



FLORIDA CONFERENCE

PATHFINDERS

Directors / Staff Packet

PATHFINDER CLUB MANUAL

2023-2024

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

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

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Section 1

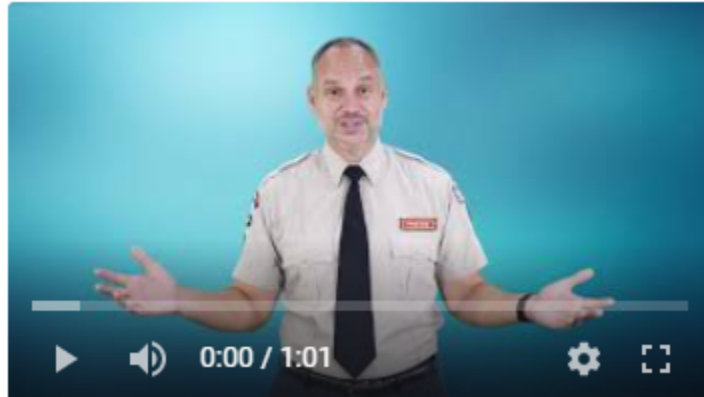


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Welcome

Letter from Conference Director
(PDF - [Click Here](#))



Welcome video from Pedro Perez

Letter from State Director
(PDF - [Click Here](#))

Welcome video from Calvin Brooks

Philosophy and Objectives

As found in the NAD Pathfinder Staff Manual

Pathfinder Philosophy

Training and saving young people is one of the most important missions of the Seventh-day Adventist Church. Scientists tell us that children's brain patterns are formed by the time they reach twelve years

of age. This means that during their early, formative years, it is crucial that they are taught good habits. Centuries ago, the Scriptures recorded: "Bring up a child in the way he should go, and when he is old he will not depart from it" Proverbs 22:6. This is more than a cliché— it is now a proven fact.

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

Only about 40% of Adventist children in grades 1-8 are attending church school, and in some conferences, the percentage is less. The church is challenged to nurture these children from the Adventist home who are attending public school. Pathfinding has the potential to meet their needs.

Pathfinder Objectives

The Pathfinder Club, a church-centered recreational-spiritual program, is designed for boys and girls, grades 5-12 (NAD is only grades 5-10). The program offers action, adventure, challenge, and group activities that produce team spirit and loyalty to the church.

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

The Seventh-day Adventist Church's ideals and objectives must be made attractive through an activity program that appeals to this restless age. So much of the Pathfinder Club program is physical action. The Pathfinder Club provides a key step in the educational program of the church. It provides the opportunity to take children out of a classroom setting into an outdoor adventure.

Pathfinder Objectives Requirements for Leaders:

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



Official Logos

Pathfinder Logo

This is the official NAD Pathfinder logo.



Meaning of the Pathfinder Emblem

- Red -> Sacrifice
- Gold -> Excellence
- White -> Purity
- Blue -> Loyalty
- Three sides -> The Trinity
- Shield -> Protection
- Sword -> Bible
- Inverted Triangle -> Placing others needs above your own

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.

How We Are Organized

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

This document 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](#)

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.

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

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.

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 at this time.

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), State Administrators, Area Administrators, Zone Administrators, Cluster Coordinators are referred to as Officially Appointed Volunteers (OAV's) (SEE APPENDIX A) 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 training and be cleared to begin their term as a volunteer leader. In addition, we have implemented an onboarding process for each new volunteer.

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.

Contact Info

Office & Volunteer Support Team

We have a Support Team of Volunteers called Officially Appointed Volunteers. In order to find the ones that serve our local Club please follow the instructions below:

	A	B	C	D	E	F	G	H	I	J	K	L	M
5													
6													
7													
8													
9													
10	Florida Conference												
11	Pathfinder & Adventurer												
12	Official Appointed Volunteers												
13	Contact Information												
14													
15													
16													
17													
18													
+ Cover Office Staff PAC North Area OAVs Central Area OAVs West Area													

- 1) Click on this [Google Doc](#) for the latest and most updated contact info.
- 2) Take a look at the tabs at the bottom; they will help you navigate from one page to another.
- 3) After the Office Contact Info, you will see the following:
 - a) PAC: Support team that serves the state within various ministries and events within the Pathfinder and Adventurers Department. We welcome you to contact these volunteers with any specific questions you may have regarding their ministries.
 - b) Areas (North, Central, West, South) - These are your local support teams.
 - i) You will first need to identify which Area, Zone and Cluster your local Church is categorized under and then go into your respective tab.

Please click on the following image and search.

Master Overview

North Area											West Area														
CLUSTER 1	CLUSTER 2	CLUSTER 3	CLUSTER 4	CLUSTER 5	CLUSTER 6	CLUSTER 7	CLUSTER 8	CLUSTER 9	CLUSTER 10	CLUSTER 11	CLUSTER 12	CLUSTER 13	CLUSTER 14	CLUSTER 15	CLUSTER 16	CLUSTER 17	CLUSTER 18	CLUSTER 19	CLUSTER 20	CLUSTER 21	CLUSTER 22	CLUSTER 23	CLUSTER 24		
Cover Creek	Columbia Co	Jacksonville	Adrian	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua	Alachua

Florida Conference
Club Ministries
Path_Adv@FloridaConference.com

ONLINE STORE



PLACING ORDERS ONLINE

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. **We do ask that purchasing be limited to Directors** who are **verifying by ordering that the children have indeed completed all of the requirements necessary to receive the item(s) being purchased** such as 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 forgot my password?

If you have any account related questions you may call Elizabeth Benoa during Store hours at 407-644-5000 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 Benoa during Store hours if you need funds to be available sooner. 407-644-5000 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/after 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 Pictures
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.Benoa@floridaconference.org and she will contact you with further instruction.

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

Section 2



Local Club Organization/ Requirements

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CLUB ADMINISTRATION

FL CLASS LEVELS - DIVISIONS BY GRADES

In the Florida Conference, the title “Pathfinders” is a term that covers young people from grades 5-12. We offer two additional class levels for Pathfinders (grades 11 and 12, Pioneer/Navigator) in FL Conference. We use grade level to determine what Pathfinder Level a child can be a part of. The Pathfinder Levels are as follows:

e-Tracker Pathfinders

5th Grade - Friend

6th Grade - Companion

7th Grade - Explorer

8th Grade - Ranger

Varsity Pathfinders

9th Grade - Voyager

10th Grade - Guide

*11th Grade - Pioneer

*12th Grade – Navigator

- Teen Leadership Training (TLT) 9th-12th Grades
- Master Guide Pathfinders: 16 years old and up

*These two class levels were started by the Florida Conference and are not official NAD Pathfinder Achievement Levels.

LEVEL STUDIES

The number one goal of the Florida Conference Pathfinders is to develop disciples for Jesus. Pathfinders 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.

CLUB STAFF

DIRECTOR: The Pathfinder Club Director is responsible for leading out in providing a program for the Club that successfully reaches the objectives. The Pathfinder Club Director presides at the staff meetings. He/she keeps in touch with the Conference Pathfinder/Adventurer Department and sends in reports as required. He/she should be a person who understands kids, works well with staff, carries responsibility, is eager 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 Pathfinder Club Director is a member of the church board.

DEPUTY DIRECTORS: Deputy Director(s) accepts assignments from the Director and shares in the leadership responsibilities of the Club. The Deputy Director keeps records and compiles regular reports for the conference. They can assume the duties of the Finance Officer, Secretary, and Chaplain. In larger Clubs, an associate can be added to plan activities and nature projects, and plan special events.

SECRETARY RESPONSIBILITIES (Optional): Assist the Director/Deputy Director with anything they might need. Ensure all the Club paperwork is turned in on time and filled out correctly for each individual (staff and child). Submit 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 Pathfinder staff. Each counselor is assigned a unit of four to eight Pathfinders, a male counselor for boys and a female counselor for girls. Counselors work more closely with individual Pathfinder than any other member of the Pathfinder leadership team. They stay with their unit through all Club meetings and activities. They 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 Pathfinder curriculum requirements.

CURRICULUM & HONOR INSTRUCTORS: Instructors for Pathfinder classes and awards can be drawn from the church, but specialists in specific 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.

Starting a New Club / New Pathfinder Year

Plan Your Club Calendar: Planning out the year in advance helps you get focused. Include Induction, Sabbath Service, Investiture, and a “Share Your Faith” Activity. Also, things to Include are things like: Area E-Tracker, Area Camporee, and Red Zone, etc. Be sure to look at the PAD’s Calendar to be sure you’re not missing anything!

HOW TO START A NEW CLUB

1. Someone expresses the desire to start a Pathfinder Club to the Pastor.
2. The Pastor presents the idea to the church board for approval.
3. Club Director is selected by the church board or nominating committee.
4. Leadership Manuals are purchased from the Conference Office and are reviewed by the Club Director and Pastor.
5. Club Director & Pastor recruit staff.
6. Club Director/Staff make plans to attend FL Conference PAD Leadership Convention in July/August.
7. Conference representatives meet with the interested parties to help them organize.
8. Staff (If applicable) will participate in Pathfinder Club Ministries Basic Training.
9. The Director, Staff, and Pastor meet to organize the Club’s philosophy and leadership structure.
10. Request an account in the Youth Ministries Management System at www.nadyouth.com
 - a. Visit www.floridaconference.com/padymms for help and tutorials on how to use the system.
11. 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 Pathfinders? How does it work?
 - b. The next few meetings – See “New Pathfinder Year” numbers 2 - 4 (stated below).
13. Pathfinder Club officially begins!

HOW TO START A NEW PATHFINDER 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 Pathfinder year. Do not bite off more than your staff can chew!
- Decide when, how often, and for how long the Club should hold meetings. (Many do 2x's a month/2 hr. each)
- 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 meetings, campouts, Induction, Pathfinder Sabbath, Investiture, fundraisers, projects, Conference events, etc.
- Make sure all staff have completed the Adventist Screening Verification Training and Background: www.nadadventist.org/asv (for more information [click here](#)).
- Designate responsibilities and do any training where needed.
- Encourage all staff to attend the PAD LEADERSHIP CONVENTION.

3. Have a local 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, Code of Conduct, and Campout Packing Checklist. Create your own Club Rules and Club Staff List with phone numbers. See the following page for more information.
- Have Staff must provide general info and the "Volunteer Driver Questionnaire Form" if driving anyone but their own children, Adventist Screening Verification is also required: [Click Here](#) for general Info

4. Register your Club with the Florida Conference Pathfinder/Adventurer Department ... By August 15! (Fill out Club Registration Form on the website:

www.nadyouth.com). For step by step instructions, please visit: <https://floridaconference.com/padymms>

PAD CALENDAR 2023-2024

Having a Local Club Calendar for the year is a great step towards having a great year.

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, Camporee, Club Meetings, Red Zone and Leadership Convention (to prepare staff for the following Club Year).

REMEMBER to take your Calendar to your church 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: The PAD Calendar is updated frequently with location, details, etc. so be sure to check it out on our website: <https://floridaconference.com/padcalendar/>

Click Image below to see the Calendar

PATHFINDER & ADVENTURER DEPARTMENT CALENDAR
2022-2023 Updated 10/16/2022

JUNE
26 New Club Year - Director Orientation #1 8pm (Virtual)

JULY
7-10 Varsity Ultimate Adventure (TBA)
11 YSMS New Club Year Begins
15-17 Island Navigator - cancelled
28-31 Leadership Convention (Orlando, Sheraton)

AUGUST
New Club Year - Director Orientation #2 8pm (Virtual)
13 YSMS Training
South Zone A, B & B 3-4pm (1st SDA of WPB)
North 3-4pm (High Springs SDA)
Central 7-8pm (FL Conf Office)
South Zone B & C 7-8pm (Marioneta)
14 YSMS Training
South Zone D 10-11am (Cape Coral SDA)
West 4-5pm (Tampa 1st)
15 Club YSMS Leadership Conclave - COF District #1

SEPTEMBER
3-4 Q300 Level 1 (Club Directors) (ONLINE)
5-11 TLT Operations (PI Myers)
17 World Pathfinder Day (OC date)
18 West / North Uniform/Camp Site Inspector Training
4-6 pm (Tampa Sp)
18 A New Year of Leader (NCL) Training - English (Virtual)
24 Central Uniform/Camp Site Inspector Training
3-5 pm (South Orlando SDA)
25 South Drill Training Day (Marioneta local)
25-29 Week of Prayer (sponsored by Children's Ministry)

OCTOBER
1 Club of the Year Requirements Deadline #2
2 North/West/Central Drill Training Day (DJA Gym)
7-9 North Adventurer Family Campout (canceled)
9 West Adventurer Jagging w/ Jewel (canceled)
12-16 SU Pathfinder Camporee (OK)

NOVEMBER
4-6 West Pathfinder Staff Campout (TBA)
4-6 Central Adventurer Fun Day (TBA)
11 TLT Outdoor Challenge Event (TBA)
13 South Adventurer Fun Day (TBA)

DECEMBER
2-4 State Pathfinder Drum Corps Training (TBA)
5-11 Varsity Spiritual Retreat (TBA)
12-15 Store/Office Closed - End-of-Year Inventory
26-29 Store/Office Closed - Christmas

JANUARY
1-2 Season Days of Prayer (local churches)
7 Central Council Meeting, 4-7pm (TBA)
8 North Council Meeting, 4-7pm (FL Conf)
20-22 TLT Operations Training (TBA)
28 South Zone A, B, & C Council Meeting, 4-7pm (TBA)
28 South Zone D Council Meeting, 10am-1pm (TBA)
29 West Council Meeting, 4-7pm (TBA)

FEBRUARY
1 Club of the Year Requirements Deadline #3
4 Area Level PBE
South Zone A & B (TBA)
South Zone C & D (TBA)
North & West (TBA)
Central (TBA)
10-12 TLT Outdoor Challenge Event (TBA)
10-12 Blast (TBA)
17-19 Central E-Tracker Reveille (TBA)
17-19 West E-Tracker Reveille (Camp Loka-Cha)
17-19 South Voyager Orientating Reveille (JGSP)
25 State Level PBE (Orlando Area)

MARCH
3-5 South eTracker Reveille (Fishbein Creek)
3-5 North E-Tracker & Varsity Reveille (OK)
12 West Adventurer FUN Day (TBA)
12-18 Show Your Colors
18 State Youth Day (By Clusters)
18-25 Week of Prayer
25 Union PBE (TBA)
26 West Pathfinder Honor Day (Lakota Lake Park)
31-April 2 Pathfinder Everglades Reveille (TBA)

APRIL
1 Club of the Year Requirements Deadline #4
9 Easter
17 Division PBE (TBC)
21-23 FL Conference Camp Meeting - English (OK)
28-30 FL Conference Camp Meeting - Spanish (OK)

MAY
25 World Adventurer Day
26-28 Red Zone (OK)

JUNE
26 New Club Year - Director Orientation #1 8pm (Virtual)

KEY
Solid font event = Club of the Year Requirement
OK - Camporee OK - District Junior Academy
EFL - Eastern Florida Event PBE - Pathfinder State
FL Conf - Florida Conference PBE - Conference
Other - Silver Springs Show

PATHFINDER



LEADERSHIP TRAINING

SEPTEMBER 2024

SAVE THE DATE COMING SOON!

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





**February 9-11, 2024
(In-Person)
SAVE THE DATE!**



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 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 then 3) 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. Doing this is one way to help keep children safe.

ALL adults, anyone 18 or older, are 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. Please follow this!

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. The form can be found on [pages 25](#) and [26 for Spanish](#).

Every adult staff-member **MUST HAVE COMPLETED** their Adventist screening verification **CLEARED** to be staff, both to serve locally and to attend ANY PAD EVENT!

Any parent staying the night at an event, **MUST HAVE COMPLETED** their Adventist Screening verification and be **CLEARED** to register/attend ANY PAD EVENT!

Steps for staff to be clear/eligible: (Adventist Screening Verification)

1. Complete online training and submit info for Background Check.
2. Pass Background check to be **Eligible**.
3. Enter date from ASV in the YMMS to be confirmed by the PAD office and eligible to register for Events. This step takes time - plan ahead; get this done well before the deadline to register.
4. Now the **staff member is eligible to register for PAD events in the YMMS!**



ADVENTIST SCREENING VERIFICATION

Seventh-day Adventist Church
NORTH AMERICAN DIVISION

Click the images for Adventist Screening Verification

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

[New User Account Instructions](#)

[Returning Users Instructions](#)




New Accounts

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/YNIVS. (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.



For Returning Users

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 VV			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.

LEVEL 2 ADMINISTRATOR

Designated Person for 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 is your “Level 2 Administrator”. If your church does not have one, encourage the Pastor to appoint one or consider becoming one yourself. A Local Church can have **up to 3 individuals** with this access.

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

ADMINISTRADOR NIVEL 2

Persona designada para Programa de revision de antecesentes

Cada persona en la Conferencia de la Florida está requerida a tener una Persona Designada que se encargue de todos los voluntarios de la iglesia local. Esta persona es un **Administrador Nivel 2**.

Revise con su pastor para ver quien es un “Administrador Nivel 2”. Cada iglesia local puede tener **hasta 3 personas** con este acceso.

NOTA: Todos los administradores DEBEN completar el entrenamiento y revisión de antecedentes **antes** de que puedan ser “Administrador Nivel 2” de su entidad.

Local Church Form - [Click Here](#)

“Level 2 Administrator Application Form” (Eng/Spa)

RISK MANAGEMENT

I. Pathfinder Leadership in Risk Management (Applies to ALL PATHFINDER DIVISIONS)

A. Objective

It is the objective of the Pathfinder 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 is an excellent source for proper procedures in all activities.

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 Pathfinders and staff are covered by an excess accident insurance policy that the Conference purchases through Adventist Risk Management for all board-approved activities.

1. High-Risk Activities—NOT ALLOWED:

- | | |
|--------------------|---|
| a) Use of aircraft | e) Rock-climbing |
| b) Skateboarding | f) Use of trampoline or any other device to propel the body, such as Reuther board or springboard |
| c) Tree climbing | |
| d) Fireworks | |

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

3. Consent for Medical Treatment

- This form shall be filled out annually and kept on file at each activity site.
- The consent for treatment form shall only be resorted to when every means to contact 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 | 5. Quality of equipment being used |
| 2. Type of activity | 6. Allotted time for activity |
| 3. Amount of participants | 7. Amount of adult assistance |
| 4. Location of activity | |

B. Supervision and Staff

1. Staff/Pathfinder Ratio--The following is a guide to use in determining supervision necessary for various activities:

High-Risk Activity = 1 Staff to 4 Pathfinders

Mild-Risk Activity = 1 Staff to 8 Pathfinders

Low-Risk Activity = 1 Staff to 15 Pathfinders

Of course, the closer the ratio between the staff and Pathfinders, the better. For example, high-risk would be mountain climbing, mild-risk would be camping, and low-risk would be classroom learning situations.

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.
 - 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** (Pathfinder Director, counselor, teacher, adult supervisor, parents, and Pathfinders). 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. **Personal vehicles** used for transportation of Pathfinders 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 Pathfinders or staff.
5. The use of trailers and moving vans are prohibited from transporting Pathfinders or staff.
6. Each vehicle shall have adult supervision at the appropriate ratio.
7. Drivers should complete a [Driver Questionnaire form](#) and have an acceptable driving record. Drivers must be at least 21 years of age. (Register Drivers @ www.nadyouth.com). Must have a valid driver's license and a good driving record.

D. Annual Inspections

1. Meeting premises
 - a) The Pathfinder Director should conduct an annual inspection for the physical conditions of the Pathfinder 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. Pathfinder equipment may be loaned out with care. It should be understood that the borrower will be responsible for any damage.
2. All Pathfinder 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 Pathfinder equipment be written and then be approved by the church board to become an official church policy.

F. Pathfinder Activities

1. Campsites and other activity areas should be thoroughly inspected with the following in mind and appropriate actions taken:

a) Fire danger	e) Rocks
b) Flash floods	f) Sanitation
c) Landslides	g) Night-time security
d) Dead trees (limbs, etc.)	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 Pathfinders under the close supervision of qualified staff.
 - f) Power saws shall be operated only by staff over 16 years of age.
 - g) A bucket of water, a shovel, and a #5 ABC fire extinguishers 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's primary task 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 on 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 supervised Pathfinders.
- 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 or older Pathfinders with staff.
- b) The night watch shall operate with the following in mind: fire, intruders, animals, checking food storage, inclement weather.

G. 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.

H. Fidelity Control

1. A proper accounting shall be made of the collection of Pathfinder dues and other money.
2. It is recommended that another counselor/staff may make verification of money count with a procedure of rotating this assignment.
3. Proper deposits should be made as soon as possible. And records kept for all transactions.
4. It is recommended that the Club treasurer be discouraged from taking funds to his home unless there's no other reasonable alternative.

I. 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 Pathfinder-sponsored activities.

IV. Losses

A. Emergency Procedures

Each Pathfinder 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 (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 and Risk Management Department or the first business day following the weekend.**

Contact the PAD office to explain the incident and to receive a form if necessary
path.adv@floridaconference.com

D. Loss Review

The Pathfinder 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.

