



FLORIDA CONFERENCE

ADVENTURERS

Directors / Staff Packet

ADVENTURER CLUB MANUAL

2023-2024

If you would like to download this document [Click Here](#)

Please note that once downloaded, no longer is the most up to date version,. Changes will only reflect online.

Table of Contents

Section 1: Conference Welcome/Philosophy/Organization

Letter from Director and Associate Director.....	5
Letter from State Directors.....	6
Philosophy, Goals & Objectives.....	7-8
Adventurer Logo.....	9-10
How We are Organized.....	11-12
Contact Information (Office & Volunteer Support Team)	13
Online Store Info & FAQ.....	14-15

Section 2: Local Club Organization/ Requirements

Club Administration.....	17-18
How to Start the New/Next Adventurer Club Year.....	19
2021- 2022 Department Calendar.....	20
Event Flyers (Leadership Convention, Blaze, Area Council, Red Zone).....	21-23
Adventist Screening Verification (Administrator and Accounts).....	24-27
Risk Management (Safety Procedures , Fire Drills etc.)	28-33
Adventurer Insurance.....	34-35
Drivers Questionnaire Form / Information.....	36-37
Travel Checklist.....	38
Rental Insurance Request Form.....	39
Vehicle Inspection Form.....	40
15 Passenger Vans article.....	40
Trip/Off-Site Activity Planning Checklist	40
NAD Adventurer Family Campout Guidelines.....	41
Fire Safety Procedure / Fire Safety.....	42
Adventurer Basic Staff Training Course.....	43
Adventist Youth Ministries Training (AYMT).....	44
Master Guide Information.....	45-47

Section 3: Local Club Registration Packet

Youth Ministries Management System (YMMS) Consent Form.....	49
Membership Application.....	50
Medical Consent and Form.....	51-52
Code of Conduct and Participation Agreement.....	53
Basic Adventurer Meeting Outline Suggestions.....	54
Campout Packing Checklist.....	55
Uniform Regulations.....	56
Uniform Checklist.....	57-58

Section 4: Club of the Year (COY)

Club of the Year Guidelines.....	60
Rationale for Conference Activities.....	61-63
Club Registration with the Conference.....	64
Share Your Faith.....	65-67

Section 5: Special Local Club Programs/Events, Acknowledgments and Awards

Induction.....69-73
Adventurer Sabbath.....74-77
Baptism Recognition.....78-79
Family Blessings.....80
Family Network Tips.....81
Investiture.....82-83
Adventurer of the Year (Philosophy, Requirements & Forms).....84-87
Adventurer Evangelism Award.....88
Good Citizenship Pin.....89
Parent Pins.....90
Submitting A New Adventurer Award, Chip, & Star.....91-92
Evaluation for A New Adventurer Award, Chip, & Star.....93

Section 6: Florida/NAD Course Level Studies

Requirements for Each Class by Age/Class Level.....95

Appendix

Appendix A - Pathfinder and Adventurer Committee (PAC) History97-98

Section 1

Conference Welcome/Philosophy/Organization

Letter from Conference Director.....	5
Letter from State Directors.....	6
Philosophy, Goals & Objectives.....	7-8
Adventurer Logo.....	9-10
How We are Organized.....	11-12
Contact Info (Office & Volunteer Support Team)	13
Online Store Info & FAQ.....	14-15

**Welcome from
Director Pedro Perez
and
Associate Director Stephen Stewart**



Video - [Click Here](#)
Letter (PDF - [Click Here](#))

Welcome from State Directors Lisa & Brad Gary



Video - [Click Here](#)
Letter (PDF - [Click Here](#))

Philosophy and Objectives

As found in the NAD Adventurer Club Manual

Philosophy of the Adventurer Program

The Adventurer program was created to assist parents in their important responsibilities as a child's primary teachers and evangelizers. The program aims to strengthen the parent/child relationship and to further the child's development in spiritual, physical, mental, and social areas. Through the Adventurer Program, the church, home, and school can work together with the parent to develop a mature, happy child who loves Jesus.

The church's greatest resource is our children; therefore, it is imperative that as a church we meet the challenge to provide a program for our children during their early, formative years. We want right habits, thoughts, motives, dispositions, and attitudes to be established. The wise man wrote, "Bring up a child in the way he should go, and when he is old he will not turn from it." Proverbs 22:6 (NIV) This is more than a cliché-it is a scientific formula.

The Uniqueness of the Adventurer Club

The Adventurer Club involves parents and their children, grades Pre-K to Grade 4.

This ministry was created to give children an opportunity to belong to an organized peer group. Children are invited to participate in various activities, which will improve their social skills. From the time children start school until they reach puberty, their need to be with and be accepted by their peer group is increasingly strong.

The programming and planning for Adventurers should be simple and short, but creative. Parental involvement provides opportunities for parents to participate in the learning experience.

One of the Adventurer Club objectives is to provide a meaningful and exciting experience as the children look forward with anticipation to someday becoming a Pathfinder.

Adventurer Club Membership

The Adventurer Club is a Seventh-day Adventist Church-sponsored ministry open to all families of children, Pre-K to Grade 4, who agree to keep the Adventurer Pledge and Law. The Adventurer children and parents are encouraged to attend all designated meetings and functions sponsored by the Adventurer Club.

History of the Adventurer Program

In order to help children learn more about the Bible, health, and nature, and to help them develop their people skills, the General Conference, in 1989, endorsed the idea of the Adventurer classes of Busy Bee, Sunbeam, Builder, and Helping Hand.

In 1972 the Washington Conference sponsored a Club for children called "Beavers," the forerunner of Adventurers, under the direction of Carolee Riegel. The Northeastern Conference is reported to have had a children's club concept program by 1975. By 1980 many conferences were sponsoring a club for children.

In 1988 the North American Division Church Ministries Department invited interested conferences and child specialists to study and evaluate the Adventurer Club concept.

A committee met in 1989 to update the Adventurer curriculum, develop Adventurer awards, and write guidelines for the Adventurer Club organization.

The committee involved children's Sabbath School leaders, educational personnel, conference and union Children's Ministries coordinators, and child and family specialists. The Adventurer program piloting process began in 1990 in the NAD.

North American Division Adventurer Mission Statement

The North American Division Adventurer program serves an intercultural community of children in Pre-K to Grade 4, their parents and caregivers through a holistic ministry.

The purpose of the program is to support parents and caregivers in leading and encouraging their children in a growing, joyful, love relationship with Jesus Christ.

It offers instructional curriculum, family enrichment, supplementary resources, and volunteer training from within the Seventh-day Adventist philosophy.

The Adventurer program should work to fulfill the gospel commission (Matthew 28:18-20) and depends on the support of a congregation strong in mission and empowered by the Holy Spirit.

GOALS AND OBJECTIVES

Goals



[Click Here](#)

Objectives



[Click Here](#)

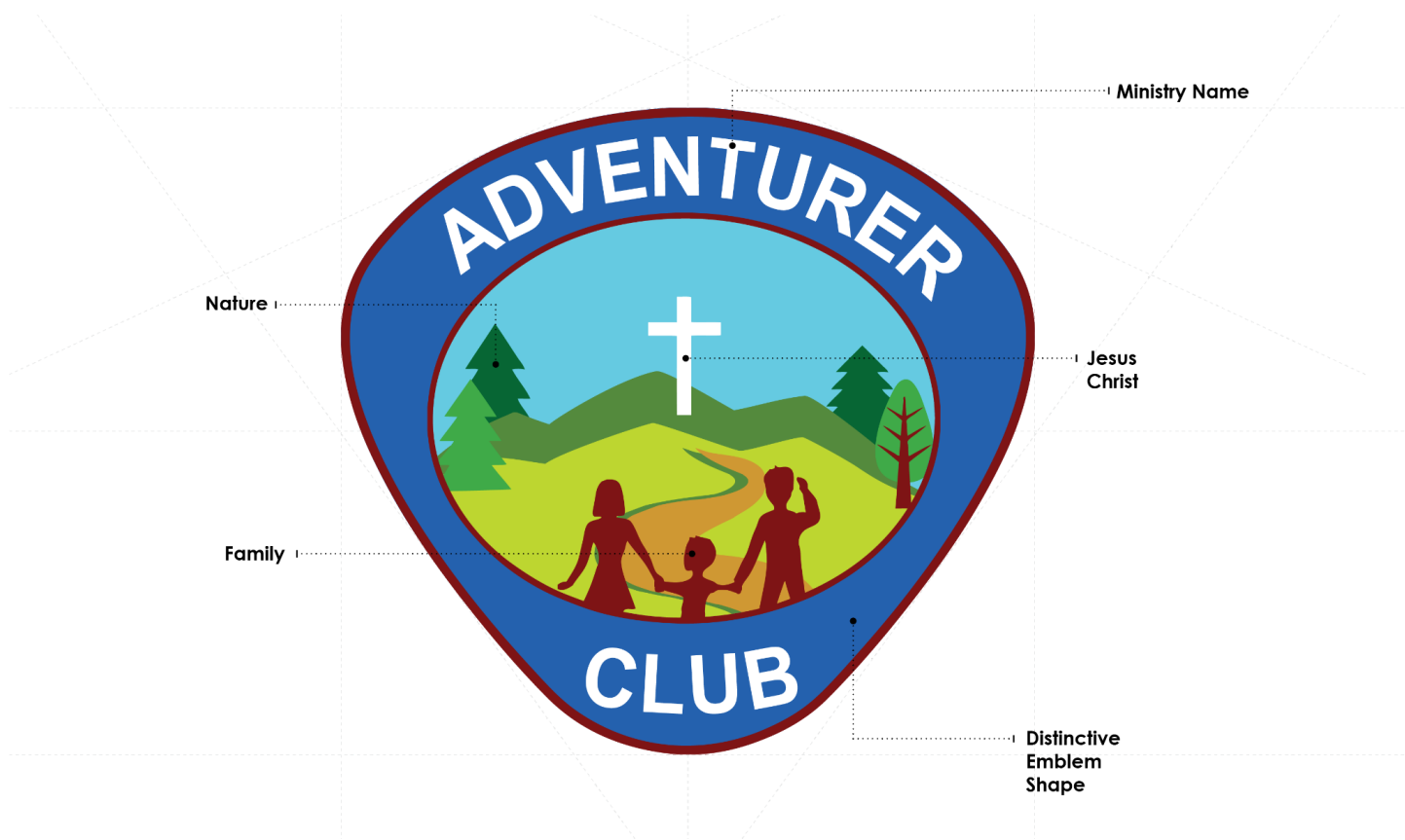
(PDF - [Click Here](#))

Adventurer Logo

Logo

This is the official NAD Adventurer logo. To access the free source, downloadable, logo, from the NAD to be used in T-shirts and other branded materials please [Click Here](#). Additional visual content is also available for download at this link.

In 2016, the NAD voted to change the old Adventurers logo, and gave Clubs five years to transition to the new logo. Going forward, from 2022, this will be the only accepted logo. Please make sure your uniforms and flags are updated and only display the official NAD Adventurer Club logo.



Symbols



Symbol: Family

The Adventurer Ministry is designed to
STRENGTHEN THE FAMILY

A journey where parents and children
actively follow Jesus together



Symbol: Cross

In the Adventurer Ministry
JESUS IS THE CENTER

The cross at the center means that **Jesus**
should be the core of the Adventurer's life



Symbol: Nature

The Adventurer Ministry recognizes God
THROUGH HIS CREATION

Parents and children **engage with nature** to
learn more about Jesus

How We Are Organized

Florida Conference has a separate Pathfinder and Adventurer Department and a separate Youth/Young Adult/Adventist Campus Ministries Department.

This information is to clarify the scope of the Pathfinder and Adventurer Department.

MISSION: To train, equip, and deploy an army of young people. - [Click Here for Video](#)



Video - [Click Here](#)

ADVENTURER Ministry is a family ministry designed to help families raise their children in Grades Pre-K - 4.

PATHFINDER Ministry is a child/teen ministry created to help children grow and develop as Christians, and socially responsible young people in Grades 5-10 for North America and Grades 5-12 in Florida.

CONFERENCE DIRECTOR: Florida Conference has ONE Pathfinder and Adventurer Director and ONE Associate Pathfinder and Adventurer Director. Both live in the Greater Orlando area and serve the needs of all Clubs/churches in the conference.

CONFERENCE DIRECTOR/ASSOCIATE DIRECTORS RESPONSIBILITY: Oversee Pathfinder and Adventurer Ministries in order to serve the pastors, leaders, families, and churches of Pathfinder and Adventurer Ministries in Florida Conference.

STATE ADMINISTRATORS: Florida Conference has a State Pathfinder Administrator and a State Adventurer Administrator. This is a volunteer position. They serve as assistants to the Director/Associate Director and the team of volunteers listed below.

AREAS: Florida Conference is divided into four (4) AREAS: North, Central, West, and South.

AREA ADMINISTRATOR: Each Ministry (Path/Adv) has an AREA ADMINISTRATOR, a volunteer that works closely with the Director/Associate Director to coordinate Pathfinder or Adventurer ministry in their AREA.

ZONES: Two of the AREA are subdivided into ZONES and are referred to as Zone A, B, C, D. There are six Zones at this time (2-Central; 4-South). North Area and West Area are not subdivided into Zones currently.

ZONE ADMINISTRATORS: Work with Cluster Coordinators to encourage and support their team of Coordinators.

CLUSTERS: Each ZONE is subdivided into CLUSTERS and are referred to as Cluster 1, 2, 3, 4, 5, 6, 7, 8, 9. There are 23 Clusters at this time (4-North; 7-Central; 3-West; 9-South).

CLUSTER COORDINATORS: Cluster Coordinators are assigned to a grouping of approximately 7-15 churches in geographical proximity to one another.

PURPOSE OF CLUSTER COORDINATOR: Cluster Coordinators serve as the link between Florida Conference Pathfinder and Adventurer Department (PAD) AND local churches to serve the leaders/pastors through their presence, sharing information, support, training, and keeping the Pathfinder and Adventurer Department aware of local needs. Please see the full description below.

CLUSTER TEAM: Ideally each Cluster will have two Cluster Coordinators: one for Pathfinders, and one for Adventurers.

We are continually working on building our team of Coordinators for Pathfinder and Adventurer Ministries.

OFFICIALLY APPOINTED VOLUNTEERS: The Pathfinder/Adventurer Committee (PAC) ([SEE APPENDIX A](#)), State Administrators, Area Administrators, Zone Administrators, Cluster Coordinators are referred to as Officially Appointed Volunteers (OAVs) and officially represent the FL Conference Pathfinder and Adventurer Department. They are part of our team and represent us in the churches/activities around the conference.

HOW TO BECOME AN OFFICIALLY APPOINTED VOLUNTEER:

To be considered as a Cluster Coordinator ([Role Description](#)) or Zone Administrator ([Role Description](#)) in either Pathfinders or Adventurers, the individual must submit a ministry resume to the FL Conference Pathfinder and Adventurer Department (Path.Adv@floridaconference.com). The Pathfinder and Adventurer Director/Associate Director will do a reference check and/or pastoral check for approval. The leader will be officially appointed after following a process to do our best to ensure we bring the best-qualified individuals on board. The individual must also complete the Adventist Screening Verification (ASV) training and be cleared to begin their term as a volunteer leader.

We are doing our best to be sensitive to local churches/pastors as we recruit individuals to serve in a wider sphere than in their local church. Just as the local church is dependent on volunteers, so is the Pathfinder and Adventurer Department. We all need solid, volunteer leadership. May God help us as we endeavor to raise up a generation of leaders to bless churches and Pathfinder and Adventurer ministries.

ONLINE STORE



The Florida Conference is unique in that we have our own online store! Florida Conference Clubs may order directly from us and we will personally prepare your order. If you live in or are planning to travel to Orlando, you may pick up your order after placing your order online. Otherwise we will ship it to you. We want to do all we can to take care of our customers and provide them the best service possible.

Therefore, **NO SPECIAL CODE** is necessary for Florida Conference Directors on our website. Ordering or purchasing items like awards, chips and stars **should be limited to Directors** who are verifying that the children have indeed **completed all of the requirements necessary** to receive the item being purchased for Investiture or Induction items such as scarves, class level pocket tabs, pins, honors/award patches etc.



All orders must be completed
on our online store website
www.flpathfinderstore.com.

Video Tutorial
“How to place an order”

Coming Soon!

Pathfinder/Adventurer Store

Frequently Asked Questions

www.flpathfinderstore.com



Pathfinder/Adventurer Store Frequently Asked Questions



www.flpathfinderstore.com

What are the store hours?

Check the top of the website for most updated hours.

Can I place my order on the phone?

In order to keep our inventory as accurate as possible we can only accept online orders.

What should I do if I forget my password?

If you have any account related questions you may call Elizabeth Bence during Store hours at 407-664-9000 ext. 2424.

What if my payment is not being accepted?

Please check that your billing information matches the billing information for the particular credit card being used, including the zip code.

Please be advised that if you have made multiple attempts, your bank may have put multiple holds (not charges) on your account for the total purchase amount of your order. This may take your bank 24 - 48 hrs to clear. Please call Elizabeth Bence during Store hours if you need funds to be available sooner. 407-664-9000 ext. 2424.

Is my order ready yet?

You will receive two different automated emails. The first one is a confirmation that our website has received your order. The second email will be a notification when your order has been mailed or is ready for pick-up. Please do not travel to the Store expecting your order to be ready if you have not received this confirmation.

What if I need my order this weekend?

We have various shipping options available to try and fit your needs (see shipping section above). Please be advised that during peak season (April - June), we may need an additional 2 - 3 Business Days for processing orders. Please plan accordingly.

