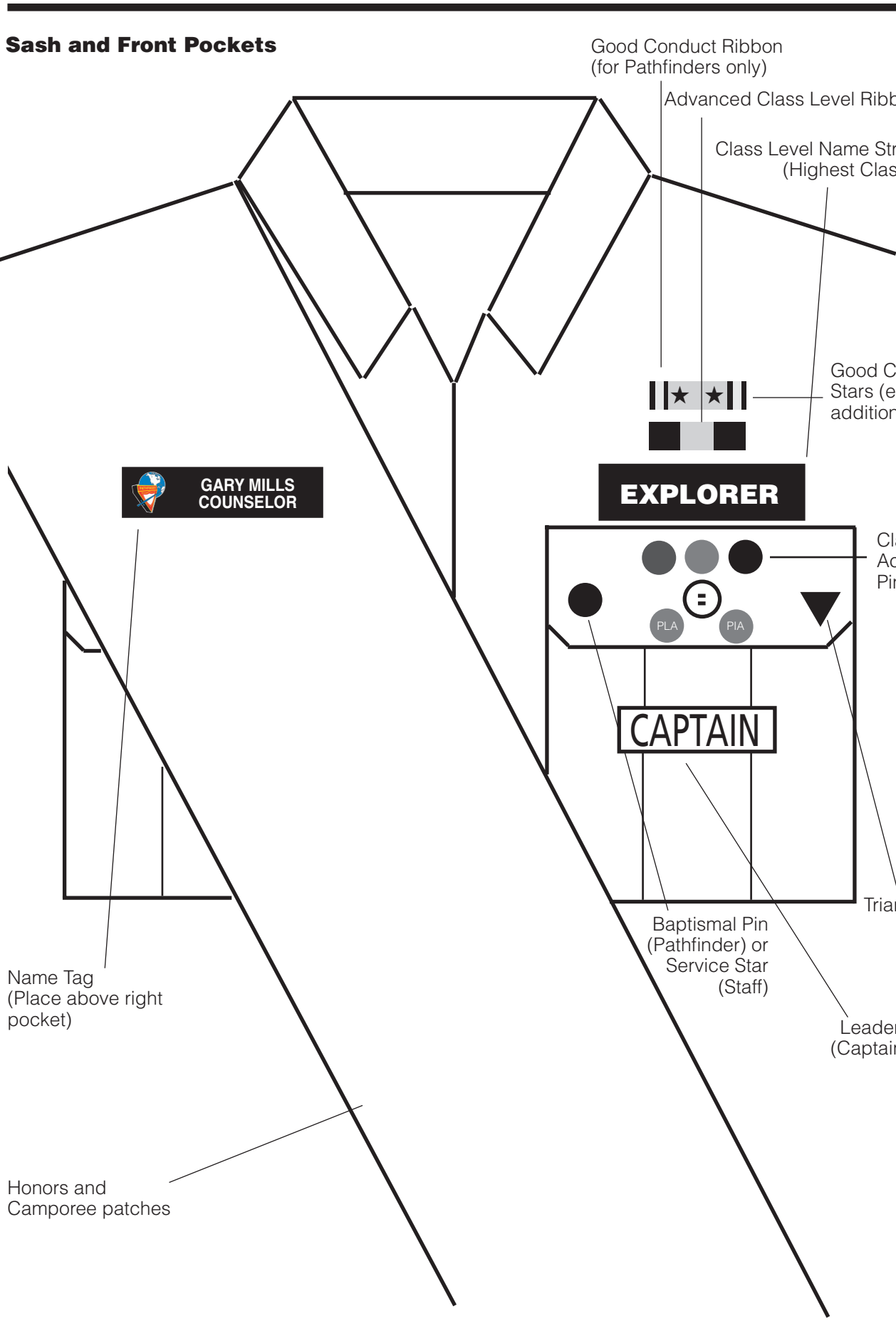
1. Left Pocket Area

- a. *Pathfinder Class Level Award*
 1. The highest class level name strip patch is centered above the pocket: Friend, Companion, Explorer, Ranger, Voyager, Guide, Master Guide.
 2. The Pathfinder class level pins may be worn centered across the top of the left pocket. The highest class pin is to the wearer's left. The Master Guide pin would be placed in the center at the top of the class pins.
 3. The advanced Pathfinder class level ribbon bar is worn above the class level name strip located above the left pocket.
- b. *Pathfinder Leadership Position*

The Pathfinder captain/scribe pin is worn centered on the pocket below pocket flap.
- c. *Good Conduct Award*

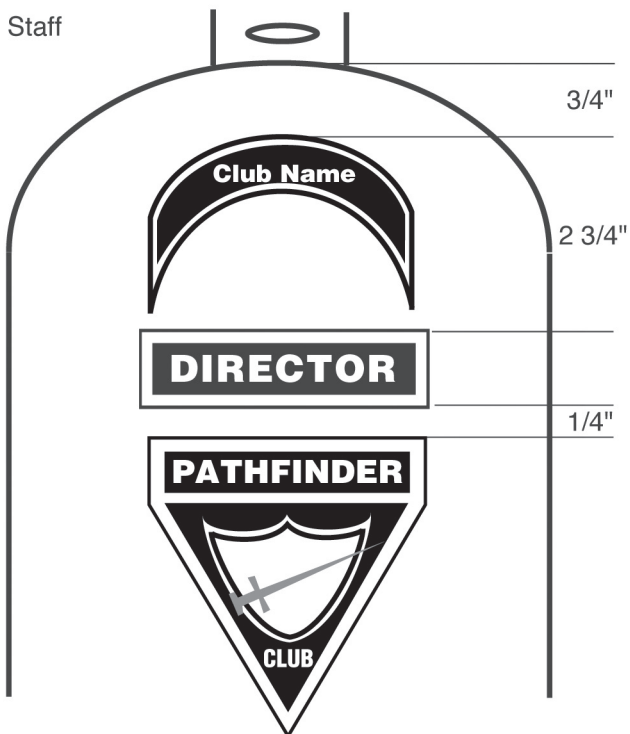
The Good Conduct Award bar is to be worn above and centered over the Advanced Class Level Ribbon Bar. Bronze stars are available for each additional year the Pathfinder achieves the Good Conduct Award. These stars are attached to the award bar. (This Good Conduct Award bar is not for staff.)
- d. *Baptismal Pin*

The baptismal pin is a small black shield with a gold cross in the center which is given to Pathfinders who have been baptized by immersion into the Seventh-day Adventist church. (In special instances when health is compromised by immersion, the Pathfinder may receive this pin when joining the church through Profession of Faith.) A special

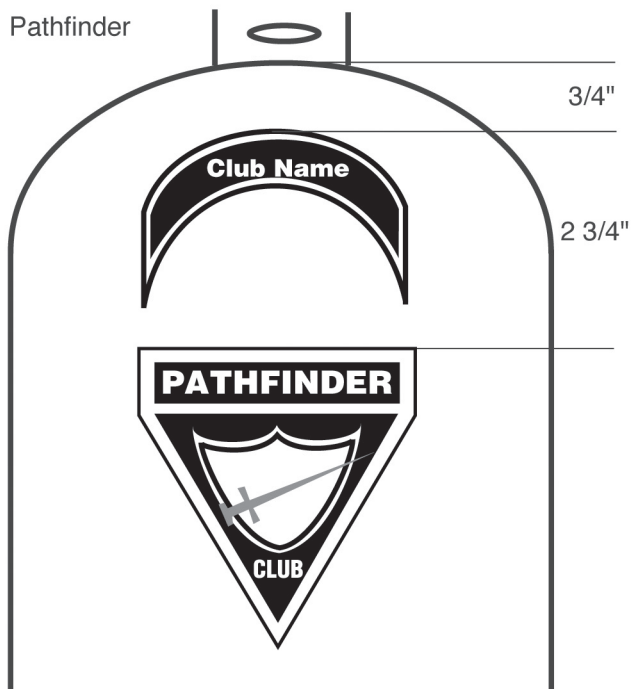


Right Sleeve

Staff

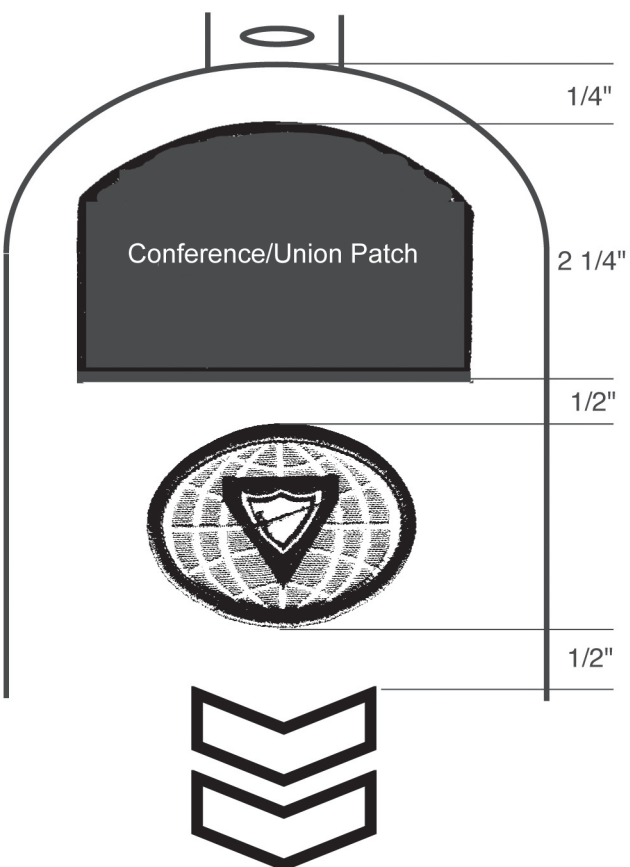


Pathfinder

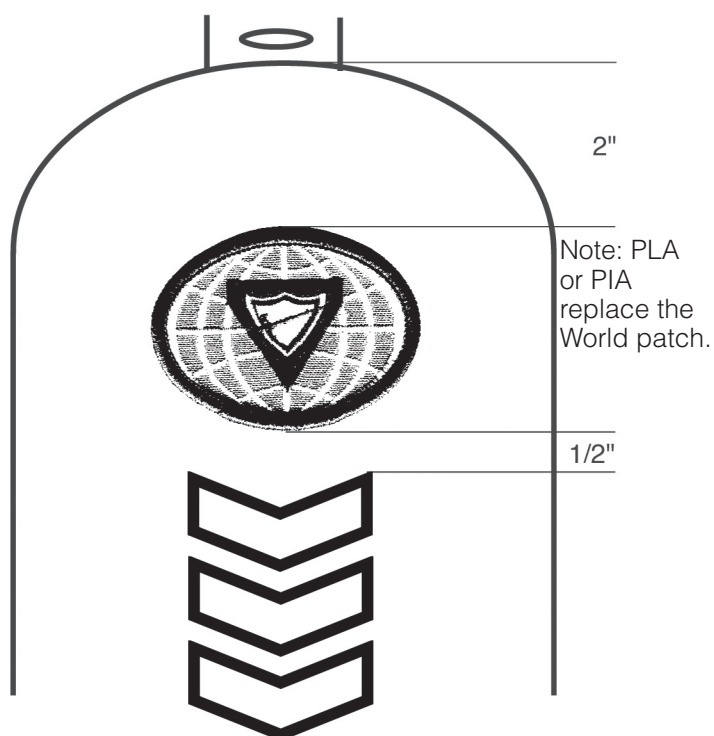


Left Sleeve

With Conference/Union Patch



Without Conference Patch



Patch spacing may need to be adjusted depending on the size of the Conference patch and the chevrons and/or Master Guide Star.

ceremony is suggested to present these pins each time a Pathfinder joins the church. This pin is worn centered to the right of pocket flap button as shown on pg 46. (The Baptismal pin is not for staff. The staff service star is placed in the same position as the Baptismal pin.)

2. Right Pocket Area

- a. *Pathfinder Name Pin*
The Pathfinder name pin is centered just above the right pocket or in the same position on the sash when it is worn.

3. Left Sleeve

- a. *Conference Patch*
The conference patch is optional and is of standard size (4" wide, 2 1/2" high) worn on left sleeve, 1/4" below shoulder seam and above the Pathfinder world. The patch is designed by the conference and identifies the conference and union of the wearer.
- b. *Pathfinder World*
The Pathfinder world is worn on the left sleeve 2" below the shoulder seam and centered on the sleeve or 1/2" below conference patch.
- c. *Pathfinder Class Level Insignia*
The insignia patch is worn on the left sleeve 1/2" below the Pathfinder world. The only patch worn is the highest achieved class of the wearer. The exception is the Master Guide.
 1. *Chevron*
The chevrons are available in Friend, Companion, Explorer, Ranger, Voyager and Guide.
 2. *Master Guide Star*
The Master Guide star is for the Master Guide having earned only the Master Guide without completing all of the Pathfinder class levels.
 3. *Master Guide Combination*
The Master Guide combination patch is only for the Master Guides who have also completed all of the Pathfinder class levels (Friend, Companion, Explorer, Ranger, Voyager, Guide, Master Guide).
- d. *Pathfinder Leadership Award*
The patch is for Pathfinder leaders who have completed the Pathfinder Leadership Award. The patch is worn in place of the world patch. The pin is worn on the left pocket next to service star (as shown on pg 47).

- e. *Pathfinder Instructor Award*
The patch is for Pathfinder leaders who have completed the Pathfinder Instructors Award. The patch is worn in place of the world patch. The pin is worn on the left pocket next to the Pathfinder pin (as shown on page 47).

4. Right Sleeve

- a. *Club Name Crest*
The club name is to be centered and worn on the right sleeve, 3/4" below the shoulder seam. The crest size is to be 4" wide from point to point.
- b. *Staff Position Strip*
The staff position strip is to be centered under the name crest and worn on the right sleeve 3 1/2" down from the shoulder seam. Position to include director, deputy director, instructor, counselor, pastor, associate director, area coordinator and teen leadership training.
- c. *Pathfinder Triangle*
The Pathfinder triangle is to be centered under the name crest. Worn by Pathfinders on the right sleeve 3 1/2" down from the shoulder seam (for the Pathfinder staff, 1/4" below the position strip).

5. Pathfinder Uniform Sash

The Pathfinder Uniform Sash is worn over the right shoulder (under the shoulder loop and neckerchief) and under the left arm. The lower point of the sash is no longer than the finger tips on the left hand.

- a. *Name Pin*
The name pin is located immediately above the right pocket area.
- b. *Honors, etc.*
The honor tokens, insignias, awards, Camporee patches, are displayed on the sash in a style of the Pathfinders choosing.

Merit System

Philosophy of Merit System

The merit system challenges participation and involvement, thus opening the door to character development. It not only helps to develop personality and character but also guides Pathfinders into a proper relationship with others through the practice of self-discipline and self-control. They learn to pit themselves against a standard rather than one another. It helps them to learn the importance of obedience to the natural and moral laws of life and practice firm self-control in their relationship to them.

Unselfish rewards achieved and gained without causing others loss and sorrow are good. Even God our Father offers to His faithful children the reward of eternal life. The merit system offers rewards of honor trips and special adventures to the Pathfinders who achieve a total of 75 percent or more of the total points possible over a given period of time such as six months. (The time and percentage can be adapted to the local need or desire.) This means that all can be winners and no one needs to be a loser.

Pathfinders like a challenge. Often they are reticent in becoming involved unless there is a reward. Once involved, they like the fellowship and the challenge and participate not because of the reward but because its fun.

The following list contains a few of the benefits of the Pathfinder Merit System

1. It challenges participation and involvement.
2. It helps develop personality and character.
3. It emphasizes the importance of individual responsibility.
4. It encourages Pathfinders to compete against a standard rather than one another.
5. It develops cooperation and coordination instead of competition.
6. It offers a legitimate and profitable reward to those who attempt to excel through individual initiative.
7. It develops an attitude of self-discipline and self-control, thus helping to insure a well-controlled club atmosphere.

Merit points can be given for attendance, uniform and dues and many other things as determined by the Pathfinder club executive committee. It is wise to follow the policy of not awarding them extra points for everything they do.

Weekly Unit Report Directions

Date

Date of Pathfinder meeting

Attendance

1. 10 points if present
2. If absent mark "Ab"
3. When absence is excused circle "Ab." (See that Pathfinder receives "Excuse Sheet" to

fill out the next week after he returns.) Important: Let director know when Pathfinder has three unexcused absences. Pathfinder will be dropped from the club if this cannot be corrected.

Dues

1. Mark 10 if dues are paid on time
2. Mark 0 if not paid on time

Uniform

1. Mark 10 if Pathfinder has on full uniform
2. Mark 0 if Pathfinder doesn't have on proper uniform

Points Off and Reason

Points may be lost for any irregularity. Unexcused tardiness—6. Uniform and personal appearance (incorrect placement of patches; shoes not shined; uniform messy; incorrect belt; dirty face, hands, or nails; messy hair, etc.)—2 each. Insubordination, talking out of turn, rowdiness, etc.—5 to 15 points, depending on severity of irregularity.

Honor Points and Reason

Extra points may be given for helping on special occasions, such as camp outs, fairs, money-raising projects, and missionary endeavors when announced by the club director.

The privilege of club participation and points should be valued. There will be special awards for anyone who is a faithful member.

Total Points

Each Pathfinder club executive council can determine what point value they wish to honor.

Good Conduct Award

1. Be an active member for at least one year.
2. Have a complete official class "A" Uniform with all insignia attached properly.
3. Have an excellent (90%+) record of faithful attendance.
4. Have a conduct record consistent with the Pathfinder Pledge and Law.
5. Have a record of achievement and progress in the Pathfinder class levels, advanced class levels, honors and other comparable activities.
6. Have been invested in one Pathfinder Class prior to being awarded the Good Conduct Award.

Pathfinder of the Year

Recognition is given to any Pathfinder who has excelled in fulfilling the requirements for Pathfinder of the Year. A plaque, trophy, or medal may be awarded for this recognition.

1. Attendance Record. The Pathfinder must be present and on time to no less than 85% of the meetings.
2. Uniform and Insignia. The Pathfinder must own a complete, clean and pressed uniform and wear it when required. He must know the meaning of the insignia.
3. Personal Appearance. The Pathfinder must be neat, clean, and well groomed.
4. Conduct. The Pathfinder must be courteous, kind, obedient, and an example to others at home, in school and church, and at Pathfinder meetings.
5. Spiritual. The Pathfinder must show evidence that he is reverent, has personal devotions (Keep the Morning Watch) and attends church regularly.
6. Participation. (a) Be an active member for at least one year. (b) Attend all local club functions: hikes, camp outs, trips and projects. (c) Attend all Conference-wide functions: fun-day, camporees, camp meeting, etc.
7. Achievement. (a) Be invested in the Pathfinder class level completed during the year. (b) Complete one of the Pathfinder advanced class levels. (c) Complete six honors within the current Pathfinder year, one of which must be earned on Pathfinder's own initiative.
8. Special. Perform an outstanding accomplishment during the year at school, church, or in the community approved by the director. A report on this activity by the Pathfinder will be included in his/her resume.
9. Resume. A resume will be submitted the Pathfinder at the end of the Pathfinder year, giving a detailed report of his outstanding accomplishments and giving reasons why he should be chosen as Pathfinder of the Year.

Individual Outstanding Accomplishment

Early in the Pathfinder year, each counselor needs to meet with his/her unit to determine those Pathfinders who desire to earn Pathfinder of the Year. One of the requirements needing long range planning is the Pathfinder's individual outstanding accomplishment. The Pathfinder should feel free to choose a special project that interests him/her. Here are some examples.

- Fund-raising for worthy projects
- Assisting in Sabbath School department
- Temperance talks to younger grades
- Tutoring of younger student at school
- Free yard care and/or housework for the elderly, invalid, or shut-in
- Having story hours
- Holding a church office
- Volunteer work in a hospital
- Landscaping public buildings or churches
- Developing nature trails
- Tree planting
- Flower boxes for town streets
- Literature racks
- Wildflower seeds
- Books and games to hospital
- Books to officials
- Helping church with mailing list
- Rehabilitation with physically handicapped
- Posters and art projects for hospitals
- Prepare Christmas packages for orphans
- Develop vespers program for church
- Assist with food or clothing distribution

Remember that this should be an outstanding project. It is **not** a club project. It is something that the Pathfinder should choose, work at and report on from an individual basis.

Pathfinder of the Year Nomination

Name _____ Sex _____ Age _____

Club Member for _____ years.

The above name has been selected as Pathfinder of the Year for our local club. We submit the name of this individual as a candidate for Pathfinder of the Year of the local conference. This nomination is the decision of our staff, based on the statistics as given below. (Based on one Pathfinder year.)

	Points	Points Given
1. Attendance Record (Present and on time to no less than 85% of meetings)	1-10	_____
2. Uniform and Insignia (Complete, clean and pressed, always worn)	1-10	_____
3. Personal Appearance (Cleanliness, hair combed, shoes shined, etc.)	1-10	_____
4. Conduct (Home, school, church, club) (Courteous, kind, obedient, example to others)	1-10	_____
5. Spiritual (Reverent, baptized, studies Sabbath School lesson and attends Sabbath School and church regularly)	1-10	_____
6. Participation		
a. Local club functions (Hikes, camp outs, trips, projects)	1-10	_____
b. Conference-wide functions (Fairs, camporees, rallies, summer camps)	1-10	_____
c. Church spiritual and secular activities in one of the standard Pathfinder class levels	1-10	_____
7. Achievement		
a. Invested in an Pathfinder class during year	5	_____
b. Completed one of the Pathfinder advanced class levels	1-10	_____
c. Pathfinder honors earned (1 pt. each, completed within Pathfinder year)	1-10	_____
8. Special For outstanding accomplishment during the year at school, church, community, etc.	1-10	_____
Total Possible Points	115	_____

In the space below list outstanding characteristics of this Pathfinder, including special points of recognition not brought out on this sheet.

Club Name _____

Director _____

Sponsoring Church _____

Pastor _____

Date _____

Pathfinder Club Constitution

Article I - Name

The program for the holistic ministry to those in grades 5 to 10 within the Seventh-day Adventist Church, and sponsored by the Department of Youth Ministries is called the Pathfinder club.

Article II - Purpose

The objectives of the Pathfinder club are:

1. To work towards the personal commitment of every Pathfinder to the Lord.
2. To provide an attractive church-centered achievement program.
3. To interest parents and senior youth in participating in the organized church activities for youth.
4. To encourage Pathfinders to discover their own God-given potential in service to others.
5. To foster the harmonious development of the physical, social, intellectual and spiritual life of the Pathfinder.
6. To give opportunity for the development of leadership abilities.
7. To provide an appreciation of God's love through the study of nature.
8. To assist parents in education and training of their Pathfinder-age children.

Article III - Organization

The Pathfinder leader of the local conference is the director of all Pathfinder activities conducted within the conference. His counsel may be solicited in regard to any club activity. When planning major affairs he should be advised and may be invited to participate. In regional areas a district coordinator may be appointed by the conference to act on behalf of the conference Pathfinder leader to whom he is directly responsible.

The Pathfinder leader is a member of the local church board. The director of the club should be an adult who is vitally interested in young people and who sympathetically understands the needs of children and young people. Where possible, this director should be at least a Master Guide or must have attended a Pathfinder Basic Staff Train-

ing Course. He or she should be resourceful and enthusiastic and must be a member in good and regular standing of the Seventh-day Adventist Church. All activities of the club will be under each club director's supervision, and he or she must call, organize, and arrange for each club meeting.

Article IV - Election of Leaders and other Staff Members

Section 1

The officers of the clubs shall be an administrative director (where there is a junior and a teen club), a club director, two or more deputy directors, club secretary and treasurer (these may be deputy directors). The staff shall include counselors and instructors as needed.

Section 2

Administrative director and club directors shall be appointed by the nominating committee of the sponsoring church or churches.

Section 3

The deputy directors shall be appointed by the church board.

Section 4

The secretary and treasurer shall be appointed at the discretion of the directors and approved by the church board.

Section 5

The counselors and instructors are to be appointed or replaced by the club director in consultation with the deputy directors.

Section 6

The Pathfinder staff shall consist of all above named positions.

Article V - Duties of Leaders and Staff

Section 1

Administrative Director: He is the coordinator of the teen and junior club directorship. He is to represent the church in the Pathfinder organization and is a member of the church board. He will coordinate all activities in the Pathfinder organization.

Section 2

Director: All activities of the club shall be under his supervision. The chairman of all committees shall be appointed by the director after consultation with the deputy directors or executive committee.

Section 3

Deputy Directors: Shall assist the director and take charge during his absence. May be designated to care for the following duties: Pathfinder classes, secretary and/or treasurer, games, camping activities, honors and creative skills, music, Pathfinder equipment, nature, chaplain, transportation, special events, bimonthly events, etc.

Section 4

Secretary: Shall render monthly reports to the local Conference office. Is responsible for all club correspondence. Takes meeting notes. Is responsible for personnel records and for any other records necessary to the smooth running of the club.

Section 5

Treasurer: Shall be responsible for the expenses paid out, collect and care for all income such as membership fees, money - raising projects, etc. and shall present a financial report upon request of the executive officers or staff, and shall transmit the accounts and all undistributed funds to his successor. The treasurer shall also work in close harmony with the church treasurer, depositing all funds with the church treasurer.

Section 6

Chaplain: May be a deputy director. Shall assist the director in maintaining a strong spiritual tone in the club, know each Pathfinder's relationship to the Lord, and shall serve on committees dealing with the worships in club meetings, and camps, outreach, and discipline.

Section 7

TLT Coordinator: May be the club director or an appointed person who relates well with the TLTs. The TLT Coordinator is to see that all the paperwork is properly dated, cared for and sent to the conference Pathfinder department. The director is to work the TLTs as to the duties and assignments so they will be able to complete all needed requirements in the correct time to receive their proper level of pin.

Article VI - Committees

Section 1

The standing committees of this club shall be:

- a. Coordinating committee (for churches with junior and teen clubs).
- b. Executive committee
- c. Staff committee

Section 2

The coordinating committee shall consist of the administrative director, club directors, deputy directors, pastor, secretary, treasurer, and chaplain.

The committee, of which the administrative director is the chairman, is to be responsible for all joint Pathfinder activities.

Section 3

The executive committee shall consist of the club director, deputy directors, a parent representative (a mother or a father), pastor, secretary, treasurer, and chaplain. The committee, of which the director is the chairman, is to be responsible for all Pathfinder activities.

Section 4

The staff shall consist of the executive committee, plus counselors, junior counselors, and instructors. Unit captains may be invited to meet with this committee.

Article VII - Quorum

For the transaction of business by any of the above committees, a majority of the committee membership must be in attendance.

Article VIII - Meetings

Section 1

Regular Pathfinder meetings shall be held at least twice a month. The time and duration of these meetings shall be decided by the executive committee and shall be based on one of the following models:

Model A: This is conducted in one three-hour session with opening and closing ceremonies, marching, games, curriculum, and crafts, all integrated into one program.

Model B: This is a three-hour program, but it is conducted in two separate segments:

Segment 1: One hour of Pathfinding on Sabbath, featuring fellowship and curriculum.

Segment 2: Two hours of Pathfinding, including marching, games, curriculum, crafts, and opening and closing ceremonies.

Section 2

Staff meetings are to be held once each month as announced.

Section 3

Executive committee meetings are to be held at least quarterly.

Section 4

The yearly Pathfinder club program should include the requirements as set down by the local conference youth department's club grading system.

Article IX - Membership and Attendance

Section 1

Membership in the Junior Pathfinder organization will be restricted to students in grade five (or its equivalent) and above.

Section 2

Membership in the Teen Pathfinder organization will be restricted to students in grade eight (or its equivalent) and above.

Section 3

Membership will be granted when the following specifications are met.

- a. Acceptance of application
- b. Payment of membership fee
- c. Complete uniform
- d. Willingness to conform to the principles of the Pledge and Law
- e. Willingness to participate in all Pathfinder activities

Section 4

Non-Adventist youth who conform to the above requirements may be admitted to membership.

Section 5

The admittance of new members into the Pathfinder club will be at the beginning of each Pathfinder year and no more than twice in a year.

Section 6

An attendance role should be marked at all Pathfinder programs.

Section 7

The Pathfinder should have an average attendance of at least 80% of all Pathfinder activities.

Section 8

All excused absences must be presented in writing from the parent or guardian and submitted to the club director.

Section 9

Any member having two unexcused absences in any one quarter, will be placed on a probationary roster.

Section 10

Any probationary member may be reinstated by payment of a membership reinstatement registration fee, as decided by the Pathfinder executive committee.

Section 11

Attendance of probationary members at special events is not permitted.

Article X - Club Units

Section 1

Boys and girls are organized into units of preferably four to eight Pathfinders, with a counselor as their leader. This division into smaller units permits better order and discipline, and more individual attention can be given to each member. Boys and girls should be enrolled in separate units.

Section 2 Unit Officers:

- a. Unit Captain: Each unit within the club, with its counselor, selects one of its members as its captain. The captain is responsible for the unit and should lead it in promptness and cooperation in all club activities. The captain should set an example of good conduct at all times. It is suggested that unit captains be selected every four to six months to give more members in the club opportunities for developing leadership.
- b. Unit Scribe: Each unit within the club, with its counselor, selects one of its members as a scribe. The Scribe will be responsible for reporting the attendance of the unit's members to the club secretary. It is suggested that unit scribes be selected every four to six months to give more members in the club opportunities for developing leadership.

Section 3 Uniform:

- a. Dress Uniform: The official Pathfinder uniform is the conference recommended uniform for each club member and officer, and shall be worn only at club meetings and other occasions as directed by the club director.
- b. Field Uniform: The official conference recommended field uniform for each club member shall be worn at Pathfinder activities as directed by the club director.

Article XI - Club Finance

Section 1

The quarterly or yearly membership fee established by the executive committee is payable when the application is filed with the secretary. This fee shall be returned if the application is not accepted.

Section 2

The reinstatement of membership shall call for payment of a reinstatement fee, which is determined by the executive committee.

Section 3

An annual personal insurance fee should be in addition to the annual fee where applicable.

Section 4

The Pathfinder meeting offering is a contribution made by the Pathfinder toward club and local conference sponsored outreach activities.

Section 5

A financial report will be rendered at the meeting of the club executive committee.

Article XII - Policy

The club shall be governed by policies as communicated by the Youth Ministries Department of the local conference of Seventh-day Adventists, as governed by the Conference Pathfinder Council.

Article XIII - Amendments

This constitution may be amended by a two-thirds vote of the Pathfinder staff committee, but becomes effective only after approval by the conference Pathfinder Council.

Safety and Liability

Each leader or counselor, at whatever level of organization, must accept the moral obligation of protection from physical injury those who are under his or her care. This moral duty of care is reinforced by a legal liability, and while a moral obligation may be shrugged off, leaders cannot escape legal liability for injuries resulting from their actions or omissions.

What standard of care is required of leaders and counselors? There is no easy answer, for the duty of care to a junior will vary in degree from that which is due to an older child. The aim must always be to operate an injury-free program, and consideration needs to be given to the following:

Premises. Are the premises, camping places, halls, etc. free of physical hazards? If not, existing hazards should be immediately removed.

Equipment. Is all equipment in good repair? Is it safe? Is safety equipment suited to the activity always provided?

Supervision. The required degree of supervision will vary according to the ages of those being supervised. Naturally a 5th grader will require closer supervision than a someone of college age, who must accept a greater degree of responsibility for their own actions, but supervision must always be provided.

Types of activity. High risk activities should be avoided, and consideration should be given to the following.

- Suitability of the activity to the age group involved.
- The personal ability and experience of supervisors, i.e., the gymnastic program, should be operated only if there is a skilled, qualified gymnast available to supervise.
- The provision of appropriate safety equipment, i.e., life jackets for boating, helmets for horse riding, etc.

Youth leaders must educate themselves to observe and recognize potential hazards. As a youth leader or counselor you are in a position of trust for those under your care and you cannot delegate your legal or your moral duty of care to anyone else.

Accidents will happen, injuries will occur, but don't let them happen through your negligence in allowing the use of dangerous premises or faulty equipment, or lack of skilled and adequate supervision. Note: For a comprehensive safety plan order *The Season of Hope* published by the Non-Profit Risk Management Center. Available from Advent-Source, Cat# 625740.

Public Relations

Good public relations will help build a Pathfinder club. News from your club will increase interest. What seems to be an insignificant news item may prove to be of great interest to many people. An enlightened church congregation and community draw ready support for club needs.

Web Site

A web site is a great way to communicate to your club members, to the parents, the church and even the community. You can post your clubs newsletters, calendar of events and pictures of events that happen. Your web site should look clean and be easy to read. You will want to keep safety in mind as you are writing captions for your pictures and talking about members that are involved in events. Use only the first names of those involved. Check with your local church and your local conference to see if your web site can be linked to theirs. Most importantly, keep your web site up to date.

Pathfinder Newsletter

Organize an editorial staff which could include an editor-in-chief, editor, data entry, business manager, circulation manager, photographer and reporters. Set a specific time of the month to meet and lay out the newsletter. A newsletter can be printed very inexpensively or sent electronically.

Involve the Pathfinders in preparing a Pathfinder newsletter. Use members as reporters and writers who use their own words to write the stories. Keep news fresh and up-to-date. Cover various club activities: camp outs, field trips, crafts and skills and all special events.

Local Newspapers

When your club does a community project or something of interest to the public, you will want to submit the information to your local newspaper. Your local newspaper has a section for activities in your local community.

Assign a Pathfinder to work with the church communication secretary.

- The Pathfinder should report the event to the communication secretary.
- The Pathfinder should learn the requirements of a good news story and be able to provide all the facts about Pathfinder activities.

The Pathfinder leader should make certain his reporter has all the facts necessary.

- Give the Pathfinder a list of the important facts about any activity.
- Check the fact list before it is given to the communication secretary.
- If the honor in journalism is being taught, the Pathfinder reporter should work toward that honor by learning to write news releases properly and meet deadlines on time.

Part of the planning for any activity should be a discussion of picture potential for the neighborhood newspaper. Photos should include the following.

- A single center of interest.
- An activity in progress.
- A close up to catch facial expressions where possible.
- Good technical quality.
- A proper caption including first names of people in picture and location.
- A limited number of persons in picture (2-3) unless a large number of persons are engaged in a single activity or it is a group photo.

Radio and Television

When the secretary receives the information about your Pathfinder club activities, you may request that a public service announcement be prepared for the local stations. You may wish to invite all young people of a certain age group.

- Public service spots should be short—around 250 words.

- They should include only the most pertinent facts: what, when, where, who.

Check with your local station to find out the requirements for submitting an announcement.

If your station has an interview program, your church communication secretary can arrange for an interview with the Pathfinder leader and perhaps some of the Pathfinders. Check with your local station to make the appointment and be sure to be on time.

- Let the communication secretary know of the desire and your willingness to be interviewed.
- Plan several months ahead of the time you wish to be on the air.
- Keep all appointments. Be early.
- Prepare suggested questions for the one who will do the interviewing.

Community

Look for needs of the community that the Pathfinders can help meet.

- Anti-pollution drives—cleaning up vacant lots, shoulders of a country road, neglected streams.
- Encourage Pathfinders to make a practice of keeping sidewalks clean along their way to school or within a block of their home.
- Paint-up co-ops in which Pathfinders help brighten up a neglected house owned by an elderly couple unable to care for it themselves.
- Participation in community drives not especially related to the church.
- Visit retirement centers or nursing homes and sing.
- Participate in the town parades on Fourth of July, Memorial Day, Labor Day and Veterans Day. Dress in full dress uniform and carry your clubs banner and flags where appropriate. Ride on a float you have built emphasizing nature or a Bible

Personal Invitation

A personal invitation from one young person to another to “come along” to a club meeting or some club outing or activity is very effective.

Young people moving to a new community are looking for friends. Pathfinders should be friendly at all times, but especially when welcoming a new person to the neighborhood.

Church Bulletin

Arrange with the church secretary to make a weekly announcement in the bulletin of the time and highlights of the Pathfinder meeting or activity. Put reports in the bulletin about the success of various club activities and the amounts raised through

fund-raising. Keep the church members aware of the various Share Your Faith activities of the Pathfinders. Give periodic expressions of thanks for the church members' moral and financial support of the program.

Bulletin Board

A well-kept and well-placed bulletin board will attract interest in the Pathfinder club activities. Assign a club officer to keep news up-to-date and change pictures periodically. Encourage Pathfinders to check the board weekly.

Public Relations Projects:

Collecting Food for Thanksgiving Baskets

At Halloween or just prior to Thanksgiving time each year many Pathfinders go out collecting non-perishable food items for the needy. Here are some suggestions to help this be a success.

Announcement

Announce your plans to your church. Let them know that they can help by bringing non-perishable food items to the church to add to what is collected.

