

PATHFINDER ADMINISTRATIVE MANUAL



**General Conference Youth Ministries Department
2004 Revision**

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Philosophy

The Seventh-day Adventist Church is committed to understanding young people and training its youth for leadership and service to humanity.

The Pathfinder Club is a church-centered spiritual-recreational-activity program designed for young people 10 to 15 years of age. Pathfinding appeals to this age group because its program features activities that meet their needs and interests. Much of the Pathfinder Club program is built around physical action. This is because youth from 10 to 15 years of age are in a fast-growing physical stage of development. It is filled with action, adventure, challenge, group activities, and provides opportunities for the development of new attitudes and skills that produce personal growth, team or community spirit and a sense of loyalty and respect for God, His Creation, and His church.

While the Pathfinder Club exists primarily for youth, one of its basic purposes is to also bring together parents and church members through active involvement with the club and its members. Here the so-called generation gap disappears as young and old worship, work, and play together in a bond of common experience. Meaningful relationships are forged as leaders and counselors join with Pathfinders in sharing, building confidence, and working together.

The whole philosophy of Pathfinding is built on the premise that "children learn best by example, rather than precept." As they see leaders and parents model spiritual and social values, they too will aspire to develop high moral principles, loving and caring attitudes, and determination to excel in all their various pursuits.

Young people learn most effectively in a positive, happy, and secure atmosphere. The attitude of the club leaders is therefore a vital ingredient in guaranteeing the success and effectiveness of this ministry to youth. A failure to listen to and understand the needs of the young people will only erect barriers to real spiritual growth and development and may prove to be a contributing factor in making the church and its mission unattractive to the youth.

Objectives

This philosophy is an integral part of the club. The Pathfinder Club curriculum of six classes and nearly 250 Honors lies at the heart of the program. The following objectives can be achieved as the club leaders seek to fulfill these.

1. **Help the young people to understand that God and His church *love* them, *care* for them, and *appreciate* them.** As Pathfinders are accepted and affirmed they will begin to appreciate the love of God revealed through the church and its ministry, and feel a need to be more committed to and involved with its program.
2. **Encourage Pathfinders to discover their own God-given potential** and to use their gifts and abilities to fulfill God's expectations for them and the part they can play in the great plan of salvation.
3. **Inspire young people to give personal expression of their love for God** by uniting them together in various outreach activities.
4. **Make the number one priority of your club program the personal salvation of every Pathfinder.** The Pathfinder age is a time when many decisions are being made that will affect the youth's future relationships and his or her own personal development. The peak time for discovering and making a relationship with God seems to be around 12 years of age.
5. **Build into a Pathfinder's life a healthy appreciation and love for God's creation by enjoying outdoor activity** (campouts, nature walks, nature honors, etc.). Pathfinders will experience a sense of wonder and worship as they observe and explore the beauty, the majesty, and the creative power in nature. Fellowship with God will become more meaningful.
6. **Teach Pathfinders specific skills and hobbies that will make their lives more meaningful** and will occupy their time with profitable accomplishments. Young people experience satisfaction and delight as they use their hands to fashion

useful articles from wood, plastic, steel, clay, felt and yarn and as they discover how things work and operate.

7. **Encourage the Pathfinder to keep physically fit.** This is one important way to safeguard against idleness and boredom. Teach children to care for their body and establish habits that will provide for their future happiness and usefulness (cf. 2T 536, 537; Educ. 195).
8. **Give opportunity for the development of leadership** by encouraging club members to work together and share in leadership responsibility. This will teach them to learn the lessons of obedience, discipline, resourcefulness, patriotism and the processes of group dynamics.
9. **Seek to foster the harmonious development of the physical, social, intellectual, and spiritual life** of the Pathfinder. The invigoration of mind and body, the fostering of an unselfish spirit, the attention to recreational and cultural activities, will provide stimulus for personal growth and act as an outlet for that restless energy, which is so often a destructive source of danger to the young person.

Leadership

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

With such a challenge set before us we need earnestly to consider some basic leadership qualities. A leader needs to:

1. **Live a Christ-centered life.** It takes Christian leaders to produce Christian men and women. More than that, Pathfinder leaders should be men and women whose lives are marked by Christ-centered living. They must demonstrate what they expect youth to become. This experience will manifest itself in the cheerful performance of all known duty and a spirit of confidence and optimism in regard to the building up of the kingdom of God on the earth.
2. **Really love youth.** The only satisfactory motive for serving in the Pathfinder Club is love for the growing youth. This love will not be so much expressed in word as in deed. It is easily conveyed to the heart of the Pathfinder when the adult gladly shares his time, energy, and companionship with the formative youth. It is easily understood by the youth in the programs planned for them and the patient understanding revealed when they face problems. This love will be expressed in perseverance even when the junior youth are unappreciative and seemingly neglectful of the counsel given.

3. **Be optimistic and enthusiastic.** A buoyant and pleasant personality is a great asset to the Pathfinder leader. Enthusiasm **is** contagious, and boys and girls quickly follow optimistic leadership. The successful leader emphasizes the positive and supports the program with energy and dispatch.
4. **Be master of his emotions.** The true leader is master of his emotions. His personality moods show a balance. This may be accomplished through self-discipline, temperate living, faith and trust in God, and a sense of responsibility. Any outburst of ill temper, anger, or depression will destroy the proper image of the leader that the boy and girl should possess.
5. **Enjoy the out-of-doors.** Much of the activity of the Pathfinder Club can be completed in the out-of-doors. A successful Pathfinder leader will organize the club program to take every opportunity of introducing club members to new experiences to be found in the mountains, valleys, beaches, and along the lake sides and streams. Planned nature discovery, camping, and hiking expeditions will bring new and fresh skills to the club.
6. **Understand the characteristics of junior youth.** The Pathfinder age involves pre adolescent and early adolescent children. It is necessary that a successful leader understand the factors and pressures affecting junior youth and the characteristics common to this age group. They need to remember the qualities of leadership most desired by youth, these are understanding spirituality, knowledgeable, and personality. It will be highly profitable to read books, make observations, and try to work in harmony with legitimate prevailing trends rather than in direct opposition to them.
7. **Master diversified skills.** Every skill mastered by a leader is an additional key that may be used to unlock some closed heart. It is extremely valuable to be versatile and diversified in experiences so that one may always have something new to introduce to his group. It is desirable that the leader shall go far beyond the activities in which he leads his Pathfinders. A leader keeps ahead in his development of skills. In each Pathfinder Staff Training Course a leader should be able to discover the joy of new experiences.
8. **Know how to organize.** Any leader who achieves must know how to organize. The organizer sets up his goal, then evaluates all the factors that he may call upon to reach this goal. Next, he lays out certain definite steps that are to be taken in the accomplishment of his task. He then delegates responsibility to those who are capable, using as many persons and favorable factors as he has been able to mobilize. He then coordinates these allies and encourages progress step by step until he has reached the objectives. This is organization.
9. **Maintain pleasant relations with fellow workers.** This question of personal relations is exceedingly important. The secret is brotherly love, preferring the other person above yourself. The counselor must learn to have pleasant relations

with those who are his equals and who are serving on the same level. He must be capable of rejoicing in the success, promotion, or honor bestowed upon his fellow counselors. Whatever success or honor is bestowed upon him should be accepted with modesty and self-restraint. The leader must foster pleasant relations with his superiors. No matter where we are today, there are those who are superior to us in responsibility. We must do all we can to be loyal to them, to work in harmony and cooperation with them. If we have ideas that differ we should talk the matter over with the superior personally instead of talking with our fellow counselors or the Pathfinders. When a leader finds himself in a position of supervision he should have pleasant relations with those subordinate to him. He should not have any jealousy or express any partiality. His efforts should be directed to the strengthening of each leader under his supervision. He should remember that the success of each subordinate is his success. He should also remember that he is responsible for the training of those under him to take his place.

10. **Have a commanding personality.** In a Pathfinder Club a leader should have a commanding personality. This means that he should have a dignity that makes it easy for the Pathfinders to discipline themselves. At the same time the leader should have a warmth of presence that invites confidence and creates friendship. It is disastrous to have kindness without firmness. It is entirely out of place to have firmness without kindness. A Pathfinder leader should be "love personified with the firmness of a sergeant."

11. **Develop a sense of humor.** Every leader dealing with youth must have a Teen sense of humor. There are many incidents that tend to irritate or upset a leader. Youth are apt to jest some adult mannerisms. A leader with a sense of humor will take such things in stride. A curious odd Viking's poem says:

"Moderately wise a man should be not too crafty and clever. A learned man's heart whose learning is deep seldom rings with joy."

12. **Be resourceful and creative.** It is essential that a leader be capable of reaching his objectives even though obstacles and difficulties lie in the way. Resourcefulness will enable him to have alternate plans when the more desirable way is blocked. He will be quick to observe, logical in his thinking. A leader is a man or woman who finds a way, or makes one and is willing to let God work His plan through them.

13. **Enlist cooperation.** As the leader of a group, you will find that your success is going to depend, not only upon yourself but on the cooperation of every person working with you. If they do not cooperate you will not accomplish anything, no matter how brilliant you may prove to be. Your problem, then, is to learn how to enlist their cooperation. Just how can that be done?

- a. Be friendly.
- b. Be generous with praise.

- c. Ask people's advice.
- d. Make people feel important.
- e. Never embarrass anyone.
- f. Lead, instead of drive.
- g. Learn to remember names.
- h. Keep your promises.
- i. Be happy and optimistic.
- j. Do not brag.
- k. Do not make a decision when emotionally upset.
- l. Heal all hurts at once.
- m. Choose capable helpers.
- n. Be a person of action.
- o. Be willing to cooperate with others.

“Authority without wisdom is like a heavy ax without an edge: fitter to bruise than polish.”—Ann Bradstreet

Understanding the Pathfinder and Staff

EARLY CHILDHOOD (1-6)

Early childhood is a time of intense activity. We are constantly amazed at the amount of energy the child is able to get out of the food he eats. He lives in a world of make-believe, and peoples it with strange and often fantastic creatures. In quick succession he is likely to become a frog, a horse, or even a fire engine. He is not yet able to distinguish between the real and the imaginary, and truly believes the big black dog is a bear. The difficulty of transference from the unreal world of fantasy to the real world gives rise to the so-called lying that is prevalent at this age. He is filled with curiosity and is constantly asking, "Why?" and "What for?" He is extremely imitative, and will pick up bad words and bad habits without knowing the significance of them. He wants to spend his time in active play rather than be amused, enjoys stories with jingle and rhyme, and insists on having them retold. He is extremely credulous, believing implicitly in what his parents and other trusted friends tell him.

MIDDLE CHILDHOOD (7-9)

During middle childhood there is continued intense activity, but it is more controlled, and motivated by purpose. He is still curious and has many questions, which should be answered frankly, but reason is now beginning to develop, and he draws conclusions from his own observation and thinking. Old things take on new meanings, and his world is daily becoming larger.

Instead of fantasy, he wants stories that could have happened. Now he imitates the doer, rather than the deed. He wants to be the engineer rather than the engine. He now wants companions, rather than play alone, but still is individualistic. His attention span may be very short requiring frequent changes in activity.

PREADOLESCENCE (10-12)

The junior age is full of noise and ceaseless activity, slow growth, and boundless health. Girls tend to be more developed than boys physically, mentally, and even somewhat emotionally. By the age of 12 this advance has reached two years, but after this the boys begin to catch up, drawing even at about 18-19 years old. There is a group tendency for independence and self-assertion. In school the children are quick to learn, and have an amazing power to recall that which they have heard or studied. They now have a great admiration for people who are able to "do things," and thrive on hero stories. It is during this period that children have a lively interest in religion. They find it natural to turn to Christ and commit themselves to Him and His way of life.

Mental Characteristics:

1. Preadolescence is the golden age of memory. The mind is like wax for receptiveness and like bronze for retentiveness. The preadolescent learns rapidly and can memorize easily.
2. The juniors at this age are alert, and very eager to investigate and learn. They like to take things apart and see how they are made. They like to build models.
3. They are lovers of stories and good books, and usually like to read.
4. They have a real interest in collecting. Some educators estimate that 90 percent of all children of this age collect one thing or another. They may be gathering four or five different collections simultaneously. This is an excellent time for studying Honors.
5. This is not the age for specialization, but the Pathfinder Club should open up many avenues of interest to the club members. Since new interests are vital to this age, a three-month program on one craft or honor study is sufficient
6. Their attention span remains rather short and quickly become bored with low-activity programming.

Physical Characteristics:

1. This is the healthiest period of life.
2. The body and mind are well balanced for coordination. Games, marching, and skills are readily learned.
3. This is a restless period when a child can't "sit still and be good." He has an innate desire to exercise his lungs, which makes the conventionalities and confines of a room too narrow for his boundless and boisterous activities.
4. Someone has said, "There never seems to be any nice relaxed middle ground in a child's behavior. He is either running at a wild clip or stopped dead--and both strike fear in the breast of a parent."