If I do not live in Florida can I still order from the online store?

Yes, anyone can order from our Online Store however, some limitations may apply. We have NAD Investiture items which are ONLY available to Florida Conference customers. Our Florida Honors (Pathfinders), Florida Awards (Adventurers), Florida Chips (Eager Beavers) and Florida Stars (Little Lambs) are available to all customers around the world.

What do I do if an item I ordered is on Back Order (BO)?

You do not need to do anything on your end. We try our best to keep our Store fully stocked and we apologize for any inconvenience this may cause you. However, we will be sure to mail you your Back Order item as soon as it becomes available at our Store. During our peak season some items end up "Out of Stock" at our distributor and this may extend the wait.

How can I quickly find the items I need?

Depending on the Honor, Star, Chip or Award that was taught you can easily find them by typing in the Search bar on the top right corner of the page.

You may type any of the following:

Type the exact name of the item

Type the first few letters of the name of the item

Type the abbreviations for the type of item (please see below)

Item Type	Abbreviation	Sample Picture
Florida Honor	FL Honor	
NAD Honor	FF NAD	
Florida Adventurer Award	AdventFL	
NAD Adventurer Award	Adv NAD	
Florida Little Lamb Star	LLFL	
NAD Little Lamb Star	LLNAD	
Florida Eager Beaver Chip	EBFL	
NAD Eager Beaver Chip	EBNAD	

What if my order is lost in transit?

First Class: This USPS shipping option does not include insurance nor tracking services, therefore if this option is selected by you, the Store is not responsible for replacing the order. If items are still needed, please create a new order at your expense.

All other shipping options (Priority, UPS): These shipping options include insurance and tracking services, therefore please email Elizabeth.Bence@flpathfinderstore.com and she will contact you with further instruction.

PDF - [Click Here](#)

Section 2

Local Club Organization/ Requirements

Club Administration.....	17-18
How to Start the New/Next Adventurer Club Year.....	19
2021- 2022 Department Calendar.....	20
Event Flyers (Leadership Convention, Blaze, Area Council, Red Zone).....	21-23
Adventist Screening Verification (Administrator and Accounts).....	24-27
Risk Management (Safety Procedures , Fire Drills etc.)	28-33
Adventurer Insurance.....	34-35
Drivers Questionnaire Form / Information.....	36-37
Travel Checklist.....	38
Rental Insurance Request Form.....	39
Vehicle Inspection Form.....	40
15 Passenger Vans article.....	40
Trip/Off-Site Activity Planning Checklist	40
NAD Adventurer Family Campout Guidelines.....	41
Fire Safety Procedure / Fire Safety.....	42
Adventurer Basic Staff Training Course.....	43
Adventist Youth Ministries Training (AYMT).....	44
Master Guide Information.....	45-47

Club Administration

DIVISIONS BY GRADES

The title “Adventurers” is a term that covers children from grades Pre-K through grades 4 worldwide. The Adventurer Club gives the adult members of the church an excellent opportunity to work with their children. Please keep in mind that the primary target in Adventurer ministry is the PARENT. The goal is to train parents how to be better parents for their children.

Pre-K	Little Lamb
Kindergarten	Eager Beaver
First Grade	Busy Bee
Second Grade	Sunbeam
Third Grade	Builder
Fourth Grade	Helping Hand

LEVEL STUDIES

The number one goal of Florida Conference Adventurers is to develop disciples for Jesus. Adventurers are encouraged to complete their Level Studies to learn more about Jesus by digging deep in the Bible and in God’s book of nature.

PROGRAM

The Adventurer Club staff is responsible for planning the program of the Club. The Director is the chairperson. Suggestions are welcomed from all sources. For best results the staff includes the parents of Adventurers in planning the Club’s program. It is realistic to think of the Adventurer year as paralleling the school year; however, the calendar year January to December may also be used.

CLUB STAFF

DIRECTOR: The Adventurer Club Director is responsible for leading out in providing a program for the Club that reaches the objectives successfully. The Adventurer Club Director presides at the staff meetings. He/she keeps in touch with the Cluster Coordinator. He/she should be a person who understands kids, works well with 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 Adventurer Club Director is a member of the church board.

ASSOCIATE DIRECTORS: Associate Director(s) accepts assignments from the Director and shares in the leadership

responsibilities of the Club. The associate Director keeps records and compiles regular reports for the conference. They can assume the responsibilities of the Finance Officer, Secretary, and Chaplain. In larger Clubs an associate can be added to plan activities, nature projects, supervise crafts, and plan special events.

SECRETARY RESPONSIBILITIES (Optional/Recommended): Assist the Director/Associate Director with anything they might need. Making sure all the Club paperwork is turned in on time and filled out correctly from each individual (staff and child). Submits paperwork that needs to be submitted for Club of the Year on time. We also encourage Clubs to consider asking someone to join their staff as a **YMMS Specialist**. Someone dedicated to working with the Club / YMMS.

UNIT COUNSELORS: Unit counselors are key members of the Adventurer staff. Each counselor is assigned a unit of four to eight Adventurers, a male counselor for boys and a female counselor for girls. Counselors work more closely with individual Adventurers than any other member of the Adventurer leadership team. They stay with their unit through all Club meetings and activities and are familiar with each child's parent or guardians, home situation, and social, emotional, and spiritual needs. Counselors are responsible for unit members' attendance and completion of Adventurer curriculum requirements.

CURRICULUM & AWARD INSTRUCTORS: Instructors for Adventurer classes and awards can be drawn from the church, but specialists in certain fields may be selected from the community to conduct courses. The instructor's responsibility is to teach the class and reflect Seventh-day Adventist ideals.

How to Start the New / Next Adventurer Club Year

HOW TO START A NEW CLUB

1. Someone expresses the desire to start an Adventurer Club to the Pastor.
2. The Pastor presents the idea to the Church Board for approval.
3. The Club Director is selected by the Church Board or Nominating Committee.
4. Gather the support of the parents.
5. Leadership Manuals are purchased from the Conference Office (or downloaded online), and are reviewed by the Club Director and Pastor.
6. Club Director & Pastor recruit staff.
7. Club Director/Staff make plans to attend FL Conference PAD Staff Training in August.
8. Conference representatives meet with the interested parties to help them organize.
9. Staff (If applicable) will participate in Adventurer Club Ministries Basic Training.
10. The Director, Staff, and Pastor meet to organize the Club's philosophy and leadership Structure.
11. Request an account in the Youth Ministries Management System at www.nadyouth.com
 - a. Visit <https://floridaconference.com/padymms/> for help and tutorials on how to use the system.
 - b. Make sure all staff have completed the Adventist Screening Verification Training and Background: www.nadadventist.org/asv (for additional information please see [pages 24-27](#) in this manual).
12. The Club is officially announced to the church by the Pastor. Parents and other interested adults are invited to planning meetings.
 - a. First meeting – What is Adventurers? How does it work?
 - b. The next few meetings – See below “How to Start your next ADV Year” for more information.
13. Adventurer Club officially begins!

HOW TO START YOUR NEXT ADVENTURER YEAR

1. Recruit old and new staff.
2. Have a few staff meetings to accomplish the following:
 - PRAY, PRAY, and when you're done, have more PRAYER!
 - Review last year (the good and the bad) and set goals for the coming year.
 - Survey your staff's availability and limitations, and keep these in mind when planning out the Adventurer year. Do not bite off more than your staff can chew!
 - Decide when, how often, and for how long the Club should hold meetings. Plan the Club calendar. Reference the following: Calendars for Conference events, Holidays, Church events, and School events; and the “Club of the Year” requirements. Make sure to include Club meetings, Induction, Adventurer Sabbath, Investiture, fundraisers, projects, Conference events and Family Network, etc. Designate responsibilities and do any training where needed.
 - Have Staff fill out the “[Volunteer Driver Questionnaire Form](#)”, if applicable, and complete the [Adventist Screen Verification](#). Once this is completed then the person may serve as a Staff.
 - Encourage all staff to attend LEADERSHIP CONVENTION.

3. Register your Club with the Conference in the Youth Ministries Management System (YMMS)!
4. Have a Club registration event with the following:
 - Snacks, drinks, and games for the kids.
 - Give out packets with (at least) the following: Club Membership Application, Medical Consent Form, Club Rules, and Club Staff List with phone numbers, requirements for Club/Conference awards.

CALENDAR

Local Club Calendar (Planning out the year in advance helps you get focused)

Local Events to include: Include Induction, Sabbath Service, and Investiture Include “Share Your Faith” Activity, two Family Network Meetings per year, Adventurer Fun Day or Super Fun Day, Red Zone and Leadership Convention (to prepare staff for the following Club Year).

REMEMBER to take it back to your board to see if there are any conflicting events planned at your local church and to get final approval before sharing it with parents.

Conference Calendar

Below you will find the link to the Pathfinder and Adventurer Department Calendar of events. Use this to help you plan what conference events you would like your Club to participate in.

NOTE: Calendar is updated frequently with location updates etc. so be sure to check it out on our website:

<https://floridaconference.com/padcalendar/>

PATHFINDER & ADVENTURER DEPARTMENT CALENDAR		Updated: 8/02/2021	
For more information, go to www.floridaconference.com/events			
2021			
JANUARY	1-3 Seven Days of Prayer (local churches)	7 Blaze - KTFB Episode 5 (Virtual)	16 A New Kind of Leader/Boh-Tpm (Virtual)
	9 North Council Meetings, 4-Tpm (Virtual)	18 Red Zone (Virtual) - ONLINE ONLY	25-30
	10 Central Council Meetings, 4-Tpm (Virtual)		
	15-17 TLT Operations Training (Virtual)		
	23-24 South Friend & Comp. Reveille (Virtual)		
	22-24 North B-Tracker & Varsity Reveille (CK) Postponed	JUNE	4 Blaze - KTFB Episode 6 (Virtual)
	22 South Zone A, B, & C Council Meetings, 4-Tpm (Virtual)		23 New Club Year Director Orientation #1 8pm (Virtual)
	21 South Zone D Council Meetings, 10pm-Tpm (Virtual)		
	21 West Council Meetings, 4-Tpm (Virtual)	JULY	2 Blaze - KTFB Episode 7 (Virtual)
FEBRUARY	5 Blaze - KTFB Episode 2 (Virtual)		17-19 Island Navigator Cancelled
	6 Area Level PBE		21 - Aug 1 Leadership Training (hybrid)
	South Zone A & B (Virtual)		
	South Zone C, D, E (Virtual)	AUGUST	9 Blaze - KTFB Episode 8 (Virtual)
	North & West (Virtual)		8 New Club Year Director Orientation #2 (Virtual)
	Central (Virtual)		12 Club PBEs Requirement Deadline (CK) Deadline #1
	15-14 TLT Outdoor Challenge Event (Virtual)		28-29 Blaze Ministries (Virtual)
	20-21 South B-Tracker Reveille (Virtual-online)		
	20-21 West B-Tracker Reveille Cancelled	SEPTEMBER	3-5 TLT Operations (TBA)
	21 Central Area Drill Training Cancelled		10-12 State Drill Training (TBA)
	27 State Level PBE (Virtual)		12-18 Show Your Colors (WEBE) (ask your scarf)
	28 Central & West BEE Cancelled		18 World Pathfinder Day (GC)
	28 South Area Drill Training Cancelled	OCTOBER	1 Club of the Year Requirements Deadline #2
MARCH	5 Blaze - KTFB Episode 3 (Virtual)		1-3 New Adventurer Family Campout (TBA)
	6 A New Kind of Leader/3-Tpm (Virtual)		1-3 West Adventurer Family Campout (TBA)
	7 South BEE Cancelled		13-17 Southern Union Pathfinder Campout (Postponed)
	7 West Area Drill Training Cancelled		17 Central Area Cookoff Competition (TBA)
	12-14 South Voyager Orientating Reveille Cancelled	NOVEMBER	14 Pathfinder Staff Campout (TBA)
	14 Central B-Tracker Reveille (Various Locations)		12-14 TLT Outdoor Challenge Event (TBA)
	14 North Area Drill Training Cancelled		14 Super Fun Day (Virtual)
	20 Global Youth Day (By Clusters)		
	20-27 Week of Prayer	DECEMBER	3-5 State Pathfinder Drum Corps Training (TBA)
	21 North Fun Day (TBA) Cancelled		13-15 Storage/Office Closed - End-of-Year Inventory
	27 Union PBE (Virtual)		27-30 Storage/Office Closed - Christmas
	28 West Fun Day (TBA) Cancelled		Bold font event = Club of the Year requirement
APRIL	2 Blaze - KTFB Episode 4 (Virtual)		
	2-4 Pathfinder Everglades Reveille Cancelled		
	2-4 Easter Weekend		
	10-11 North B-Tracker & Varsity Reveille (CK)		
	15-17 Ft. Conference Camp Meeting - Englin (Virtual)		
	17 Division PBE (Virtual)		
	18 A New Kind of Leader/Boh-Tpm - Spanish (Virtual)		

ADVENTURER



LEADERSHIP CONVENTION

COMING SOON JULY 2024!

blaze

MINISTRY TRAINING FEST

**TRAIN, EQUIP & DEPLOY
AN ARMY OF YOUNG PEOPLE**

**Preparing young people
to do Ministry for Jesus!**

February 9-11, 2024 (In-Person)

SAVE THE DATE!

2024

PATHFINDER & ADVENTURER AREA COUNCIL MEETINGS

THESE MEETINGS GATHER MINISTRY LEADERS FOR A TIME OF SHARING, NETWORKING & PLANNING.
This is a mandatory Club of the Year requirement.



NORTH AREA



WEST AREA



CENTRAL AREA



SOUTH AREA



Register at: www.nadyouth.com



Seventh-day Adventist Church
FLORIDA CONFERENCE

PATHFINDERS &
ADVENTURERS





Florida 2024

SAVE THE DATE

May 24-26, 2024

CAMP KULAQUA

ADVENTURER
BUG RACES



EXHIBITIONS



PATHFINDER
SKILL EVENTS



DRILL
COMPETITION

DRUM
COMPETITION



AWARDS
CEREMONY



SPONSORED BY:



Seventh-day Adventist Church
FLORIDA CONFERENCE

PATHFINDERS &
ADVENTURERS



Adventist Screening Verification

Adventist Screening Verification (ASV) is the generic name for the NAD mandated background check and online training. The company providing this service currently (2022-23) is Sterling Volunteers (SV). The website is: www.nadadventist.org/asv

This will be the only website you need to remember going forward. Each person will create their own account. Once the user is on the website, they must select: 1) the Southern Union, 2) the Florida Conference, and 3) then their church name to begin the registration process. Even though this is done every three years, the system does a monthly check to make sure names are still cleared.

ALL adults, **anyone 18 or older**, is required to complete both the online training and clear the background check BEFORE ever serving as a volunteer in your local Club or attending an event as staff.

NOTE: Please pay careful attention to the SPELLING OF YOUR NAME and the BIRTH DATE that you enter. All staff names and birth dates **MUST BE IDENTICAL** in both **ASV** and the **YMMS** in order for the two systems to “talk to each other.”

Level 2 Administrator - Each church location is supposed to have a Level 2 Administrator over the Adventist Screening Verification (ASV) program that can view the list of volunteers for their Church and keep track of the information. They can see who has cleared the background screening and remind people when they need to redo the program (they see only “pass” or “fail” - not the details). English form ([Click Here](#))

Formulario en Español ([Clic Aqui](#))

COMPLETING ONE’S TRAINING AND BACKGROUND CHECK IN ASV IS MANDATORY BEFORE AN ADULT IS ALLOWED TO SERVE WITH YOUNG PEOPLE LOCALLY IN YOUR CHURCH.

EVERY STAFF MEMBER MUST HAVE COMPLETED THEIR ADVENTIST SCREENING VERIFICATION AND BE CLEARED TO BE STAFF and TO ATTEND ANY PAD EVENT!

ANY PARENTS STAYING THE NIGHT AT AN EVENT MUST HAVE COMPLETED THEIR ADVENTIST SCREENING VERIFICATION AND BE CLEARED TO REGISTER/ATTEND ANY PAD EVENT!

Adventist Screening Verification - Cleared/Eligible

1. Complete online training and submit info for Background Check
2. Pass Background check to be Eligible
3. NOTE: The Training and the Background Check are two different steps. Both must be completed.
4. Enter date in the YMMS to be confirmed by the PAD office and to be eligible to attend events.

LEVEL 2 ADMINISTRATOR

DESIGNATED PERSON - ASV / BACKGROUND SCREENING PROGRAM

**Every Church in Florida Conference is REQUIRED to have a Designated Person
That oversees ALL local church Volunteers - This person is called a Level 2 Administrator!
Check with your Pastor to see who your Level 2 Administrator is.**

NOTE: All applicants MUST complete the training and background check before they can be made the Level 2 Administrator for their entity.

A Level 2 Administrator for the background screening program will have the ability to see when a volunteer has started and completed the required training course and background screening for their location/church. It also allows them to be sure all volunteers at their facility have complied with the requirement. They do not have access to the background information; they only see if the volunteer is "eligible" or "ineligible" for service once their background check has been run.

For a large facility, you might want to select two Level 2 Administrators to oversee the program.