Schedule the Event

Set a meeting time to make the collection. You may use a regularly scheduled meeting or set a special time for this activity. Some clubs take the shopping bags out with a leaflet stapled to them and return to pick them up another day.

Create Teams

The Pathfinders should work in pairs. Teach them what to say and provide them their shopping bags. Assign the teams to a vehicle and a specific territory.

After the bags have been collected, you may want to count the items. You can also have your club pose with the items for a picture. Include this in your club newsletter and send it to your local union paper.

Distribute

If your church is distributing the food baskets you will want the Pathfinders to help prepare and deliver them. You can also deliver the items to your local food bank. You will want to decide ahead of time which method you will use so you can let people know your plans as you are collecting.

Christmas Party for Needy Children

The last club meeting before Christmas vacation may be set aside for a Christmas party to which needy children are invited. Any welfare agency can help you find children whom you can invite.

The evening's events fall into three general categories and a committee for each should be appointed.

Food

A buffet could include main courses, salads and Christmas delicacies such as cakes, cookies, punch and ice cream. Some of the club members' mothers can aid in providing a tasty and nutritious meal. Though adults must supervise the planning, preparing and serving, club members can be assigned to actually produce the meal.

Decorations and Entertainment

Your club meeting place can be turned into a winter wonderland as a setting for the party. Combine the religious and secular features of the holidays in your decorations and program. You can include a manger and Christmas trees with lights. Your program should be short and crisp. It can include games, a video, a skit portraying an ancient or modern Christmas story, some songs and singing. Limit this to about 30 minutes and use the talents of your club members.

Guests and Gifts

This is the central part of the evening and the main purpose of your party. Be sure your guests are not left unattended at the party. Have your members involve them in the evening's activities as honorary members instead of strangers. After getting their names, contact them and plan a visit with a club leader and one or two members. Tell them that your club is having a children's Christmas party and wants to invite them as a guest for the evening.

If the parents consent, have them give you their children's sizes and needs, including some fun things like toys. Set a date, tell them to dress casually and that you'll be there to pick them up.

Set up a budget and involve the whole church in getting and wrapping gifts. Be sure to keep names and sizes straight and try to provide one needed or practical item and one fun thing for each child. You can include books and Bible study guides as gifts. At the party have a tree and at the conclusion of

your short program let your members pass out the gifts. At the end of the meeting take them home.

Attendance Building Ideas

If you would like to boost the attendance in your Pathfinder club, there are a few areas you can evaluate to make sure your club is attractive to the young people in your church.

Program

First, evaluate your program. Is the program well organized? You will want to have a topic, aim or goal for your meeting. When the activities of a program have the same theme it provides an atmosphere of learning. You will want to vary the activities from week to week or month to month. When every meeting is the same, the Pathfinders lose interest quickly. Be an enthusiastic leader. If you find the material or activity fun and interesting, your Pathfinders will find it more meaningful. Place a time limit on your meetings. Be sure to dismiss on time. This is appreciated by your staff, the Pathfinders and the parents. When giving instruction, you will want to be specific and to the point. This will also help you dismiss on time.

The next part of the program to evaluate is the subject matter. Is it interesting? Is the information or activity appropriate? The topic should be inspirational and uplifting. Does it impact the Pathfinder's relationship with Christ? It should also be educational and beneficial to the Pathfinder challenging them to action.

The third part of the program to evaluate is participation. Have you provided opportunities for the Pathfinders to be involved? The participating Pathfinders feel that they are a part of the group. They feel needed. Participation makes each person feel wanted, so it is important that he or she be there! Encourage your Pathfinders to participate. When a Pathfinder participates, be sure to show appreciation for the help he or she gives

Projects

Next, evaluate your club projects. Do you provide a variety of projects? Remember that not all Pathfinders have the same interests. You may also want to ask your Pathfinders what they would be interested in doing. Here is a list of ideas that may be helpful.

- Singing bands.
- Distribution of handbills.
- Send "care" packages to service personnel.
- Keep up a public literature rack.
- Give Bible studies.
- Write letters to missionaries.
- Have a membership drive for past and new members.
- Visit shut-ins or nursing home residents.
- Do a project in your community

Social Activities

Next, evaluate your social activities. Having social activities helps your Pathfinders get to know each other. It also provides them a place to have fun in a safe, structured environment. You can take your club on a picnic, have a social gathering or visit your cities' recreation center.

General Programming 3

Pathfinder Club Guidelines

Program

The Pathfinder club meeting reflects the spiritual objectives of the Pathfinder club. In all activities character building is emphasized.

Religious

1. Directors' Minute. The Director's Minute has a prominent place in each club meeting, challenging Pathfinders to improve their relationship with God and their fellow man. Often the most receptive atmosphere of the day is at the close of the club meeting or after an evening around the campfire when the director shares his thoughts in a brief Director's Minute.
2. Personal Evangelism. The religious program includes personal work and spiritual guidance by each member of the Pathfinder staff. Also, opportunity is provided for Pathfinders desiring baptism to receive instruction in the doctrines of the Seventh-day Adventist Church.
3. Spiritual Tone. The entire Pathfinder club reflects their Christian faith.
4. Objectives. The Pathfinder staff imparts, directly and indirectly, qualities such as honesty, sincerity, reverence, diligence, courtesy, truthfulness, obedience, and purity. A periodic evaluation by the Pathfinder staff should be made based upon the club objectives.

Opening Ceremony

Each club meeting begins with an opening ceremony which consists of posting the colors, pledge of allegiance to the national flag, recitation the Pathfinder Pledge and Law, a devotional and prayer, and an inspection of the units.

Enrollment

All young people who are willing to live by the principles of the Pathfinder Pledge and Law are invited to become members of the Pathfinder club.

1. Eligibility. Boys and girls who are in the fifth grade of school are eligible to join the Junior Pathfinder club. Youth who are in the seventh grade of school are eligible to join the Teen Pathfinder club. The admittance of new members into the Pathfinder club will be at the beginning of the Pathfinder year and one other time if necessary.
2. Multiple Church Area. Pathfinder-age children should join the Pathfinder club of their own church. Transfers to other church's clubs within the area are to be done through the recommendation of the home church in conjunction with the Pathfinder director, the parents, and the pastors involved.

Induction

This ceremony is a candle lighting program used to inspire Pathfinders with the high purpose of Pathfinder ideals and to help them realize the serious aspect of Pathfinding. The induction ceremony is conducted three to four weeks following the enrollment of new Pathfinder members and officially admits them into the Pathfinder club. (See page 102 for complete program.)

Camp out

A camp out is held at least once a quarter to provide adventure and to help the Pathfinders become acquainted with and develop outdoor skills.

Special Events

In a Pathfinder club it is essential to have a variety of special events in addition to the regularly planned club meeting. The events are planned early so that adequate preparations can be made.

Pathfinder Class Levels

The Pathfinder club staff instructs in the areas of Bible and nature study, useful and helpful things to do about the home, outdoor activities, first aid,

personal and home hygiene, and the requirements for Friend, Companion, Explorer, Ranger, Voyager, Guide, and Master Guide or any of the Advanced Pathfinder Class Levels—Trail Friend, Trail Companion and Frontier Explorer, Frontier Ranger, Wilderness Voyager, and Wilderness Guide.

Investiture

At the Investiture service candidates are awarded Pathfinder honor patches and/or the insignia of the regular or Advanced Pathfinder class level for which they have fulfilled the requirements. (Friend, Companion, Explorer, Ranger, Guide, Master Guide, Trail Friend, Trail Companion, Frontier Explorer, Frontier Ranger, Wilderness Voyager and Wilderness Guide.)

Camporee

The Pathfinder camporee is a conference-sponsored camping experience where skills are demonstrated and Pathfinder activities are enjoyed together in the out-of-doors. It is the objective of every unit of the club to be prepared for full participation in Pathfinder camporees.

Fair

The local conference-sponsored Pathfinder fair is a gala occasion for Pathfinder clubs. Club members are to come in uniform, bring hobbies and exhibits, prepare various demonstrations, be prepared to march in a parade, and send teams for drill demonstrations and other skill activities. Each unit of the club should be prepared to participate in some event at the Pathfinder fair.

Pathfinder Day

Each year the North American Division sets aside a day (the second Sabbath of November) in the church calendar to be known as Pathfinder Day. This is your opportunity to let the church see their Pathfinders in action. A Pathfinder Day Program idea booklet is available from *AdventSource*. By permission of the local church board, the offering on that day may also be assigned to the local Pathfinder club.

Planning the Program

Ellen White's counsel to church administrators could also be applied to Pathfinder leaders. "There must be far more personal responsibility, far more thinking and planning, far more mental power brought into the labor put forth for the Master" (*Testimonies to Ministers*, p. 498).

"God's work is perfect as a whole because it is perfect in every part, however minute . . . If we desire to be perfect, even as our Father in heaven is perfect, we must be faithful in doing little things. That which is worth doing at all is worth doing well" (*Messages to Young People*, pp. 144, 145).

Guiding youthful lives toward eternal life is the most important work given to man and should be planned well. You hold in your hands the responsibility of their destiny, so plan your program well. Make your program a balanced program with emphasis on spiritual, physical, mental and social.

A plan needs to be outlined and followed with care. Good programming is one of the most important factors in the successful operation of a Pathfinder club. A program with broad objectives should first be developed for the year, then for the quarter or trimester, and then for the weekly or bimonthly meeting.

The Pathfinder club staff is responsible for planning the program. The director is chairman. Suggestions should be welcomed from all sources. It is realistic to think of the Pathfinder year parallel the school term.

In setting up a program the staff should consider the following:

1. What goals do the leaders expect to achieve during the period ahead?
2. What do the Pathfinders themselves want to do?
3. Events, such as Pathfinder Day, Thanksgiving, Christmas, vacations, New Year's, Pathfinder Camporee, Pathfinder Fair, an Investiture ceremony, an Induction ceremony, camp meeting, and summer camp.
4. Surprises, variety, action, achievement, and fun.
5. The constant and steady advancement of Pathfinders in the Pathfinder class levels, as well as the Advanced Pathfinder class levels, should influence programming.
6. Consult the local conference Pathfinder director for other program ideas.
7. A specific theme serves as a focus for yearly or quarterly planning. Whatever the theme, try to create happy, Christian Pathfinders.
8. The Pathfinder program is balanced in character education, service projects, developing skills in camping, nature, and crafts, and health and safety.

9. Every club has a program that is designed to fit the particular conditions and needs of that club.
10. As the leader, show belief in the Pathfinder program.

Pathfinder Class Levels

Pathfinder Class Levels

"The children are to be trained to become missionaries; they must be helped to understand distinctly what they must do to be saved" (Counsels to Parents, Teachers, and Students, p. 168). And the best preparation "is the harmonious development of the physical, the mental, and the spiritual powers. It prepares the student for the joy of service in this world and for the higher joy of wider service in the world to come" (Education, p. 13).

"Since both men and women have a part in home-making, boys as well as girls should gain a knowledge of household duties. To make a bed and put a room in order, to wash dishes, to prepare a meal, to wash and prepare his own clothing, is a training that need not make any boy less manly; it will make him happier and more useful. And if girls, in turn, could learn . . . to use the saw and hammer, as well as the rake and the hoe, they would be better fitted to meet the emergencies of life" (Education, p. 215-217).

It was from the study of these and other similar passages that the Pathfinder class levels Friend, Companion, Explorer, Ranger, Voyager, and Guide were developed, and all the requirements for these classes are based on this instruction. They include, Bible and nature study, the learning of useful and helpful things to do about the home, outdoor activities, first aid, personal and home hygiene, physical fitness, and service to others.

Pathfinder Class Levels and School

The Pathfinder club, Sabbath School, home and school work closely together to help the Pathfinders complete their class requirements. If your church has a church school the Pathfinder director could encourage partnership with the teacher(s) to the memory work and the reading of the required books, and the club can help with the skill requirements. The school can easily help the Pathfinder get a needed honor in connection with regular class work. The club can help in getting other honors which are hard for the school to complete. See AY Classes Instructor's Manual for sample division of requirements between club, home, Sabbath School and school.

A resource that is very helpful is organizing your AY Class work is the Audio Resource Library. This includes detailed outlines of what should be completed each month and suggestions on how to tie in the different requirements. Available from AdventSource, 1-800-328-0525 or www.adventsource.org.

The most difficult requirement to complete in the class levels is swimming. Even though this makes it difficult for kids who want to complete their class level, it is a very important skill and one they should learn. The club can take the initiative and arrange for swimming lessons during the year so that this requirement can be completed.

The club director needs to make arrangements with the school, home and Sabbath School to coordinate class levels.

Pathfinder Advanced Class Levels

The advanced class levels such as Trail Friend, Trail Companion, Frontier Explorer, Frontier Ranger, Wilderness Voyager, and Wilderness Guide may be earned after completing the basic class requirements. These class levels are best suited to the Pathfinder club. To enjoy the outdoors and also meet emergencies, these skills should be taught by every club.

Class Concepts and Educational Objectives

Achievement

Major Concept: Young people need to experience successful completion of worthwhile tasks with a sense of purpose.

Educational Objectives: As a result of this learning experience I want my Pathfinders to:

1. Know that the joy of achievement is the fruit of faithful effort.
2. Feel the satisfaction of achievement.
3. Respond by setting high personal goals, and by faithfulness in performance.

Responsibility

Major Concept: Young people should learn to accept and faithfully carry responsibility in accordance with age and experience.

Educational Objective: As a result of this learning experience I want my Pathfinders to:

1. Know that fulfilling and discharging responsibility is an important part of life, is pleasing to God, and brings us joy.
2. Feel willing to accept responsibility.

3. Respond by faithfully and cheerfully performing their duties.

Respect for Authority

Major Concept: Young people need to understand and accept the principle of authority.

Educational Objective: As a result of this learning experience I want my Pathfinder to:

1. Know that respect for authority is a Biblical principle, that God's laws come first, and that just rules enhance their happiness.
2. Feel comfortable and secure in accepting and relating to authority.
3. Respond by showing respect for authority; by obeying God, parents, teachers and those in authority.

Instructor's Manual and Curriculum

The *AY Classes Instructor's Manual* contains the application and explanation of the Pathfinder Class Levels. The manual is packed with over 200 illustrated, fun-filled activities for youth in grades 5 through 10.

The manual provides an overview and in depth study of the Pathfinder Class Levels.

The Curriculum subjects are:

Personal Growth: Involvement, Commitment, Growth

Spiritual Discovery: Scripture, Church Heritage, Christian Heritage

Serving Others: One to One, Group Witness, Community Outreach

Making Friends: Building Relationships, Christian Lifestyle, Good Citizenship

Health and Fitness: Health Principles, First Aid/Safety, Fitness/Exercise

Youth Organization: Leadership, Club Awareness, Pathfinder Programming

Nature Study: Spiritual Lessons, Nature Appreciation, Nature Honor

Outdoor Living: Outdoor Skills, Outdoor Activity

Honor Enrichment: More than 260 honors are available for you to choose from.

Order your copy of the AY Classes Instructor's Manual today! The manual is available through AdventSource, 5040 Prescott Avenue, Lincoln, NE 68506. Call 800-328-0525 or visit our web site at www.adventsource.org

Honors

"As a rule, the exercise most beneficial to the youth will be found in useful employment. . . .

"It is essential for every youth to have a thorough acquaintance with everyday duties" (*Education*, p. 215-217).

Pathfinders enjoy working on honors, and they like to display them after they have been earned. There are some things that cause enthusiasm to wane. The following suggestions will help in organizing an enthusiastic program of honor classes.

Definite termination date

The class needs to be finished within the trimester. If it goes on any longer the Pathfinder will lose interest.

Make the class level worthwhile

The class level must not only be fun but informative and helpful. If the requirements are glossed over lightly the student gets the idea that the honor doesn't mean much.

A class notebook keeps the Pathfinder's interest and gives them something to take home as a source of reference. Parents also feel that the child is learning something worthwhile.

Waiving requirements

Some of the honor requirements may be difficult to do in certain situations. No club should decide to waive the requirement without first talking to the conference Pathfinder director for approval.

Meeting Pathfinder honor requirements. The following guidelines check Pathfinder honor requirements.

- a. The work must be actually performed. Each question and requirement must have been met. Honors are not given on the idea that the person could easily do the requirement.
- b. All honors are verified by a teacher, conference Pathfinder director, Master Guide, or Pathfinder staff member of the church.

Many Pathfinder honors can be earned in any one of the following categories.

Arts and Crafts
Health & Science
Household Arts
Nature
Outdoor Industries
Outreach Ministries
Recreational
Vocational

A Pathfinder may earn a Master Award by completing seven honors in a given category. The Master Award can be awarded at a club meeting, camp out, school, church, or Investiture. See the Honors Handbook for more information about the Master Awards.

Investiture Services

It is the responsibility of teachers and Pathfinder directors to request the conference to conduct the service and to keep all records up to date. All who are to be invested must be able to present their class card to be signed by the Pathfinder director of the conference prior to the Investiture time. See Special Programming p 126 for additional information on Investiture. There is nothing more discouraging than to be ready to be invested or to receive an honor and then not get it.

The Honors Handbook is available through AdventSource, 5040 Prescott Avenue, Lincoln, NE 68506. Call 800-328-0525 or visit our web site at www.adventsource.org

Formation for Opening Exercises

(Drill Commands are in CAPITALS)

1. The director takes his position, blows a whistle, and commands: PATHFINDERS, FALL IN. The Pathfinders find their places in formation and assume the position of attention.
2. The director then commands: AT CLOSE INTERVAL, and/or DRESS RIGHT, DRESS. When the club has been aligned, the director commands: READY, FRONT, followed by: PARADE, REST, followed by: PRAYER ATTENTION, and "Let us pray", unless a devotional period will follow opening ceremony. If any male club member is wearing a cap, it should be removed at this time. Caps are held in the right hand while resuming the position of parade rest. All bow their heads during prayer. At the conclusion of the prayer men and boys put their caps on and resume position of parade rest.

3. The director then commands: PATHFINDERS, ATTENTION.
4. The director then commands: DIRECTORS, TAKE RECORD.
 - a. At this command the deputy directors face their divisions and command: AT EASE. The scribes, having obtained their materials before formation, now step out of ranks and proceed down the line of their unit marking the attendance record and collecting and recording the dues. The counselor assists if needed. When the task is completed, they quietly notify the unit captain of the attendance report and take their places in line.
 - b. When all scribes are again in line, the deputy director commands: SCRIBES, FALL OUT AND FORM LINE, ONE STEP IN FRONT OF ME. The scribes take one step backward, face to the left, and move forward until they are one step clear of the left flank of the division, where they execute a face to the right in marching and move forward to a point one step in front of the deputy director. Here they again execute a face to the right in marching and halt so that the middle of their formation is centered on the deputy director. The scribe of the first unit then commands: SCRIBES, LEFT, FACE. The scribes face to the left and in unison execute a hand salute, holding the salute until it is returned by the deputy director. The deputy director then moves down the line collecting the records and dues.

At this point the club secretary moves down the line of deputy directors and collects the records and dues and checks the records and money. Any mistake or discrepancy is reported to the deputy director at the first opportunity, who in turn checks with the scribe and counselor.

Note: Some clubs may collect dues and take record as the Pathfinders arrive at the meeting.

- c. Resuming position, the deputy director then commands: SCRIBES, LEFT, FACE: FORWARD, MARCH. The file of scribes moves forward to the point one step to the left flank of the division where the leading scribe executes a face to the left in marching. All other scribes execute the same movement, in turn, on the approximate same point as the leading scribe. Each scribe executes a face to the left in marching when (s)he

- reaches a point one step to the rear of his/her unit and halts directly behind his/her position in the unit. They then execute a left face and step forward into their position and assume the position of at ease.
- d. When all scribes are in place, the deputy director commands: DIVISION, ATTENTION followed by REPORT. At the command the unit captain of the first unit, looking straight to the front, executes a hand salute and reports with "All present" or "Pathfinder(s) (name or names) absent." The captain holds his/her salute until the deputy director accepts the report and returns the salute. They both lower their arms in unison. The captain of the second unit reports in the same manner, followed by a third, etc.
 - e. When all units have reported, the deputy director faces about. (Should it be evident that there will be a considerable time before the other divisions will be ready to report, the deputy director may command: AT EASE, being careful to bring the division to attention when the other divisions are ready to report.) When all deputy directors are facing front the director, commands: REPORT. At the command the deputy director of the first division turns his/her head and eyes toward the director, salutes, and reports either "All present," "(One, two, etc.) Pathfinder(s) absent" or "All present or accounted for." The deputy director holds the salute until it is returned by the director and both lower their arms together. The deputy director of the second division then reports in the same manner, followed by the third, etc.
5. The director then commands: PARADE, REST.
 6. The club having been formed, the flag ceremony and Pathfinder Pledge and Law ceremony follow. (See Pathfinder Drill Manual for other suggested flag ceremonies.)
 - a. Flag Ceremony (where flags are carried by an honor guard)
 - 1) The director designates a unit to be honor guard and directs the counselor of that unit to take charge of the unit.
 - 2) The counselor of the honor guard unit calls the unit to attention, moves them backward one step, faces them to the left, and moves them to the place where the flags are kept. There the counselor designates the captain to take the national flag and another Pathfinder to take the Pathfinder flag. Reforming the unit with the flags in the center of the unit (national flag to the right of Pathfinder flag with unit in line) and the counselor on the right of the unit in line, the counselor marches the unit, always with the national flag in front of the Pathfinder flag if marching in file, to a position between the first and second division (between second and third if there are four divisions).
 - 3) The honor guard unit being in position, the director brings the club to attention and commands: PRESENT, ARMS. At this command the captain maintains the national flag at the normal near-vertical position and the Pathfinder carrying the Pathfinder flag dips it so that its staff assumes an approximate 45 degree angle. If there is a bugler present, they play "To the Colors" followed by the pledge of allegiance with the director or designee leading.
 - 4) At the conclusion of the pledge of allegiance the director commands: ORDER, ARMS.
 - b. Pathfinder Pledge and Law Ceremony
The director leads in the Pathfinder Pledge and Law or designates a deputy director, staff member or a unit to lead.
 7. After the official opening of club meeting, a short devotional should be held.
 8. The director then announces the next activity (unit meeting, honor period, etc.) and commands: FALL OUT. The honor guard unit returns the flags to the place where they are kept.

The Flag

Nations are ordained by God and Christians are to be subject to them. It is important to model true patriotism. The flag of a nation stands for its ideals and is a symbol of the country it represents. Pathfinders learn appreciation, respect, and loyalty towards their country's flag.

Courtesies

Here are a few customary forms to be observed in showing respect to the flag of the United States of America.

1. The flag should be displayed only from sunrise to sunset on buildings and on stationary flagstaves in the open, except for special occasions. It should not be displayed on days when the weather is bad.
2. Hoist the flag quickly; lower it slowly and ceremoniously.
3. The flag should be displayed on national and state holidays and other days as proclaimed by the President of the United States. On Memorial Day, the flag should be at half-mast until noon.
4. The blue field should always be at the top, and it should be fastened to the hoisting rope securely and in such a way that the flag will not be torn or soiled.
5. Never use the flag as a decoration; use bunting instead. The blue color in the bunting should always be at the top. If the blue in the bunting contains stars, it would surely indicate that the stars be on top, because if placed below, it would be the same as placing the flag upside down.
6. When flown at half-mast, the flag should be hoisted to the peak, then lowered to the half-mast position. Before lowering the flag for the day it should again be raised to the peak.
7. The flag should never be dipped to any person or thing. Regimental colors, state flags, and organization or institutional flags are dipped as a mark of honor.
8. The flag should never touch anything beneath it—ground, floor, water, or merchandise.
9. The flag should never be fastened, displayed, used or stored in such a manner as will permit it to be easily torn, soiled, or damaged in any way.
10. The flag should never have placed upon any part of it, nor attached to it, any mark, insignia, letter, word, figure, design, picture, or drawing of any nature.
11. The flag should never be used for receiving, holding, carrying, or delivering anything.
12. When a flag is no longer fit for display, it

should be destroyed privately, preferably by burning.

13. Note AY Classes Instructor's Manual for US, Canadian and Bermuda flag courtesy.

Positions

When the national flag is displayed at a camporee or camp out it should be placed at the right of those who are camping and not at the right of those entering the camp.

If the National flag is displayed on a cross-type pole with AY and Pathfinder flags, the national flag should be in the middle and a bit higher than the others.

The flag, when carried in a procession with other flags, should be either on the marching right (the flag's own right) or, if there is a line of other flags, in front of the center of that line. Never display the flag from a float except from a staff, or so suspended that its folds fall free as though staffed.

When other flags are flown from the same mast, the national flag should always be at the peak.

When other flags are flown from adjacent staffs, the national flag should be hoisted first and lowered last. No flag may fly above or to the right of the national flag (except flags of other nations; see below).

The national flag, when displayed with another flag against a wall from crossed staffs, should be on the flag's own right, and its staff should be in front of the staff of the other flag.

When flags of two or more nations are displayed, they are to be flown from separate staffs of the same height. The flags should be of approximately equal size. International usage forbids the display of the flag of one nation above that of another nation in time of peace.

The national flag should be at the center and at the highest point of the group when a number of flags of states or localities or pennants of societies are grouped and displayed from staffs.

When the national flag is displayed from a staff projecting from a building, the union of the flag should be placed at the peak of the staff unless the flag is at half-staff. When suspended from a rope extending from the building to a pole, the flag should be hoisted out, union first, from the building.

When the national flag is displayed other than from a staff, it should be displayed flat, or so

suspended that its folds fall free. When displayed over a street, place the union so it faces north or east, depending upon the direction of the street.

The national flag should form a distinctive feature at the ceremony of unveiling a statue or monument but should never be used as the covering for the statue or monument.

In the chancel of a church or on a speaker's platform the national flag is placed to the speaker's right—other flags to the speaker's left. When displayed elsewhere it should be placed at the right of the audience as they face the platform—other flags to the left of the audience.

If displayed flat against the wall on a speaker's platform, the national flag should be placed above and behind the speaker with the union of the flag in the upper left-hand corner as the audience faces the flag.

Saluting the Flag

Saluting the national flag, by individuals and organized civic and government bodies, is an almost universal custom in every country.

During the ceremony of raising or lowering the national flag, or when the flag is passing in a parade or review, all persons present should stand at attention. When the flag is passing in a parade, a man should remove his hat with his right hand and hold it over the heart. A non-uniformed woman or man should place the right hand over the heart.

At a flag raising, Pathfinders in uniform execute the formal salute, placing the right hand against the brow of the right eye (fingers and thumb straight, forefinger against brow). The upper arm should be in a horizontal position from the shoulder.

Pledge of Allegiance (USA)

"I pledge allegiance to the flag of the United States of America, and to the republic for which it stands; one nation under God, indivisible, with liberty and justice for all."

How to Fold the Flag

To fold the flag two persons work together. One person holds each end of the flag. They fold as follows:

1. Fold in the middle lengthwise twice, leaving the blue field outside.
2. Begin at the opposite end of the flag from the blue field and fold one corner in a triangle upon the upper edge of the long fold. Now

fold this triangle forward along its side on to the main body of the flag, thus making another triangle fold. Continue this process until the flag is completely covered with the blue field and stars.

Pathfinder Club Flag

The Pathfinder flag is the official emblem to be displayed by each Pathfinder club. It is 3 by 5 feet with four equal quadrants of blue and white, the upper quadrant next to the pole and the lower quadrant away from the pole being blue. The Pathfinder club triangle is placed in the center. The name of the Pathfinder club appears in the lower blue quadrant in white block letters.

At regular meetings or special meetings the Pathfinder flag is displayed in a conspicuous place in the club room, preferably in the front of the room near or on the platform. If both the United States flag and the Pathfinder flag are displayed on the platform, the United States flag is displayed to the speaker's right and the Pathfinder flag to the speaker's left. If both are displayed on the same level as the audience, the United States flag is displayed to the group's right and the Pathfinder flag to the group's left.

At Pathfinder camporees, when the national flag and the Pathfinder flag are displayed together in front of a tent, the national flag is placed on the left as one faces the tent, and the Pathfinder flag is placed on the right as one faces the tent.

It is proper to display the Pathfinder flag at such occasions as Pathfinder fairs, Pathfinder camporees, Pathfinder Day in the church, civic parades, and county or state fairs where the Pathfinder club has an exhibit.

The Pathfinder flag is available from *AdventSource*, 5040 Prescott Avenue, Lincoln, NE 68506. Call 800-328-0525 or visit or web site at www.adventsource.org.

Pathfinder Club Unit Guidon

Each Pathfinder club unit has its own guidon. The guidon is 14 inches wide and 22 inches long with the shorter dimension attached to a 5 1/2 foot staff with a diameter of 3/4 inch. The width tapers to 11 inches and has a cleft that indents 8 inches. A blue panel 4 inches wide parallels the staff. A 4-inch Pathfinder triangle emblem is located

3 inches from the top edge so that the median line of the emblem falls vertically along the outer edge of the blue panel. The space to the right of the blue panel is white. The embroidered or color-sketched emblem representing the name of the unit (bear, lion, bluebird, pioneer, etc.) shall be inserted midway between the panel of blue and the indented point and between top and bottom. The overall width or height shall not exceed 5 inches.

Ready-made Pathfinder flags and guidons are available through AdventSource. The 4-inch Pathfinder emblem for the guidon is also available for those who wish to make their own guidons.

Sample Club Programs 1-3 are for clubs meeting weekly. Program #4 is for clubs meeting two times per month.

Sample Club Program 1

Theme - Law

Time	Activity	Leader
7:00	Opening Ceremony	Director
	Fall in by units	
	Color Guard	
	Flag Salute (music background)	
	Pledge of Allegiance	
	Pathfinder Pledge	
	Inspection	
	Devotional and Prayer	Pathfinder
7:15	Attendance Record	Unit Captains
	Latecomers fall in	
7:15	Unit Meeting	Counselors
	Pathfinder Class levels (check)	
	Unit Programming	
7:30	Committee report on coming banquet program	Deputy Director
7:35	Games: (Emphasize the importance of obeying the rules. Have one Pathfinder already chosen to break the rules and help him to be a good sport and obey the rules.)	
7:50	Guest Speaker: Chief of Police "Importance of the Law" (Demonstrate the mechanics of his car or motorcycle, etc.)	
8:15	Announcements	Director
8:18	Closing Ceremony	Director
	Director's Minute (Emphasizing the importance of keeping the law of the Pathfinder code.)	
	Pathfinder Law	Deputy Director
	Prayer	Pathfinder
8:27	Club meeting dismissed	Director
8:30	Leave for home	Counselor

Notes

1. The Pathfinder is in full class A dress uniform because of the guest speaker.
2. Every program should have a purpose. Tonight's program was to help us see we have to live by a law (man's law, recreational laws, God's law and the Pathfinder law).
3. Keep on time according to schedule provided.
4. All adult staff members should have a copy of the program.
5. Where possible permit Pathfinder participation in leadership roles.

Sample Club Program 2

Honor Activities

Time	Activity	Leader
7:00	Opening Ceremony	Director
	Fall in by units	
	Color Guard	
	Flag Salute (Music Background)	
	Pledge of Allegiance	
	Pathfinder Pledge	
	Personal Inspection	
	Devotional	Pathfinder
	Prayer	Pathfinder
7:15	Attendance Record	Unit Captains
	Latecomers fall in	
7:15	Story	Guest
	Pathfinder Class Level (check)	
7:25	Honor classes	Deputy Director
8:20	Closing Ceremony	Director
	Announcements	Director
	Director's Minute	Counselor
	Pathfinder Law	Pathfinder
	Prayer	Pathfinder Captain
8:30	Dismissed	Director

Notes

1. The Pathfinder uniform need not be worn at all club meetings. This night focused on honors. The uniform was not worn and there was personal inspection.
2. The night's theme was honors.
3. Stick with your time schedule.
4. Be sure that every adult staff member has the program schedule for the night.

5. When the weather permits, have the opening exercise outdoors and the closing ceremony indoors.
6. Select an honorable Pathfinder to bring in the national flag.
7. File all program schedules for reference purposes.
8. Where possible permit Pathfinder participation in leadership roles.

Speaker	
7:30	Unit Meeting Counselor
	Pathfinder Class Level (check)
7:40	Honors Instructor
8:40	Fall in by Units Director
	Drill or Deputy Director
	Inspection Drill Instructor
8:55	Director's Minute Director
8:57	Announcements Director
8:59	Benediction and Dismissal Unit Captain

Sample Club Program 3

Time	Activity	Leader
7:00	Opening Ceremony	Director
	Devotional and Prayer	Special Guest
7:15	Unit Meeting	Counselor
	Pathfinder Class Levels	
	Unit Programming	
7:30	Committee Reports on Coming Field Trip	Deputy Director
7:35	Games	
7:50	Guest Speaker: Commercial Airline Pilot	
8:15	Closing Ceremony	Director
	Announcements	Director
	Director's Minute	Director
	Pathfinder Pledge and Law	Pathfinder
	Prayer	Counselor
8:29	Dismiss	Director

Sample Club Program 4

Time	Activity	Leader
7:00	Opening Ceremony	Director
	Fall in by Units	
	Prayer	Pathfinder
	Record taken by Scribes	Scribes
	Captains Report	Captains
	Flag Ceremony	
	Pledge and Law	Deputy Director
	March into devotion area and be seated	
	Pathfinder Song	
	Devotional thought or lesson	Guest

Pathfinder Club Evaluation

The Pathfinder club evaluation committee consists of the Pathfinder staff and the church pastor under the chairmanship of the club or administrative director.

The committee rates the Pathfinder club according to the standards specifically set forth, assigning a value for each item under the topical headings on the evaluation chart. This value is indicated by placing a dot in the appropriate place in the column, and after finishing the evaluation, by drawing a line connecting the series of dots, thus showing the Pathfinder club's profile. The Pathfinder club is classified as follows: "Model," "Standard," and "Unclassified."

If each standard is fully met in a given column heading, the Pathfinder club is assigned a mark in the center of the "model" space column on the chart.

If one or more standards listed under a column heading are not met, the Pathfinder club is assigned a mark in an appropriate place in the "Standard" space on the chart. (For example, if there are four standards and three of them are met, the dot should be placed 25% of the distance down from the top of the "Standard" space or between 60% and 80%.)

If none of the standards listed under a column are met, the Pathfinder club is assigned a mark in the center of the "Unclassified" space on the chart.

A Pathfinder club is given a "Model" rating if it receives no more than two grades below "Model," provided the grade in these columns occurs in the "Standard" space, and that not more than one of the exceptions occurs lower than 60% of the "Standard" space.

A Pathfinder club is given a "Standard" rating if it receives no more than three grades below 60% "Standard," provided not more than one of these exceptions occurs in the "Unclassified" rating.

A Pathfinder club is given an "Unclassified" rating if it does not meet the standards for the "Standard" or "Model" rating.

After the evaluation has been completed, the evaluation chart is sent to the conference for the final rating. The Pathfinder director of the conference makes an evaluation of the inspection to the Pathfinder director with a copy for the church pastor.

Some conferences make available an "Annual Achievement" certificate to the Pathfinder club with a "Model" or "Standard" rating. No certificates are issued to "Unclassified" Pathfinder clubs.

A Pathfinder club is evaluated every year. Serious deterioration in a Pathfinder club calls for an inspection at any time.

Pathfinder Club Evaluation List

I. Program

The tone of the entire Pathfinder Club meeting shall give evidence of the objectives and purpose of the Pathfinder club. Not only will the Director's Minute have a prominent place in each meeting, but in all activities character building will be emphasized.

A. Opening Ceremony

Each Club meeting shall begin with an opening ceremony which shall consist of posting the colors, pledge of allegiance to the national flag, repeating of the Pathfinder Law and Pledge, a prayer to God, and an inspection of the units.

B. Religious

1. Director's Minute

The Directors Minute shall have a prominent place in each club meeting, challenging each Pathfinder to improve his relationship with God and his fellow man. Often the most receptive atmosphere of the day is at the close of the club meeting or after a happy evening around the campfire when the director shares his innermost thoughts in a brief but thought-provoking Director's Minute.

2. Personal Evangelism

The religious program shall include personal work and spiritual guidance by each member of the Pathfinder staff. Also, opportunity shall be provided for Pathfinders desiring baptism to receive instruction in the doctrines of the Seventh-day Adventist Church, in preparation for church membership.

3. Spiritual Tone

The entire Pathfinder club shall give evidence of being happy in their Christian faith.

4. Objectives

The Pathfinder staff shall impart, directly and indirectly, qualities as honesty, sincerity, reverence, diligence, courtesy, truthfulness, obedience, and purity. A periodic evaluation by the Pathfinder staff is to be made based upon the club objectives.

C. Enrollment

All young people who are willing to conform their lives to principles of the Pathfinder Pledge and Law are invited to become members of the Pathfinder club.