PROHIBITED ACTIVITIES

- | | |
|---|--|
| <ul style="list-style-type: none"> ● Private/leased aircraft ● Tackle football ● Bungee jumping ● Motorcycles, all terrain or motorized vehicles ● Rock climbing, repelling, climbing walls, ropes courses ● Parasailing ● Roller skating, rollerblading, skateboarding ● Trampoline, teeter boards, springboards, mini-tramp, weatherboard, or any other | <ul style="list-style-type: none"> rebounding device unless specific coverage has been purchased in advance ● All terrain or motorized vehicles, motorcycles & dirt bikes ● Fireworks ● Firearms ● Snow skiing ● Use of 15 passenger van |
|---|--|

PATHFINDER INSURANCE

(Applies to all Pathfinder Clubs)

THE CLUB SAFETY OFFICER

It is recommended that each Pathfinder 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 appropriately. They would also make sure each Pathfinder 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 emergencies 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 Pathfinder 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 a "Certificate of General Liability Insurance," which proves 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. Risk Management can be contacted at Rhonda.Harper@floridaconference.com or

MEDICAL COVERAGE

Each Club has coverage for excess medical expenses that might occur to a Pathfinder while participating in an authorized and Board Approved Pathfinder 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 occurs, 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 and is required.

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 \$3,000,000, along with several optional coverages available. Fifteen passenger vans are prohibited from use. If a 12 passenger van has more than 135 inches at the wheelbase, then these are also prohibited from being used.

Driver Age - The driver of any vehicle transporting Pathfinders to or from a Pathfinder 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. The Director must approve all drivers in advance of the activity through the YMMS.

Driver Insurance - Drivers using their own vehicles to transport Pathfinders must show proof of insurance on their vehicle with a minimum of \$100,000/ \$300,000 liability limit.

Medical/Personal Injury Protection cannot be less than \$10,000. All drivers must complete a Volunteer Driver Questionnaire. Should an accident occur when a volunteer is driving their own vehicle, their personal insurance is responsible as primary. Those filling out The Volunteer Driver forms www.nadyouth.com should give a copy to be kept on file by the Director of each Club. Each name should also be added to the list of qualified drivers in the YMMS, once approved.

If renting a vehicle to transport Pathfinders, insurance can be purchased for the rental period. Arrangements must be made in advance through the Conference's Risk Management Department at the Florida Conference (407) 644-5000 or email Rhonda.Harper@floridaconference.com or Jennifer.Stefan@floridaconference.com . **All rented vehicles must have a minimum of \$3,000,000 liability on them. Fifteen passenger vans are prohibited.** A 12 passenger van can be rented **ONLY** if the wheelbase length is less than 135 inches. See the article on [page 38](#), "What is a 15-Passenger van?" for specifics.

The Pre-Trip Inspection Form should be used before each trip to ensure the vehicles are in safe operating condition you can view this on [page 38](#).

TRIP / OFFSITE ACTIVITY PLANNING CHECKLIST

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. [Please see page 38](#).

Form for Local Use Only

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

Are you have 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/CIRCLED "Yes" to qualify as a Driver.

If ALL of the ABOVE BOXES are checked/circled "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 are 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/rent/use a 15 passenger van to transport Pathfinders.

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 (YMMS) **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
- Vehicle 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) * Remember, the Conference Office is CLOSED on Fridays.

Fax to: Jennifer Stefan or Rhonda Harper
Florida Conference of SDA Fax: 407-618-0277
Jennifer.Stefan@floridaconference.com

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: _____

Vehicle Inspection

IMPORTANT NOTE: 15 passenger and some 12 passenger vans cannot be used or rented.

Click the images for each form or Article

VEHICLE PRE-TRIP INSPECTION FORM

VEHICLE: _____ VIN: _____

LICENSE NUMBER: _____

OK	NEEDS REPAIR	UNDER THE HOOD	OK	NEEDS REPAIR	EXTERIOR
<input type="checkbox"/>	<input type="checkbox"/>	Oil Level <input type="checkbox"/> Quanta <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tire Pressure (per owner)
<input type="checkbox"/>	<input type="checkbox"/>	Braze Fluid <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Headlight (Din. Bright)
<input type="checkbox"/>	<input type="checkbox"/>	Power Steering <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Flag and Clearance Lights
<input type="checkbox"/>	<input type="checkbox"/>	Engine Control <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Braze Light (requires assistance)
<input type="checkbox"/>	<input type="checkbox"/>	Transmission Fluid <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Turn Signal
<input type="checkbox"/>	<input type="checkbox"/>	Battery (check system) <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Emergency Flashes
<input type="checkbox"/>	<input type="checkbox"/>	Windshield Washer <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Windshield and Wipers
<input type="checkbox"/>	<input type="checkbox"/>	Light (Horn, Brake, Signal) <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Door Mirror (check missing)
<input type="checkbox"/>	<input type="checkbox"/>	Belly (New cracks, loose) <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mirrors
<input type="checkbox"/>	<input type="checkbox"/>	Other <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Belly Damage

OK	NEEDS REPAIR	INTERIOR	OK	NEEDS REPAIR	SAFETY EQUIPMENT
<input type="checkbox"/>	<input type="checkbox"/>	Engine Lights and Gauge <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Extinguisher
<input type="checkbox"/>	<input type="checkbox"/>	Horn <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Seperator
<input type="checkbox"/>	<input type="checkbox"/>	Steering (single steering) <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	First Aid Kit
<input type="checkbox"/>	<input type="checkbox"/>	Backup Mirror <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Roll Over Protection (seats)
<input type="checkbox"/>	<input type="checkbox"/>	Refrigeration Function <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Seat Belt (in place and function)
<input type="checkbox"/>	<input type="checkbox"/>	Other <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	On-board Kit

YES NO

VEHICLE IS SAFE TO OPERATE

NOTES

DATE ISSUED: _____ VIN: (RWD:00000000)

*Buses and commercial vehicles require additional inspection points (air brake pressure, backup audible alarm, etc.)

Need to file a claim? 1201 1st Columbia Pl. Ste 1000 Spring, MO 65754
 Toll-free: 1-800-445-4753 Fax: 417-663-8278
 Email: claims@adventist.org



What is a 15-Passenger Van?

Many churches are looking at alternatives to 15-passenger vans, but what is a 15-passenger van? Is it only a van that has 15 passengers in it? Does it have seats for only 15 passengers? Does it have room for seats for 15 passengers? Unfortunately, the term "15-passenger van" is just a descriptor, not a name, and creates confusion as we try to identify which vehicles we can or cannot use.

Vehicles identified by the North American Division of the Seventh-day Adventist Church policy as suitable alternatives to 15-passenger vans include: "mini-vans and 15-passenger vans with dual rear wheels." What many have discovered is that the passenger van models typically come in 8, 10, 12, and 15-passenger versions, leaving many to ask which of these configurations are safe for use?

Adventist Risk Management® Inc. (ARM) has consistently presented that 15-passenger vans are not safe. A van that is designed by its length to be for 15 passengers meets the criteria of the "Gangster" of what are referred to as 15-passenger vans. ARM has often used the example of how taking the back row out of a 15-passenger van does not remove the risks associated and is not acceptable. Regardless of whether the owner or the manufacturer of a

15-passenger van takes out the last row, it is not shortening the overall length of the van and thus still has the dangerous attributes of what is known as a "15-passenger van."

A practical guide is that it should NOT be used if any of the following are present:

- It can be configured as a 15-passenger van
- It has a wheelbase over 135 inches
- It has an overall length over 232 inches

This is not to be considered an exhaustive list of all makes and models of vans as these vary by make, model, and year; however, these illustrations should serve to show how the configurations, wheelbase and overall length can be used as a general guide to determine if a van is a "15-passenger" van.

Adventist Risk Management, Inc. © 2019

[Vehicle Pre-Trip Inspection Form](#)

[What is a 15-Passenger Van?](#)

WORKSHEET

Trip/Off-site Activity Planning Checklist

TRIP START DATE: _____ TRIP END DATE: _____

CLASS/ORGANIZATION: _____ NUMBER OF ACTIVITIES: _____

DRIVING/DISTINATION: _____

PLANNED ACTIVITIES: _____

Transportation	One or more	Notes/Details
Public Transportation	<input type="checkbox"/> Bus <input type="checkbox"/> Train <input type="checkbox"/> Airline	
Rental Vehicle(s)	<input type="checkbox"/> Car <input type="checkbox"/> Van <input type="checkbox"/> Bus	
Private (Non-owned) Vehicle (Driver's Insurance Primary)	<input type="checkbox"/> Unowned Other <input type="checkbox"/> Uninsured/Underinsured	

NOTE: Texting/Cellphone use Prohibited while driving

Riding in the Back of Open Vehicles is Prohibited (Pickup Trucks, Trailers, Flat Beds, etc.)

All Vehicles must have proper Insurance coverage for out of country travel as may be required by law.

NOTE: A "NO" response may indicate a need for additional safety/risk management measures.	Yes	No	N/A	Notes/Details
Qualified Drivers (Valid driving record, Age 21+, valid and correct license per type of vehicle, etc.)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Two Adults in all vehicles for driving and supervision	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Required Seat Belt Use and Load Capacity Limits	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Follow-up Vehicles w/Flashing Warning Lights are used on highway events (See Instructions, Appendix C)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Vehicles are Well Maintained in Safe Condition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
All Vehicles have completed a pre-trip/daily Safety Inspection Checklist: See Attached Checklist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

[Trip / Off-site Activity Planning Checklist](#)

Onsite / Offsite Activities Guidelines

Most activities will take place onsite and can also be applied Offsite (Camping/Trips).

The facility where the meetings are held should have:

- Adequate lighting inside and outside the premises.
- Windows in doors of any rooms that are being used for activities. All windows should be uncovered while activities are occurring.
- Adults should be assigned to monitor the facilities checking on activities in each location. These safeguards will protect both against abuse and false allegations.
- Suggestive language and teasing should be avoided/stopped between any two Pathfinders.
- Never tutor or instruct a Pathfinder privately on an individual basis. Either involve other Pathfinders or have another staff member present.
- Be aware of emotional attachments that can occur. Discourage these. If it becomes a serious matter, the director should reassign the staff member to work with another group.
- Promote Pathfinders to grow emotionally. Don't encourage them to be dependent on any of the staff members.
- Avoid any touching or play that could be misinterpreted or used as grounds for accusations. This is extremely important in activities such as playing in swimming pools and other contact sports.
- If a Pathfinder needs first aid or medical care, always have at least two adults present when treatment is being performed.
- Always have at least two adults in a vehicle when attending off-site events.
- At off-site events, adults should never be alone with a single Pathfinder.
- If the Club is attending an off-site or overnight activity, the church board should approve these trips in advance. ****Remember, Adults and Pathfinders must never share a tent or a bed*** All overnight activities must have the appropriate number of male and female staff members. (*Parents may sleep in the same tent with ONLY their biological/legally adopted children).
- Adult staff should never discuss personal problems or concerns with Pathfinders.
- Staff should be trained on how to comfort and reassure a Pathfinder appropriately. There are times when this is both necessary and appropriate. It should be limited to those situations.
- Physical and verbal abuse is never appropriate between Staff and a Pathfinder.
- Don't assume that once Pathfinder staff attends training, there is no need to repeat it. There should be ongoing training and development in child protection, health and safety, team building, conflict resolution, and skills in working with Pathfinder Ministries.

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 a Pathfinder 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: _____

ADVENTIST YOUTH MINISTRIES TRAINING

The Adventist Youth Ministries Training (AYMT) curriculum is a comprehensive training system for all Youth Ministries, including Pathfinder leaders. This curriculum encourages leaders to become certified in areas where they are providing leadership, such as Counselor and Director, but 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 learning, be familiar with current trends, and make training part of their lifestyle. The purpose of AYMT is to provide the framework for lifelong training. The AYMT 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. It 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 <https://www.clubministries.org/pathfinder-director/>
To buy the material www.adventsource.org/search?query=aymt§ion=store

Section 3



Resources/Special Events

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MEDICAL Consent Form

Rationale for YMMS

The FL PAD implemented the Youth Ministries Management System to integrate all of the vital Club information into one updated 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. Using YMMS for medical info is OPTIONAL.

THIS FORM IS REQUIRED - Clubs Must use this form. One per Club Member. It MUST be notarized and kept on file with the Club Director / Secretary.

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

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

Notary Public signature, State of Florida

PATHFINDER MEMBERSHIP APPLICATION

PLEDGE

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

(Please check one that applies)

I wish to:
 Apply for membership
 Renew my membership
 Transfer my membership
from _____

LAW

Keep the morning watch
Do my honest best
Care for my body
Keep a level eye
Be courteous and obedient
Walk softly in the sanctuary
Keep a song in my heart
Go on God's errands

Personal Information

Name, Age, Birthdate _____

Address _____

Circle One: Male Female Check One: Baptized? Yes No

City, State, Zip Code _____

Phone Number: _____ Grade in School: _____

Name of Church _____

Check all level(s) you have completed:

E-TRACKER: Friend Companion Explorer Ranger

VARSITY: Voyager Guide Pioneer Navigator

APPLICANT'S COMMITMENT: I agree to be guided by the rules of the Club and the Pathfinder Pledge and Law, and I will attend Club meetings, campouts, and other Club outings and activities.

Signature of Pathfinder: _____ Date: _____

Family History

Father Name: _____ Email: _____

Phone #: _____ Seventh-day Adventist? Yes No Church: _____

Has he worked with Pathfinders before? Yes / No Master Guide? Yes / No

Mother Name: _____ Email: _____

Phone #: _____ Seventh-day Adventist? Yes No Church: _____

Has she worked with Pathfinders before? Yes / No Master Guide? Yes / No

PARENT OR GUARDIAN APPROVAL: We hereby verify the applicant is in at least fifth grade. We have read the Pathfinder Pledge and Law and are willing and desirous that the applicant becomes a Pathfinder. We will assist the applicant in observing the rules and guidelines of the Pathfinder organization. As parents (or guardians), we understand that the Pathfinder Club program is an active one for the applicant. It includes many opportunities for service, adventure, discipleship training, 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.

Parent/Guardian Signature: _____ Date: _____

CLUB USE ONLY

Membership Application completed Uniform Arrangements Made

Health & Medical Records Dues Paid

Inducted into Full Membership on: _____

Signature of Club Director: _____ Date: _____

MEDICAL CONSENT

In these days of lawsuits, medical consent forms are a necessity for 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 parents' knowledge, 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 could severely reduce that chance.

3. The Director - if a child is injured and unable to get proper medical care because the Director did not bother to require medical consent forms, that Director could certainly be a target for a liability suit.

Note:

Medical consent forms may be dated in such a way that they are suitable for the whole year. This has the obvious advantage of saving a lot of work in collecting new forms for each outing.

However, 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 yesterday. Secondly, the form won't have current information on the location of the parents. They may be out of town the weekend of the particular outing on which their child is injured. Use your judgment.

MEDICAL CONSENT FORM

Local Club Use Only

(This form **MUST** be Notarized)

Child's Name _____ Birthdate _____ Sex _____

Cell Phone # _____ Phone # _____

Address _____ City _____ State _____ Zip _____

Medical insurance _____ Policy # _____

Father's Name _____ Home Phone _____

Cell Phone _____ Office Phone _____

Address _____ City _____ State _____ Zip _____

Medical insurance _____ Policy # _____

Mother's Name _____ Home Phone Cell _____

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 date of _____ to _____.

(One of the types of treatment must be marked.)

_____ Emergency Surgery _____ First Aid _____ Both of the these _____ None of the these

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 identification.

(Notarial Seal) Notary _____ Public signature, State of Florida

CODE OF CONDUCT

1. Pathfinders will be on time at all Club meetings and events. Chronic tardiness will be taken into account when evaluating a Pathfinder's Personal Performance.
2. Field Uniform (club T-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 campouts. 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: tan shirt with all patches and pins, slacks (boys), black skirt or black pants (girls), black socks (boys) black socks or tan nylons (girls), black dress shoes (closed-toe), sash, scarf, black belt/buckle, 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 it implies is inconsistent with Pathfinding's principles. Therefore, we request that no visible jewelry be worn to any Pathfinder function. This also prevents the loss of valuable items.
5. Pathfinder should attempt to participate in every activity and will maintain good conduct always.
6. Pathfinders will not talk back to Pathfinder Staff or any older person at any time. Profanity is a cause for suspension.
7. Pathfinders whose conduct presents a continual or special problem will be subject to suspension upon the staff's recommendation.
8. During Club meetings or events, Pathfinders will stay together with the counselor, instructor, or Director to speak, leave the area, or to go on an errand. If a Pathfinder needs to leave the group area, they must have permission from a counselor and sign out as instructed.
9. Pathfinders will come to attention when called to "fall in" or "line up."
10. Pathfinders will treat fellow Pathfinders with courtesy and respect. Pathfinders will be a "Servant of God" and a "Friend to man" at all times, whether during Club meetings, events, at home, church, school, or in the community.
11. On Campouts, Pathfinders will take turns doing Kitchen Patrol duty as scheduled and help with any after camping tasks. We must work as a team. Pathfinders should not expect to go home until all equipment is cleaned and put away.
12. Pathfinders will abide by the [Pathfinder Camping Code](#) while camping.

Agreed to by: _____
Pathfinder Signature

Date: _____

Parent Signature

Date: _____

BASIC PATHFINDER CLUB MEETING OUTLINE SUGGESTIONS

(SAMPLE)

PRE-MEETING (20 minutes)

- Arrange meeting room
- Review plans and theme with staff
- Check supplies
- First Aid Kit should be available

PRE-OPENING (10 minutes)

- Personal welcome to each Pathfinder and parents as they drop kids off
- Something to do (Activity)

OPENING (10-15 minutes)

- Pledge to Flag, Pathfinder Pledge & Law, Pathfinder Song, etc.
- Roll call
- Inspection
- Devotional / Prayer

BUSINESS (5 minutes)

- Read briefly report of the previous meeting
- Follow up from the previous meeting challenge
- Information about tonight's meeting given

ACTIVITIES (75 minutes)

- Projects directly relating to the theme
- Level work
- Drilling & Marching (15 minutes)
- Games, contests, etc.

CLOSING (10 minutes)

- Songs
- Story - worship
- Prayer
- Challenge - closing thought
- Actions to take based on the Challenge

POST MEETING

- Review of tonight's meeting with staff
- Plans for next week/meeting

<p><u>LAW</u></p> <p>Keep the Morning Watch Do my honest part Care for my body Keep a level eye Be courteous and obedient Walk softly in the sanctuary Keep a song in my heart Go on God's errands</p>	<p><u>PLEDGE</u></p> <p>By the grace of God I will be pure, kind, and true I will keep the Pathfinder Law I will be a servant of God And a friend to man</p>
--	---

Campout Packing Checklist

Safety Reminder:

Cooking may be done on kerosene, white gas/propane equipment only. No open fires are allowed on the many camping grounds. Some required a raised/metal/contained pit.

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
- Pathfinder Flag with stand
- American Flag with stand
- Pathfinder 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
Tobacco of any kind
Weapons

Each Pathfinder 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, hairdryer, hair bands
- Tennis shoes, hiking shoes
- Shirts, pants, shorts, underwear, socks
- Class A Dress Pathfinder Uniform
- Class B Field Uniform (Club T-shirt & pants)
- Flashlight
- Insect repellent, sunblock
- Camera (optional)
- Raincoat & jacket
- Bible
- Water Bottle/Canteen

Note:

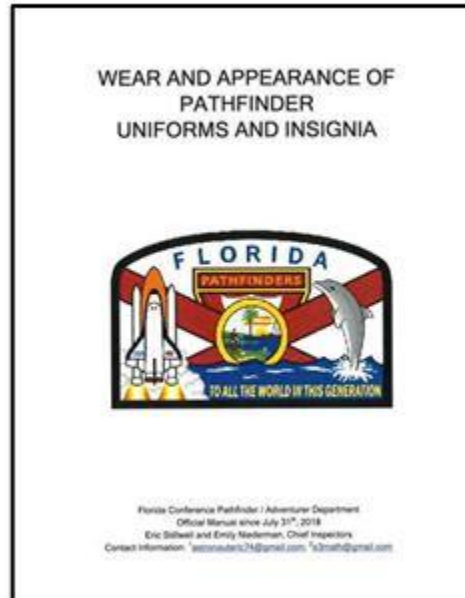
Club leaders should bring a cart or wagon so you can transport your drinking water and gray water.

Available at Lowes, Home Depot, Fleet Farm, Walmart, and most garden centers.

The Pathfinder Camping Code

1. I will camp only where camping is allowed.
2. I will keep my campsite clean at all times, and I will leave it cleaner than when I found it.
3. I will never leave my campfire unattended, and when I leave I will be sure that it is entirely out.
4. I will never use my knife or ax to cut bark or scar live trees.
5. I will never pick wildflowers without permission.
6. I will never cut trails while hiking.
7. I will never pollute a lake or stream.
8. I will always respect the privacy of other campers.
9. I will always be polite and courteous.
10. I will respect all signs, authority, rules, and private property.
11. I will always conduct myself as a Pathfinder and a Christian.
12. I will always leave a campsite knowing that I am welcome to return.

UNIFORM REGULATIONS



For Uniform Regulations and full Uniform Manual questions or concerns please contact the UNIFORM DIRECTOR. Contact information below.