Social Characteristics:

1. A Pathfinder of the preadolescent age likes secret codes and adventure.
2. He is learning teamwork, but retains an independent spirit.
3. Wanderlust is a natural impulse of this age, not a moral delinquency. It is an age of exploration, and imagination will produce wild animal imitations and scenes of wild adventure from ages past.
4. This is an age of great hero worship and great credulity.
5. Interest in the opposite sex is minimal. Boys prefer to be by themselves, and girls choose their own "sets."

Spiritual Characteristics:

1. This is an age of keen interest in spiritual things and in the work of the church.
2. This is the peak age of baptism (12).
3. The Pathfinder at this age likes Share Your Faith activities and delights in award pins, ribbons, etc.
4. The quality of credulity makes this an easy age in which to give religious and moral instruction.

EARLY ADOLESCENCE (13-15)

There is now rapid growth, which often brings with it an awkwardness, owing to lack of coordination of mind and body. It also causes embarrassment to the young people, because certain organs, such as the nose, mouth, and feet

grow more rapidly than the rest of the body, making them "ugly ducklings" and bringing unexpressed fears that they will always be that way. The gang age now reaches its height and begins to recede, being replaced by an interest in sex, with accompanying bashfulness, at this stage. Mental development makes definite gains, causing the young person to be critical rather than credulous as he has been in the past. He gives much time to daydreaming and thinking about what he is going to be and do later on. He is definitely altruistic and is challenged to do worthwhile things in the world. Religious interest continues and spiritual things begin to become a matter of experience, rather than the acceptance of a lot of facts.

Mental Characteristics:

1. Youth is alert, but subject to daydreaming periods.
2. Youth learns quickly.
3. Youth begins to take interest in special areas.

Physical Characteristics:

1. The health is excellent, second only to the preadolescent period.
2. Physical growth is very rapid, with tremendous appetite accompanying this growth.
3. Muscle development or coordination fails to keep pace with bone structure growth, causing a tendency toward awkwardness or clumsiness.
4. Sex organs develop, making rapid changes biologically. New hormones that develop sexual instincts influence behavior. Rousseau said: "We are born twice, the first time into existence and the second time into life; the first time a member of a race and the second time a member of the sex."
5. Girls average taller than boys at 12 to 13, slightly taller at 14, less at 15, and 2 inches shorter at 16.

Social Characteristics:

1. This is an age of loyalty to gangs, with a fear of being different from the group. The Youth seeks the approval of the group for all activities.
2. He seeks more individual freedom with a new discernment of the inward qualities of individuals. Weigle remarks: "His vision penetrates the outward act and catches the spirit within a man. He begins to discern inward qualities and

- to feel the intrinsic worth of truth, faith, and self sacrifice. He is full of ambitions and makes plans for the future."
3. There is frequent change of mood. One time activity is manifested while another time, apathy. In the morning the early adolescent may be generous in his impulses, while in the afternoon he may seem greedy. One hour he is astonishingly self-conceited, and another quite timid.
 4. These eccentricities manifest themselves in many ways:
 - a. Strong likes and dislikes in foods; certain favorite foods excess.
 - b. Great love for athletics, with a tendency to overdo.
 - c. A crude sense of humor; girls tend to giggle.
 5. Those of this age group have an attraction for the opposite sex. This is a dangerous age for sexual and social temptations, as the youth is not prepared for individual courtship. Group activities should be sponsored for those of this age. Careful chaperonage **MUST** be provided on all Pathfinder outings, e.g. field trips, Camporees, etc.

Spiritual Characteristics:

1. The interest in spiritual things wanes slightly at this age, but the youth is influenced by the attitudes of the group he is with.
2. Thirteen is the age when the second--largest number of youth are baptized into our church.
3. This is an age when choice of one's lifework is often determined. The importance of holding before these youth their destiny in finishing the work of the gospel is thus apparent.
4. There is less tendency for this age group to demonstrate their feelings on spiritual matters or convictions.
5. There are often conflicts with conscience.
6. Interest in the service projects develops during this age.

Middle Adolescence (16-17)

Growth continues to be rapid, the young person in many cases reaching his full height by the end of this period. Whereas in the past he went through a period of

self-discovery, the youth now begins to develop an individuality, and becomes a person in his own right.

Mental Characteristics:

1. He is at an age where he will likely question everything and wants proof before he will accept it.
2. He has a great respect for “scholarship” and is often inclined to take as an answer something that is held to be the truth by someone with a big name.
3. His ideals are now beginning to be shaped, and he is definitely planning how to attain them.

Physical Characteristics:

1. Sexual development, a force to reckon with.
2. Height and weight at 85 percent of his adulthood.
3. Muscle becomes developed and he likes physical fitness programs.

Social Characteristics:

1. He likes cliques and wants to be surrounded by his special friends.
2. Critical, often brutally frank in his expressed opinion of others.
3. Very sensitive, and often guided by public opinion and what his social group thinks is the proper thing to do. . . .
4. Money making often grips youth of this age, resulting in advice to drop out of school.

Spiritual Characteristics:

1. He either goes forward, as a recognition of social and spiritual values become paramount or, by reason of wrong associates, he loses interest.
2. What has not been done in giving him a foundation on which to base his thinking now becomes difficult to do.
3. He begins the process of determining his own approach for religion.

4. Service projects focus on what life is all about.

Later Adolescence (18-24)

Physically this is a time of slow growth; those late in maturing catch up with the others. The personality emerges and character becomes fixed. Gregariousness now finds an expression, not in gangs or clubs, but in clubs, fraternities, lodges, and the church. Whatever doubts there have been in connection with religion have either been thought through and a satisfying basis for faith found, or there is the casting off of religion as a relic of the past, with disillusionment resulting in cynicism. Interest in sex has found expression in love and marriage, and the founding of a home.

Adult Life

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

Middle adulthood finds many beginning to break in health. There is increasing worry and tension, perhaps because of great responsibilities or because of the fear of losing a job. Many adults become despondent because of hopes unrealized, and discovering it is too late to do anything about it, turn attention from self and life in anticipation of the accomplishments of their children. On the other hand, some who have been slow in maturing are just beginning to "find" themselves. Success for them lies not in the past, but in the future.

Many studies have been conducted analyzing the variety of temperaments shown among humans. Various efforts have been made to categorize these into understandable units. One well known effort is known as the Temperament Inventory Test which places a person into a combination of four boxes: Choleric, Sanguine, Phlegmatic, and Melancholic. Any person who wishes to be a leader working with a group of adult volunteers would do well to take one of these types of tests and to invite others to do the same for the sake of better understanding of one's own strengths and weaknesses as well as understanding where others are coming from in their working relationships.

Understanding the Emotions

All human beings look for recognition/acceptance, affection, achievement, new experiences, and security. Seeking for these and the result of finding or not finding them is played out in the emotions. We have been introduced to why

people act as they do, we now turn to the emotions and learn how they feel. There are many emotions; and only the primary ones will be discussed; but all of them are tremendously important for they are the driving power that causes choices to be made, acts to be done, and services to be rendered. It is easy enough to believe things, but only when people feel deeply about their convictions are they led to do something about them.

Hatred

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

Fear

This may come from a concern for one's safety, or the welfare of others. There may be a fear of loss of health, money, reputation, soul or many minor things. This may be a good thing, provided it is not allowed to become a complex that may have a paralyzing effect on body and mind.

Fear of the unknown has always had a terrific impact on people. Among the ignorant it amounts to superstition, and can have disastrous consequences. Among the educated it has the tendency to slow down or completely frustrate activity. A young man of fine personality, who has been used to meeting the public in a business way, became the leader of a young married people's class and went out to make church calls. This he dreaded very much, and as he put it, "The distance from the car to the door seemed like a mile." Why? It was a fear of the unknown. What kind of people lived behind that door? Would they be nice to him or would they resent his call? But after they opened the door and welcomed him, he was glad he had braved the unknown.

Anger

This usually results from a.) frustration, such as not having one's way, not getting what is wanted, or the lack of obedience to one's orders; b.) irritation, which increases with ill health; c.) an effort to cover up a feeling of inferiority, chagrin, or defeat; d.) righteous indignation, which comes from a feeling that injustice has been done.

Giving vent to anger is not a pretty thing to see, nor is it a sign of strength. Solomon said, "He that is slow to wrath is of great understanding: but he that is hasty of spirit exalteth folly" and "He that is slow to anger is better than the mighty; and he that, ruleth his spirit than he that taketh a city" (Prov. 14:29; 16; 32).

Joy

Happiness is a transient experience that comes and goes with the changing tide of human experience, but joy is an abiding quality of life. Jesus had joy and was anxious that His disciples have it. "These things have I spoke unto you, that my

joy might remain in you, and that your joy might be full.” (John 15:11), and pray the Father that such might be the case.

Sorrow

This may come from a sense of shame for wrongdoing, misfortune that has befallen oneself or others, or the loss of some loved one by death. Christians have a Comforter in the Holy Spirit, who helps them to be victorious over the ills of life and softens their sorrow through the hope that is found in Christ. The ungodly often find themselves overwhelmed, and break under the burden that they are not prepared to bear.

Jealousy

This may be the product of selfishness, which makes a person envy the talents or success of others. In the family it comes from distrust, lack of faith, or folly. Associated with it is the fear of losing one who had meant much to the jealous partner. Jealousy feeds on suspicion, and keeps a person utterly wretched. It can lead very easily to hate, and then to murder.

Amusement

This comes from having a sense of humor and seeing the ridiculous side of things. Happy is the group that has such a person present to break the tensions with a bit of wit that will make people laugh. Happy is the individual who, in the midst of life’s perplexities, is able to feel amused for the time being, and refuses to be broken by worrying about what cannot be helped.

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

Each child is dynamically developing in his own distinctive way. If a leader is to accomplish anything he must know each child’s characteristics, his interests, abilities, friends, and ambitions. With such knowledge and understanding he can do marvelous things! He can bring Mary from shy diffidence into leadership in a previously undiscovered ability, transform James from a rebel into a helper, or give Henry the guidance and stimulation that years later make him prominent in his community and grateful to his leaders.

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

In harmony with this need an effective leader will find activities, one or more of which will appeal to each member of the group. He will blaze a pathway to each child and fill the clubroom with rocks, growing thing, whatever it takes to cater to **each individual** of his group.

Social Approval

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

Sometimes parents, teachers, and youth leaders ask children and youth to dress or act in such a way that they will likely win the disapproval of their peer group. While they greatly desire the approval and companionship of adults, they will seldom buy this at the expense of the disapproval of their own group and thus become social failures. Because of this, it is very important that approved conduct on the part of the members be accepted by the entire group.

Desire for New experience

This drive includes curiosity - exploring new things; interest in the strange, the fresh, and the unfamiliar. It feeds on surprises, change, change, change! Children soon tire of a fixed routine - they can follow it for only a short time, for the urge for novelty is irrepressible. In harmony with this powerful desire the effective leader will plan an exciting, ever-changing, stimulating program.

Developing Habits

At some time or other you have been in a group where someone said, "I just can't understand why Bill acts as he does." Then someone else replied, "It's a habit; he does it all the time without even thinking." Whereas the instincts are inborn tendencies to act in certain ways, habits are acquired. They are built by repetition until it becomes automatic.

When anything is seen, heard, or thought (the stimulus), a nerve current passes over the sensory nerves to the brain, where a connection is made with the motor nerves, and it results in some specific act (the response). Once a thing is done, a "track" is laid, over which similar nerve currents may pass. Repetition makes it easier to do. This is true regardless of the types of habits. Good habits are built the same way bad habits are and, once established, are as hard to break.

The probability of recurring action depends on several factors.

- 1.) Frequency. Each action becomes easier for it to be repeated.
- 2.) Recency. If it is done daily, it is easier for it to become a habit than if it happens only once a week.
- 3.) Intensity. Is it charged with emotion? Does it make a deep impression? If so, it is easier to repeat.
- 4.) Satisfaction. If it is liked or enjoyed it is easier to repeat than if unpleasant.

If a person has a regular time each day for reading the Scriptures a habit is soon established. The day does not seem complete if for some reason it is omitted. If the Bible is read only once a week, the lapse of time lets the “track” grow cold, and it is not easy to establish it as a habit. If this devotional period each day were taken seriously so that the individual feel that God is speaking rather than just being able to report to the teacher for the class record, the resulting impression makes it likely to be continued.

Finally, if it is something enjoyed and found profitable, repetition becomes easy. For instance, if a person is anxious to find out which things are right and which are wrong, what the Bible teaches about marriage and the home, the results that may come from prayer, what a person must do to be saved, or what heaven is like, he may turn to Bible reading with eagerness; whereas he may become bored with reading Exodus or mystified with the prophetic writings and decide to stop reading.

To break a bad habit, it is necessary to reverse the process. It cannot be broken off completely at once through the power of the will, more time must be placed between occurrences, so as to allow a weakening of the connection between the stimulus and the response. There must be a real desire to break the bad habit. When slips are made, it must bring regret and lead to repentance and confession to remove the resulting shame rather than to have the satisfaction the habit once brought. Some people find it challenging to play a game with themselves, marking each victorious day on the calendar.