CHURCH/SCHOOL NAME: _____

LEVEL 2 DESIGNATED PERSON #1: _____

ADDRESS/PHONE: _____

EMAIL ADDRESS: _____

LEVEL 2 DESIGNATED PERSON #2: _____

ADDRESS/PHONE: _____

EMAIL ADDRESS: _____

Signature of the Church Pastor: _____

DATE: ____/____/____

Please return to: Rhonda Harper at rhonda.harper@floridaconference.com
or fax to Rhonda at 407-618-0277

PERSONA DESIGNADA

PROGRAMA DE REVISIÓN DE ANTECEDENTES

Cada persona en la Conferencia de la Florida está requerida a tener una Persona Designada que se Encargue todos los voluntarios de la iglesia local.

**Esta persona es llamada Administrador Nivel 2!
Revise con su pastor para ver quien es un Administrador Nivel 2.**

Nota: Todos los administradores DEBEN completar el entrenamiento y revisión de antecedentes antes de que puedan ser administradores de su entidad.

El administrador de nivel 2 en el programa de revisión de antecedentes tendrá la habilidad de ver cuando un voluntario ha comenzado y terminado el curso de entrenamiento requerido y revisión de antecedentes para su ubicación/iglesia. También le permite asegurarse de que todos los voluntarios en su/s instalación/es hayan cumplido con los requisitos. Ellos no tienen acceso a los antecedentes de los demás, solo podrán ver si el voluntario es elegible o inelegible para servir una vez que la revisión de antecedentes haya ocurrido.

Para una instalación grande, quizás deba usted seleccionar dos administradores de nivel 2 para que supervisen el programa.

NOMBRE DE IGLESIA/ESCUELA: _____

PERSONA DESIGNADA PARA NIVEL 2 #1: _____

DIRECCIÓN/TELÉFONO: _____

DIRECCIÓN DE CORREO ELECTRÓNICO: _____

PERSONA DESIGNADA PARA NIVEL 2 #2: _____

DIRECCIÓN/TELÉFONO: _____

DIRECCIÓN DE CORREO ELECTRÓNICO: _____

FIRMA DEL PASTOR DE LA IGLESIA: _____

FECHA: ____ / ____ / ____

Por favor envíe la planilla a Rhonda Harper rhonda.harper@floridaconference.com
 O por Fax a Rhonda 407-618-0277



<https://www.nadadventist.org/asv>


Click the images for each for specific instructions.

Seventh-day Adventist Church **New Accounts**
 NORTH AMERICAN DIVISION

Step 1: Go to <https://www.nadadventist.org/asv> and click on the first-time registrant button


Step 2: Select the state where your program is located and then select the conference

Step 3: Create a user ID and a password you can easily remember. It's recommended to use your email address for your user name.



Step 4: Please provide the information requested on the screen exactly as they appear in our legal documents. This will also need to be the same info/spelling enter in CMS/YMMS. (Note: Do not click the back button or your registration will be lost).

Step 5: Select your primary location where you work or volunteer and click continue. If you work or volunteer in another location, please select "Yes" and then select the location.



Step 6: Select your role(s) within the organization (multiple may be selected).


Step 7: Click on the green circle to begin the online training. Upon completion, the last screen will allow you to print a certificate.

[New User Account Instructions](#)

Seventh-day Adventist Church **For Returning Users**
 NORTH AMERICAN DIVISION

Step 1: Go to <https://www.nadadventist.org/asv> and click on the login for existing accounts button

Step 2: Enter in the username and password created during your initial registration. If you are having trouble remembering this information, select the need login information button



Step 3: upon login, you will be directed to complete any piece of the process that is not completed. If training is still required, the training prompt will display and if the background check is required you will have a display that directs you complete the background check process

To review your program information, select the "My Report" option on the left hand side:

My Report

BACKGROUND SCREENING

Date	Type & Provider	Name Submitted	Run By	Status	Results
07/23/2019	L2			REGISTRATION	Pending Submission

TRAINING

None

If you need to update your registration information, select the Update My account information in the upper right-hand corner.

[Instructions for Returning Users](#)

RISK MANAGEMENT

I. Adventurer Leadership in Risk Management (Applies to ALL ADVENTURER FUNCTIONS)

A. Objective

It is the objective of the Adventurer directors, counselors, instructors, and all other staff to lead out in maintaining a consistently safe environment for all Club activities and properties.

B. Standards

Standards should be set by the Director and staff for each situation and adhered to by all Club members.

C. Educating Policy

Creative and innovative techniques should be used to promote interest and a positive response toward consistency in Risk Management.

II. Risk Management Practices

A. Resources

The Adventist Risk Management website is an excellent source for proper procedures in all activities - <https://adventistrisk.org/en-us/>

B. Risk Inventories

Consideration should be made of all activities where there is an element of definite risk.

C. Church Standards

Activities shall conform to the Christian standards of the Seventh-day Adventist Church (Refer to the SDA Church Manual).

D. Insurance Coverage

All Adventurers and staff are covered by an excess accident insurance policy that the Conference purchases through Adventist Risk Management for all board-approved activities. Not all activities are allowed.

1. High-Risk Activities—NOT ALLOWED:

a. Use of aircraft

b. Use of trampoline or any other device to propel the body, such as Reuther board or springboard

c. Skateboarding

d. Tree climbing

e. Fireworks

f. Rock-climbing

2. Parental Permission Slip--A SIGNED parental permission slip shall be obtained from each Adventurer for each activity.

3. Consent for Medical Treatment

a. This form shall be filled out annually and kept on file at each activity site.

- b. The consent for treatment form shall only be resorted to when every means to contact the parent or guardian has been exhausted.

III. Risk Determinants and Safety Procedures

A. Levels of Risk

The following factors shall determine the level of risk:

1. Instructor's qualifications and past experiences
2. Type of activity
3. Number of participants in class or activity
4. Location of activity
5. Quality of equipment being used
6. Allotted time for activity
7. Amount of adult assistance

B. Supervision and Staff

1. Because ADV ministry is primarily a parent ministry, parents are asked to be involved at every level of Club activity.
 - a. For Club meetings, ideally parents would be present and involved.
 - b. If parents are not involved, adults should always be accompanied by a second adult for ALL activities. One adult should NEVER be left alone with a child.
 - c. Planning ahead and getting parents involved is the best way to ensure kids are always adequately supervised.
 - d. On trips/outings ONLY Adventurers that have their parents with them should be allowed to attend. Parents are the main supervisor for their child(ren).
2. Qualified Supervision
 - a. Each Director and counselor or other staff members should have specific knowledge of their particular area of endeavor.
 - b. The Club may bring in teachers from outside the Club when their element of expertise is needed, and at the same time, our Christian standards need to be reviewed with these people. We strongly recommend that ANY presenter you have coming to share something with your kids on a regular basis be background checked. If the presenter is coming for one Club meeting only, we do ask that the visitor be accompanied at all times while on the church property by an ASV cleared staff member.
 - c. The Club should invite adults from the local church to help meet staff ratio standards.
 - d. The Adventist Screening Verification is the mandatory background screening program for all local church volunteers ages 18 and up (Adventurer Director, counselor, teacher, adult supervisor, and Adventurers. All churches are required to participate by having all volunteers complete the online training and pass the background screening before they are allowed to volunteer. All volunteers must recertify every three years.

C. Vehicles

1. **Prohibited: 15 passenger vans can NOT be used, borrowed, owned, or leased.** 15 passenger vans with the backseat taken out to become a 12 seater are still not allowed. If the 12 passenger van has a wheelbase of more than 135 inches, then it is also prohibited.
2. **INSURANCE:** Personal vehicles used for transportation of Adventurers and supplies shall be currently insured with a minimum of \$100,000-\$300,000, liability and Medical/Personal injury protection cannot be less than \$10,000. If an accident occurs with a personal vehicle, the owner's insurance would be responsible for the liability.
3. The number of riders shall not exceed the seating capacity of the vehicles.
4. Open trucks shall not be used for transporting Adventurers or staff.
5. The use of trailers and moving vans are prohibited forms of transporting Adventurers or staff.
6. Each vehicle shall have adult supervision.
7. Drivers should complete a Driver Questionnaire form and have an acceptable driving record.
 - Drivers must be at least 21 years of age (Please see pages 34-35 for drivers).
 - (Register Drivers within www.nadyouth.com). Must have a valid driver's license and a good driving record.

D. Annual Inspections

1. Meeting premises
 - a. The Adventurer Director should conduct an annual inspection for the physical conditions of the Adventurer meeting premises.
 - b. Reports of these inspections shall be presented to the church board with corrective action noted.
 - c. If corrective action is not assumed to ensure a safe area, the Club Director shall notify the Florida Conference Pathfinder/Adventurer Department.
2. Owned Properties--An equipment inventory should be maintained of all equipment, materials, substances, vehicles, boats, and chairs. It is possible/recommended to do this in the YMMS.
3. Documentation on File--Documentation of #1 (Meeting premises) and #2 (Owned properties) should be maintained on file at the local Club with copies submitted to the Church Board and made part of the board minutes. (There is also an option to input this information digitally in the YMMS.)

E. Equipment Use

1. Adventurer equipment may be loaned out with care. It should be understood that the borrower will be responsible for any damage.
2. All Adventurer equipment should be inspected before and after each use by all parties involved.
3. It is suggested that a written policy governing the use of Adventurer equipment be written and then be approved by the church board to become an official church policy.

F. Adventurer Activities

1. Campsites and other activity areas should be thoroughly inspected with the following in mind and appropriate actions taken:
 - a. Fire danger
 - b. Flash floods
 - c. Landslides
 - d. Dead trees (limbs, etc.)
 - e. Rocks
 - f. Sanitation
 - g. Night-time security
 - h. Temperature conditions

2. Fire Building
 - a. Designated areas for fire building shall be marked.
 - b. A fire shall be built at least 12 feet away from tents and/or combustible materials.
 - c. Fires shall serve a specific purpose.
 - d. Fires should be built only under the close supervision of qualified staff.
 - e. Wood chopping shall be performed only by staff or a parent.
 - f. Power saws shall be operated only by staff over 16 years of age and with adult supervision.
 - g. A bucket of water, a shovel, and a #5 ABC fire extinguisher shall be maintained at each campsite.

3. Swimming
 - a. Swimming areas shall be thoroughly inspected for broken glass, swift currents, and underwater snags.
 - b. The swimming areas may be designated by the use of plastic floats and heavy twine or other clarified markers.
 - c. At least one staff member with a current lifesaving certification should serve as a lifeguard for approximately every eight people that are swimming, depending on the water's turbidity.

4. Sanitation
 - a. Proper food storage procedures shall be adhered to strictly.
 - b. The source of freshwater shall be checked thoroughly.
 - c. Food handling and preparation shall be carried out with close supervision.

5. Meals
 - a. The standard of serving vegetarian meals shall be adhered to without exception at all Club activities.
 - b. The consumption of caffeine drinks should not be allowed during Club functions.

6. Gas Stoves
 - a. Operation shall be carried out only by staff or a parent.
 - b. Stove fuel shall be stored away from heat and flames.
 - c. When used, combustible items should not be stored in tents.

7. Night Watch

- a. A rotation night watch shall be carried out by only staff and/or Parent (if parent has their spouse there to stay with their child/ren).
- b. The night watch shall operate with the following in mind: fire, intruders, animals, checking food storage, inclement weather.

H. First Aid

1. An adequate First Aid Kit shall be available at all times.
2. Each Club should have at least one adult with a current First Aid and CPR for every 20 members.
3. An annual course should be presented to the Club staff on First Aid/CPR training.

I. Fidelity Control

1. A proper accounting shall be made of the collection of Adventurer dues and other Money. Work closely with your church treasurer.
2. Another counselor may make verification of money count with a procedure of rotating this assignment.
3. Proper deposits should be made as soon as possible.
4. It is recommended that the Club treasurer be discouraged from taking funds to his/her home unless there's no other reasonable alternative.

J. Risk Management Audit and Education

1. Each year the Club is to review with the counselors and membership the vital Importance of Risk Management.
2. Each quarter one hour of Club meeting time should be used to review the importance of Risk Management. This could include:
 - a. Guest speaker
 - b. Safety film
 - c. Staff member presenting a safety talk
 - d. Fire drills
3. Methods of education for Risk Management may include:
 - a. Letters to parents
 - b. Announcements in church bulletins
 - c. Announcements on bulletin boards
 - d. Special meetings
4. Risk Management practices should be encompassed in the Club rules and adhered to by all participating in Adventurer-sponsored activities.

IV. Losses

A. Emergency Procedures

Each Adventurer Club should have in place emergency procedures for the following that have been discussed and practiced with all staff:

- | | |
|-------------------|---|
| 1. Sudden illness | 6. Bomb threat |
| 2. Injuries | 7. Civil unrest |
| 3. Fire | 8. Inclement weather |
| 4. Flood | 9. Active Shooter |
| 5. Robbery | 10. Missing member (on campout or field trip) |

B. Loss Procedure

When losses occur, be courteous and show concern, but at no time make a statement or an admission of responsibility or liability.

C. Reporting Losses

Any incident with potential for present or future personal injury, property damage or liability loss shall be reported **within 24 hours to the Florida Conference Pathfinder/Adventurer Department (path.adv@floridaconference.com) and Risk Management Department or the first business day following the weekend (rhonda.harper@floridaconference.com)**.

D. Loss Review

The Adventurer Director, working in conjunction with the Conference Pathfinder/Adventurer Department, shall review all losses periodically to determine the corrective actions which should be taken to ensure these losses do not occur again.

ADVENTURER INSURANCE

(Applies to all Adventurer Clubs)

Forms are on the website <https://adventistrisk.org/>

The Club Safety Officer: It is recommended that each Adventurer Club have an appointed Safety Officer for the duration of the Club year. The Safety Officer should be the person to oversee that all the insurance and safety issues are dealt with properly. They would also make sure each Adventurer has current medical forms on file; permission forms for off premises activities, and updated parental contact information. Some of the areas they would oversee would be as follows:

DISASTER / EMERGENCY PLAN

Each Club should have a written disaster plan in place that deals with handling and responding to emergency situations that could occur during Club meetings and events. This would include everything from training of staff in First Aid/CPR, to a hostage situation or lockdown. Each staff should know what their particular responsibility is during various scenarios, and the whole Club should practice drills of various situations so everyone knows their part and they are prepared.

GENERAL LIABILITY INSURANCE

The Adventurer Clubs are covered under the Florida Conference's General Liability Insurance Policy when registered with the Florida Pathfinder/Adventurer Department. This coverage provides \$1,000,000 of coverage for bodily injury, property damage, or personal injury to a third party for which our entities may be held legally liable.

Often when leasing or renting a non-denominational facility the contract requires that we provide them with a "Certificate of General Liability Insurance" which proves that we have insurance. There is no charge for the certificate; however, you must request the certificate from the Conference's Risk Management Department at least two weeks ahead of time to allow time for processing your request.

MEDICAL COVERAGE

Each Club has coverage for excess medical expenses that might occur to an Adventurer while participating in an authorized Board Approved Adventurer Club event within the United States. This event can be either at the church or away from the premises. This coverage provides up to \$10,000 per occurrence on an excess basis. A claim form should be completed as soon as possible after the injury takes place, and filed with the Conference's Risk Management Department.

MISSION TRIPS

If your Club is going to participate in any Mission Trips, please contact the Conference's Risk Management Department for information on insurance that is available.

TRANSPORTATION INSURANCE

Denominationally owned vehicles must be insured through the Florida Conference's blanket policy written through Adventist Risk Management. This provides the mandatory liability limit of \$1,000,000 along with several optional coverages available. Fifteen passenger vans are prohibited from use, this includes any 15 passenger vans that have had the back seat taken out to become a 12 seater.

The **driver** of any vehicle transporting Adventurers to or from an Adventurer activity **must be at least 21 years of age**, with an acceptable driving record of not more than two traffic citations and no at-fault accidents while driving any vehicle. All drivers must be approved by the Club Director/Staff in advance of the activity.

Drivers using their own vehicles to transport Adventurers must show proof of insurance on their vehicle with a minimum of \$100,000/ \$300,000 liability limit. All drivers must complete a Volunteer Driver Questionnaire form. Medical/Personal Injury Protection cannot be less than \$10,000. Should an accident occur when a volunteer is driving their own vehicle, their insurance is responsible. Those filling out The Volunteer Driver forms <https://floridaconference.com/adventurer-club-leader-resources> should give a copy to be kept on file by the Director of each Club. All drivers meeting the requirements and verified by the Club Director to have met all the requirements must be entered in the YMMS and listed as a Driver.

If renting a vehicle to transport Adventurers, insurance can be purchased for the rental period from Car Rental Company or from the Conference's Risk Management Department.

Arrangements must be made in advance through the Conference's Risk Management Department at the Florida Conference (407) 644-5000.

All rented vehicles must have a minimum of \$1,000,000 of liability on them.

Fifteen passenger vans are prohibited.

The Pre-Trip Inspection form should be used before each trip to ensure the vehicles are in safe operating condition. Form - [Click Here](#)

FIELD TRIP AND OUTING PLANNER

Many injuries and losses during field trips or outings result from failures in planning for the activity. This Planner provides a tool for helping to determine some of the equipment, supervisory, transportation and other elements that might be needed for an upcoming church or school field trip or outing. As a mind jogger it can help activity leaders establish safety elements not included on this list. School administrators and church boards can also use the Planner for approval (or disapproval) of the proposed field trip or outing.

DRIVER QUESTIONNAIRE FORM

Instructions for Directors: ALL Adults providing transportation (own personal vehicle) to Pathfinders other than their own children during the 2023-2024 Pathfinder Club Year MUST complete, sign and return this form to their Club Director. This form will be reviewed by your staff in order to determine/confirm eligibility as a Driver for any/all Club sponsored events/outings.