UNIFORM DIRECTOR: VACANT

TELEPHONE:

E-MAIL: path.adv@floridaconference.com

WEBSITE: <https://floridaconference.com/pathfinder-manual/>

PATHFINDER CLUB UNIFORM

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

<u>GIRLS UNIFORM</u>	<u>BOYS UNIFORM</u>	<u>STAFF UNIFORM</u>
Tan Shirt Black Skirt/Black Pants Black Shoes Black Socks Natural/Nude Pathfinder Scarf with Slide Sash: Black	Tan Shirt Black Pants Black Shoes Black Socks Pathfinder Scarf with Slide Sash: Black	Tan Shirt Black Slacks (Men) Black Skirt/Black Pants (Women) Black Shoes Black Socks (Men) Hose (Women) Pathfinder Scarf with Slide (May wear Master Guide Scarf/Slide) Sash: Black/Master Guide Green

Optional

Natural/Nude Hose or Black Hosiery (Women)
 Black Tie (Men) Uniform within Club

UNIFORM INSIGNIA

<u>Right sleeve</u>	<u>Left Sleeve</u>	<u>Left Front Pocket / Flap</u>
Club Name Crescent Office Strip (Staff)	Pathfinder World Master Guide Star/Combo (Staff)	Pocket Tab Level Pins (adults only) Master Guide Pin Baptismal Pin

PATHFINDER UNIFORM CHECKLIST

NAME: _____

Class Level: FR CO EX RA VO GU NA PI

Field Uniform

Club T-Shirt: Have Need

Class A Uniform

Left Arm:

Florida Conference: Have Need
 Pathfinder World: Have Need



Right Arm:

Club Crest Insignia: Have Need
 Title Strip/E-Tracker/Varsity: Have Need
 Insignia Patch: Have Need

Sash: Have Need



Received At Induction: _____

Staff who presented it: _____

Slide: Have Need
 Scarf: Have Need



For Local Club Use Only

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

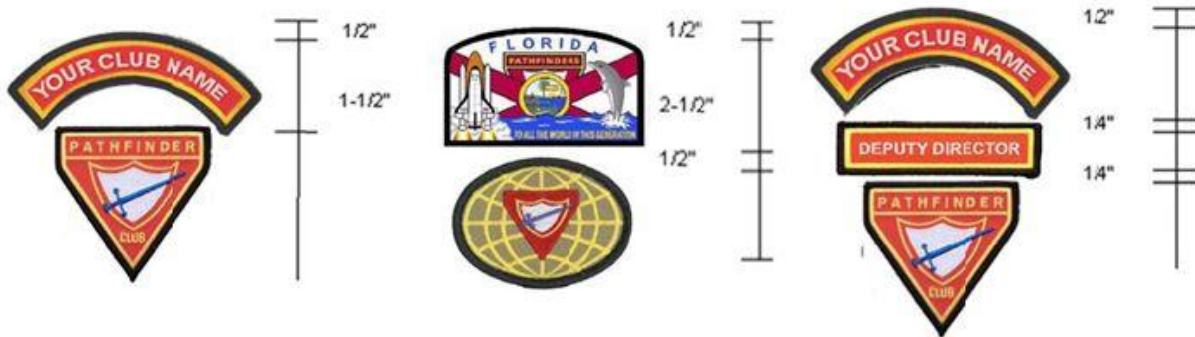
Tan Shirts: Any store that carries uniform shirts will carry them. Make sure there is enough sleeve to put patches on. Guidelines are below in this FAQ.

Uniforms can be purchased from:

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

PATCH PLACEMENT

A: Guidelines are shown below:



FLORIDA CONFERENCE PATHFINDER OFFICIAL UNIFORM INSPECTION

1. Uniform

- | | |
|--|---------------|
| A. Club Crest | 5 points max. |
| B. Level Patch (Varsity, e-Tracker, Staff) | 5 points max |
| C. Pathfinder Triangle | 5 points max |
| D. Conference Patch | 5 points max |
| E. Pathfinder World Patch | 5 points max |
| F. Class Level Strip | 5 points max |
| G. Class Pins, Strip, Chevrons Match | 5 points max |
| H. Ribbon Bars in Proper Position | 5 points max |
| I. Division Elements (e-Tracker, Varsity, TLT, MG) | 5 points max |
| J. Uniform Shirt Color (Tan) & Style | 5 points max |
| K. Pants / Skirt Color (Black) & Style | 5 points max |
| L. Belts (Black) and Pathfinder Buckle | 5 points max |
| M. Socks/Stockings | 5 points max |
| N. Black Shoes | 5 points max |
| O. All Buttons, Buckles, Laces Fastened | 5 points max |
| P. Overall Uniform Neat & Clean | 5 points max |
| Q. Overall Uniform in Regulation (Pins/Patches) | 10 points max |

2. Personnel

- | | |
|---|---------------|
| A. Courtesy to Inspectors | 5 points max |
| B. Personal Grooming (teeth, fingernails, etc.) | 5 points max. |

Points Possible 100 Points Received _____

There are 5 points possible for lines A-P.

Line Q has 10 points possible.

Lines are to be tallied and divided by 20.

A final total of 5 points is possible/per line (except for line Q).

A maximum of 25 points may be deducted from any Club for inappropriate behavior during the Event.

5 points: Superior **4 points:** Excellent **3 points:** Good **2 points:** Fair **1 point:** Basic

All Uniform Inspections shall be conducted in accordance with the current edition of the Florida Conference Uniform Manual. <https://floridaconference.com/pathfinder-manual/>

Church
Name: _____ Director: _____

Date: _____ Inspector: _____

TOTAL SCORE: _____

Section 4



Club of the Year (COY)

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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**

CHANGE

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

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

Requirements - [Click Here](#)

Rationale for Activities

I. Leadership Convention

A. Rationale for Pathfinder and Adventurer Leadership Convention

The Pathfinder Leadership Convention is held each year in Florida for all Pathfinder staff volunteers, especially Directors, deputy directors, and counselors. This program is designed to inspire and train and give opportunities to network with other leaders.

B. Guidelines for Clubs Attending

1. The attendance at Leadership Convention by at least one Club representative is required for "Pathfinder 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 who will help in the Club program during the year.
3. Pathfinder Directors should register their convention members using the online reservations site at (www.nadyouth.com) well in advance of arrival to guarantee a sleeping accommodation.
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.

II. Conference Events

A. Conference Camporees

The Conference Camporees are held in various parts of Florida and, when prepared properly, provide opportunities for the Pathfinder to broaden his/her experience in several ways. The Conference Camporee can draw on a far larger source of talent, skills, and knowledge than normally available to the Club.

1. Attendance at a Conference Camporee provides Pathfinders with a broadened concept of the Seventh-day Adventist Pathfinder movement.
2. Club leaders and Pathfinders have an opportunity to compare their own Club's progress with that of other Clubs.
3. Pathfinders expand their personal friendships when they meet other young people.
4. Pathfinders are given a chance to demonstrate their special skills and achievements.

B. Guidelines

1. All Clubs, new and old, must attend camporees to qualify for "Pathfinder Club of the Year."
2. Clubs should plan to arrive/set up their campsite before sundown on Friday.
3. Club leaders must supervise and be responsible for their Pathfinders at all times.
4. All Pathfinders are expected to participate in all events.
5. Pathfinders and Club staff should wear uniforms during Sabbath or as specified by the Conference Director. No short shorts or questionable attire allowed while at the camporee.
6. The Florida Conference Camporee is for Friends through Master Guides and staff.

III. Area Events and Staff Activities

- ### A. Area Camporees, Staff Activities, and Special Events are planned by Area Administrators 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 camporees are open to Clubs outside their specific geographical area. These outside Directors are to contact the Florida Conference of their plans to attend the camporee. Examples: beach programs, bike trips, canoe adventures, nature campouts, backpack trips.

Registering Your Club with the Conference

CLUB OF THE YEAR REQUIREMENT
Deadline: August 15



Visit www.floridaconference.com/padymms

You can find Step by Step process for both **New** (Request an account) and **Returning** (Reactivate an account).

Directors & Secretaries - are the ONLY two staff members with access to YMMS.

Club Evaluation Form

CLUB OF THE YEAR REQUIREMENT - DUE - April 1st

A yearly Club evaluation is to be done by your Area Administrator, Zone Administrator, Cluster Coordinator, or a PAC member, during a Club meeting. Class A uniforms must be worn for the evaluation. **Your Club Director is to make all the arrangements.** This evaluation should be completed before April 1st, and the name of the evaluator written on the form.

Your Quarterly Report is to be turned in on April 1st. No evaluations should be done after the April 1st deadline. If the report is done in the YMMS by the end of the day, April 1, points will be given; if not, no points will be given. Points will ONLY be added once approved by the OAV/PAD Office team.

CHURCH: _____ CLUB DIRECTOR: _____

EVALUATOR: QUALIFICATIONS: _____

E = Excellent

S = Satisfactory

NI = Needs Improvement

1. ENVIRONMENT

- a. Is the physical setting of the meeting area attractive?
- b. Is it well-lit and clean?
- c. Is there adequate space for all the Pathfinders' needs?
- d. Are the buildings and fixtures well maintained?

2. TEAMWORK

- a. Is there adequate personnel?
- b. Do they all know what is expected of them?
- c. Are the responsibilities spread evenly?
- d. Does the Director, or person in charge, show leadership abilities?

3. PROGRAM

- a. Is there a good balance of physical, social, mental and spiritual activities?
- b. Are the classes and other activities appropriate to the age groups?
- c. Is the monthly calendar posted where all Pathfinders can see?
- d. Is Basic Drill encouraged and taught?

4. ORGANIZATION AND PLANNING

- a. Was formation for opening and closing ceremonies done in an organized, Christ-centered manner?
- b. Were flags posted correctly?
- c. Are Club records, such as Medical Consent forms, kept filed for quick use or reference, including attendance records?
- d. Are all supplies and equipment in the right place at the right time?
- e. Is everyone ready to perform their job when needed?

5. TEACHING METHODS

- a. Do the teachers keep the interest of the Pathfinders?
- b. Do they carefully explain what is to be done or learned?
- c. Do they assist each Pathfinder when needed?
- d. Do they allow time for proper cleanup?
- e. Do they ask summary questions at the end of the class time, when appropriate, to make sure the Pathfinders have understood what was taught?

Name / Signature of Evaluator: _____ Date: _____

BASIC DRILL

CLUB OF THE YEAR REQUIREMENT EVALUATION FORM

**Please, have a copy of this document available for your Evaluator*

Your Club (Pathfinders and Staff) should go through a Basic Drill Evaluation every year. This is to be performed by your Area Administrator, State Drilling & Marching Program Director, a PAC member, or by a Conference-authorized person during Club meeting time. Class A uniform must be worn for the evaluation. **Your Club Director is to make all the arrangements.**

Evaluation MUST be completed before April 1st by end of day, and uploaded in the YMMS. No evaluations should be done after the April 1st deadline. Please report it on Quarterly Report. (The form does not need to be sent to the Conference office, keep it for your records).

CHURCH: _____ CLUB: _____

DIRECTOR: _____ DRILL MASTER: _____

EVALUATOR: _____ TITLE: _____

CLASS "A" UNIFORM: ____ Yes ____ No

This Pathfinder Club has successfully executed all the Basic Drill required commands listed below:

- _____ Fall In
- _____ Fall Out
- _____ Dress Right, Dress / Ready Front
- _____ Cover / Recover
- _____ Open Ranks, March / Close Ranks, March
- _____ At Ease _____ Attention
- _____ Parade Rest
- _____ Prayer Attention
- _____ Present Arms / Order Arms
- _____ Hand Salute (called)
- _____ Right Face / Left Face
- _____ About Face
- _____ Mark Time, March
- _____ Forward, March
- _____ Right Flank / Left Flank, March
- _____ Rear, March
- _____ Column Left / Column Right, March
- _____ Eyes Right / Eyes Front (marching and at Halt)
- _____ Halt
- _____ Dismissed

EVALUATOR COMMENTS:

REVIEW OF PERFORMANCE: _____ Great _____ Good _____ Needs Improvement

Signature of Evaluator: _____ Date: _____

SHARE YOUR FAITH #1 & #2

CLUB OF THE YEAR REQUIREMENT DUE April 1st.

This is a SAMPLE form ONLY. Please fill out this form online in the YMMS (Youth Ministries Management System).

One Share Your Faith Must be LOCAL. The Second optional event can be LOCAL or International.

To receive credit towards COY:

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

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 hours 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 through www.nadyouth.com

Also, remember to register all the Pathfinders that participated in the Share Your Faith Event. This will be used to check the 60% requirement (60% of the total Pathfinders 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 Pathfinder year, each Club needs to determine what it will be doing for its Club’s major “Share Your Faith” project. Pathfinder Clubs are encouraged to use their imagination in planning their projects. However, examples of good “Share Your Faith” projects include:

- Earn your PAC Wings (Evangelistic honor)
- Club responsible for Bible School (similar to VBS) during church or an evangelistic series
- Tape ministry
- Parade, including floats and drill team
- Bible drama for community, area churches and others
- Branch Sabbath School
- Meals-On-Wheels
- Clean-A-Thon
- Aluminum can collection
- Historical site restoration
- Books to city officials
- Start a new church
- Collecting and repairing toys for a mission field
- Literature racks
- Adopt-A-Club
- Flea market for needy project
- Birthday cards for people in nursing homes
- Writing letters for people who are unable to write
- 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
- Make nesting houses, birdhouses, and feeders
- Environmental project
- Adopt a needy family
- Start a Club
- Create a Club web page
- Create a chat room to increase awareness of Pathfinder ministries
- Video of Club activities to share with shut-ins
- Obituary Evangelism
- Wash cars for the elderly
- Mow grass for the physically challenged
- Involve physically challenged in Club (full activities)
- Build entry ways for physically challenged
- Nurture a new Club in at least three (3) campouts
- Manage a food booth

HARVEST REPORT

Treat Instead of Trick



Club Name: _____

Director: Phone: _____

Suggested Share Your Faith Activity

Every year Pathfinders get involved in activities for sharing their faith. The campaign that 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, Pathfinders 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, Pathfinders come to share their time on behalf of others. While there is so much hate and greed in the world, Pathfinders come to color the world with love!

Would you like to find a real interesting project for your Pathfinders 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?

1. Numbers of members working (Pathfinders 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. Money collected: _____
7. Total number of food baskets distributed: _____
8. Total number of food baskets prepared: _____
9. Submit story and pictures to Florida Conference Pathfinder/Adventurer Department (email us @ path.adv@floridaconference.com)

Year End Data Report

SAMPLE FORM ONLY

(since 2020 - we are asking Clubs to update this info in YMMS)

DIRECTOR'S NAME: _____

CHURCH NAME: _____

1. Number Invested:

Friend_____	Trail Friend_____	Voyager_____	Advanced Voyager_____
Companion_____	Trail Companion_____	Guide_____	Advanced Guide_____
Explorer_____	Frontier.Explorer_____	Pioneer_____	Advanced Pioneer_____
Ranger_____	Frontier Ranger_____	Navigator_____	Advanced Navigator_____
Master Guide_____			

2. Number of Honors Awarded (total of entire Club combined):_____

Number of Honor Masters Awarded (example – Aquatic Master):_____

3. Number of Baptisms: Friend - Ranger, Voyager - Guide, Pioneer - Navigator_____

4. How many non-Seventh-day Adventist children are registered in your Club?_____

5. How often does your Club hold meetings? Every Other Week_____ Twice a Month_____
Once a Month _____ Other (explain)_____

6. Where do you meet? Church_____ School_____ Other (describe)_____

7. Do you have a short devotional or worship at every meeting? _____YES _____NO

8. How many Club members/staff are currently working on their Master Guide?_____

Please register them (and all other Master Guides) with the Pathfinder Dept.
Registration forms. Website: <http://floridaconference.com/master-guide/>

Pathfinder of the Year RESUME

-Submit to Local Club Director by March 1

-Forward to Conference Pathfinder/Adventurer Department by April 1

PATHFINDER'S NAME: _____ AGE: _____

CHURCH: _____

DIRECTOR: _____

1. Attach to this form a photo of you working on your "Special Accomplishment".
2. What was your "Special Accomplishment" (describe preparation, implementation & follow-up)? _____

3. How many total hours did you spend on the project? _____

4. Why did you choose this project? _____

5. Explain how (if at all) other people helped you with your project: _____

6. How have you been affected by this project? _____

7. What Basic & Advanced level study did you complete this year? _____

8. Explain what part of your Basic or Advanced level study was most challenging this year? _____

9. What Honor did you complete on your own initiative, and how did you do it?

10. How did you contribute to the overall Spiritual Level of your Club this year?

11. Why do you think you should be Pathfinder of the Year? _____

Signature: _____ Date: _____

“Pathfinder of the Year” Award

e-Tracker & Varsity

PHILOSOPHY

The *Pathfinder of the Year* award is given to the young person who, on his or her own initiative and without prodding, desires to receive the award. The requirements are not intended to be easy and are designed to present a challenge to the Pathfinder, 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** Pathfinder. The program must be explained, and each Pathfinder 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 young people. However, this is not an award for a Pathfinder who must constantly be reminded and prodded to meet the requirements.

In reviewing the Pathfinder of the Year's requirements, you will note that those who complete the requirements have met and exceeded the requirements of the Good Conduct Award. Also, note that **four honors must be taught to all Pathfinders during the year, and one additional honor must be earned on his/her own efforts**. Also, note that a regular Pathfinder level and advanced Pathfinder level must be earned. Spiritual and “Share Your Faith” activities must be performed.

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

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

A maximum of three (3) Pathfinders 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 Pathfinder Administrator AND Conference Pathfinder/Adventurer Director by March 20th for consideration.

Please understand that the Conference-level *Pathfinder of the Year* award and an award for an outstanding local Pathfinder are not the same. You may have an outstanding local Pathfinder who may not meet the requirements for the *Pathfinder of the Year* award. Any Pathfinder who barely misses being *Pathfinder of the Year* certainly deserves some special recognition from the local Club as compensation for his/her accomplishments. This local award, however, may not be worn on the Pathfinder uniform.

The *Pathfinder of the Year* award for E-tracker and Varsity Pathfinders will be presented at the Florida Conference, Red Zone.

The Pathfinder of the Year program should be the central focus when planning for Pathfinder activities. On registration night, it should be explained to parents and Pathfinders.
ALL Pathfinders should be encouraged to strive to be the BEST Pathfinder they can be.

Forms need to be received by the conference office by April 1st.

Pathfinder of the Year Requirements

PATHFINDER CLUB PARTICIPATION

1. PATHFINDER CLUB PARTICIPATION

- Be an active member since the beginning of the current Pathfinder year.
- Be present and on time for no less than 85% of the weekly Club meetings.
- Attend 85% local Club functions: hikes, campouts, trips, and projects.
- Must attend at least one of the following conference functions - State Camporee, Area Camporee, or Red Zone. If your Club will not be attending a Camporee, or if there is no camporee scheduled for the year, you must attend Red Zone as your conference function.
- Have a complete, clean, and pressed uniform and wear it when required.
- Exhibit a positive attitude towards wearing the uniform.
- Know the meaning of the uniform insignia, or the meaning of the Pathfinder Pledge & Law.
- Be invested in a Pathfinder level completed during the year.
- Be invested in a Pathfinder advanced level completed during the year.
- Must earn five (5) honors during the year, one of which must be earned on his/her own initiative and not done at camp, school, or in Pathfinders.

2. SPECIAL ACCOMPLISHMENT

As an individual, perform an outstanding accomplishment during the year, giving at least ten (10) hours to the preparation, implementation, and follow-up. The project must be organized entirely by the Pathfinder. It must be outside of Pathfinder activities, and it cannot be for the benefit of his/her family. All projects, and any exceptions to the rules, must be approved by the Club Director (no more request forms to the Conference).

3. PATHFINDER RESUME

The Director should give all eligible Pathfinders a blank "Pathfinder of the Year Resume" by mid-February. This resume must be completed by the Pathfinder (including the project photo) and returned to the Club Director by March 1. After the Club staff evaluates the resume, the ORIGINAL is uploaded into YMMS by April 1.

4. PERSONAL EVALUATION

The Director should make sure that all eligible Pathfinders are given four (4) Pathfinder of the Year "Evaluation Sheets" and envelopes by mid-February. Pathfinders must (with complete honesty) fill out one of these sheets to evaluate themselves. It is their responsibility to give the remaining sheets to three (3) adults who know them well. We strongly recommend the following people: Pathfinder Counselor, Parent/Guardian, School Teacher, their Sabbath School Teacher, or Pastor. The evaluators should complete the form, seal it in the envelope, and return it to the Pathfinder, who then forwards all four (4) sheets to their Director by March 1.

The combined point's average of all four (4) evaluation sheets must total at least 8.45 points to be eligible for the award, and must be documented on the "Requirement Completion Form". 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. Sets a good example to his/her peers by being courteous, kind, and obedient. Takes active interest in school, and in all aspects of Pathfinders. Finishes chores without being excessively prodded.
- **SPIRITUAL:** Pathfinder must show that he/she is spiritually reverent, has positive Christian attitudes and manners, has personal devotions (Bible studies), and must be regularly involved in church activities (a non- Adventist youth involved in his/her own church meets this requirement, and a non-church goers may rely on the Pathfinder Club's spiritual activities).

5. 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 the Pathfinder's Resume, his/her four (4) Evaluation Sheets, and on the personal observations of the Staff. Document the results of this majority vote on the "Requirement Completion Form".