Principles of Character Development

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

“Character is the sum total of an individual’s inner traits as represented by his conduct.” -McKown. If these traits are unrighteous, an undesirable character results; if righteous, a godly one is formed. The standard – the Ten Commandments – unchanging. These traits make up an individual’s moral code, or his ideals. Each ideal must be strong enough to prevent him from violating it. For example, we are immunized against impurity by the strength of our ideal. (Joseph’s ideal plus his dependence upon God prevented him from engaging in an impure act with Potiphar’s wife.)

Character is developed by:

Personal Experiences That Involve Right Or Wrong Conduct.

These include vicarious experiences in which the individual identifies himself with a character in a story or talk, and acts as if he were the character. His

experiences – personal and vicarious – will not result in character-building unless he takes a position, makes a decision, judges whether another person did right or wrong, or is otherwise “involved.” When an individual commits a story character to moral judgment he automatically commits himself.

Character development will not result unless the experience involves values – right or wrong. For example, deciding to wear brown rather than black shoes does not involve values, but cheating in an examination or game, being irreverent in a religious meeting, and shading the truth in a conversation do involve questions of right and wrong and do affect the character.

Each and every experience involving values affects the characters whether the experience is large or small, whether insignificant or important. There are no exceptions. Rip Van Winkle used to say when tempted to drink, “just this one glass. It won’t count this time.” But it was counted, as it will be for every individual.

Persuading Individuals to Value Right Character Traits.

Until a person sees value in a character trait he will not put forth any effort to develop it. A boy was once over-heard by his teacher boasting of how he received his spending money. He received full fare from his parents since he was 12 years of age, but told the bus driver that he was 11, thus saving one-half of his fare each morning and evening. He valued the extra money more than the trait of honesty in money matters. The teacher knew that until he had a change of values he would continue to live this way. When a person had a strong desire to possess a moral trait it becomes one of his ideals.

The individual must value the trait. The value held by teachers, parents, and others is not enough. Moral traits are like vaccines in a bottle, they do no good until the person accepts them and makes them a part of himself. A moral code is made up of a group of ideas that has been personally selected. Not those forced upon them by adults.

The leader’s major job in character building is to present the character trait in such a way that the individual will see its value, accept it, and develop it. It can be done best by the use of stories, illustrations, and devising ways of strengthening internal discipline, rather than by lecturing, criticizing, scolding, or corporal punishment. Show that it is better to be honest, pure, etc. This will result in a happier, more satisfying, successful life.

Selecting and Working on One Specific Character Trait at a Time.

Admonitions calling for generalized desirable behavior are without appreciable results. “Be good,” “Practice the Golden Rule,” “Honesty is the best policy.” Likewise, traits such as “honesty” and “loyalty” are too broad. A person must practice honesty in many, many situations and circumstances before he may claim

the general trait of honesty (honest with money, with time, with other people's reputations, etc.).

Not only should the traits be specific ones, but should be chosen in harmony with the age, level of development, and individual needs of the members of the group. The best time to develop a trait in an individual is when the trait first has meaning for him. This is the golden opportunity, and the chances for his developing it later are few indeed!

Individuals differ widely as to why they do a thing. For example, a group of boys stole a car. Bob, unathletic – to show strength and courage; Jim, a nice boy, easily influenced – for popularity; Bill, a braggart – to keep up his ego. What do you do with a boy who steals? There is no one answer. Do what the individual boy's need requires.

Keeping the Character Trait Being Developed, Uppermost in the Mind.

We can do this by the choice of materials we use, and how these materials are handled. Some stories, Bible passages, and sermons contain many character traits, such as the story of Joseph, the story of Moses, the Sermon on the Mount, The Beatitudes, etc. Limit the story, talk, or sermon to the one trait being developed at the time, and ignore, for the time being, the other desirable traits in the story or Bible passage.

Remember that studies have proved that general Bible knowledge on the part of individuals does not necessarily affect their characters, even memorized portions.

Repeated Experiences in Many Different Situations Over a Long Period of Time.

Character traits are not developed by a one-shot method, but step by step, over a long period of time, involving many different situations. It is a seven-day-week job involving everyone who has responsibility for the child: parents, teachers, Sabbath school teachers, youth leaders, and Pathfinder Club staff members.

Eventually the child forms an attitude toward the character trait. If we have been successful, a favorable attitude. The trait is then incorporated into his moral code, his set of ideals, his character. If and when this is done the objective of the whole program is realized, and everyone rejoices— including the angels of heaven.

PATHFINDER CLUB STRUCTURE

SECTION A

ORGANIZATION

The Pathfinder Club is a world wide program organized and directed by the Youth Department of the General Conference of the Seventh-day Adventist Church. It offers a wide range of learning experiences for young people 10 to 15 years of age and is operated by the local Seventh-day Adventist church under the direction and control of the local conference youth director.

Each Pathfinder Club is administered by a club director, deputy directors, counselors, instructors, chaplain, secretary, and treasurer. The club is divided into separate units, each unit averaging between six to eight Pathfinders, including a captain and scribe.

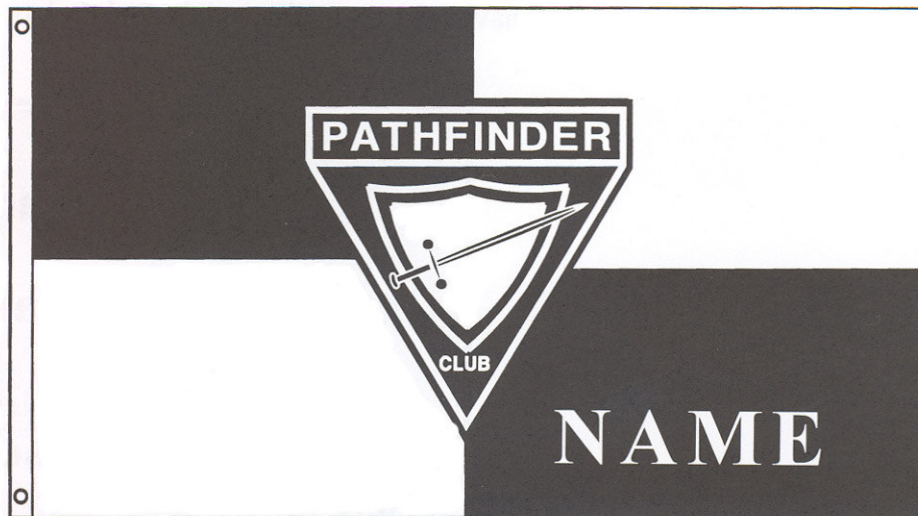
Flow Chart



Pathfinder Organization

Pathfinder Club Members
Counselors & Instructors
Deputy Directors & other support staff
Club Director
Local Church Board
Area Coordinators
Local Conference Pathfinder Director
Union Pathfinder Director
Division Pathfinder Director
General Conference Pathfinder Director

The Pathfinder Club has a flag, bearing the Pathfinder's Club Emblem. The flag is flown at local and conference Pathfinder programs and activities. There is a specially designed full-dress uniform and also a field uniform.



The Pathfinder Club has a Pledge and Law, highlighting the spiritual basis on which the club is built.

The club operates on a 9, 10, 11, or 12 month calendar year, with a weekly or bi-weekly program of at least 1½, 2, or 3 hours' duration. Within this 1½, 2, or 3 hour period the Pathfinders perform drill and marching, crafts and/or hobbies and games, as well as taking part in devotional activities and classwork.

There are six classes, with given names, which begin at 10 years of age and conclude at 15 years. Each class is represented by a chosen color as listed.

Friend	10 years	Blue
Companion	11 years	Red
Explorer	12 years	Green
Ranger	13 years	Silver
Voyager	14 years	Burgundy
Guide	15 years	Gold

At the completion of the classwork requirements, the Pathfinder receives insignia as an award consisting of a pin, Pathfinder Class pocket strip and chevron at a special Investiture service.

Pathfinders

H. T. B.

HENRY T. BERGH

Oh, we are the Path-find-ers strong, The serv-ants of God are we—

Faith-ful as we march a - long, In kind-ness, truth and pur - i - ty.

A mes-sage to tell to the world, A truth that will set us free,

King Je - sus the Sav-iour's com - ing back for you and me.

Copyright, 1952, in "Chorus Melodies", Henry T. Bergh, owner

For other languages check out the General Conference Youth Department Web Site at: youth.gc.adventist.org

Pathfinder Pledge, Law and Emblem

Pledge **By the grace of God.** Only as we rely on God to help us can we do His will.

I will be pure. I will fill my mind with everything that is right and true and spend my time in activities that will build a strong, clean character.

I will be kind. I will be considerate and kind not only to my fellow men but also to all of God's creation.

and true. I will be honest and upright in study, work, and play and can always be counted on 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.

and a friend to man. I will live to bless others and do unto them as I would have them do unto me.

LAW **Is for me to:**

Keep the Morning Watch. I will have personal devotional time each day.

Do my honest part. By the power of God I will help others, and do my duty and my honest share, wherever I may be.

Care for my body. I will be temperate in all things and strive to reach a high standard of physical fitness.

Keep a level eye. I will not lie, cheat, or deceive, and will despise dirty talk or evil thinking.

Be courteous and obedient. I will be kind and thoughtful of others, reflecting the love of Jesus in all my association with others.

Walk softly in the sanctuary. In any devotional exercise I will show the reverence that befits being in the special presence of God.

Keep a song in my heart. I will be cheerful always seeking the positive side of life and let the influence of my life be as sunshine to others.

Go on God's errands. I will always be ready to share my faith and seek to be of service to others as did Jesus.

Meaning of the Pathfinder Club Emblem

1. **Red** (Sacrifice)

- a. Reminds us of Christ. "For God so loved the world, that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life." (John 3:16)
- b. "Present your bodies a living sacrifice, holy, acceptable unto God" (Rom. 12: 1).

2. **Three sides**

- a. Completeness of the Trinity -- Father, Son, Holy Spirit.
- b. Tripod of education:

Mental
Physical
Spiritual

Crafts and Honors
Campouts, work bee, health focus
Outreach and personal spiritual development

3. **Gold** (Excellence)

- a. "I counsel thee to buy of me gold tried in the fire, that thou mayest be rich" (Rev. 3:18).
- b. Standard of measurement. The Pathfinder Club has high standards to help build strong character for the kingdom of heaven.

4. **Shield** (Protection)

- a. In the Scripture God is often called the shield of His people.(Protection)
"Fear not ... I am thy shield" (Gen. 15:1)
- b. "Above all, taking the shield of faith, wherewith ye shall be able to quench all the fiery darts of the wicked." (Eph. 6:16)

5. **White** (Purity)

- a. "He that overcometh, the same shall be clothed in white raiment" (Rev. 3:5).
- b. We desire to have the purity and righteousness of Christ's life in our lives.

6. **Blue** (Loyalty)

- a. It is the purpose of the Pathfinder Club to help teach us to be loyal to:
 - Our God in heaven.
 - Our parents
 - Our church
- b. Loyalty is defined as a reflection of the character of our True Master Guide.

7. Sword (Bible)

- a. The sword is used in warfare. A battle is always won by offense. We are in a battle against sin, and our weapon is the Word of God.
- b. The sword of the Spirit is the Word of God. (see Eph. 6:17)

8. Inverted Triangle

- a. The inverted order of importance Jesus taught which is contrary to that taught by the world.
- b. Sacrificing of one's self by placing the needs of others ahead of our own.

9. Pathfinder Club

- a. The Pathfinder Club is one of the organizations of the world youth ministry of the Seventh-day Adventist Church.

Steps in Organizing a Pathfinder Club

Counsel with the Conference Youth Leader.

The conference youth director is responsible for all Pathfinder Clubs in the conference. Any person in a local church who sees the need for a Pathfinder club should counsel with him before making further plans.

Meet with the Pastor and Conference Youth Leader.

The request should come from the church to the conference youth director and he should then spend time with the church pastor explaining the ministry of the Pathfinder Club and its operation, detailing what assistance the conference is able to give to his church. Should the conference youth director be unable, through circumstances, to arrange such a meeting, then he may delegate the responsibility to the Pathfinder Area Coordinator.

Present the Plan to the Church Board.

The conference youth director should request to meet with the church board. It is necessary that the church board authorize the organization of the Pathfinder program. The board should be fully familiar with all the aims, the financial budget necessary, the objectives and concepts of the Pathfinder organization, and the role it can play in youth evangelism within the church.

At this time the church board should be given questionnaires and information sheets with relevant details to be filled in and submitted to the conference youth director, who will assist in the detailed planning and organization of the club. Such information will include names and addresses of all juniors and teens within the church, both active and inactive; names of Sabbath school members; names of qualified persons and Master Guides; names of persons able to assist as instructors; as well as a list of recreational venues within the area. Following this

meeting the intention to form a Pathfinder Club should be announced to the church.

Inform the congregation during the worship service.

It is important that all church members be informed about the Pathfinder Club, its objectives and its program. Someone qualified by experience to speak on behalf of the Pathfinder Club and the needs of junior youth should bring this information to the entire church, preferably during the worship hour on Sabbath. It might be the union youth director, the local conference youth director, the Pathfinder Area Coordinator, the local church pastor, or some other qualified conference worker who is invited by the pastor as a guest speaker. At this time a call should be made for interested people to assist and support the Pathfinder Club.