SECTION A

Drivers Name _____ Are you at least 21 years of age? **Yes** **No**

Have you completed a current Sterling Volunteers Background Check? **Yes** **No**

Date Completed: _____ Do you have a current/valid Driver's License? **Yes** **No**

Driver's License # _____ State _____ Expiration Date _____

Address City _____ State _____ Zip _____

Insurance Carrier _____ Expiration Date _____

Do you have current car insurance that meets or exceeds the REQUIRED minimum levels to be a Driver?

\$100,000/300,000 - Limit of Liability **Yes** **No**

\$10,000 - Medical / PIP Limit - Personal Injury Protection **Yes** **No**

ALL OF THE ABOVE BOXES MUST BE CHECKED "Yes" to qualify as a Driver.

IF ALL of the ABOVE BOXES are checked "Yes" then please proceed to SECTION B:

SECTION B

Driver - Have you been involved in any at-fault accidents within the last three years? **Yes** **No**

If yes, please explain: _____

Driver - Have you been cited for any moving violations within the last three years? **Yes** **No**

If yes, please explain: _____

- By signing, I acknowledge that all the information I have provided is accurate and true.
- By signing, I agree to immediately notify the Club Director if there is any changes to the information above.
- By signing, I understand that should I be involved in an accident while driving for the Pathfinder Club, my personal insurance will be primary.
- By signing, I agree not to carry more passengers than the official load capacity for my vehicle and ensure that all vehicle occupants will be required to wear seat belts (no double belting allowed).
- By signing, I agree that at NO time will I drive a 15 passenger van.

Driver's Signature: _____ Date: _____

SIGNATURE REQUIRED

Church membership: _____

(CLUB DIRECTOR INSTRUCTIONS CONTINUE ON NEXT PAGE)

Club Director Instructions continued:

SECTION A

It requires ALL “Yes” Boxes to be checked to qualify as a Driver.

Remember to verify every Driver’s Driver License and Insurance Policy to ensure that the information they provided on their form matches the actual documents you are looking at. You do NOT need to make a copy of it.

SECTION B

If the Driver checks “Yes” you must talk with them and then decide, with your Club staff, if you will allow them to be a Driver for the Club.

You MUST keep the DRIVER QUESTIONNAIRE FORM for your Club records.

You must fill out the **DRIVER QUESTIONNAIRE CHECKLIST in the YMMS** (Club Management System) **AFTER** each Driver has completed **their DRIVER QUESTIONNAIRE** form. This can be completed at www.nadyouth.com.

Please note, to fill out the online **DRIVER QUESTIONNAIRE CHECKLIST**, you only need to enter each Driver’s name after you have VERIFIED that the Driver: Is 21 or older, has a current/valid Driver’s License, is Adventist Screening Verification cleared, and meets the required Insurance minimums.

Reminder: These forms are to be kept at the Local Club ONLY.

TRAVEL CHECKLIST: For any Trip that involves **transporting** Pathfinders/Adventurer kids.

Kids Safety (Required for both Type of Transportation below)

- I have accurate / current medical consent forms and permission slips for each child attending and a copy in each vehicle where those kids will be transported.
- I have verified the Adventist Screening Verification eligibility status for every adult (18+) that is traveling with kids.

Driver Requirements (Required for both Type of Transportation below)

- I have confirmed that every Driver has completed the Volunteer Driver Form.
- I have confirmed that every driver is at least 21 years of age and has a valid driver's license.
- I have confirmed each driver has had NO at-fault accidents and no more than 2 citations within the last three years.
- I have verified the Sterling Volunteers eligibility status for every adult (18+) driving kids (personal or rented vehicle).

Personal Vehicle Requirements

- I have confirmed that every driver using their personal vehicle is insured with \$100,000/300,000 minimum liability coverage for their vehicle/passengers. The drivers have been informed that should there be an accident, their personal insurance is primary.
- I have confirmed that there is a working seat belt for every person in the vehicle.
- I have confirmed that there are not any 15 passenger vans being used, at any time, for our trip. Some 12 Passenger Vans are also prohibited... [What is a 15 Passenger Van](#).
- I have inspected the vehicle before use to make sure everything is in working order, and the tires are in good condition and properly inflated.

Rented Vehicle Requirements

- I understand that I am not allowed to rent, use, or borrow a 15 passenger van, (and some 12 passenger Vans) under any circumstance. It is never an option.
- I will plan to have sufficient drivers for the number of vehicles needed to transport/supervise the number of individuals going on the trip.
- I will make sure there is a working seat belt for each person in the vehicle.
- I have purchased liability insurance for a minimum limit of one (1) million dollars for the rented vehicle offered by the rental company ... OR
- I have submitted a request to the FL Conference Risk Management Office to purchase an auto insurance binder for the rented vehicle, to make sure the vehicle is properly insured; this form must be submitted at least THREE (3) working days in advance of the planned departure for the trip. I understand the church will receive a bill for the insurance binder. (See following page or [Click Here](#) for Form) * Remember, the Conference Office is CLOSED on Fridays.

Rental Insurance Request Form

(Insurance Request/ Rental Insurance Request)

Fax to: Rhonda Harper FL Conference of SDA Fax: 407-618-0277

Email: Rhonda.Harper@floridaconference.com

Please print **one form for each** vehicle.

This information needs to be gathered from the rental car company office at the time of the pick-up and faxed prior to leaving on trip.

NAME OF DRIVER: _____

NAME OF MINISTRY: _____

NAME OF CHURCH/SCHOOL: _____

VIN NUMBER: _____

MAKE OF VEHICLE: _____

MODEL OF VEHICLE: _____

YEAR OF VEHICLE : _____

MILEAGE OF VEHICLE: _____

REASON FOR RENTAL: _____

NAME OF EVENT: _____

LOCATION: _____

DATES: _____

NUMBER OF PASSENGERS VEHICLE DESIGNED FOR: _____

North American Division Guidelines for Adventurer Family Camping

MARCH 2013

As stated in the introduction of the NAD Adventurer Club Manual on page XI, the purpose of the program is to assist parents as they strengthen their relationship with their children in spiritual growth and development.

When it comes to camping, we must be careful to not confuse Adventurer ministry with that of Pathfinders.

Given the fact that several of our conferences are camping with Adventurers, and in order to protect the children and staff, we are implementing the following guidelines to be adhered to:

1. In the event of an Adventurer Family Camping experience a parent or legal guardian **MUST** Accompany their own child(ren) at all times. **No Exceptions.**

Note: This guideline makes a provision for Adventurers to camp, but only with their parent(s) or legal guardian.

2. Parents or legal guardians are not permitted to grant permission to Adventurer Staff to take their minor children overnight camping without a parent or legal guardian under any circumstances. **No Exceptions.**

3. Adventurer Staff are not permitted to accept permission or release forms from a parent or legal guardian to take their minor child(ren) camping overnight without the parent or legal guardian present on the camping trip. **No Exceptions.**

4. Adventurer Staff is prohibited from sharing a tent or cabin with children who are not their own. **No Exceptions.**

5. Adventurers are not permitted to sleep in tents or cabins unsupervised. Neither are they permitted to share a tent or cabin with another child, unless they are siblings and the parent(s)/guardians are present. **No Exceptions.**

6. Each conference has the responsibility of introducing, implementing, and managing these guidelines to their constituents.

We trust that these guidelines will increase safety for our Adventurer children and their parents as well as reduce the liability for the Adventurer Staff.

Blessings,

James L. Black, Sr.
NAD Adventurer Ministry Director (at the time of the letter being drafted)

FIRE SAFETY PROCEDURES

IN CASE OF A FIRE

1. **Get away!**
2. **Yell for help!**
3. **STOP-DROP-ROLL** -- If you or someone's clothes catch on fire, it must be extinguished immediately, roll on the ground to smother the flames. **DO NOT RUN!** Try not to use your hands for they will also burn.
4. **Help extinguish fire** -- By smothering it with appropriate method-such as: fire extinguisher for kitchen fire, blankets, shovel, buckets of water or sand for ground fire.
5. Follow directions – Always follow the instructions of the person left in charge of the campsite.

CLASSES OF FIRE / FIRE EXTINGUISHERS

Class A = Ordinary combustibles e.g., wood, cloth, paper, rubber and many plastics

Class B = Flammable liquids e.g., oil, gasoline, lacquers, grease, solvents, and oil based paints

Class C = Electrical Fires e.g., wiring, circuit breakers, fuse boxes, energized electrical equipment and appliances

Class ABC - Fire extinguishers will extinguish all of the above.

Extinguishers containing water are UNSUITABLE for grease or electrical fires!

=====

FLORIDA STATUTE

Requirements of Fire Extinguishers: During camping it is recommended that an Adventurer uses only a 5 lbs. capacity extinguisher. The extinguisher must be inspected and tagged yearly by the Fire Inspector or the Fire Marshall. It is also recommended that each Club have their fire extinguishers inspected at the same time their church has their annual inspection. Each Club must have an ABC (multi-purpose Fire Extinguisher).

FIRE SAFETY DRILL

THIS FORM MUST BE POSTED IN YOUR MEETING SITE

Review the above procedures and know how to use the fire extinguisher!

Our Club held a successful fire drill on ___ / ___ / ___ . All members of the Club participated.

Club/Church Director Name and Signature:

ADVENTURER BASIC STAFF TRAINING COURSE

This course is designed to develop awareness in leaders of the basic fundamentals of the Adventurer Club and to help the Adventurer Club staff become familiar with the procedures, policies, and resources necessary to commence and maintain an Adventurer Club. For more information, the booklet can be purchased at www.FLPathfinderstore.com

Recommended ... Ask Your Cluster Coordinator to Help You Organize a Training

Section 1 History and Purpose of the Adventurer Program **Date** _____

Purpose: To develop an awareness of the mission and uniqueness of the Adventurer Ministry and its relevance to today's families.

Section 2 Understanding the Adventurer **Date** _____

Purpose: To help Adventurer leaders and parents meet the challenge of leading Adventurers to Christ.

Section 3 Club Leadership **Date** _____

Purpose: To learn concepts and strategies to experience successful Adventurer leadership.

Section 4 Club Organization **Date** _____

Purpose: To introduce the standards and requirements of the Adventurer Club organization.

Section 5 Club Programming and Planning **Date** _____

Purpose: To help children build friendships with Jesus, guide them toward eternal life, and strengthen their relationship with their parents.

Section 6 Adventurer Curriculum **Date** _____

Purpose: To understand the curriculum and its holistic application to the Adventurer Child.

Section 7 Adventurer Family Network Program **Date** _____

Purpose: To teach successful parenting techniques and thereby receive God's promised blessing.

Section 8 Adventurer Awards **Date** _____

Purpose: To help each child achieve various Adventurer Goals by participating in fun, meaningful activities.

Section 9 Club Safety, Camping and Outings **Date** _____

Purpose: To encourage them to grow mentally, physically, socially and spiritually to include Jesus in every activity.

ADVENTIST YOUTH MINISTRIES TRAINING

The Adventist Youth Ministries Training (AYMT) curriculum is a comprehensive training system for Youth Ministries, including Adventurer leaders. This curriculum encourages leaders to become certified in areas where they are providing leadership, such as Counselor and Director, and also in areas where they would like to develop expertise or build on what they already know, such as becoming a better Instructor.

It is important for all church workers, both professional and volunteer, to continue to learn, to be familiar with current trends and to make training part of their lifestyle. The purpose of AYMT is to provide the framework for that lifelong training. The AYMT framework provides for standardized departments, seminar nomenclature and descriptions. These seminars and related fieldwork are then organized into certification programs as approved by the appropriate North American Division (NAD) Youth Ministries committee with General Conference participation. The system is designed to allow flexibility in many areas, and provides opportunities for unions and conferences to develop additional certifications and seminars that meet their specific needs.

What are we seeking in staff training:

- It should focus on both ministry and skill development.
- A level of completion should be obtainable in a reasonable period of time.
- It should promote continuous, long term training.
- It should allow for future expansion.
- It should include active learning activities.
- It should target specific leadership roles as well as general leadership.
- It should allow general classes to be used in curriculums in different ministries, enabling cross training, and more efficient training events.
- It should also be flexible enough for staff training in other Youth Ministries and to allow content change, updating and creation without requiring restructuring.

The basis of all certifications are:

Role-specific learning

One-year timeframes

Required fieldwork

5-8 seminars per certification

Portfolio completion as a form of evaluation and integrity review

Mentoring

Conference-level creation options

For more information visit www.adventureronline.org/leaders/aymt-training/328-aymt-intro

To buy the material <https://www.adventsource.org/search?query=Adventurer+AYMT§ion=store>



Master Guide



Background

The Master Guide curriculum is one of the leadership programs that the General Conference Pathfinder/Adventurer Department uses to train people for youth leadership. This is the highest level of leadership within the Pathfinder/Adventurer programs of the church. It centers on one's spiritual life and growth first and foremost. General leadership skills are sharpened to lead the youth in God-ordained areas. The study of God's nature and outreach ministry, service to others and a life-style that promotes healthy living increases the amount of development within the youth.

Mission

To empower leaders through effective training, equipping and deploying them for service.

Purpose

Develop Christ-like leaders to disciple children and youth.

For more information regarding the Master Guide program, please feel free to contact the following individuals.

Master Guide Committee Members by area:

<p><u>Master Guide Director Florida Conference State</u></p> <p>Kathy Gibbons-Adams (305)-915-5543 masterguidewebinar@gmail.com adamsk98@yahoo.com</p> <p><u>North Area</u> (vacant position)</p> <p><u>Central Area</u></p> <p>Lurlet Gordon (407)-446-5297 tinziela@gmail.com</p> <p>Don Wilson (863)-207-1668 dwilson50.1@netzero.com</p> <p><u>West Area</u> (vacant position)</p>	<p><u>South Area</u></p> <p>MarciaMighty-Powell (954)-684-4288 Marciapowell161@gmail.com</p> <p>Alex Ramirez (305)-812-667 alexramirez54@gmail.com</p> <p>Dave Adden (954)-830-5944 dave.adden@gmail.com</p> <p><u>Other State Master Guide Committee Members:</u></p> <p>Calvin Brooks (Pathfinders) (305)-773-4352 roy101748@aol.com</p> <p>Jose Diaz (Varsity) (407)-791-3018 josnyd@yahoo.com</p> <p>Kim Lucas (TLT) (941)-356-4749 blubarron@gmail.com</p>
---	--

Master Guide Resources

For more information visit our website <https://floridaconference.com/pathfinders/master-guide>

Master Guide Webinars

There are ongoing webinars that focus on the different Master Guide Requirements, which include learning styles, drilling, risk management, etc. Everyone is welcome and encouraged to participate!

If you are interested, contact Ms. Kathy Gibbons-Adams and/or Ms. Kim Lucas.

You may also email: masterguidewebinar@gmail.com for more information regarding the webinar.

In order to participate, an invite will be sent to you upon your request with the new date, time, and topic for the week.

Process for a Master Guide to Become Invested

Download the forms - [Click Here](#)

1. Complete the MG Candidate Application Form with all your local church related signatures.
2. Forward MG Candidate [Application Form](#) to THREE PLACES: 1) Area Administrator, 2) MG State Director and 3) Florida Conference Pathfinder/Adventurer Dept. office.
3. Be inducted and complete the MG [Registration Form](#) requirements.
4. Complete MG [Investiture Application Form](#): include MG Requirement Application and Master Guide Card.
5. Forward MG [Investiture Application](#) to Area Administrator, MG State Director and Florida Conference Pathfinder/Adventure Department - Office.
6. Before investiture: initiate a conversation with Florida Conference Pathfinder/Adventure Department, Area Administrator, MG Committee members. You must present your portfolio to confirm completion of requirements.
7. A Conference MG Committee person MUST be present at the investiture service or a representative for the MG Committee.
8. Clearance from the MG Director (Kathy Adams) needs to be given in order to purchase MG Insignia from the Florida Conference Pathfinder online store. Purchases of MG insignia can be made when the MG Requirements are completed.

MASTER GUIDE

Reading and Listening and other INFORMATION

WEBSITES:

1. www.clubministries.org
(NAD Club Ministries for Adventurers, Pathfinders and Master Guide)
2. www.ellenwhiteaudio.org
(books in mp3 version in multiple languages)
3. www.ellenwhite.org
(The Ellen White G. White Estate, Inc. website: online books and may other items: type in name of book in the search box)
4. www.adventsource.org
(purchase items for Club and uniforms)
5. www.floridaconference.com
(Information source for church locations, publications, ministries, news and many other things happening in the Florida Conference)
6. <http://www.investitureachievement.com>
(Pathfinder curriculum PDF)
7. <http://guiasmayores.weebly.com>
(Master Guide Spanish)
8. <https://www.adventist.org/en/beliefs/> (Fundamental Beliefs)
9. www.flpathfinderstore.com
Master Guide Investiture Emblems are Restricted
(They can be ordered upon clearance from Master Guide State Director and Master Guide Committee via the Florida Conference Pathfinder online store.)