6. REQUIREMENT COMPLETION FORM

A Pathfinder Club Leader must fill out the Pathfinder of the Year "Requirement Completion Form" and upload it into YMM by **April 1**. Please attach the Candidate's Resume to this form, for these are the only two documents we need to determine the award winners.

Pathfinder of the Year

Special Accomplishment

As an individual, perform an **outstanding** accomplishment during the year, giving at least ten (10) hours to the preparation, implementation, and follow-up. The project must be organized entirely by the Pathfinder, it must be outside of Pathfinder activities, and it cannot be for the benefit of his/her family. All projects, and any exceptions to the rules, must be approved by the local club director.

Once the individual "Special Accomplishment" is completed, the Pathfinder must document the procedure and results on the *Pathfinder of the Year Resume*, and submit it to the Club Director by **March 1**. The Pathfinder should feel free to choose a special project that interests him/her. Some examples are:

1. Fundraising for worthy projects
2. Assisting in Sabbath School department
3. Temperance talks to younger grades
4. Tutoring of a younger student at school
5. Free yard care and/or housework for the elderly or an invalid
6. Having Story Hours
7. Holding a church office
8. Volunteer work in a hospital
9. Landscaping public building or churches
10. Developing nature trails
11. Tree planting
12. Flower boxes for town streets
13. Clown Ministry
14. Books and games to hospital
15. Rehabilitation with physically challenged
16. Posters and art projects for hospitals
17. Prepare Christmas stockings for orphans
18. Develop a vespers program for church
19. Assist with food or clothing distribution
20. Adopt a grandparent
21. Babysitting during church programs
22. Volunteer work at Humane Society
23. Free pet sitting or pet care for elderly or physically challenged
24. Reading to a blind person
25. Secret pals to shut-ins
26. Baking and sending cookies to servicemen or academy/college students
27. Adopt-A-Highway (river, beach, park, or playground)
28. Letter writing for an elderly or blind person
29. Puppet ministry
30. Adopt a Club
31. Start a new Club
32. Develop an Evangelistic web page
33. Teach computer skills to children
34. Adopt a family in need
35. Obituary Evangelism
36. Raise money for special needs children
37. Launching a personal ministry in the church/community to bless others.

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

REQUIREMENT COMPLETION FORM

Pathfinder of the Year FOR PATHFINDER LEADER ONLY

Church: _____ Candidate's Name: _____

Pathfinder Leader filling out the Form: _____

____ Is an active member (or "online" member) since the beginning of the current Pathfinder year.

____ Was present and on time for 85% of weekly Club meetings. ("Online"- e-mail counselor 85% of the weeks. Meet with their counselor at least once a month.)

____ Attended 85% of local Club functions. ("Online" as allowed by school schedule.)

____ One of the following completed:

A. Attended a Conference State/Area Camporee.

B. Attended at least one Conference Pathfinder function.

C. 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 one of these: ____ The Uniform Insignia

____ The Pathfinder Pledge & Law

____ Was (or will be) invested in the following Pathfinder Level completed during the year _____.

____ Was (or will be) invested in a Pathfinder Advanced Level completed during the year _____.

____ List 5 honors earned, one of which must be earned on his/her own initiative.

1. Honor by own initiative: _____ 2. _____

3. _____ 4. _____ 5. _____

____ The Special Accomplishment Project was approved by the Club Director.

____ Resume was completed by the Candidate and is attached to this form.

____ Please calculate the average of all four (4) Evaluation Sheets (must be at least 8.45):

A. Average of Evaluation Sheet #1 _____

B. Average of Evaluation Sheet #2 _____

C. Average of Evaluation Sheet #3 _____

D. Average of Evaluation Sheet #4 _____

E. Total Evaluation Points (add A, B, C & D) _____

F. Average of all 4 Evaluation Sheets (divide E by 4) _____

____ The candidate was approved by the Club Staff (at a staff meeting) by a SECRET BALLOT majority vote. This vote was based on the Pathfinder's Resume, his/her four (4) Evaluation Sheets, and the Club Staff's personal observations.

Signature of Pathfinder Leader: _____ Date _____

* You must be uploaded into YMMS by **April 1**.

Please attach the Candidate's Resume to this form, for these are the only two documents

We need to determine the *Pathfinder of the Year* award winners.

(This is the only document we need to determine the Pathfinder of the Year award candidate)

Pathfinder of the Year

EVALUATION SHEET

Local Church Form

The Conference *Pathfinder of the Year* award can be given to a maximum of three (3) **Pathfinders** 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 Pathfinder 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 (Pathfinder Staff/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:** <https://bit.ly/PoYEvaluation>
- 2) Director or Secretary Email (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 on pg. 68 in this manual).

Section 5

Drill/Drum



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Drill & Marching Program

Pathfinder Year 2023-2024 Handbook

Revised:4/2023

The Pathfinder Club is where many young people meet Christ as their own personal Friend. It is one of the most important missionary ministries of the Seventh-day Adventist Church. Here, Pathfinders and young adults are building a Christian foundation with Christ as their Lord and Savior. They are learning and teaching others by reaching a higher level each year and advancing from Friend, to Companion, Explorer, Ranger, Voyager, Guide, Pioneer, Navigator, and Master Guide. Activities such as camping, drilling and marching, drums, crafts, Pathfinder Bible Experience, nature, honors, etc., work to enhance relational and leadership skills. These are just a few of the things that can help a young person develop a wonderful and meaningful relationship with God.

Florida Pathfinders enjoy a wonderful and exciting program that has been designed to assist with their physical, mental, and spiritual growth, while preparing them to be the leaders of the future. To assist with that, the Florida Pathfinders have developed a “Back to Basics” philosophy to enhance the Pathfinder levels, and we are applying that philosophy to the Pathfinder Drilling & Marching Program.

All Florida Pathfinder Clubs can drill and march. All Florida Pathfinder Clubs should drill and march. We encourage drilling and marching as a fun and challenging way to learn teamwork, self-confidence, trust, concentration and discipline. A Club that lacks the assistance of a Drill Master or the time to march, may find that unity and discipline is much more difficult to achieve than in a Club that makes the time to march and practice drill. Marching should not be used as a punishment. It is an exciting and satisfying way for Pathfinders to demonstrate their skills and display teamwork.

The Florida Conference provides an opportunity for Clubs to participate in organized demonstrations where they can display the skills learned during the year, their development as a team, and the precision acquired through hard work, practice, and commitment. Everyone can perform! Everyone can participate and score 1st place, as it is not a competition against other drill teams, but an opportunity for personal improvement and celebration.

Get inspired! Get organized! Practice... practice... practice! ... and participate! We are here to help you!

There are four categories in the Florida Conference for our Pathfinder Drill Teams to enjoy and participate in: **(1) Basic Drill, (2) Precision Drill, (3) Freestyle Drill, (4) Adult Drill (18+)**

(1) BASIC DRILL

GOAL: To encourage all Florida Pathfinder Clubs to include drilling and marching as part of their normal routine. This will help promote Club morale and discipline. It is also a perfect time for Pathfinders to actively help each other and learn all the drill commands.

REQUIREMENT FOR AWARD: Basic Drill is a requirement for the Club of the Year Award. Pathfinders and Staff should be, and are, encouraged to participate. There is no trophy given for this drill category. See “Basic Drill Evaluation Form”.

PARTICIPANTS: All Pathfinders (e-Tracker/Varsity) and Staff should participate.

UNIFORM: All participants are to wear the Class A uniform and pass personal/individual inspection.

EVALUATOR: The Basic Drill Evaluation is to be performed by your Area Administrator, the State Drilling & Marching Program Director, a PAC member, or by a Conference-authorized person during Club meeting time.

FORM DUE DATE: The “Basic Drill Evaluation Form” can be found in this section of the handbook. It MUST be completed before April 1st by end of day, uploaded in the YMMS and documented on the Quarterly Report, or it will not count towards the Club of the Year requirement. There should be no evaluations after April 1st. Form does not need to be sent to the Conference office, keep it for your records.

*Please, have a copy of the “Basic Drill Evaluation Form” available for your Evaluator – (scroll down - it is the next page). Thanks!

BASIC DRILL

CLUB OF THE YEAR REQUIREMENT EVALUATION FORM

*Please, have a copy of this document available for your Evaluator

Your Club (Pathfinders and Staff) should go through a Basic Drill Evaluation every year. This is to be performed by your Area Administrator, State Drilling & Marching Program Director, a PAC member, or by a Conference-authorized person during Club meeting time. Class A uniform must be worn for the evaluation. **Your Club Director is to make all the arrangements**. Evaluation MUST be completed before April 1st by end of day, and uploaded in the YMMS. No evaluations should be done after the April 1st deadline. Please report it on Quarterly Report. (This Form does not need to be sent to the Conference office, keep it for your records).

CHURCH: _____ CLUB: _____

DIRECTOR: _____ DRILL MASTER: _____

EVALUATOR: _____ TITLE: _____

CLASS "A" UNIFORM: _____ Yes _____ No

This Pathfinder Club has successfully executed all the Basic Drill required commands listed below:

- _____ Fall In
- _____ Fall Out
- _____ Dress Right, Dress / Ready Front
- _____ Cover / Recover
- _____ Open Ranks, March / Close Ranks, March
- _____ At Ease
- _____ Attention
- _____ Parade Rest
- _____ Prayer Attention
- _____ Present Arms / Order Arms
- _____ Hand Salute (called)
- _____ Right Face / Left Face
- _____ About Face
- _____ Mark Time, March
- _____ Forward, March
- _____ Right Flank / Left Flank, March
- _____ Rear, March
- _____ Column Left / Column Right, March
- _____ Eyes Right / Eyes Front (marching and at Halt)
- _____ Halt
- _____ Dismissed

REVIEW OF PERFORMANCE: _____ Great _____ Good
_____ Needs Improvement

EVALUATION COMMENTS:

Name of Evaluator: _____

Signature of Evaluator: _____ Date: _____

(2) PRECISION DRILL

GOAL: To give all Florida Pathfinder Clubs the opportunity to participate in a State level event (Camporee or Red Zone). A Precision Drill Team is officially recognized by the Florida Conference once a year, after participating at one of these events. This is a very prestigious and exciting event for the members of a Drill Team, as it provides them an opportunity to show-case their unity as a team and mastery of drill commands.

AWARDS: A Precision Drill Team that meets all requirements and participates in the event will be awarded with a trophy according to their score. The Drilling & Marching Program Director will have the authority to award First, Second, Third, or Participation Awards as decided by the judges and approved by the Pathfinder/Adventurer Director. Precision Drill Team members will also be awarded the Precision Drill Team Ribbon Bar, reserved only for those team members that perform and are officially recognized. The Drill Team Ribbon Bar is also reserved for the official adult drill instructor known as the "Drillmaster". A Precision Drill Team member can only wear two (2) Drill Team Ribbon Bars on the uniform. Each bar can hold up to three (3) stars based on the performance results (Gold-1st Place, Silver-2nd Place, Bronze-3rd Place).

PARTICIPANTS: Each member of the Precision Drill Team must be a member of the Club that he/she is representing. The Precision Drill Team member must be a Pathfinder who will not be 18 years old at the time of the performance and who is currently working on an eTracker/Varsity Pathfinder level (Friend, Companion, Explorer, Ranger, Voyager, Guide, Pioneer, Navigator or Master Guide). A Precision Drill Team may have a minimum of two (2) members; there is no maximum.

REGISTRATION: All participating Precision Drill Teams must pre-register. Register by submitting a copy of the Agenda via emailed directly to the Drilling & Marching Program Director. Email address to use: path.adv@floridaconference.com

- For the Red Zone event (end of May) the Registration must be done online, and the **Agenda must be emailed** by the **1st Friday of May no later than 12:00 noon**.
- Each team must be registered in their own link
 - Drill Team #1 - [Click Here](#) / Drill Team #2 - [Click Here](#)
- For a State Camporee, the Registration must be done online, and the Agenda must be emailed by the **1st Friday of the official event month no later than 12:00 noon**.

MULTIPLE TEAMS: A Club that has over 75 registered and active Pathfinders (eTrackers & Varsity) may enter two (2) Precision Drill Teams for the Drill Event. This is a requirement that must be confirmed by the Club Director or Church Pastor.

JUDGES: The judges will not be affiliated with the Drill Teams that they are judging. Judges will be knowledgeable in the official [NAD Pathfinder Club Drill Manual](#). The NAD Pathfinder Club Drill Manual will be the standard by which all judging of commands and movements are made. Clarifications may be reviewed from the [US Army FM 22-5 \(older\)](#) or [TC 3-21.5 \(newer\)](#). The judges' scores and confirmation by the Drilling & Marching Program Director will be the final score and **NO CHANGES** will be allowed, as this will be official and final. Scores will be confidential until officially announced in public.

POINT SYSTEM: There are six (6) categories, five (5) points each. Total possible score of thirty (30) points per judge.

1ST PLACE 30.00 – 27.00 POINTS	3RD PLACE 22.99 – 19.00 POINTS
2ND PLACE 26.99 – 23.00 POINTS	PARTICIPATION BELOW 18.99 POINTS

PRESION DRILL

Things to know:

- Unless an official Conference Pathfinder/Adventurer Director or the Drilling & Marching Program Director invitation has been extended, out-of-Conference-Clubs/Drill Teams must be active and registered with the Florida Conference as Clubs participating in the current Pathfinder Year.
- In fairness to the other teams, if a Precision Drill Team member looks older than actual age, then the Drill Master must be prepared to provide proper identification to verify the Pathfinder's age.
- No music will be allowed during a performance.
- Flags (National and Christian) and unit guidons may be used during a Precision Drill Performance. Flags are to be used in a precise military display, not for dancing. Guidons and flags are NOT required.
- A Precision Drill performance will cover a 100 feet x 100 feet area, unless otherwise notified by the Drilling & Marching Program Director.
- The maximum time allowed for the performance of a Drill Team is five (5) minutes. Extra time used will result in the loss of points to the Drill Team.
- One (1) point will be deducted immediately following the 5:00 minute mark, with an additional two (2) points deducted for every five (5) seconds afterwards.
- Precision Drill is not to be confused with Basic Drill or Freestyle Drill. The use of Freestyle or multiple commands will result in a loss of points or disqualification, as determined by the judges and the Drilling & Marching Program Director.
- It is required to wear the complete Pathfinder Class B Uniform. If a Drill Team chooses, they may wear the Class A uniform. Accessories may be added to the uniform. Close detail to pins, chevrons, patches, Pathfinder belt, socks and dress shoes will be noted. (No sandals, high heels or tennis shoes). Uniformity of the uniform should be consistent.
- All participants must complete a personal/individual and team uniform inspection.
- Improper behavior will not be tolerated from the Drill Team members, their guests or Club members. As Pathfinders, we are always to behave in a Christ-like manner, including when a desired placing in the score was not reached. We must be respectful to our fellow Pathfinders and to the event staff as we are examples of true Christian sportsmanship to all who witness our events.
- A Drill Team that enters any Florida Conference event understands that there are rules of discipline to follow and policies that help the event run properly. Therefore, it is understood that by registering to this event, the team has agreed to the rules and requirements. The judge's ruling with the confirmation of the Drilling & Marching Program Director will be final.

PRECISION DRILL

Competition Judging Standards

AGENDA - A total of five (5) points are possible

A copy of the **Agenda MUST be emailed** to the Drilling & Marching Program Director before 12:00 noon the 1st Friday of May for the Red Zone event, or the 1st Friday of the event registration deadline month for a Camporee. Email address to use:

path.adv@floridaconference.com

A copy of the “Precision Drill Required Commands List” that appears in this handbook will not be accepted as a Drill Team’s Agenda. **The agenda must be typed, NOT handwritten.**

If the Registration and Agenda is on time, the Drill Team will receive three (3) points. The Drill Master must bring five (5) copies of the agenda to the event to be turned into the Drilling & Marching Program Director. Two (2) more points will be given, for a total of five (5) points possible. [The original Agenda will not be accepted at the time of the event for the three (3) points].

AGENDA TASKS	POINTS AWARDED
Agenda and Registration submitted on time	3 Points
Five (5) typed copies of the Agenda presented at Event	2 Points

The agenda turned in for 3 points must be the one that the Precision Drill Team will perform. Otherwise, the three (3) points will NOT apply. All Agendas must begin with a “Fall in” and end with a “Dismissed.”

DRILL CAPTAIN & DRILL TEAM MEMBERS - A total of five (5) points are possible.

The participants must be a Pathfinder (eTracker or Varsity) who is currently working on a level from Friend to Master Guide (Precision Drill competitions are not open to Adventurers). The Drill Captain and all the other members of the Drill Team cannot be invested in Master Guides. **Performing Drill Team members cannot be 18 years of age at the time of the event / performance.** If a Drill Team does not have a Drill Captain to call the commands, an adult Drill Master (18 years of age or older) may call the commands. However, the five (5) points will not apply if the age requirement is not met. If the age requirement is met, the Drill Team earns five (5) points.

UNIFORM - A total of five (5) points are possible.

It is required to wear the complete **Pathfinder Class B Uniform**. If a Drill Team chooses, they may wear the Pathfinder Class A Uniform. Accessories may be added (no replacement) to the uniform. Close detail to pins, chevrons, patches, Pathfinder belt,

socks and dress shoes will be noted (No sandals, high heels or tennis shoes). Uniformity of the uniform should be consistent.

PRECISION, UNIFORMITY & TIMING - A total of five (5) points are possible.

Each executed command is judged **for precision and sharpness**. The commands to be used are found in the "Precision Drill Required Commands List" [Click Here](#). Commands are not to be made up since the required commands are already listed. Multiple and Freestyle commands are not accepted. The **routine should not last longer than five (5) minutes**; any extra time used will result in loss of points, as mentioned above.

DRILL CAPTAIN / MASTER - A total of five (5) points are possible.

The adult Drill Instructor (18 years old or older) is to be called the DRILL MASTER. The Pathfinder (e-Tracker or Varsity 17 years old or younger) who will be calling the commands on the field during the competition is to be called the DRILL CAPTAIN. **The performance and sharpness of the Drill Captain will be judged**. The Drill Captain should participate in the commands. Voice level and authority in which the Drill Captain takes charge of the Drill Team will be noted. The Drill Captain/Master should memorize the agenda; however, he/she can carry a flash card only for reference.

CREATIVITY - A total of five (5) points are possible.

The commands to be used have been provided; however, the manner in which the presentation is given will be judged. The presentation should be unique to each Club with creativity displayed in the manner they **use at least 90% of the provided commands**. There is no Freestyle allowed, since this is a Precision Drill event.

PRECISION DRILL



Required Commands List (in alphabetical order)

A Precision Drill Team must use at least 90% of the required commands listed below. Added, made up, multiple, or freestyle commands are not to be included in a Precision Drill Performance. These commands can be found in the NAD Pathfinder Drill Manual. You will find some commands* requested by the Drilling & Marching Program Director aside from the commands listed in the manual (instructions in this handbook).

- This list is not to be used as an Agenda
- No other commands are to be used for a Precision Drill Performance

- # of Steps Forward, March
- 1st (2nd 3rd 4th) Squad L/R Flank, March (squads/columns must be called individually)
- 1st (2nd, 3rd, 4th) Squad Rear, March (squads/columns must be called individually)
- About Face
- At Close Interval, Dress Right, Dress
- At Ease
- At Ease, March
- Attention
- Backward, March
- Column Left, March
- Column Right, March
- Count Cadence, Count
- Count Off *
- Cover / Recover
- Dismissed
- Double Time, March
- Dress Right, Dress
- Dress Right, Dress/Ready Front
- Eyes Right (at Halt)
- Eyes Right / Front (marching)
- Fall In
- Forward, March
- Forward, March
- Half Step, March
- Halt
- Hand Salute (called)
- Mark Time, March
- Open / Close Ranks, March
- Parade Rest
- Prayer Attention
- Present Arms / Order Arms
- Quicktime, March
- Rear, March
- Rest
- Right / Left Flank, March
- Right / Left Step, March
- Right / Left Face
- Right / Left Oblique, March *
- Route Step, March
- Stand at, Ease

PRECISION DRILL

Note from the Drilling & Marching Program Director



We are very excited that your Pathfinder Drill Team is performing with us this year. The experience has proven to be an out of the ordinary and unforgettable one, not only for the team members, but also for the entire Club, the parents, and your local church.

During your planning, please keep in mind the following:

1. The "Precision Drill Required Commands List" **is not an Agenda**
2. The "Precision Drill Required Commands List" **cannot be turned in as an Agenda**
 - a. The list is in alphabetical order, therefore not practical for a performance routine
 - b. Commands are listed so that a Drill Team can make up their own Agenda
3. The submitted **Agenda must be typed** (not handwritten) or one (1) point will be deducted
4. Turning in the "Precision Drill Required Commands List" will not qualify a Drill Team for the three (3) Agenda points (see #1)

All performances must begin with a "*Fall In*" and end with a "*Dismissed*". The Agenda that is turned in is the Agenda that the Drill Team will be expected to perform.

Please submit your Registration online and email Agenda before 12:00 noon, the **1st Friday of May for Red Zone** or the **1st Friday of the event month for Camporees**.
Email address to use: path.adv@floridaconference.com

If you do not receive a confirmation for your Agenda and/or Registration, follow up with the PAD office via email, text or call. We will do our best to follow up, but it is your responsibility to get your Agenda and Registration submitted **on time** for approval.

Please, feel free to contact us with your questions and/or needs.