Call a special meeting on Sabbath afternoon

This special meeting should bring together those who will be involved in the organization of a Pathfinder Club. Invite all Master Guides, all parents of junior or early teen age children, all school teachers (either public or church school), all teachers in the junior or teen Sabbath School division, all adults who have hobbies and skills that would be of interest to the boys and girls, and others interested in junior youth. During this special meeting more details in regard to the Pathfinder organization could be explained. A few Pathfinders visiting from some neighboring club might demonstrate some of their accomplishments and display the uniform. An appeal should be made for volunteers to prepare for their leadership in the Pathfinder Club, and a questionnaire should be circulated.

Teach the basics of Pathfinding.

A Basic Pathfinder Staff Training Course as outlined in the designated manual such as the one available from the General Conference (YOU 1170) should be presented either in the church community or near enough so that interested people can attend. One of the conditions upon which the successful operation of the Pathfinder Club depends is an adequate number of trained leaders. The conference youth director should conduct this course and bring in as many instructors as possible.

Elect director and deputy directors.

At the close of the training course the church board/nominating committee should be familiar with those who are best qualified to lead out in the Pathfinder Club and recommends to the church the director and deputy directors. After the church has duly elected these persons a Pathfinder Club executive committee can be held.

Choose counselors and instructors (executive committee).

The Pathfinder Club executive committee consists of the pastor, senior AY leader, AJY leaders or teachers of the upper church school grades club director and deputy directors. The club director is chairman. This group sets major policies for the operation of the club and selects the club staff, counselors, and instructors.

Call Pathfinder executive committee to plan a Yearly Program.

Now that the officers and staff have been trained and are familiar with procedures and have decided which model they will follow, the Pathfinder staff committee should begin to plan its yearly program. A timetable of events, classwork, meeting times, special days, conference events, monthly programs, Pathfinder fairs, and Camporees should all be included. (see section C, D and E)

Build the program six weeks before enrollment night.

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

Send letter to potential Pathfinder families four weeks before enrollment night.

Advertise Pathfinder Program.

4 weeks before enrollment night - church bulletin

3 weeks before enrollment night - attractive bulletin board

2 weeks before enrollment night - junior & earliteen sabbath school program

2 weeks before enrollment night - church lay activities period

2 weeks before enrollment night director's letter to parents of potential Pathfinders

1 week before enrollment night pastor's letter to parents of potential Pathfinders

1 week before enrollment night - church service, emphasizing program, possibly inviting a neighboring club to participate

0 week before enrollment night - enrollment night

Train and uniform staff before enrollment night

The director, deputy directors, counselors, and instructors form the staff of the club. There should be a number of occasions when the newly formed staff comes together for training. Thus each person becomes familiar with his duties and the overall scope of club activity. These staff members should secure uniforms and place insignia properly. It would be well to have four Pathfinders in uniform, also.

Enrollment Night. (See special program, section C)

Home visitation program— counselor should visit each Pathfinder in his unit immediately

It is very important for the Pathfinder counselor to go to the home of each new Pathfinder and introduce himself as (child's name)'s counselor.

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

Induction program approximately 1-2 months after enrollment night. (See section C)

As soon as the new members are in uniform and the club membership cards or Passports have been received from the conference office, an induction ceremony should be organized with all parents and church members in attendance. This is a very special ceremony, and the Pathfinders should understand its significance.

Guest Night

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

Community and church interest

Once a Pathfinder Club is established, you can appeal to church and community interests that have not previously been interested. The director should make friends with every Pathfinder family. He should also help each Pathfinder family become acquainted with the pastor. Families can then be invited to hear what the church has to offer them. The Pathfinder Club now can truly be evangelistic.

Evaluation

Once the club has been in operation 10 or 12 weeks, the conference youth leader or in his absence the Area Coordinator should be called in to meet with the Pathfinder executive committee to evaluate the club to ensure smooth operation and a balance of activities and programs.

Pathfinder Club Constitution

Article I Name

The program for the holistic ministry to the 10 to 15 year old young people within the Seventh-day Adventist Church, and sponsored by the Youth Ministries Department is called the Pathfinder Club.

Article II Purpose

The objectives of the Pathfinder Club are:

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

Article III Organization

The youth leader of the local conference is the director of all Pathfinder activities conducted within the conference area. His counsel may be solicited in regard to any club activity. When planning major events he should be advised and may be invited to participate. In large areas an Area Coordinator may be appointed by the conference to act on behalf of the conference youth director to whom he is directly responsible.

In the local church where there is both a junior and a teen club the Pathfinder administrative director is to act as coordinator and represent them on local church boards. The director of the club should be an adult who is vitally interested in young people and who sympathetically understands the needs of children and young people. Where possible, this director should be at least a Master Guide or must have attended a Pathfinder Staff Training Course. He should be resourceful and enthusiastic and must be a member in good and regular standing of the Seventh-day Adventist Church. All activities of the club will be under each club director's supervision, and he must call, organize, and arrange for each club meeting.

Article IV Election of Officers and Other Staff Members

- | | |
|-----------|--|
| Section 1 | The officers of the clubs shall be an administrative director (where there is a junior and a teen club), a club director, two or more deputy directors, club secretary and treasurer (these may be functions of the deputy directors). The staff shall include counselors and instructors as needed. |
| Section 2 | Administrative director and/or club directors shall be appointed by the nominating committee of the sponsoring church or churches. |
| Section 3 | The deputy directors shall be appointed by the directors, and approved by the church boards. |
| Section 4 | The secretary and treasurer shall be appointed at the discretion of the directors and approved by the church board. |
| Section 5 | The counselors and instructors are to be appointed or replaced by the club director in consultation with the deputy directors. |
| Section 6 | The Pathfinder staff shall consist of all above-named. |

Article V Duties of Officers and Staff

- | | |
|-----------|--|
| Section 1 | The administrative director is the coordinator of the teen and junior club directorship. He is to represent the church in the Pathfinder organization and is a member of the church board. He will coordinate all activities in the Pathfinder organization. |
| Section 2 | Director: All activities of the club shall be under his supervision. The chairman of all committees shall be appointed by the director after consultation with the deputy directors or executive committee. |
| Section 3 | Deputy Directors: Shall assist the director and take charge during his absence. May be designated to care for the following duties: Pathfinder classes, secretary and/or treasurer, games, camping activities, Honors and creative skills, music, pathfinder equipment, nature, chaplain, transportation, special events, bimonthly events, etc. |
| Section 4 | Secretary: Shall render monthly reports to the local Conference office. Is responsible for all club correspondence. Takes meeting notes. Is responsible for personnel records and for any other records necessary to the smooth running of the club. |
| Section 5 | Treasurer: Shall take charge of the expenses paid out and collect and care for all income, such as membership fees, money-raising projects, etc. and shall present a financial report upon request of the executive officers or staff, and shall transmit the accounts and all undistributed |

funds to his successor. He shall also work in close harmony with the church treasurer, depositing all funds with the church treasurer.

- Section 6 Chaplain: May be a deputy director. Shall assist the director in maintaining a strong spiritual tone in the club, know each Pathfinder's relationship to the Lord, and shall serve on committees dealing with the worships in club meetings, and camps, outreach, and discipline.

Article VI Committees

- Section 1 The standing committees of this club shall be:
- a. Coordinating committee (for churches with junior and teen clubs).
 - b. Executive committee
 - c. Staff committee
- Section 2 The coordinating committee shall consist of the administrative director, club directors, deputy directors, pastor, secretary, treasurer, and chaplain. The committee, of which the administrative director is the chairman, is to be responsible for all joint Pathfinder activities.
- Section 3 The executive committee shall consist of the club director, deputy directors, pastor, secretary, treasurer, and chaplain. The committee, of which the director is the chairman, is to be responsible for all Pathfinder activities.
- Section 4 The staff committee shall consist of the executive committee, plus counselors, junior counselors, and instructors. Unit captains may be invited to meet with this committee.

Article VII Quorum

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

Article VIII Meetings

- Section 1 Regular Pathfinder meetings shall be held at least twice a month. The time and duration of these meetings shall be decided by the executive committee and shall be based on one of the following models:
- Model A: This is conducted in one three-hour session with, opening and closing ceremonies, marching, games, curriculum, and craft, all integrated into one program..
- Model B: This is a three-hour program, but it is conducted in two separate segments:

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

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

Model C: This is a weekly program lasting from 1-2 hours each.

Section 2. Staff meetings are to be held once each month as announced.

Section 3. Executive committee meetings are to be held at least quarterly.

Section 4. The yearly Pathfinder Club program should include the requirements as set down by the local conference youth department's club grading system.

Article IX Membership and Attendance

Section 1. Membership in the Junior Pathfinder organization will be restricted to children ages 10 to 12.

Section 2. Membership in the Teen Pathfinder organization will be restricted to children ages 13-15.

Section 3. Membership will be granted when the following specifications are met:

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

Section 4. Non-Adventist youth who conform to the above requirements may be admitted to membership.

Section 5. The admittance of new members into the Pathfinder Club will be at the beginning of each Pathfinder quarter and/or three or four pre-determined dates throughout the year.

Section 6. An attendance role should be marked at all Pathfinder programs.

Section 7. The Pathfinder should have an average attendance of at least 80% at all Pathfinder activities.

Section 8. All excused absences must be presented in writing from the parent or guardian and submitted to the club director.

Section 9. Any member having two unexcused absences in any one quarter, will be placed on a probationary roster.

Section 10. Any probationary member may be reinstated by payment of a membership reinstatement fee, as decided by the executive committee.

Section 11. Attendance of probationary members at special events is not permitted.

Article X Club Units

Section 1. Boys and girls are organized into units of preferably six to eight Pathfinders, with a counselor as their leader. This division into smaller units permits better order and discipline, and more individual attention can be given to each member. Boys and girls should be enrolled in separate units.

Section 2. Unit Officers:

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

Section 3. Uniform:

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

Article XI Club Finance

- Section 1. The annual, weekly, monthly, or quarterly membership fee established by the executive committee is payable when the application is filed with the secretary. This fee shall be returned if the application is not accepted.
- Section 2. The reinstatement to membership shall call for a payment of a reinstatement fee, which is determined by the executive committee.
- Section 3. An annual personal insurance fee should be included in the annual fee where applicable.
- Section 4. The local church Pathfinder Day offering is a contribution made by the church membership toward club sponsored activities.
- Section 5. A financial report will be rendered at the meeting of the club executive committee.

Article XII Policy

The club shall be governed by policies as laid down by the Department of the local conference of Seventh-day Adventists.

Article XIII Amendments

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

Election of Officers and Staff

A. Pathfinder Executive Committee

Administrative Director, Director and Deputy Directors

The nominating committee of the local church elects the director of the Pathfinder Club and where necessary the administrative director. These are to be baptized members in good and regular standing, preferably Master Guides, whose interest and ability qualify them for this ministry. It is then suggested that they or he/she be invited to sit with the nominating committee for the selection of the deputy directors. The number of deputy directors chosen will depend on the number of Pathfinders in the club. Each club will need a male as deputy director for boys, and a female as deputy director for the girls.

Secretary and Treasurer

The director and deputy directors then choose the secretary and the treasurer. One person may care for both these positions if appropriate. These positions

may be held by deputy directors, or other staff members may be asked to hold these positions.

Chaplain

Each club will need to choose a chaplain -- a person who will take responsibility for leading out in worships and special services, and who will take a personal interest in every Pathfinder and staff member within the club. He/she may be one of the deputy directors, or the church pastor, assistant pastor, youth pastor, church elder etc.

B. Pathfinder Staff Committee

The Pathfinder executive committee elects the Pathfinder staff committee members as follows:

Counselors

(Senior and Junior) The Pathfinder staff members who care for a unit of six to eight Pathfinders each.

Instructors

Those who lead out in teaching the Pathfinder Classwork curriculum to the Pathfinders. The unit counselor may also be the instructor. Specialists who teach Honors, crafts, and other selected areas of study.

Captain

The leaders of the units (usually chosen by vote of the unit members and ratified by the Pathfinder executive committee).

Scribes

The 'statisticians' of the units care for the unit records. (Usually chosen by vote of the unit members and ratified by the Pathfinder executive committee.)

Duties of Officers and Staff

Club Director

The Pathfinder Club director should be a mature person who is a member in good and regular standing of the Seventh-day Adventist Church. He should be a Master Guide and should have taken the Pathfinder Staff Training Course. If he is not a Master Guide he should complete the requirements and become one as soon as possible.

The success and morale of any club will depend largely upon the leadership of the club director, and he should be an example of spirituality, neatness, promptness, good sportsmanship, amiability, and self-control. He should set an example by wearing a neat and complete uniform regularly.

The club director must be vitally interested in young people and sympathetically understand the problems of the juniors and teens. His life should demonstrate what God can do in the lives of youth.

He should be resourceful and enthusiastic, carry responsibility, possess an eagerness to recognize new ideas, and show initiative in their implementation. He must be able to work well with his staff, and assist counselors and instructors with any problems that may arise with their units and classes.