Section 3

Local Club Registration Packet

Youth Ministries Management System (YMMS) Consent Form.....	49
Membership Application.....	50
Medical Consent and Form.....	51-52
Code of Conduct and Participation Agreement.....	53
Basic Adventurer Meeting Outline Suggestions.....	54
Campout Packing Checklist.....	55
Uniform Regulations.....	56
Uniform Checklist.....	57-58

Youth Ministries Management System Consent Form

Rationale for YMMS

The FL PAD implemented the Youth Ministries Management System to integrate all of the vital Club information into one system that is accessible to many groups at the same time. The local Club enters each child/adult's information and then it is securely saved so that the Club Director/Secretary can access it from anywhere and anytime with an internet connection. In addition, the Club can log a digital history for each member or transfer that information if a member transfers to another Club. The volunteer Coordinator team has access to valuable data that allows them to better serve Clubs (seeing when their events are, if they need help with registering for an event, to encourage them to complete tasks by certain deadlines, etc.). And the PAD office is better able to analyze, communicate, log, and track how Clubs are doing by Clusters or Areas. The system has simplified our registration process for events, how background checks are processed (and making sure the right adults attend our events). And finally, the North American Division has chosen to adopt this system for the division as well, because they see all the benefits.

Club Applicant's Basic Personal and Basic Medical (Allergy/Health) Information - Medical History

Name _____ Age _____ Birthdate ___/___/_____

We the parents/guardians of _____ hereby ___ give or ___ do not give permission to the Club Director to register my child into the Youth Ministries Management System in order for my child to be eligible to attend Conference Events. If I do not grant permission, I understand that my child will be limited to only participate in local Club events only.

We hereby **give / do not give** permission to the Club Director to register my child's allergies into the Youth Ministries Management System in order for the Florida Conference to anonymously gather attendee data to better plan events and provide medical volunteers proper medical supplies, accordingly. If I do not grant permission, I understand that my child will be limited to only being treated for general First Aid situations and sent to the Emergency Room in case of moderate to severe allergic reactions for which the event may not have been prepared for. All information entered in the medical section of the YMMS is accessible ONLY to those event specific medical/office staff that need to know medical information to best serve attendees at PAD events.

Father's Name Mother's Name Please provide contact info for one parent or guardian.

Father's Signature Mother's Signature Email

Guardian's Name (If applicable) Guardian's Signature (If applicable) Cell Phone

Subscribed and acknowledged before me this ___ day of _____, of _____, who is personally known to me or who has produced identification.

(Notarial Seal)

Local Club Use Only

Public Notary signature, State of Florida

ADVENTURER MEMBERSHIP APPLICATION

LAW

PLEDGE

Be obedient
 Be pure
 Be true
 Be kind
 Be respectful

Be attentive
 Be helpful
 Be cheerful
 Be thoughtful
 Be reverent

Because Jesus loves me,
 I will always do my best.

Please check one that applies)
 I wish to:
 Apply for membership
 Renew my membership
 Transfer my membership
 from _____

Applicant's Commitment:

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

Personal Information

Name _____ Age ____ Birthdate ____/____/____
 Address _____ Male or Female
 City _____ State _____ Zip Code _____
 Phone # _____ Grade in School _____ Baptized? Yes No
 Name of Church _____
 I have been an Adventurer? Yes or No If Yes, Where? _____
 Check all level(s) you have COMPLETED:
 Little Lamb Eager Beaver Busy Bee Sunbeam Builder Helping Hand

Family History:

My parents/guardians are Master Guides: Father ____ Yes ____ No / Mother ____ Yes ____ No
 Has either parent worked with Adventurers before? Father ____ Yes ____ No / Mother ____ Yes ____ No

Approval of Parents or Guardians: The applicant is in Pre-K through grade 4 at the time of registration. We have read the Pledge and Law and are willing and desirous that the applicant become an Adventurer. We will assist the applicant in observing the rules of the Adventurer organization. As parents, we understand that the Adventurer Club program is an active one for the applicant as well as the parent/guardian. It includes many opportunities for service, adventure, and fun. We will cooperate:

1. By learning how we can assist the applicant and his/her leaders.
2. By encouraging the applicant to take an active part in all Club activities.
3. By attending events to which parents are invited.
4. By assisting Club leaders and by serving as leaders if called upon.

We hereby certify that _____ was born on ____/____/____

 Father's Name Mother's Name Please provide contact info for one parent or guardian.

 Father's Signature Mother's Signature Email

 Guardian's Name (If applicable) Guardian's Signature (If applicable) Cell Phone

MEDICAL CONSENT

In these days of lawsuits, medical consent forms are a necessity on every outing. The basic idea of the form is that it gives parental authorization for a doctor to treat a minor. It also provides information on where the parents and family doctor can be located.

The consent form provides protection for the doctor, the child, and the Club Director.

1. **The Doctor** - a doctor who would give medical assistance to a child without the knowledge of the parents would take a tremendous risk. If the results are serious or even fatal, the parents may sue. A signed consent form **may** be enough to persuade a doctor that the parents are unlikely to sue. (Many young people have been given medical aid at a remote hospital or office after the leader produced a consent form. Other times the form has not helped at all.)
2. **The Child** - leaders who take a child on an outing have an obligation to provide the best medical care. Not having a form would severely reduce that chance.
3. **The Director** - if a child is injured and is not able to get proper medical care because the director did not bother to **require** medical consent forms, that director would certainly be a handy target for a liability suit.

Note: Medical consent forms may be dated in such a way that they are good for the whole year.

This has the obvious advantage of saving a lot of work in collecting new forms for each outing.

There are two disadvantages to year-long consent forms. First, a form signed several months ago will not be as impressive to a doctor as one signed recently. Secondly, the form won't have current information on the location of the parents.

Adventurer parents **MUST** be with the Adventurers on a weekend outing. Adventurers cannot stay overnight without a parent present.

MEDICAL CONSENT FORM

(This form must be Notarized and kept by Local Church)

Child's Name _____ Birthdate _____ Sex ____
Cell Phone # _____ Phone # _____
Address _____ City _____ State _____ Zip _____

Father's Name _____ Home Phone _____
Cell Phone _____ Office Phone _____
Address _____ City _____ State _____ Zip _____

Mother's Name _____ Home Phone _____
Cell Phone _____ Office Phone _____
Address _____ City _____ State _____ Zip _____

Medical Insurance _____ Policy # _____
Physician's Name _____ Phone # _____

MEDICAL HISTORY

Weight _____ Height _____ Last Tetanus shot _____
Food allergies _____
Medication allergies _____
Medications receiving now _____
Medical history (i.e., recent surgery, diabetic, chronic illness)

Person to notify in case of accident or illness if parents are not available:

Name _____ Phone # _____
Relationship to child _____

I, _____, (parent/guardian) give the following emergency medical treatment consent for the above-named child. Effective: From _____ to _____.

Emergency Surgery

First Aid

Both of the above

None of the above

(One of the types of treatment must be marked)

ALL MEDICAL CONSENTS MUST BE NOTARIZED

Signature of Parent/Guardian _____

Subscribed and acknowledged before me this ____ day of _____, _____ by _____, who is personally known to me or who has produced as identification.

(Notarial Seal)

Notary Public signature, State of Florida

Code of Conduct and Participation Agreement

1. Adventurers should be on time to all Club meetings and events. Chronic tardiness will be taken into account when evaluating an Adventurer's Personal Performance.
2. **Field Uniform** (Club tee shirt, shorts with length to the knees or jeans, tennis shoes) will be worn at all Club meetings and informal activities and functions unless specified otherwise including camp outs. Open toe shoes are not allowed at Club meetings.
3. Complete **Class A or B Uniform** will be worn at all formal Club activities and designated Club meetings. Class A uniform consists of: white shirts with all patches and pins, slacks (boys) navy blue jumper or navy-blue dress (girls), navy blue socks (boys) white socks (girls), black dress shoes (closed toe), sash, scarf, and uniforms slide. Class B uniform is all of the above without the sash, scarf and slide.
4. **Jewelry:** We as members of the Seventh-day Adventist Church believe that the wearing of jewelry and the display of wealth that it implies is inconsistent with the principles of Adventuring. Therefore, we request that no visible jewelry be worn to any Adventurer function. This also prevents the loss of valuable items.
5. Adventurers should attempt to **participate** in all activities for their Class level and maintain good conduct.
6. Adventurers will **show respect** at all times to the Adventurer Staff, their fellow Adventurers as well as all other people. Adventurers are expected to follow directions of Adventurer staff. Adventurers will ask for God's help to do their best to live out the Adventurer Pledge and Law at all things at all times whether during Club meetings or events at home, church, school or in the community.
7. During Club meetings or events, Adventurers will **stay together** with a counselor or instructor. If an Adventurer needs to leave the group area they must have permission from a counselor, sign out as instructed (if applicable) and travel using the buddy system.
8. On campouts, Adventurers are expected to **help out** with set up, take down, kitchen patrol or any other necessary duties as scheduled; we must work as a team. Adventurers should not expect to go home until all equipment is cleaned and put away.
9. Adventurers will abide by the Camping Code of taking only pictures/memories and leaving only footprints while camping. Remember that Nature is God's First Published Book.
10. New Adventurers will be put in Class level according to age and grade level. To join the Adventurers Club a child must be between Pre-K and 4th grade. If a child is moving to the church during the year they should bring their records from their previous Club.

Agreed to by: _____

Adventurer/Child Signature

Date

Parent / Guardian Signature

Date

BASIC ADVENTURER MEETING

OUTLINE SUGGESTIONS

Theme: Nature (*example*)

<u>TIME</u>	<u>ACTIVITY</u>
10 minutes	Opening Exercise Pledge of Allegiance Adventurer Pledge and Law Pledge to the Bible Adventurer Song Devotional Prayer
3 minutes	Attendance Record
17 minutes	Ice Breaker Activity Unit Activity
15 minutes	Nature Game (Chips, Stars, or Awards)
30 minutes	Adventurer Level Work
14 minutes	Closing Exercise Music Object Lesson
1 minutes	Prayer and Dismissal

TOTAL: 90 MIN.

LAW

Be obedient
Be pure
Be true
Be kind
Be respectful

Be attentive
Be helpful
Be cheerful
Be thoughtful
Be reverent

PLEDGE

Because Jesus loves me, I will
always do my best.

Campout Packing Checklist

Safety Reminder:

Cooking may be done on kerosene, white gas/propane equipment only. No open fires are allowed on the campgrounds.

Club Leaders bring:

- Tent, stakes, poles
- Tarps for under tents
- Lanterns
- Pots & pans
- Biodegradable dish soap & dish towels
- Plates, cups, bowls
- Silverware/Plastic ware
- Cooking utensils / can opener / cutting board
- Matches
- Propane/white gas cook stove
- Fire Extinguisher
- Tables & Tablecloth
- Screen tent or Cook tent
- Food
- Water Containers/ Coolers
- Collapsible camp chairs
- Rope & clothespins
- Hammers
- Adventurer Flag with stand
- American Flag with stand
- Adventurer Guidons with stands
- First Aid kit
- Club Parade Banner
- Toilet paper (just in case)
- Garbage bags
- Hand Sanitizer

DO NOT BRING:

Laser Pointers
Firearms
Fireworks
Alcohol
Illegal Drugs
Any Weapons
Tobacco of any kind
Weapons of any kind

Each Adventurer should bring:

- Sleeping bag, Pillow, Blanket

- Cot/sleeping pad
- Plastic bags for dirty laundry
- Old towels & washcloth
- Footwear for showers (flip flops)
- Toiletry items:
Shampoo, soap, toothpaste,
toothbrush, hairbrush, comb, deodorant,
floss, hair dryer, hair bands, etc.
- Tennis shoes, hiking shoes
- Shirts, pants, shorts, underwear, socks
- Class A Dress Adventurer Uniform
- Class B Field Uniform {Club T-shirt & pants}
- Flashlight
- Insect repellent, sun block
- Camera (optional)
- Rain coat & jacket
- Bible
- Water Bottle/Canteen

Note:

Club leaders should bring a cart or wagon so you can transport your drinking water and gray water. Available at Lowes, Home Depot, Fleet Farm, Wal-Mart, and most garden centers.

UNIFORM REGULATIONS

For Uniform Regulations and full Uniform Manual questions or concerns please contact Eric Stillwell. Contact information below.

WEAR AND APPEARANCE OF ADVENTURER UNIFORMS AND INSIGNIA



Florida Conference Pathfinder / Adventurer Department
Official Manual since July 31st, 2018
Eric Stillwell and Emily Niederman, Chief Inspectors
Contact Information: chiefinspector.floridaconf@gmail.com

PDF- [Click Here](#) or on the image above

UNIFORM DIRECTOR:
TELEPHONE:
E-MAIL:
WEBSITE:
(everything except: shirt, pants
and sash)

Eric Stillwell
(941)-400-8867
astronauteric74@gmail.com
<https://floridaconference.com/adventurer-manual/>
www.flpathfinderstore.com

ADVENTURER UNIFORM CHECKLIST

NAME: _____

Class Level: LL EB BB SUN BUI HH AHH

Field Uniform

Club T-Shirt ___ Have ___ Need ___ Received _____ Size _____

INSIGNIA PLACEMENT DIAGRAMS



Right Arm

Club Crest Insignia:

___ Have ___ Need ___ Received

Insignia Patch:

___ Have ___ Need ___ Received



Left Arm

Florida Conference:

___ Have ___ Need ___ Received

Adventurer World:

___ Have ___ Need ___ Received



Sash:
___ Have ___ Need ___ Received

Slide:
___ Have ___ Need ___ Received

Scarf:
___ Have ___ Need ___ Received

Q: Where do I purchase these items?

A: There are various places you can get these items.

White Shirts: Any store that carries uniform shirts will carry them. Make sure there is enough sleeve to put patches on. Guidelines are below in this FAQ

Uniforms can be purchased from:

- Advent Source (www.adventsource.org)
- www.frenchtoast.com (White Shirts)
- Burlington Coat Factory, Target, Ross, Etc.
- www.pathfindershirts.com Pathfinder Shirts (Located in Altamonte Springs)

Section 4

Club of the Year (COY)

Club of the Year Guidelines.....	60
Rationale for Conference Activities.....	61-63
Club Registration with the Conference.....	64
Share Your Faith.....	65-67

Club of the Year Requirements

CLUB OF THE YEAR / HONOR CLUB - 2023-2024

Pathfinder and Adventurer Clubs May Achieve Club of the Year / Honor Club based on the following data:

Youth Ministries Management System (YMMS) – Points Are Earned by Meeting Requirements in the YMMS.

If YELLOW – it applies to BOTH Clubs If GREEN – it applies ONLY to Pathfinders If TEAL – it applies only to Adventurers

REGISTRATION - Request an Account or Reactivate Your Account by **AUGUST 15** in the YMMS (**50 POINTS**)

50 Points – If You Request / Reactivate Your Account in YMMS, by end of day, August 15, get full points

20 Points - If a Club Misses the Deadline, but still Registers / Requests an Account in YMMS by February 1, get partial points (20 points)

CHANGE

Bonus Points – Complete the YMMS Director/Secretary Orientation Course with Quiz – Club Director or Club Secretary must review materials & take quiz by: OCT 1 for 20 POINTS OR BY FEB. 1 for 10 POINTS

CALENDAR – Enter calendar information by **OCTOBER 1** in the YMMS; Possible Points, including bonus points (**310 POINTS** – Path) / **340 POINTS** – Adv)

Each "Event" that appears in YMMS Calendar by end of day October 1, receives points

Induction – 20 points – IF in YMMS calendar; 0 points if missing in YMMS Calendar

Investiture – 20 points IF in YMMS calendar; 0 points if missing in YMMS Calendar

Quarterly Risk Management Meetings (Three total) – 15 Bonus points for each meeting, if ALL meetings in Calendar then 50 points total (Includes a Bonus 5 points for completing all 3 in calendar); 0 points if missing in YMMS Calendar - one meeting per quarter (Q=Quarter) – Q1 (July – Sept), Q2 (Oct – Dec), and Q3 (Jan – March). More info on Page 31 of Path Manual (Item 1 – 2) or the Adv Manual Items J -2

SPECIAL VISITS / COORDINATOR VISITS (Two total) – 40 points (20 points per meeting) if in calendar; 0 points if missing in YMMS Calendar – 1 meeting (Aug – Nov), 1 meeting (Jan-April); 10 points – Entering the date in the Calendar (after you have scheduled it with your Cluster Coordinator) 10 points – writing / Submitting a Report in YMMS – Summarizing your Coordinator Visit. This does not include coming to support on the day of your Pathfinder/Adventurer Sabbath, Induction, Investiture, Inspections, Family Network Meetings or other activities on this list. It must be a separate meeting to do a check-in or help with planning, sharing resources, training staff, etc.

CHANGE

CHANGE

Share Your Faith (Minimum 1 Local Project) – Required - 10 points (if in YMMS calendar); 0 points if missing in YMMS Calendar

Requirements - [Click Here](#)

Rationale for Activities

Article I: Conference-wide Events

Section A: Leadership Convention

The Adventurer Leadership Convention is held each year in Florida for all Adventurer, Pathfinder, and Master Guide STAFF, especially directors, deputy directors and counselors. This program is designed to inspire, train and help leaders connect with other leaders.

Section B: Guidelines

1. The attendance at Leadership Convention by at least one Club representative is required for "Adventurer Club of the Year".
2. Personnel attending the convention should remember that this is a training course and not a family weekend. Club leaders should bring only those persons interested or planning to help in the Club program during the year (Please, children should NOT attend).
3. Adventurer Directors should register and pay for their convention attendees online in YMMS (www.nadyouth.com) well in advance for there will not be onsite registration. Reserving sleeping accommodations will depend on the location of the convention.
4. Those attending should be encouraged to wear their Class A uniform on Sabbath morning and/or proper Sabbath attire and casual wear for the balance of the weekend.