FL Conference PAD
Florida Conference Drilling & Marching Program Director (once voted will be shared)
path.adv@floridaconference.com

PRECISION DRILL

Performance Evaluation Form



CLUB: _____ DATE: _____

<p>AGENDA (5 POINTS)</p> <ul style="list-style-type: none"> ● REGISTRATION AND AN AGENDA MUST BE TURNED IN TO THE CONFERENCE OFFICE REPRESENTATIVE BY THE SET DEADLINE (3 POINTS) ● THE DRILL MASTER TURNS IN 5 COPIES OF THE AGENDA FOR THE JUDGES AT THE TIME OF THE PERFORMANCE (2 POINTS) 	
<p>DRILL CAPTAIN & DRILL TEAM MEMBERS (5 POINTS)</p> <ul style="list-style-type: none"> ● CANNOT BE 18 YEARS OLD AT THE TIME OF THE EVENT ● MUST BE CURRENTLY WORKING ON THEIR PATHFINDER LEVEL, CANNOT BE AN INVESTED MASTER GUIDE 	
<p>UNIFORM (5 POINTS)</p> <ul style="list-style-type: none"> ● A DRILL TEAM IS REQUIRED TO WEAR THE COMPLETE CLASS B UNIFORM. THEY MAY ADD ACCESSORIES OR THEY MAY WEAR CLASS A IF THEY PREFER 	
<p>PRECISION, UNIFORMITY & TIMING OF COMMANDS (5 POINTS)</p> <ul style="list-style-type: none"> ● EACH CALLED & EXECUTED COMMAND IS JUDGED FOR PRECISION & SHARPNESS ● COMMANDS TO BE USED ARE FOUND IN THE PRECISION DRILL REQUIREMENT COMMANDS LIST - MULTIPLE & FREESTYLE COMMANDS ARE NOT ACCEPTED ● A DRILL TEAM IS ALLOWED 5 MINUTES FOR A PERFORMANCE 	
<p>DRILL CAPTAIN/MASTER (5 POINTS)</p> <ul style="list-style-type: none"> ● PERFORMANCE AND SHARPNESS OF THE DRILL CAPTAIN / MASTER IS JUDGED ● THE DRILL CAPTAIN/MASTER SHOULD PARTICIPATE IN THE COMMANDS ● VOICE LEVEL & AUTHORITY IN WHICH THE DRILL TEAM IS GUIDED WILL BE LOOKED AT ● CLEAR AND UNDERSTANDABLE, CORRECT TONALITY AND PITCH-EVEN CADENCE WHEN CALLING COMMANDS 	
<p>CREATIVITY (5 POINTS)</p> <ul style="list-style-type: none"> ● A PRECISION DRILL TEAM HAS TO USE AT LEAST 90% OF THE REQUIRED COMMANDS ● THE PRESENTATION WILL BE UNIQUE TO EACH CLUB ● FREESTYLE IS NOT ACCEPTED (IF THE COMMAND IS NOT CALLED AS IT IS REQUIRED, THEN IT IS FREESTYLE) 	

DRILL JUDGE: _____ DATE: _____

PRECISION DRILL

Uniform Inspection Form

CLUB: _____ DATE: _____

To participate in the Precision Drill Competition the Class B Pathfinder Uniform is required, otherwise it is considered a non-competition performance.

**PLEASE, SEE FLORIDA PATHFINDER UNIFORM AND
INSIGNIA MANUAL FOR MORE DETAILS**

Uniform
Manual -

[Click Here](#)

BASIC UNIFORM	DEDUCTIONS
SHIRT	
PANTS / SKIRT	
PATHFINDER BELT & BUCKLE	
BLACK DRESS SHOES	
BLACK SOCKS / HOSE	
ACCESORIES	
SCARF & SLIDE	
BIB SCARF	
BERET	
GLOVES	
BRAID	
PATCHES & PINS	
CLUB NAME	
eTRACKER PATCH	
VARSIITY PATCH	
PATHFINDER TRIANGLE	
CONFERENCE PATCH	
WORLD PATCH	
LEVEL SLEEVE CHEVRONS	
LEVEL POCKET STRIPS	
COLLAR PINS	
PATHFINDER PIN	
BAPTISM PIN	
PERSONAL INSPECTION	
SHIRT TUCKED	
UNIFORMITY	
SHOES	
BUTTONS	
PATCH/PIN APPEARANCE	
PATCH/PIN LOCATION	
OTHER:	
# OF DEDUCTIONS	
TOTAL SCORE	
JUDGES INITIALS	

DEDUCTIONS	TOTAL SCORE
1 – 2	4.75
3	4.50
4 – 5	4.25
6	4.00
7 – 8	3.75
9	3.50
10	3.25
11	3.00
12	2.75
13	2.50
14	2.25
15	1.50
16+	1.00

Precision Drill Ribbon Bar Award



GOAL: To officially recognize and encourage a Precision Drill Team Member with an award that can be worn on the uniform. A trophy will be given to the Club and Drill Team; however, this Ribbon Bar will be for the Pathfinder to keep. The adult Drill Master, or instructor, who worked closely with the Drill Team, may also wear this Ribbon Bar.

REQUIREMENTS: The Pathfinder must be a member of an officially recognized Precision Drill Team, meeting the current Florida Pathfinder Drill requirements (revised 07/13). This Award is available for those Precision Drill Teams that were officially recognized from '97-98 at The Florida Camporee Drill Event and thereafter in any Conference authorized yearly (Red Zone or Camporee) Precision Drill event. This award does not apply to previous ('97-98) Drill Teams or Drill Masters.

A Precision Drill Team will obtain an Approval for Purchase form signed by the Drill Program Director and the Pathfinder/Adventurer Director. This form is a requirement for a Drill Team to obtain the ribbon bars and stars. These awards will not be sold to anyone without this form. The Precision Drill Ribbon Bars and the stars can be purchased from the Pathfinder/Adventurer Department / Online Store. **No Approval for Purchase Form = NO RIBBON BARS AND NO STARS! (Email the Store Coordinator elizabeth.bence@floridaconference.com)**

This is a very special and exclusive award that has been approved to be worn on the Pathfinder uniform and it is not to be misrepresented. This Ribbon Bar Award is exclusively for those Pathfinders and adult Drill Masters who have participated (performed) during the official Precision Drill event; they are the only ones authorized to proudly wear the Ribbon Bar.

The Precision Drill Ribbon Bar award must be worn with the Class A or B uniform. It should be placed above the Advanced Class Ribbon Bars (left pocket). If there are no Advanced Ribbon Bars, then place the Precision Drill Ribbon Bar above the class name strip. The Ribbon Bar should be placed on the uniform with the colors as follows: Green (towards the mid-chest) White and Gold (toward the left arm). Stars are put on the Ribbon Bar. The stars signify an achieved First (gold), Second (silver) or Third (bronze) place. A ribbon bar with no stars acknowledges a participating Precision Drill Team.

At the present time, a Precision Drill Team member can only wear up to two (2) Ribbon Bars, since a Pathfinder or Drill Master can be eligible to participate in the Drill Team consecutive years. Each bar can hold up to three stars. For those Active Team Members who exceed this amount, please contact the Drilling & Marching Program Director.

A Precision Drill Team Ribbon Bar is only awarded to Precision Drill Teams that perform in an Official Yearly Conference Sponsored event such as Red Zone or at a specified State Camporee.

Drill Ribbon Bar Award

Approval Purchase Form

DATE: _____

The _____ Drill Team

has won the _____ place in a Florida Conference Official Pathfinder Event.

This Pathfinder Drill Team has the approval to purchase and use the official

DRILL TEAM RIBBON BAR AWARD



As approved by PAC, to be worn exclusively by the performing Red Zone or Official State Camporee Drill Team members and the adult Drill Master.

Total Performing Drill Team Members including Drill Master: _____

TOTAL BARS*: _____ (\$1.75)

TOTAL STARS*: _____ (\$1.30)

- Gold Stars (1st Place): _____
- Silver Stars (2nd Place): _____
- Bronze Stars (3rd Place): _____

*Items must be ordered from the
FL Conference Online Store at
www.flpathfinderstore.com

FLORIDA CONFERENCE DRILLING & MARCHING PROGRAM DIRECTOR

FLORIDA CONFERENCE PATHFINDER/ADVENTURER DIRECTOR

PRECISION DRILL

EXPLANATION FOR SELECTED DRILL PRECISION COMMANDS

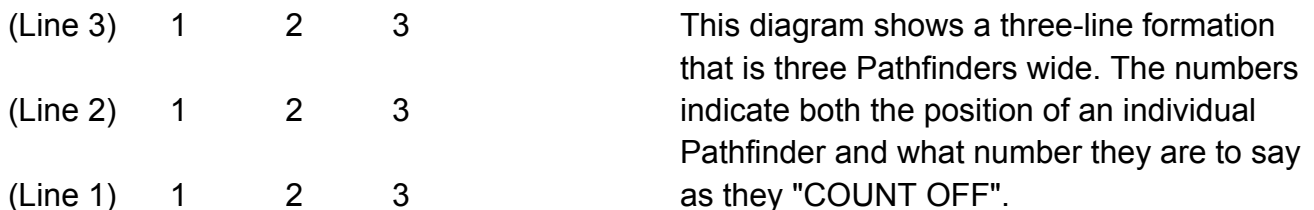
Count Off in Line or Column

Count Off is briefly described in the Pathfinder Drill Manual, page 20.

This section explains the command in detail as agreed by the Florida Conference Drilling & Marching Committee for Precision Drill.

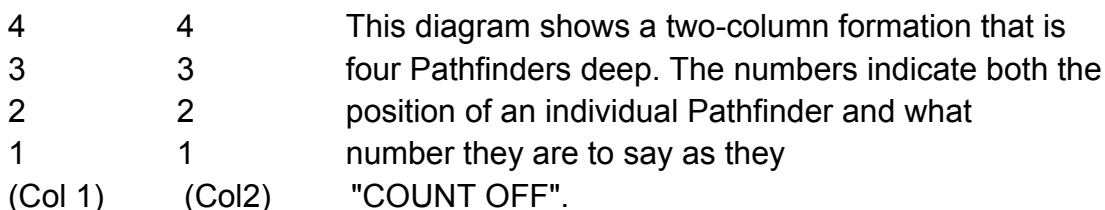
A. Counting Off is executed only from right to left when in line formation and from front to rear when in column formation. The command is COUNT, OFF. The guidon bearer does not take part in the command.

B. When in LINE FORMATION, at the command of execution, all Pathfinders except the flank on the extreme right turn their heads and eyes to the right, and beginning with the right most flank will in unison call out the number 1 (one), the next group of Pathfinders to the left calls out the number 2 (two), at the same time turning their heads and eyes to face forward. The numbers are counted out in the cadence of quick time. All movements are to be made in a precise manner. Please refer to the following diagram for further explanation.



Commander

C. When in COLUMN FORMATION, at the command of execution, each Pathfinder in succession (starting with the lead Pathfinder) turns their head to the right and counts off their number sharply over their shoulder. The Pathfinder then turns their head back to the front. The next Pathfinder in line does the same, and so forth, and the last Pathfinder in line keeps their eyes and head facing forward as they call their number. Please refer to the following diagram for further explanation.



PRECISION DRILL

Left / Right Oblique March

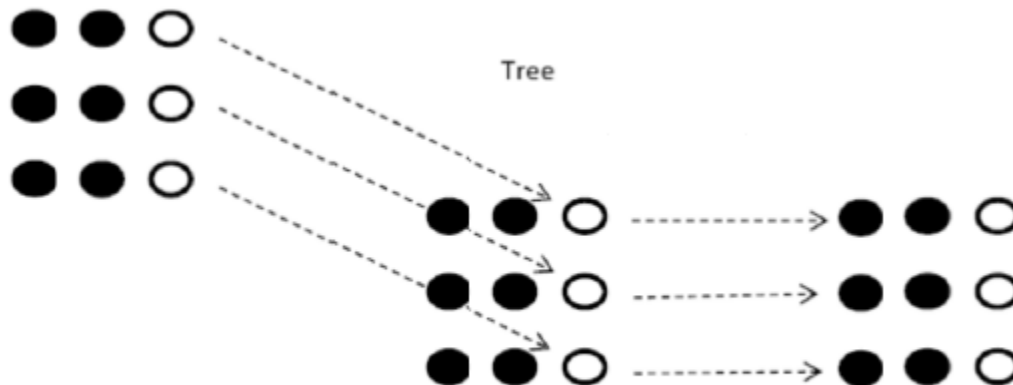
Some past editions of the Pathfinder Drill Manual feature the L/R Oblique March command. It is also a standard command at the NAD INTERNATIONAL Camporee Drill Competition and included in their Drill Team Information Packet.

This section explains the command in detail as agreed by the Florida Conference Drilling & Marching Committee for Precision Drill.

A. To change the direction of marching by 45 degrees the preparatory command of **RIGHT (LEFT) OBLIQUE** is given as the foot in the desired direction strikes the ground, and the command of execution, **MARCH**, is given the next time the foot in the desired direction strikes the ground. On the command, **MARCH**, all Pathfinders take one additional step forward and pivot to the new direction on the ball of the lead foot and step off in the new direction with the trailing foot, and continue marching in the new direction.

B. To exit this, or to resume the original direction, it will be necessary to give the counter command of **RIGHT (LEFT) OBLIQUE, MARCH**. This is to be executed the same way as previously described.

Example: If a formation is marching forward at quick time and has an obstacle in its path the Captain may call "**LEFT OBLIQUE, MARCH**" once past the obstacle the Captain would call "**RIGHT OBLIQUE, MARCH**" to resume the below.



(3) FREESTYLE DRILL

GOAL: The Freestyle Drill category builds upon Precision by adding creativity (multiple commands, fancy movements, and sharp teamwork) to the standard commands. Starting with Red Zone 2017, this will be a category/option Drill Teams can choose for the Drill Competition INSTEAD of Precision alone.

AWARDS: Awards for Freestyle Drill at Red Zone will be the same as for Precision Drill (see Precision Drill AWARDS section). For Area or State Camporee and other non-Red Zone events, awards will be determined on a per event basis.

REQUIREMENTS:

→ **PARTICIPANTS:** A member of a Drill Team must be a good standing member of the Club that he/she is representing. All members of the Drill Team must be Pathfinders who will not be 18 years old at the time of the performance and currently working on an eTracker/Varsity Pathfinder level (Friend, Companion, Explorer, Ranger, Voyager, Guide, Pioneer, Navigator, or Master Guide). A Freestyle Drill Team may have a minimum of two (2) members; there is no maximum.

→ **REGISTRATION:** All participating Freestyle Drill Teams competing at Red Zone must register by the 1st Friday of May no later than 12:00 noon by completing the following:

1. Registration Form (online). Each team must be registered in their own link
 - a. Drill Team #1 - [Click Here](#) / Drill Team #2 - [Click Here](#)
2. Submit by email a link to a video (camera or smartphone) to the Drilling & Marching Program Director. The Drill Committee will review the performance and determine if it is allowed for Red Zone. Any changes to the performance, after the video has been submitted, must be declared in an email to the Drilling & Marching Program Director.
 - a. Email address to use: path.adv@floridaconference.com
 - b. The video can be uploaded to Google Drive, DropBox, etc., and link sent
3. Do not submit an Agenda. Unlike Precision Drill, the Agenda for Freestyle Teams is provided (see Freestyle Drill Required Basic Commands List).

→ **MULTIPLE TEAMS:** A Club that has over 75 registered and active Pathfinders (e-Trackers & Varsity) may enter two (2) Drill Teams for the Drill Event (either two (2) Basic, two (2) Freestyle, or one (1) Basic with one (1) Freestyle). This is a requirement that must be confirmed by the Club Director or Church Pastor.

→ **EXECUTION:** A Freestyle Drill Team must first execute the required Precision Drill Commands before performing the rest of the routine. Each Freestyle Drill Team will be allowed eight (8) minutes for performance.

→ **UNIFORM:** A Freestyle Drill Team must wear the Pathfinder Class A Uniform, or Class B Uniform with accessories. The military style use of flags (National, Christian, and Pathfinder) and unit guidons is encouraged. Nothing should be carried by the Drill Team members that is or symbolizes weapons or firearms.

→ **CONDUCT:** A Drill Team represents more than a Club; it also represents Christ. Therefore, a Christian attitude must be upheld.

(3) FREESTYLE

The performance must look military. The following will NOT be tolerated: music, dancing, improper behavior, and/or sensual gyrations or movements. A Freestyle Drill Team must behave properly at all times (this also includes the Club members present for the performance). If improper behavior is demonstrated; the judges have the authority to (1) expel, (2) disqualify, (3) forfeit participation in the Drill Event at next year's Red Zone for a Drill Team that behaves in such a manner.

All performances will be upheld to the Florida Pathfinder Drill standard and requirements, whether it is for a performance or a non-judged performance.

JUDGING: The ruling by the judges will be FINAL. Judges will not be affiliated with the performing Drill Team. The Freestyle Drill Teams will be judged on uniform, full presentation of required commands, precision and sharpness in executing the commands, execution of the freestyle commands and its routine. The scoresheet will be similar to Precision Drill, but with an added section for Freestyle (5 points).

COMMANDS: A Freestyle Drill Team must perform the required Basic Drill commands (see Freestyle Required Basic Commands List) first and then they should move into the Freestyle performance. A "Fall Out / Fall In" between Basic and Freestyle is required to separate the performances. Agendas are optional and not required. No dancing, improper movements or behavior will be permitted. The judges will have the final word if a team is in violation and if necessary, will terminate a performance before it is completed.

TIME LIMIT: The maximum time allowed for a Freestyle performance is eight (8) minutes. Extra time used will result in the loss of points to the Drill Team.

[Two (2) points every five (5) seconds starting at the 8:00 minute mark with -1].

POINT SYSTEM: The scoring system for Freestyle Drill is similar to Precision Drill. This is to reinforce the concept that Freestyle is an extension to Precision Drill. There are seven (7) categories of five (5) points each with Freestyle being the additional category. Total possible score of thirty-five (35) points per judge.

1ST PLACE:	35.00 – 32.00 POINTS
2ND PLACE:	31.99 – 28.00 POINTS
3RD PLACE:	27.99 – 24.00 POINTS
PARTICIPATION BELOW:	23.99 POINTS

FREESTYLE DRILL

Required Basic Commands List (Red Zone)

When executing these commands in the sequence specified, there are instances when another command not on the list must be executed before the next command specified can be executed.

The Drill Master or Drill Captain may carry a card with the written commands for reference if she/he desires to.

- Fall In (performance begins)
- Open Ranks, March
- Present Arms
- Prayer Attention
- Close Ranks, March
- Right Face
- Right Flank, March
- Left Flank, March
- Column Left, March
- Count Cadence, March
- Halt
- Left Face
- Left Step, March
- Dress Right, Dress
- Count Off
- Right Face
- Column Right, March
- At Ease, March
- Rear, March
- Eyes Right, Ready Front
- About Face
- Present Arms
- Fall Out
- Fall In

FREESTYLE ROUTINE BEGINS HERE...

Remember that the 8-minute performance includes the required basic commands [above] and your freestyle performance. If timer reaches eight (8) minutes or beyond, your team will incur in penalty of 1 to 2 points per 5 seconds)

Dismissed - All Performances must end with a "Dismissed"

FREESTYLE DRILL

Performance Evaluation Form

CLUB: _____ DATE: _____

<p>REGISTRATION (5 POINTS)</p> <ul style="list-style-type: none"> • Online registration by the set deadline (5 points) • Submit video link of the performance to the drilling & marching program director for the review and acceptance. Any changes must be declared approved prior to the performance (required). 	
<p>DRILL CAPTAIN & DRILL TEAM MEMBERS (5 POINTS)</p> <ul style="list-style-type: none"> • Cannot be 18 years old at the time of the event. • Must be currently working on their pathfinder level, cannot be an invested master guide. 	
<p>UNIFORM (5 POINTS)</p> <ul style="list-style-type: none"> • A drill team is required to wear the complete class b uniform. • They may add accessories or they may wear class A if they prefer. 	
<p>PRECISION, UNIFORMITY & TIMING OF COMMANDS (5 POINTS)</p> <ul style="list-style-type: none"> • Each called & executed command is judged for precision & sharpness. • Commands to be used are found in the freestyle drill requirement commands list • A freestyle drill team is allowed 8 minutes to complete both basic and freestyle parts of their performance. 	
<p>DRILL CAPTAIN/MASTER (5 POINTS)</p> <ul style="list-style-type: none"> • Performance and sharpness of the drill captain/master is judged. • The drill captain/master should participate in the commands • Voice level & authority in which the drill team is guided will be looked at clear and understandable, correct tonality and pitch-even cadence when calling commands. 	
<p>CREATIVITY (5 POINTS)</p> <ul style="list-style-type: none"> • A freestyle drill team has to use all of the require commands in the freestyle drill requirement commands list. • The presentation will be unique to each club. 	
<p>FREESTYLE PERFORMANCE (5 POINTS)</p> <ul style="list-style-type: none"> • Points awarded based on performance, sharpness, and creative use of drill commands. • Dancing, sensual gyrations and/or movements during the performance will incur disqualification from the event (total score on all sections = 0) 	

DRILL JUDGE: _____ TOTAL POINTS: _____

PATHFINDER DRUM PROGRAM

Revised: Pathfinder Year 2023-2024

Updated: 8/10/2020

GOAL:

To enhance and help the Pathfinder Clubs with a diverse, challenging, and entertaining program. This program instructs young people, who one day will be able to teach the next Pathfinder generation. The Pathfinder Drum Corps program is ongoing and fast-growing throughout the Florida Conference. These guidelines will help Clubs to have a clear and responsible attitude towards a fascinating and exciting program.