1. Eligibility

Boys and girls who are in the fifth grade of school are eligible to join the Pathfinder club. Youth who are in the seventh grade of school are eligible to join the Teen Pathfinder club. The admittance of new members into the junior or teen Pathfinder club will be at the beginning of each Pathfinder quarter and/or at three or four definite times throughout the year. A club membership I.D. Card is to be given to each club Member.

2. Multiple Church Area

It is recommended that children join the Pathfinder club of their own church, and that transfers to their church's clubs within the area be done through the recommendation of the home church in conjunction with the Pathfinder director, the parents and the pastors involved.

D. Induction

The ceremony is a candle lighting program used to inspire the Pathfinder with the purpose of Pathfinder ideals and to help him or her realize the serious aspect of Pathfinding. The induction ceremony is conducted three to four weeks following the enrollment of the new Pathfinder members. The induction ceremony officially admits them into the Pathfinder club.

E. Camp out

A camp out should be held at a minimum of once a quarter to help the Pathfinders become acquainted with and develop outdoor skills and provide adventure to the club membership.

F. Special Events

In a Pathfinder club it is essential to have a variety of special events in addition to the regularly planned club meeting. The events should be planned early so that adequate preparation can be made to make them memorable.

G. Pathfinder Class Levels

The Pathfinder club staff shall make provision for instruction in the areas of Personal Growth, Spiritual Discovery, Serving Others, Making Friends, Health and Fitness, Youth Organization, Nature Study, Outdoor Living, Honor Enrichment and the requirements for Friend, Companion, Explorer, Ranger, Voyager, Guide and Master Guide or any of the Advanced Pathfinder classes—Trail Friend, Trail Companion, Wilderness Explorer, Wilderness Ranger, Frontier Voyager or Frontier Guide.

H. Investiture

At the Investiture service candidates are awarded Honor tokens and/or the insignia of the standard or Advanced Pathfinder class levels for which they have fulfilled the requirements. (Friend, Companion, Explorer, Ranger, Voyager, Guide, Master Guide, Trail Friend, Trail Companion, Wilderness Explorer, Wilderness Ranger, Frontier Voyager or Frontier Guide)

I. Camporee

The Pathfinder Camporee is a conference-sponsored camping experience where skills are demonstrated and Pathfinder activities are enjoyed together in the out-of-doors. It is the objective of every unit of the club to be prepared for full participation in Conference Pathfinder Camporees.

J. Fair

The local conference-sponsored Pathfinder Fair is a gala occasion for Pathfinder Clubs. Club members are to come in uniform, bring hobbies and exhibits, prepare various demonstrations, be prepared to march in a parade, and send teams for drill demonstrations and other Pathfinder skill activities. Each unit of the club should be prepared to participate at the Pathfinder Fair.

K. Pathfinder Day

Each year the North American Division, at Annual Council, sets aside the second Sabbath in November in the church calendar to be known as Pathfinder Day. By permission of the local church board, the offering on that day may also be assigned to the local Pathfinder club.

II. Administration

The Pathfinder club gives the young adult and adult members of the church an excellent opportunity to work with their young people. For best results, the staff includes the Pathfinders in planning the Pathfinder club program.

A. Program.

1. Projected Outline

The Pathfinder club staff is responsible for planning the program of the club. The director is chairman. Suggestions are welcomed from all sources. It is realistic to think of the Pathfinder year as paralleling the school year (September to August) in the USA, however, the calendar year (January to December) may also be used very satisfactorily.

2. Budget

The Pathfinder staff prepares and adapts a balanced budget showing projected income and expense of the planned Pathfinder club program prior to the new Pathfinder year and has it approved by the local church board.

3. Monthly Report

The Pathfinder leader reports club data and news every month to the local conference youth leader.

4. Church Board Membership

A Pathfinder Director is to represent the Pathfinder club on the local church board.

B. Executive Meeting

The executive committee shall consist of the club director, deputy directors, a parent representative (a mother or a father), pastor,

secretary, treasurer, and chaplain. The committee, of which the director is the chairman, is to be responsible for all Pathfinder activities.

C. Club Staff

Director. The Pathfinder club director is responsible for providing a purpose and program for the club that reaches the objectives successfully. The director of the Pathfinder staff council presides at the staff meetings. (S)he keeps in touch with the conference Pathfinder director and sends in reports as required. (S)he should be a person who understands kids, works well with a staff, carries responsibility, possesses an eagerness to recognize new ideas, and shows initiative in implementing those ideas. Above all, the director is a sincere Seventh-day Adventist Christian whose life demonstrates what God can do. The director is a member of the church board.

Deputy Director. Deputy directors accept assignments from the director and share in the leadership responsibilities of the club. The deputy directors keep records and compile regular reports for the conference. They can assume the responsibilities of the finance officer, secretary, and chaplain. In larger clubs a deputy can be added to plan camping activities and nature projects, supervise crafts, and plan special events, spiritual activities and direct the Pathfinder class levels.

Pathfinder Counselor. The Pathfinder counselor is a key member of the staff. (S)he is assigned to a unit of four to eight members, a male counselor for boys, and a female counselor for girls. The counselor becomes acquainted with each member and share with the unit in the various activities. The counselor knows the parents and home conditions of each unit member and talks to unit members and parents about social, emotional, and spiritual problems. The counselor's friendship can mean a lot to Pathfinders during this time in their lives. The counselor is present at each club meeting and activity and plans any unit events that the staff authorizes. The adult counselor is responsible not only for the unit but also for the professional leadership growth of the TLT into a Pathfinder leader.

Teen Leadership Training. A TLT works under an adult counselor and assists in all group and conference activities.

Instructors. Instructors for various classes and skills can be drawn from the staff, but specialists in certain fields may be selected from the church or community to conduct courses. The instructor's responsibility is to teach the class and reflect the Seventh-day Adventist Christian ideals.

Administrative Director. The administrative director is the executive officer and adviser for the teen and junior Pathfinder clubs. The administrative director is the liaison between the directors of the two clubs and they should consult him/her on their programs and activities. When the two clubs meet together, the administrative director directs the activities. (S)he will have the responsibility to recruit new members and attend as many club meetings as possible. (S)he is a member of the church board representing the Pathfinder club organization. If a third person cannot be found to fulfill this responsibility, either the junior or teen director can assume the responsibility of an administrative director.

D. Finances

Club Fees

Every club member pays a moderate amount per Pathfinder quarter or year as a part of membership obligations. The fee should not cause any prospective member to forego the privilege of membership, but each member must realize that everything worthwhile costs something.

Benefit Programs. Pathfinder clubs may prepare a program, sponsor a supper, buffet luncheon, or banquet for parents, where tickets are sold or an offering is taken.

Sale of Items. *Listen*, and other magazines, soap, jams, candy, cookies, peanuts, rummage sale items, etc., may be sold for profit to benefit the local Pathfinder club.

Contributions. Friends and patrons of the Pathfinder Club can often be persuaded to contribute toward supplying specific needs in the Pathfinder club program.

Offerings and Appropriations. A church offering or annual appropriation to benefit the club is to be worked out with the pastor and church board. The General Conference sets aside one Sabbath, known as Pathfinder Day, when this offering appeal can be made by approval of the local church board.

E. Staff Improvement

The Pathfinder staff fortifies themselves with continued study to better their understanding of the adolescent age and Pathfinder programming methods. Each staff member is encouraged to be a certified Master Guide.

Examples: Reading books on teens, camping methods, and programming; attending Pathfinder staff counseling courses, staff retreats, Pathfinder Leadership Award training and conventions sponsored by the local union conference; and staff meetings with the conference Pathfinder director.

F. Time Standards

Calendar. The Pathfinder club year consists of a minimum of nine months.

Quarter. A Pathfinder quarter consists of three or four calendar months.

Meetings. Each club meeting is one and a half hours to two hours in length. The Pathfinder club staff provides a minimum of two regularly scheduled club meetings per month.

G. Public Relations.

The church membership is kept informed concerning the local Pathfinder club by the use of a bulletin board and church bulletin announcements, letters to the church constituency, church board meetings, lay activity periods, AY meetings, personal home contacts, and the local newspaper.

III. Counselor Qualifications

Christian boys and girls deserve leadership. "He who cooperates with the divine purpose in imparting to the youth a knowledge of God, and molding the character into harmony with His, does a high and noble work. As he awakens a desire to reach God's ideal, he presents an education that is as high as heaven and as broad as the universe" (*Education*, p. 19).

A. Training Course

The Pathfinder Staff Manual is designed to help adult leaders working with Pathfinders.

B. Club Unit

Within each club boys and girls are organized into units of four to eight Pathfinders with a counselor as their leader. All Pathfinder activity revolves around the unit. The Pathfinder unit has frequent fellowship periods which are planned by and for the Pathfinder unit under the leadership of the unit captain and guided by the counselor.

C. Efficiency

Club and unit activities are planned to be of interest to each Pathfinder. Sticking to the outlined program insures success of the Pathfinder program. Pay special attention to starting and stopping on time.

D. Home Contacts

Each home represented in the unit is contacted by the counselor a minimum of once per Pathfinder quarter.

E. Records

The club secretary/treasurer keeps a permanent record of all club events, membership, finances, and other vital statistics.

The counselor has a list of all the members of the unit and their attendance at every regularly called Pathfinder meeting or outing.

A record of Pathfinder class level requirements fulfilled and unit activity information is kept in either a unit or club notebook.

F. Attendance

The directors and counselors are faithful in attendance at all club meetings and staff appointments called by the club director.

IV. The Pathfinder

Becoming a member of the Junior or Teen Pathfinder club is not like joining another club. The Pathfinder lives by the Pathfinder code which is the Pathfinder Pledge and Law.

A. Attitude

The Pathfinder club member demonstrates a positive attitude toward the planned Pathfinder club program and feel it a privilege and honor to have membership in the club.

B. Participation

The Pathfinder member is willing to participate in all programs, Pathfinder class levels, special events, camp outs, and club meetings.

C. Official Uniforms

Pathfinders wear the official Pathfinder uniform, complete with Pathfinder insignias which include the Pathfinder world emblem, Pathfinder triangle emblem, pocket tab, pins, chevrons for Pathfinder class levels, and local club insignia.

D. Health and Insurance

A physical examination of each Pathfinder club member is recorded with the club secretary. No Pathfinder can be inducted into club membership without a current examination as required by the educational system.

A physician, chosen by the Pathfinder club, examines each Pathfinder participating in any strenuous activity.

Every Pathfinder club member should be protected by a health and accident insurance policy.

E. Pathfinder of the Year

Excellence Recognition Award.

Recognition is given to the Pathfinder boy and girl who has excelled in fulfilling the Pathfinder requirements of the local club. A plaque or trophy may be awarded for this recognition.

Good Conduct Award Requirements

- Be an active member for at least one year.
- Have a complete official "Class A" uniform with all insignia attached properly.
- Have an excellent (90%+) record of faithful attendance.
- Have a conduct record consistent with the Pathfinder Pledge and Law.
- Have a record of achievement and progress in the Pathfinder class levels, Advanced class levels, honors, or other comparable activities.

F. Attendance

Have a club goal of an average of 80% attendance at every Pathfinder club function.

V. Assembly Room

A well-ventilated room or club house is provided with proper spacing for work tables or benches. Chairs and tables are the proper size for the age group working on the project. There is ample storage space and all supplies are kept in order.

A. Appearance

The Pathfinder assembly room is painted and decorated to contribute to Pathfinder morale. Ceilings are preferably flat white in color.

If it is necessary to approach the Pathfinder on a third occasion, the counselor, deputy director and director meet with the Pathfinder privately. They explain how important it is to have unity, cooperation and understanding from every club member. They convey the seriousness of the matter and pray with the Pathfinder. Then they make an appointment to counsel with the parents and the Pathfinder together.

If misbehavior continues, the counselor, deputy director, director and Pathfinder have another

meeting together. The offending Pathfinder's parents should be notified and the Pathfinder be given a one-month vacation from the club. The Pathfinder is contacted by the counselor during the suspension period.

Remember that "The greatest wrong done to a child or youth is to allow him to become fastened in the bondage of evil habit" (*Education*, p 291). Disobedience and disrespect can be one of the most deadly habits.

Summary

Realizing the conditions that exist today and the need for Pathfinders to be firmly grounded in faith and obedience, the challenge comes to each parent, teacher, and leader to guide them carefully and diligently with love, kindness and discipline.

B. Lighting

Natural and/or artificial lighting is evenly distributed and pleasing to the eye.

C. Ventilation and Heating

The temperature of the assembly room is even and fresh air is supplied through deflectors, air vents, or air conditioning.

D. Storage

Adequate space is provided for instructional and camping equipment.

E. Bulletin Board

A bulletin board is in a conspicuous location so the Pathfinder club may keep the church informed of Pathfinder activities.

VI. Equipment

Adequate equipment and supplies are necessary for the efficient running of a Pathfinder club.

A. Camping

These may include outpost, pack, winter and survival camping.

The Pathfinder club provides a minimum of two types of camping per Pathfinder year. A program outline is given to the church pastor before engaging in any a camp out.

1. Tents

Adequate shelter should be provided for every camper at night. Unit or pup tents may be used.

2. Stoves

Butane, white gas stoves, or wood cooking fires can be used. Adequate

3. **Canteen**
The club provides a water supply to adequately care for drinking for a twelve-hour period.
4. **Utensils**
Sufficient utensils for the cooks are needed in preparing meals.

B. Instruction

The Pathfinder club meets the following standards for the instructors' equipment, library books, and furnishings.

1. **Library**
Books are cataloged and conveniently stored.
 - a. Reference books (up-to-date)
 - 1) AY Classes Instructor
 - 2) Pathfinder Field Guide
(Presently out of print)
 - 3) Conference bulletins, cataloged
 - 4) Pathfinder Staff Manual
 - 5) Pathfinder Drill Manual & DVD
 - 6) AY Honors Handbook
 - 7) 7 Steps for Successful Pathfinder Leadership

All books are available from :
AdventSource
5040 Prescott Avenue
Lincoln, NE 68506
(800) 328-0525
www.adventsource.org

- b. *Supplementary Books—categories*
 - 1) Outdoor living
 - a) Camp craft
 - b) Orienteering
 - c) Firebuilding
 - d) Edible wild plants
 - e) Knots
 - 2) Nature
 - 3) Field Guides
 - 4) Teacher's Helps for Honors
 - 5) Crafts
- c. Magazines—categories
 - 1) Camping skills
 - 2) Arts and crafts
 - 3) Nature

2. **Honor Supplies**
Adequate supplies and tools are made available for the number of Pathfinders participating. Good order is difficult to keep when a Pathfinder is waiting for tools that are being used by others.
3. **Audio-Visual Projectors**
Overhead, slide, and/or sound motion pictures are available for use.

How to Make the Club Successful

If your club is always starting over again and hasn't attained status in the church and community, here are a few suggestions which might prove helpful.

Let the Pathfinders advertise the club. If there is no Pathfinder club, start with a small group even if you are in a large church. Have them all in uniform and enjoying a good program, and they will help sell it to others. The programs must be well planned and fun for all. Good field trips and special events are important.

Keep the club before the entire church. A Pathfinder Day program will help the entire church know about the activities that the Pathfinders enjoy. Have a trophy case on display where all the church can see the recognition the club has received at fairs, camporees, and other events. Always keep the church board informed about special events so they do not interfere with the general church program. Special planning should be given to ways that the Pathfinders can cooperate with the various church programs.

Have certain times when new members can join the club. This will cause others to realize that club membership is something to look forward to and the club is not a place where they can quit and join any time they please. It is a good sign if the youth apply for membership rather than having the club beg them to join.

Pathfinder Club Evaluation Check Sheet

Date _____

Club Name _____

Director _____

Church _____

		Unclassified	Standard				Model
I. Program		20%	40%	60%	80%		
A.	Opening Ceremony						
B.	Religious						
	1. Director's Minute						
	2. Personal Evangelism						
	3. Spiritual Tone						
	4. Club Objective						
C.	Enrollment						
D.	Induction						
	1. Eligibility						
	2. Multiple Church Area						
E.	Camp out						
F.	Special Events						
G.	Pathfinder Class Levels						
H.	Investiture						
I.	Camporee						
J.	Fair						
K.	Pathfinder Day						
II. Administration							
A.	Program						
	1. Projected Outline						
	2. Budget						
	3. Monthly Reports						
	4. Church Board Membership						
B.	Executive Meetings						
C.	Club Staff						
D.	Finance						
E.	Staff Improvement						
F.	Time Standards						
G.	Public Relations						
III. Counselor Qualifications							
A.	Training Course						
B.	Unit Activity						
C.	Efficiency						
D.	Home Contact						
E.	Records						
F.	Attendance						
IV. Pathfinder							
A.	Attitude						
B.	Participation						
C.	Official Uniform						
D.	Health and Insurance						
E.	Pathfinder of the Year						
F.	Attendance						
V. Assembly Room							
A.	Appearance						
B.	Lighting						
C.	Ventilation and Heating						
D.	Storage						
E.	Bulletin Board						
VI. Equipment							
A.	Camping						
	1. Tents						
	2. Stoves						
	3. Canteens						
	4. Utensils						
B.	Instructional						
	1. Library						
	2. Honor Supplies						
	3. Audio-visuals						

Pathfinder Club Formal Inspection

A formal inspection must be announced to the club several weeks in advance. It will usually be held when there is an inspection visitor from the local conference youth ministries or the community. A Pathfinder director, however, may conduct a formal inspection at any time desired, but not for points, unless authorized by the conference Pathfinder director.

The purpose of the inspection is not a proficiency inspection of the leader, nevertheless, it will be a reflection on a director's leadership. This, in itself, should be an aid to a Pathfinder director in helping to bring the club up to a high rating. (see evaluation form on pg 84.)

Inspection Items on Inspection Sheet

1. Formation

For a formal inspection, the Pathfinders will form in ranks by the club as a whole. Instruction on this may be found in the Pathfinder Club Drill Manual.

To prepare the club for inspection so that the inspecting party can pass between the ranks, the club will be given open ranks.

The inspecting visitor may hold the club at attention throughout the inspection or direct the leader to give at ease to units or ranks as they wait to be inspected. These units or ranks, however, will be called back to attention by the club director when the inspecting visitor begins inspecting them.

2. Uniforms

Since the Pathfinders will be notified of a formal inspection in advance, it will be expected that their uniforms will be cleaned, ironed or neatly pressed and that the uniform will be a complete official Class A Pathfinder uniform.

Sashes with honor tokens and neckerchiefs will be worn by those who have earned them. This will encourage the obtaining and wearing of these items in the club.

Every Pathfinder will have the required insignia sewed or attached correctly. If Pathfinders have earned other insignia such as pins and pocket strips, they should be worn in the correctly designated positions.

3. Personal Appearance

This area of the inspection will include the

neatness and personal appearance of each Pathfinder. Face, hands, and fingernails will be clean. Hair will be neatly cut or shaped. Posture will be correct when standing at the position of attention.

4. Courtesy

When the inspection is being made, ask some of the Pathfinders questions to see how they answer. All questions answered by the Pathfinders should be followed by "Sir" or "Ma'am." There will be absolutely no talking during any formation while the Pathfinders are at the position of attention or at ease.

Throughout the entire inspection of the club, not just during the formation, watch for the courtesy of Pathfinders to their leaders and to one another. Are they polite and considerate of one another?

5. Drill

Right after the inspection in ranks before they are dismissed, the Pathfinders will be given a few of the simple drill movements. In many clubs the drill area may be limited. However, the following movements should be done correctly and precisely (consult Pathfinder Club Drill Manual).

- a. Dress right dress
- b. Hand salute and Present arms
- c. Parade rest and Stand at ease
- d. Right and Left Face
- e. About face

6. Discipline

Watch to see if the Pathfinders obey orders promptly and cheerfully. Visit their classes and see if they are attentive and whether or not they listen to instructions and other information that is given. During any devotional part of the program, Pathfinders should be especially reverent.

7. Honors

Visit the honor classes and watch for neatness. Do the Pathfinders put their craft tools and supplies away? Do they clean up after their class is over? Do the Pathfinders adapt themselves to the honor, or is the honor above them? Are they interested in the honor, or have they lost interest in it? Is their proficiency in the honor up to the standard it should be?

8. Club Meeting Program

The club program should be well planned and balanced and should go off as scheduled. The meeting should open and close on time, and all other segments should begin

and stop at the appointed period. The following should be included in every club meeting.

- a. Devotional
- b. Opening prayer
- c. Flag ceremony
- d. Pathfinder Pledge and Law
- e. Director's Minute
- f. Closing prayer

9. National Flag

Each club should have the national flag and will receive credit for it at the inspection.

10. Club Flag

Each club should have a Pathfinder flag and will receive credit for having it at the inspection.

11. Unit Guidons

Each unit in the club should have a guidon and will receive credit in the inspection for displaying it. The unit guidons should be displayed correctly and the "Manual of the Guidon" followed (see Pathfinder Club Drill Manual).

12. Club Evaluation

Share with the Conference leadership a completed copy of the Pathfinder Club Evaluation Check Sheet.

13. Review Merit Award System

The Merit Award System includes the Conference Pathfinder point system, Pathfinder of the Year Award, Good Conduct Ribbon Bar program and any other motivating program supervised by the conference or club.

Club Discipline

In a Pathfinder club good discipline provides an environment that is conducive to cheerful attitudes and cooperative behavior. It emphasizes guidance rather than restraint and is constructive rather than destructive. It is not crippling; it is enabling. It encourages self-control and purposeful activity and discourages punishment.

The best kind of discipline is present but not seen. It teaches the Pathfinder to do the right thing at the right time in the right way. Good discipline prevents trouble. It can be compared to the cultivation of a garden. If discipline is neglected, the garden will be filled with weeds, but the cultivated garden will be filled with flowers.

A Pathfinder who is happy and fulfilled is not likely to get into trouble. (S)he will be willing to cooper-

ate to add to his/her happiness. The disposition of the club will reflect the disposition of its leaders. If there is a glow of happiness and personal satisfaction among the staff, Pathfinders will learn that it is a joy to be a Christian—that it is fun to serve Jesus.

A busy Pathfinder is also not likely to get into trouble. The Pathfinder club must offer each member plenty of opportunities to keep active—guiding stored up energies into worthwhile channels.

A well-planned program avoids many problems and mistakes. Order and system inspire confidence. Pathfinders learn by the example of their leaders that God is a God of order. In a well-disciplined club, the program starts on time, the whole staff is there early, and the program runs smoothly to its conclusion.

The goal in disciplining Pathfinders is to guide them as sons and daughters of God; to show them love and understanding; to teach them God's character as revealed in order and discipline throughout the universe; to make them useful members of the church and their country; and to help them respect their leaders and their parents.

What is Discipline?

Discipline is not punishment or chastisement. Before the need of punishment, discipline can play its most important role. It is to be used as a training tool.

Webster defines discipline as (1) "Training which corrects, molds, strengthens or perfects." (2) "To develop by instruction and exercise." (3) "To train in self-control or obedience to given standards."

Discipline is important and can help prevent infractions of the rules. Pathfinders are taught the standard of law and order and then encouraged to exercise them.

The successful leader finds that diligence is essential in achieving discipline—in self, the club, and the staff. The leader perseveres in training which corrects, molds, strengthens and perfects character.

Balanced Discipline

Discipline problems can be avoided by following simple guidelines. First, you must establish fair rules and regulations. You can set up a point system or simply list the rules and regulations or you can use a combination of these two methods. These rules and regulations must then be taught and enforced.

It is important that when using and enforcing rules that consistency is observed. "Rules should be few and well considered, and when once made, they should be enforced. Whatever it is found impossible to change, the mind learns to recognize and adapt itself to" (*Education*, p 290).

Another method of avoiding problems is to present devotional guidelines on discipline by explaining the Pathfinder Pledge and the Pathfinder Law. If you must administer disciplinary action, you can counsel and pray with Pathfinders before doing so.

Many times discipline problems can be avoided by simply explaining the club discipline problems with the parents. Usually, once a parent understands the policy, they cooperate.

However, sometimes parents are indifferent to club discipline believing it is not necessary for their child. Parents may think they are defending their child out of love, yet "it is not love but sentimentalism that palters with wrong-doing, seeks by coaxing or bribes to secure compliance, and finally accepts some substitute in place of the thing required" (*Education*, p 290).

Remember, the focus is on prevention rather than cure. Here are some more preventative measures.

- Plan an extensive program of activities.
- Never come to the meeting unprepared.
- Set up democratic standards of conduct—not just rules.
- Make friends with your Pathfinders.
- Be democratic in your dealings but remember you retain the final authority.
- Keep a sense of humor.
- Never use sarcasm or ridicule.
- Beware of fault finding. You must be aware of faults but work in a positive way to correct them.
- Maintain your self-control; practice patience.

Sometimes discipline is necessary. When discipline can not be avoided, you will want to be fair and appropriate. Here is a list of types of discipline that can be used.

- Withdrawal of points from honor system.
- Withdrawal of privileges in club meetings.
- Loss of rank or office.
- Loss of camp out privileges for a specified time.
- Dismissal from the club for a specified period.

Administration of Discipline

DOs

Discipline with Love and Kindness

Administer discipline with love and kindness. Win your Pathfinders' confidence. Show them you love them by kindness, but that you expect their loyal cooperation. This type of discipline develops trust, compliance, cooperation and love. "Lead the youth to feel that they are trusted, and there are few who will not seek to prove themselves worthy of the trust" (*Education*, p 290).

Personal Counsel

Be master of the situation. Point out exactly what the Pathfinder did that was wrong and ask for an explanation of the behavior. He/she may even suggest a solution. Be friendly, but be sure he/she leaves with the understanding that you still mean business.

Group Judgment

By making the ideals of behavior a democratic process, foster group ownership and make the violation of the ideals an act against the group instead of against the leader.

Take Care of Individual Differences

In planning discipline remember that everyone is different. Take into consideration their background, physical and mental makeup and the seriousness of the offense.

Expel if Necessary

When a Pathfinder continues to misbehave and the above guidelines of confrontation have been followed, an ultimatum may have to be given for good behavior or loss of club membership. If the Pathfinder continues to misbehave, he/she should be expelled.

DON'Ts

Use Force

Using force tends to crush or break the spirit of the person. The spirit is very valuable—care for it. The spirit must be channeled not broken. The crushed spirit will develop distrust, evasiveness and hatred for authority. "Continued censure bewilders, but does not reform. With many minds, and often those of the finest susceptibility an atmosphere of unsympathetic criticism is fate to effort" (*Education*, p 291).

Punish in Anger

Use Threats and Warning

Force Apologies—Especially in public

Few children ever consider themselves entirely to blame, and they are probably not.

Detain after Club Meetings

Detaining a Pathfinder after club meetings is a poor policy because it causes the Pathfinder to dislike the club and is an unnecessary demand on the counselor's time.

Assign Extra Tasks

The cause of the trouble may be that the Pathfinder already cannot keep up with the assigned tasks.

Use "Dunce-Cap" Punishment

This is a relic of the past. This type of punishment only causes rebellion and resentment. Some children even enjoy the attention it gives them.

Corporal Punishment

Because of the legal implications, leave this method to the parents.

Discipline Procedures

If a pathfinder is not obedient and cooperative, the counselor tactfully talks to the Pathfinder in private. The counselor explains what is expected of the Pathfinder as a member of the club and has a prayer with the Pathfinder.

If the Pathfinder continues to be disobedient and uncooperative, the counselor solicits the help of the deputy director in charge of club discipline. They talk privately with the Pathfinder asking for the Pathfinder's cooperation, and they pray with the Pathfinder.

If it is necessary to approach the Pathfinder on a third occasion, the counselor, deputy director and director meet with the Pathfinder privately. They explain how important it is to have unity, cooperation and understanding from every club member. They convey the seriousness of the matter and pray with the Pathfinder. Then they make an appointment to counsel with the parents and the Pathfinder together.

If misbehavior continues, the counselor, deputy director, director and Pathfinder have another meeting together. The offending Pathfinder's parents should be notified and the Pathfinder be given a one-month vacation from the club. The Pathfinder is contacted by the counselor during the suspension period.

Remember that "The greatest wrong done to a child or youth is to allow him to become fastened in the bondage of evil habit" (Education, p 291). Disobedience and disrespect can be one of the most deadly habits.

Summary

Realizing the conditions that exist today and the need for Pathfinders to be firmly grounded in faith and obedience, the challenge comes to each parent, teacher, and leader to guide them carefully and diligently with love, kindness and discipline.

If the above suggestions are followed, the club will build in the eyes of the entire church. The club will then increase in size and it will be easier to recruit staff members to help in the club.

Keep Club Morale High

It is important to have members join the Pathfinder club, but it is more important to keep them coming. Morale, or club spirit, is the intangible element that determines the interest of the members of the club. The following steps are to be implemented to help keep the morale high.

Check the Attendance Record

An attendance record close to 100% indicates that the club morale must be in good shape. If the attendance consistently shows 50% or less, this is a danger signal. (A member who cannot be present for a club meeting should notify his/her counselor in advance.) Club counselors and leaders should find out why a Pathfinder is absent. An appropriately timed visit to a member who has been absent can change the situation and help him/her return with enthusiasm. Club meetings should be well announced so that every Pathfinder will know the time and place.

Make a Schedule

It is good practice to send a schedule home with your Pathfinders so that both parents and Pathfinders are well aware of the appointments for club meetings, camp outs, fairs, camporees and field trips.

Get Pathfinder Feedback

Take time during Pathfinder club meetings to have a discussion on the question, "What do you think we can do to make our club better?" Encourage the Pathfinders to express themselves in regard to activities they would like to see built into the program. As you have opportunity to talk with individual Pathfinders, draw them out in regard to what they would like to do at the club. Perhaps these comments will help you see why some Pathfinders have dropped out, if indeed they have.

Unit Captains' Council

Occasionally plan a unit captains' council meeting. Let the captains speak freely for their units and what they would like to do. Urge them to help plan the program for the future.

Make Every Member Welcome

New members should be impressed with the responsibility of carrying out the ideals of the club. They should also be impressed with the warmth of fellowship offered by both fellow members and the staff.

Put Friends Together

Wherever possible, assign members to a unit where he/she has friends.

Review the Counselors' Work

The club director and the club executive committee should occasionally review the work of the counselors. Pathfinders like leaders they can look up to, who are fair, who are not too strict nor too easy, who have a sense of humor, and who understand kids and like them. If a counselor is acting in a dictatorial way and failing to be friendly, the director should do what he can to help that counselor change or make adjustments that will be for the best interests of the club.

Plan a Balanced Program

Lead the Pathfinder into achievement and the learning of skills. The Pathfinder wants to do active things. Be sure the program is giving the Pathfinder this opportunity and that you carry out promised activities. The meetings should be carefully balanced—not too much sitting and listening, not too much drill, not too much honor time, and the right kind of games. Don't scold and nag. Have plenty of variety.

Develop Unit Loyalty

Do the units have opportunity to develop unit loyalty and individuality? A small group of six or seven forms a natural "gang" which satisfies the desire for group identity so prominent in 10 to 15 year olds.

Spiritual Objectives

The spiritual objectives of the Pathfinder club are a wonderful advantage. Use them wisely to weld the members together. The counselor will have opportunity to talk confidentially with each Pathfinder about his/her spiritual questions. Each member ought to feel that there is at least one adult who is concerned with his/her spiritual welfare. Providing attractive

activities and a warm social environment will help your Pathfinders find satisfaction for their physical, mental, and spiritual needs within the church. To each leader comes this challenge: Be the kind of leader you would have chosen for yourself during the Pathfinder age.

Here are some suggestions to follow should you notice any lagging in the Pathfinders' interest.

1. Tell the club, "We are all interested in having the best possible club. What do you think we can do to make our club better?" Have a good talk about it in your unit meeting so that in the next staff meeting the ideas can be discussed. Let the counselors lead a frank discussion. Permit free discussion of the problems, and discuss solutions for solving them.
2. Talk with as many individual Pathfinders as possible. Make these talks friendly, informal chats when opportunities present themselves—on a hike, playing ball, before meetings.
3. You may develop a list of questions that will have a bearing on the situation. Duplicate the list and use it sometime at a club meeting as a quiz game. Each Pathfinder will check his or her sheet and turn it in unsigned. By tallying the answers, you will be able to find the weak points of the club and then set out to strengthen your Pathfinder club.
4. Set up a suggestion box to find out what the Pathfinders want to do.
5. Talk to the parents of Pathfinders and ask what the children like to do.

Keeping the Interest of Teen Pathfinders

Teen Pathfinders are extremely valuable to the organization now, and in the future. Those who are among the most capable should continue into leadership responsibilities. Encourage them to participate, and continue as counselors. There is, however, a tendency for members to drop out of the Pathfinder club after graduating from the eighth grade. In the larger clubs this trend begins to show even in the seventh grade. There are physical and sociological changes taking place in the individual that challenges the leaders. The following suggestions are to aid leaders in meeting this situation.

Program. It is reasonable to expect that a Pathfinder who enters the organization at grade five will tend to become bored with the program by the time he or she has had four years of membership. However, the program contains elements that are especially suited to older Pathfinders. Leaders and program committees should structure or organize the program in such a way that activities that are more difficult and involve skills that teenagers consider important are reserved for the older members.

TLT Program. This is for teens in grade 9-12 who want to be challenged in developing leadership skills. This program has created interest of teen to remain in the Pathfinder program.

Special Events. Teen Pathfinders will respond to such events as canoe expeditions, backpacking trips, disaster-relief and emergency-rescue training, wilderness survival, community-service projects, amateur radio communication, night field problems, Advanced Pathfinder Honors, and Advanced Pathfinder class levels.

Responsibility. Wise counselors will discover in these older members certain aptitudes and technical skills that can be useful in club administration. Teen Pathfinders can be selected to aid the club as junior counselors, assistant honor instructors, equipment custodians, buglers, director's messengers or aides, etc. The feeling of being needed will build interest and morale.

Self-government. While regimentation is accepted and necessary for the ten and eleven-year olds, teenagers should be encouraged to make decisions for themselves. They should have more of a voice in selecting and planning activities. Teens should be given opportunity to work out their own ideas.

Uniform. As Pathfinders grow older, they may not care to be identified with those in the junior club and refuse to wear a uniform. Leaders can do much to keep fourteen and fifteen-year-olds in the club by adopting special uniform features for them.

Putting Pathfinder on the Map

Our club membership is:

- ☐ 0
- ☐ 1-4
- ☐ 5-9
- ☐ 25-49
- ☐ 50 plus

Our staff numbers:

- ☐ 0
- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4-6
- ☐ 7-10
- ☐ 10 plus

I have been a staff member:

- ☐ just elected
- ☐ my first year
- ☐ 2 years
- ☐ 3-5 years
- ☐ more than 5 years

Our club meets:

- ☐ weekly
- ☐ every other week
- ☐ monthly
- ☐ irregularly
- ☐ never or almost never

Our Pathfinder club is specifically involved in Sabbath church services:

- ☐ monthly
- ☐ quarterly
- ☐ annually
- ☐ no regular service
- ☐ never

Years the club has been active: _____

On the scheduled Pathfinder Day my church will observe it then, or within a week or two before or after.

- ☐ yes
- ☐ no
- ☐ don't know

Our club has uniforms.