The director's duties are as follows:

1. He is a member of the church board.
2. He should maintain liaison with the church pastor, youth pastor, and sponsor elder and invites them to participate in programs and events.
3. He keeps in touch with the youth director at the conference office and renders reports as required.
4. He is chairman of the Pathfinder executive committee (See p. 43)
5. He presides at the club staff meeting unless he has appointed a deputy director to take charge.
6. The activities of the club will be under his supervision, and he must call, organize, and arrange for each club meeting.
7. He leads out in planning the total program for the year and produces a calendar of events, which is issued to all staff, Pathfinders, and parents.
8. He is responsible through the executive committee for providing an overall program for the club through the following activities:
 - a. meeting times and places
 - b. bi-monthly outings
 - c. campouts
 - d. field trips and outreach projects
 - e. Investiture
 - f. Finance/budget/membership fees/dues
 - g. Discipline
 - h. News sheets and bulletins
9. He is responsible through the staff meetings for the planning of regular club meetings including the following activities, and ensures that various committees and people are responsible for caring for their implementation:
 - a. Drill and opening and closing ceremonies
 - b. Worships
 - c. Games/fair practice
 - d. Classwork/Honors/creative skills
 - e. Arrangement of units/counselors and instructors, and their duties

Deputy Directors

Deputy directors shall accept the assignments of the director and share in the leadership responsibilities of the club. There should be two or more deputy directors according to the local club needs.

A deputy director designated by the director takes charge of club meetings in the absence of the director. He may also be asked by the director to preside at staff meetings.

The deputy directors should possess the same high qualities of leadership as outlined for the director. The highest respect and regard should be shown to the director and all should work in close harmony with one another.

The following areas should be cared for by the deputies:

1. Achievement classes
2. Secretary
3. Treasurer
4. Games
5. Camping activities
6. Honors and creative skills
7. Music
8. Pathfinder equipment
9. Nature
10. Chaplain/worships
11. Transportation
12. Special events/bimonthly events/field trips, etcetera.
13. Outreach activities
14. Public relations

Club Secretary

The Pathfinder Club secretary is generally a deputy director, but may also be selected from the staff members. The secretary will be responsible for keeping all club records other than those kept by the treasurer. In small clubs the work of the secretary and treasurer may be cared for by one individual.

A well organized and efficient secretary can be invaluable to a Pathfinder Club program.

The duties of the secretary are:

1. Check the unit's records taken by the scribes and transfer them to the Pathfinders' individual record sheets.
2. Record all points and demerits on the permanent record sheet.
3. Post the list of accumulated points by units on the bulletin board at least once a month.
4. Fill out the conference report and mail it to the office by the tenth of each month.

5. Keep the director informed of the achievement of the club in the conference scoring plan.
6. Notify the director if a Pathfinder is habitually absent (especially without excuse), or negligent in wearing uniform.
7. Be responsible for keeping up an attractive bulletin board display, which should be changed often.
8. Order supplies and all club record forms from the conference office as needed.
9. Be responsible for caring for all correspondence and type letters for the director as necessary.
10. Be responsible for the club library and keep a check on all books or magazines taken by staff members and Pathfinders.

Club Treasurer

The Pathfinder Club treasurer is generally a deputy director, however he may be chosen from the staff members. It is important that the treasurer work closely with the club director and the church treasurer, keeping both well informed as to the club expenses and funds on hand. In smaller clubs the duties of the treasurer and secretary may be cared for by the same individual, although a more efficient program can be carried on if they are separate. The treasurer needs to be an individual who will handle the club funds with accuracy and great care. It is most ideal if a treasurer can be selected who has had some experience in accounting.

A conscientious and dependable treasurer can help the Pathfinder Club use its funds wisely. He can keep the church board officers well informed as to income and expenses, and also the needs of the Pathfinder Club. This in turn will guarantee a more favorable response on the part of the church in time of need.

The duties of the treasurer are:

1. Count and record all funds such as membership fees, dues, offerings, craft charges, donations, fund raising, etcetera.
2. Transfer funds to the church treasurer to be kept in reserve.
3. Keep an accurate income-and-expense journal sheet, listing all income and expense funds, describing each briefly and recording the dates.
4. Keep all receipts, bills, and invoices associated with expense and carefully file them by months in envelopes or folders.
5. Have the record books and all receipts, bills, and invoices ready for inspection and presentation to the director, church treasurer, Pathfinder executive committee, and church board upon request.
6. Disburse the funds as directed by the executive committee through the director or whoever may be assigned to give authorization, and be sure that all accounts are promptly cared for.

7. Withdraw funds for petty cash from the Pathfinder reserve fund kept by the church treasurer.
8. Be on hand to collect funds at fund-raising projects and keep an accurate record of funds paid in.
9. Keep a record of fund-raising items checked out and check on other materials or funds returned.
10. Collect funds for uniforms and equipment and pay the same account.
11. Collect fees for various campouts and field trips.
12. Be sure that all who ask for funds have an invoice or paid statement that can be filed and kept on record.

Club Chaplain

The chaplain plays a very important role within the club, by leading out and providing opportunities for the spiritual development, cooperation and caring among Pathfinders and staff. The chaplain must be a baptized member of the SDA Church and in good and regular standing with the church where the club is organized. He/she may be a deputy director, other staff member, church pastor, youth pastor or elder. He/she should have the ability to organize as well as lead out effectively in spiritual activities of the club.

Following are the special duties of the chaplain:

1. Should wear a uniform.
2. Counsel and work closely with club director in preparation of spiritual activities.
3. Arrange for devotional periods and speakers, and periodic prayer bands.
4. Organize and lead out in missionary outreach in cooperation with director.
5. Select individuals to offer prayer at meetings and club activities.
6. Arrange for devotions, Sabbath School activities, Sabbath worship service, and afternoon programs for campouts and other outings.
7. Work closely with director and pastor in setting up the annual Pathfinder Day and Investiture worship service.
8. Act as a special spiritual counselor working closely with unit counselors.
9. Know each Pathfinder and staff member personally, and encourage them in their relationship with the Lord.
10. Show a balanced Christian experience by participating in the club's secular activities.

Unit Counselor

The counselor is the leader of a unit of six to eight boys or girls. Men should lead boys and women should lead girls. Counselors hold a key position in the Pathfinder Club, for they have the closest contact with the Pathfinders.

Counselors are selected from baptized members of the Seventh-day Adventist church where the club is organized. They must be converted and dedicated Christians. They must be willing to learn and grow, and should broaden their knowledge of arts, crafts, and nature, so that they may help to expand the knowledge of their unit members. They should set a good example in spirit and behavior.

Counselors should always be with their unit when it is functioning as a Pathfinder unit unless an assistant counselor is caring for it. During activity periods their unit might be dispersed among several groups, and at that time their members are under the supervision of the instructor or class teacher.

The counselors are to become well acquainted with their unit members. They should enter into all the various activities with them and thus win their confidence. They should become acquainted with the parents and home conditions. It is well for counselors to plan an occasional activity outside of the club period with their units, but only as they are authorized by the director of the club.

Counselors should defend the standards and principles of the club at all times. They should also work in complete harmony with other officers of the club, and be willing to serve whenever called upon to perform duties.

The duties of a counselor are:

1. Take charge and lead/teach a unit or class, working and staying with them during all programs.
2. Encourage, teach, and test necessary classwork for successful investiture of members.
3. Set a good example in neatness, attendance, punctuality, uniform, etcetera.
4. March and drill with units.
5. Develop happy understanding and friendship within the unit.
6. Help members with any problems that may arise and keep leaders informed (respect confidentiality).
7. Encourage all members to participate in all activities.
8. Participate in campouts, arranging all details with deputy director and members.
9. Attend staff committee meetings.
10. Notify the director in advance if unable to attend a meeting.

Junior Counselor

The junior counselor is often a Master Guide-in-training (16 years +) or other young person who has finished the Pathfinder Classes but who wishes to stay and assist in the club. Junior counselors should possess the same qualities as unit counselors and have a desire to learn to become leaders.

The duties of the junior counselors are as follows:

1. Work under an adult counselor.
2. Assist in all unit and club activities.
3. Accept responsibilities as given by the counselor.
4. Take charge of unit when counselor is absent.
5. Attend staff committee meetings.
6. Set a good example in neatness, attendance, punctuality, uniform, etcetera.
7. March and drill with units.
8. Participate in campouts and outings.

Instructor

Instructors are persons who teach specific skills or subjects such as Bible, personal growth, outdoor skills, Honors, or crafts.

Instructors may be drawn from the regular Pathfinder Club staff. Specialists may also be selected from the church or community to teach specific subjects. These instructors may or may not be members of the church. They should be considered as temporary staff.

They should carefully study the class curriculum and requirements of the subject, Honor, or craft to be taught, before introducing it to the Pathfinders. An instructor must work in close cooperation with the Pathfinder Classes coordinator or Honors/craft coordinator, to ensure the requirements are covered to enable the Pathfinders to be invested.

Unit Captain

The unit captain is the member chosen by the unit to encourage his group towards achievement and success by setting the example and using his influence to inspire each member to do his best. The term of service varies from a three-month rotation to one year, depending on the policy approved by the staff. During all club activities the captain wears a badge indicating his office.

The position of captain is an important one, and a captain should not only reveal the ability to lead and direct, but should also set forth a true Christian spirit of understanding and respect.

The duties of the unit captain are:

1. Assist the counselors and take charge of the unit when required.
2. Carry and handle the unit guidon in the proper manner.
3. See that the unit guidon is properly posted in front of the unit at all campouts.
4. Carry the National or Pathfinder Flag during the flag ceremony when chosen.
5. Report unit attendance at roll-call time.
6. Drill the unit as assigned by counselor.

Unit Scribe

The unit scribe is the member chosen by the unit to fulfill a variety of special duties. The term of service varies from a three month rotation to one year, depending on the policy approved by the staff committee. During all club activities the scribe wears a badge indicating his office.

The duties of the unit scribe are:

1. Fulfill the captain's duties in his absence.
2. Check to see that all unit equipment is returned following a campout (work with unit captain/counsel or/deputy director). Needed repairs should be noted.
3. Serve as messenger between his unit and director as requested by his counselor.
4. Give an excuse blank to any Pathfinder in his unit who has been absent, check with the absentee at the next meeting to be sure that the excuse has been received, and correct the records as instructed.
5. Keep all unit records and, by invitation of the club secretary, help fill out the monthly report to the conference.

Administrative Director

(Only where desired for churches with both junior and teen clubs)

1. The administrative director is the liaison between the teen and junior club directors.
2. The administrative director will be the member of the church board representing the clubs.
3. When the teen and junior Pathfinder Clubs meet together the administrative director may direct the joint activities. At this time the directors will act as his deputies.
4. The administrative director's counsel and guidance should be sought by the teen and junior club directors. They and their clubs will benefit from his willing and ready assistance.
5. The administrative director is the executive officer and advisor for the teen and junior Pathfinder Clubs and should be recognized and given due respect by the directors of each club.

6. The administrative director should not feel that, because of his position, he has the right to take the program out of the hands of the teen and junior directors. He will stand ready to help with any need or event and in case of emergencies.
7. It will be the administrative director's responsibility to help recruit new and additional staff members for the teen and junior clubs in counsel with the directors.
8. The administrative director should attend as many of the club meetings as possible. His interest and presence will strengthen the club.
9. Conference policies and recommendations may be channeled through the administrative director to the teen and junior directors, who in turn will pass information on to their staff. It is important that the administrative director pass on readily all information that he receives.
10. The administrative director is to conduct a regular Pathfinder coordinating committee meeting with all directors (directors and deputy directors of the junior and teen clubs) to:
 - a. Give study to each club's program of activities. Consider improvements and adjust accordingly. Coordinate programs so as not to overlap major programs of either club.
 - b. Build a happy relationship between the two clubs for the coming activities.
 - c. Plan a training program for the staff of each club. The administrative director will work and plan in cooperation with each director for the self-improvement of their staff by carrying on a regular training program for all staff members. (A staff training program is available from the youth department of the conference.)
11. He is to coordinate all events that include both clubs, such as Investiture, Pathfinder Day, Camporees, fairs, etcetera.

Pathfinder Area Coordinator

Conference/fields may be divided into geographical areas with a Pathfinder Area Coordinator serving in each area. The following qualifications, procedures, and duties are to guide in the selection of a person to fill this post and to serve as working outline for the person chosen. The Coordinator should be approved by the conference committee if he/she is to have authority. It is understood that Area Coordinators serve in a Volunteer capacity.

I. Qualification for a Pathfinder Coordinator

- A. Be a Master Guide
- B. Have at least five years of Pathfinder experience, including three years of administrative responsibilities.

- C. Live in the Pathfinder area he or she is serving.
- D. Not hold office in a local Pathfinder Club.
- E. Any exception to the above qualifications must be approved by the club directors of the Pathfinder area involved and conference/mission youth leaders.

II. Election of the Pathfinder Area Coordinator

- A. The term of office shall be two years, but a Pathfinder coordinator may be re-elected.
- B. The Administrative committee of each club may nominate a person to become an Area Coordinator. Each club's nomination will be presented by the club's director to the conference/mission youth department at least 30 days before the election.
- D. Election committees made up of area club directors, and the conference/mission youth director, his associate or appointee as chairman, will meet and elect the Pathfinder Area Coordinator for the election committee's area.
- E. The elected Pathfinder Area Coordinator's name will be submitted to the conference/mission committee for approval.
- F. The newly elected Pathfinder Area Coordinator will assume responsibilities immediately following the approval of the conference/mission committee.