DIRECTORS:

It is recommended that each Pathfinder Drum Corps upholds a set of membership policies and guidelines. All members are to adhere to it and acknowledge that it is a privilege to be a part of a Pathfinder Drum Corps. Membership is earned by following that Club's requirements, policies, and maintaining all class levels up to date. The requirements in this manual are for Florida Conference Level Activities. Clubs are urged to follow the Church standards as we are involved in a positive witnessing ministry.

MEMBERS:

Performing members must be Pathfinders (E-Tracker or Varsity). Twenty (20) years of age or younger who are not yet invested Master Guides. Must be active and working in the appropriate Pathfinder Level, or involved in the Club's leadership. Membership in a Drum Corps is a privilege and must be earned. If a member's age is questionable, age verification must be presented to the Drum Master.

DRUM MASTER: the Adult Instructor who is 18 years of age or older and who is in charge of the Drum Corps.

DRUM CAPTAIN: a Varsity Pathfinder, 17-year-old or younger who is under the leadership and guidance of the Drum Master.

DRUM CORPS CATEGORIES:

There are two playing STYLES, Traditional & Corps, a Club may play either. There are also two CATEGORIES; the Drum Master must decide which one he/she will register his/her Corps under.

JUNIOR DRUM CORPS: A Drum Corps that has been active for LESS than three (3) years or 90% of its members have been active for less than three (3) years.

ADVANCED DRUM CORPS: A Drum Corps that has been active for MORE than three (3) years or its members have been active for more than three (3) years.

If a Drum Corps is at the three (3)-year date: The Drum Master decides at which category he/she will register the Drum Corps. A JUNIOR Drum Corps may also decide to enter the ADVANCED Category instead of the JUNIOR category. An ADVANCED Drum Corps may NOT enter the JUNIOR category.

Please see the Rudiment section on [page 99](#) for the required rudiments.

DRUM PROGRAM continued

RED ZONE and CAMPOREES:

The required uniform will be the Pathfinder Uniform CLASS B as follows:

Pathfinder Shirt (with all required patches and chevrons). Pins will not be required for performing Drum Corps Members. Pathfinder (Black) Skirts or Slacks, Pathfinder Black Belt with Buckle, Black Socks/Hosiery with Black Dress Shoes. No sandals, high-heels, tennis shoes, or platform shoes. Drum Corps Team may add accessories to the Class B uniform to enhance the uniform, and help the team be more colorful. They may add ascots, berets, additional belts, gloves, citation cords (braids), and gauntlets.

TIME:

Each Drum Corps will be allowed 8 minutes for their performance and may play as many numbers/cadences as they wish within that time.

5 Points will be deducted for every minute passed the 8-minute time limit.

UNIFORM:

The Pathfinder Drum Corps is required to wear the requested Class B uniform for the Event to be allowed to take the floor to perform.

PENALTIES:

(Each Penalty will be deducted from the final score, not from each judge)

The Drum Corps will be penalized if any member does not meet the age requirement (-5 points).

The Drum Corps will be penalized for sensual movements or sensual gyrations. (NO Dancing).

The Judges' in the field will make the decision if the movements fall under the dancing category.

A Drum Corps can be disqualified if it does not follow the event guidelines.

Judges recommendation and Program Directors Approval are required for disqualification.

The Drum Corps will be penalized for every minute they go over after the 8 minute time limit (-5 points).

The Drum Corps will be penalized for the accidental drop of sticks or any instrument (-5 points).

SCORING:

First Place: 120 - 150 points, Second Place: 100 - 119.99, Third Place: 80 - 99.99 and Participation: 79.99 and below.

AWARDS:

Performing Drum Corps will be able to receive awards according to their placing;

First Place - 120 - 150

Second Place - 100 - 119.99

Third Place - 99.99 - 80

Participation - 79.99 or less

DRUM PROGRAM

The Drum Corps will be evaluated by the judges on the following areas:

UNIFORM: (5 Points)

Red Zone and Camporees required uniform is the Pathfinder Class B uniform, with attention to patches, and chevrons. Accessories may be added to the Class B uniform. Pins not required.

BONUS POINTS: (5 Points)

E-Trackers/Varsity - 17 years old or younger. The Adult Drum Master or one adult in his/her place may perform, and the Bonus Points still apply. If two adults 18 years old or older perform, the Bonus Points will not apply. Member requirements are met as long as the Pathfinders are 20 or younger, but not Bonus Points.

RUDIMENTS: (30 Points)

Jr. Drum Corps are required to know the seven basic rudiments and will be allowed two chances 10 seconds each to demonstrate whichever rudiments are randomly picked after one spin from the pinwheel by the Drum Captain/Master of the performing Drum Corps with precision and clarity. The section that is picked to perform these rudiments will be picked by the Drum Captain/Master and will have 10 seconds to perform the selected rudiment.

Advanced Drum Corps are required to know the seven basic rudiments and the five hybrids rudiments for a total of twelve rudiments and will also be allowed two chances to demonstrate with precision and clarity whichever rudiments are randomly chosen by a spin of the pinwheel by the Drum Captain/Master of the performing Drum Corps. The section that is chosen to perform the chosen rudiments will be picked by the Drum Captain/Master and will have 10 seconds to perform the selected rudiment.

The Drum Instructor/Judge will then give the full 30 points for rudiments or will give points according to how clearly and how well the rudiments are demonstrated by the section that executed said rudiments.

It is important that all the rudiments are known by each Drum Corps as no one will know which rudiment will be drawn. The Junior DC is required to know the 7 basic rudiments; the Advanced DC are required to know all 12 rudiments, 7 basic & 5 Hybrids.

Even though rudiments are judged before each Drum Corps enters the field, Drum Corps must use as many rudiments in the performance as possible because doing so will help to point out the level of difficulty each Drum Corps is performing at.

Basic Rudiments:

1. Flam Tap
2. Flam Drag
3. Flam Accent
4. Five stroke roll
5. Single Paradiddle
6. Double Stroke Roll
7. Single Paradiddle-Diddle

Hybrid Rudiments:

1. Cheese
2. Flam Five
3. Book Report
4. Shirley Murphy
5. Cheese Chutichus

DRUM PROGRAM

MEMBERS: (20 Points)

A participating Drum Corps Member must fall under the age requirement (20 years old or younger). The Drum Corps is required to have a minimum of 6 performing members. 1 pair of Cymbals, 1 Bass, 1 Multi-ton (Septs, Quints, Quads, Trios) and three (3) Snare Drums.

ENTRY AND LINE UP: (20 Points)

Must be able to demonstrate the ability to march in PLAYING and execute the following commands: Forward March, Left/Right Flank, Left/Right Column, Rear March, Halt, Parade Rest, Prayer Attention and Attention. Must also show the ability to adapt and perform to marching or standing numbers (10marching/10 stationary).

CREATIVITY: (30 Points)

1. Present original cadences/numbers. (15 Points)
2. The level of difficulty of the routine and the complication of the cadences played will be judged. (15 Points)

PRECISION & PROFICIENCY: (30 POINTS)

Must show proper execution of cadences, cleanliness of rudiments.
(Proper Dynamics & placements of accents) (Sticking) movement of sticks together.

STICKS: (10 Points)

Must demonstrate the ability to SWITCH from Matched to Traditional hand grip. (5 points)
Must demonstrate the CORRECT handling of sticks. (5 points)

PENALTIES: (off final score)

The Drum Corps will be penalized for going over the time. It will be penalized for the accidental drop of sticks or any instrument. If the age requirement is not met, they will be penalized. If there are sensual movements or sensual gyrations, they will be penalized, and possibly disqualified..

TO START A PERFORMANCE THE DRUM MASTER/CAPTAIN MUST:

Enter the designated performance area before the entire Drum Corps enters.

- Render a Hand Salute to the Head Judge or Drum Program Director.
- State the Drum Corps name, Church, Conference.
- Request permission to Perform.
- Wait for the Head Judge or Drum Program Director to return the Hand Salute. (At this time he/she may give you final instructions)

Note: If other instruments will be used for the performance, this would be the time to set them up quickly, as no other time will be allowed for set up. Taking the instruments out of the performing area will also have to be done quickly as the Drum Corps exits.

Enter the designated performance area before the entire Drum Corps enters.

TO START the performance, the Drum Captain / Master blows the whistle, and the time will start at this point. The DC has 8 minutes to perform.

TO FINISH the performance, the Drum Captain/Master must blow an extended sound of his whistle and end the cadence, take one step forward, and salute the nearest judge. Time will stop. A Drum Corps may also end the performance by simply leaving the field while playing as long as the last player of that Drum Corps exits the field before the time limits of 8 minutes. The Drum Corps (MUST EXIT) the performing area

immediately after finishing the performance; if they continue playing, the TIME penalty will apply.

DRUM CORPS PROGRAM

Things to know:

Unless an official Conference Pathfinder Director or Drum Program Director invitation has been extended, out of Conference Clubs/PDC must be active and registered with the Florida Conference, as Clubs participating in the current Pathfinder Year.

In fairness to the other teams, if a Pathfinder Drum Corps Member looks older than actual age, then the Drum Master must be prepared to provide proper ID to verify the Pathfinder's age.

A Drum Corps should always keep in mind that even though this is an event in which we compete, we do not compete against each other. The judges are not always looking for the best show, but rather who performs with clarity, sharpness, and the best difficulty of the cadences performed. Also, who is able to incorporate the required rudiments into their own original cadences?

Dancing or anything that resembles dancing could lead to a penalty. Improper behavior will not be tolerated from the PDC members nor the Club members or anyone. As Pathfinders, we are to behave in a Christ-like manner at all times, including when a desired placing in the score was not reached.

We must be respectful to our fellow Pathfinder Drum Corps and to the event staff, as we are examples of true Christian sportsmanship to all who witness our events.

A Pathfinder Drum Corps that enters any Conference event understands that there are rules of discipline to follow and policies that help the event run properly. Therefore it is understood that by registering for this event, you have agreed to the rules and requirements. The Judges' ruling with the confirmation of the Program Director will be final.

DRUM CORPS REGISTRATION

DUE DATE: Before 1:00 PM, Monday, May 6th 2024

CHURCH: _____

Number of Drum Members: _____

DRUM MASTER (Adult Drum Leader) INFORMATION:

Name: _____

Phone: _____

E-mail: _____

DRUM CAPTAIN: _____ AGE: _____

LEVEL: _____

DRUMMING STYLE: Traditional _____ OR Corps _____

★ Performing Drum Corps members must be 20 years of age or younger.

★ Should not be Invested Master Guides

Does each Performing Drum Corps member meet the AGE requirement? ___YES ___NO

→ Is every Performing DC player a registered member of this Pathfinder Club? ___YES ___NO

→ Is every Performing DC player working on the appropriate Pathfinder level? ___YES ___NO

Junior Drum Corps _____ Advanced Drum Corps _____

BONUS POINTS: Are all performing members 17 years old or younger? ___YES ___NO

(The adult Drum Master may perform without penalty)

NOTE: Drum Corps teams will perform on **Sunday morning only**. There is **no performing on Saturday night** during a typical RED Zone weekend.

By signing below, I, _____, the Drum Master of the above-mentioned Church, understand and agree with the following:

I have read and agree to comply with the Florida Pathfinder Handbook, Section 5, Drum Corps policies.

I understand that each Drum Corps will have only EIGHT (8) minutes to perform as many numbers as they wish and that there will be a time penalty assessed for any time beyond the 8 minutes.

Our performance will be to the honor and glory of Christ and will uphold our Christian principles. To the best of my knowledge, all the above information is correct and accurate.

Pathfinder Drum Corp Master's Signature: _____ Date: _____

E-mail: Registration form to: Darrell Edwards, Drum Corps Director floridadrums27@yahoo.com



PERFORMANCE EVALUATION



CLUB: _____ DATE: _____

<p>UNIFORM: (5 POINTS) Red Zone and Camporees required uniform is the Pathfinder Class B Uniform, with attention to patches, and chevrons. Accessories may be added to the Class B uniform. Class PINs are not required for this event.</p>	
<p>BONUS POINTS: (5 POINTS) (The Adult Drum Master may participate) If the entire Drum Corps is composed of Pathfinders 17 years old or younger.</p>	
<p>RUDIMENTS: (30 POINTS) Must be able to perform with Sharpness and Precision the chosen Rudiment. Judges may require the snares or entire Drum Corps to perform it. - Five Stroke Roll -- Single Paradiddle -- Single Paradiddle-diddle - Double Stroke Roll -- Flam Tap -- Flam Accent Flam Drag Advanced Drum Corps must also know the Rudiments below. Cheese Chutichu - Cheese - Book Report - Cheese Chutichu - Shirley Murphy</p>	
<p>MEMBERS: (20 POINTS) Required to have the minimum of 6 performing members. 1 pair of Cymbals, 1 Bass, 1 Multi-ton (Septs, Quints, Quads, Trios) and 3 Snare Drums. Age limit is 20 years old.</p>	
<p>ENTRY AND LINE UP: (20 POINTS) (10 marching/ 10 stationary) Must be able to demonstrate the ability to march in playing, and execute the following Commands: Attention, Forward March, Left/Right Flank, Left/Right Column, To the Rear March, Halt, Parade Rest and Prayer Attention. Must also show the ability to perform to marching or stationary (standing) cadences.</p>	
<p>CREATIVITY: (30 POINTS) 1. Present Original musical numbers. (15 points possible) 2. The level of difficulty of the routine and the complication of the cadence played will be judged. (15 points possible)</p>	
<p>PRECISION & PROFICIENCY: (30 POINTS) Must show proper execution of cadences, cleanliness of rudiments (Proper Dynamics & placements of accents), and sticking (movement of sticks together).</p>	
<p>STICKS: (10 POINTS) Must demonstrate the ability to SWITCH from Matched to Traditional hand grip. (5 points possible) Must demonstrate the CORRECT handling of sticks. (5 points possible)</p>	
<p>PENALTIES: (off final score) The Drum Corps will be penalized for going over the time limit of 8 minutes (-5 points for every minute passed the 8 minute time limit). The Drum Corps will be penalized for the accidental drop of sticks or any instrument. (-5 points) The Drum Corps will be penalized for not meeting the age requirement. (-5 Points) The Drum Corps will be penalized for sensual movements or sensual gyrations. (NO Dancing) Recommend disqualification due to:</p>	

JUDGE: _____ TOTAL SCORE: _____

Drum Corps Ribbon Bar

GOAL:

To officially recognize and encourage a Drum Corps Member with an award that can be worn on the uniform, a trophy will be given to the Club and Drum Corps; however, this Ribbon Bar will be for the Pathfinder to keep. The adult Drum Master, or Instructor, who worked closely with the Drum Corps, may also wear this Ribbon Bar.



REQUIREMENTS:

The Pathfinder must be a member of an officially recognized Drum Corps meeting the current Florida Pathfinder Drum Corps requirements.

A Drum Corps will obtain an Approval for Purchase form signed by the Drum Director (DD). This form is a requirement for a Drum Corps to obtain the ribbon bars and stars. These awards will not be sold to anyone without this form. The Drum Corps Ribbon Bar and stars can be purchased from the Pathfinder/Adventurer Department - online store. No Approval for Purchase Form = NO DRUM CORPS RIBBON BAR AND NO STARS!

This is a very special and exclusive award that has been approved to be worn on the Pathfinder uniform, and it is not to be misrepresented. This Ribbon Bar Award is exclusively for those Pathfinders and adult Drum Masters who have participated (performed) during the official Drum Corps event; they are the only ones authorized to proudly wear the Ribbon Bar.

The Drum Corps Ribbon Bar award must be worn with the Class A or B uniform. Stars are placed on the Ribbon Bar according to the number of years a member has participated in the Drum Corps. A ribbon bar with no stars signifies a brand new member of that Drum Corps.

The Drum Corps Ribbon Bar will only be awarded to Drum Corps that perform in the Official Yearly Conference Sponsored Red Zone event.

Drum Corps Ribbon Bar

Approval Purchase Form

DATE: _____

The _____ DRUM CORPS
has participated in Red Zone for the year _____ .

This Drum Corps has the approval to purchase and use the official
PATHFINDER DRUM CORPS RIBBON BAR AWARD

As approved by PAC, to be worn exclusively by the performing Red Zone Pathfinder
Drum Corps members and the adult Drum Master.

Total Performing Drum Corps Members including Drum Master: _____
(Items must be ordered from the online store at www.flpathfinderstore.com)



BARS: _____ (\$1.75)

STARS: _____ Gold (\$0.85)
STARS: _____ Silver (\$0.85)
STARS: _____ Bronze (\$0.85)

TOTAL COST: _____

DRUM CORPS PROGRAM DIRECTOR
PATHFINDER & ADVENTURER DIRECTOR

FLORIDA CONFERENCE

Darrell M. Edwards
Drum Corps Program Director
Florida Conference of SDA
Floridadrums27@yahoo.com

Section 6



Florida Conference Special Club Programs

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PATHFINDER INDUCTION CEREMONY

The Pathfinder INDUCTION CEREMONY admits new Pathfinders of grades 5-12 into membership in the local Club and into the fellowship of Pathfinder Clubs all over the Florida Conference and the worldwide Seventh-day Adventist Church. It is used to inspire Pathfinders with the awesome responsibility of upholding the Pathfinder ideals that they have pledged to live by, as well as presenting to them the serious aspects of Pathfinding. The program is meant to be a solemn occasion; however, not boring! The best way to accomplish this is to instill in your Pathfinders 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 (please use electronic candles), 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.

PREPARATION

Center a large table with a smaller one directly in front of it at the Induction Ceremony site. Place a large Pathfinder emblem on the wall directly behind both tables. The Pledge and Law banners are located on the right and left of the Pathfinder emblem, respectively. Place a 15" candle representing the "Spirit of Pathfinding" in the center of each respective table. In front of the Pathfinder spirit candle, place eight 10" foundation candles representing the Investiture Achievement/progressive Pathfinder level colors. Two 8" white candles, representing the Pathfinder Law and Pledge, are placed, one on each side of the Pathfinder table in front of the classwork candles. Eight white 8" candles are placed in front of the Pathfinder Law banner on the Pathfinder table, and seven white 8" candles are placed in front of the Pledge banner on the Pathfinder table. Display the American flag to the right of the tables and the Pathfinder flag(s) to the left of the tables. Have ready in holders on the tables a 4" candle for each person to be inducted.

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 Pathfinders and participants.

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

CEREMONY

Director: “I hereby declare the induction ceremony of the _____ Club is now in order. The room is darkened as the spirit candles are lit. For the light of our program, we turn to the Spirit of Pathfinding, represented by the candles which have just been lit. They are the spirit of reverence, training, adventure, fun, learning, awareness, and awakening to God and man. These two candles in and of themselves are not complete, however. Will the following Pathfinder staff please come forward?” The Director then calls the names of the staff who light the eight (8) foundation candles while giving the appropriate meaning for the level represented by the candles lit.

Director: “For further complementary lights, we turn to the following e-Tracker & Varsity Pathfinder staff.” Once more, the Director calls the names of the staff who light the eight (8) foundation candles while giving the appropriate meaning for the level represented by the candles lit.

Friend Friends learn skills that will help them be better neighbors now and
(Blue) friends of God throughout eternity.

Companion Companions explore ways to build a more meaningful and fulfilling
(Red) companionship with Jesus Christ every hour of the day.

Explorer Explorers adventure into God’s Word and His created works.
(Green)

Ranger Rangers open up new areas of discovery in the natural and
(Gray) spiritual world to secure true and genuine happiness.

Voyager Voyagers acquire a wholesome self-concept and Christian lifestyle by
(Burgundy) studying their personal physical, mental, cultural, and spiritual development.

Guide Guides grow in knowledge about the Spirit of Prophecy as they
(Yellow) discover their place as leaders in society.

Pioneer Pioneers strengthen their faith in God by learning about Biblical
(Orange) and historical pioneers for Christ.

Navigator Navigators allow Jesus Christ to navigate them through His truths
(Teal) about the Sabbath.

Director: These candles are symbolic of the good of the Pathfinder program emphasizing the high ideals for which it stands and the growth that the Pathfinder will make as a Club member.

PLEDGE AND LAW

Director: The Pledge and Law propose a Christian standard of living that all Pathfinders should strive to uphold. The Induction Ceremony is meant to inspire new members and remind the old just what this means to them.

Have the Pathfinders come to the front and recite the Pathfinder Pledge as a staff member lights the Pathfinder Pledge candle.

Repeat the procedure, only this time single out 10 Pathfinders to repeat the following as a staff member lights the Pathfinder Law candle from the “Spirit of Pathfinding” candle.

In continuation, the procedure is repeated only with eight e-Tracker & Varsity Pathfinders, which salute and light their Law candle from the “Spirit of Pathfinding.” After he or she replaces their candle, he again salutes the Director and repeats,

“Sir, on behalf of the candidates, we pledge to”— (repeats from the following according to the candle he has lit):

KEEP THE MORNING WATCH: I will have prayer and personal Bible study each day.

DO MY HONEST PART: By God’s power, I will help others and do my duty and honest share, wherever I may be.