- ☐ yes
- ☐ no

Our club's visibility in our church is:

- ☐ excellent
- ☐ good
- ☐ fair
- ☐ poor
- ☐ zero

Our club's visibility in the community is:

- ☐ excellent
- ☐ good
- ☐ fair
- ☐ poor
- ☐ zero

We report our activities to the local news media:

- ☐ regularly
- ☐ occasionally
- ☐ seldom
- ☐ never

Our club has participated in a community event (parade, fair, city-wide clean-up or temperance crusade, etc.):

- ☐ within the past 3 months
- ☐ within the past 6 months
- ☐ within the past year
- ☐ within the past 3 years
- ☐ longer than that
- ☐ unaware of any participation

Our club has engaged in a good-neighbor or improvement event (roadside clean-up, painting home or cleaning yard of elderly, food baskets, Christmas party for needy, etc.):

- ☐ within the past 3 months
- ☐ within the past 6 months
- ☐ within the past year
- ☐ within the past 3 years
- ☐ longer than that
- ☐ unaware of any participation

Our Club visits hospitals, nursing homes, or similar activity:

- ☐ at least once a month
- ☐ at least once a quarter
- ☐ less often
- ☐ never or almost never

Our club can best be described as:

- ☐ good program, good image
- ☐ good program, fair image

- ☐ good program, poor image
- ☐ fair program, good image
- ☐ fair program, fair image
- ☐ fair program, poor image
- ☐ poor program, good image
- ☐ poor program, fair image
- ☐ poor program, poor image

Our financial situation is:

- ☐ excellent
- ☐ good
- ☐ fair
- ☐ poor
- ☐ desperate

Our funds come from:

- ☐ church budget only
- ☐ dues only
- ☐ projects only
- ☐ budget and dues
- ☐ budget and projects
- ☐ dues and projects
- ☐ budget, dues and projects

Our club sponsors fund-raising drives:

- ☐ more than once per year
- ☐ once a year
- ☐ less frequently
- ☐ never

We get our members through:

- ☐ regular membership drives
- ☐ announcements in church
- ☐ through the church school
- ☐ personal invitations
- ☐ people come to us
- ☐ other _____

The number of our Pathfinders attending summer camp is about

- ☐ less than 10%
- ☐ 10-24%
- ☐ 25-49%
- ☐ 50-74%
- ☐ 75-100%

Our club participated in the Pathfinder Fair during Camp meeting this year:

- ☐ yes
- ☐ no
- ☐ club wasn't organized then

Our Pastor is:

- ☐ personally involved, positive
- ☐ supportive, but not involved
- ☐ gives lip service
- ☐ indifferent

- ☐ meddles, tries to control
- ☐ hostile

Our Church Board is:

- ☐ actively supportive
- ☐ passively supportive
- ☐ indifferent
- ☐ hostile

Most of our parents are:

- ☐ actively involved
- ☐ help when asked
- ☐ apathetic
- ☐ don't want to be bothered
- ☐ antagonistic

Most of our Pathfinders are:

- ☐ enthusiastic
- ☐ generally positive
- ☐ indifferent
- ☐ negative

Portion of eligible young people in our church active in our club is approximately:

- ☐ 1/4
- ☐ 1/3
- ☐ 1/2
- ☐ 2/3
- ☐ 3/4
- ☐ all
- ☐ no club now

The TLT Program has been made available to grades 9 and above:

- ☐ not at all
- ☐ to only one or two teens
- ☐ to the staff

DUEFollowing
Inspection

Pathfinder Club Formal Inspection Form

Club Name _____

Inspected by _____

The purpose of the inspection is not a proficiency inspection of the leader; nevertheless, it will be a reflection on a director's leadership. This, in itself, should be an aid to a Pathfinder director in helping to bring the club up to a high rating.

CATEGORY	10	9	8	7	6	5	4	3	2	1	0
Formation											
Uniforms											
Personal Appearance											
Courtesy											
Drill & Marching											
Discipline											
Crafts/Honor Classes											
Club Meeting Program											
Devotional											
Opening Prayer											
Flag Ceremony											
Pathfinder Pledge & Law											
"Director's Minute"											
Closing Prayer											

CATEGORY	10		0
National Flag			
Club Flag			
Unit Guidons			

CATEGORY	10	9	8	7	6	5	4	3	2	1	0
Club Evaluation Completed											
Review Merit Award System											

Pathfinder Staff

4

Qualities of a Pathfinder Leader

“He who cooperates with the divine purpose in imparting to the youth a knowledge of God, and molding the character into harmony with His, does a high and noble work. He awakens a desire to reach God’s ideal, he presents an education that is as high as heaven and as broad as the universe.” (*Education*, p. 19.)

Love God supremely. It takes Christian leaders to produce Christian men and women. The Pathfinder leader’s life is marked by Christ-centered living. They must model what they expect their Pathfinders to become.

Love children sincerely. The only satisfactory motive for serving in the Pathfinder club is love for children. This love will be expressed more in action than by words. The Pathfinder notices when an adult gladly shares time, energy and companionship with them. This love perseveres, even when the adolescents are unappreciative.

Serve with enthusiasm. A vibrant, enthusiastic personality is a great asset to the Pathfinder leader. Enthusiasm is contagious, Pathfinders quickly follow optimistic leadership. The successful leader emphasizes the positive and supports the program with energy.

Possess emotional stability. A leader has to learn to master emotions. A leader needs self-discipline, temperance, faith and trust in God, and a sense of responsibility. Outbursts of ill temper, anger, or depression destroy the image of a competent Christian leader. Everyone is human, though, and sometimes leaders react in anger. A Christian leader will learn to apologize and ask forgiveness when they fail to exhibit Christian standards. A leader who can admit they are wrong is

much more effective than one who pretends everything is perfect.

Enjoy being outdoors. Much of the activity of the Pathfinder club is done outdoors. The Pathfinder leader should enjoy outdoor activities like camping and hiking and learn the skills required. The leader needs to have something new and fresh to introduce to the club or unit.

Know the essential characteristics of adolescents. Pathfinder age involves pre-adolescent and early adolescent children. A successful leader understands the pressures affecting adolescents and the characteristics common to this age group. Read current books, make observations, and work in harmony with prevailing trends.

Learn a variety of skills. A leader who is versatile and diverse always has something new to introduce to the group. As any good teacher, the leader should be knowledgeable about and prepared for the activities (s)he leads the Pathfinders in. The leader should be able to discover the joy of new experiences in the Pathfinder Staff Training Course.

Develop the ability to organize. Leaders need to be organized. First the leader sets up goals and evaluates all the factors needed to reach these goals. Next, the leader outlines definite steps to accomplish the goals. Then, the leader delegates responsibility to as many people as possible. Finally, the leader coordinates these people and encourages and facilitates their progress step by step until the objective has been reached. This is organization.

Maintain good relations with fellow workers. As a leader, personal relations is exceedingly important. A leader has the responsibility of seeing that the staff is happy and working effectively. Problems among the staff cripple the entire program. The leader

models good people skills, being tactful and diplomatic in handling personal problems. A leader must use the principles of love as the basis for everything they do. A leader should never show jealousy or partiality in dealing with the staff or with the Pathfinders. A leader's job is to facilitate those who are under his/her supervision so that they will do the best job possible. The leader is responsible for training future leaders of the Pathfinder club.

Radiate a dignity of presence that assures order. A leader has a commanding (not domineering) personality. This means that (s)he has a dignity that commands respect without resorting to other methods. A leader should also be warm and friendly, someone whom a Pathfinder feels comfortable approaching. A leader needs to balance firmness with kindness.

Sense of humor. In dealing with kids a sense of humor is important. Handling irritating or upsetting incidents or teasing from Pathfinders with humor will keep things in perspective.

Be resourceful and creative. A leader has to be capable of reaching an objective despite various obstacles and difficulties. (S)he is resourceful and has alternate options ready in an emergency. The leader is creative and determined in accomplishing goals.

Election of Leaders and Staff

Pathfinder Executive Committee

Administrative Director, Director and Deputy Directors

The nominating committee of the local church elects the director of the Pathfinder club, deputy director and where necessary the administrative director. These are to be baptized members in good and regular standing, preferably Master Guides, whose interest and ability qualify them for this ministry. It is then suggested that they or he/she be invited to sit with the nominating committee for the selection of the deputy directors. The number of deputy directors chosen will depend on the number of Pathfinders in the club. Each club will need a male as deputy director for boys and a female as deputy director for the girls.

TLT Coordinator

May be the director of the club or an appointed person who relates well with TLT's. The TLT Coordinator is responsible to see that all requirements are met and paperwork is completed and sent to the conference Pathfinder department.

Secretary and Treasurer

The director and deputy directors then choose the secretary and the treasurer. One person may care for both these positions if appropriate. These positions may be held by deputy directors, or other staff members may be asked to hold these positions.

Chaplain

Each club will need to choose a chaplain—a person who will take responsibility for leading out in worship and special services, and who will take a personal interest in every Pathfinder and staff member within the club. He/she may be one of the deputy directors, or the church pastor, assistant pastor, youth pastor, church elder, etc.

Parent

The administrative director, director, and deputy directors appoint a mother and father to represent all moms and dads of registered Pathfinders.

Pathfinder Staff Committee

The Pathfinder Executive Committee elects the Pathfinder staff committee members as follows.

Counselors

The Pathfinder staff members who care for a unit of four to eight Pathfinders each.

Teachers

Those who lead out in teaching the Pathfinder class levels to the Pathfinders. The unit counselor may also be the teacher.

Instructors

Specialists who teach honors and other selected areas of study.

Captains

The leaders of the units. (Usually chosen by vote of the unit members and ratified by the Pathfinder executive committee.)

Scribes

The statisticians of the units—care for the unit records. (Usually chosen by vote of the unit members and ratified by the Pathfinder Executive Committee.)

Pathfinder Area/ District Coordinator

Conferences may be divided into geographical areas with a Pathfinder area/district coordinator serving in each area. The following qualifications, procedures, and duties are to guide in the selection of a person to fill this post and to serve as a working outline for the person chosen. The Coordinator should be approved by the conference committee if he/she is to have authority.

Qualifications for a Pathfinder Coordinator

- Be a certified Master Guide and have completed the Pathfinder Leadership Award.
- Have at least five years of Pathfinder experience, including three years of administrative responsibilities.
- Live in the Pathfinder area he or she is serving.
- Not hold office in a local Pathfinder club.
- Any exception to the above qualifications must be approved by the local conference.

Election of the Pathfinder Area/District Coordinator

- The term of office is decided by the conference and area Pathfinder leaders.
- The local club nominating committee is made up of the local club staff with the club director acting as club committee chairman and representative. Each club's nomination will be presented by the club's director to the conference/mission youth department at least 30 days before the election.
- Election committees made up of area club directors, and the conference/mission Pathfinder director, associate or appointee as chairman, will meet and elect the Pathfinder area/district coordinator for each area.
- The elected Pathfinder area/district coordinator's name will be submitted to the conference/mission committee for approval.
- The newly elected Pathfinder area/district coordinator will assume responsibilities immediately following the approval of the conference/mission committee.

Duties of the Pathfinder Area/District Coordinator Basic Duties

The conference/mission committee authorizes the Pathfinder coordinator to serve in the following functions:

- Be available to give assistance to the local pastor and/or club

leadership in promoting and supporting local, Union, and North American Division/mission Pathfinder policies and programs.

- Visit each club in the geographical area often enough to become familiar with the club programs.
- Attend Pathfinder coordinators' area/district meetings to assist in the planning of conference functions, as well as the overall Pathfinder program. These meetings will be held at least quarterly.
- Encourage churches without Pathfinder clubs and help them organize a new club.
- Assist the conference/mission youth leader at camporees, fairs, training courses, Investitures, and other conference/mission Pathfinder functions.

Other functions as requested by local clubs and/or pastors:

- Assist local clubs with such activities as Pathfinder Day programs, Investitures, inductions, and inspections.
- Promote and direct area activities such as camping trips, athletic events, leaders' training courses, and leaders' meetings.

Optional suggestions:

- Promote participation in community activities such as parades and fairs.
- Promote and direct area-wide mission projects.
- Any other activities desired by the directors of the local clubs in a given area.

Chairperson of Pathfinder Area/District Coordinators

- The conference/mission Pathfinder director or associate is the chairperson of the Pathfinder area/district coordinators' meetings.
- A vice-chairperson of the Pathfinder coordinators may also be appointed from among and by the Pathfinder coordinators.

Duties of the Vice-chairperson

- In the absence of the chairperson, the vice-chairman is to chair the coordinators' meetings and report to the chairman decisions reached at each meeting.
- In an emergency and in the absence of the chairperson, the vice-chairperson has the responsibility of organizing the coordinators to ensure the continued operation of the Pathfinder program.

Duties of Leaders and Staff

Administrative Director

(Only where desired for churches with both junior and teen clubs)

1. The administrative director is the liaison between the teen and junior club directors.
2. The administrative director will be the member of the church board representing the clubs.
3. When the teen and junior Pathfinder clubs meet together, the administrative director may direct the joint activities. At this time the directors will act as deputies.
4. The administrative director's counsel and guidance should be sought by the teen and junior club directors. They and their clubs will benefit from his/her willing and ready assistance.
5. The administrative director is the executive officer and advisor for the teen and junior Pathfinder clubs and should be recognized and given due respect by the directors of each club.
6. The administrative director should not feel that, because of the position, he/she has the right to take the program out of the hands of the teen and junior directors. The administrative director stands ready to help in need or in case of emergency.
7. It will be the administrative director's responsibility to help recruit new and additional staff members for the teen and junior clubs in counsel with the directors.
8. The administrative director should attend the club meetings. His/her interest and presence will strengthen the club.
9. Conference policies and recommendations may be channeled through the administrative director to the teen and junior directors, who in turn will pass information on to their staff. It is important that the administrative director pass on all information that is received.
10. The administrative director is to conduct a regular Pathfinder coordinating committee meeting with all directors (directors and deputy directors of the junior and teen clubs) with the following purpose.
 - a. Give study to each club's program

- of activities. Consider improvements and adjust accordingly. Coordinate programs so as not to overlap major programs of either club.
 - b. Build a good relationship between the two clubs for the coming activities.
 - c. Plan a training program for the staff of each club. The administrative director will work and plan in cooperation with each director for the self-improvement of their staff by carrying on a regular training program for all staff members. (A staff training program is available from the youth department of the conference.)

11. The administrative director is to coordinate all events that include both clubs, such as Investiture, Pathfinder Day, camporees, fairs, etc.

Club Director

The Pathfinder club director is a mature person who is a member in good and regular standing of the Seventh-day Adventist Church. He/she is a Master Guide, or should become one as soon as possible, and has taken the Pathfinder Basic Staff Training Course.

The success and morale of any club will depend largely upon the leadership of the club director, who is an example of spirituality, neatness, promptness, good sportsmanship, amiability, and self-control and who always wears a neat and complete uniform regularly.

The club director is vitally interested in adolescents and sympathetically understand the problems of that age. His/her life should demonstrate what God can do in the lives of youth.

The director is resourceful and enthusiastic, carries responsibility, possesses an eagerness to recognize new ideas, and shows initiative in their implementation. He/She must be able to work well with the staff, and assist counselors and teachers with any problems that may arise with their units and classes.

The director's duties are as follows.

1. Be a member of the church board.
2. Maintain liaison with the church pastor, youth pastor, and sponsor elder and invite them to participate in programs and events.
3. Stay in touch with the Pathfinder leader at the conference office and render reports as required.

4. Be chairman of the Pathfinder Executive Committee.
5. Preside at the club staff meeting, unless a deputy director has been assigned to take charge.
6. Supervise the activities of the club and call, organize, and arrange for each club meeting.
7. Lead out in planning the total program for the year and produce a calendar of events, which is issued to all staff, Pathfinders, and parents.
8. Be responsible through the executive committee for providing an overall program for the club through the following activities:
 - a. Meeting times and places
 - b. Bi-monthly outings
 - c. Camp outs
 - d. Field trips and outreach projects
 - e. Investiture
 - f. Finance/budget/membership fees/dues
 - g. Discipline
 - h. News sheets and bulletins
9. Be responsible through the staff meetings for the planning of regular club meetings including the following activities, and ensure that various committees and people are responsible for implementation.
 - a. Drill, opening and closing ceremonies
 - b. Worship
 - c. Games/fair practice
 - d. Class levels/Honors/creative skills
 - e. Arrangement of units/counselors and teachers, and their duties

Deputy Directors

Deputy directors shall accept the assignments of the director and share in the leadership responsibilities of the club. There should be two or more deputy directors according to the local club needs.

A deputy director designated by the director takes charge of club meetings in the absence of the director. (S)he may also be asked by the director to preside at staff meetings.

The deputy directors should possess the same high qualities of leadership as outlined for the director. The highest respect and regard should be shown to the director and all work well together.

The following areas should be cared for by the deputies.

- Pathfinder class levels
- Secretary

- Treasurer
- Recreation
- Camping activities
- Honors and creative skills
- Music
- Pathfinder equipment
- Nature
- Chaplain/worships
- Transportation
- Special events/bimonthly events/field trips
- Outreach activities
- Public relations

Club Secretary

The Pathfinder club secretary is generally a deputy director but may also be selected from the staff members. The secretary will be responsible for keeping all club records other than those kept by the treasurer. In small clubs the work of the secretary and treasurer may be cared for by one individual. A well organized and efficient secretary can be invaluable to a Pathfinder club program.

The duties of the secretary include the following.

1. Check the unit's records taken by the scribes and transfer them to the Pathfinders' individual record sheets.
2. Record all points and demerits on the permanent record sheet.
3. Fill out the conference report and mail it to the office by the tenth of each month.
4. Keep the director informed of the achievement of the club in the conference scoring plan.
5. Notify the director if a Pathfinder is habitually absent (especially without excuse), or negligent in wearing uniform.
6. Be responsible for keeping up an attractive bulletin board display, which should be changed often.
7. Order supplies and all club record forms from the conference office as needed.
8. Be responsible for caring for all correspondence and send letters for the director as necessary.
9. Be responsible for the club library and keep a check on all books or magazines taken by staff members and Pathfinders.

Club Treasurer

The Pathfinder club treasurer is generally a deputy director, however, may be chosen from the staff members. It is important that the treasurer work closely with the club director and the church treasurer, keeping both well informed as to the club expenses and funds on hand. In smaller clubs the duties of the treasurer and secretary may be cared for by the same individual, although a more efficient program can be carried on if they are separate. The treasurer needs to be an individual who understands the handling of the club funds with accuracy. It is ideal if a treasurer can be selected who has had some experience in accounting.

A conscientious and dependable treasurer can help the Pathfinder club use its funds wisely. (S)he can keep the church board well-informed about the income and expenses, and also the needs of the Pathfinder club. This in turn will guarantee a more favorable response on the part of the church in time of need.

The duties of the treasurer include the following.

1. Collect and record all income, such as membership fees, dues, offerings, honor charges, donations, fund-raising, camp outs, field trips, etc.
2. Transfer cash to the church treasurer to be kept in reserve.
3. Keep an accurate income-and-expense journal sheet, listing all income and expense funds, describing each briefly and recording the dates.
4. Keep all receipts, bills, and invoices associated with expense and file them by months in envelopes or folders.
5. Have the record books and all receipts, bills, and invoices ready for inspection and presentation to the director, church treasurer, Pathfinder executive committee, and church board upon request.
6. Disburse the funds as directed by the executive committee through the director or whoever may be assigned to give authorization, and be sure that all accounts are promptly cared for.
7. Withdraw funds for petty cash from the Pathfinder reserve fund kept by the church treasurer.
8. Be on hand to collect funds at fund-raising projects and keep an accurate record of funds received.
9. Keep a record of fund-raising items checked out and check on other materials or funds returned.
10. Collect funds for uniforms and equipment and pay invoices, or request the church treasurer to pay them.
11. Be sure that all who ask for funds have an invoice or paid statement that can be filed and kept on record.

Club Chaplain

The chaplain plays a very important role within the club, by leading out and providing opportunities for spiritual development among Pathfinders and staff. The chaplain is a baptized member of the Seventh-day Adventist Church and in good and regular standing with the church where the club is organized. He/she may be a deputy director, staff member, church pastor, youth pastor or elder. He/she should have the ability to organize as well as lead out effectively in spiritual activities of the club.

Following are the special duties of the chaplain.

1. Wears a uniform.
2. Counsels and works closely with club director in preparation of spiritual activities.
3. Arranges for devotional periods, speakers, and periodic prayer bands.
4. Organizes and leads out in missionary outreach.
5. Selects individuals to offer prayer at meetings and club activities.
6. Arranges for devotions, Sabbath School activities, Sabbath worship service, and afternoon programs for camp outs and other outings.
7. Works closely with director and pastor in setting up the annual Pathfinder Day, Investiture worship service, and Induction ceremony.
8. Acts as a special spiritual counselor working closely with unit counselors.
9. Knows each Pathfinder and staff member personally, and encourages them in their relationship with the Lord.
10. Shows a balanced Christian experience by participating in the club's secular activities.

Unit Counselor

The counselor is the leader of a unit of four to eight boys or girls. Men should lead boys and women should lead girls. Counselors hold a key position in the Pathfinder club, for they have the closest contact with the Pathfinders and their family and home.

Counselors are selected from baptized members of the Seventh-day Adventist Church where the club is organized. They must be converted and dedicated Christians. They must be willing to learn and grow, and should broaden their knowledge of arts, crafts, and nature so they may help to expand the knowledge of their unit members. They should set a good example in attitude and behavior.

Counselors are always be with their unit when it is functioning as a Pathfinder unit unless an assistant counselor is caring for it. During Pathfinder class levels or honor periods the unit might be dispersed among several groups, and at that time the members are under the supervision of the instructor or class teacher.

The counselors are to become well-acquainted with their unit members. They should enter into all the various activities with them and win their confidence. They should become acquainted with the parents and home conditions. Counselors plan an occasional activity outside of the club period with their units, but only as they are authorized by the director of the club.

Counselors defend the standards and principles of the club at all times. They work together with other officers of the club, and are willing to help when asked.

The duties of a counselor include the following.

1. Take charge and lead/teach a unit or class, working and staying with them during all programs.
2. Encourage, teach, and test necessary class levels for successful investiture of members.
3. Set a good example in neatness, attendance, punctuality, and uniform. Be a role model in Christian behavior.
4. March and drill with units.
5. Develop understanding and friendship within the unit.
6. Help members with any problems and keep leaders informed (respect confidentiality).

7. Encourage members to participate in all activities.
8. Participate in camp outs, arranging all details with deputy director and members.
9. Attend staff committee meetings.
10. Notify the director in advance if unable to attend a meeting.

Instructor

Instructors are persons who teach specific skills or subjects such as Bible, personal growth, outdoor skills, honors, or crafts.

Instructors may be drawn from the regular Pathfinder club staff, or specialists from the church or community who teach specific subjects. These instructors may or may not be members of the church. They should be considered as temporary staff.

They should carefully study the class curriculum and requirements of the subject, honor, or craft to be taught, before introducing it to the Pathfinders. An instructor must work in close cooperation with the Pathfinder classes coordinator or honors coordinator, to ensure the requirements are covered to enable the Pathfinders to be invested.

Teen Leadership Training (TLT)

The Adventist Youth Society has changed over the years. One of the most significant changes is our concern with the adult-teen relationship in the developmental process of the adolescent. Teens of today desire different things from teens in the past. Today's adolescent will experience drives and needs that can push him/her into action. These drives can pull or attract teens to negative activities or toward a desirable goal or object.

The Teen Leadership Training (TLT) program is designed to challenge and empower the teen Pathfinder with new and increased responsibilities, while allowing them the security of a place they know and love. The TLT experience will assist the Pathfinder teen to form adult-Pathfinder relationships as an expression of their developing identity as teenagers. The TLT member must learn how to give of themselves and how to receive from others. They must allow themselves to be known while getting to know others.

The TLT member needs to believe in him/herself. Each teen must have courage, determination, dedication, and competitive drive. He/she must be willing to sacrifice the little things in life to pay the price for the things that matter.

The TLT program demands creativity. Teens are tired of doing the same old thing. They want to experience achievement and responsibility through a leadership experience with their friends. Teens want opportunities to stretch their abilities through a “shared service experience” of Pathfinder ministry.

Teen Pathfinders want to use their energy and commitment when they find something that involves character-building and provides strength to live this life while preparing for the greater life as a son or daughter of God.

The Teen Leadership Training (TLT) program is designed to train and mentor youth in service and leadership skills.

The TLT vision encompasses a core of youth fulfilling meaningful and responsible Pathfinder leadership positions in the Pathfinder Club and Conference/Union Pathfinder ministry, supporting the mission of the SDA Church as they learn to give of themselves and to receive of others.

TLT youth will experience acceptance, achievement, and responsibility in developing self-efficacy, self-respect, and identity through adult-teen mentoring in a “shared service experience” in developing a redemptive relationship with God.

Mission Statement

The Teen Leadership Training program is designed to address adolescent developmental needs and promote leadership skills, enabling and empowering teens to become full partners in the mission of the Seventh-day Adventist Church with Pathfinder adult leadership in a “shared service experience” of the Pathfinder ministry in the North American Division.

TLT Pledge

“Loving the Lord Jesus, I promise to take an active part in the work of the Teen Leadership Training program, doing what I can to help others and to finish the work of the gospel in all the world.”

A Teen Leadership Training manual is available from AdventSource, 5040 Prescott Avenue, Lincoln, NE 68506. Call 800-328-0525 or visit our web site at www.adventsource.org

Committee Members

Pathfinder Club Executive Committee

Club director (chairperson)
Deputy directors
Secretary
Treasurer
Chaplain
Parent (mother/father)
Teacher/Principle
Pastor (ex officio)
Administrative director (ex officio)
Conference coordinator (ex officio)

Pathfinder Club Staff Committee

Pathfinder Executive Committee members, plus:

Counselors
Teen Leadership Training
Instructors
Youth sponsor/elder (ex officio)
Unit captains may be invited to meet with the staff committee.

Staff Training

One of the most important steps to success is staff training. If possible all the members of your staff should attend the Basic Staff Training course. This course is usually offered by the conference over one week-end but it may be broken up into smaller sections. This training should include lectures, discussion and personal study.

The Basic Staff Training should include:

1. History, Mission & Purpose of the Pathfinder program.
2. Understanding Pathfinders.
3. Club Leadership.
4. Club Organization.
5. Club Programming & Planning.
6. Outreach Ministry.
7. Teaching the Pathfinder Curriculum.
8. Camping & Outdoor Education.
9. Drill & Ceremonies.
10. Teen Leadership Training.
11. Adventurer Ministry.

Enlisting Cooperation of the Staff

As the leader of a group, success depends upon everyone's cooperation. To effectively enlist cooperation:

Be likeable

People will not follow someone they do not like. They want a leader who is agreeable, and of whom they can be proud, not someone who throws a tantrum when they don't get their way or who poses as a big shot who has to control everything.

What was it that made people like Jesus? He was kind, helpful, cheerful, full of faith, patient and forgiving. When He was urged to call fire down from heaven to destroy hateful people, He remembered that they were still God's children. When pressured to have a woman stoned, He was willing to give her another chance.

Be generous with praise

Praise is very precious to people of all ages. It is recognition of achievement and appreciation of their worth. Compliment often.

Ask people's advice

Asking someone's advice makes them feel valued and important. Everyone needs new ideas and the best ones come from other people.

Make people feel important

Take the time to train people to see the possibilities for creativity in their position. Show them how they can make the most of their opportunities, and offer help, if needed.

Call attention publicly to the work a person is doing and how it is appreciated. A feeling of importance gives a person a psychological lift and facilitates cooperation.

Never embarrass anyone

Many people are very self-conscious and easily embarrassed. They prefer to stay in the background (and back seats) and do not like to have attention called to them, nor do they want to be called upon to participate in a public meeting. When using these people in the program, get their consent beforehand so they have time to prepare. If they are called on without notice and they blunder through the part, they will be embarrassed and will not be supportive the next time they are asked to help.

Be careful not to call attention to people's weaknesses and faults in public. Do not tell

jokes on them which may be funny to those listening but which may be painful to the person involved.

Lead instead of drive

People prefer to be led, not driven. God gave men freedom of choice and the human spirit rebels at compulsion. Don't demand that people accept your program or project. Prepare people for a program by making them thoroughly acquainted with the details of the plan and consult with staff ahead of time.

Remember names

People are very proud of their names. It does not matter how unusual they are, they do not like to have them mispronounced, ridiculed, or misspelled. Neither do they want to have them forgotten. People expect their name to be remembered, especially Pathfinders. To help remember names:

Repeat the name over several times in the course of conversation, to impress it on your mind.

Say the name silently while the person is talking.

Introduce the person by name to other people.

Associate the name with something or someone which will make it easier to recall:

- Have you known someone else by that name?
- Have you known someone who looks like them?
- Is there something distinctive about their looks?
- What does their voice sound like?

Keep them in mind, and mention them by name to others.

Keep promises and commitments

Leadership is undermined very quickly when the leader breaks promises or gives the impression that their Pathfinder commitment is low on their priority list.

Be happy and optimistic

Pessimistic people are a drag, people have worries enough of their own, without adding to them by associating with a grouch who thinks that everyone and everything is going bad. Remember that God still lives, and His power can transform things completely. All He asks is for faith.

Do not brag

The Pathfinder program works as a result of a cooperative staff, not by the effort of one person alone. Say "we" instead of "I."

Don't make decisions when emotionally upset

Emotions paralyze the reason and blind the facts. Wait until a calmer time to make important decisions.

Heal hurts quickly

When someone has been unintentionally hurt, offer explanations and apologies at once. If they listen you have gained a friend; if not, have the satisfaction of knowing you have done your part toward trying to make things right. Some people are easily hurt and imagine offenses which were never intended. In most cases, a quick apology will save a friendship.

Choose capable helpers

The people who work as staff need to be competent. A big problem in this society is people who are too busy to do Pathfinders justice. Working with Pathfinders is a time commitment that a staff person should think through before they join, so that they can be most effective.

Be a person of action

Have a vision of what can be accomplished, and have plans that will challenge people to do their best.

A leader's influence is more far-reaching than they might think. Keep in mind William Carey's motto, "Attempt great things for God; expect great things from God."

Be cooperative

Cooperation is not a one-way street. One good turn calls for another.

Steps to Success

The following thoughts are devoted to pointing out how successful people get that way. Take the time to read these points to determine how they can help you succeed in your ministry.

Communicate Clearly and Convincingly

Good communication means getting a thought across and making instructions understood in order to avoid misunderstanding. You should be brief, definite and say what you mean.

Cooperation

Successful people are not lone wolves or prima donnas. They cooperate with the team, and get the job done faster and better.

Think Things Through

Take time to think things through. The more important the decision the more thought and deliberation should be put into it.

Believe That Good Manners are Good Business

Be courteous, considerate and tactful, all of which add up to good manners. They not only help us but they stimulate and encourage those around us.

Know the World Does Not Owe You a Living

Know that you owe "the world" the very best of which you are capable, and that "the world" will reward you accordingly.

Be Willing to Go That "Extra Mile"

A successful person is not a chronic clock watcher—but is in that more exclusive group—the "extra milers," who gladly does whatever is necessary to get the job done.

Persistence

A successful person has plenty of drive, they have tireless energy which they generate with their enthusiasm and attitude.

Accept Responsibility

No job is too big for the successful person to handle. Plan and attack each problem as it appears.

Success is not Built on Luck

A few people may be lucky and achieve success. The really successful person does the things which experience teaches will lead to success.

Know the Importance of the Customer

The customer as the buyer of the product is always the real "boss." The successful person knows how to please the "boss"—the buyer who pays the bill.

"Stop, Look and Listen"

Understand what goes on around you by observing and always (or almost always) doing the correct thing.

Ask Questions If You do not Understand

You may make mistakes, but this is all in the learning process. Finds out as much as possible before proceeding with the project.

Set a Good Example

Strive to do the job to the best of your ability with enthusiasm. This example is spread throughout to all fellow workers.

Know the Grass Only Looks Greener on the Other Side

A successful person will be successful by knowing that the position he or she presently holds will bring success. The place to succeed is where you are. Jumping from one field to another leads to disaster.

Welcome New Ideas

New ideas are the seeds of progress. Successful people grow by accepting new ideas and extending them to their fullest extent.

Profit from Mistakes

Mistakes are never taken lightly by a successful person. Delve into each mistake, learning and improving and finding something so that the same mistake is not repeated.

Staff Growth Inventory

Each club staff member should evaluate himself periodically. The club director should discuss the evaluation sheet with each staff member and suggest areas of improvement.

1 = Never 2 = Seldom 3 = Sometimes 4 = Often 5 = Always

- | | |
|--|-----------|
| 1. Lead my Pathfinders by suggesting: "Let's do this," instead of giving orders. | 1 2 3 4 5 |
| 2. Encourage cleanliness of Pathfinders and uniforms. | 1 2 3 4 5 |
| 3. Use mature judgment when problems arise. | 1 2 3 4 5 |
| 4. Am impartial in my treatment of Pathfinders. | 1 2 3 4 5 |
| 5. Promote interest of all Pathfinders in club activities. | 1 2 3 4 5 |
| 6. Consider all problems carefully and try to handle them. | 1 2 3 4 5 |
| 7. Willingly volunteer to help even though not assigned to duties. | 1 2 3 4 5 |
| 8. Discharge all duties promptly and turn in report on time. | 1 2 3 4 5 |
| 9. Am conscientious in my unit leadership. | 1 2 3 4 5 |
| 10. Take time to help the captain of the unit develop leadership. | 1 2 3 4 5 |
| 11. In the interest of club morale I share criticism with the director. | 1 2 3 4 5 |
| 12. Show that I really enjoy being a Pathfinder counselor. | 1 2 3 4 5 |
| 13. Pathfinders really like to be in my unit. | 1 2 3 4 5 |
| 14. Provide a substitute when unable to be present. | 1 2 3 4 5 |
| 15. Exhibit a sense of humor. | 1 2 3 4 5 |
| 16. Do not become irritated or angry when under tension. | 1 2 3 4 5 |
| 17. Exhibit poise, confidence and modesty when talking to parents. | 1 2 3 4 5 |
| 18. Am respected by fellow counselors. | 1 2 3 4 5 |
| 19. Am careful with my personal appearance and uniform. | 1 2 3 4 5 |
| 20. Live up to the principles of the Pathfinder Law. | 1 2 3 4 5 |
| 21. Am careful in personal habits concerning health and efficiency. | 1 2 3 4 5 |
| 22. Show interest in developing some skills or interests. | 1 2 3 4 5 |
| 23. Read worthwhile literature that will be of help to me. | 1 2 3 4 5 |
| 24. Read and promote <i>Guide</i> or <i>Insight</i> . | 1 2 3 4 5 |
| 25. Show a genuine interest in others. | 1 2 3 4 5 |
| 26. Show ability to profit from experience. | 1 2 3 4 5 |
| 27. Take personal interest in each Pathfinder's spiritual condition. | 1 2 3 4 5 |

Section

Club and Conference Events

Special Programming 5

Enrollment Night Program

Boys and girls who are in the fifth grade are eligible to join the Pathfinder club.

New members are admitted in the Pathfinder club twice a year at dates selected by the club leadership.

The enrollment night program introduces all new parents and Pathfinders to the entire program of the Pathfinder club: its goals and objectives, work and accomplishments, activities and plans, both secular and religious. Some families may attend enrollment night who would not accept an invitation to church. The program begins on time and stays within club hours. It may be held on a regular club night or on the weekend.

Suggested Program

Serve refreshments before the program.

Welcome and Introduction to Pathfinder Club (Parents and Pathfinders)

1. Explain the uniform needs and requirements. Display a Pathfinder uniform.
2. Explain dues and tell about what they are used for.
3. Share program highlights.
4. Explain staff organization and introduce staff members.
5. Have parents and Pathfinders fill out, sign and turn in Pathfinder Club Membership Application and Pathfinder Health Record.
6. Have parents complete finance and registration papers.

Pathfinder Organization (Deputy Director takes charge)

7. Assign new Pathfinders to units.
8. All Pathfinders participate in a game period.

Parents' Meeting

(Director and parents only, while Pathfinder Organization is taking place)

9. Discuss the responsibilities of the parents and Pathfinders.
10. Handout a rules and regulation sheet to all parents and explain it.

Closing

11. All Pathfinders and parents reassemble for Director's Minute.
12. End the meeting with a benediction.

Pathfinder Day Purpose

The North American Division each year designates a Sabbath as Pathfinder Day to be observed in all Seventh-day Adventist churches. This is usually designated as the 4th Sabbath in November. You will want to check your conference and church calendar, and work with your church as you schedule this special program. The program should meet the following objects.

1. Give official recognition and encouragement to the Pathfinder club in the local church.
2. Acquaint the congregation with the scope of possibilities afforded by the Pathfinder club in the development of junior and teen youth.
3. Encourage greater cooperation and support of the local Pathfinder club by the sponsoring congregation.

4. Recruit additional Pathfinder staff and club members.
5. Give the Pathfinder club members a greater sense of belonging to the church by their active participation in the worship hour.
6. Give an opportunity for the church to provide more financial assistance for the club by giving a special Pathfinder club offering during the worship hour. By vote of the local church board the church offering on this day may be appropriated to the local Pathfinder club.

Planning the Program

For Pathfinder Day to meet the above objectives, a detailed program needs to be planned. Here are some helpful ideas.

- Arrange with the pastor for a Pathfinder Day weeks or months in advance.
- Discuss Pathfinder Day with the club staff and decide on the best program. Work as a team.
- Present the program to the pastor with a complete outline. Ask for his/her suggestions and cooperation.
- Apply to the church board to have the Pathfinders receive the offering and do the ushering.
- Notify parents, church members, and the church communication secretary.
- Begin training participants, color guard, speakers, etc. Remember the Pathfinder club is on parade.
- Most church members do not know the Pathfinder song, pledge or law. Include bulletin insert with the Pathfinder song, pledge of allegiance to the Bible and flag, and the Pathfinder pledge and law.
- Indicate in the bulletin when the congregation is to stand.
- Program should be snappy. While the next part of the program is being announced, have the participants getting ready.
- Practice at least once marching in, taking places, reciting pledges, posting colors, and marching out.
- Places where groups or individual participants stand should be marked with masking tape.
- Color guard may be dressed up with white gloves, belts, and leggings.
- Secure good equipment: flags, standards, Pathfinder Pledge and Law.
- Full dress uniform with sashes and scarves for everyone. The more color, the greater the impression.
- The Pathfinder offering prayer may be written out to avoid meaningless repetition. All presentations should be outlined and checked by the club director.
- Take music to the church organist or pianist at least a week in advance, preferably two weeks before the program.
- As the program develops, keep in touch with the pastor.
- A good report on "Pathfinder happenings" should cover past year's activities, and Pathfinders should be able to tell the story.
- Let Pathfinders have full participation in the program. Allow the club to show the church what Pathfinders is doing for their children.
- The "needs of our club" section must have specifics. Tell the congregation exactly what the club needs in funds. For example say, "A dollar per person will allow the club to do such and such." A campaign may be launched for a room, headquarters for the club, tents for camping and so forth.
- Leaders should have confidence in the presentation of the program. Apologies reveal lack of preparation.
- Invite a good speaker to present the message. The local conference or union Pathfinder director may be invited. Their speaking appointments are booked months ahead, so invite them early. Work closely with your pastor on this part of the program.