III. Duties of the Pathfinder Area Coordinator

- A. Basic required duties:
The conference/mission committee authorizes the Pathfinder coordinator to serve in the following functions:
 - ➔ Be available to give assistance to the local pastor and/or club leadership in promoting and supporting local, Union, and General Conference Pathfinder policies and programs.
 - ➔ Visit each club in his area often enough to become familiar with its program.
 - ➔ Attend Pathfinder coordinators' meetings to assist in the planning of conference functions, as well as the overall Pathfinder program. These meetings will be held at least quarterly.
 - ➔ Assist the conference/mission youth leader at camporees, fairs, training courses, and other conference/mission Pathfinder functions.
- B. Other functions as requested by local clubs and/or pastors:

- ➔ Assist local clubs with such activities as Pathfinder Day programs, Investitures, inductions, and inspections.
- ➔ Encourage churches without Pathfinder Clubs and help them get clubs started.
- ➔ Promote and direct area activities such as camping trips, athletic events, leaders' training courses, and leaders' meetings.

C. Optional suggestions:

- ➔ Promote participation in community activities such as: parades and fairs.
- ➔ Promote and direct area-wide outreach and service projects.
- ➔ Publish an area bulletin.
- ➔ Any other activities desired by the directors of the local clubs in a given area.

IV. Chairman of Pathfinder Area/Coordinators

- A. The conference/mission youth director or his associate shall be the chairman of the Pathfinder area coordinators' meetings.
- B. A vice-chairman of the Pathfinder coordinators may also be appointed from among and by the Pathfinder coordinators.

V. Duties of the Vice-chairman

- A. In the absence of the chairman, the vice-chairman is to chair the coordinators' meetings and report to the chairman decisions reached at each meeting.
- B. In an emergency and in the absence of the chairman, he has the responsibility of organizing the coordinators to ensure the continued operation of the Pathfinder program.

Committee Members

Coordinating Committee

(Where there is a junior and a teen club operating separately under the guidance of an administrative director)

Administrative director (chairman)
Club directors (junior and teen)
Deputy directors (junior and teen)
Area Coordinator (ex officio)

Pathfinder Executive Committee

Club director (chairman)
Deputy directors
Secretary
Treasurer
Chaplain
AY leader
Church school principal
Pastor (ex officio)
Youth sponsor/elder (ex officio)
Administrative director (ex officio)
Area Coordinator (ex officio)

Pathfinder Staff Committee

Pathfinder executive committee members as ex-officio, plus:

Counselors
Junior counselors
Instructors
Unit captains may be invited to meet with the staff committee

Club Membership

Requirements

- ✓ ❶ To be considered for Pathfinder Club membership the applicant must be at least 10 years of age and no more than 15 years of age. Where two clubs exist; children aged 10 to 12 will join the junior club and those aged 13 to 15 will join the teen club. (In some areas school level is used as the guidelines).
- ✓ ❷ Application forms for membership available from the club director/secretary must be completed and returned to the club staff committee for consideration and induction as a club member.
- ✓ ❸ A Pathfinder Passport is available upon application to the club director/secretary. (Optional)
- ✓ ❹ All members must pay membership and insurance fees as required by the club executive committee.
- ✓ ❺ Each Pathfinder should have and regularly wear the complete Pathfinder dress uniform and a club field uniform where applicable. Pathfinders must come to meetings and club-sponsored events in the uniform as indicated by the club director.
- ✓ ❻ Members must be faithful in attendance. Many clubs establish limits on absences and tardinesses, and Pathfinders who do not comply with these regulations may be placed on probation or be asked to withdraw from club membership.
- ✓ ❼ Pathfinders must learn and keep the Pledge and Law.
- ✓ ❽ Club activities include crafts, outings, regular club meetings and Classwork, fund raising, campouts, outreach activities, Honors, and other activities. The Pathfinder must agree before joining the club to participate and cooperate in these activities.
- ✓ ❾ The Pathfinder's parents must be willing to cooperate with the regulations and activities of the club. At times they will be asked to supply money and time to support their child's membership.
- ✓ ❿ All elected directors and regular staff are members of the club by virtue of their office.

Pathfinder Club Application (To be filled out by applicant)

Name _____ Phone _____
Address _____
School _____ Grade _____ Age _____
Church _____
Birth date ____/____/____

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

Pathfinder's signature _____ Date _____

I have been a Pathfinder ☐ Yes ☐ No (where) _____
If yes, indicate the classes previously completed:

Friend Companion Explorer Ranger Voyager Guide

I have completed the following honors: (List on back of form) _____
I have a full dress uniform ☐ Yes ☐ No I have a full field uniform ☐ Yes ☐ No

Approval by Parents/Guardians

We have read the requirements for membership in the Pathfinder Club and hereby clarify that
_____ (child's name) has reached the age of 10 years
or over. We are willing and desirous that he/she becomes a Pathfinder.

In consideration of the benefits derived from membership, we hereby voluntarily waive any claim against
the club or the _____ Conference of Seventh-day Adventists for any
accidents that may arise in connection with the activities of the Pathfinder Club.

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

- ☒ Learning how we can assist the applicant and his leaders.
- ☒ Encouraging the applicant to take an active part in all activities.
- ☒ Attending events to which parents are invited.
- ☒ Assisting club leaders and by serving as leaders if called upon.
- ☒ By purchasing Pathfinder uniforms and insurance through the club treasurer.

I am a Master Guide: Father ☐ Yes ☐ No; Mother ☐ Yes ☐ No

I have worked with Pathfinders in the following activities: _____

I am willing to assist Pathfinder Club by teaching or helping in the following ways:

(Signature of father/guardian) (Date) (Occupation)

(Signature of mother/guardian) (Date) (Occupation)

Pre-Enrollment Letter

Club Director to Pathfinder (Use church letterhead)

(Date) _____

Dear _____
(Name of potential Pathfinder)

Your name has been considered for membership in our _____
(name of club)

We will enroll new members into our club at _____
(time, date, place)

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

1. Club membership is open for new members only once every three months.
2. To apply for membership you will need to appear in person with your Pathfinder application and one or both of your parents on enrollment night.
3. You are encouraged to invite your friends also to become members of our _____ Club.
(name of club)

I am happy to tell you we have Pathfinder Club counselors who like to have a good time with youth like yourself. If I can be of help to you in answering any questions, please feel free to call me. Phone number _____. We hope to see you on enrollment night.

Your friend and director,

Club Director

Note: Enclose the following:

1. Club program for next three months and high lights of the following six months.
2. Application blank for the club.
3. Uniform information.
4. Club policies and standards.
5. Insurance coverage.
6. Club fees:
 - a. Dues: \$ _____ per year, to be paid weekly, monthly, or quarterly.
 - b. Registration fee: \$ _____
 - c. Insurance: \$ _____

Pre-Enrollment Letter

Church Pastor to Parent of Pathfinder

(Use church letterhead)

(Date)

(Name)

(Address)

(City, State, Code)

Dear _____

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

Our Pathfinder Club's director and his associates have one purpose in working with our children. They desire to help lead them into a deeper experience with Jesus Christ. By involving the youth in a fourfold program of spiritual, mental, recreational, and social activities, they will help guide them in their character growth. They need your prayers and loving cooperation as parents to achieve this goal.

Enrollment night will be next _____ (day) evening, _____ (date)
at _____ (time) in/at the _____ (place).
You will plan to enroll _____ (child's name) then,
won't you? I will be looking for both of you.

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

Sincerely your brother in Christ,

Pastor

Uniform

The Pathfinder uniform helps make the Pathfinder program real and visible. It is emblematic and representative of the worldwide club's ideals and standards.

Each individual member becomes a very vital representative of the organization, and wearing the uniform will help to provide a consciousness of belonging to a club that rightly represents the Adventist youth of today. If the uniform is worn as ordinary clothing it will have failed in its purpose.

The uniform should always be neat and clean. To wear it commonly for ordinary play or work lowers its dignity. The Pathfinder Club program should be so valuable to each member that the uniform will be acquired and worn with enthusiasm.

It is recommended that uniforms be worn on the following occasions:

- ◆ At all Pathfinder meetings
- ◆ At any public gathering when any or all act as:
 - Messengers
 - Ushers
 - Guard of honor
 - Color Guards
- ◆ On occasions as specified by Pathfinder director
- ◆ At special Pathfinder services
- ◆ While engaging in witness activity, or community service such as Ingathering, distributing food baskets, flowers, literature, etc.

Uniforms should not be worn:

- ◆ By nonmembers
- ◆ When engaged in selling or solicitation for personal profit, or for commercial or political purposes
- ◆ At any time or place when it's wearing discounts the organization or casts reflection upon the uniform, lowers its dignity and esteem, and makes it commonplace.

Ordering Uniforms

Pathfinder uniforms are ordered from_____. The club secretary may be responsible for ordering both the recognition and identification insignia.

The Uniform

Each of the World Divisions determines current policy, specs and procedures.

Basic Uniform

Should include the Pathfinder world emblem and the Pathfinder scarf. Other insignia and styles of uniforms are determined by each Division in keeping with the norms and economic conditions of the fields under their care.

The Insignia

While the uniform of the Pathfinder Club varies in regions or even countries around the world, the insignia and where they are placed are well nigh universally the same. Designing and setting the position of the insignia and/or working any changes or additions is the responsibility of the World Pathfinder Director and the General Conference in consultation with the divisions. Clubs, conferences, unions and divisions may make no exceptions or variations without the definite permission from the World Pathfinder Headquarters.

The insignia are divided into two categories:

1. Identification Insignia are the group of emblems that signify the organization to which the person belongs.
2. Recognition/award Insignia are emblems indicating class achievement, position, or special achievements in conduct or service.

The following are a description and position of official Pathfinder Club Identification Insignia:

Pathfinder Triangle Emblem

This is the symbol that represents the Pathfinder Club. The 2-inch (5-cm.) triangle is worn on the cap, beret, etc. The Pathfinder Club emblem 3-inch triangle (7.5-cm.) in the local language is worn on the right-hand sleeve, shoulder high.

Pathfinder Club Name

These are worn on the right sleeve of the shirt/girl's blouse, and dress uniform jacket ½-inch (1.2 cm.) below the shoulder seam. It is worn above the staff name strip and Pathfinder triangle on the right-hand sleeve.

Staff-Office Sleeve Strips

Area/district director/coordinator, club director, deputy director, instructor, counselor, and junior counselor may wear a strip designating their position; it is centered below the club name 2-inch (5 cm.) below the shoulder seam and ¼-inch (.08-cm.) above the Pathfinder triangle on the right-hand sleeve.

Pathfinder World Emblem

This oval symbol, containing the Pathfinder triangle, represents the worldwide organization of Pathfinder Clubs of the Seventh-day Adventist Church. This symbol is worn on the left-hand sleeve of shirt/girl's blouse, and dress uniform jacket. It is positioned ½-inch (1.2-cm.) below the shoulder seam.

Neckerchief, Pathfinder

This is yellow in color with the World Pathfinder emblem as the logo on the back. An optional slide is available. This may be worn by all inducted Pathfinders and Non-Master Guide Staff.

Neckerchief, Master Guide

This is yellow in color with the Master Guide Crest printed on the tip of the triangle. The distinctive Master Guide slide with the Master Guide Crest is used with the neckerchief. It is to be worn only by those invested as Master Guides.

Pathfinder Class Chevrons

The following are a description of Pathfinder recognition insignia: Are located on the left sleeve below the Pathfinder world emblem. The order from top to bottom is Master Guide, Guide, Voyager, Ranger, Explorer, Companion, and Friend. All persons (Master Guide Included) should wear only the class insignia in which they have been invested.

Master Guide Star

An embroidered gold star is worn on left-hand sleeve. When all Pathfinder classes and the Master Guide course have been completed, the Master Guide Star and all the individual chevrons may be worn.

Pathfinder Class Pins

Upon Investiture for each class, the Pathfinder obtains a pin of recognition to be worn on the uniform: These may be worn centered across the top of the left pocket. The Master Guide pin would be placed in the center at the top of the left pocket with pins of other classes in which the Master Guide has been invested centered in a row below, or the Master Guide may choose to wear only the Master Guide pin. When advanced level insignia have been earned, the class pins may be placed on the sash.

Class Pocket Strip

Centered just above the left pocket of the shirt or blouse is the Pathfinder Class pocket strip for the highest Pathfinder Class in which the individual has been invested. It should be level with the top of the uniform shirt pocket.

Advanced Pathfinder Class Ribbon/Bar

This is worn only by those completing the requirements, on the left side of shirt or dress just above the Pathfinder Class pocket strip.

Pathfinder Excellence Ribbon

This is worn on the left side of shirt, blouse, or dress above the pocket. It is usually above the Pathfinder Class pocket strip or Advanced Pathfinder Class Ribbons.

Captain and Scribe Badges

To be worn by captain and scribe on the sash, or positioned above the right pocket, on the shirt/blouse.