Section C: Fun Days & Super Fun Days

1. Fun Days & Super Fun Days are held in various parts of Florida and, when prepared for properly, provide opportunities for the Adventurer to broaden his/her experience in several ways. Conference events can draw on a far larger source of talent, skills, and knowledge than normally available to the Club.
2. Attendance at a Conference Event provides Adventurers with a broadened concept of the Seventh-day Adventist Pathfinder/Adventurer movement.
3. Club Leaders and Adventurers have an opportunity to compare the progress of their own Club with that of other Clubs.
4. Adventurers expand their personal friendships when they meet other young people.
5. Adventurers are given a chance to demonstrate their special skills and achievements.

Section D: Guidelines

1. All Clubs, new and old, must attend a Fun Day to qualify for "Adventurer Club of the Year".
2. Clubs should arrive early Sunday morning.
3. Club leaders must supervise and be responsible for their Adventurers at all times. Every Adventurer should have a parent with them.
4. All Adventurers are expected to participate in all events.
5. Adventurers and Club Staff should wear their field uniforms during Fun Day, or as specified by the State Administrator or the Florida Conference.
6. The Florida Conference Adventurer Fun Days are for Little Lambs through Helping Hand (or Advanced Helping Hand), Family and Club Staff.

Continues on Next Page

Section E: Red Zone

Culminates the year for the Adventurer program. The current Adventurer year is not officially over until after this Program. There are many activities specifically for Adventurers.

Some activities that can be included are:

1. Tent Camping/lodging (Adventurer Parents must be present)
2. Sabbath – Adventurer Sabbath School & Church
3. Sabbath Afternoon – Adventurer Activity Time
4. Races “Bug” on wheels & beauty contest
5. Bounce houses
6. Hay ride
7. Ceremony Awards program
8. River Ranch

Guidelines

1. Red Zone is open to any Pathfinder or Adventurer Club that would like to come, so long as they pre-register. Onsite registration is NOT available for any state events.
2. The attendance at Red Zone is required for Club of the Year if Fun Day/Super Fun Day was not attended during the Club year.
3. Club leaders and Adventurers have the opportunity to compare the progress of their own Club with that of other Clubs.
4. Adventurers expand their personal friendships when they meet other young people.
5. Adventurers are given a chance to demonstrate their special skills and achievements.

Article II: Area-wide Events and Staff Activities

Section A: Area Events

Staff activities and special events are planned by Area Administrators, Zone Administrators, Cluster Coordinators, and staff to allow Clubs in their areas to join in Christian fellowship for short periods of time. It provides Area Administrators with the opportunity to have all Clubs involved in activities unique to their local areas of the state. Area events help Clubs minimize the expense of traveling long distances. Area events are open to Clubs outside their specific geographical area. These outside Directors are to contact the Florida Conference to let them know of their plans to attend the event. Examples: beach programs, bike trips, canoe adventures, nature field trips, Sports day, etc.

Section B: Guidelines

1. Area events and activities may be limited in size and scale. Area/Zone Administrators will specify the limits of the activity in correspondence to directors under their supervision.
2. Area events and activities are not financed by the Florida Conference Pathfinder/Adventurer Department. Fees may be charged depending upon the extent of the event or activity.
3. Seventh-day Adventist standards of conduct for area events are similar to those at Conference State Events. It is the responsibility of each Cub staff member to see that these standards are kept.

Continues on Next Page

Section A: Area Activities

Special activities planned by the Florida Conference Pathfinder/Adventurer Director and State/Area/Zone Administrator to provide a unique activity for Adventurers. Examples: trips to historical locations, recreational activities, special study programs in nature, etc.

Section B: Guidelines

1. The Florida Conference Pathfinder/Adventurer Director or individual assigned by Florida Conference Pathfinder/Adventurer Director for the leadership responsibilities is in complete charge of the program and arrangements for the activity. He/she will dispense information to Club Directors well in advance of the program.
2. The Florida Conference Pathfinder/Adventurer Director will establish special rules pertaining to safety of Adventurers and staff involved in the event. Adventurer Clubs must send proper adult supervision with the Adventurers. The Florida Conference Pathfinder/Adventurer Director or event leader cannot assume disciplinary responsibilities. This is the responsibility of the adults/parents who must accompany participants from the local Club.
3. The costs of invitational events are paid by staff and Adventurers and vary depending on the activity.
4. Adventurer staff are responsible for transportation, meals, equipment and accommodations, unless otherwise specified.

CLUB REGISTRATION

Club of the Year Requirement **Deadline: August 15**



Visit <https://floridaconference.com/ministries/adventurers/adventurer-club-leader-resources/padymms/>

Request an account (New) and Reactivate an account (Returning) for Directors & Secretaries.
You can find Step by Step process for both New and Returning Users.

SHARE YOUR FAITH #1 & #2

CLUB OF THE YEAR REQUIREMENT DUE April 1st.

This is a SAMPLE FORM only.

One Share Your Faith Must be LOCAL and the second optional event can be LOCAL or International.

To receive credit towards Club of the Year (COY):

- 1) Fill out this form online in YMMS (www.nadyouth.com)
- 2) Register your young people for the Share Youth Faith event.

Church Name:

Club Director:

Dates of Project: _____ Phone: _____

Number of Adults in your Club: _____

Number of Club Members participating in this project: _____ Percentage: %

Number of hour's Club worked on project: _____ hours.

Describe your Project in Detail:

Evaluate your Project (Explain what made the project successful and what you would change for the future)

Keep in mind this form must be filled out ONLINE through www.nadyouth.com

Also, remember to register all the Adventurers that participated in the Share Your Faith Event. This will be used to check the 60% requirement (60% of the total Adventurers registered in YMMS as of April 1).

This will also automatically add this activity to each member's history.

“Share Your Faith” Project Suggestions

From the beginning of the Adventurer year, each Club needs to determine what it will be doing for its Club's major "Share Your Faith" (SYF) project. Adventurer Clubs are encouraged to use their imagination in planning their projects. Some examples of good "Share Your Faith" projects include:

- Earn the Adventurer Evangelism Award
- Parade, including floats.
- Bible drama for community, area churches and others.
- Clean-A-Thon
- Aluminum can collection
- Historical site restoration
- Adopt-A-Club
- Flea market for needy project
- Birthday cards for people in nursing homes
- Raise money to send a child to camp
- Raise money to put a set of books in the library
- Parties for physically challenged and needy children
- Flowers for your town (beautification project)
- Make auto litter bags to pass out
- Make nesting houses, birdhouses, and feeders
- Environmental project
- Adopt a needy family
- Start a Club
- Visit shut-ins
- Wash cars for the elderly
- Involve physically challenged in Club (full activities)
- Can collecting

It should be emphasized that at least 60% of the Adventurers need to be involved of the Club be involved in this project in order to meet the requirement for Adventurer "Club of the Year".

In YMMS Director will need to:

1) Submit the Project Completion Form

2) Share Your Faith event Registration in order to meet the requirement.

Registration is used to check the 60% requirement and also to add this activity to each Adventurer's history

The Club's "Share Your Faith"

activity should become personal to each Adventurer.

Example Share Your Faith Activity Treat-Instead Of-Trick

Harvest Report

Every year Adventurers get involved in activities for sharing their faith. The "treat-instead-of-a-trick" campaign happens during the holiday commonly celebrated as Halloween, is a perfect example. In October when other boys and girls go around hiding behind masks and asking for candy, Adventurers have nothing to hide. They do not come for tricks, but to ask for food for those in need. While others may sometimes come to scare, Adventurers come to share their time on behalf of others. While there is so much hate and greed in the world, Adventurers come to color the world with love!

Would you like to find a real interesting project for your Adventurers at Halloween time? -- Something that would really turn them on? -- Yet give good wholesome guidance in Christian living? -- Where they are eager and willing to help you carry it out?

Trick or Treat campaign can be part of your Share Your Faith report.

1. Numbers of members working (Adventurers and Staff): _____
2. Total pieces of literature distributed: _____
3. Total number of cans collected: _____
4. Total number of non-canned food items collected: _____
5. Total pieces of clothing collected: _____
6. Total number of food baskets prepared: _____
7. Total number of food baskets distributed: _____

Section 5

Special Local Club Programs / Events / Acknowledgments and Awards

Induction.....	69-73
Adventurer Sabbath.....	74-77
Baptism Recognition.....	78-79
Family Blessings.....	80
Family Network Tips.....	81
Investiture.....	82-83
Adventurer of the Year (Philosophy, Requirements & Forms).....	84-87
Adventurer Evangelism Award.....	88
Good Citizenship Pin.....	89
Parent Pins.....	90
Submitting A New Adventurer Award, Chip, & Star.....	91-92
Evaluation for A New Adventurer Award, Chip, & Star.....	93

ADVENTURER INDUCTION CEREMONY

The INDUCTION CEREMONY welcomes new Adventurers in Pre K - Grade 4 into Adventurer membership in the local Club and into the fellowship of the Adventurer Organization all over the Florida Conference and worldwide. It is used to inspire Adventurers with the awesome responsibility of upholding the Adventurer ideals that they have pledged to live by as well as presenting to them the serious aspects of being an Adventurer. The program is meant to be a solemn occasion, however, not boring! The best way to accomplish this is to instill in your Adventurers early on the importance of the Pledge and Law and allow them to feel like they own a part of the service. This is their chance to SHINE in front of their church family and boast in a godly manner about the Club which, for many, makes all the difference in their lives. Most often, this is a candlelight service of dedication, but it does not have to be that way. Gauge how receptive your home church would be to such a program and adapt the following to meet your specific needs.

SAMPLE PREPARATION

Center a large table with a smaller one directly in front of it at the Induction Ceremony site. Place a large Adventurer emblem in the center front of the small table. The Pledge and Law banners are located on the right and left of the wall to the sides of the table. Place a 15" candle representing the "Spirit of Adventuring" in the center of the table. In front of the Adventurer spirit candle place six 10" foundation candles representing the progressive level colors. Two 8" white candles, representing the Adventurer Law and Pledge, are placed, one on each side of the Adventurer table in front of the level work candles. Display the American flag to the right of the table and the Adventurer to the left of the table. Have ready in holders on the tables a 4" candle for each person to be inducted. *Candles are not required, but encouraged for Adventurer Induction, and battery operated candles are recommended (may even be required by city fire codes).*

SEE CEREMONY IN NAD Manual.

Setting up does not constitute total preparation! PRACTICE, PRACTICE, PRACTICE (! ! !). If you want to make this program run smoothly and be a total success, you must practice with the Adventurers and participants.

Suggested Induction Service Program and Suggested Condensed Induction Service

Induction Theme – Outline to the candidates to be inducted and special guests the program procedure and its meaning to the local Adventurer Club.

Continues on Next Page

CEREMONY

Director: "I hereby declare the Induction Ceremony of the _____ Club is now in

order. The room is darkened as the Spirit candle is lit. For the light of our program we turn to the Spirit of Adventuring, represented by the candle which has just been lit. It is the spirit of reverence, training, adventure, fun, learning, awareness, and awakening to God and man. This candle in and of itself is not complete, however. Will the following Adventurer staff please come forward?" The director then calls the names of the staff that light the six foundation candles while giving the appropriate meaning for the level represented by the candles lit.

<u>Little Lamb</u> (Light blue)	Little Lambs discover what a joy it can be to obey Jesus.
<u>Eager Beaver</u> (Green)	Eager Beavers explore the love that pours forth from Christ and family.
<u>Busy Bee</u> (Yellow)	Busy Bees learn how to stay "bizzzy" working for Jesus.
<u>Sunbeam</u> (Orange)	Sunbeams study courtesy and practice shining for Jesus every day.
<u>Builder</u> (Blue)	Builders focus on building Christian character and keeping their bodies strong for Jesus.
<u>Helping Hand</u> (Maroon)	Helping Hands lend a helping hand in service to Jesus at home, school, and in their community.

Have the Adventurers come to the front and recite the Adventurer Pledge as a staff member lights the Adventurer Pledge candle.

Pledge

Because Jesus loves me, I will always do my best.

Repeat the procedure, only this time single out 10 Adventurers to repeat the following as a staff member lights the Adventurer Law candle from the "Spirit of Adventuring" candle:

Law

Jesus can help me to be obedient, be pure, be true, be kind, be respectful, be attentive, be helpful, be cheerful, be thoughtful, be reverent.

Continues on Next Page

“Jesus can help me to be...”

BE OBEDIENT: me to	I will obey God’s laws and cheerfully do what my parents and teachers ask do. I will obey the laws of my country.
BE PURE: smoke,	My body is the temple of God, so I want to keep it clean. I will not swear, drink alcohol, do drugs, or do any other thing God says is not good.
BE TRUE: trouble	I will always tell the truth and never try to deceive—even if I may get in trouble for it.
BE KIND:	I will look for ways to make other people happy. I will never hurt a person or animal intentionally. I will share my toys too.
BE RESPECTFUL: parents and brothers something as	I will be courteous to those whom God put in authority over me (like teachers) and to those who are younger and weaker than me (like little and sisters). I will take good care of other people’s property, even small as a borrowed pencil.
BE ATTENTIVE: church. I will	I will listen when someone is talking to me at home, at school, and at church. I will especially listen for God to tell me what to do with my life.
BE HELPFUL: home, help God.	I will look for ways to help and not wait to be asked. I can help: family at home, teachers and friends at school, and others in my community. I can even help God.
BE CHEERFUL: to do.	I will not grumble or complain when I don’t get my way or when I have work to do. I will remember that God made me; knowing that makes me happy.
BE THOUGHTFUL: to be	I will make courtesy a habit, both in words and actions. I will look for ways to be nice to people. I will not be rude or irritating.
BE REVERENT: care	I will listen carefully to God, His word, and His messengers. I will take good care of my Bible and church property. I will never make fun of holy things.

Continues on Next Page

The Adventurer Song

English

We are Adventurers at home, at school, at play.
We are Adventurers; we're learning every day,
To be honest, kind and true,
To be like Jesus through and through.
We are Adventurers.

Spanish

Aventurero soy doquiera donde esté.
Aventurero soy creciendo en la fe.
A Jesús quiero ser fiel Y cada día ser como El
Aventurero soy

We are Adventurers!

Copyright 2006 - Jomah Music and Publications Music and Words by Joann M. Herrington

The musical score is presented in three systems. The first system is for the voice and piano. The voice part has lyrics: "We are Ad-ven-tur-ers; at home, at school, at play; We are Ad-ven-tur-". The piano part provides accompaniment. The second system continues the voice part with lyrics: "ers. We're learn-ing ev'ry day to be hon-est, kind, and true, to be like Je-sus through and". The piano part continues. The third system concludes the voice part with lyrics: "through - - - We are... Ad - ven - tur - ers!". The piano part concludes. Chord symbols (F, Bb, F, C7, F7, A7, Dmin, Gmin) are placed above the notes. The copyright notice "Copyright 2006 - Jomah Music and Publishing" is at the bottom.

Sheet Music: http://clubministries.org/wp-content/uploads/Adventurer_Song.pdf

MP3 audio file: <http://www.gcyouthministries.org/Ministries/Adventurers/Adventurer-Song>

Continues on Next Page

Director: Will all the new candidates for membership please step forward. Allow time for them to come to the front, at all times facing them in attention. Please affirm your dedication to these

high principles here presented by repeating the Adventurer Pledge and Law, beginning with the Adventurer candidates. Following the repeating of the Adventurer Pledge and Law by all of the candidates, I hereby declare these candidates to be accepted into the fellowship of the _____ Adventurer Club of the Florida Conference of Seventh-day Adventists.

You are now being presented a candle (have the Deputy Director hand each candidate a 4" white candle)

which you may now light from the "Spirit of Adventuring" candle and place it in the candle holder on the front center of the tables. Give them time to light all the candles and put them in candle holders. "Your light is now added to our Club, and we charge you to let your light shine before others in the Spirit of Adventuring."

Invite parents or guardians of each one that has been inducted into membership to come forward to the front and stand behind their child. Give a challenge to the parents or guardians to help these young people reach the high ideals of the Club and to encourage them at all times in whatever they try to do. Please bow your heads as we pray that God will give you strength to live up to these high ideals and to be a faithful and loyal Club member.

The Deputy Director or Pastor leads out in a prayer of consecration for the new members and families while the Club stands in prayer attention.

Director: "These new Adventurers are now full fledged members of the _____ Adventurer Club."

The new members then present themselves to the Director to receive the hand of fellowship, followed by the Deputy Director, counselors and captain of his/her unit. The Secretary presents the new member with an Adventurer Induction Certificate.

ALTERNATIVE INDUCTION SERVICE

The NAD Adventurer Manual has a beautiful Induction service that includes an Altar, and parents lighting candles.

Note - this Induction service is adapted from the one in the North American Division Adventurer Manual 1996 Edition 2.0, page 31 to 34.

The Adventurer Club Director's Guide has instructions for Building the Altar, 2015 Copyright, page 83-85, North American Division Corporation of Seventh-day Adventists. [Click Here to purchase.](#)

Lisa/Brad Gary bradlgary@yahoo.com have an alternative for those needing a [SHORT program](#).

Tips For A Fantastic Adventurer Sabbath

Excellent material on step-by-step procedures for planning an Adventurer Sabbath can be found in this staff manual, or in the NAD Adventurer Staff Manual (this may be ordered through Advent Source or by calling the Conference office). SAMPLE PROGRAM BELOW.

Other suggestions include:

1. Special speakers for Adventurer Sabbath (approval must be given by Pastor):
Conference Pathfinder/Adventurer Director, Conference Pathfinder/Adventurer Associate Director, State Adventurer Administrator, Zone Administrator, Cluster Coordinators, Pastor, Youth Pastor, Church School Principal, Council Members, Adventurers.