CARE FOR MY BODY: I will be temperate in all things and strive to reach a high standard of physical fitness.

KEEP A LEVEL EYE: I will not lie, cheat, or deceive, and I will despise dirty talk and evil thinking.

BE COURTEOUS AND OBEDIENT: I will be kind and thoughtful of others, reflecting the love of Jesus in all my associations with others.

WALK SOFTLY IN THE SANCTUARY: During any worship services, I will be quiet, careful, and reverent.

KEEP A SONG IN MY HEART: I will be cheerful and happy and let the influence of my life be like sunshine to others.

GO ON GOD’S ERRANDS: I will always be ready to share my faith and go about doing good as did Jesus.

Oh, We Are the Pathfinders Strong

Soy Conquistador Fuerte y Fiel

Nous Sommes les Explorateurs

H. T. B.

Henry T. Bergh

capo on 1st fret G F#G G G B7 C E7/B Am

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

C A7 D7 G

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

G F#G G G B7 C

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

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

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

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For the MP3 click on the link: <http://www.gc youthministries.org/Ministries/Pathfinders/Pathfinder-Song>

Director: Once the Law candles have been lit, on behalf of the candidate's representatives and on behalf of the candidate's declaration, we accept the vow to the Law.

The Director then calls the lighting of the Pledge candles. Seven Pathfinders follow the same procedure as used in the lighting of the Law candles. After each candle is lit, the Pathfinder repeats to the Director,

"Sir, on behalf of the candidates, we pledge"—repeats the following according to the candle they have lit:

BY THE GRACE OF GOD: As I rely on God to help me, I can do His will.

I WILL BE PURE: I will rise above the wicked world in which I live and keep my life clean with words and actions that will make others happy.

I WILL BE KIND: I will be considerate and kind to my fellow men and all of God's creation.

I WILL BE TRUE: I will be honest and upright in study, work, and play and can always be counted upon to do my very best.

I WILL KEEP THE PATHFINDER LAW: I will seek to understand the meaning of the Law and will strive to live up to its spirit, realizing that obedience to law is essential in any organization.

I WILL BE A SERVANT OF GOD: I will pledge myself to serve God first, last, and best in everything I am called upon to be or do.

I WILL BE A FRIEND TO MAN: I will live to bless others and do unto them as I would have them do unto me.

Director: On behalf of the candidate's representatives and on behalf of the candidate's declaration, we accept the vow to the Pledge.

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 Pathfinder Pledge and Law, beginning with the Pathfinder candidates. **Following the repeating of the Pathfinder Pledge and Law by all of the candidates,** I hereby declare these candidates to be accepted into the fellowship of the _____ Pathfinder Club of the Florida Conference of Seventh-day Adventists. You are now being presented with a candle **(have the Deputy Director hand each candidate a 4" white candle)**, which you may now light from the "Spirit of Pathfinding" candles and place it in the candle holder on the front center of the tables. **Give them time to light all the candles and put in candle holders.** Your light is now added to our Club, and we charge you in the presence of these Pathfinders to let your light shine before others in the Spirit of Pathfinding.

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 Club's high ideals 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 the strength to live up to these high ideals and be faithful and loyal Club members.

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 Pathfinders are now full-fledged members of the

Pathfinder 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 their Pathfinder Induction certificate or membership card and ushers the new member to his/her unit.

INDUCTION SERVICE

ALTERNATIVE (no candles)

This is a sample program and can be adapted to meet your Club's need.

PREPARATION

Have the Pathfinders and staff march in and stay standing until the Pledge of Allegiance, Law and Pledge, have been recited. After singing the Pathfinder Song and the posting of the flags, the Pathfinders and staff can be seated. (Use the American, Christian, Pathfinder flags for this service.)

SERVICE

Ask the E-tracker/Varsity Pathfinders to come forward and have them explain:

1. Pathfinder Law and Pledge. (Pass out the parts well in advance to have them memorize them if possible.)
2. Have them repeat the Law and Pledge together.
3. Pathfinders explain the meaning
 - a. Of the Triangle
 - b. Colors of the Triangle
 - c. Why they decided to join Pathfinders.
4. Refer to the Induction Ceremony for further assistance.

Following the Service, the Pastor is called upon to offer a dedicatory prayer. It is appropriate to ask the Parents and/or Guardians to stand with their children while the prayer is recited.

Pathfinder Sabbath

Excellent material on step-by-step procedures for planning a Pathfinder Sabbath can be found in this staff manual or in the General Conference Pathfinder Staff Manual (this may be ordered through AdventSource or call the Conference office). Other suggestions include:

1. Special speakers for Pathfinder Sabbath (approval must be given by Pastor), Conference Pathfinder/Adventurer Director or Associate Director, Area Administrator, Zone Administrator, Cluster Coordinator, Pastor, Youth Pastor, Church School Principal, Council Members, Pathfinders.

PLEASE!!!! Do yourselves the favor and call them with plenty of anticipation.

Also, remember that it costs to travel. Travel expenses for guests from out of town should be reimbursed. Conference, Union and General Conference speakers need not be compensated. Officially Appointed Conference Volunteers (OAV's) also have a travel budget.

1. Display crafts and/or posters of what Pathfinders do.
2. 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.
3. Put into the church bulletin the Pathfinder 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 Pathfinder Sabbath should include monetary needs as well as needs for staff, cooks, counselors, Sabbath School teachers on campouts, chaplain etc.

The offering taken on Pathfinder Sabbath could be used for the Pathfinder Clubs. However, permission from the Church Board must be obtained first.

Remember, the real secret to a successful Pathfinder Sabbath is planning ahead of time and plenty of publicity. Make plans to include more than just the church service. Include Sabbath School, fellowship dinner, afternoon specials, and vespers. Most importantly, make the day a spiritual blessing for both those attending and the participants. Encourage Adventurer, E-tracker, Varsity, Pathfinder, and Master Guide participation in your programming.

Have a **well-planned program** and start and end on time.

Make sure all Pathfinders and Staff are in FULL DRESS UNIFORM.
IF YOU FAIL TO PLAN, YOU PLAN TO FAIL!!

Planning the Pathfinder Sabbath Program

PURPOSE

The General Conference each year suggests the third Sabbath in September as Pathfinder Day to be observed in all Seventh-day Adventist churches with the following objectives:

1. To give official recognition and encouragement to the Pathfinder Clubs in the local church.
2. To acquaint the congregation with the scope of possibilities afforded by the Pathfinder Clubs in our youth's development.
3. To encourage greater cooperation and support of the local Pathfinder Clubs by the congregation.
4. To recruit additional Pathfinder staff members.
5. To give the Pathfinder Club members a greater sense of belonging to the church by the active participation in the worship hours.
6. To give the church an opportunity to provide more financial assistance for the Clubs by giving a special Pathfinder Club offering during the worship hour. By voting of the local church board, the church offering may be appropriated to the local Pathfinder Club (clear this in advance with Pastor/Board).

PLANNING THE PROGRAM

For the Pathfinder 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 a Pathfinder Day weeks or months in advance.
2. Discuss Pathfinder Day with the Club staff and decide on the best programs. Work as a team.
3. Present the program to the pastor with a complete outline. Ask for his suggestions and cooperation.
4. Ask the church board to have the Pathfinder Club receive the offering, do the ushering, and receive the offering for Pathfinder ministry.
5. Notify parents, church members, and the church press secretary.
6. Begin training participants, color guard, speakers, etc. Remember, the Pathfinder Club is on display.
7. Most church members do not know the Pathfinder song or Pledge or Law. Therefore, make a bulletin insert with the Pathfinder song, Pledge of Allegiance to the Bible and flag, and the Pathfinder Pledge and Law.
8. Indicate in the bulletin when the congregation is to stand. Also, announce during the announcement period that a change has been made in the order of service.
9. The 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, and reciting pledges, posting colors, and marching out.

BAPTISM RECOGNITION SERVICE

The basic Pathfinder philosophy requires that Pathfinder leaders help the youth to understand that the Church loves them, cares for, and appreciates them. As the basic purpose of Pathfinding, Club leadership has encouraged the importance of a child understanding the great plan of salvation. The years of Pathfinding 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 important positive decision. Realizing what baptism is and what it represents is the most important decision of an individual's life; we recommend a two-step Baptismal Recognition Service.

First, 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 Conference Pathfinder/Adventurer Department, should be filled out and presented with appropriate approval comments.

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 Pathfinder, using special decorative 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:

_____ Pathfinder Club
(Name of Club/Church)

Realizing the importance of the decision to follow Jesus Christ as our personal Savior, the following Pathfinders 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, a 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.

Baptismal Pin



Baptismal Certificate



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

on _____ at _____

we rejoice with the angels of heaven for your decision to follow Jesus as your personal Savior and commit to supporting you on this journey. "Whoever believes and is baptized will be saved." Mark 16:16

 _____
Club Director

_____ 
Counselor

Officiating Pastor

Baptismal Pin and Baptismal Certificate are available through the Florida Conference online store: www.flpathfinderstore.com.

PATHFINDER INVESTITURE

Investiture is a cooperative program for Club and church school.

Step-by-step instructions for Investiture programs can be found in the **General Conference Pathfinder Staff Manual** available at AdventSource. (Or, contact the Conference Pathfinder/Adventurer Department for information).

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 Pathfinders demonstrating their newly acquired skills should be part of the service.

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

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. This is a great way to partner with Sabbath School and work together with the same children.

IDEAS FOR SERVICE

Slide or video program of year's activities.

Practice for the program with the Pathfinders ahead of time.

Display activities and crafts done during the year.

Give out the honors earned during the year.

Put all awards in one envelope for each Pathfinder.

Call the honors and levels 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 Pathfinder Investiture program.

PATHFINDER INVESTITURE SERVICE

Suggested Program Outline:

Opening Song "Missionary Volunteers", or "Onward Christian Soldiers"

Scripture Reading Psalm 19 - read by a Pathfinder

Law and Pledge Pathfinder

Prayer Pathfinder

Flag Salute Everyone stands and is led by a Pathfinder

3 Angels' Message Pathfinder

Identification of flowers: In the spring we take several field trips within walking distance of school. There we look for flowers and upon return we learn the name of each one. One Pathfinder has a bouquet of flowers and proceeds to name them.

Report of Book Club Pathfinder

Special Song Pathfinder(s)

Special Speaker Guest or Pathfinders

Presentation of Level Insignia

Presentation of Honors

Presentation of Book Club Certificates

Benediction

(Or be creative and plan your own special program)

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

PATHFINDER BIBLE EXPERIENCE

What is the Pathfinder Bible Experience (PBE)

The Pathfinder Bible Experience is a challenging annual program in which Pathfinders strive, as a team, to demonstrate superior Bible knowledge. The program is confined each year to a specific portion of Scripture.

The ultimate purpose of the PBE is to allow Pathfinders to become more intimate with Jesus and help them realize that He is their personal Savior and true friend. While the competitive element may be there, competition is not the objective of the Pathfinder Bible Experience. There are no losers in PBE. Each participant is given an award in accordance with the team's knowledge of the selected portion of the Bible. These awards are only tokens of the far greater prize obtained by all who make His Word their study.

Our Responsibility

It is our responsibility to direct these Pathfinders in our care, under the Pathfinder program, to the Word of God, so the "Word" will be etched in their memory. They will not only know these Words but also live them out in their daily life. Let us remember Psalm 119:105 NKJV - "Your Word is a lamp to my feet and a light to my path."

Pertinent Information

As soon as the portion of Scripture is announced for the next PBE, the Pathfinder Director should appoint someone to be in charge of team/s preparation. The bulk of team preparation is learning the portion of Scripture verbatim (word for word).

Team members and alternates MUST be PATHFINDERS, and a member of the Pathfinder Club he/she is representing. NO EXCEPTION.

Dress Code - All team members MUST be in full Pathfinder dress (Class-A) uniform. This rule's exception must be approved by the PBE Director or the Florida Conference Pathfinder/Adventurer Director prior to the Pathfinder Bible Experience event.

Registration

Once the Club has decided to participate in the PBE program, the Club Director is to send in the PBE Registration to the Pathfinder/Adventurer Department (Conference Office - path.adv@floridaconference.com).

Each team must register for all levels they will be participating in. Please write clearly and fill in all requested information.

There are four PBE levels every year - Area, Conference, Union, and Division.

Additional Information

For PBE rules and more detailed information, please call the PBE Director, Myrlin Brooks, 305-439-0782 or email - myrlinb6flpbe@yahoo.com or refer to the Florida PBE Director/Coach Handbook. <https://www.clubministries.org/wp-content/uploads/HowtoBibleExperience.pdf>.

Please visit the NAD website at www.pathfindersonline.org also. You may also go to the Pathfinder/Adventurer website <https://www.floridaconference.com/pathfinder-bible-experience>. For more information go to the website: <https://nadpbe.org/pbe-resources/>

The Pathfinder Bible Experience 2023-24



Date: April 19-20, 2024

Location: TBD

For PBE Information, access <https://nadpbe.org/> and for resources [Click Here](#)

PBE 2023/2024 Study Books: The study books for 2024 are **Joshua and Judges**.

PLEASE NOTE: The following verses are not a part of the study material for 2023-2024 PBE and no questions will be asked from these verses.

Joshua 12:7 to Joshua 13:33 Joshua 15:20 to Joshua 19:49 English (PDFs) - will be ready for
Joshua 15:1-12 Judges Chapters 19, 20, 21 download soon.

To find the Sample test's PowerPoint or Nearpod [Click Here](#)

*Area/District Level Questions available in English/Spanish.

Local Club Forms:

[Statement of Integrity](#) - Bring a signed copy to your area, conference, union, and division events.

[Media Release Form](#) - Bring a signed copy FOR EACH PARTICIPANT to your area, conference, union, and division events.

Conference Forms and Tools: The following list is available ONLY for the Conference identified PBE/Pathfinder leaders.

- Tools to assist PBE Conference leadership
- Conference Enrollment Registration Form
- Official Event Score Sheet
- Official Answer Sheets for Area Event Level of Play -- print one document for each team participating
- Official Answer Sheets for Conference Level of Play -- print one document for each team participating
- Official Answer Sheets for Union Level of Play -- print one document for each team participating

Future PBE Study Books:

2025 - Romans and 1 & 2 Corinthians

2026 - Isaiah (ch 1 - 46)

2027 - Isaiah (ch 47 - 66) & Mark

PBE Dates & Locations for 2023-24

February 03:	Area Level PBE >	South Zone A & B (TBA) South Zone C & D (TBA) North & West (TBA) Central (TBA)
February 24:	State Level PBE >	South FL (TBD)
March 23:	Union Level PBE >	River Oaks Campground - Orangeburg, SC
April 19-20:	Division Level PBE >	(TBA)

Good Conduct Ribbon



1. The Good Conduct Ribbon Bar is a special award ribbon bar given to honor Pathfinders.
If the Pathfinder does not uphold the standards that this ribbon bar 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 one (1) year.
2. The first year the Pathfinder will receive a ribbon bar. The second and each in the succeeding year he/she will be given a star to place on the bar to represent each additional year. Only one ribbon bar is to be worn. The second-year, the Pathfinder would receive a bronze star to put on the ribbon bar, the third year a silver star, and the fourth year a gold star.
3. The Good Conduct Ribbon Bar should be given out carefully; max of three per year per Club. Make this honor an outstanding prize to be cherished. It is recommended that this award be given at the Club's Investiture Service.
4. Basis for presentation of Pathfinder Good Conduct Ribbon Bar shall be the following:
 - a. Pathfinder shall have been an active member for one year.
 - b. Pathfinder shall be completely uniformed. (Class A)
 - c. Pathfinder shall have a record of 80% attendance in Club meetings and attend 80% of other Club activities.
 - d. Pathfinder shall have a record of conduct consistent with the Pathfinder Pledge and Law.
 - e. Pathfinder shall have a record of achievement and complete a Pathfinder Level and Pathfinder honors.
 - f. Pathfinder 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 for 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)

UPDATED RIBBON BARS

MEDAL OF VALOR RIBBON BAR



- A. **Regulation:** The Medal of Valor Ribbon Bar is not a required Award Insignia for the basic Pathfinder Uniform. (1) The Medal of Valor Ribbon Bar is an award that is presented to a Pathfinder for courage under extreme circumstances, including possibly risk of life.
- B. **Description:** The Medal of Valor Ribbon Bar is a standard sized ribbon bar with the ribbon colors of blue, yellow, and red and emblazoned in metal is printed "VALOR".
- C. **How worn:** The Medal of Valor Ribbon Bar is worn on the top row of the ribbon board, furthest to the right of any other Ribbon Bar (except the Share Him Ribbon bar) on the same row when facing the Uniform Shirt.
- D. **Duration:** The Medal of Valor Ribbon Bar may be worn throughout the Pathfinder's lifetime.
- E. **Variation:** The Florida Pathfinder Medal of Valor was replaced by the Medal of Valor Ribbon Bar in 2019, however, if it was previously awarded then the Florida Pathfinder Medal of Valor may be still worn when the Pathfinder is wearing his or her Pathfinder Class A Uniform, as it is a lifetime achievement.

(1) Description: The Florida Pathfinder Medal of Valor is a medal attached to a Red, Yellow and Blue neck ribbon. The face of the medal is stamped depicting the Pathfinder shield with the words "FLORIDA PATHFINDER" and "MEDAL OF VALOR" encircling the shield. The edge of the medal depicts an olive wreath. The entire medal shall be gold in color.



MERIT AWARD RIBBON BAR



- A. **Regulation:** The Merit Award Ribbon Bar is not a required Award Insignia for the basic Pathfinder Uniform. (1) The Merit Award Ribbon Bar is an award that is presented to a Pathfinder for other acts of heroism worthy of recognition which does not entail risk of life.
- B. **Description:** The Merit Award Ribbon Bar is a standard sized ribbon bar with the ribbon colors of blue, yellow, and red and emblazoned in metal is printed "MERIT".
- C. **How worn:** The Merit Award Ribbon Bar is worn on the top row of the ribbon board, furthest to the right of any other Ribbon Bar (except the Share Him Ribbon Bar and the Medal of Valor Ribbon Bar) on the same row when facing the Uniform Shirt.
- D. **Duration:** The Merit Award Ribbon Bar may be worn throughout the Pathfinder's lifetime.
- E. **Variation:** The Merit Award Ribbon Bar has replaced the Florida Panther Award in 2019, however, if a Florida Panther Award was earned by a Pathfinder, then it can still be worn around their neck. The Florida Panther Award was a Medal that is awarded to a Pathfinder for personal attainment of the Pathfinder Class Levels.

Description: The Florida Panther Award is/was a bronze medal attached to a Purple neck ribbon. The face of a Panther with the words "FLORIDA PATHFINDER PANTHER" is etched on the face of the metal. The year the award was presented is also etched on the metal, below the face of the Panther.



Submitting a New NAD Pathfinder Honor

Creating a new NAD Honor proposal is not an “easy overnight” activity. It requires a significant amount of time, resources, and must be evaluated. There are many stages as to whether the proposal is valid for an audience that encompasses the entire North American Division.

Approval Procedure for a New Pathfinder Honor

1. All new honor requests should be submitted to the local conference Pathfinder/Adventurer Director to verify that the honor has met the criteria stated on the worksheet for developing new honors.
2. The local Conference Pathfinder/Adventurer Director then submits the new honor to the NAD Pathfinder Committee based on the Submission Guidelines document.
3. The new honor request is then submitted to the Honors Taskforce/Pathfinder Advisory for approval. Honors that are not approved are then returned to their author with a written explanation for reasons of rejection or need for revision. A copy of the letter should also be sent to the local Conference Pathfinder/Adventurer Director.
4. When a proposal has been approved, the NAD Honors Taskforce uses this Standard Operating Procedures document to process your submission.

Instructions for Completing a New Pathfinder Honor

1. Supply all biographical data as requested.
2. Indicate the proposed title and topical category for the new honor.
3. Briefly state the purpose for the proposed honor.
4. Submit a suggested sketch for the honor. Indicate design colors. (Note: patch designs should include no more than three colors, plus the background color.)
5. Indicate the appropriate difficulty level(s) for the honor. Difficulty levels are as follows: Basic (ages 10-15), Advanced (ages 16 and older).
6. List specific sources needed for completing honor requirements. For each source, be sure to list title, author, publisher, and copyright date.
7. List materials needed to complete the honor, and an estimate of their cost per person. Also, estimate the time needed to complete the honor.

See Checklist on [page 121](#) for Evaluating New Pathfinder Honors.

Submitting a New Florida Conference Pathfinder Honor

Those wishing to submit a proposal for a new Florida Honor must follow the steps listed below:

1. Compile the following materials for the proposed Honor:
 - a. Name of the Honor
 - b. Sample artwork for the patch
 - c. A statement to the purpose or need for the Honor (what benefit should the Pathfinder receive physically, mentally, and spiritually?)
 - d. Honor requirements
 - e. Answers (or descriptions) for the requirements
 - f. List of resource materials (i.e. – bibliography, copies, etc.)

2. Two different Pathfinder Clubs from different churches must “test pilot” the Proposed Honor (Contact your Area Administrator, Zone Administrator, and Cluster Coordinator or The 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 E-tracker/Varsity committee. The committee will review the honor and vote on whether or not any changes need to be made. Once the committee has approved it, the honor requirements will be submitted to the Pathfinder Adventurer Committee (PAC) for review and acceptance.