Pathfinder Honor Sash

This is worn over the right shoulder (under neckerchief) and under the left arm, the lower point of the sash resting against the left side of the body. It serves as a collecting point for Honor patches and all other Pathfinder related emblems the wearer has earned. (Traded items are not to be included here.)

Pathfinder Staff Service Stars

These are obtained from the conference/mission director. There are two options: 1) Embroidered fabric stars may be worn on the right sleeve centered ¼-inch (0.08-cm.) below the point of the 3-inch (7.5-cm.) Pathfinder triangle emblem. 2) Metal stars may be worn on the left pocket. Only one star with the numeral indicating the accumulated years of verifiable service should be worn.

Service stars are awarded annually by the conference/mission that keeps a record of the years of service.

Epaulettes, Stripes, Stars of Rank

An optional green epaulette is worn by teen Pathfinders, junior counselors, counselors and instructors. Optional gold stripes, bars, stars or various colored braids are worn for each level of conference leadership. These items are selected by local conferences, unions, or Divisions. Not more than one option may be worn and must be standard within the organization level selecting in.

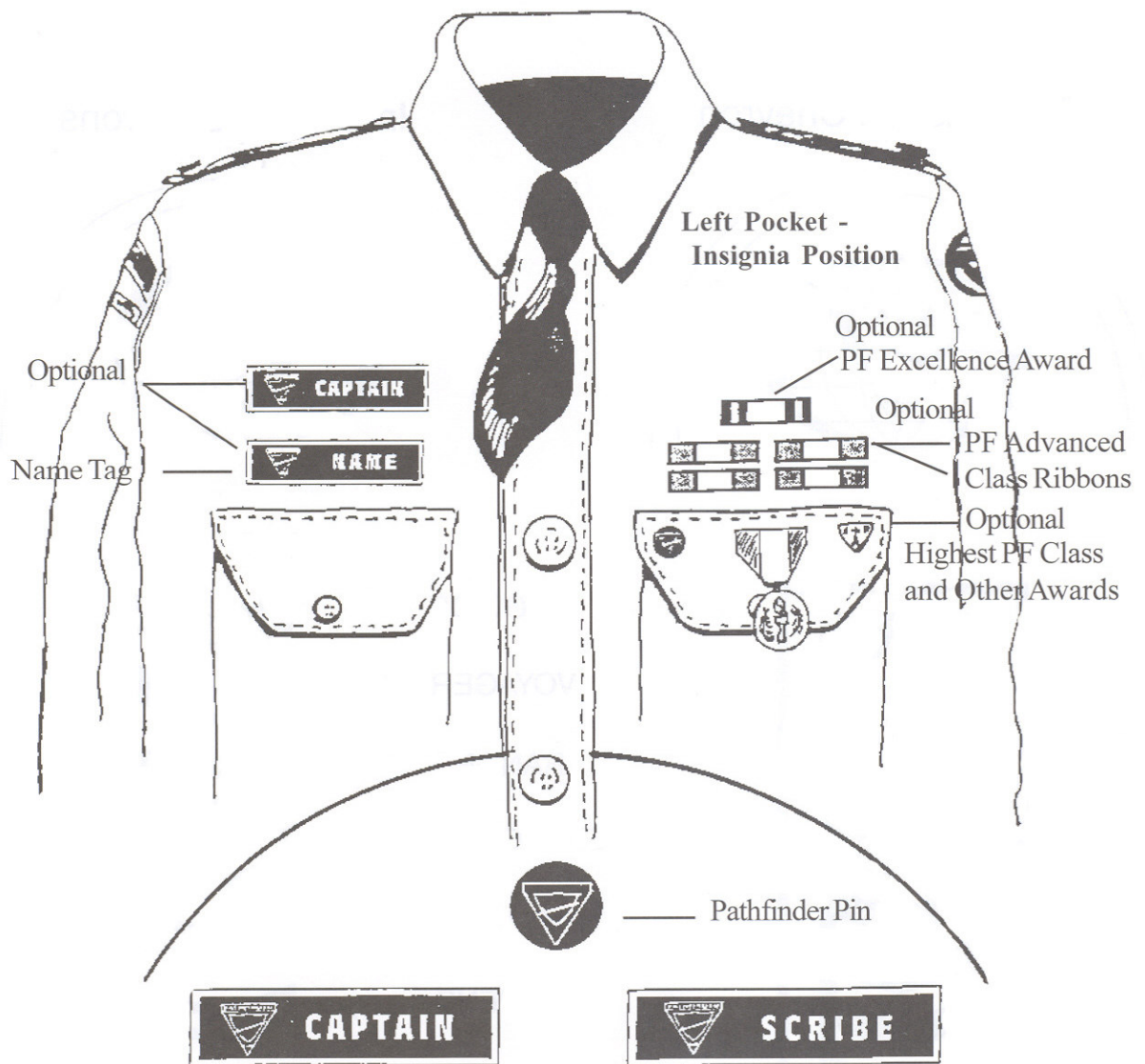
Militarism

The use of a uniform in Pathfinding provides many positive results. It meets certain psychological needs of the Pathfinder age bracket; it encourages what could be called upgraded behavior; and it provides a sense of cohesiveness.

In most regions the official uniform adopted in many ways resembles local military uniforms as local laws will or will not allow. While this is acceptable to a degree, those who have the decision making authority must be very careful to not create nor allow militarism to creep into Pathfinding. Militarism is defined as the use of military discipline and the wholesale adoption of military-style uniforms that would create confusion in the minds of those who do not know what Pathfinding represents. Around the world there are governments that are very sensitive to the existence of paramilitary organizations. Pathfinding in other parts of the world cannot be seen by these governments as involved in training guerrilla or terrorist-type personnel. Camouflage, combat boots, “blousing” of pant legs, and other similar military practices in uniforms should not be used at all. No military insignia are allowed. The Pathfinder scarf should always be worn as part of the dress (Class A) uniform to distance it from the traditional military uniform. Attaching weapons to dress uniforms such

as swords, bayonets, or machetes and guns even if they are fake ones should not be allowed even in drill ceremonies.

PATHFINDER INSIGNIA POSITIONS ON SHIRT



Pathfinder Insignia LEFT SLEEVE

Combination Chevron



Individual Chevrons



GUIDE	➤	
VOYAGER	➤	
RANGER	➤	
EXOLORER	➤	
COMPANION	➤	
FRIEND	➤	

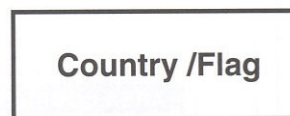
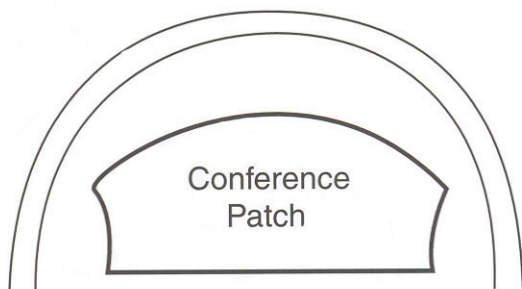
Pathfinder Insignia RIGHT SLEEVE



< Staff title (only one)
Could also include highest
Pathfinder Class tab. (Optional)