IMPORTANT NOTE: Please, do yourselves the favor and call them with plenty of notice in advance. Also, remember that it costs to travel. Travel expenses for guests from out of town should be reimbursed. OAV's, Conference, Union, and General Conference speakers need not be compensated.

2. Display crafts and/or posters of what Adventurers do.

3. Display items that need to be replaced (such as old tents) to the church on Sabbath. After new items have been purchased, show that to the church, also.

4. Put into the church bulletin the Adventurer agenda for the year and news items. You may want to include a form with blanks for church members to fill out if they would like to help with the Club. The needs mentioned on Adventurer Sabbath should include monetary needs as well as needs for staff, cooks, counselors, Sabbath School teachers on camp outs, chaplain, etc.

5. If you will have another registration, share that date, so families know when they could involve their children, if they are not already Adventurers.

The offering taken on Adventurer Sabbath should be used for the Adventurer Club. However, permission from the Church Board must be obtained first.

Remember, the secret to a successful Adventurer Sabbath is planning ahead and plenty of publicity. Make planning to include more than just the church service. Include Sabbath School, fellowship dinner, afternoon specials, and vespers.

- Most important, make the day a spiritual blessing for both those attending and the participants.
- Have a well-planned program and start and end on time.
- Make sure all Adventurers and staff members are in FULL DRESS UNIFORM.

Continues on Next Page

Suggested Outline for an Adventurer Sabbath Service

Adventurer Sabbath includes one or more of these activities: Adventurers ushering, greeting, reading the Scripture, telling the children's story, giving special music, doing skits, and presenting the sermon. If the Adventurers don't give the sermon, make sure the sermon is geared to children or about positive parenting. The Adventurer Club could also sponsor the church bulletin, church flowers, etc. for that Sabbath.

PROGRAM OUTLINE

- Adventurers walk in with flags and banners.
- Repeat the Adventurer Pledge and Law.
- Adventurers offer opening prayer or have a parent/guardian and Adventurer offer prayer together.
- An Adventurer and his or her parent/guardian read Scripture.
- An Adventurer and his/her parent/guardians collect the offering or have the Adventurers collect it alone. (Optional: Have Adventurers stand by the doors after church to collect an offering for the Club.)
- Adventurers have special music.
- An Adventurer tells the children's story or the parent/guardian tells the story with the Adventurers help.
- The best option is to have Adventurers give the message. You can select several kids to share short messages. If that is not an option, ask the pastor or a guest who relates well to this age group to give the message.

As part of Adventurer Sabbath, you may want to include a potluck for Adventurers and their parents. Another idea is to plan an afternoon activity like visiting a nursing home or doing another community service project.

Continues on Next Page

Planning the Adventurer Sabbath Program

PURPOSE

The NAD each year suggests a Sabbath in October - April as Adventurer Day to be observed in all Seventh-day Adventist churches (the GC has set a World Adventurer Day - third Sabbath in MAY) with the following objectives:

1. To give official recognition and encouragement to the Club in the local church.
2. To acquaint the congregation with the scope of possibilities afforded by the Club in the development of our youth.
3. To encourage greater cooperation and support of the local Club by the congregation.
4. To recruit additional staff members.
5. To give the Club members a greater sense of belonging to the church by the active participation in the worship hours.
6. To give an opportunity for the church to provide more financial assistance for the Club by giving a special offering during the worship hour. By vote of the local church board the church offering on this day may be appropriated to the local Club.

PLANNING THE PROGRAM

For the Adventurer Sabbath to meet the above objectives, planning the program in every detail is a must. Here are some hints and ideas to improve the program.

1. Most pastors are long range planners. Arrange with the pastor for an Adventurer Sabbath weeks or months in advance.
2. Discuss events with the Club staff and decide on the best program. Work as a team.
3. Present the program to the Pastor with a complete outline. Ask for his suggestions and cooperation.
4. Apply to the church board to have the Club receive the offering and do the ushering.
5. Notify parents, church members, and the church press secretary.
6. Begin training participants, color guard, speakers, etc. Remember the Club is on display.
7. Most church members do not know the Adventurer song, Pledge or Law. Therefore, make a bulletin insert with this information or project words on screen.
8. Indicate in the bulletin when the congregation is to stand. Also, announce during the lay activities period that a change has been made in the order of service.
9. Program should be snappy – no lagging. While the next part of the program is being announced, have the participants on the way.
10. Practice at least one dry run of marching in, taking places, reciting pledges, posting colors, and marching out.
11. Places where groups or individual participants stand should be marked with masking tape.
12. Adventurer color guard can be dressed up with white gloves, belts, and leggings if Adventurers are participating.
13. Secure good equipment: flags, standards, banners, etc.
14. Full dress uniform, with sashes and scarves, is a must. The more color, the greater the impression.
15. The offering prayer should be written out to avoid meaningless repetition. Minds sometimes "jelly" when they get up in front. All presentations should be outlined and checked by the Club Director. Leaders, too, need outlines.

Continues on Next Page

16. Take music to the church organist or pianist at least a week in advance, preferably two weeks before the

program.

17. As the program develops, the Pastor should be informed.
18. A good report on "Adventurer happenings" should cover past year's activities and the Adventurers themselves should be used to tell the story.
19. Let the Adventurers have full participation in the program. This is not an occasion to show off, but to present to the church what the Club can do for the young people of the church. They do not want to see leaders speaking, but their own children.
20. The "needs of our Club" section must have specifics. Tell them exactly what the Club needs by way of funds. A dollar per person will allow the Club to do such and such. A campaign may be launched for a room, headquarters for the Clubs, tents for camping, etc.
21. Leaders should have confidence in the presentation of the program. Apologies reveal lack of preparation.
22. Invite a good speaker to present the message, or better yet, have one or more of the Adventurers present the sermon. The Conference Pathfinder/Adventurer Director or Pathfinder/Adventurer Associate Director will be thrilled to be invited. He probably schedules speaking appointments months ahead, so invite him/her six months or a year ahead of time. It may be necessary to hold Adventurer Sabbath on another day. Work closely with your Pastor on this part of the program.

**For more information on Family Blessing refer to
NAD Adventurer Club Director's Guide, page 91.
[Click Here](#) to purchase.**

Baptism Recognition Service

The basic Adventurer philosophy requires that Adventurer leaders help the child to understand that their church loves them, cares for and appreciates them. Club leadership has encouraged, as the basic purpose for the Adventurer Club, the importance of a child understanding the great plan of salvation. The years of Adventuring are the years in which a young person needs to commit himself to a personal walk with God and make his decision with a public declaration through baptism.

When this decision is made and after the baptism takes place, often times very little is said to help affirm this positive important decision. Realizing that baptism and what it represents is the most important decision of an individual's life; we recommend a two-step Baptismal Recognition Service.

Firstly, at a Club meeting, as soon as possible after an individual is baptized, a special part of the meeting time should be given to recognizing this decision. A "Recognition of Baptism Certificate", available through the Florida Conference Pathfinder/Adventurer Department, should be filled out and presented with appropriate comments of approval.

Along with this, a permanent record of this decision should be recorded and displayed in the Club meeting room. A parchment scroll or special record book should be signed by the Adventurer, using decorative special ink (gold) with a fancy quill pen (feather or ink pen), used only for this solemn sacred service.

In addition, a wall plaque should be purchased and displayed where all church members can see it. This plaque should read:

_____ Adventurer Club
(Name of Church)

Realizing the importance of the decision to follow Jesus Christ as our personal Savior, the following Adventurers have been baptized according to the example of Jesus:

Secondly, Baptism Recognition should continue beyond the time of an individual's actual baptism. In fact, since this is the most important decision in a person's life, recognition should follow throughout one's life. It is recommended that each month during the Club's spiritual time, attention should be given to those who are celebrating their "Born Again" Birthday. An affirmation of their decision should be made (along with a small gift) by the Club chaplain, recognizing those who are celebrating their baptisms--one year, two years, and so on. An appeal to those who haven't given their lives to Christ to study and prepare to do so should be made, and a commitment to those who have been to commit themselves anew. This should be a very sacred and meaningful service (only last a few minutes). Special lighting and background music would be nice.

At the end of the Club meeting, light refreshment could be served in celebration. It could be called a "Re-Birthday Party" or something appropriate. This type of celebration is encouraged in the place of regular birthday parties.

Continues on Next Page

Baptismal Pin



Baptismal Certificate

RECOGNITION OF BAPTISM 

In recognition of your baptism into the Seventh-day Adventist Church

on _____ at _____

As fellow members of the _____

we pledge our prayers and help toward your Christian growth.

We join with the angels of heaven in joy for your decision to follow Jesus as your personal Savior.

Adventurer Club Director *Counselor* *Officiating Pastor*



Available for purchase through Florida Conference online store:
www.flpathfinderstore.com.

Family Blessing

To encourage and uplift the families of your Adventurer Club, try this special service. It could take the place of induction, or it could be used during a parent meeting or Adventurer Sabbath during the year.

The Adventurer Blessing Service is a special ceremony which gives parents the opportunity to bless their children by affirming to them their value in the eyes of their parents and in the eyes of God. During this service, parents recommit themselves to stand by children in good times and in bad times, and to always seek to model for their children the great and unfailing love of God.

The Adventurer Blessing Service consists of the following:

- Entrance of Families
- The Tradition of Blessing
- Readings from Scripture
- Affirmation of Value
- Family Pledge
- Song of Blessing
- Dedicatory Prayer

For more information on Family Blessing refer to
NAD Adventurer Club Director's Guide, page 86-90.

[Click Here](#) to purchase.

Family Network Tips and Program Ideas

The Family Network meetings should be in a setting where parents are relaxed and comfortable. With larger groups, name tags may be helpful. Your leadership group can decide what should be included in the program but here is a suggested program.

1. Have fruit juice, hot drinks, crackers and dip, or a healthy sweet (such as sliced fruit) available as parents enter.
2. Begin with prayer and a short devotional. (Discuss Deuteronomy 6:4-6 and how the Family Network can be helpful to parents and guardians in following these instructions.)
3. Take time for an icebreaker to help parents know and feel more comfortable with each other.
 - a. Ask parents to find someone in the group they do not know well.
 - b. Interview this person to learn about one reason why they are proud of their family.
 - c. Allow time for individuals to share with their group what they discovered.
4. Parenting presentation.
5. Announce the next meeting time and topic.
6. Close with prayer.

To make the first meeting special it needs to grab the attention of everyone who comes so they make it a priority to come to the next meeting. For the parents/guardians who didn't make it to the first meeting, explain what they missed and plan to come to the next meeting.

**For more information on Family Network refer to
NAD Adventurer Club Director's Guide, page 93-97.
[Click Here](#) to purchase.**

Adventurer Investiture

Investiture is a cooperative program for Club and church school.

Step-by-step instructions for Investiture programs can be found in the NAD Adventurer Club Director's Guide at Advent Source <https://www.adventsource.org>. You can also visit the Pathfinder online store at <http://www.flpathfinderstore.com>, or visit the Florida Conference website at <https://floridaconference.com/ministries/adventurers/florida-adventurer-store/>

Be sure to order the supplies you will need from the Pathfinder/Adventurer Department well in advance of Investiture and have them ready and sorted before the program. A well-planned, appropriate program with active participation from the Adventurers demonstrating their newly acquired skills should be part of the service.

Arrange with the Pastor and church board for use of the church. Notify Master Guides ahead of time to participate.

If Adventurers are working with the local SDA school, communicate with the church school teachers throughout the year to be sure they are doing their part of the level-work and that it will be done on time for Investiture.

IDEAS FOR SERVICE

Slide or video program of year's activities.
Practice for the program with the Adventurers ahead of time.
Display activities and crafts done during the year.
Give out the Awards earned during the year.
Put all Awards in one envelope / plastic bag for each Adventurer.
Call the Awards and Class earned while all are being pinned.
Prepare a skit.

Don't miss any details of the program. Arrange for piano player, color guard, and deacon to open up the church, turn on the air conditioner, etc.

Make sure your program moves along quickly. Begin and end on time. The program should be no longer than 1 hour in length.

Full dress uniform is suggested for the Adventurer Investiture program.

Continues on Next Page

Suggested Investiture

Service Program

Sample Program Outline:

Opening Song:	"Onward Christian Soldiers"
Scripture Reading:	Psalm 19 - read by an Adventurer
Law and Pledge:	Adventurer
Prayer:	Adventurer
Flag Salute:	Everyone stands and is led by an Adventurer
Year in Review:	Review of Adventurer year either by slide presentation or video
Special Song:	
Special Speaker:	Adventurer(s)
Presentation of	Guest or Adventurer
Level Insignia:	Staff
Presentation of	Staff
Awards, Chips, and	Adventurer
Stars:	
Benediction:	

(Or be creative and plan your own special program)

Remember to include Adventurer song, Law, Pledge in print during program so all present can participate.

“Adventurer of the Year” Award

PHILOSOPHY

The Adventurer of the Year award is given to a child who falls between the Busy Bee to Helping Hands levels **ONLY**. The requirements are not intended to be easy and are designed to present a challenge to the Adventurer who is **exceptional** in all aspects of life and desires in every way to be an **"outstanding"** individual. The Director must realize that this is an award for an **exceptional** Adventurer. The program must be explained and each Adventurer should be encouraged to participate. This award should be highly sought after, and those receiving it must be deserving of it.

It is the intent of this program to encourage **excellence** among our children. However, this is not an award for an Adventurer who must constantly be reminded and prodded to meet the requirements. **Adventurers being considered for this award should have exceptional behavior and leadership qualities for his/her age.**

In reviewing the requirements for the Adventurer of the Year, you will note that **two awards must be earned; these can include Awards taught to all the Adventurers during the year.** Also, note that **an Adventurer level must be completed.** Spiritual and **"Share Your Faith" activities must be performed.**

Even if an Adventurer has met all the requirements of this award, but does not have a **positive attitude** toward the Adventurer program/Club, he/she should not be considered for this award. Throughout the entire Adventurer year the Director and staff should be looking closely at all Adventurers to determine what kind of attitude the Adventurer under consideration might have.

IMPORTANT: To receive this award, the local Adventurer Club Staff must approve the Adventurer by a SECRET BALLOT majority vote. This vote should be based on the Adventurer's evaluation sheets, and on the personal observations of the Club Staff. This puts the decision on the total staff so that no one person must bear the responsibility.

A maximum of three Adventurers of the Year applicants PER Club may be submitted to the Conference.

If a Club Director feels that his/her Club has more than three candidates he/she must submit those names and the reason for recognition to the State Adventurer Administrator by March 20th for consideration.

Please understand that the Conference-level Adventurer of the Year award and an award for a local outstanding Adventurer are not the same. You may have an outstanding local Adventurer who may not meet the requirements for the Adventurer of the Year award. Any Adventurer who barely misses being Adventurer of the Year certainly deserves some special recognition from the local Club as compensation for his/her accomplishments.

The Adventurer of the Year award will be presented at the Florida Conference "Red Zone."

The Adventurer of the Year program should be the central focus when planning for Adventurer activities. On registration night, it should be explained to parents and to the Adventurers.

Form needs to be filled out on YMMS by April 1.

"Adventurer of the Year" Requirements

• ADVENTURER CLUB PARTICIPATION

1. Be an active member since the beginning of the current Adventurer year.
2. Be present and on time for no less than 85% of the weekly Club meetings.
3. Attend 85% of local Club functions: hikes, trips, and projects.
4. Attend one Conference Function (Fun Day/Super Fun Day). If your Club will not be attending any Conference functions, you must attend Red Zone as your one Conference function.
5. Have a complete, clean and pressed uniform.
6. Wear the uniform when required, including the Club field uniform (Club T-shirt, etc.), and exhibit a positive attitude towards wearing the uniform.
7. Know the meaning of the Adventurer Pledge and Law.
8. Be invested in an Adventurer level (not including classes of Little Lambs or Eager Beaver) and complete it during the year.
9. The Adventurer must bring at least one visitor to a Club meeting, church service or other Adventurer event (with parental permission) during the year.
10. Must earn 2 Adventurer Awards (beyond the awards required for their level study) during the year.
11. The Adventurer must take part in one "Share Your Faith" project with the Club within that year.

• PERSONAL EVALUATION:

The Director should make sure that all eligible Adventurers (or their guardians) are given three Adventurer of the Year "Evaluation Sheets" and envelopes by mid-February. One of the requirements is that the candidate must (with adult help if needed) give the sheets to three adults who know them well. We strongly recommend the following people: Adventurer Counselor, one Parent/Guardian, School Teacher, Pastor or their Sabbath School Teacher.

The evaluators should complete the form, seal it in the envelope, and return it to the Adventurer (or their guardians), who then forwards all three sheets to their Director by March 1. The combined point's average of all three evaluation sheets must total at least 8.5 points to be eligible for the award, and must be documented on the "Requirement Completion Form" (*see pg 86 in this manual*). The Personal Evaluation will be based on the following:

• APPEARANCE

Personal appearance and hygiene; keeps bedroom neat; cleans up after him/herself.

• CONDUCT:

Shows respect towards authority, elders, and all family members. Set a good example to his/her peers by being courteous, kind and obedient. Takes active interest in school, enjoys Adventurers and encourages others to be a part of the program. Finishes every day chores, without being excessively prodded.

• SPIRITUAL:

Adventurer must show that he/she is spiritually reverent, has positive Christian attitudes and manners, participates in family, Club or personal devotions (Bible studies), and must be regularly involved in church activities (a non-Adventist child involved in his/her own church meets this requirement, and a non-church goer may rely on the Adventurer Club's spiritual activities).