4. When a proposed Honor is 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 e-Tracker/Varsity committee will make the final decision of the requirements and artwork to be submitted to the PAC. The E-Tracker/Varsity committee will notify the author(s) of the honor’s approval.

Checklist for Evaluating New NAD Pathfinder Honors

Check to see if the honor (or a similar one) already exists. If no existing honor is found, please complete the following requirements:

- _____ 1. The honor requirements must uphold the standards and philosophy of the Seventh-day Adventist church.
- _____ 2. The honor requirements must include a balance of theory and “hands-on” activities.
- _____ 3. If possible, requirements should be developed on two levels of study: Basic (ages 10-15), and Advanced (ages 16 and older). Having the basic honor should be the prerequisite for earning the advanced honor on a given subject.
- _____ 4. Requirements should be usable in a group setting or by a single individual.
- _____ 5. Requirements should be able to be completed in less than three months. This is a general rule only as some honors (e.g. Outdoor Industries category) need more time.
- _____ 6. Requirements should clearly state in simple terminology exactly what is to be accomplished. (Avoid ambiguous words or phrases such as “explain briefly,” or “demonstrate ability.”)
- _____ 7. Requirements must consider the care of our natural environment. For example, to avoid the destruction of animal or plant life, ask for photos or drawings rather than collections.
- _____ 8. Activity requirements of extended time are worded so as to avoid conflicts with school or work schedules (e.g. a four-day campout could be done in two weekends).
- _____ 9. All requirements are to be accomplished in a safe and supervised environment. They must comply with legal requirements and will avoid involvement in armed or unarmed defenses.
- _____ 10. Requirements should be able to be accomplished without unduly affecting the safety of its participants.
- _____ 11. The requirements should reflect current practice and language.
- _____ 12. List materials needed to complete the honor, and an estimate of their cost per person. Also, estimate the time needed to complete the honor.

For more information on how to submit a new Pathfinder Honor [Click Here](#)

Section 7



Florida Levels/TLT/Master Guide

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Navigator Requirements	127-129
Advanced Navigator Requirements	130
TLT Overview	131
TLT Uniform Accessories	132
Master Guide Overview	133
Master Guide Resources/Reading List	134-135

FLORIDA PIONEER LEVEL

Completed

Date _____ Staff Initials _____

* Be in at least the 11th grade.

Personal Growth

1. Reviewing Hebrews 11:1-1, 2, explain what it means to be a "Pioneer" of faith.
2. Discuss how the Pathfinder Aim was carried out by the early Biblical Pioneers.
3. Describe how Pathfinders can be effective Pioneers for Christ.
4. Complete the Florida Pioneer Reading Requirements. What are they? [See page 124.](#)

Spiritual Discovery

5. Complete the Bible Reading for the Florida Pioneer Level (refer to following page).
6. Memorize Matthew 17:20-21, and discuss 4 other Bible texts that deal with the importance of faith for a Christian Pioneer.
7. Explain how Jesus Christ was the ultimate Pioneer in the forming of the church.
8. Give a written or oral report on a historical Christian Pioneer such as Martin Luther, William Miller, or Ellen G. White.

Serving Others

9. Make a creative presentation to a group of Pathfinders about how their faith can be like that of the Biblical and/or historical Pioneers for Christ.
10. Develop and implement a creative strategy to build relationships with the homes surrounding your church.

Perseverance

11. Review James 1:2-5, and discuss the following:
 - a. How Biblical pioneers dealt with criticism, trials, and personal attacks.
 - b. How the Lord will help us persevere.

Health and Fitness

12. Give a written or oral report on how physical health affects one's mental health, as indicated by modern studies.
13. Review the story of Daniel's ten-day test (Daniel 1), and explain how the Lord's plan for him included what he ate.
14. Discuss the importance of water to the human body, and explain the similarities in how we need Christ's "living water."

Nature Study

15. Read Matthew 6:25-34, and share how nature teaches that our faith in God will overcome our worries and fears.
16. Complete a nature honor at your skill level, not previously earned.

Outdoor Living

17. On a campout, organize and direct one of the following:
 - a. Camp Set-up/Tear Down
 - b. Meals/Food Preparation/K.P. Duties
 - c. Camp Safety/Security/First Aid

READING REQUIREMENTS

Choose and read any 4 of the following:

Amazing Journey - Amazing Grace	Ken & Nancy Erich
David Volume I	Ellen White
Creation	Robert Gentry
1844 Made Simple	Clifford Goldstein
Last Day Events	Ellen White
A Trip into the Supernatural	Roger Morneau
Think Big	Ben Carson
At Jesus Feet	Doug Batchelor
Incredible Answers to Prayer	Robert Morneau
More Incredible Answers to Prayer	Robert Morneau
Great Controversy, Chapters 36-42	Ellen White
Exile of the Chosen	Sally Pierson Dillon
Survivors of the Dark Rebellion	Sally Pierson Dillon
American Moments	Gappa Bottke (regular bookstore)
Flags of Our Fathers	James Bradley (regular bookstore)

Bible Reading Requirements

WEEK 1

Hebrews 11:1-40
Hebrews 12:1-3

WEEK 2

Genesis 4:1-16
Genesis 5:18-24
Genesis 5:28-32
Genesis 6:1-22

WEEK 3

Genesis 7:1-24
Genesis 8:1-22

WEEK 4

Genesis 9:1-29
Genesis 12:1-20

WEEK 5

Genesis 13:1-18
Genesis 15:1-21

WEEK 6

Genesis 17:1-27
Genesis 18:1-15

WEEK 7

Genesis 21:1-7
Genesis 22:1-19
Genesis 25:5-10

WEEK 8

Genesis 25:19-34
Genesis 26:1-35

WEEK 9

Genesis 27:1-40

WEEK 10

Genesis 47:28-31
Genesis 48:8-20
Genesis 37:1-36

WEEK 11

Genesis 39:1-23
Genesis 40:1-23

WEEK 12

Genesis 41:1-57

WEEK 13

Genesis 50:22-26
Exodus 2:1-25
Exodus 5:1-22

WEEK 14

Exodus 4:1-31
Exodus 5:1-23

WEEK 15

Exodus 6:1-30
Exodus 7:1-24

WEEK 16

Exodus 8:1-32
Exodus 9:1-12

WEEK 17

Exodus 9:13-35
Exodus 10:1-29

WEEK 18

Exodus 11:1-10
Exodus 12:31-32
Exodus 13:17-22
Exodus 14:1-31

WEEK 19

Joshua 5:13-15
Joshua 6:1-27
Joshua 2:1-24
Joshua 6:22-23

WEEK 20

Judges 6:1-40
Judges 7:1-8

WEEK 21

Judges 7:9-25
Judges 8:1-28

WEEK 22

Judges 4:1-24
Judges 13:1-25

WEEK 23

Judges 14:1-20
Judges 15:1-20

WEEK 24

Judges 16:1-30
Judges 11:1-20

WEEK 25

Judges 11:21-40
Judges 12:1-7
1 Samuel 16:1-23

WEEK 26

1 Samuel 17:1-58

WEEK 27

1 Samuel 18:1-30
1 Samuel 19:1-24

WEEK 28

1 Samuel 24:1-22
2 Samuel 2:1-7
2 Samuel 5:1-5
2 Samuel 7:1-7

WEEK 29

2 Samuel 7:8-29
1 Samuel 1:1-28

WEEK 30

1 Samuel 2:18-26
1 Samuel 3:1-21

FLORIDA ADVANCED PIONEER LEVEL

Completed

Date_____ Staff Initials_____

Complete Florida Pioneer Level

Spiritual Outreach

1. Prepare your own Bible study (using at least 10 scriptural references) on building faith in God. Present it to a non-Seventh-day Adventist young person and follow it up by inviting this person to a church activity.

Outdoor Leadership

2. Complete the Orienteering honor, if not previously earned.
3. Guide an individual or group through a Camping honor to completion.

Pathfinder Organization

4. Complete requirements 6, 7, and 8 of the Advanced Drilling and Marching honor.
5. Participate for a full year in an extra-curricular Pathfinder activity; suggestions include:
 - a. Community Service
 - b. (PBE) Pathfinder Bible Experience
 - c. Disaster Relief Team
 - d. Drama/ Clown Ministry
 - e. Drum Corps
 - f. Precision Drill Team

Health and Fitness

6. Choose one lifetime exercise activity and record your progress for two months.

FLORIDA NAVIGATOR LEVEL

Completed Date _____ Staff Initials _____

*Be in at least the 12th grade.

Personal Growth

1. Read Psalms 25:4-5, and discuss the importance of allowing the Lord to "Navigate" us through His truths.
2. Review the story of Creation (Genesis 1:1-2:3) and discuss why the seventh day is so special.
3. Study the ten commandments of God (Exodus 20:1-17) and give a written or oral report on the importance of the fourth commandment.
4. Complete the Florida Navigator Reading Requirements. [See page 128.](#)

Spiritual Discovery

5. Complete the Bible Reading for the Florida Navigator Level (refer to following pages).
6. Memorize the fourth commandment (Exodus 20:8-11), and discuss 4 other Bible texts that prove God's law concerning the Sabbath has not been abolished.
7. Explain how Jesus Christ and the Sabbath are connected.
8. Discuss the custom that Jesus and the apostle Paul had that we should apply to our lives.

Serving Others

9. Make a creative presentation to a group of Pathfinders about keeping the fourth commandment of God.
10. Read Mark 3:1-6, and discuss what approach we should have in serving others on the Sabbath.

Perseverance

11. Review Ephesians 1:13-14, and discuss the following:
 - a. What happens when we believe and trust in the truths of Christ?
 - b. What will be our reward?

Health and Fitness

12. Give a written or oral report on the importance of resting our bodies as indicated by modern studies.
13. Discuss how the Lord rested on the Sabbath, and what activities He included in the "rest".
14. Make a list of at least 25 healthful activities we can do on the Sabbath that are pleasing to the Lord's eyes.

Nature Study

15. Review Genesis 1:14-19, and discuss when a day begins and ends, and how this applies to Sabbath observance.
16. Complete a nature honor at your skill level, not previously earned.

Outdoor Living

17. On a campout, organize and direct one of the following Sabbath activities:
 - a. Worships
 - b. Song services
 - c. Bible games
 - d. Afternoon activities

READING REQUIREMENTS

Choose and read any 4 of the following:

Unlikeliest Hero	Desmond Doss
For His Honor	Terry Johnson
Learning to Walk	Dwight Hall
Pause for Peace	Clifford Goldstein
Why Jesus Waits	Lonnie Melashenko
Crisis of the End Time	Robert Morneau
Left Behind	Louis Torres
Steps to Christ	Ellen White
Great Controversy, Chapters 1-17	Ellen White
Victory of the Warrior King	Sally Pierson Dillon
War of the Invisible	Sally Pierson Dillon

Bible Reading Requirements

TEXT CODES: C-Creation, F-First day of the week, K-Keeping God's Commands, O-Observing the Sabbath
R-Remember, S-Sabbath in the text

WEEK 1

Genesis 1:1-31 C
Genesis 2:1-3 C

WEEK 2

Exodus 16:1-30 S, O
Exodus 20:1-17 K, S
Exodus 23:10-13 K
Exodus 31:12-17 S, O
Exodus 35:1-3 K, S

WEEK 3

Leviticus 16:1-34 S
Leviticus 19:1-37 K, S

WEEK 4

Leviticus 23:1-44 S
Leviticus 24:1-9 S

WEEK 5

Leviticus 25:1-12 S
Leviticus 26:1-46 S

WEEK 6

Numbers 15:32-36 S
Numbers 28:1-10 S
Deuteronomy 5:1-33 K, S

WEEK 7

Deuteronomy 6:1-25 K
2 Kings 4:8-37 S

WEEK 8

2 Kings 11:1-21 S
2 Kings 16:15-18 S
1 Chronicles 9:22-32 S
1 Chronicles 23:28-32 S

WEEK 9

2 Chronicles 2:1-10 S
2 Chronicles 8:12-16 S
2 Chronicles 23:1-21 S
2 Chronicles 31:2-8 S
2 Chronicles 36:15-21 S

WEEK 10

Nehemiah 9:1-37 S
Nehemiah 10:28-39 S

WEEK 11

Nehemiah 13:14-22 S
Psalms 92 S
Psalms 111 R
Proverbs 7:1-5 K

WEEK 12

Ecclesiastes 12:1-14 K
Isaiah 1:1-31 S
Isaiah 56:1-8 S, O

WEEK 13

Isaiah 58:1-14 S, O
Isaiah 66:22-23 S
Jeremiah 17:19-27 S, O
Lamentations 2:1-22 S

WEEK 14

Ezekiel 20:8-26 S
Ezekiel 22:1-31 S

WEEK 15

Ezekiel 23:35-39 S
Ezekiel 44:15-31 S
Ezekiel 45:13-17 S
Ezekiel 16:1-12 S

WEEK 16

Hosea 2:2-23 S
Amos 8:1-7 S
Matthew 5:17-20 C
Matthew 12:1-14 S, O

WEEK 17

Matthew 24:1-51 S
Matthew 28:1-10 F

WEEK 18

Mark 1:21-28 S
Mark 2:23-28 S, O
Mark 3:1-6 S, O
Mark 6:1-6 S
Mark 7:1-9 C
Mark 15:33-47 S

WEEK 19

Mark 16:1-20 S, F
Luke 4:14-37 S, O
Luke 6:1-11 S
Luke 13: 10-17 S, O

WEEK 20

Luke 14: 1-14 S, O
Luke 23: 26-56 S, O
Luke 24: 1-12 F

WEEK 21

John 1:1-3 C
John 5:1-47 S, O

WEEK 22

John 7:1-52 S, K

WEEK 23

John 9:1-41 S, O

WEEK 24

John 14:1-31 C
John 15:1-17 C

WEEK 25

John 19:1-42 S, O

WEEK 26

John 20:1-31 F
Acts 1:1-26 S

WEEK 27

Acts 13:1-52 S

WEEK 28

Acts 15:1-21 S
Acts 16:11-15 S
Acts 17:1-15 S

WEEK 29

Acts 18:1-11 S
Acts 20:1-12 F
Romans 2:12-16 K
1 Corinthians 16:1-4 F
Colossians 2:6-23 S, K

WEEK 30

1 Thessalonians 4: 1-18 C
Hebrews 1:1-2 C
Hebrews 4:1-16 S, O
James 2:8-11 K
1 John 2:3-6 C
1 John 5:1-5 C
Revelation 1:9-11 R

FLORIDA ADVANCED NAVIGATOR LEVEL

Completed

Date_____ Staff Initials_____

*Complete Florida Navigator Level

Spiritual Outreach

1. Prepare your own Bible study (using at least 10 scriptural references) on the seventh-day Sabbath. Present it to a non-Seventh-day Adventist young person and follow it up by inviting this person to a church activity.

Outdoor Leadership

2. Earn one of the camp honors listed below, not previously earned:
 - a. *Backpacking*
 - b. *Pioneering*
 - c. *Outdoor Leadership*
 - d. *Wilderness Living*
 - e. *Winter Camping*
3. Guide an individual or group through a Camping honor to completion.

Pathfinder Organization

4. Complete the Drilling and Marching honor.
5. Complete the Introduction to Pathfinder Leadership (10 hour) course.

Health and Fitness

6. Choose one-lifetime exercise activity and record your progress for three months.



Teen Leadership Training (TLT)



Background

The Teen Leadership Training program is part of the North American Division Pathfinder & Adventurer Department which was suggested by a young Pathfinder named Franklin Moses who wanted to do more than just be a Pathfinder. It was designed to challenge and empower the teen Pathfinder with new and increased responsibilities while allowing them the security of doing so in a place they know and love. The TLT program is structured under the Pathfinder Club organization and is a four-year program for Pathfinders in grades 9-12.

Purpose

The Teen Leadership Training program was designed to train and mentor youth in service and leadership skills.

Goal

To help teens experience their developmental needs by making them feel a sense of achievement, responsibility, respect for authority, acceptance in adult leadership circles, and confidence in the development of life skills.

Mission Statement

The Teen Leadership Training (TLT) program is designed to address adolescent developmental needs and promote leadership skills, enabling and empowering teens to become full partners in the mission of the SDA Church with Pathfinder adult leadership in a “shared service experience” of the Pathfinder ministry in the North American Division.

Pledge

“Loving the Lord Jesus, I promise to take an active part in the work of the Teen Leadership Training program, doing what I can to help others and to finish the work of the gospel in all the world.”

How to Become a TLT - (download form @ <https://floridaconference.com/pathfinders/tlt>)

- The Pathfinder must be in high school (grades 9-12), have completed at least one level of Investiture Achievement, and had an attendance record of at least 80% during the most recent active year.
- Submit three Program Recommendation forms from: a pastor, a teacher, and a Pathfinder staff person to be approved and signed by the sponsoring Pathfinder Club Director
- Submit the Program Application form to be approved and signed by the Conference Director.
- Actively participate in leadership skill development assignments.
- Personality traits promoted by Christian ethics, the Pathfinder Pledge and Law, and the TLT Pledge must be an integral part of the participant’s lifestyle.

TLT Uniform & Accessories

10 uniform items pictured



Red T-Shirt



Black Sports Shirt



Red Sports Shirt



TLT Patch



TLT Pin



TLT Hat



TLT Cord



TLT Sleeve Strip



TLT Scarf



TLT Manual

Resources

[TLT Directors Manual](#) (can be purchase at the Florida Conference Pathfinder store website)

[TLT Record Book](#)

[TLT Application](#)

[Recommendation Forms](#)

For more information on the (TLT) program, feel free to contact the following individual.

Contact: Kim Lucas - Florida Conference State TLT Director

Phone: 941-356-4749

Email: Fl.Conf.TLT@gmail.com

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 lifestyle 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:

Master Guide Director Florida Conference State

Kathy Gibbons-Adams
masterguidewebinar@gmail.com
adamsk98@yahoo.com
305-915-5543

Alex Ramirez
alexramirez54@gmail.com
305-812-667

Dave Adden
dave.adden@gmail.com
954-830-5944

North Area (vacant position)

Central Area

Lurlet Gordon
tinziela@gmail.com
407-446-5297

Don Wilson
dwilson50.1@netzero.com
863-207-1668

Other State Master Guide Committee Members

Calvin Brooks (Pathfinders)
roy101748@aol.com
305-773-4352

Jose Diaz (Varsity)
josnyd@yahoo.com
407-791-3018

West Area (vacant position)

South Area

Marcia Mighty-Powell
Marciapowell161@gmail.com
954-684-4288

Kim Lucas (TLT)
fl.conf.tlt@gmail.com
941-356-4749

Master Guide Resources

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 @ <https://floridaconference.com/pathfinders/master-guide>

1. Complete the MG Candidate Application Form with all your local church-related signatures.
2. Forward MG Candidate Application Form to Area Administrator, MG State Director, and Florida Conference Pathfinder/Adventurer Department.
3. Be inducted and complete the Master Guide 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/Adventurer Department.
6. Before investiture: initiate a conversation with Florida Conference Pathfinder/Adventurer Department, Area Administrator, MG Committee members. You must present your portfolio to confirm the completion of requirements from the MG committee. (Please try to confirm at least a month in advance.)
7. A Conference MG Committee person needs to be present at the investiture service or a representative for the MG Committee.
8. Before ordering MG emblems for the Investiture, you need to obtain clearance from MG State Director (Kathy Adams), and a clearance email will be sent to Elizabeth Bence at the Florida Conference Pathfinder and Adventurer Store.
9. Clearance from the MG Director (Kathy Adams) needs to be given in order to purchase MG Insignia from the Florida Conference Pathfinder and Adventurer online store. Purchases of MG insignia can be made when the MG Requirements are completed, and you have been cleared.

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

MASTER GUIDE

READING AND LISTENING and other INFORMATION

WEBSITES:

1. www.pathfindersonline.org
 - a. (Official North American Division (NAD) website)
2. www.ellenwhiteaudio.org
 - a. (books in mp3 version in multiple languages)
3. www.ellenwhite.org
 - a. (The Ellen White G. White Estate, Inc. website: online books and many other items: type in name of the book in the search box)
4. www.adventsource.org
 - a. (purchase items for club and uniforms)
5. www.floridaconference.com
 - a. (Information source for church locations, publications, ministries, news, events and many other things happening in the Florida Conference)
6. <http://www.investitureachievement.com>
 - a. (Pathfinder curriculum PDF)
7. <http://guiasmayores.weebly.com>
 - a. (Master Guide Spanish resources)
8. <https://www.adventist.org/en/beliefs/>
 - a. (Fundamental Beliefs)
9. www.flpathfinderstore.com
 - a. Master Guide Investiture Emblems are Restricted
 - b. They can be ordered upon clearance from Master Guide State Director
 - c. Master Guide Committee via the FL Pathfinder Store.
10. https://floridaconference.com/wp-content/uploads/2021/06/masterguide_recordcard-2014.pdf
 - a. English Master Guide Record Card
11. https://floridaconference.com/wp-content/uploads/2021/06/Registro-de-GM_0.pdf
 - a. Spanish Master Guide Record Card

Appendix



Appendix A - Pathfinder and Adventurer Committee History137-138

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 a 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 on 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.

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, 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. And there are over 60 volunteers serving as Officially Appointed Volunteers (OAV's) who help coordinate and support Club ministries in FL Conference. On August 13, 2023, the FL Executive Committee voted the current PAC members to serve on PAC for the next five years (next Conference session).