Several complete Pathfinder Day programs are available in the booklet *Pathfinder Sabbath Program*. Available through *AdventSource*, 5040 Prescott Avenue, Lincoln, NE 68506. Phone: (800) 328-0525.

The following pages are several detailed program outlines, one of which may fit your church.

Pathfinder Day Church Service 1

Prelude
Ministers Enter
Silent Prayer
*Doxology
*Invocation
*Presentation of Colors
1. Pathfinders march in and take places
2. Pledge of allegiance
3. Post Flags
4. Honor Guard returns to seats
5. Congregation and Pathfinders seated
Scripture Reading 1 Timothy 4:12
Hymn No. 587 "Under His Wings"
Congregational Prayer
Offering
Special Music
Pathfinder Report Pathfinder Director
Sermon Pastor
Hymn 589 "Anywhere With Jesus"
Benediction
Postlude

*Congregation Stands

Pathfinder Day Church Service 2

Prelude
Lay Activities Period Pathfinder Missionary
Experiences
Processional Ministers, Directors,
Pathfinders
Introit Choir
(Ministers and Directors Kneeling)
Doxology
Invocation Club Director
Post Colors Color Guard
Welcome Pastor
Scripture Reading 1 Tim. 4:12 Counselor
Hymn 587 "Under His Wings"
Prayer Two Pathfinders
Pathfinder Song Pathfinders
Pathfinder Happenings Directors
Pledge and Law Pathfinder Choir
Song or Instrumental Selection Pathfinders
Pathfinder Objectives Directors
Offering
Sermon Pastor
Hymn 589 "Anywhere with Jesus"
Benediction
Recessional
1. Ministers and Directors
2. Color Guard
3. Staff
4. Pathfinder Units and Counselors
5. Congregation

Pathfinder Day Church Service 3

Prelude
Lay Activities Period
Ministers Enter
*Processional Organ, Piano, and Trumpets
"The Captain Calls for You"
Marching Order:
1. Color Guard
2. Directors
3. Staff
4. Pathfinder Units
*Pledge of Allegiance to Bible and Flag
*Flags and Guidons posted
*Invocation
Welcome Pastor
(Introduces Pathfinder Director)
Scripture 1 Timothy 4:12 Deputy Director
Pathfinder Song Pathfinders and Congregation
Prayer
Special Music Pathfinder Choir
Pathfinder Happenings (A report) Director
Pathfinder Pledge Pathfinders
"What Pathfinding Means to Me" Pathfinder
Pathfinder Law Pathfinders
"Why I am a Pathfinder" Pathfinder
Objectives and Needs of Club Directors or
Counselors

Offering
Special Music Pathfinders
Sermon Pastor, Director, or Guest Speaker
Hymn 587 "Under His Wings"
Benediction
Recessional Organ and Piano
"Onward Christian Soldiers"
Marching Order:
1. Ministers and Directors
2. Color Guard
3. Staff
4. Pathfinder Units and Counselors
5. Congregation

*Congregation stands

Pathfinder Day Church Service 4

Prelude
Ministers and Platform Personnel Enter
Doxology and Invocation
Processional
"Onward Christian Soldiers"
(Pathfinders march in led by the National
and Pathfinder Colors. Color guards post
themselves on floor in front of pulpit. All stand
when Colors enter and remain standing until
Colors are posted on platform.)
Pathfinder Song Pathfinders
Pledge of Allegiance Led by a Pathfinder
Posting of Colors

Scripture Reading	Pathfinder
Proverbs 22:6; Ephesians 6:1-4	
Prayer	Counselor
Welcome and Director's Report	
(Pathfinder director reports on year's activities, goals for the coming year and presents any recognitions and awards.)	
Special Music	Pathfinders
"I Am a Pathfinder Club"	Director
"Why I Am a Pathfinder"	Pathfinder
"How Did it All Begin?"	Director and six Pathfinders
Offering	Deputy Director (Taken by Pathfinders)
Special Music	Pathfinder(s)
Sermonette	Pastor
Hymn 420 "Jesus, Friend of Little Children"	
Benediction	Counselor
Postlude	

Pledge of Allegiance to the Flag (USA)

"I pledge allegiance to the flag of the United States of America and to the Republic for which it stands, one Nation under God, indivisible, with liberty and justice for all."

Pathfinder Pledge

By the grace of God,
I will be pure, kind and true
I will keep the Pathfinder Law
I will be a servant of God and a friend to man.

Pathfinder Law

The Pathfinder Law is for me to:
Keep the Morning Watch
Do my honest part
Care for my body
Keep a level eye
Be courteous and obedient
Walk softly in the sanctuary
Keep a song in my heart
Go on God's errands.

TLT Pledge

"Loving the Lord Jesus, I promise to take an active part in the work of the Teen Leadership Training program, doing what I can to help others and to finish the work of the gospel in all the world."

Induction Ceremony

Introduction

The Pathfinder Induction Ceremony is necessary for the Pathfinder and family to experience. This program adds quality and meaning in becoming a Pathfinder.

Suggested Induction Ceremony

(The directions are worded for a Pathfinder Club inducting one candidate, but they may be adapted for AY Societies and any number of candidates.)

Preparation

Materials needed

- Table
- Pathfinder Emblem
- Pathfinder Pledge and Law
- Pathfinder Flag
- National Flag
- Candles—one 15" white; six 10" Pathfinder Class Level colors; seven 8" white for Pledge and eight 8" white for Law.

Procedure

Place a table at the induction ceremony site. Center a large Pathfinder emblem directly behind the table, with a Pathfinder Pledge banner on the right of the emblem and a Pathfinder Law banner to the left of the emblem. In the center of the table directly in front of the Pathfinder emblem place a 15-inch candle representing the spirit of Pathfinding. In front of this candle place six 10-inch candles—blue, red, green, silver (black, if silver not available), burgundy, and gold, representing the six Pathfinder class levels. In front of these six colored candles place a candle holder for the candidate's candle to be placed during the ceremony. In front of the Pathfinder Law banner on a line with the "Spirit of Pathfinding" candle, center eight white eight-inch candles. Place seven white eight-inch candles similarly in front of the Pathfinder Pledge banner.

Display the National Flag to the right (as participants face the audience) of the table and a Pathfinder flag to the left of the table.

Seat the Pathfinder Club by units in a "V" formation, the open end toward the table with the candles. The candidate sits in the center of the formation. The director stands to the right of the table (facing the Pathfinders), and the deputy director stands to the left of the table (facing the Pathfinders).

Ceremony - Script

After the director has given a briefing of the program procedure to the candidates and special guests, he or she pronounces,

"I hereby declare the induction ceremony of the Pathfinder Club now in order." The room is darkened.

The **director** lights the "Spirit of Pathfinding" candle saying

"For the light of our program we turn to the Spirit of Pathfinding. The candle that I now light represents this spirit. It is the spirit of adventure, fun, learning, camaraderie, awareness, and awakening, and above all, a spirit of reverence and a Spirit of service to God and man. This light is of itself NOT complete or sufficient. To introduce the complementary lights we call on our deputy director, _____ (name).

While lighting each candle representing it, the **deputy director** defines the six class levels as follows.

The Pathfinder Friend class level is a course of study in learning, skills, and physical fitness that will help one to be a better neighbor now and a friend of God throughout eternity.

The Pathfinder Companion class level is a course of study in learning, skills and physical fitness that will give more meaning to life and a companionship with Jesus Christ every hour of the day.

The Pathfinder Explorer class level is a course of study that will help one to find new adventure in exploring God's Word and His created works.

The Pathfinder Ranger class level is a course of study that will open up new areas of discovery in the natural and spiritual world to secure true and genuine happiness.

The Pathfinder Voyager class level is a course of study in physical, mental, cultural, and spiritual development that challenges the teen to develop a wholesome self-concept and Christian lifestyle.

The Pathfinder Guide class level is a course of study that emphasizes personal growth and spiritual discoveries and prepares the Pathfinder for development of new skills in leadership and survival techniques.

Option - You may wish to have a candle represent the Master Guide Class. If so, you could say, "The Master Guide Class is a course of study that will help one to lead young people to a greater knowledge and relationship to our Lord Jesus as our Savior."

When the six Pathfinder class candles have been lighted, the **director** replaces the "Spirit of Pathfinding" candle in its original position. He or she then explains to the candidate that the large candle is symbolic of the Pathfinder program, emphasizing the high ideals for which the club stands and the growth that the Pathfinder will make as a club member. The **director** then calls upon the Pathfinders to proceed with the ceremony of lighting the Pathfinder Pledge and Law candles.

The **director** then calls for the lighting of the Pathfinder Pledge candles. **Seven highest-ranking Pathfinders**, previously chosen, light the Pathfinder Pledge candles. Their selection is on the basis of Pathfinder class level, club office, club record, good conduct ribbon, etc. In turn, each of the seven Pathfinders marches smartly to the front, salutes the director with a hand salute and lights one of the Pathfinder Pledge candles. (The director returns each salute.)

After the candle is lighted, the Pathfinder repeats to the director, "Sir/Ma'am, I represent the candidate, who pledges—(repeats one of the following points according to the candle lighted)."

1. "By the grace of God" which means I will rely on God to do His will.
2. "I will be pure" which means I will rise above the sinful world in which I live and keep my life clean with words and actions that will make others happy.
3. "I will be kind" which means I will be considerate not only to the people around me but also to God's creation; the animals and the environment in which I live.
4. "I will be true" which means that I will be honest in study, work or play, and will always do my best.
5. "I will keep the Pathfinder Law" which means I will understand the Pathfinder Law and live up to it.
6. "I will be a servant of God" which means I will put God first in everything.
7. "I will be a friend to man" which means I will treat others like I want to be treated.

At the completion of the lighting of the Pathfinder Pledge candles, the **deputy director** declares, "On behalf of the _____ (Club Name) Pathfinder Club I accept the candidate's vow to live by the Pathfinder Pledge."

Eight of the highest-ranked Pathfinders, previously chosen, light the Pathfinder Law candles. Their selection is on the basis of Pathfinder class level, club office, club record, good conduct ribbon, etc. In turn, each of the eight Pathfinders marches smartly to the front, salutes the director with a hand salute and lights one of the Pathfinder Law candles. (The director returns each salute.)

After the candle is lighted, the Pathfinder repeats to the director, “Sir/Ma’am, I represent the candidate, who hereby vows to—(repeats one of the following points according to the candle lighted.)”

1. “Keep the Morning Watch” which means I will have prayer and personal Bible study each day.
2. “Do my honest part” which means I will do my share of the work and be there when other people need help.
3. “Care for my body” which means I will not put anything harmful in my body; and I will stay physically fit.
4. “Keep a level eye” which means I will not lie, cheat or talk dirty.
5. “Be courteous and obedient” which means I will think about other people’s feelings and do what I am asked.
6. “Walk softly in the sanctuary” which means I will be quiet in church and during worships.
7. “Keep a song in my heart” which means I will try to always be happy, even when I don’t feel like it.
8. “Go on God’s errands”, which means I will always be ready to tell people about Jesus.

When the Pathfinder Law candles have all been lighted, the **deputy director** declares, “On behalf of the _____ (Club Name) Pathfinder Club I accept the candidate’s vow to observe the Pathfinder Law.”

The **director** then asks the club members to stand, and the candidate for membership is called forward to take position in front of the table between the deputy director and the director, facing the club members and standing at attention. The director then asks the candidate to affirm dedication to the high principles of the Pathfinder club and repeat the Pathfinder Pledge and Law. (If more than one candidate is presented, the Pathfinder Pledge and Law are repeated in unison.)

Following the repeating of the Pathfinder Pledge and Law by the candidate, the **director** states

“We hereby declare _____ (name of candidate) accepted into the fellowship of the _____ Pathfinder Club of the _____ Conference of Seventh-day Adventists. You are now being presented with a candle, (**deputy director** hands candidate a four-inch white candle) which you may now light from the ‘Spirit of Pathfinding’ candle, and place in the candle holder on the front center of the table. (**Pathfinder** lights the candle from the 15-inch candle and places it in the candle holder.) Your light is now added to our club, and we charge you in the presence of these Pathfinders to let your light shine before others in the Spirit of Pathfinding. We shall now ask your deputy director to pray that God will give you strength to live up to the high ideals of our club and to be a faithful and loyal club member.”

The **deputy director** leads out in a prayer of consecration for the new member(s), while the club stands at prayer attention.

The **director** says,

“_____ (name of new member), you are now a full-fledged member of the _____ (club Name) Pathfinder Club.”

The **new member** then presents him/herself to the **director** to receive a handshake, and receives a Pathfinder Bible (available through AdventSource, 800-328-0525 or www.adventsource.org).

Next the **deputy director**, **counselor**, and **captain** of the unit give the **member** a handshake.

The unit **scribe** presents **member** with a Pathfinder membership card.

The **counselor** and **captain** usher member to assigned unit.

The **club** sings the Pathfinder Song, and the lights are turned on, which brings the induction ceremony to a close.

Pledge & Law Optional Program

This part would be read by a person in the back of the room or in a side room using a mike. This is read while the Pledge and Law candles are being lit, which adds another part to the service that brings more meaning.

The Pathfinder Pledge

“By the grace of God”

Prov. 3:5-6 “Trust in the Lord with all your heart, and lean not on your own understanding; In all your ways acknowledge Him, and He shall direct your paths.”

“I will be pure”

Prov. 22:11 “He who loves purity of heart and has grace on his lips, the king will be his friend.”

“I will be kind”

Gal. 5:22-23 “But the fruit of the Spirit is love, joy, peace, long-suffering, kindness, goodness, faithfulness, gentleness, self-control. Against such there is no law.”

“I will be true”

Col. 3:23 “And whatever you do, do it heartily, as to the Lord and not to men.”

“I will keep the Pathfinder Law”

Eccl. 12:13 “Let us hear the conclusion of the whole matter: Fear God and keep His commandments, for this is the whole duty of man.”

“I will be a servant to God”

Josh. 24:15 “And if it seems evil to you to serve the Lord, choose for yourselves this day whom you will serve, whether the gods which your fathers served that were on the other side of the River, or the gods of the Amorites, in whose land you dwell. But as for me and my house, we will serve the Lord.”

“And a friend to man”

Luke 2:52 “And Jesus increased in wisdom and stature, and in favor with God and men.”

The Pathfinder Law is for me to -

“Keep the morning watch”

2 Tim. 2:15 “Be diligent to present yourself approved to God, a worker who does not need to be ashamed, rightly dividing the word of truth.”

“Do my honest part”

Eph. 6:6-7 “Not with eye service, as men pleasers, but as bond servants of Christ, doing the will of God from the heart, with goodwill doing service, as to the Lord, and not to men.”

“Care for my body”

1 Cor. 6:19-20 “Or do you know that your body is the temple of the Holy Spirit who is in you, whom you have from God, and you are not your own? For you were bought at a price; therefore glorify God in your body and in your spirit, which are God’s.”

“Keep a level eye”

Matt. 6:22 “The lamp of the body is the eye. If therefore your eye is good, your whole body will be full of light.”

“Be courteous and obedient”

Titus 3:1 “Remind them to be subject to rulers and authorities, to obey, to be ready for every good work.”

“Walk softly in the sanctuary”

Lev. 26:2 “You shall keep My Sabbaths and reverence My sanctuary: I am the Lord.”

“Keep a song in my heart”

Eph. 5:19 “Speaking to one another in psalms and hymns and spiritual songs, singing and making melody in your heart to the Lord.”

“And go on God’s errands”

Isa. 6:8 “Also I heard the voice of the Lord, saying: ‘Whom shall I send, and who shall go for Us?’ Then I said, ‘Here am I! Send me.’”

Optional Induction Ceremony

Pathfinder Director

I hereby declare the Induction Ceremony of the _____ Pathfinder Club now in order.

The lights are darkened.

For the light of our program, we turn to the Spirit of Pathfinding. The candle which I now light represents this Spirit. It is the Spirit of adventure, fun, learning, camaraderie, awareness, and awakening, and above all, a spirit of reverence and a spirit of service to God and man. This light is of itself not complete or sufficient. To introduce the complimentary light, we call on our Pathfinders.

Person - 1

The Pathfinder **Friend Class** is a course of study in learning, skills, and physical fitness that will help one to be a better neighbor now and a friend of God throughout eternity.

Person - 2

The Pathfinder **Companion Class** is a course of study in learning, skills, and physical fitness that will give more meaning to life and a companionship with Jesus Christ every hour of the day.

Person - 3

The Pathfinder **Explorer Class** is a course of study that will help one to find new adventure in exploring God's word and His created works.

Person - 4

The Pathfinder **Ranger Class** is a course of study that will open up new areas of discovery in the natural and spiritual world to secure true and genuine happiness.

Person - 5

The Pathfinder **Voyager Class** is a course of study in physical, mental, cultural, and spiritual development that challenges the teen to develop a wholesome self-concept and Christian lifestyle.

Person - 6

The Pathfinder **Guide Class** is a course of study that emphasizes personal growth and spiritual discoveries and prepares the Pathfinder for development of new skills in leadership and survival techniques.

Person - 7

The **Master Guide Class** is a course of study in your leadership that will enable the Pathfinder Leader to draw closer to God and to teach the high ideals of the Pathfinder Club. The Master Guide Class will help one to lead young people to a greater knowledge and relationship to our Lord Jesus as our Savior.

Club Director

The Spirit of Pathfinding candle represents the good things in the Pathfinder program. It represents the high ideals for which the club stands and the growth that each Pathfinder will make as a club member. We will now light the Pathfinder/AY

Pledge candles. (Note: These candles would be lit by Pathfinders.)

Person - 1

Sir, on behalf of the candidates, we pledge "**By the grace of God**" which means I will rely on God to do His will.

Person - 2

Sir, on behalf of the candidates, we pledge "**I will be pure**" which means I will raise above the wicked world in which I live and keep my life clean with words and actions that will make others happy.

Person - 3

Sir, on behalf of the candidates, we pledge "**I will be kind**" which means I will be considerate not only to the people around me but also to God's creation; the animals and the environment in which I live.

Person - 4

Sir, on behalf of the candidates, we pledge "**I will be true**" which means that I will be honest in study, work, or play, and will always do my best.

Person - 5

Sir, on behalf of the candidates, we pledge "**I will keep the Pathfinder/AY Law**" which means I will understand the Pathfinder/AY Law and live up to it.

Person - 6

Sir, on behalf of the candidates, we pledge "**I will be a servant of God**" which means I will put God first in everything.

Person - 7

Sir, on behalf of the candidates, we pledge "**I will be a friend to man**" which means I will treat others like I would like to be treated.

Deputy Director

On behalf of the _____ Pathfinders, I accept the candidate's vow to live by the Pathfinder Pledge.

Club Director

Let us proceed with the ceremony of lighting the Pathfinder/AY Law candles.

Person - 1

Sir, on behalf of the candidates, we pledge to **“Keep the morning watch”**, which means I will have prayer and personal Bible study each day.

Person - 2

Sir, on behalf of the candidates, we pledge to **“Do my honest part”**, which means I will do my share of the work and be there when other people need help.

Person - 3

Sir, on behalf of the candidates, we pledge to **“Care for my body”**, which means I will not put anything harmful in my body; and I will stay physically fit.

Person - 4

Sir, on behalf of the candidates, we pledge to **“Keep a level eye”**, which means I will not lie, cheat, or talk dirty.

Person - 5

Sir, on behalf of the candidates, we pledge to **“Be courteous and obedient”** which means I will think about other people’s feelings and do what I am asked.

Person - 6

Sir, on behalf of the candidates, we pledge to **“Walk softly in the sanctuary”**, which means I will be quiet in church and during worships.

Person - 7

Sir, on behalf of the candidates, we pledge to **“Keep a song in my heart”**, which means I will try to always be happy, even when I don’t feel like it.

Person - 8

Sir, on behalf of the candidates, we pledge to **“Go on God’s errands”**, which means I will always be ready to tell people about Jesus.

Deputy Director

On behalf of the _____
_____ Pathfinders, I accept the candidate’s vow to observe the Pathfinder law.

Club Director

(Invite the candidates to stand) - To affirm your dedication to the high principles of the Pathfinder

Club, we ask you to join us and **repeat the Pathfinder/AY Pledge and law in unison.**

I hereby declare the candidates (give their names at this time), accepted in to the fellowship of the _____ Pathfinder Club of the _____ Conference of Seventh-day Adventist. **(Invite them to come forward.)**

You are not being presented with a candle, which you may now light from the ‘Spirit of Pathfinding’ candle. Your light is now added to our club, and we charge you in the presence of these Pathfinders to let your light shine before others in the Spirit of Pathfinding.

We will now ask _____ to pray that God will give you strength to live up to the high ideals of our club and to be a faithful and loyal member. (Note: This person may be the deputy director, the pastor, or one of the supporters of Pathfinders.)

Sing the “Pathfinder Song” as the lights are turned back on.

Investiture

The Investiture service is a program honoring the person completing one of the Pathfinder class levels. The study of the Pathfinder class level requirements trains the person for future leadership.

The following outline will help with the Investiture program.

Investiture Sponsor

This is a conference appointee representing the local conference youth department.

Responsibilities

1. The local conference youth ministries will look to the Investiture sponsor for the follow through and completion of the Pathfinder class levels and advanced class levels work with local church school, Pathfinder club and junior youth of the church.
2. Involve your local church school teacher in the organization of the Investiture service if possible.
3. See that all materials involved in the Investiture meeting have been ordered using the Investiture requisition order blank requested from the local conference youth ministries department or as outlined by the local conference.

4. Arrange with the church school teacher and pastor a place, date and time of the Investiture program.
5. Promote the Investiture program among the parents of the youth involved and the total local church membership.

Church School Teacher

Responsibilities

1. Work with the Pathfinder director and Investiture sponsor in the scheduling of the Investiture program.
2. Assist the local Pathfinder director, staff and membership in the Investiture program.
3. Use the *AY Classes Instructor's Manual* to lead the church school students into an inspired program of Pathfinder classes and in completing the Pathfinder class work according to the grade level of the student:

Pathfinder Class Levels

Friend - Grade 5
 Companion - Grade 6
 Explorer - Grade 7
 Ranger - Grade 8
 Voyager - Grade 9
 Guide - Grade 10
 Master Guide - Grade 11 or 16 years of age or older

4. Obtain a Pathfinder Class Record card or Activity Diary for each student.

Pathfinder Director

Responsibilities

1. Involve your local church school teacher in organizing the Investiture program and schedule date.
2. Involve the Pathfinder staff and club membership with the Investiture program.
3. Organize the Investiture program involving those being invested: each student in church school, local church school teachers, and the Pathfinder membership.
4. Order Investiture materials with the cooperation of each teacher and Pathfinder director from the local conference youth ministries, using the Investiture Requisition order blank.

5. Promote Pathfinder class levels of Friend, Companion, Explorer, Ranger, Voyager, Guide, and also the Advanced Class levels of Trail Friend, Trail Companion, Frontier Explorer, Frontier Ranger, Wilderness Voyager and Wilderness Guide among the Pathfinder club members.
6. Order Investiture materials needed from the conference youth director.
7. Promote the Investiture program among the parents of the Pathfinders, and the sponsoring church members.
8. Assist the church school teachers, Sabbath School and families in the completion of any Pathfinder class level requirements, helping keep a record in the Pathfinder record cards.

Pathfinder Counselors

Responsibilities

1. Assist the Pathfinder director and Investiture sponsor in planning for the Investiture program.
2. Lead your Pathfinder in completion of the Pathfinder class level and advanced class level requirements.

Pathfinder Class Levels

Friend - Grade 5
 Companion - Grade 6
 Explorer - Grade 7
 Ranger - Grade 8
 Voyager - Grade 9
 Guide - Grade 10

Pathfinder Advanced Class Levels

(prerequisite for advance class level is the basic level)
 Trail Friend - Grade 5
 Trail Companion - Grade 6
 Frontier Explorer - Grade 7
 Frontier Ranger - Grade 8
 Wilderness Voyager - Grade 9
 Wilderness Guide - Grade 10

3. Pathfinder class levels are found in the *AY Classes Instructor's Manual*, Record Cards and Activity Diaries. Materials are available from AdventSource.

Local Conference Personnel

A conference Pathfinder director, educational superintendent, or a minister of the local conference will be present to perform the Investiture service.

Responsibilities

1. Represent the local conference in being present and participating in the program as outlined by the investiture sponsor and church school teacher.
2. Promote youth evangelism and the conference summer camp program.
3. After the Investiture program return to the local conference youth ministries the completed form of the Investiture Requisition blank indicating the names of those invested and an account of materials to be billed to the local church school or Pathfinder club.

Program Ideas

- Displays
- Skits
- Presenting materials learned
- Pathfinder camporee activities

Program Sites

- Campfires
- Garden
- City or state park
- Church
- Church school auditorium

Here are some suggested programs. We do hope that you will plan a short program (20-30 minutes) at which time those being invested can have a part. (A song can include everyone!)

Suggested Investiture Program 1

Organ Prelude	
Song Service	Choruses
Special Music	Students
Scripture	Student
Welcome	One or more students
Prayer	Student
Pathfinder Pledge	Given by all candidates
	(Have a student give his/her interpretation)
Pathfinder Law	(Have eight students give own interpretation of each of the eight points)
Special Music	Students
Memory Work	Any or all grades
Practical Demonstrations	Skits, Charades, Play, etc.

- Favorite Bible Story
- Knot tying
- Nature nuggets
- First Aid
- Story of favorite pet
- Hiking and camping
- Honors earned
- National flag demonstration
- Famous countrymen
- Physical fitness

Certification of Candidates	Principal, Teacher, Pathfinder Director, or Pastor
Challenge to Pathfinders	Conference Pathfinder Director, Pastor, or qualified Master Guide
The Charge and Presentation of Insignia	Conference Pathfinder Director
Consecration and Prayer of Dedication	Pastor
Announcements	Summer Camp, Camp Meeting, etc.
Benediction	Pathfinder Director

Suggested Investiture Program 2

Scripture
Song
Special Music
Prayer
Sermonette
Symposium by Candidates
Memory Work
Pathfinder Pledge and Law
Practical Demonstrations
Certification of Candidates
Charge and Presentation
Consecration Prayer
Camp Video (Promotion for Summer Camp)
Song
Prayer

Camporees

6

Conference Pathfinder Camporees

The Pathfinder director and the conference Pathfinder council is responsible for organizing a camporee and determining the events, place and activities. Instructions will come from the conference office as to the location, events and what the units can expect to do in order to participate in the program.

Every camporee has a theme and all activities are built around this theme so that each Pathfinder will remember the spiritual lessons from the Bible, nature, and the history of the church.

The Pathfinder camporee is a demonstration of camping skills by trained, prepared units from several clubs. This is an occasion when self-contained units come together for a period of two or more days and demonstrate their ability in camping skills. Each unit should have complete equipment to take care of themselves over the designated period: tent, bedrolls, cooking utensils, food and other equipment which they need.

The area for a camporee should be clear ground with water accessible and at least the possibility of sanitary facilities and garbage disposal which can be set up quickly by the campers. The units should bring everything they will need and be assigned a space of ground upon which to place their camp equipment. Demonstrations of fire building, cooking, signaling, first aid, knot tying, marching and drill may be enjoyed. Good campfire fellowship will be a highlight, and religious services will bind the group together in a spiritual mold. This is probably the high point of the Pathfinder activities. It should be the objective of every unit of every club to be prepared to participate in a Pathfinder camporee.

A Pathfinder club ought to build its program, keeping in mind the events and skills needed to participate in a Pathfinder camporee.

One of the highlights of the camporee is the events. Each Pathfinder wants to do his/her best for the club. Competition should be against a standard and not between clubs. To instill a sense of participation where each one will strive toward a standard instead of against a fellow Pathfinder or another club, the setting up of such personal standards will avoid situations where only one club can take first place. This allows the possibility of several persons or clubs achieving the sweepstakes ribbon, trophy or whatever award is given by the conference. This will also avoid the unhealthy and unethical attitude which has at times developed in the past, not as much on the part of Pathfinders themselves, but on the part of their leaders, who sometimes carry grudges and bad feelings into their clubs. This competitive attitude destroys the spirit of the camporee, which is often the culminating event of the Pathfinder year.

Camporee Requirements

Club Organization Requirements

1. In most cases a camping fee for each Pathfinder and staff member is charged to help defray expenses of renting the camp with its facilities.
2. The camping arrangement is by clubs. Each club is responsible for its own arrangement of boys and girls to camp in separate sections.
3. All Pathfinders must camp by units.
4. Each unit must have one adult counselor.
5. A complete unit should consist of not more than eight Pathfinders.
6. Units must be made up of all girls or all boys. Units cannot be mixed.
7. These units must belong to an active club that has been active from the beginning of the current year.

8. Each club is self-sustaining. This means that each club will have its own food, cooking equipment, bedding, tents, tables, and everything needed for the camporee. Campers and trailers are allowed only for staff and for cooking facilities.
9. Food preparation can be done by units or by club.
10. A counselor must assume full responsibility for the boys and girls in his or her unit and should be with them at all times.
11. It is the responsibility of the conference Pathfinder director to supply detailed instructions and camping area assignments to the clubs upon their arrival at the camporee.
12. Inspection should be made of the camping areas. Tents and all equipment must be aligned in a neat and satisfactory manner.
13. Club staff should be familiar with emergency procedures. Each club director should be familiar with procedures for contacting the local youth ministries and Adventist Risk Management when necessary. Check with your local youth ministry director for this information.
14. Clubs should bring their own Pathfinder and national flags and guidons.
15. The clubs are responsible for the transportation to and from the camporee site. Utmost caution should be exercised in selecting drivers who are mature and responsible. Equipment should be in good condition and overloading should be avoided. All vehicles should be covered by adequate insurance.
16. Clubs should not bring pets or animals, motor bikes, motorcycles, etc., to the camporee.

Requirements for Each Unit

1. Bring unit guidon.
2. Have one shovel.
3. Provide adequate shelter for every Pathfinder unit—may be pup tents, tepee-type tents, trail tents, etc.
4. Properly prepare a fire area for unit cooking if possible.
5. Have a table lashed together and made by the Pathfinders. This could be prepared prior to the camporee if possible and available.

6. Provide an adequate supply of food for entire unit. Food should be planned and prepared to supply well-balanced meals.

Meals should be cooked by unit groups or club. Counselor of unit should counsel and plan early with unit members on how they want to prepare food and cooking. Pathfinders should be given definite responsibilities and kept within the time schedule for meals and camp duties.

Individual Pathfinder Requirements

1. Be a part of a complete unit.
2. Have complete uniform, including all insignia sewn properly.
3. Be a Pathfinder in good and regular standing, and a regular member of a Pathfinder Club for at least three months.
4. Maintain satisfactory standard of work and conduct at home, school, Sabbath School and Pathfinder Club; have this duly certified by parents, school teacher, Sabbath School teacher, and Pathfinder Club counselor.
5. Pathfinder field uniforms are preferred.
6. Have a warm sleeping bag or a warm bed-roll.
7. Have a flashlight.
8. Include a Bible.
9. Bring toilet articles, including toilet tissue, wash cloth, towel, comb, toothbrush and paste, etc.
10. Have adequate underclothes and coats according to the local climate, like raincoat, rain hat, boots.
11. Bring mess gear, such as knife, fork, spoon, cup, plate, etc.
12. Include a plastic ground cover for sleeping bag.

Additional Camporee Items of Importance

Fires

1. Fires should be built in the designated areas only.

2. Care must be given that Pathfinders strike matches only at campfire sites.
3. A ten-foot circle should be cleared down to mineral earth before building a fire.
4. All refuse should be burned or placed in garbage cans.
5. All fires should be extinguished before leaving the campsite.

Nature Conservation

1. Pathfinders should leave the campsite with no trace that someone has camped there.
2. The U.S. Forest Service has the following recommendations for wilderness waste disposal: (www.fs.fed.us)
 - a. Select a suitable spot at least 50 feet from any open water.
 - b. Dig a hole 8-10 inches in diameter and no more than 6-8 inches deep, to stay within the biological disposer layer of soil. Save the sod or dirt.
 - c. After use, fill the hole with loose soil and tramp the sod back in place.
 - d. Nature will do the rest in a few days.

Leave No Trace: Minimum Impact Outdoor Recreation, by Will Harmon, American Hiking Society, 1997.
3. Pathfinder directors should give consideration as to how wood is provided, instructing Pathfinders not to destroy trees and camping areas.
4. All Pathfinders should be instructed in environmental conservation and ecology. The Honors in these areas are recommended.

Sabbath Keeping

1. Leader will provide the example for Sabbath keeping.
2. Don't push the edges of the Sabbath. When the sun goes down all tents ought to be set up and everything ready for Sabbath.
3. During the Sabbath Pathfinders should be focused on spiritual activities. Songs and games should all reflect the special Sabbath hours.
4. Activities should be planned to include Friday evening campfire, Sabbath School, church service, Sabbath afternoon, Sabbath evening campfire, etc.

5. The club and units should plan activities for spare time which could include a nature hike, story time or some other interesting Sabbath activity.
6. All Pathfinders and staff members should participate in all meetings.
7. Counselors must be with their units during all meetings.

Camporee Schedule No. 1

Friday (Sunset 7:15 pm)

- | | |
|-------------|------------------------------------|
| 1:00 - 4:45 | Registration and prepare campsite |
| 4:45 - 5:30 | Sabbath preparation |
| 5:30 - 5:45 | Club worship |
| 5:45 - 6:30 | Supper |
| 6:30 - 6:45 | Club leaders meeting, headquarters |
| 6:45 - 7:00 | Prepare for campfire |
| 7:00 - 8:30 | Campfire devotions |
| 8:15 - 9:45 | Prepare to retire |
| 9:15 | Taps, Silence |

Sabbath

- | | |
|---------------|---|
| 7:00 | Reveille |
| 7:30 - 7:45 | Morning devotions |
| 7:45 - 8:00 | Flag ceremony |
| 8:00 - 8:30 | Breakfast |
| 8:30 - 8:45 | Club leaders meeting, headquarters |
| 8:45 - 9:15 | Prepare for camp and personal inspection |
| 9:15 - 9:30 | Inspection and preparation for Sabbath School |
| 9:30 - 10:45 | Sabbath School |
| 10:45 - 11:00 | Club time |
| 11:00 - 12:00 | Church service |
| 12:00 - 12:45 | Prepare noon meal |
| 12:45 - 1:45 | Noon meal |
| 1:45 - 2:15 | Rest period/Club time |
| 2:15 - 2:30 | Prepare for Pathfinder activity |
| 2:30 - 5:30 | Pathfinder activity |
| 5:30 - 6:00 | Prepare for evening meal |
| 6:00 - 6:45 | Evening meal |
| 6:45 - 7:00 | Flag ceremony |
| 7:00 - 8:30 | Campfire and vespers |
| 8:45 - 9:15 | Club campfire |
| 9:30 - 10:00 | Prepare to retire |
| 10:15 | Taps, Silence |

Sunday

- | | |
|--------------|------------------------------------|
| 7:00 | Reveille |
| 7:30 - 7:45 | Morning devotions |
| 7:45 - 8:00 | Flag ceremony |
| 8:00 - 8:45 | Breakfast |
| 8:45 - 9:00 | Club leaders meeting, headquarters |
| 9:00 - 9:45 | Prepare for inspection of area |
| 9:45 - 10:15 | Inspection |

10:15 - 10:45 Prepare for events
 10:45 - 12:00 Camporee events
 12:00 - 12:15 Award time
 12:15 - 12:30 Directors meeting, events field
 12:30 - 1:30 Noon meal
 1:30 Pack up and have a safe trip home!

Remember—Let's leave our campsite **clean**!