• CLUB STAFF EVALUATION:

The candidate must be approved by the Club Staff (at a staff meeting) by a SECRET BALLOT majority vote. This vote should be based on his/her three Evaluation Sheets, and on the personal observations of the Club Staff. Document the results of this majority vote on the "Requirement Completion Form".

• REQUIREMENT COMPLETION FORM:

An Adventurer Club Leader must fill out the Adventurer of the Year "Requirement Completion Form" on YMMS (www.nadyouth.com) by April 1 (**this is the only document we need to determine the award recipients**).

Adventurer of the Year

EVALUATION SHEET

Local Church Form

The Conference Adventurer of the Year award can be given to a maximum of three (3) **Adventurers** per Club, throughout the state of Florida each year. The requirements are not intended to be easy and are designed to present a challenge to the Adventurer who is **exceptional**, and **outstanding** in all aspects of life. This includes a continuation and growth of these qualities throughout the year. One of the requirements for this award is that the candidate must (with adult help if needed) give this Evaluation Sheet to three (3) adults who know them well (Adventurer Counselor, one Parent/Guardian, School Teacher, Pastor or their Sabbath School Teacher).

EVALUATOR'S RESPONSIBILITY: Please take the time to evaluate the above-mentioned candidate to the best of your knowledge. There may be questions that do not apply to you – **LEAVE THOSE BLANK.**

PLEASE SHARE THE FOLLOWING WITH ALL EVALUATOR:

- 1) Google form: <http://bit.ly/AoYEvaluator>
- 2) Email Address for Club Director or Secretary (where confirmation/copy of response will go)

Once you receive the email:

- A) Total all points
- B) Total amount of questions answered:
- C) Average (A divided by B):

The Club Director/Club Secretary must login in to their YMMS (Youth Ministries Management System) and enter the information listed on the Requirement Completion Form (Sample [Click Here](#)).

Adventurer of the Year

REQUIREMENT COMPLETION FORM FOR

ADVENTURER CLUB DIRECTOR ONLY

Church: _____ Candidate's Name: _____

Adventurer Director filling out the Form: _____

- ___ Is an active member since the beginning of the current Adventurer year.
- ___ Was present and on time for 85% of weekly Club meetings.
- ___ Attended 85% local club functions.
- ___ One of the following completed:
 - A. Attended a Conference function (Super Fun Day/Fun Day).
 - B. Will attend "Red Zone".
- ___ Has a complete, clean and pressed uniform and wore it when required.
- ___ Exhibited a positive attitude towards wearing the uniform.
- ___ Knows the meaning of the Adventurer Pledge & Law in words and actions, showing improvement in all areas during the year.
- ___ Was (or will be) invested in an Adventurer level completed during the year.
- ___ Adventurer invited at least one visitor to a Club meeting, church service or other Adventurer event during the year (with parental permission).

Name of Visitor: _____

___ List two (2) Adventurer Awards (beyond the awards required for their level study) completed during this Adventurer year.

1. _____ 2. _____

___ Adventurer took part in one Share Your Faith project with the Club this year (date: _____).

___ Please calculate the average of all 3 Evaluation Sheets (from home, church, and school; must be at least 8.5):

- A. Average of Evaluation Sheet #1: _____
- B. Average of Evaluation Sheet #2: _____
- C. Average of Evaluation Sheet #3: _____
- D. Total Evaluation Points (add A, B, & C): _____
- E. Average of all 3 Evaluation Sheets (divided by 3): _____

___ The candidate was approved by the Club Staff (at a staff meeting) by a SECRET BALLOT majority vote. This vote was based on the Adventurer's 3 Evaluation Sheets, and on the personal observations of the Club Staff.

Name of Adventurer Club Director Signature of Adventurer Club Director Date

Form needs to be filled out on YMMS by April 1.
(This is the only document we need to determine the Adventurer of the Year award recipients)

NAD Adventurer



Evangelism Award

The requirements for the Evangelism Award are as follows:

1. Be an Adventurer Club member or Staff Member (recommended for Builder and Helping Hand levels).
2. Attend at least ten meetings (evangelistic meetings, Daniel and Revelation seminars, etc.). If less than ten are conducted, attend at least two-thirds of them.
3. Participate at each of the meetings attended.
4. Wear your Adventurer uniform (including scarf and sash) while participating.
5. Participate in at least four of the following:
 - a. Be an usher.
 - b. Pick up the offering.
 - c. Have Scripture reading or prayer.
 - d. Assist in setting up/taking down a meeting hall.
 - e. Hand out the evening programs, brochures, etc.
 - f. Give a testimony of what Jesus has done for you recently.
 - g. Be a greeter.
 - h. Help operate an Adventurer booth showing what the church has for its young people.
 - i. Invite a non-Adventist guest to attend the meetings and host them throughout the evenings.
 - j. Contact at least ten individuals by phone or in person and invite them to attend the meetings.
 - k. Assist in children's meetings, if available.

Recognition:

1. Patches will be presented to each Adventurer and staff member who completes the requirements. This should be done at an appropriate time, such as:
 - a. During the last evangelistic meeting
 - b. Follow-up baptism Sabbath
 - c. At investiture
 - d. Another appropriate time
2. During this time, an invitation should be extended to all parents of young people of Adventurer age (Pre-K to grade 4) to join the Club.
3. Work with Pathfinder Director in your church to partner together and help connect older children to Pathfinder Ministries.

Taken from the Adventurer Home Page on the North American Division Pathfinder/Adventurer Website: <https://www.clubministries.org/adventurers/adventurer-awards/>

For more information on Adventurer Evangelism Patch refer to
NAD Adventurer Club Director's Guide, page 101.
[Click Here](#) to purchase.

Good Citizenship Pin



1. The Good Citizenship pin is a special Award pin given to honor Adventurers. If the Adventurer does not uphold the standards that this pin represents, the privilege of wearing it is relinquished. This privilege is relinquished only by the decision of the adult staff and Director. It is given for continuous good conduct over 1 year.
2. The Good Citizenship pin should be given out carefully; not too many should be presented. Make this honor an outstanding prize to be cherished. It is recommended that this award be given at the Club's Investiture Service.
3. Basis for presentation of Adventurer Good Citizenship Pin shall be the following:
 - a. Adventurer shall have been an active member for one year.
 - b. Adventurer shall be completely uniformed.
 - c. Adventurer shall have a record of 80% attendance in Club meetings and attend 80% of all other Club activities.
 - d. Adventurer shall have a record of conduct consistent with the Adventurer Pledge and Law.
 - e. Adventurer shall have a record of achievement and complete an Adventurer level and honors.
 - f. Adventurer shall demonstrate in word and action a positive Christian attitude.

"Our ideas of education take too narrow and too low a range. There is a need of a broader scope, a higher aim. True education means more than the pursuit of a certain course of study. It is the harmonious development of the physical, mental, and spiritual powers." (Education, p. 13)

The Adventurer Parent Pin

A handsome series of small pins are available for the purpose of recognizing parents who have demonstrated commitment through regular participation in the Adventurer Club.

These six pins are crafted of brass and enamel fill in each of the six colors of the Adventurer classes.

Parents of Little Lamb receive a light blue pin, parents of Eager Beaver receive a green Beaver pin, parents of Busy Bee receive a yellow pin, parents of Sunbeam a orange pin, parents of Builder a dark blue pin, and parents of Helping Hand receive a burgundy pin. These pins may be awarded at Investiture.

Criteria for receiving a pin are at the Director's discretion, and may include:

- Regular attendance at Adventurer Club meetings.
- Supporting the Adventurer Club leadership.
- Participation in Adventurer Club functions.
- Child participation and investiture in the Adventurer Club class curriculum.



NOTE: UNIFORM INSPECTIONS ARE NOT A PART OF ADVENTURER MINISTRY.

Adventurers and the Adventurer staff do not require uniform inspections. Instead, the focus is on the child, parent, and strengthening the family spiritually, mentally, and physically.

Adventurer ministry is not “mini” Pathfinder ministry. Please do not request or require Uniform or Drill Inspections when an OAV visits. Adventurer Clubs do not have Drum Corps either. These are all elements to look forward to when a child becomes a Pathfinder.

Adventurer and Pathfinder ministry are distinct but complementary ministries. Each is intentionally designed to minister to a child appropriately suited to their age.

**These items can be purchased at the
Florida Conference Pathfinder online store:
<http://www.flpathfinderstore.com>**

Submitting a New NAD Adventurer Stars/Chips/Awards

Those wishing to submit a proposal for a new NAD Adventurer Stars/Chips/Awards must ensure it meets the requirement and is applicable to the North American Division. Stars/Chips/Awards submitted will be reviewed and possibly revised. Stars/Chips/Awards are intended to introduce the children to the particular topic, not to become proficient in the topic.

Here are the steps:

1. Send the proposed Stars/Chips/Awards to the Award Focus Group Chairperson (the FL Conf. PAD can help you contact them). It must include the following:
 - a. Name of the Stars/Chips/Awards.
 - b. Sample design of the Stars/Chips/Awards patch.
 - c. Statement as to the purpose or need for the Stars/Chips/Awards (what benefit should the Adventurers receive physically, mentally and/or spiritually?).
 - d. When deciding on your requirements, try to incorporate the different learning styles and consider the following:
Spiritual application, Facts knowledge - introductory level to topic, Craft inclusion, Physical activity, Stars/Chips/Awards.
 - e. Answers (or description) for the requirements including list of resource materials.
 - f. Specify the level for which these Stars/Chips/Awards is intended (Pre-K, K, 1, 2, 3, 4).
 - g. Specify what category the Stars/Chips/Awards is for:
My God, My Self, My Family, My World
2. Once the Award Focus Group has reviewed and/or revised the Stars/Chips/Awards, one of two things will happen:
 - a. If selected, it will be returned to be pilot tested in your Club and the Focus group will select other Clubs to pilot test the Stars/Chips/Awards.
 - b. If not selected, you will be notified.
3. Once this award has been pilot tested in your Club, complete your evaluation form (see page 92) and return it to the Award Focus Group Chairperson.
4. The Adventurer committee meets once a year. At that time, the final approval of Stars/Chips/Awards will be made.

All accepted proposals for an Adventurer award become the exclusive property of the NAD Youth Ministries Department. Such proposals may be altered or changed in any way deemed appropriate by the NAD Adventurer Awards Taskforce.

Submitting New Florida Conference Adventurer Stars/Chips/Awards

Those wishing to submit a proposal for a new Florida Stars/Chips/Awards must follow the steps listed below:

1. Compile the following materials for the proposed Stars/Chips/Awards:
 - a. Name of the Stars/Chips/Awards
 - b. Sample artwork for the patch
 - c. Statement as to the purpose or need for the Stars/Chips/Awards (what benefit should the Adventurer receive physically, mentally, and spiritually?)
 - d. Stars/Chips/Awards requirements
 - e. Answers (or descriptions) for the requirements
 - f. List of resource materials (i.e. – bibliography, copies, etc.)
2. Two different Adventurer Clubs from different churches must “test pilot” the proposed Stars/Chips/Awards. (Contact your Area Administrator, Zone Administrator and Cluster Coordinator or the Conference Pathfinder/Adventurer Department for possible test Clubs.)
3. Both test Clubs must send a letter of recommendation, with the conference evaluation form, to the Conference Pathfinder/Adventurer Department, where they will be forwarded to the Adventurer Committee. The committee will review the Stars/Chips/Awards and vote on whether or not any changes need to be made. Once the committee has approved it, the Award requirements will be submitted to the Pathfinder Adventurer Committee (PAC) for review and acceptance.
4. When proposed Stars/Chips/Awards are submitted by its author(s) to the Florida Conference Pathfinder/Adventurer Department, it becomes property of the Florida Conference of Seventh-day Adventists and is subject to possible changes. The final decision of the requirements and artwork to be submitted to the PAC will be made by the Adventurer Committee. The Adventurer Committee will notify the author(s) of the Award’s approval.

Evaluation Form for Proposed for NAD Adventurer Star/Chip/Award

Name of Star/Chip/Award _____

1. How many Adventurers completed this Star/Chip/Award? _____

2. How long did it take to complete this Star/Chip/Award? _____

3. What did the Adventurers like the most while completing this Star/Chip/ Award?

4. Describe how the Star/Chip/Award met its purpose:

5. What suggestions would improve this Star/Chip/Award?

6. Would you recommend that the NAD accept this Star/Chip/Award?

Yes No

7. Sketch your suggestion for the design of this Star/Chip/Award.

Club Name _____.

Conference Name _____ Evaluator's Name _____

Section 6

Florida/NAD Course Level Studies

Requirements for Each Class by Age/Class Level.....95

ADVENTURER LEVELS

Click on the Images to get the Basic Requirements per Level

[Click Here for Full Set \(Printable PDF\)](#) or Click on each image for individual Class Level Requirement PDF
Age by September 1st



Pre-kindergarten

[OR 4 yrs old](#)



Kindergarten

[OR 5 yrs old](#)



First Grade

[OR 6 yrs old](#)



Second Grade

[OR 7 yrs old](#)



Third Grade

[OR 8 yrs old](#)



Fourth Grade

[OR 9 yrs old](#)

[Advanced Helping Hands](#) - This class was designed for the over-achieving Adventurers who need additional activities, or fifth-graders, age 10, who just aren't ready to move on to Pathfinders.

Appendix

Appendix A - Pathfinder and Adventurer Committee History.....97-98

Appendix A

Article II: Statement of History and Purpose

(Excerpt from PAC Constitution)

Section A: Authority - The existence of the Florida Pathfinder/Adventurer Advisory Committee is the direct result of the Florida Pathfinder council system that was approved by the Florida Conference of Seventh-day Adventists Executive committee as recorded in Florida Conference Executive Committee minutes 73-122. In 1973 it was then voted to sponsor and support a Pathfinder council made up of Seventh-day Adventist Pathfinder leaders with many years of experience working with Pathfinder youth. The Florida Pathfinder Council, in legal session, voted in June of 1994 to proceed with the concept of the Administrative Committee. This was done for many reasons; chief among them was to better manage the rapidly growing Florida Pathfinder program. In December of 2000, the Executive Committee of the Florida Conference voted the Pathfinder Advisory Committee as a subcommittee of the Executive Committee with members serving a three year term and elected by the first Executive Committee following the triennial constituency meeting.

Section B: History - The first meeting of the Florida Pathfinder Executive Council was called by Elder Norm Middag, Florida Conference M.V. Leader. It was held at Camp Kulaqua during the month of July in the year 1973. At that time the 12 new members drew lots for one, two and three year terms of service, thus beginning the process of membership. The council also chose a chairman and secretary. In later legislation they added a vice-chairman to take the position of the chairman when the latter's duty was complete. The chairman's role was limited to one year. That first July, the Council then drafted a Constitution to be later presented to the Florida Conference of SDA for their executive approval. In July 1976, the Council approved and voted the Florida Pathfinder Handbook as a guide for directors and Pathfinder leaders.

1. In 1980, a Pathfinder Area Coordinator system was added to the Florida Pathfinder program. Five volunteer area coordinators were appointed to serve as field workers for the Pathfinder Clubs. Their duties were to help form new Clubs, coordinate activities of existing Clubs and provide assistance to local pastors and leaders. Coordinators visit the Clubs in their areas enough to become familiar with local Club programs.

2. In recent years the value of a Pathfinder Council to the Pathfinder work has been proven many times over. Other than its value as an advisory body to the Florida Pathfinder Director, council members have formed Clubs throughout this state. This spirit of unity has spread over the borders of the Florida Conference into other conferences. It has helped provide the continuing leadership for our expanded mission program.

Continues on Next Page

3. In 1990, the Florida Pathfinder Council voted to authorize the existence of an Administrative

Committee which was to consist of area and program coordinators, council chairperson, associate lay director, finance chairperson and the Conference director who would also chair the committee. This committee only had the power to refer items to the council, not to vote in policies.

Article II: Statement of History and Purpose (continued)

4. In 1994 the Florida Pathfinder Council voted, in session that because of the tremendous growth and accelerated integrating of various ethnic and cultural groups, to implement the Pathfinder Administrative Committee as the governing body of the Pathfinder Club program in the Florida Conference. The Council felt it was also necessary to put more emphasis on the area councils and less emphasis on top level management. Through the years the Florida Council has gallantly served the Florida Pathfinder Club programs. The Council felt there should be at least four area councils to implement this program. The Conference Pathfinder Director is to attend at least one Area Council Meeting in each area per year and more if feasible.

5. In December of 2000, the Florida Conference Executive Committee, in order to give the Pathfinder Advisory Committee credence, voted to reorganize PAC and elect the members at the first Exec Committee following the Quadrennial session. Members would be elected on position, function and area responsibilities. The Executive Committee also appointed the Executive Secretary of the Florida Conference as the Chairperson for the committee. PAC will operate as a subcommittee of the Florida Conference Executive Committee and follow the guidelines of the Florida Conference bylaws and constitution. PAC will also abide by Robert's Rules of Law.

6. In 2010, at the request of the Florida Conference Administration, the Pathfinder and Adventurer Department merged with the Youth/YA Department to create a single Youth Ministries Department under one director with two Associates. A new volunteer structure was also created to better care for local church Club directors/youth leaders. The volunteers were State Administrators, Area Administrators, Zone Administrators, and Cluster Coordinators.

7. In December 2016, at the request of the Conference Executive Committee, the Pathfinder/Adventurer Ministries were separated once again and became an independent department with a director/associate. The volunteer structure stayed the same. The Pathfinder and Adventurer Department (PAD) divided the state into four areas: North, Central, West, and South.