Camporee Schedule No. 2

Friday (Sundown 6:30 pm)

3:00 Registration and preparation of camp
 5:30 Plan for sack lunch from home
 6:30 Campfire and vespers
 8:30 Prepare for Taps
 9:00 Taps

Sabbath

7:00 Reveille
 7:45 Morning devotions by clubs
 8:30 Breakfast
 9:00 Prepare for inspection by counselors
 9:30 Inspection
 9:45 Sabbath School
 11:00 Break
 11:15 Church
 1:00 Dinner/Clean up
 2:00 Rest/Club time
 2:30 Nature hike
 4:15 Meeting
 5:15 Supper
 6:30 Sundown worship and campfire activity
 7:30 Games or moonlight hike
 9:00 Prepare for taps
 10:00 Taps

Sunday

6:30 Reveille
 7:15 Morning devotions by clubs
 7:30 Breakfast
 8:15 Camp clean up; prepare for inspection
 8:45 Inspection
 9:15 Field Events
 12:30 Dinner
 2:00 Farewell

Be sure your camp is spotless when you leave.

Camporee Schedule No. 3

Thursday

2:00 Register and set up campsite
 5:30 Supper
 7:30 - 9:00 Campfire and vespers
 9:00 - 9:30 Directors Meeting
 9:30 Taps

Friday

7:00 Reveille
 7:30 - 7:45 Morning Watch, Flag ceremony
 7:45 - 8:30 Breakfast
 8:30 - 12:30 Visit point of special interest in the area
 1:00 - 2:00 Lunch
 2:30 - 5:30 Camporee events
 6:00 - 7:00 Supper
 7:00 - 7:30 Prepare for Sabbath
 7:30 - 7:45 Flag ceremony
 7:45 - 9:00 Campfire
 9:00 - 9:30 Prepare for bed
 9:00 - 9:30 Directors Meeting
 10:00 Taps

Sabbath

7:00 Reveille
 7:30 - 7:45 Morning Watch and Flag ceremony
 7:45 - 8:30 Breakfast
 8:30 - 9:00 Prepare for camp and personal inspection
 9:00 - 9:45 Inspection and preparation for Sabbath School
 9:45 - 10:45 Sabbath School
 10:45 - 11:00 Club time
 11:15 - 12:15 Church service
 12:30 - 1:45 Lunch
 2:00 - 3:00 Club picture creations with native materials
 3:00 - 3:30 Picture tour
 3:45 - 5:15 Meeting
 5:30 - 6:45 Supper
 7:15 - 7:30 Flag ceremony
 7:30 - 9:00 Campfire and vespers
 9:00 - 9:30 Prepare for bed
 9:00 - 9:30 Directors Meeting
 9:30 Taps

Sunday

7:00 Reveille
 7:30 - 7:45 Morning Watch and Flag ceremony
 7:45 - 8:30 Breakfast
 8:30 Break camp and clean up grounds

Suggested Camporee Points

Registration

Upon arrival	25 points
After sundown	10 points

Attendance

100 - 90%	15 points	15 points
89 - 75%	9 points	
74 - 50%	5 points	
49 - 25%	2 points	

Uniforms

100 - 90%	15 points	15 points
89 - 75%	9 points	
74 - 50%	5 points	
49 - 25%	2 points	

Inspection	100 points
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Events

3 events, 15 points each	45 points
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Camporee Total	200 points
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Camporee points should not be included in the club monthly totals for the year.

Suggested Camporee Inspection Sheet

Tents	20 possible
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Properly pitched	7 points
Rope tied properly	3 points
Arrangement	10 points

Tent (Inside)	25 possible
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Beds made neatly	10 points
Arrangement of suitcases	10 points
Bible	5 points

Area	25 possible
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Neatness	15 points
Fire equipment	10 points

Flag and Guidon Display	10 points
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National flag	4 points
Pathfinder flag	4 points
Unit guidons	2 points

Campers' Respect	20 possible
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Courtesy	5 points
Uniform	15 points

Total Possible	100 points
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Suggested Camporee Menu

When planning menus for Pathfinder outings do your best to prepare nutritious well balanced meals. Keep in mind that young people are less apt to eat "different" types of food so if you do introduce something new into your menu it is a good idea to keep other foods more traditional.

The following are suggestions—each group of young people will have different tastes and preferences depending on what they are accustomed. Choose a meal that works with your "kitchen" and available stoves, grill, oven, etc.

Breakfast

Option #1

Hashed Browns Potatoes
Scrambled Eggs
Toast, butter and jam
Fruit - cut (bananas, oranges, etc)
Orange juice

Option #2

Dry cereal & Oatmeal
Raisins, Nuts honey, etc.
Muffins, jam and butter
Cut Fruit (bananas, oranges, etc)
Milk

Option #3

Pancakes
Peanut Butter
Applesauce
Syrup and butter
Milk

Lunch

Spaghetti
Grilled cheese sandwiches
Fresh or canned peaches
or sliced apples
Drink
Fruit Roll

Mashed potatoes
Beans, chips, diced lettuce,
Olives, onions and tomatoes,
Grated cheese
Sour Cream & salsa
Drink
Cookies

Macaroni and cheese
Bun, veggie meat
Salad dressing
Tomatoes, onion &
Cheese with catsup
Drink

Supper**Option #1**

Vegetable soup
Grilled cheese sandwiches
Fresh or canned Peaches
or sliced apples
Drink

Option #2

Hay Stacks
Beans, chips, diced lettuce,
Olives, onions and tomatoes,
Grated cheese
Sour cream & salsa
Drink
Cookies

Option #3

Veggie-burgers
Bun, vegie meat
Salad dressing
Lettuce and sliced
Tomatoes, onion and
Cheese with catsup
Drink

Another quick supper is vegetarian hot dogs heated in a kettle or roasted over the bonfire with buns and the trimmings. A baked potato chip is always good and popcorn makes a delightful Saturday night treat as well as sliced fruit.

Remember to have liquid available all day long—water, juice, etc. If it is a chilly morning or evening a hot drink such as hot chocolate may be appreciated.

If you are serving potatoes for breakfast don't plan potatoes for lunch or supper the same day—use a variety of foods and encourage teen Pathfinders to help with the meal planning.

We recommend this book for all club cooks: *Food for 50*, Jon Wiley & Sons, Inc., New York, NY.

Fairs 7

Pathfinder Fair

The Pathfinder fair is a gala occasion for the Pathfinder clubs of a conference or designated area. Usually these occasions take place on Sunday and extend from ten o'clock in the morning until four or five o'clock in the afternoon. The club members are invited to come in uniform, bring hobbies and exhibits, prepare various demonstrations, be prepared to march in a parade, and send teams for drill demonstrations. Members exchange ideas and get a sense of the strength of the Pathfinder movement within the area. Another great advantage of this special occasion is the opportunity for the adult leadership to become acquainted with and fellowship with the Pathfinders. The opening program should not be long. Perhaps there could be a few short, appropriate speeches and demonstrations by well-prepared units.

The chief purpose for the afternoon is fellowship, a chance to see what others are doing, and a mass meeting to get a feeling of total unity.

The Pathfinder fair also ends the program for the year and, like the camporee, furnishes the opportunity and motivation for the Pathfinders to do their best and be well-prepared for the different activities.

The conference Pathfinder director is in charge of the whole program and determines the events, floats, parade, booths, judges and location of the Pathfinder fair.

Suggestions for Pathfinder Fairs

Theme

Each Pathfinder fair should have a theme like "Pioneering," "Our American Heritage," "Skills of Mind and Body," "Maranatha," "At Home in the Forest." All booths, parade floats, and events, will be built around the theme.

Registration

This should start around 8:00 am. A booth can be set up to register those who come to prepare their booths. One adult officer from each club is to register for the whole club; it is not necessary for the individual Pathfinders to register. As they register they can furnish information regarding the distance they traveled to the fair, total membership of the club, percent of membership at the fair, percent of membership in uniform, flag and unit guidons in the club, and other interesting facts about the club, such as when they started, special projects, spiritual activities, youth baptized in the club as a result of the Pathfinder efforts, etc.

New Clubs

New clubs should be encouraged to attend the fair even if they do not have all the equipment and uniforms. By just being at a fair they will gain a great deal of inspiration and a host of new ideas to take back and to use in their clubs.

Uniforms

All Pathfinders and staff members are urged to wear uniforms. Neckerchiefs and sashes are also desirable. All should be encouraged to come in uniform but Pathfinders should not miss the fair if they don't have a uniform.

Awards

All clubs present should get an award for being there. As mentioned in the camporee events, participants should strive toward a personal standard and not be competing against each other. It should be possible for all clubs to receive awards and ribbons.

Flags and guidons

Clubs should bring their national and club flag and guidons for each unit. These should be posted in the booth and carried in the parade.

Floats

Contributing greatly to the success of a fair are club floats, which will depict the general theme or some interesting phase of the Pathfinder work. Floats do not need to be large and must use the Pathfinders to participate and build them. A great percentage of Pathfinders should work on the preparation of the floats and not just the directors. Themes like outdoor life, nature, hobbies and crafts, Pathfinder Honors, first aid, worship, missionary activities, group living, education, and body building are in order.

Food booths

Tables and space may be provided for the clubs. Clubs will furnish food and all necessary equipment such as hot plates, extension cords, etc. Food should be available at reasonable prices and each club should receive a list of the food they are to prepare. One club may serve candied apples and punch; others would serve ice cream and cocoa, or slushes, corn dogs, pies and cakes, orange drink, donuts, candy, cookies, pizza, veggieburgers, chili beans, etc. Clubs may elect to bring their own lunches for each Pathfinder.

The conference will send a questionnaire to each club asking for first, second or third choices of food and suggested menus. Each club will then be notified of the specific item or items that they can sell at the fair.

Parade

The parade is usually the first happening or right after lunch, around 1:00 pm, followed by the events. The Pathfinder clubs should have specific instructions as to all the formality and commands to be given at the fair. There will be a reviewing stand set up. A Pathfinder uniform is required for the parade. As clubs pass the reviewing stand the Pathfinders receive the command "Eyes right." Clubs should be able to execute the following commands.

- Attention
- Present arms
- Order arms
- Parade rest
- Left face
- Right face
- About face
- Dress right
- Ready front
- At ease

In many cases a special drill team is chosen for a demonstration of a special drill down. Rules are quite simple.

- A Pathfinder drops out when he or she makes the slightest mistake.
- All Pathfinders or participants are on their honor to drop out when a mistake is made.
- No marching, all drill will be in place. The Pathfinder Drill Manual is excellent material to practice from and to give orders and commands.

Club booths

Each club will want to have a club booth and display the finest in originality, ingenuity, craftsmanship, and skill. The judges will take into consideration several things as they judge the booths.

- Appearance of the booth. Overall appearance as to its appropriateness, attractiveness, the motif, and whether it brings out the general theme of the fair. Adult leaders may assist the Pathfinders in arranging and preparing the booth, however, judges will give more points when greater Pathfinder participation has been used in the preparation of the booth. Adults are not to do the whole thing.
- Pathfinder displays in the booth. This relates to the collections, hobbies, handicrafts, or other exhibits made by the Pathfinders which bring out the theme of the booth. These collections are to be the work of the Pathfinders in the club and should not be judged as individual exhibits, but rather as contributions to the number of points possible for the booth display.
- Demonstrations. This refers to the actual working demonstrations by the Pathfinders in the booth at the specific time of judging. It should be related to the theme of the booth, and adults should not be obvious in the demonstrations.
- Ideas for booths.
 - Arts and Crafts—leathercraft, textile painting, contact printing, etc.
 - Health & Science—diagrams, drawings, models
 - Household Arts—display of canned, cooked or baked foods, dressmaking, needlecraft
 - Mechanics—radio, model railroad, etc.
 - Missionary endeavors—first aid
 - Nature—butterfly and insect displays, shell collections, terrarium
 - Outdoor industries—display of different kinds of honey, with glass display case of live bees

- Recreational pursuits—a camping display with someone setting up a camp kitchen

These are only a few of the many things that can be done.

Personal exhibits

These exhibits can be entered by individual Pathfinders or by the club. These should be different from those used to decorate the booth. The exhibits can be judged on the following groups.

Group #1—Crafts and Model Making

- Leathercraft, metalcraft, soap carving, woodworking, ceramics, photography, weaving, etc.
- Airplane models, automobile, train models, etc.

Group #2—Collections

- Stamps, coins, items from foreign countries, etc. (especially collections which apply to an Honor).

Group #3—Nature

- Particularly exhibits of rocks, moths, butterflies, birds, shells, etc.

Group #4—Household Arts

- Cooking—jams, jellies, canned fruits and vegetables, bread (including rolls, buns, etc.), pastries (including pies, cakes, cookies), candy (including fudge, health candy, etc.)
- Sewing—clothes, pot holders, knitting, cross stitching, crochet, etc. (especially displays covering Honors).

Group #5—Pets, Livestock and Poultry

- Pets. Do not bring just a cat or dog, but bring pets that are a bit different—such as a parrot, monkey, an unusual type of dog or cat, etc.
- Livestock and Poultry. Suitable enclosures must be provided for these if they are to be in the booth. Otherwise, they should be placed in the area especially provided outside the auditorium and the youth department should be notified in advance of the fair.

Group #6—Agriculture and Flower Culture

- Garden produce should be displayed in small amounts, usually on plates.
- Flowers can be displayed either in special arrangements or as potted plants.

Judging

This is a very important aspect of a fair. Select judges who have some knowledge of Pathfinding, others with an artistic sense and some who understand drill and marching.

Officials from the city could be invited as well as union and General Conference youth specialists when possible. The judges must have a complete sheet of instructions and meet to decide how to handle the different activities. Someone like the union youth specialist can be made chairman of the judges. On the following pages are detailed suggestions for Pathfinder fair judging.

Suggested Schedules of Events for a Pathfinder Fair

Schedule #1

8:00	Booth and float registration
9:15	Registration of clubs
9:30	Meeting of all Pathfinder directors
10:00	Setting up of club booths
11:00	Grand parade
12:00	Lunch
12:00	Booth judging
1:30	Fair events
3:30	Special event
4:00	Presentation of awards

Schedule #2

7:00	Set up exhibits, food service, prepare floats
9:00	Registration
10:00	Booth display and demonstrations
12:00	Lunch
1:00	Assemble for parade
1:30	Parade
2:00	Field Events
4:00	Presentation of trophies
4:30	Benediction

Suggested Pathfinder Fair Point System

Attendance* 20 points

91 - 100%	20 points
76 - 90%	15 points
51 - 75%	10 points
50% or less	5 points

Members in Uniform* 20 points

91 - 100%	20 points
76 - 90%	15 points
51 - 75%	10 points
50% or less	5 points

Club Flag* 5 points

Displaying Pathfinder Flag	5 points
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Unit Guidons* 5 Points

Displaying all club unit guidons	5 points
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Booth and Exhibit Display 30 points

Parade Floats 20 points

Each entry	5 points
Appearance	1-5 points
Theme	1-5 points
Participation by Pathfinders	1-5 points

Field Events	First, 20 points
	Second, 15 points
	Third, 10 points

* Points are awarded only if club directors make a report on these items at registration desk.

Pathfinder Fair points should not be included in the club monthly totals for the year.

Pathfinder Fair Judging

All Pathfinder fair events are judged against a predetermined standard, thus making it possible for more than one club to win a first-place ribbon in each event. This eliminates to a great degree the problem of competition between clubs.

Booths

A total of 30 points may be earned with a booth display. Each club may have one booth with the theme of the display one of the eight general divisions of the Pathfinder honor subjects. The eight divisions are:

1. Arts and Crafts
2. Health & Science
3. Household Arts
4. Nature
5. Outdoor Industries
6. Outreach Ministries
7. Recreational
8. Vocational

All displays will be judged and graded as follows.

1. Appearance

From one to ten points are possible under this section. This refers to the overall appearance of the booth as to its appropriateness, attractiveness, originality, design, and whether the motif brings out the general theme of Pathfinder activity. Adult leaders can assist the Pathfinders in arranging the booth.

2. Pathfinder Display

From one to ten points are possible under this section. This refers to the collections, hobbies, handicrafts, or other exhibits made by Pathfinders which bring out the theme of the booth. These collections are to be the work of the Pathfinders in the club. A variety of Pathfinder honors within each of the eight divisions should be included in the display.

3. Working Demonstrations

From one to ten points are possible under this section. This refers to the active working demonstration by Pathfinders in the booth during the time the booths are being judged. The demonstration should be related to the theme of the booth. No adult leaders should be obvious in this demonstration.

Field Events

Marching

Participants in the marching event will be divided into two divisions. Clubs having less than 15 members will form one division and clubs having more than 15 members will form the second division. Either a select group or the entire club may participate. Score sheets are provided for judges in these types of events.

A total of 10 points will be possible for this event.

Eight (8) points for the following maneuvers. Fall In, dress right dress, salutes, face movements, count off, mark time march, flank movements, column movements, rear march, and oblique movements.

Two (2) points for original and unusual movements.

1st place,	9 - 10 points
2nd place,	7 - 8 points
3rd place,	5 - 6 points

Timed Events

The field events in which the participants are racing against time, the standard by which the event is judged is speed and accuracy. Some problems have been encountered in this type of event evolving from the difficulty in separating 1st, 2nd, and 3rd place winners in a closely timed event, such as knot tying, etc.

One solution to this problem is to use a series of three ropes at a given finish line. The ropes are stretched parallel on the ground about four feet apart. Length of the ropes depends upon the number of participants in the events. At the sound of the beginning starter gun, rope #1 is held up. When a Pathfinder finishes the event he runs to the rope. When the time allowed for 1st place has elapsed, the gun sounds and rope #2 is held up. Thus those who finished in 1st place are caught between ropes #1 and #2. When the time allowed for 2nd place has elapsed, the gun again sounds and rope #3 is raised, thus those finishing in 2nd place are caught between ropes #2 and #3, etc. Participants must be instructed to run to the finish rope and remain there until the event is completed and record taken by the secretary.

Cooking Score Card

Drop Cookies

Appearance	A fairly uniform mound shape	1 2 3 4
Color	A delicately browned exterior	1 2 3 4
Texture	An interesting or novelty texture	1 2 3 4
Flavor	Good flavor	1 2 3 4
	Total Points	_____

Bar Cookies

Appearance	A uniform well-cut shape	1 2 3 4
Texture	A rich, moist eating quality	1 2 3 4
Tenderness	A thin delicate crust	1 2 3 4
Flavor	An appealing flavor	1 2 3 4
	Total Points	_____

Refrigerator Cookies

Appearance	Uniform, thin slices	1 2 3 4
Color	Lightly browned surface	1 2 3 4
Texture	Crisp and crunchy texture	1 2 3 4
Flavor	Rich and flavorful	1 2 3 4
	Total Points	_____

Rolled Cookies

Appearance	Retains shape of cutter	1 2 3 4
Color	Lightly browned surface	1 2 3 4
Texture	Crisp thin cookie or soft thick cookie (Depending on variety)	1 2 3 4
Flavor	Rich, delicate flavor	1 2 3 4
	Total Points	_____

Molded Cookies

Appearance	Uniform, well-shaped	1 2 3 4
Color	Delicately browned	1 2 3 4
Texture	Crisp and tender	1 2 3 4
Flavor	Pleasing, well blended	1 2 3 4
	Total Points	_____

Muffins

Appearance	Golden brown color and slightly rounded top with cauliflower- like bumps, "pebbly" looking with creamy white inside.	1 2 3 4
Texture	Uniform medium texture, slightly moist, free from tunnels.	1 2 3 4
Tenderness	Break easily without crumbling. Light and tender.	1 2 3 4
Flavor	Pleasing, gratifying, no flat taste.	1 2 3 4
	Total Points	_____

Bread & Rolls

Appearance	Symmetrical and well shaped, uniform size, uniformly golden brown color, deeper brown for batter bread. Smooth tender crust. Good volume. Uniform color inside.	1 2 3 4
Texture	Free from large air bubbles; characteristic of recipe used. KNEADED LOAF: moderately fine, even grained, fairly thin cell walls. BATTER: open grain with a few large holes, medium thick cell walls. ROLLS: fine, even grained, thin cell walls.	1 2 3 4
Crumb	KNEADED LOAF AND ROLLS: moist, silky with an elastic quality. BATTER: moist, soft, short and tender.	1 2 3 4
Eating Quality	Fresh, tempting fragrance. Pleasing well-baked flavor. Homemade breads have a nut-like or wheaty taste.	1 2 3 4
Total Points		_____

Biscuits

Appearance	Golden brown tops, sides lighter, symmetrical shape, uniform size, fairly smooth level top, 2 to 3 times size of unbaked biscuit, free from excess flour, creamy white inside, flaky, free from yellow or brown spots.	1 2 3 4
Tenderness	Crisp and tender crust, moist and tender on the inside.	1 2 3 4
Texture	Light and flaky, peeling off in thin sheets, medium fine grain, slightly moist.	1 2 3 4
Flavor	Pleasing, well blended, without any taste of bitterness.	1 2 3 4
Total Points		_____

Pie Pastry

Appearance	Golden brown color, blistered surface, uniform, attractive edges, fits pan well.	1 2 3 4
Tenderness	Cuts easily with table knife or fork but holds shape when served.	1 2 3 4
Texture	Flakes layered throughout crust, crisp eating.	1 2 3 4
Flavor	Pleasant, bland flavor to enhance filling.	1 2 3 4
Total Points		_____

Fudge-Type Frosting

Appearance	Soft and lustrous surface, molded into deep swirls, dark reddish-brown in color.	1 2 3 4
Texture	Smooth and creamy, fine grained, no sugar crystals, soft enough to spread but stays on cake.	1 2 3 4
Cutting	Will cut smoothly, stays on crust when cake is cut, does not crack.	1 2 3 4
Flavor	Rich chocolate flavor, not too sweet, well blended.	1 2 3 4
Total Points		_____

Fluffy 7-Minute Frosting

Appearance	A light, "marshmallow-like" interior, fluffy, glossy and swirled attractively.	1 2 3 4
Texture	Fine grained, soft, not sticky	1 2 3 4
Cutting	Cuts easily, will not pull away from crust when cake is cut.	1 2 3 4
Flavor	Delicate, well blended flavor.	1 2 3 4
Total Points		_____

Angel Food Cake

Appearance	EXTERIOR: Good volume, slightly rounded top, dark golden brown color of macaroon crust, deep cracks in crust.	1 2 3 4
Appearance	INTERIOR: Fairly uniform, small air cells, feathery light; moist, even color throughout.	1 2 3 4
Tenderness	Light, soft and delicate, moist, very tender.	1 2 3 4
Flavor	Delicate flavor, pleasant aroma.	1 2 3 4
Total Points		_____

Chiffon Cake

Appearance	EXTERIOR: Good volume, slightly rounded top, cracked on surface, golden brown crust.	1 2 3 4
Appearance	INTERIOR: Uniform, small air cells, feathery light, moist delicate texture.	1 2 3 4
Tenderness	Light and delicate, springy crumbs, moist, very tender.	1 2 3 4
Flavor	Pleasing delicate flavor.	1 2 3 4
Total Points		_____

Butter-Type Cake

Appearance	Surface smooth, fine grained and golden brown, contour has slightly rounded top, high volume. Ring on top is characteristic.	1 2 3 4
Texture	Fine grained, small thin cell walls evenly distributed, light but not crumbly.	1 2 3 4
Crumb	Soft and velvety, slightly moist, light and tender.	1 2 3 4
Flavor	Delicate, sweet, well-blended flavor.	1 2 3 4
Total Points		_____

Sewing Score Card

Skirt

Construction	Darts—Turned correctly, even.	1 2 3 4
	Seams—Straight stitching, correct width.	1 2 3 4
	Zipper—Correct application, straight outside stitching.	1 2 3 4
	Waistband—Even width, neat finish.	1 2 3 4
	Hem—Even width, invisible stitch.	1 2 3 4
Appearance	Neat, clean, appropriate color.	1 2 3 4
General Fit	Overall fit in waist, hips, length.	1 2 3 4
Total Points for Skirt		_____

Slacks

Construction	Darts—Correctly done	1 2 3 4
	Seams—Correct width, straight stitching.	1 2 3 4
	Zipper—Correct application, straight outside stitching.	1 2 3 4
	Waistband—Even width, neat finish.	1 2 3 4
	Hem—Even width, invisible stitch.	1 2 3 4
Appearance	Pressed, clean, appropriate material.	1 2 3 4
General Fit	Overall fit in waist, length, hips.	1 2 3 4
Total Points for Slacks		_____

Skirt

Construction	Darts—Turned correctly, even.	1 2 3 4
	Zipper—Correct application, straight outside stitching.	1 2 3 4
	Seams—Correct width, straight stitching.	1 2 3 4
	Hem—Even width, invisible stitch.	1 2 3 4
	Sleeves—No puckers.	1 2 3 4
Appearance	Can wear color well, pressed neatly.	1 2 3 4
General Fit	Overall fit in bust, length, hips.	1 2 3 4
Total Points for Shirt		_____

Blouse

Construction	Darts—Even, tied ends at point, pressed.	1 2 3 4
	Seams—Correct width, straight, even pressed.	1 2 3 4
	Collar—Shaped evenly, no puckers, joined to blouse neatly, lies flat.	1 2 3 4
	Sleeves—hem turned evenly, no tucks. Hand sewing neat and even.	1 2 3 4
	Zipper—Neatly done.	1 2 3 4
	Buttonholes—Neat, correct size, spaced evenly.	1 2 3 4
	Hem—Even width, invisible stitch.	1 2 3 4
Appearance	No wrinkles, clean, thread and buttons match.	1 2 3 4
General Fit	Overall fit in shoulders, waist, collar, length.	1 2 3 4
	Total Points for Blouse	_____

Honors 8

General Information

In this day of constant pressures everyone needs an interest or activity he/she can turn to for release of tension from the daily strain of living. Many people are turning to hobbies and crafts as a means of relaxing the mind and muscles. A well-balanced program will make life more meaningful.

Pathfinders are at a good age to learn a variety of crafts and hobbies. It is the privilege and responsibility of leaders to introduce to them activities that they can learn and take with them throughout their lives.

Select honors that present a challenge. Honors should be scheduled over 5 or 6 club meetings to allow sufficient time for learning. The entire program should be studied carefully by Pathfinder leaders. Here are a few points to consider in setting up a successful hobby program in Pathfinder clubs.

This material is not intended to train craft or hobby teachers. It presents various aspects of hobbies and crafts with the hope that many Pathfinder leaders will become acquainted with new experiences in this field and further prepare themselves to become qualified instructors.

Location of Classroom

Plenty of well-ventilated rooms are needed, with proper spacings of worktables or workbenches. Chairs and tables should be the proper size for the age group working on the project. Provide ample storage space for all supplies, and keep them in order.

Supplies and Tools

Adequate supplies and tools need to be made available for the number of Pathfinders participating. It is difficult to keep order when someone is waiting for tools that are in use. Early in the class work Pathfinders are taught how to use and care for tools.

Instructors

Those who teach must know the field of interest they are trying to communicate. The purpose of this chapter is to start Master Guides, and others interested in working with Pathfinders, on the road to better preparation for the teaching of certain honors. What you learn here is only the beginning. Let instructors become proficient in the area in which they are teaching.

Instructors need to outline the program before the class starts. Samples of the type of work to be done should be exhibited.

Why Crafts and Hobbies?

Objectives

1. To satisfy the desire to create.
2. To develop honest and efficient work habits.
3. To demonstrate and teach resourcefulness, coordination, dexterity, and versatility in the creative use of materials and tools.
4. To provide a stimulating, self-assuring experience through achievement.
5. To foster a purposeful leisure-time activity that could lead into a vocation.
6. To develop interests and skills that will add zest to daily living.
7. To develop character traits that will strengthen spiritual life.

Fun With Hobbies

1. Good hobbies will help the Pathfinder toward heaven. It is the privilege of Pathfinder leaders to direct the Pathfinders to choose interests that will help them with character development now and in the future.

2. Hobbies provide Pathfinders with something they can "do," as compared to some of the "don'ts" that they hear.
3. Adolescents need to learn how to use their time wisely and get the most out of every minute. In addition to a person's regular vocation, he/she should have other interests for relaxation.
4. The honor program doesn't have to be expensive. Raw materials for crafts can be found in lumber yards, fabric factories, shoe and leather factories, metal plants, paper and plastic plants, ceramic tile plants, etc.
5. Each instructor has a list of hobby and craft books, magazines, and supply houses to give to the class. During the Pathfinder Staff Training Course, honor ideas are on display for class members to investigate at their leisure.

Instructor-Pathfinder Relationship in Honors

- The instructor recognizes that his/her function is to awaken, challenge, and guide the Pathfinder by offering suggestions and ideas.
- The instructor knows the environment to decide what opportunities, resources, and time are available.
- The instructor is willing to explore with the Pathfinders, fields that are not always familiar: new crafts, new skills, new tools. The instructor encourages the Pathfinder who might be afraid to try something new.
- The instructor sees that the activity is enjoyable.
- The instructor recognizes that the Pathfinder's attitudes are as important as the degree of perfection attained in skill.
- The leader finds a way to help the Pathfinder discover that he/she, too, can excel. The leader provides suggestions on subject matter and how to begin the project so the Pathfinder doesn't feel helpless. The Pathfinder is encouraged to try the activity until they are successful.
- The instructor delegates appropriate parts of his/her work to a Pathfinder. This helps the Pathfinder develop a sense of responsibility.

- The leader recognizes that there are variations in ability. A Pathfinder is praised for his/her work when it represents a best, honest effort.
- The instructor knows the value of visual aids and how to use them.
- The instructor has a personal file with helpful materials, such as patterns, designs, and ideas.
- A successful hobby group leader possesses enthusiasm, ability to organize, perseverance, patience, and skill to integrate the activity into home and community life.

Creativity and Happiness

Achievement contributes to happiness. When a Pathfinder completes a craft or project they feel a sense of accomplishment and they can't wait to share it with someone else: a friend, a staff member, or their parents. The combination of creativity and skill produces fun.

Steps in Building a Successful Honor Program

1. The honors selected are within the range of the ability of the Pathfinder.
2. The Pathfinder counselor or instructors are thoroughly acquainted with the honor either by attending classes sponsored by the conference, through private instruction, or do-it-yourself kits available at hobby and craft stores.
3. The instructor completes the project and has samples to present to the class.
4. The cost is not in excess of what the Pathfinder can afford.
5. Honor classes are usually set up on a quarterly basis, with a definite terminal date for completion.
6. Time is allotted in the club program for each instructor to give a working demonstration or lecture on the craft to be sponsored.
7. While elaborate equipment or a spacious room is not necessary for conducting a successful class, adequate room needs to be given for each Pathfinder to work. Individual lockers or cabinets are helpful in storing unfinished work.

8. Enough tools or other equipment are provided for the class to keep each Pathfinder busy at all times. Ideal class size is ten.
9. The activity must be fun. Remember, learning takes place best in a exciting environment.
10. The instructor finds a way to help each individual Pathfinder do well. There will be variations in ability, but each Pathfinder needs to be praised.
11. Whenever possible, the craft or project should lead toward an honor.
12. As interest stimulators, hobby fairs, open-house exhibits, and participation in the conference-sponsored yearly Pathfinder Fair is planned in the Pathfinder club program.
13. Hobby and craft books, magazines, and supply catalogs are included in the Pathfinder Club library.

Hobbies cover a broad area, such as these.

"Making" hobbies. Any of the arts and crafts: woodworking, carving, photography, sketching, ceramics, weaving.

"Learning" hobbies. Astronomy, scientific accomplishments, writing, language study.

"Doing" hobbies. Gardening, playing a musical instrument, nature hobbies (bird watching, raising tropical fish), swimming.

"Collecting" hobbies. Rocks and minerals, shells, coins, stamps, autographs.

Suggestions

- Don't continue one honor too long. The Pathfinder's interest span is short.
- Stimulate interest in various projects.
- Have occasional honor fairs, when parents are invited to see accomplishments.
- Work toward perfection, but don't discourage Pathfinders with exactness. Compliment successes and efforts.
- Ask many questions. Help Pathfinders make their own decisions with counselor's guidance.
- Show samples of what can be done.

- Encourage Pathfinders to help each other.
- Honor class periods should not be longer than one hour per session. Each honor will take several sessions to complete.

Suppliers

AdventSource

www.adventsource.org
Tel: 800-328-0525
Fax: 402 486-8819
5040 Prescott Avenue
Lincoln, NE 68506

- Requirements for all honors.
- Worksheets for students doing the honors.
- Teachers helps for honors.

Drilling & Marching Supplies: Glendale (Parade Store)

<http://www.paradestore.com>
CustomerService@glendale.com
Tel: 201.767.0233
800.653.5515
Fax: 201.767.3323
800.555.9269
192 Paris Ave.
Northvale, NJ 07647-2016

Bee Kay

<http://beekay.com>
info@beekay.com
Tel: 631.454.9111
800.927.0102
Fax: 631.753.9267
170 Central Avenue, Suite 5
Farmingdale, NY 11735

Pinewood Derby Honor: Pinecar

<http://www.pinecar.com>
Tel: 573.346.4479
Fax: 800.346.6642
PO Box 98
Linn Creek, MO 65052

S & W Crafts

<http://www.pinewoodderbycars.com>
SWCrafts@aol.com
Tel: 626.793.2443
Fax: 626.793.5216
P.O. Box 5501
Pasadena, CA 91117

Nature Activities

9

Philosophy of Nature Instructions

Nature is filled with mysteries that arouse the curiosity of Pathfinders. The informed leader can guide juniors in many hours of fascinating and intriguing fun. Who wouldn't raise their hand in response to the query of the leader, "How many would like to explore Dead Man's Cave today?" The great thing about this type of activity is that such discoveries lead kids to understand more of God's wisdom.

Seventh-day Adventists particularly enjoy nature. Believing as we do in the six days of Creation and the Biblical story of the Flood, changes our outlook. And observance of the seventh-day Sabbath as a memorial of Creation allows us to find fellowship with our Creator through the work of His hand. This is an area in which Seventh-day Adventist youth may be experts. We ought to excel in nature study.

The observation of nature, God's second book, also provides recreational advantages. Whereas artificial and synthetic pleasure, tends to draw us away from God, discovery of the natural world leads us closer to the pure and perfect God. We need many more trained and informed amateur naturalists involved in Pathfinders to enrich the programs with the thrill of discovery in the outdoors.

"Natural science is a treasure house of knowledge from which every student in the school of Christ may draw" (*Christ's Object Lessons* p. 125).

"Nature utters her voice in lessons of heavenly wisdom and eternal truth" (*Christ's Object Lessons* p. 107).

"So far as possible, let [children] from [their] earliest years be placed where this wonderful lesson book shall be open before [them]" (*Education* p. 100, 101).

"The book of nature is a great lesson book, which in connection with the Scriptures we are to use in teaching others of His character, and guiding lost sheep back to the fold of God" (*Christ's Object Lessons* p. 24).

"The beauties of nature have a tongue that speaks to our senses without ceasing. The open heart can be impressed with the love and glory of God as seen in the works of His hand. The listening ear can hear and understand the communications of God through the works of nature" (*Testimonies* vol. 3, p. 333).

"As we behold the beautiful and grand in nature, our affections go out after God" (*The Desire of Ages* p. 70).

"The most exalted spiritual truths may be brought home to the heart by the things of nature" (*Testimonies* vol. 4, p. 579).

"Through the volume of inspiration and the book of nature, we are to obtain a knowledge of God" (*Patriarchs and Prophets* p. 596).

"Those who sacrifice simplicity to fashion, and shut themselves away from the beauties of nature, cannot be spiritually minded" (*Testimonies* vol. 2, p. 584).

"In itself the beauty of nature leads the soul away from sin and worldly attractions, and toward purity, peace, and God" (*Christ's Object Lessons* p. 24).

"The contemplation and study of God's character as revealed in His created works will open a field of thought that will draw the mind away from low, debasing, enervating amusements" (*Testimonies* Vol. 4, p. 58).

"All true religion is found in His word and in nature" (*Counsels to Parents and Teachers* p. 453).

"Children should be encouraged to search out in nature the objects that illustrate Bible teachings . . . Thus may they learn to see Him in tree and vine,

in lily and rose, in sun and star. They may learn to hear His voice in the song of birds, in the sighing of the trees, in the rolling thunder, and in the music of the sea. And every object in nature will repeat to them His precious lessons" (*Child Guidance* p. 46, 47).

"All may find themes for study in the simple leaf of the forest tree, the spires of grass covering the earth with their green velvet carpet, the plants and flowers, the stately trees of the forest, the lofty mountains, the granite rocks, the restless ocean" (*Child Guidance* p. 49).

The Nature Program

Work toward establishing nature activities as a permanent part of the overall club program. This outline will help you understand how to build nature activities into your Pathfinder club's yearly program. While only one month's program is outlined here, you will want to plan a year in advance.

Nature objective for the year: To create an interest in and an appreciation for the world which God created for us.

Main objective for the month: Starting a club nature museum.

Subsequent objective for month: A nature camp-out.

Before starting to plan toward the main objective, the leader asks some questions. The following questions may help you in planning a nature museum.

Preparing space for museum work

- What kind of specimens do we start with?
- How much space will be needed?
- What kind of equipment and display cases will be needed?

Collecting specimens

- Where to look for specimens?
- What equipment and tools will be needed for collecting?

Classifying specimens

- What books will be needed?
- Will there be knowledgeable help on the subject?

Mounting and labeling specimens

- What equipment and tools will be needed?
- How much time will be involved?

Discovery

All nature study should be an adventure and encourage the thrill of discovery. Remember the first time you saw the fascinating tide pool creatures, or the first time you looked through a microscope at the myriad inhabitants in a drop of pond scum. The thrill of that first glimpse into a new realm of created things is never forgotten.

An observant leader looks for interesting activities in the lives of small creatures, and inspires Pathfinders to share the same spirit of expectancy. On one hike many of these things could be discovered by sharp eyes:

- A mud dauber collecting pellets of mud for her nursery
- Ants fostering aphids
- An insect caught in a spider web
- Swallows collecting mud for their nests
- Courtship antics of birds
- Runways of meadow mice through fields
- A flicker grubbing for ants
- "Hibernating" lady bird beetles
- Cast-off skins of cicadas, snakes, or lizards
- Barnacles kicking food into their mouths
- Hermit crabs too big for their shells

No two nature walks are ever the same. Ideally, the leader of the "expedition" should be armed with as wide an array of information on things from seaweeds and mistletoe to sow bugs and mastodons. But a willingness to learn and enthusiasm can make up for a lack of specific knowledge and Pathfinders and leaders can learn together. Find out the life history of the creature—how it lives, how it is adapted to its environment. There is a lot of information available on natural history.

Developing the Senses

One way to develop the thrill of discovery is to practice appreciating nature with the five senses.

Take walks varying in length from a half hour to two hours and concentrate on developing one particular sense on each walk. Then combine all the senses in one walk. The following guidelines will be helpful in developing the senses.

1. Tune out all cluttering thoughts and tune in on nature.
2. Give every sense full play by concentrating on each one.
3. See nature through the eyes and ears of an artist, poet, and musician.

Seeing

Walk slowly, pause, look. Reflections in water, sun and shadow play among trees, dew-covered spider webs, moonlight, starlight, rugged landscapes, rolling landscapes, various types of vegetation and the varied effects they bring to the landscapes, gardens on top of old stumps, lichens hanging from trees, personality of various tree species, and various trees under different growing conditions (windswept pine, for example).

Hearing

Don't talk—just walk, pause, listen. Rain falling on leaves and ground, sounds of running water, waterfalls, wind in varied moods, bird calls and songs, scolding of chipmunks, crackle of a campfire—use various types of woods, also needles and scales from evergreen trees, etc.

Tasting

Be sure the plant is identified as non-harmful. Just nibble and taste, don't swallow. Beware of skin irritants such as poison ivy. Berries of various kinds, tree buds of various kinds, plant stems, various barks, leaves of the mint family. End by brewing fir needles or mint tea over a campfire.

Smelling

Various members of the mint family, wild ginger, wild sage, pitch blisters on bark, crushed evergreen needles and scales, crushed buds of various trees, smoke from various types of wood (pitch, cedar, etc.), smoke from various types of evergreen needles and scales. End by smelling various kinds of teas brewed from mints, evergreen needles, etc.

Touching

Again watch out for skin-irritating plants such as poison ivy and nettles. Stickers, moss, leaves of various degrees of roughness or smoothness rubbed against the face, rough bark, smooth bark, slimy plants, wind, rain, snow, sun.

Inner Feeling

This above all requires complete self-discipline for best results. Silence in spots of beauty, complete rest on carpet of moss, quiet meditation and silent prayer, complete and reverent alertness of every sense, singing softly along the trail, reading with deep feeling appropriate poetry or prose, etc. A wonderful end to such an experience is for participants to go off by themselves and sit down in complete silence for ten minutes.

The leader constantly watches for object lessons. State the key thought, and the Pathfinders will make the application.

Field Trips

Field trips are popular with Pathfinders. The nature leader will need to plan the trip well in advance to assure success. Here are important points to keep in mind.

Information

Give the information about a certain nature subject before taking the Pathfinders on a field trip. Before a bird field trip the class should know something about the feeding habits of the different bird families. The Pathfinder will also need to know something about the way different birds fly. Facts about nesting habits, migration, etc., will make the trip much more interesting. Take field guides or other resources on any field trip.

The season of the year

The subject of the field trip must fit with the time of year. Insects need to be collected in the spring and summer while seed pods and budding branches are studied during the fall and winter.

The habitat

This is where various plants and animals live. A trip to a cave to study bats is a good idea. The nature leader needs to know where birds can be seen before conducting a bird trip.

Equipment

If specimens are to be collected, study must be given to the proper kind of equipment, such as nets, killing jars, cages, field glasses, etc.

Dress

Proper clothing is important. If the group is to collect shells, they dress differently than if they are collecting insects.

Where to go

A year-round nature program is possible, including field trips. These trips allow the instructor to create an interest in other nature classes. For example, while the class is studying birds on a field trip, insects and flowers may also be pointed out and an interest sparked for future classes. Try the following suggestions.

Museums and Zoos. Almost every area has a good museum or zoo. Suggestions for a club museum might result from such a trip.

Parks. Most city, county, or state governments have parks. These places have wonderful opportunities to study plant, insect, bird, and animal life.

Forest Service. Federal and state forest and agriculture extension services provide many wonderful field trip possibilities. Through them Pathfinders can learn what insect pests threaten crops and forests. They can also learn what native plants and animals can be seen in their area. Visit forest service headquarters to learn how forests are protected from fire.

Nurseries. This is a good place to study flowers or trees. Students can learn how plants are grown, their care, and choice of certain plants and soils for various living conditions. Nurseries might help in plans for a club museum.

Mountains and forests. These places are ideal for field trips. Here the instructor has opportunity to point out the various plants, animals, birds, insects, and other life that live together to benefit one another.

Farms. The group can learn about the contribution that animals make to human comfort and needs. The planting, growing, and harvesting of various crops would demonstrate the Creator's love in providing for man's needs.

Meadows. Frogs, snakes, turtles, insects, flowers, and many other forms of life can be found in a meadow.

Streams and lakes. Man-made ponds also provide good field trip possibilities.

Beaches and shores. There is lots to study both in the water and along the shore.

Quarries. Old rock quarries might contain minerals, fossils, and animal life.

Refuges. There are many public and private refuges across the country which often have tame animals that provide a close-up study of animals usually seen from far away.

Pointers on Leading a Nature Field Trip

Why have a field trip?

- Promote love of God through nature.
- Experience the thrill that comes from the sights and sounds of nature.
- Gain a deeper respect for living things and outdoor manners.
- Develop lifelong interest for outdoors, and a wholesome use of leisure time.

Before the trip

- Know the area and route thoroughly.
- Plan the activities and have the resources.
- Take along first aid supplies, including a snake bite kit.
- Be prepared for any emergency.

Conducting the trip

- Leave on time.
- Stop where there is something to see.
- Make sure everyone sees what you are looking at.
- Encourage participation.
- Help improve powers of observation.
- Be alert.
- Be enthusiastic.
- Keep the group together.
- Treat stops like episodes in a serial story.
- Make use of quiet periods.

After the trip.

- Show photos or videos taken on trip.
- Use videos on topics suggested by the trip.
- Get reports from various individuals on points of interest seen on trip.
- Show any specimens collected.

Collections and Displays

Nature Museum

Most Pathfinders have a natural desire to collect things. A museum with specimens can become a tool to interest Pathfinders in different nature subjects. It also becomes a display for others to see what the Pathfinders are learning about nature.

A good museum depends upon interesting displays. A museum can tell fascinating life histories of flowers, trees, insects, birds, mammals, and almost all forms of life. A club project to collect various specimens needed to complete certain stories being developed in the museum adds interest to field trips. In developing a museum the nature

instructor will probably want to include some live animals and plants as well as other collections.

The size of the museum and the ambition of the nature instructor govern the types of exhibits that can be included.

Pictures

Hang a large bulletin board on which you can put nature sketches, paintings and photographs, as well as clippings from newspapers and magazines. Develop nature maps of the surrounding area, showing location of important trees, animals' homes, bird nests and so on. Develop any talent for drawing or painting that you may discover among the Pathfinders.

Live exhibits

Include only if regular care can be given: well-aerated aquarium of native fish, water-plant terrariums with plants and amphibians, cages with mammals and snakes, observation bee hives, an "anthill," rearing cages for insect larvae.

Non-live exhibits

Bird houses, bird nests, mounted feathers, contents of pellets, plaster casts of animal tracks, animal-gnawed things, snake skins, preserved snakes, shells, insect collections, fungi collections, spore prints, pressed flowers, leaf prints, wood samples, twig and seed collections, pressed ferns, algae collection, moss collection, lichen collection.

Audio recordings

Recording of bird songs and the calls of frogs and toads, whales.

Book shelf

Field books for identification, reference books, nature magazines.

"What is it?" shelf

On a small shelf, have an exhibit of an unidentified object, preferably an object found in the area where the club is located.

Electrified chart

In its simplest form, this consists of a large chart with a number of unnamed pictures of animals, birds, or plants. The names appear in a special panel at the bottom or on the side of the chart. At each picture and at each name is a metal knob. Attached to the chart on long wires are two brass rods. When one rod is touched to the knob under a picture and the other to the correct, corresponding name, a bulb lights up or a buzzer sounds.

The chart itself may be made of plywood, wall board or heavy cardboard if protected from the weather. The knobs can be brass paper fasteners. On the back of the chart, the prongs of the fasteners are connected in pairs—picture and name—with bell wires. The wires from the two rods run to a number of doorbell batteries or flashlight batteries, and to the buzzer or a flashlight bulb.

Ant House

An ant house can be made out of a shallow wooden box about 12 x 14 x 3 inches, with two rooms 4 x 4 inches, in the center of the box, approximately one-fourth inch deep and with one external opening. Two pieces of glass should be provided, one to cover the entire box and one to cover the two rooms. The glass covering the rooms should be glued in place. The glass covering the box should be ant-tight and kept in place with adhesive tape which may be removed when necessary. A piece of cardboard or three-ply wood the size of the rooms should be prepared. It should be attached to a three-eighths inch piece of dowel wood about a foot long. The dowel should fit freely into a hole drilled in the side of the box. Through the use of this device the cardboard may be kept on the rooms except when you wish to observe the ants, when the cardboard may be removed by pulling the dowel without opening the ant house. Ants will perform normal nest functions only in the dark. It is said, however, that orange or red glass will give the same effect as darkness.

Several openings on the sides of the box, covered with fine carburetor screen should be provided for ventilation. A piece of sponge tacked in the corner of the ant house and kept moist will prevent the air from becoming too dry.

Bits of meat, sweets, banana, and other food should be placed in the box. Holes drilled in the box and fitted with plugs can be opened for the placing of food and water within the ant house, so that ants will not be lost in opening the lid.

Occupants for the house should be collected with a small amount of dirt and dumped into the tray outside the rooms. The covers, cardboard, and glass should be placed on at once. The ants will find the dark cells and carry the immature ants into them. Ground-nesting ants, larvae, pupae, eggs, and a queen ant (if possible) should be collected. The dirt may be removed after the ants have set up housekeeping.

Aquariums

Frogs, toads, and other amphibians often require a damp habitat, such as a woodland marsh or pond. These animals may be successfully kept in an aquarium. Displays can be made from aquariums purchased at a pet store, or pieces of glass can be purchased and secured together. Care must be taken, however, that the joints do not leak. The use of a wood or metal frame with the glass mounted in putty is ideal. A large glass jar will also provide a good aquarium. In order to keep the aquarium damp, a piece of glass over the wire top will hold the moisture and provide the conditions needed.

Tadpoles, water beetles, dragonfly larvae, and many animals also make interesting exhibits in a museum. These animals should have their habitat reproduced. This can be accomplished by taking water from the pond or lake along with the native plants growing in the water as well as on the surface and along the shores. The plants will help maintain the proper balance in the aquarium.

Cages

Small mammals, such as rats, mice, gophers, and squirrels, can be kept in wire cages. These animals are always interesting to observe. The wild native animals are more desirable than domestic rats and mice. They are cleaner and provide more challenge for collecting and study.

Insect Cage

Glass jars are bulky and slippery, but this kind of cage is simple and safe. Cut a rectangle of screen, about 6 x 12 inches, and roll it into a cylinder. Fit it into a peanut butter or jam jar lid which serves as the bottom, sew the seam of the screen with a bit of wire, and cap the screening with another jar lid. Use it to catch as well as to carry insects until they can be studied and identified.

Insect Zoo

Make an insect zoo, collecting as many insects as you can, and place each kind in a jar with earth in the bottom. Be sure to keep in each jar leaves of the plant on which the insect was found feeding. Find some musicians for your zoo—such as crickets, cicadas, and katydids, or study protective coloration in insects.

Terrariums

Live animal displays are always of interest. Proper cabinets, drawers, and boxes to display the items are essential. They can be made of cardboard boxes with glass or plastic fronts. The tops should

have wire or screen to keep the animals from getting out.

A terrarium is used to reproduce the habitat of various mammals, reptiles, or amphibians. Each terrarium should recreate the actual habitat in which the animal lived. Desert animals should be provided heat. This can be accomplished by sunlight, an electric light bulb suspended in the cage, or by other heating methods. Including twigs, rocks, mosses, ferns, or cacti of the area from which the animal was taken will provide a more realistic touch. The terrarium should include some provision for water, and creating a natural-appearing water source is desirable. The use of blue paper and glass partially covered on the edges with sand can often be made into a realistic-appearing pond or lake.

Display Cabinets

Proper cabinets, drawers, and boxes to display the items are essential. A study of the *Nature Honor Series* book will provide many suggestions on collecting and displaying such specimens as mammals, insects, flowers, reptiles, etc.

Attractive drawers for display and compact arrangement of various nature specimens can be provided without a great deal of expense. The building of live animal displays will also add greatly to the club museum. Inexpensive live animal habitats can be made from household articles. These include terrariums and aquariums.

A cabinet with glass-topped drawers is the ideal way to keep various collections. Shells, rocks, Indian artifacts, butterflies, and other insects can be kept in these drawers but displayed when desired without too much danger of having the display damaged by fingers of viewers.

Projects and Crafts

Many Pathfinders have a fear of snakes, spiders, and other interesting natural life. Introduce them to something in nature that they are already familiar with and think is fun. Activities in which Pathfinders can make objects with their hands will often be a good way to spark a lasting interest in nature.

While on a hike, driving along through a woodland, walking in a marsh, or touring a desert, the nature leader will find interesting things. Look for "pine puzzles" (pieces of bark that fall at the base of the tree). Dried twigs, seed pods, or branches of autumn leaves make beautiful table arrangements. (The instructor might have materials for demonstration.)

Nature crafts are a good opportunities for a Pathfinder to use creativity with natural materials.

Bird Callers

Bird callers are amazing things—and they work! Each Pathfinder can make one. The caller requires a piece of hard wood, such as rock maple or mountain ash, about two inches long and one inch square. A piece of hammer handle will do. Buy a screw-eye. Drill a hole in one end of the wood slightly smaller than the threads of the screw-eye. Turn the screw-eye into the wood, take it out, and put some powdered resin in the hole. When the screw-eye is turned back and forth it will make a squeaky sound that attracts birds. (They won't come to the owner, but they'll come nearer, particularly in the late spring and early summer when they're raising their young.)

Casting Animals Tracks

Take Pathfinders on a trip to cast animal tracks. When good clear tracks are found, sprinkle the track with talcum powder to prevent dirt from adhering to the plaster. Place a piece of cardboard around the track to serve as a form. Mix a sufficient amount of plaster and pour it into the form. Allow the plaster to harden for several hours. When the plaster is taken from the form the Pathfinder has a perfect reproduction of the animal's track. This might be a start for your club museum.

Clay Pottery

Most Pathfinders still like to get their hands into mud. Encourage them to gather some of the gray clay from the bank of a stream and fashion it into a clay plate, vase, or animal. With sticks and twigs they might even put a design on their "master-piece."

Leaf Printing

Roll a piece of clay (or plaster) out flat with a rolling pin. Place a leaf on the clay with the veins down. Press the leaf into the clay with the rolling pin, then carefully lift the leaf off. The clay can then be cut into the desired shape and size. A paper clip can be placed in the back of the clay and the leaf hung as a wall plaque.

A leaf print can also be made by placing the leaf on a piece of construction paper. With a toothbrush, wire screen, and ink, a print can be produced. Dip the toothbrush into the ink and rub on the screen, which is held over the leaf lying on the paper. The ink will spray onto the leaf and paper; when the leaf is removed the print of the leaf is left on the paper.

Mushroom Pictures

When on a walk through a damp woodland, collect some mature mushrooms. Depending on the color of the mushroom, cut the stems off and place the mushrooms, gills down, on either black or white paper. Place a tin can over the mushrooms for 10-20 minutes. The mushrooms will drop their spores during this time. Remove the can carefully, take the mushrooms off the paper, and observe the spore pattern. This can be permanently preserved by spraying with a clear plastic.

Plaster Mounts

Make a cardboard form one inch deep. Into this pour mixed plaster of Paris and carefully press in shells, rocks, minerals, or other specimens you may wish to mount. If the mounts are kept the same size, the collection will be much more striking and easier to store or exhibit.

Picture Frame, Paperweight, or Name Plate

From a tree limb about three inches in diameter saw slabs $\frac{3}{8}$ of an inch thick by cutting directly across the limb, or at a severe angle. Sand these slabs, then varnish them to bring out the beauty of the grain. Pathfinders can glue pictures or, before varnishing, can burn names or designs into the wood. They can be hung up or placed on a base.

Sand Painting

While on a walk along the shore or beach do some sand painting. Take a stick and sketch a simple design in the sand. Or develop a more complicated and beautiful drawing using different colored sand and stones. A supply of sandpaper can also be taken on a hike. Find stones or pebbles from the stream and scratch a scene on the sandpaper. Various colored pieces of sandstone can add color and interest to the project.

Spider Web Paint

Take the Pathfinders on an early morning walk. Bring white flour and a few sheets of black construction paper. Find a web still wet with dew and sprinkle a bit of the white flour on it. Then place the black paper under it and detach the web. The print can become permanent if the web and paper are sprayed with clear acrylic.

Option: Take along a can of black spray and white construction paper. Spray the web, then put the poster board next to it. Have someone cut the four securing strands. When dry, spray with clear acrylic.

Camping 10

Philosophy of Camping

"There are modes of recreation which are highly beneficial to both body and mind. An enlightened, discriminating mind will find abundant means for entertainment and diversion, from sources not only innocent, but instructive. Recreation in the open air, the contemplation of the works of God in nature, will be of the highest benefit" (*Messages to Young People* p. 380, 381).

Objectives

1. To develop a feeling of comfortableness in the outdoors.
2. To teach self-reliance.
3. To help Pathfinders feel the nearness of God and to become acquainted with Him through His creation.
4. To develop physical stamina.
5. To prepare for the coming time of trouble.
6. To satisfy the spirit of adventure.
7. To teach ability to cope with the elements of nature.
8. To teach skills in observation, tracking, orienteering, survival and related subjects.
9. To provide an activity in which both leaders and Pathfinders can enjoy pleasant fellowship.
10. To develop a physically strong body.

Spirit of Prophecy Quotations

"Those who sacrifice simplicity to fashion, and shut themselves away from the beauties of nature, cannot be spiritually minded. They cannot under-

stand the skill and power of God as revealed in His created works" (*Testimonies* Vol. 2, p. 584).

"As the works of God are studied, the Holy Spirit flashes conviction into the mind. It is not the conviction that logical reasoning produces, but unless the mind has become too dark to know God, the eye too dim to see Him, the ear too dull to hear His voice, a deeper meaning is grasped and the sublime, spiritual truths of the written word are impressed on the heart" (*Christ's Object Lessons* p. 24).

"Christ sharply reproved the men of His time, because they had not learned from nature the spiritual lessons which they might have learned. All things, animate and inanimate, express to man the knowledge of God" (*Testimonies* Vol. 4, p. 580).

"The more quiet and simple the life of the child,—the more free from artificial excitement and the more in harmony with nature,—the more favorable it is to physical and mental vigor and to spiritual strength" (*Education* p. 107).

"From His earliest years He (Jesus) was possessed of one purpose; He lived to bless others. For this He found resources in nature; new ideas of ways and means flashed into His mind as He studied plant life and animal life." "Every child may gain knowledge as Jesus did" (*Desire of Ages* p. 70).

Five Tests of the Worth of Camp Activities

If we take the point of view that the chief objective in organized camping is personality development and character guidance, the specific activities that make up the camp program are not particularly important considerations. One activity is as acceptable as another if it brings adult leaders in contact with campers.

However, when we consider the undeniable function of camping in respect to education in skills, the activities selected for the program become out-

standingly important. In camp there is no concern about developing specific skills that will be useful in earning a living—that is the task of some other agency—but there is vital concern about training in skills useful in living a rich and full life. In respect to activities, camping is dedicated to education for leisure.

From this standpoint, what are the important camp activities? There are many criteria but here are five tests of the worth of camp activities.

1. Will the activities be something Pathfinders will want to pursue into adulthood? Some activities from childhood, such as team sports, serve no useful purpose once the child becomes adult. Activities like archery, riding, canoeing, crafts, sailing and nature lore will be useful later in life.
2. Are the activities balanced between the physical, intellectual, aesthetic, and social? The program must be balanced in order to be effective.
3. Does the program give opportunity for creative expression? Creativity is the goal in all activities. There are few sources of thrill and satisfaction equal to that which comes from successful creative effort.
4. Do the activities lead to other activities? Activities that are a stepping stone to other interests are much more attractive and valuable.
5. Do the activities develop individuals capable of becoming self-motivated? Many people have never learned to motivate themselves and find things to do. They are always looking to be entertained by someone or something. The goal of education is to teach skills and interests and the motivation to pursue them during recreational time. We fail in education for leisure if our campers continue to need activities provided and conducted for them.

Apply these five tests to the camp program and each activity so that the campers will be taught how to make the best use of their leisure hours in the future.

Spiritual Values in Camping

Much depends on the spiritual teaching of young people. No group of people has a greater opportunity for teaching than those who camp with teens.

Lives have been changed through summer camps. No one goes through a camping experience without feeling its effect. This does not necessarily involve doctrine or worship but rather the experience of camping which draws the camper towards God and man. Test the spiritual values of your camp life.

Closeness to Nature

The camp experience involves building a shelter, cooking over an open fire, climbing hills, discovering the treasures of the forest or meadow, making friends with trees, birds, animals and even insects. Getting to know nature intimately in this way brings out a sense of wonder; the purest approach to the reality of God.

The Experience of Harmony and Order

The tragedy of today is that living so long in the presence of the distorted and the abnormal causes the abnormal to be mistaken for the normal and distortion for the real. The world to which the campers belong is a world of blaring radios, television, gangster comics, torrid movies, wild music and art without meaning. The world of nature they are introduced to is a world of balanced harmony in light and shade, color, form, and texture. The total effect is one of peace and restfulness.

To help cure the sickness of a maddened world, Pathfinders must return to nature for the great lessons God would have them learn. Camping brings presence of God's design.

God's Great Creativity

Using clay, dabbling with paint, or learning to weave, does not just imitate nature. The human spirit inherited the urge to create from God.

Adaptability—Nature is unchangeable

The rain will fall when it wishes—especially on a camp out. Camping teaches adaptability, and learning to deal with situations as they come.

Cooperative Fellowship

Camping brings about community and the discovery of democracy; the sharing of responsibility. Democracy is a leveling process when, at times, the camper teaches the counselor, and all artificial distinctions drop away.

Scheduling Camp Activities

Each day's activities should be carefully scheduled. A typical week's schedule allows one day for each major activity, such as: Monday, backpacking; Tuesday, edible wild plants; Wednesday, rock climbing; Thursday, primitive crafts; Friday, safety and medical aid and tracking; Sabbath, regular Sabbath services, hikes, and discussions. A day's schedule could run something like this.

6:30 am	Rising whistle
6:45	Unit leaders' council (devotion)
7:00	Unit devotions
7:10	Unit breakfast (Everyone cooks for himself)
8:00	Camp inspection (Pack day bags with survival essentials)
8:15	Exercises
8:30	Camp council (spiritual discussion)
9:00	Demonstration lecture (skill of the day)
9:15	Campers practice skill under continuous guidance of instructor
12:00 noon	Lunch in camp or on the trail (trail snack)
12:45 pm	Resume skill-of-the-day practice
4:00	Free time—swim, bathe, etc., under supervision
5:00	Prepare supper at squad campfire. (Practice building fire with one match, etc.)
6:30	Wild plant samples at central campfire
7:00	Singing
7:30	Lecture, demonstration (practice such as carving)
8:00	Practice night hiking, maneuvers
8:30	Devotions (singing, short talk, discussion, prayers)
9:00	To tents (leaders see that everyone is comfortable)
9:30	Quiet in camp until 6:30 a.m.

Keeping the group moving on time provides a sense of security to new campers and achieves more for the group.

Camp Skills

Fire Building

Fire can be the camper's best friend, or it can be his worst enemy. It all depends upon the camper. It can cook and heat food, it can keep the camper warm through a cold night. However, if not used wisely, it can drive him/her from the forest with raging wrath.

Safety Precautions

1. Always check with a ranger or the forest service in the area where you plan to camp and learn the fire regulations. In different parts of the country the requirements vary, and equipment needed will vary accordingly. Some areas require fire permits. In such a case be sure you have a valid one.
2. Always clear an area at least ten feet in diameter of all leaves and other materials that might spread a fire.
3. If the area has no fire regulations stating tools and equipment needed in case of emergency, the group should at least have a shovel or trenching tool handy before a fire is started.
4. Never build a fire under low-hanging branches of a tree.
5. Keep the fire small. A huge fire accomplishes nothing except driving everyone away from it.
6. Never play with fire, such as making torches and swinging them around or stirring the fire so that hot ashes are carried by the wind into an area that might burn.
7. When through using a fire, put it out. A fire is not out until you are sure the last spark has been drowned by water. Sprinkle water on the fire; do not pour it. Then stir the ashes and sprinkle more water on them until all the ashes are soaking wet. The Indians did not consider a fire out until they could put their hands into the ashes. If they could find no fire, they would place two dry sticks in a cross where the fire had been, indicating that the fire was out when they left. This is a good rule for Pathfinders.
8. Never leave a fire unattended.
9. Never build a fire in heavy wind.

Natural Materials

The natural materials for a fire will vary in different areas. Some of the woods that may be used for fast fires for boiling are basswood, alder, balsam, fir, red maple, spruce, and pine. Woods that will form lasting fires for frying, broiling, and simmering are birch, maple, white ash, hickory, oak, eucalyptus, locust, and beech. The latter three are good even when they are green. They have enough oil in them to cause them to burn.

Types of Fires

Trench fire

Dig a trench about a foot wide, sloping from ground level at the windward end to 6" wide and 8" to 10" deep at the leeward (away-from-the-wind) end. Place five or six cross branches across trench to set pots and pans on for cooking. These cross branches should be wet or green. Trench fires are fine for windy places or areas of fire danger, but they flood quickly when it rains.

Hunter's fire

Use two green slow-burning logs for sides. Line them up so the wind blows between them. Logs should be 15" to 16" apart at wide end, close enough at narrow end for the smallest-size cooking pan. (Rocks may be substituted for green logs.)

Indian fire

Start with a tepee. Add hardwood sticks in a criss-cross fashion around the tepee. This fire is simple and quick. It gives good ventilation and long-lasting coals.

Log reflector fire

Use green logs for the reflector. Put mud in the cracks. Build fire on windward side of reflector, so smoke will blow away from you. For cooking, rake out a bed of coals to cook over.

Rock reflector fire

Good heating fire. The rocks keep radiating heat as the fire dies. For best reflection, place rocks on three sides of fire. Or use a natural cliff face or bank.

Backlog fire

Cozy council fire for a few campers—also good for heating. Use a big log for the backlog. Lean several tepee fires against the backlog.

Log cabin fire

Best kind of fire for a large group to sit around. Build this solidly, not as a log cabin with a hollow room. Place tinder and kindling high. Light this fire near its top. This fire can be built large or small, depending on the size of your group.

Brush fire

Cut brush into convenient lengths and pile pieces parallel. A parallel fire burns hotter and faster. Start with small tepee fire on windward side. Don't make the pile too large, and don't burn on a windy day.

Fire Without Matches

If a camper is unfortunate enough to be without matches and necessity calls for the building of a fire by other means, the materials necessary for

the building of fire can be found in the woods. In all cases, one is much more certain of securing fire if pains are taken to get the best materials and to have these materials in the best possible condition. One of the basic necessities of fire building is good tinder. Dry grasses, plant stems, dry flammable bark, dry moss, old birds' nests, bird and seed down, and punk (a puffball sliced and dried makes fair punk), all make good tinder. In every instance, be sure that the tinder is dry and free of dirt. The old stand-by is charred cloth, but this is not always available.

Fire by Flint and Steel

A hunting knife, an ax, or a file will serve in the role of steel for this process. In addition, one will need flint or a suitable substance such as quartz, quartzite, or any other very hard rock. To start a fire by flint and steel, the tinder is set on a dry surface free from drafts and drops of water. The flint is held in one hand and an edge of it is struck sharply with the steel to produce a spark. The flint should be struck in such a manner as to cause the spark to fall onto the tinder. The sparks are extremely hot so, in time, should catch and glow in the tinder. The tinder should then be picked up in the hands and blown gently to increase the size of the glow and to raise the temperature to a point where a blaze will burst forth. When this happens, more tinder should be piled on, followed by small pieces of wood. Larger and larger pieces are added until a good blaze is secured.

Making a Set

1. Take a short piece of hemp rope and pull it apart, making a nest for holding tinder.
2. For tinder use shredded bark from redwood, dead cedar, inner bark of dead basswood, cottonwood, or the soft wood of the yucca plant. (Tinder can be purchased at Boy Scout stores.)
3. For catching sparks, use charred cotton, flannel cloth, or lantern wick. To char these materials, set them afire, and when burned, stamp the flame out with the foot.
4. To build set, put the tinder on top of the hemp rope, and on top of the tinder place the charred material.
5. Secure the flint and steel (Boy Scout store).

Fire by Friction

The basic principle of fire by friction is that when two pieces of wood are rubbed together, the friction produced will be the cause of a high temperature near the burning point.

The best woods to be used for fire by friction are yucca, willow, cottonwood, and aspen (the root preferred). The proper kind of wood when rubbed produces a fine carbon dust. If the wood produces a gritty, coarse dust, it should not be used.

Many different types of fire by friction were used by primitive tribes and by the American Indians. The natives of Polynesia use what we call the fire glow. A groove is cut in a baseboard and a stick is pushed back and forth in the groove until a spark is produced. Another method used is the saw board, which is similar to the fire glow except that a big groove is cut in a baseboard, and a stick cut to fit the groove is pushed back and forth like a saw. Two people can work this type of fire kit.

A fire by friction set may be purchased at a Boy Scout outlet store. It has everything needed, including the tinder.

Bow and Drill

Probably the most common type of fire by friction used by American Indians was the bow and drill. This method is also the most common one taught to Pathfinders.

In the bow-and-drill fire-by-friction set the spindle is made of yucca or other soft wood. It is about 1 1/4 feet long, with octagon-shaped sides, and rounded at one end. The fire board is made of the same material as the spindle and is about 4 inches wide, 12 inches long, and 3/4 inch thick. Holes are started on the fire board by drilling with the spindle. After a hole has been started, a V-shaped cut is made in the fire board. The thunderbird is made of hardwood, such as a pine knot, or even a stone. A hole is cut in it to receive one end of the spindle. The hole should be greased to permit the spindle to move freely. The hole should be cut about one inch deep. The bow is a stiff branch about 2 1/2 feet long and should be curved. A leather thong is tied to the ends, plenty of slack being left in the thong, as it must be wrapped around the spindle. The leather thong is wrapped around the spindle in such a way that the end of the spindle that has not been rounded is placed in the thunderbird, and the rounded end is placed in the hollow of the fire board.

With the tinder placed beneath the V groove and the thunderbird held firmly in the left hand, with a little pressure bearing down on the spindle, the right hand then moving slowly back and forth causes the spindle

to revolve within the fire board. The friction caused will produce a fine carbon dust in the hollow. This dust, smoldering and glowing, falls through the deep groove and into the tinder below. When this occurs, the tinder is picked up and blown gently until a flame bursts forth.

Cold Weather Fires

In building fires for cold weather camping, get plenty of firewood, twice as much as you think you will need. For kindling use small dead evergreen (conifer) branches. Larger fuel may be obtained from standing dead trees. Sometimes under fallen logs or overhanging ledges one can find dry wood. If there is not an abundance of dry wood, after the fire has been started, the damp or wet wood can be placed around the fire to dry out. One or two pieces of wet wood added will soon dry and take fire.

Fire building in the Snow. Shelter the fire as much as possible, especially if it is snowing. A good-sized canvas tarpaulin can be put up over the fire, high enough, of course, so it will not burn. Be careful about using shelter under a cliff with overhanging snow. Sometimes the heat from the fire will melt the snow and cause an avalanche, which not only may put out the fire but may bury you. Overhead branches loaded with snow may also drop their load of snow on your fire.

Clear the snow away to the ground, and build the fire on the ground. If the snow is too deep to clear away, build the fire on a platform made of green logs. This will keep the snow from melting and putting out your fire.

Building Fires in the Rain. This is very similar to building fires in the snow. Shelter the fire, and if the ground is too wet, build the fire on a platform of green logs. Almost any type of fire can be used in the rain except fire in the hole. This is impractical because the hole may fill with water and put your fire out.

Camp Cooking

The success of a camp out depends largely on good food. If the Pathfinders enjoy the food, they will forget the other hardships and look back on the trip as being a successful and happy occasion.

Baking

There are many different ways of baking food with camping equipment; in fact, you can bake almost anything on a campfire that you can bake at home

in an oven. There are commercial camping ovens that are excellent, but bulky to carry. There are also commercial reflector ovens that fold up and are very light, fitting easily into a pack. These are used with a reflector fire that reflects the heat into the oven for baking.

Another method of baking is with a Dutch oven. To make a Dutch oven, place one of the larger camp pots on four stones over hot ashes and coals, and cover it with a frying pan for a lid. Then heap hot ashes and coals on top of the frying pan. This makes a good substitute for a Dutch oven. These ovens may also be purchased commercially. The more things the Pathfinders can substitute or make themselves, rather than furnishing them with commercially made items, the more interesting the camp out will be.

One rule about fires in baking is that very hot coals are needed. Coals give a much more even temperature than flame.

Boiling

Little need be said about boiling, for this is one of the simplest methods of cooking over a campfire. Any container that will hold liquid and will not burn may be used for boiling. The best fire is one that produces a hot flame. Remember that in a high altitude water boils at a much lower temperature, so that cooking food requires more time.

Frying

Frying is another simple method of cooking over a campfire. Of all commercial utensils that campers usually carry, the most used is the frying pan. As one generally has to hold a frying pan to use it over an open fire, it is best to have a fire of hot coals rather than flames that will leap up and burn one's hand.

Cooking Without Utensils

To practice survival camping you will go into the woods with your Pathfinders and not take any man-made utensils. Forks and spoons can be whittled from wood or some other natural material. This is not difficult with a sharp pocketknife.

Bark container

To boil water a bark container can be made. Place the water in the container and heat stones in the fire. When the stones get hot, drop them into the container of water. As the stones cool off, remove them and drop in other hot ones. By continuing to do this, the hot rocks will cause the water to boil. A precaution: stand back when the rocks are dropped in. Some rocks will shatter when they hit the cold water. Avoid rocks such as granite that will explode.

Frying

By using a flat rock over a hot fire, one may fry different foods on the flat surface of the rock.

Green-leaf method

Many vegetables can be cooked by wrapping them in moist green leaves and placing them in hot coals.

Mud or clay method

Mud or clay may also be used to wrap some vegetables to be baked in hot coals. Eggs may be wrapped in this way and baked.

Orange-and onion-shell method

The shell of an orange after it has been cleaned out, and an onion cut in two and hollowed out, are excellent for cooking eggs. Break the egg into the hollowed-out area and put the orange shell or the onion shell on the hot coals.

Camp bread

Camp bread can be made by cutting biscuit dough into strips, wrapping it around a stick, and baking it over hot coals.

Ash cakes

Ash cakes were made long before the white man came to America. Mix one-half teaspoon of salt with one cup of corn meal. Add hot water until the corn meal can be worked into a ball. Bury the ball in glowing embers and let it cook.

Aluminum Foil Cooking

Aluminum foil is versatile for outdoor cooking. Be sure you get heavy broiler-type foil.

Steaming foods

Place the food on a double thickness of heavy foil. Fold the edges together firmly across the top and smooth foil and edges so that you have a tightly sealed package. If the food does not have much moisture in itself, sprinkle a little water into the foil before folding the edges. Place on hot coals.

Baking

Lay the items on heavy foil, bringing the two sides up and folding firmly, leaving plenty of top room inside. Fold and seal the ends. Place near the coals. To brown, open end nearest the fire.

Frying

Make a frying pan from foil by turning up all the edges and pinching the corners to keep juices in. Place on a flat rock to keep it level. Cook over hot coals.

Roasting

Place food on five layers of foil. Bring all edges together to the top and twist, paper bag fashion. Bury with hot coals and stones. Cook slowly for hours.

A reflector oven can be made in a jiffy with aluminum foil, and biscuits, pies, or cakes can be baked in a short period of time.

Recipes

Apples

Cut the core from an apple and fill the hole with maple sugar or syrup. Seal in foil, steam bake on hot coals for twenty minutes.

Beanhole Beans

Ingredients:

- 1 pound dried navy beans
- 8 Linkettes or Veja-Links, chopped
- 1 large onion, chopped
- 6 tablespoons molasses or brown sugar
- 3/4 teaspoon salt
- 3 tablespoons margarine
- 1 clove of garlic, chopped

Wash and soak beans overnight, or from six to eight hours. Boil until the bean skin splits when you blow on it. Drain. Mix in the rest of the ingredients. Pour in just enough boiling water to cover. Any type of pot may be used if it has a lid that fits securely. To be sure of a secure fit, cover the pot with aluminum foil and force the lid on.

To prepare the beanhole, dig a hole about a foot and a half wider and a foot deeper than the pot to be used. Line the hole with stones to keep the heat in and to give an even baking temperature. Start the fire on long green sticks laid crosswise over the hole. As this fire burns, the hot coals will fall into the hole. When the hole is almost full of coals, the bean pot should be ready. Now work fast. Shovel out the coals, put the pot in the center of the hole, and shovel the coals back in. Cover the hole with dirt and forget the beans for six to eight hours. The moment the beans are dug out is exciting and should be conducted with a ceremony. Then all join in and taste the beans that will melt in your mouth.

Camp bread

Camp bread is a form of biscuit-dough bread and is made by taking a handful of flour for each biscuit. Add a two-finger pinch of salt, a three-finger pinch of baking powder, and a one-finger pinch of butter or margarine. Mix in enough water or milk to make a stiff dough, stirring it with your fingers. Flour your hands and shape the dough into twist or biscuit form. For the twist, the dough is wound around a stick in a spiral, leaving ample space between for the heat to reach all parts of the dough and for the dough to rise. To bake evenly on all sides, turn the stick occasionally. If the dough is made into biscuits, it can be baked in a reflector oven.

Frying-Pan Cookies

Ingredients:

- 2 eggs, beaten
- 3/4 cup sugar
- 1/4 teaspoon salt
- 1 3/4 cup chopped date
- 1 teaspoon vanilla
- 2-3 cups of rice cereal flakes
- Grated or shredded coconut, nuts, raisins, and/or chocolate chips may be added

Mix first four ingredients and put in a cold, lightly-buttered frying pan. Cook over low heat, stirring occasionally for about twelve minutes. Add vanilla and mix. Blend in rice cereal. Drop by teaspoonfuls into coconut and shape into balls.

Hardtack

This hard bread has been the bread of the outdoors for a long time. It is made of flour, salt, sugar, and water. Use one teaspoon salt and one teaspoon sugar to four cups of flour. Mix the dry ingredients and add just enough water to make a stiff dough. Roll out the dough to about one-quarter inch thickness and cut it into sections. Bake in a greased pan until the hardtack is bone dry.

Potatoes

Cut a wedge from each and fill the hole with butter or cheese. Seal in foil and cook on hot coals for half an hour, more if the potato is a large one.

Hiking

"Let's Go Hiking!" These three words can be magic in any Pathfinder club, or they can be words to bring moans and groans. Whether hiking will be a pleasure or a burden to the Pathfinders depends upon their leader. Plan hikes carefully so that the day will go without mishap and will be interesting to everyone. These suggestions will make hiking a real pleasure.

1. Know exactly where you are going. Have a goal in mind that can be reached in the length of time planned for the hike.
2. Start the hike slowly so that everyone can get into the stride, then speed up the pace. Keep the pace even throughout the hike.
3. The Indians always walked by placing their feet softly on the ground with toes pointing straight forward. This is a good method for Pathfinders also.
4. Breathe deeply.

5. Take a ten-minute break at least every 50 minutes of hiking. Make sure that the Pathfinders take a real break. Getting down on the ground with legs up against a stump or rock will rest tired legs and feet. These breaks are primarily to rest the heart, for the heart is the only muscular organ that could be permanently injured from hiking.
6. While actually hiking, it is best not to eat.
7. Do not drink large quantities of water while hiking; sip from the water in your canteen. If you get too thirsty, a small clean pebble in your mouth will help.
8. If your hiking takes you along a road, always walk in single file facing the oncoming traffic.
9. Be courteous and keep off private property and all property that is posted "No trespassing." After using gates, be sure to close them when everyone is through.
10. Think of other hikers. Don't push or step on the heels of the hiker in front. Lift your feet so that you do not stir up the dust for those behind.
11. Any information that is given from the front of the column is passed down through the line, and everyone is responsible for passing the message on to the person behind.
12. Assign different Pathfinders certain tasks to do, such as hiking leader, pace setter, first-aid person (will be at the very end of the column), timekeeper (will keep time for breaks), safety observer, and any other job that is necessary to make the hike a success.
13. Check that no hiker is left behind.

Proper Clothing

Every season of the year is hiking season. You do not need to wait until it is summer or spring to do your hiking; it can be done all year long. When planning a hike, one of the big considerations is proper clothing. In summertime the clothing will be light, and in winter it will be heavier. The following guidelines will help you plan your hike.

1. In the higher altitudes even in summer, the evenings can be very cold. Warm clothing should be carried.
2. In winter hiking one of the most common mistakes is to bundle the Pathfinders in too many clothes for the hike. Warm clothing can be carried for breaks and for the evening when camping, but for the hike the clothes should keep the person warm without perspiring. If

a hiker perspires in winter and then stops for a break, he/she will get chilled. Keep good air circulation throughout the clothing, and when you stop for a break, put on a jacket or a sweater.

3. Do not allow Pathfinders to go on a hike with improper shoes or boots. Loafers and shoes of this type should never be worn on a hike, nor should new shoes or new boots, for they will cause blisters. There is no set rule for footwear, except that in winter, boots of a waterproof nature should be worn. For summer hiking some prefer light shoes such as tennis shoes, while others choose low-top boots. One rule is generally followed in hiking: two pairs of socks should be worn to cut down on friction on the feet.
4. It should be remembered that the air is very thin and the ultra-violet rays of the sun are intense in high altitudes; consequently some type of head covering should be worn.
5. When planning to hike in the snow, it is important to remember to take dark glasses to prevent snow blindness. These are just as important to the comfort and health of the hiker as warm socks, mittens, and headgear that will cover the ears.

Backpacking and Wilderness Survival Camping

Philosophy/Goals

One of the greatest challenges of the outdoors awaits the Pathfinder in wilderness survival camping. This is primitive camping, with only the equipment the campers feel they must have. With training and experience, campers can reduce the equipment to almost nothing.

Adventist young people need to learn to enjoy the thrill and adventure of the outdoors and draw nearer to God. There is no better way to find fellowship with the Creator than to pack into the unspoiled back country.

We all like our way of life with the modern conveniences that technology has given us. But what would happen if suddenly these conveniences were taken away and we found ourselves obliged to exist in a natural environment? Would we survive, or would we succumb? We must prepare for time when the outdoors may be our only safety. We

must train our Pathfinders in outdoor skills in case they ever have to use them.

The objective is to challenge one's inner resources in a strange situation and overcome fear of the unknown: hunger, discomfort, inconvenience, and delay. By gradually leading the group into situations of increasing difficulty, the leader shows them how to respond successfully to stress and develop self-confidence.

Specifically it is suggested that survival training be based on a series of backpacking trips. At first the group may take all the equipment thought necessary for comfort: down sleeping bags and foam pads, bug-proof tents, comfortable back packs, and plenty of tasty food. On subsequent trips some items can be left at home, until finally the group takes only a few things, if any, in their pockets.

This philosophy softens the harshness of the "jump in and swim or drown" attitude and has proved successful with people of all ages. The leader makes sure that beginners are not overly frightened and encourages them at every step so they avoid developing mental complexes that can be lifelong problems. The survival camper will learn the ability to face problems and solve them, and to execute a plan in spite of difficulties. Thus stress camping can be the most important outdoor experience a young person ever has. Survival camping and mountaineering provide unforgettable memories and life-long friendships.

Skills to Teach

Before the big trip, perhaps on one-day outings, the group should have already learned the basic skills of axemanship, fire building, tent pitching, latrine digging, and water purification.

Wilderness survival skills taught on the trip may include the following.

1. Backpacking (how to organize, load, balance, and adjust the pack, how to hike, etc)
2. Orienteering (go through all the honor skills, the most important being practice in wilderness map making)
3. Edible wild plants (preferably mounting some representative parts in a scrapbook and labeling properly, and preparing and eating others)
4. Primitive crafts (build shelter of boughs, such as an A-frame, complete with bed and camp-fire reflector, food storage, etc., and practice cord making, sandal or snowshoe making and others)

5. Basic climbing (use of belay rope, rappeling, free climbing, etc.)
6. Medical aid (wilderness first-aid procedures such as primitive stretchers, splints, carries, etc.)
7. Safety (water purification, safe use of tools, campsite and fire safety, hiking courtesies, etc.)

Specific Skills

Wilderness survival can be taught on canoe trips, caving trips, and hikes, as well as on backpacking trips. The trip in itself, without formal instruction, is educational in the highest sense and may meet the needs of the group with a minimum of lecture-demonstrations. But no matter how the instruction is presented, there are important points to remember in connection with teaching wilderness skills.

Water Purification

Do not skimp here. Laziness can ruin the trip. Purify ALL drinking water. The best method is a good water filter. They may appear to be expensive, however, clean water will make a safer and happier trip.

Edible Plants

Do not guess. If you don't know a plant, say so. Have someone teach this subject who knows it and who does not try to cover up ignorance; no one knows all plants. Most plants are non-toxic, but a few are deadly. Avoid teaching edible plants resembling poisonous species. For instance forget about wild carrot since it too closely resembles poison hemlock, cow parsnip resembles the deadly water hemlock, the meadow mushroom and the parasol closely resemble the deadly amanita.

If you must teach edible fungi, show the odd-shaped forms such as morels, sulfur fungi, puffballs (when pure white inside), corals, hydnums, and oysters. Campers can learn to identify the amanita and to avoid all true mushrooms (with cap, stem, ring, etc.) at first. The subject of edible wild plants is so vast that too much should not be taught at once; two or three each day would be sufficient. There are enough illustrated plant books and mushroom guides available to identify thousands of species.

Be absolutely sure before you tell anyone what a plant is and that it is edible; it could be a life-and death matter!

Climbing

Again we urge you to have a qualified instructor start the Pathfinders climbing with the safest and best techniques. Climbing clubs can supply instructors who know the proper use of nylon rope, the best ways to tie basic knots, proper belaying, rappeling, etc. Helmets and shoulder pads should be worn by beginners rappeling or climbing on rocks. Be sure climbers master the skill of belaying before they attempt to climb, and see that all climbers are properly belayed at all times. Good instructors are always alert to dangers and seek to prevent accidents.

Fires

Extra caution must be exercised in a primitive camp to see that all campfire sites are safe. Follow the rules! Dig away sod and duff for several feet around the fire. Never leave a fire unattended. Put the fire out with water, and test it with your hand before leaving.

Safety

Always have a doctor or nurse in your group who can give wilderness medicine—more than just first aid. Be prepared to take patients to a hospital in case of emergency. Have a first-aid kit, medical kit, and air splints on hand. Every camper should be covered by accident insurance.

Obtain Equipment

If your group is not equipped for backpacking, spend at least one meeting demonstrating good equipment and helping them to obtain what they need before the trip. Have an experienced backpacker do this, who has good equipment and knows where to buy or rent inexpensive gear. GI surplus gear is sturdy, however, it is also heavier and more uncomfortable for the backpacker and may tend to discourage further trips. Therefore, it is best to organize a lease-purchase plan providing fine backpacks, sleeping bags, tents, cookware, etc., for the group. Possibly the church board can lend some money to purchase enough equipment for the entire group so that they can camp in comfort. With this plan each participating club member pays a fee of perhaps \$5 per month as rental. If the member continues to pay this fee until the equipment is paid for, it becomes his/hers. Until then it is club property and remains in the clubhouse. This lease-purchase plan is especially helpful to teen clubs who want outdoor adventure.

The menu for the trip should be planned to assure three nourishing meals per day of the finest dehydrated foods. These can be bought for the group, or a specific list of meals, foods, quantities and

brands can be given to each camper. An experienced person can prepare wild foods at campfire in an appetizing way, then teach the campers how to prepare some of the foods. Remember, the first impression is important. Make your campers comfortable on their first wilderness trip, with good equipment, good food, and exciting activities well planned in advance. Do not let them carry a pack so heavy that they never want to hear of the wilderness again.

Find a Camping Spot

Take a group into a “new” wilderness area, someone’s farm, or in a national forest (with permission) by backpacking in and setting up camp for a day, a weekend or a week. Two or three hours’ hike from the cars may be sufficient isolation. By scouting the area beforehand, you can choose a spot with good drinking and bathing water, adequate dead wood for fuel, areas for orienteering, a variety of edible wild plants to identify and sample, rocks to climb, or whatever your schedule requires. National and state parks do not permit plant collecting or timber cutting. Therefore, obtain permission from the superintendent of the national or state forest (which does permit these activities), explaining your plan and giving him/her exact dates so that your group can be contacted in case of emergency. Obtain topographical maps of the area and copies of forest rules for campers.

The Backpack

Comfort and safety are key things to keep in mind when selecting and packing a backpack. If you are a beginner you will probably want to borrow or rent equipment before investing a lot of money. Not everyone enjoys backpacking. It is best to find out if it is something you want to pursue before investing in equipment.

There are two general types of backpacks, an external frame and an internal frame. The choice of one over the other is individual preference and also depends on what type of a trip you are taking.

It is very important that you find a backpack that fits well. The better the fit, the more comfortable you will be and the farther you will be able to travel.

Packing Your Backpack

Packing your backpack correctly is very important to how comfortable you are on the trail. Check to see if the manufacturer has included suggested instructions with your pack. If not, here are some guidelines you can follow. These are not hard and fast rules. The way you pack will depend on what type of pack you use.

You want to have the lightest stuff on the bottom. This is a great place for a sleeping bag. The middle is where average weighted items should go (clothing, light pots, water filter). Keep the heavier of these items toward the inside next to your back and the lighter of these items toward the outside if possible. The top is where the heavy items go (clothing, water, fuel, tent). Often times you can put your tent on the outside of the main compartment by fastening it under the lid. Your sleeping pad would be fastened on the outside.

If you have small outside pockets, these are great for rain gear, TP, snacks, sunscreen, insect repellent and your camera.

Tents/Shelter

There are many tents available that work nicely for backpacking. There are several factors you will want to consider when choosing a tent. You will want to look at size, shape, construction and weight.

Size. The size of the tent you choose will depend on what type of trip you are planning. If you are going solo a smaller tent may be a better choice. If you have a tent mate or just prefer more room, you will want to go with a 2-3 person tent. You also want to consider height. You'll want enough room on the inside to maneuver without constantly bumping into a wall or your tent mate. Remember that size will also factor in to the weight of the tent. Some space saving features in backpacking tents include gear lofts and vestibules.

Shape. The shape of the tent will determine how much room you have inside. A square or rectangular tent will have more space than a hexagon (six-sided) tent. A hexagon shaped tent may also use more poles possibly adding weight.

Construction. You will want to choose a quality tent to last through many trips during which you may encounter adverse weather. You will want something that provides good ventilation and protects you from a variety of weather conditions. Many general backpacking or 3-season tents do just that. (If you plan to do a lot of winter or snow camping you may want to consider a 4-season tent.) The use of a ground cloth will extend the life of your tent.

Most tents used for general backpacking are free-standing. This means that stakes are not required for pitching the tent. Freestanding tents are generally easy to set up and are also easily moved. Once the tent is in positioned it is staked down to keep it in place.

One other very important feature in a backpacking tent is the rain fly. The rain fly should extend to the ground or near the ground covering most of the tent. A good rain fly will provide enough protection so that you will stay dry inside your tent.

Weight. Many factors will determine the weight of your tent. Some have been listed above. You will want to choose the most affordable, light weight tent you can find that provides for your needs. One thing to keep in mind when backpacking with a tent mate is that the weight can be shared by one person carrying the poles and the other person carrying the tent.

Shelters of Natural Material

Many times you will want to take the Pathfinders on survival camp outs where no shelters will be carried. In this case you and your Pathfinders will need to have a knowledge of building shelters out of natural material.

Backpacking Stove

On backpacking trips each Pathfinder is responsible for cooking his/her own meals. Sometimes Pathfinders will pair off and cook with a friend. This way they can share the responsibility and split the weight between them.

Unless you are on private property you will probably not be allowed an open fire. Without the possibility of cooking over a fire each pathfinder (or pair) will need some time of stove for cooking. There are several types of backpacking stoves available. The choice of one over another is personal preference and depends on the length and type of trip you are taking. The type of fuel the stove requires will also be a determining factor in which stove you choose.

There are a couple of things you will want to consider when choosing a stove. First, you will want a stove that can be separated from its fuel source. Most backpacking stoves can be disconnected from their fuel canister for better storage and portability. This offers safer travel and less possibility of breakage. Be sure you carry plenty of fuel.

Second, there are different sizes and types of backpacking stoves. Small one-burner stoves and two-burner stoves are available. You will want to know how much space you have and how much cooking you will need to do. Most backpacking stoves fold or collapse for easier packing.

Cookware

When backpacking keep your cooking supplies as simple as possible. Usually only one pot with a lid is required. Again, there are many options such as pots that double as bowls or pots with lids that double as a frying pan. You will also want to keep your utensils to the basics. The more you use the more you have to carry.

Water Filters and Purifiers

Water should ALWAYS be filtered/purified when backpacking. For beginners, this is an item that can be shared. As a Pathfinder continues to participate in backpacking trips, he/she may want to invest in his/her own water filter or purifier. There are many options available. When selecting a water filter/purifier check the amount and kinds of contaminants it will eliminate from the water. Also check how many gallons it will handle before replacing the filter. Replacing the filter will extend the life of the water filter/purifier. If you aren't planning many trips a smaller less expensive model may be all you need. Remember to also check the weight of the filter/purifier since you will be carrying it in your pack.

Sleeping Bag

The two types of sleeping bags to choose from are the rectangular bag and the mummy bag. The mummy bag is by far the better choice for backpacking. It helps you retain heat better, it weighs less, and it packs into a smaller space. When choosing a bag you will want to consider size, weight and temperature rating.

Size. Make sure you choose a bag that fits you. This will keep you warmer in cold weather. Also, if you have a bag that is too big, you are just carrying extra weight.

Weight. The mummy bag is by far the better choice when it comes to weight. The type of insulation used is usually lighter than the average rectangular bag.

Temperature Rating. Most sleeping bags are rated for a temperature range. These are general guidelines for which bag to purchase depending on what temperatures you encounter. Features such as a hood and collar help you retain heat. It is better to choose a bag with a lower temperature rating than what you think you will need because it is easier to unzip a bag to cool down instead of trying to put more layers of clothes on when you are cold.

Sleeping Pad

Sleeping pads provide an extra layer of insulation as well as extra comfort. There are several types of sleeping pads, however, the closed-cell type is the best. They are inexpensive and durable. The "closed cells" allow less circulation so the pad can be thinner and still provide excellent insulation. It is also non-absorbent not allowing water to seep up through the ground into your sleeping bag.

A self-inflating pad provides additional comfort. These are open-cell foam pads sealed in a waterproof material. These are heavier, bulkier, less durable, and are much more expensive. However, the comfort provided can make a big difference in how well you sleep.

Clothing

The right clothing can make or break a backpacking trip. With proper clothing you will be warmer/cooler, drier, and more comfortable. The key to staying comfortable is layering. The inner layer of clothing should be your wicking layer. This layer pulls the moisture away from your body. The middle layer should be an insulating layer. This fleece type layer provides warmth in colder weather. The outer layer is your windproof/waterproof layer. You will want to use pants that are quick drying for this layer.

Footwear

Hiking boots. Hiking boots are the most important part of your hiking gear. The right boot will make a difference in how far, how fast, and how safe you will travel. Make sure the boots you choose fit well and are suited for the type of trip you are planning. Fit can be improved with the use of insoles if necessary. When trying on boots, wear the type of socks you will be using on your trip.

Socks. The socks you wear while hiking are as important as the boots you choose. Usually two layers of sock are worn. Liner socks (the first layer) provide an important wicking layer keeping you dry and comfortable. Backpacking socks (the second layer) provide warmth and cushioning. You will find that backpacking socks are made from a variety of materials. You will want to choose socks according to the type of conditions you expect to encounter. Cotton socks are not recommended for backpacking. Cotton absorbs moisture, dries slowly, and does not provide insulation when wet. However, when cotton is combined with wicking and insulating fibers it can be great for light summer hiking.

Rations

When choosing rations for your pack trip, consider the following.

Nutritive value

This is probably one of the first considerations. It is unwise to carry a lot of foods low in nutritive value. All foods should be high in protein to rebuild and to give energy. Foods with high vitamin and mineral content should also be considered. For instance, in every day's ration there should be something containing vitamin C to build up resistance against colds and other sicknesses. Keep carbohydrates at a minimum, though some are essential as producers of quick energy. For example, a candy bar can produce fast energy by increasing the blood sugar. Remember, carbohydrates give fast energy but the energy wears off rapidly.

Weight

All rations carried should be light. Dehydrated foods are highly recommended.

Bulk

Bulk and weight are two different things—a food may be light but very bulky; for example, puffed dried cereals. It would be better to carry rolled oats, which can be boiled in water and made into oatmeal. Canned goods are an example of a heavy and bulky item. They have a tendency to cut through the pack and into the back.

Fragile Quality of Rations

Foods that break up, crush, or melt are not ideal rations to carry in a pack, unless they are packed very carefully. It is much better to carry powdered eggs than fresh whole eggs.

Perishable Quality of Rations

Foods that spoil easily should never be carried, for the heat will cause them to spoil. An example is fresh milk. It is much better to carry powdered milk. Not only does milk spoil rapidly, but it is bulky and heavy. Fresh fruit will also spoil very rapidly, so it is better to carry dried fruit.

Methods of Packing Rations

Pack on Top Section

It is best to pack rations on the top section of the pack, where they will not get crushed, and if they are bulky and heavy they will ride better on the shoulders than in the bottom of the pack.

Aluminum Foil

Heavy broiler-type foil can be purchased in any grocery store and is a real blessing to campers. Aluminum foil actually wraps itself and does not need rubber bands or strings to hold it. It keeps out moisture, air, light, and odor. One of the miracles of aluminum foil is the fact that food packed in foil can be cooked in the same package it is wrapped in.

Saran Wrap

Here is a superior packing wrap for dried fruits. It will keep them tender and flavorful. It is good for packing cheese; it prevents air spaces in which mold might grow. It is excellent for packing dried milk, cocoa, soy milk, and candies. It is excellent for packing when you want a package that is moisture free and one that you can see through.

Zip-top Bags

This is an excellent way to pack rations you want to keep moisture free and rations package in more than one serving. Because they are resealable, zip top bags can be used multiple times and they are clear so you can see through them. Some offer a place to write the contents directly on the bag.

Commercially Prepared Rations

Many of the commercially prepared rations for packing are made with vegetable protein. Watch carefully when purchasing this type of rations. Prepared rations are fairly inexpensive especially if two Pathfinders cook together. Most commercially prepared rations are packaged in servings of two.

Clothing and Miscellaneous

See that campers bring adequate clothing for any possible weather change: a rain coat, wind jacket, wool shirts and slacks (to prevent chilling in rainy weather), and the best hiking shoes or boots they can obtain. Not having a flashlight can cause panic in the wilderness, so make sure that each camper has one, as well as some sort of survival kit. This should include as many of the following items as possible: knife, waterproof match box and matches (or lighter), compass, candle, whistle, signal mirror, water purification tablets, sewing kit, nylon cord, plastic bags, plastic sheet (small), adhesive bandages, flares, high calorie snack, pad and pencil, first aid instructions, survival instruction sheet, wound ointment, coil of wire, change for phone call. Such a kit, made up in a waterproof bag and used in a training camp in the wilderness, can be a life-saving pouch in an emergency.

Goals

Resourcefulness, courage, self-reliance, and willingness to serve others are character traits that should be developed. Skills necessary to enable a person to make their way through the wilderness and eventually to lead a group in the wilds need to be mastered.

Books on Survival Skills

Olsen, Larry Dean. *Outdoor Survival Skills*. Chicago Review Press, Inc. 1997.

Churchhill, James E. *Survival*. Globe Pequot Press. 1999.

Angier, Bradford. *How to Stay Alive in the Woods*. Black Dog & Leventhal Publishers, Inc. 2001.

Harvey, Mark and Peter Simer. *The National Outdoor Leadership School's Wilderness Guide: The Classic Wilderness Guide*. Simon & Schuster Adult Publishing Group. 1999.

Bike Hike

A good bike hike must include practices that will result in improved physical fitness, self-reliance, individual initiative, cooperative outdoor living, spiritual awareness and other attributes which contribute to a well-rounded character.

In planning for this activity, the responsible adult leader (director, if this is to be a club experience; deputy director, if a division endeavor; or counselor, if a unit hike), will, in counsel with those persons in the organizational chain immediately below, decide upon all details of the venture—point of rendezvous and departure; route to be traveled; points of interest to visit; length of bike hike; group projects to improve campsites, environment, etc. They should also provide each Pathfinder or staff member with a checklist of clothing, equipment, personal property and food needed.

Safety Rules

1. Obey traffic laws and regulations including stop lights and signs and one-way streets
2. Ride on the right side of the road.
3. Travel single file.
4. Use the standard hand signals when slowing down, stopping or turning.

5. Do not weave in or out of traffic.
6. Do not swerve from side to side.
7. Do not participate in any stunt racing.
8. Do not ride double.

Bike Inspection

All bikes must be in good mechanical condition and have all the standard safety features, such as lights on the front and/or reflector on the rear, good brakes and a horn or bell.

Packs

Packs or day bags should be as light as possible, and if backpacked, carried high. If lashed in a basket or a fender carrier, it should not obstruct vision or endanger the balance of the rider.

The Canoe Trip

Wilderness routes for canoeists have been steadily shrinking over the years, especially in the United States until now there are only two major areas left in this country where it is possible to leave civilization completely behind. These are the beautiful lake region of northern Minnesota and the combination of lakes and white streams of northern Maine.

In most areas there are ample opportunities for canoe trips which can be rewarding and leave a lasting impression—with enthusiasm to go again.

Experience is the only way to learn canoeing. The first mile will teach you more than a volume of literature on the subject. However, canoe camping is quite different, so a brief discussion of the fundamentals before you go will help to smooth the way.

The Canoe

The choice of a canoe is very important. It should not be shorter than 16 feet nor longer than 20. A 17-footer is a good “in the middle” choice which can carry three people with their equipment comfortably and is adequate for both stream or lake travel.

There are many styles of paddles to choose from. Determining proper paddle length can be done in or out of the water. If in the water, sit inside the canoe and measure the approximate vertical distance from your nose to the waterline. The approximate measurement should be the same as the distance from the paddle's grip to the top of its blade. You then need to add the length of

the blade to get a correct overall length for your paddle. When measuring in a store, kneel down, keeping your bottom 6 inches off the floor. Hold the paddle upright with the grip on the floor. The blade should start about even with your nose. For more details visit www.canoeetexas.com.

Equipment

Though you may feel you are not confined like the backpacker to minimal weight, don't forget you may portage—which means carrying the canoe, paddles, and all the gear through the woods to the next available put-in point. So get organized! Go as lightly as is conveniently possible. Water in the canoe, insects, and rain are very common realities on a canoe trip.

A 17-foot canoe can carry half a ton as a maximum load, but most experienced canoers aim at the 100-pound or less mark. As Gerry Cunningham puts it, "What counts is not what your canoe can carry, but what you can carry."

Voyageur Canoe Outfitters has put together a check list of equipment and personal gear for a standard expedition (other outfitters offer similar lists). You may need to adapt the list for your trip. Visit their web site at www.canoeit.com.

Colorado Outdoor Sports, better known as "Gerry," has made something of a specialty of finding ways to let you have your comforts and still not break your back on "carries" which most canoe camping entails. The following is Gerry's list of gear for two persons on a wilderness canoe trip. You will have to substitute your choice of equipment.

Equipment (adapted)

- Tent
- Ground Cloth
- Kitchen Fly
- Nylon Duluth Packs
- Bear Rope & Extra Rope
- Sleeping Pad
- Hollofill Sleeping Bag with Stuff Sack
- Folding Saw/Ax
- Camp Shovel
- Water Jug & Bottle
- Misc Items: Matches, Candles, Toilet Paper, Mirror
- Cooking Utensils: Spatula, Big Spoon
- Dish Soap/SOS Pads, Dish Towels, Pot Holder
- Firestarter
- Stove & Fuel
- Frying Pan
- Mess Kit: Plate, Cup, Fork Spoon
- Canoe

- Paddles
- Life Jackets
- Maps & Compass/GPS

Personal Gear (adapted)

- One loose fitting T-shirt (cotton)
- One long sleeve shirt (cotton)
- One warm long sleeved shirt (hooded sweat-shirt or flannel shirt)
- One pair of shorts
- One swimsuit or swim shorts
- One pair of lightweight cotton or windbreaker pants (fast drying)
- One pair warm pants (wool or sweat pants)
- A few pair of socks and underwear (remember you can wash them)
- Two pairs of shoes (one pair wet shoes)
- One rain suit (pants & jacket, used for windbreaker on cool days)
- One hat wide brimmed for sun or rain protection
- A flashlight or head lamp (one per tent)
- A good pocket knife
- Sunscreen
- Mosquito repellent
- Lip balm
- Head nets
- Sunglasses
- Camera and extra film
- Pillow case (fill with clothes and use as a pillow)
- Camp pillow
- Notebook and pencil
- Day pack or fanny pack
- Hat, gloves, wool socks, warm boots (add these in spring or fall)

Food List (Adapted)

The following is a check list of food supplies adequate to last two persons for seven days in the wilderness, with no stinting of appetite. Use it as a guide for putting together a list tailored to your tastes.

- Corn Oil..... 1 lb.
- Crackers 1 lb.
- Meat substitute 7 cans
- Bread 5 loaves
- Meat substitute spread 2 cans
- Cookies 2 lbs.
- Beans..... 2 cans
- Peanut butter 8 oz.
- Cheese 1 lb.
- Lemon powder..... 4 oz.
- Onions 1 lb.
- Oatmeal 1 lb.
- Dehydrated potatoes..... 5 pkgs.
- Postum..... 1 jar

Dried eggs..... 1 lb.
 Butter (canned)..... 1 lb.
 Dehydrated soups 5 pkgs.
 Powdered milk 1 lb.
 Pancake flour 3 1/2 lbs.
 Sugar 2 lbs.
 Rice..... 1 lb.
 Salt..... 1/2 lb.
 Biscuit mix 1 3/4 lb.
 Dried fruit 2 lbs.
 Tomatoes 1 can
 Syrup 1 pt.
 Peas 2 cans
 Macaroni-and- 4 pkgs.
 cheese dinners
 Candy bars 7
 Hard Candies..... 1 lb.

The food weight can be lessened considerably by substituting dried foods. If the portaging will be great, plan as backpackers do; but on river or lake trips commodities can be afforded.

On the Trip

When you pack your duffel bag in the canoe, be sure it is well-balanced so the craft does not list. The lower the weight, the better the stability. Tie your duffel bag of equipment to the canoe and cover the load with a tarpaulin if you hope for a dry sleeping bag, clothes, and equipment.

Experts tell us that the most efficient and the safest way to paddle is on your knees. Rubber pads are easy to procure. As you practice this stance, you will observe that it is the most convenient and comfortable.

A conservative daily stint for a canoe trip is fifteen miles. On streams without portages one might cover from twenty to thirty-five miles, depending upon the current. It is always best to allow a generous leeway because of unforeseen difficulties and bad weather.

Safety Rules

A cardinal rule in lake country is to get off the water at the very first warning of a storm. It is dangerous to be caught in wind-lashed waters. On river and stream trips an equally firm rule is never take a stretch of white water without knowing exactly what you are in for. If you don't know the stream, get out and walk along the shore; study out your route and then ride through it. If there is any doubt at all, portage. In most stream travel your route is predetermined, so the map is more of a pleasure than a necessity. But in real back country, never

be caught without a map and compass. Countless islands have a strange way of looking alike, and portage trails disappear right before your eyes.

As a prerequisite for canoe trips, each canoeist must be a swimmer. Test each crew in a planned upset with the challenge to right the canoe, splash out the excess water, make for the shore and empty the canoe, being ready to go—a little wetter but experienced in the unexpected.

Conference Pathfinder Council By-Laws **11**

_____ Conference

Pathfinder Executive Council

I. Guidelines and Procedures

A. Pathfinder Executive Council of the _____
_____ Conference

B. Conference Pathfinder Director and/or Associate:

1. Serve as advisors to the Pathfinder Executive Council
2. Vote only to break a tie
3. Have veto power (Any veto should, where possible, be made at the time the proposal is voted. Reasons for vetoes need to be clearly stated and understood by the Pathfinder Executive Council.)
4. Send all necessary Pathfinder materials and information to the council membership and related information to conference Pathfinder Club directors and/or church Junior/Earliteen Ministries' leader and/or Children's Ministry Director.
5. Any undue business of Pathfinder Executive Council or appointed committee, six (6) weeks prior to scheduled program can be immediately planned and activated by the _____
Conference Youth Director and/or Associate, as he deems necessary.

II. Membership

- A.** Size shall consist of thirteen (13) members, including its officers.
- B.** Each member will serve for three (3) consecutive years.

C. Requirements:

1. Attend a minimum of one-third council meetings per year.
2. Attending less than one-third of duly called meetings can result in membership discipline by the council.
3. Membership shall be limited to persons active in the _____ Pathfinder program.
4. a. _____ (metropolitan/
multi-church area) a minimum of 50% of council membership.
b. _____ (state) membership a minimum of 40% of council membership.

D. Membership is made up of two component parts:

Thirteen (13) active interested Pathfinder adults and/or a minimum of twice the number of conference Pathfinder coordinators.

E. Election of members:

1. The Pathfinder Executive Council will choose and elect members in the following areas: Pathfinder Club directors, parents, teachers, pastors and Children's Ministry directors.
2. Names of candidates shall be submitted by any local Pathfinder staff member of an active club, or by the council members themselves and must include a brief resume of candidate.
3. Replacement: The elected replacement member will serve out the balance of the term of office to which he has been elected.
4. The election of new members will take place on or before July 1, or two months prior to the beginning of the conference Pathfinder calendar year, whichever comes first.

F. Appointed membership:

1. Conference Committee member
2. Doctor (Pediatrician)
3. Naturalist
4. Other specialized personnel for children's ministry

III. Officers

A. The election of the council officers will take place a minimum of one month prior to the beginning of a new conference Pathfinder year.

B. The council shall elect their own officers.

1. The chairperson will be chosen one year in advance to serve as chairperson-elect for one year.
2. The secretary will be chosen for a one-year term.
3. Officers shall not hold more than two consecutive terms of office.
4. Option: the conference may choose to have a conference officer, conference Pathfinder coordinator, or children's ministry director to be the chairman.

IV. Pathfinder Council In Session

A. A quorum is a simple majority of the council membership.

B. The chairperson and/or the conference Pathfinder director will notify each council member a minimum of one month prior to the duly called council meeting. Emergency meetings can be called with the support of council officers and the conference Pathfinder director.

C. Conduct a minimum of three (3) council meetings per Pathfinder year (one of which is a weekend retreat for planning purposes).

D. Responsibilities:

1. For planning activities and calendar scheduling for the _____ (Conference) Pathfinder ministries and/or Pathfinder club activities.
2. For activities and calendar scheduling as it pertains to the Executive Council proper.

E. Calendar:

1. Planning Conference Leadership Convention
2. Pathfinder Sabbath
3. Pathfinder Club camporee
4. Pathfinder spiritual retreats (leadership and teens)
5. Pathfinder Leadership Banquet (Can be coordinated with the Youth Leadership)
6. Pathfinder Derby Days and camporee events
7. Pathfinder Club Fair
8. Any major Junior/Teen program affecting those in grades 5-10 and TLT's.

V. Area Pathfinder Coordinator

Is elected to office by the conference district (area) leadership two months prior to the beginning of a Pathfinder year.

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