Pathfinder Insignia

LEFT SLEEVE OPTIONS



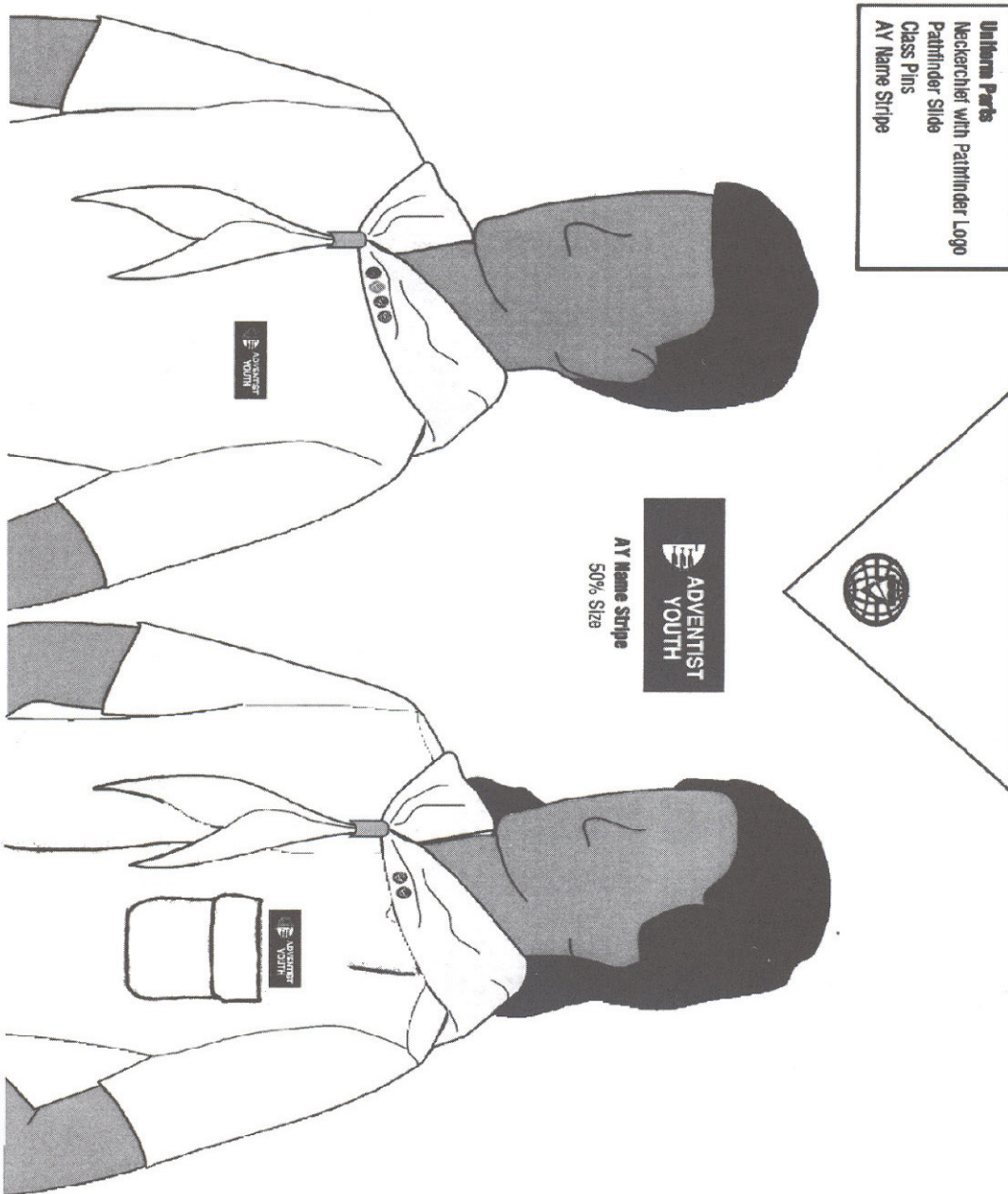
OR

Pathfinder Leadership Award/Pathfinder Instructor Award



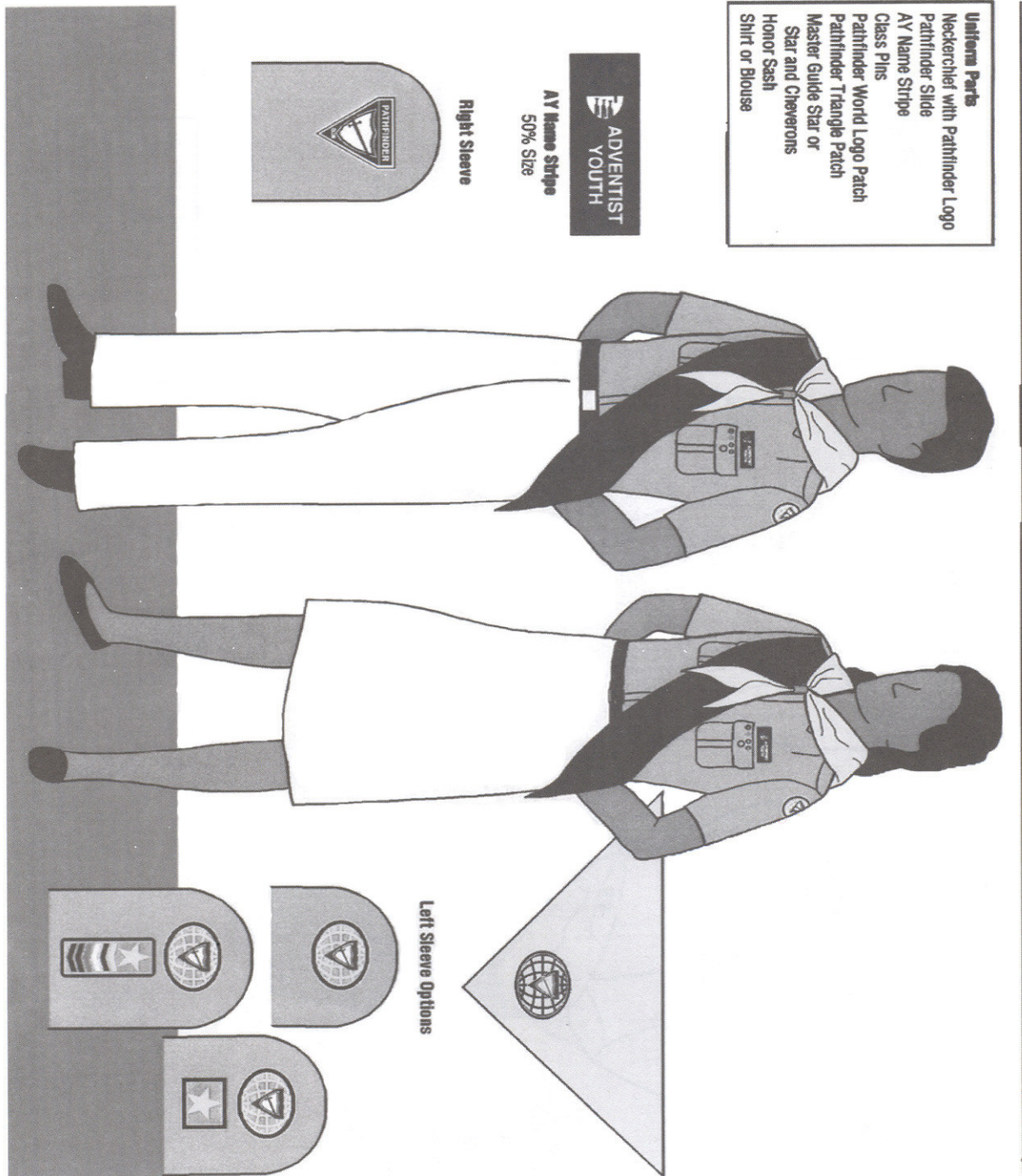
OTHER OPTIONS

Based on criteria approved by each Division Youth Department



OTHER OPTIONS

Based on criteria approved by each Division Youth Department



OTHER OPTIONS

Based on criteria approved by each Division Youth Department

Uniform Parts

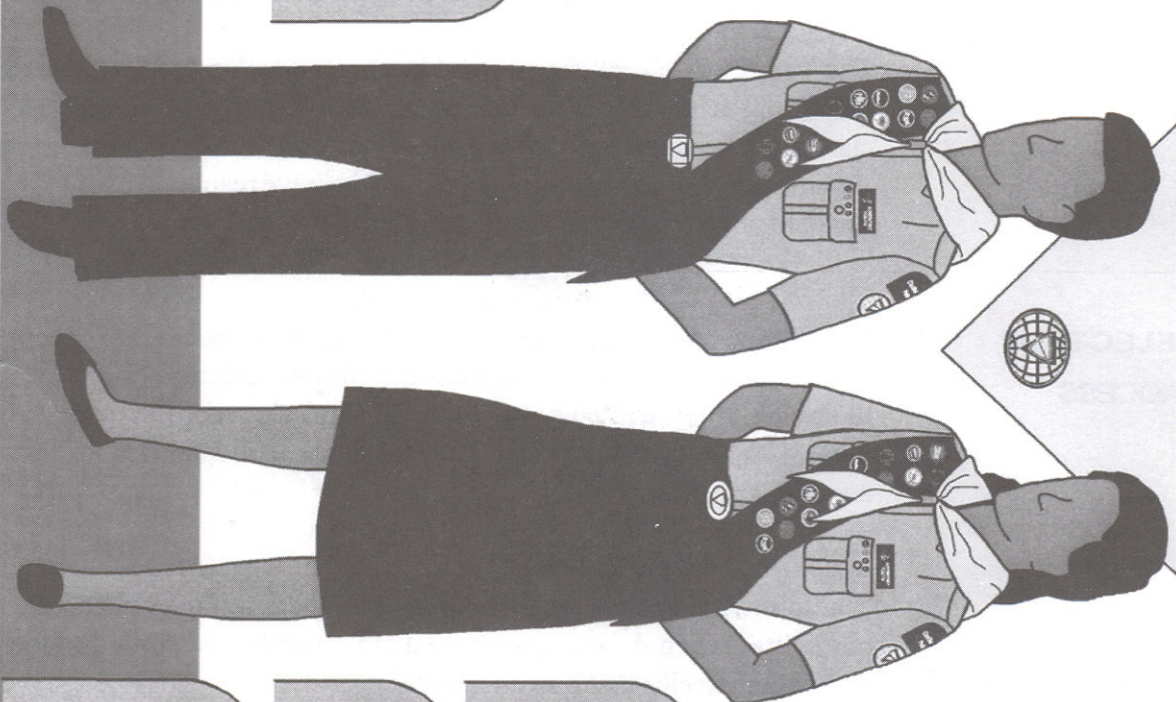
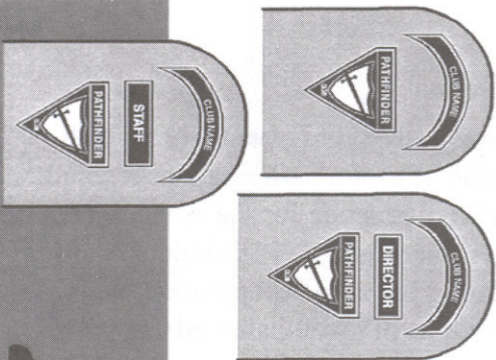
Neckerchief with Pathfinder Logo
 Pathfinder Slide
 Class Pins
 Pathfinder World Logo Patch
 Pathfinder Triangle Patch
 Club Name Crescent
 Director of Staff Stripe (staff only)
 Division of Conf. Patch (optional)
 Master Guide Star or
 Star and Cheverons
 Honor Sash
 Shirt or Blouse
 Pants or Skirt
 Black Shoes



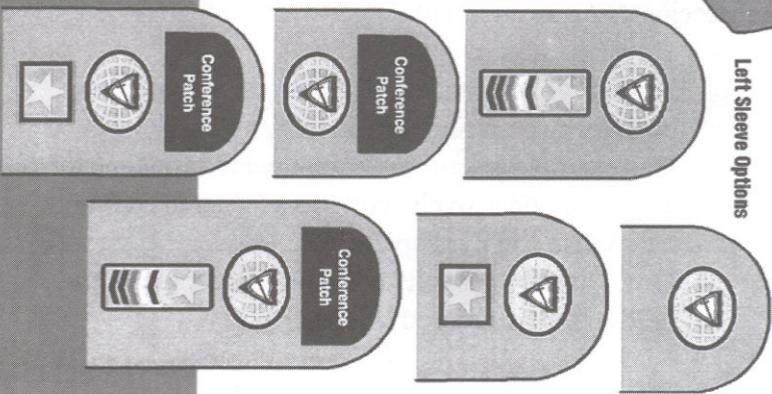
AY Name Stripe

50% Size

Right Sleeve Options



Left Sleeve Options



Pathfinder Excellence Award

Purpose

While Pathfinding is designated to help youth appreciate the value of group participation, it should not be forgotten that there is scope for the development of the youth as an individual. A major part of Pathfinders is group activity. This is vital in learning the art of cooperation, which is a necessary ingredient in the make-up of a well balanced Christian.

The Pathfinder Excellence Award has been developed to recognize individual achievement over a **one-year period of time**. As in the class investiture pins and Honor tokens the Pathfinder Excellence Award should be awarded only to those who have reached a high standard of Pathfinder efficiency as outlined in these criteria.

Selection Process

Toward the close of the Pathfinder year the Pathfinder Club executive committee acts as the awards-recognition-selection group for their club. They will compare each Pathfinder's record of achievement with the criteria to establish who in the club qualifies for this award. (More than one way may qualify as well as none may qualify.)

Criteria

The following criteria must be applied by the Pathfinder executive committee when deciding whether a club member is entitled to the Pathfinder Excellence Award:
The Pathfinder --

1. Is an active member of the Pathfinder Club and has been for two or more years.
2. Is an example in uniform requirements, is on time for all meetings, and actively works as a leader in their unit.
3. Believes in and lives up to the Pathfinder Pledge and Law. Displays a loyalty to these Pathfinder ideals and holds them as a sacred honor.
4. Willingly accepts assigned responsibilities and demonstrates initiative and leadership in carrying them out simply or in a team effort.
5. Maintains personal equipment in the best possible condition.
6. Relates to all races and entire groups in a positive Christian manner.
7. Annually completes the current Pathfinder Class and, in addition, earns the offered Honors.

When and by Whom Should the Award be Presented

The Pathfinder Excellence Award is preferably to be made at a Pathfinder Day program in the church by the ranking Pathfinder leader or at the annual Investiture

program by the investing leader **or** at the Conference camporee or fair by the conference youth leader.

How Should it be Worn?

Above the advanced class ribbon awards during the year following the award presentation. If the Pathfinder does not re-qualify, then it must be placed in the Pathfinder's inventory of mementos. The award may only be worn during the year following recognition.

When Should it be Worn?

The award becomes an integral part of the dress uniform and may be worn for 1 year from the date of presentation. After the close of each year, the wearer is re-evaluated to determine continuance of privilege or loss of privilege. Once a Pathfinder leaves the club, he/she may keep the award for permanent usage only if he/she qualified during his final year. Adults not having been Pathfinders should not wear it.

Merit System

Philosophy of Merit System

The ultimate goal of Pathfinding is to prepare boys and girls for the coming of the Lord. Anything short of this mark is incomplete. Every idea, plan, or approach built into the master program of the Pathfinder Club should help to develop personality and character. One area so often neglected, yet so basic to the need of personality and character development, is the practice of self-discipline or control. "The greatest danger of the young," says Ellen G. White, "is from a lack of self-control." – *Counsels on Diet and Foods*, p. 243.

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

We all like to be rewarded for our efforts in life. Unselfish rewards achieved and gained without causing others loss and sorrow are good. Even God our Father offers to His faithful children the reward of eternal life. The merit system offers rewards of honor trips and special adventures to the boys and girls who achieve a total of 75 percent or more of the total points possible over a given period of time such as six months. (The time and percentage can be adapted to the local need or desire.) This means that all can be winners, and not one needs to be a loser. God never intended that anyone should be a loser, but that all should be winners.

Boys and girls like a challenge. Often they are reticent in becoming involved unless a reward is held out to them. Once involved, though, they grow fond of

wholesome fellowship and positive challenges and, instead of participating because of the reward, now participate because of the enjoyment experienced. The merit system challenges participation and involvement thus opening the door to character development.

The following list is a few of the benefits of the Pathfinder merit system:

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

Merit Point Allocation

Not only can merit points be given for attendance, uniform, and dues but also for many other things as determined by the Pathfinder Club executive committee. It is wise to follow the policy of not giving the Pathfinders. extra points for everything they do. In many cases they do not need to know they will receive points until after they have participated.

All Pathfinder Club members will participate in a point plan known as a "Merit Program."

- Club members will receive a value of from 0 to 10 points for complete uniform, neatness, and unit attention.
- Members will receive 10 points for attendance on time.
- Members will lose 6 points for unexcused tardiness.
- Members may earn extra points for helpfulness to the club or leadership.
- Members will receive a value of 0 to 15 points for club participation, (disobedience, rowdiness, politeness, etcetera, are taken into consideration). The Pathfinder Law becomes a living demonstration.
- There are awards for attaining a certain percentage of points for both the individual and the unit.
- Points used can be determined by the local Pathfinder executive council.
- The points as suggested above are issued at every official Pathfinder Club meeting as promoted for the Pathfinder calendar year and two weeks before the beginning of a new quarter.

General Regulations

1. Members will be placed in a unit consisting of from 6 to 8 members and will be expected to cooperate with counselor, captain, scribe, and other members.
2. Members are not to leave the meeting without being excused by the director.
3. Members are expected to participate in drills and so learn teamwork, coordination, precision, and respect.
4. Members will be expected to purchase a complete uniform by the time the Pathfinder Club induction ceremony is held.
5. The local Pathfinder Club issues the uniform insignia to be worn by the Pathfinder.
6. Any variation of the standard policy of the Pathfinder Club must be approved by the Pathfinder executive council, then reported to the sponsoring church board and the parents of Pathfinders.

Absences, Tardiness, and Refunds

These rules are designed to enhance the Pathfinder Club program. Also, these rules, plus local club standards, help the family and the local church value Pathfinder Club membership.

- √ Pathfinder-age children who wish to join the Pathfinder Club must fill out a regular application together with their parent(s)/guardian.
- √ On enrollment night, when the application is turned in to the club directors, the club fee must be paid. The club fee consists of three parts: club dues, insurance, and the registration fee. In some places club dues are received weekly and not only on enrollment night.
- √ Dealing with absentees, tardies, and dropping out from the club.
 - √ For each unexcused tardy there is a penalty of 6 points.
 - √ All unexcused absences are recorded and accumulated for one quarter of the Pathfinder year. Thereafter they no longer count against the Pathfinder's record. (see p. 84)
 - √ The member of the Pathfinder Club is suspended after three unexcused absences from scheduled club events. (This is published and available on enrollment night.) Excused absence is defined by the Pathfinder Club executive and will include illness of the Pathfinder, transportation problem, or being out of town--e.g. family vacation. Suspended Pathfinder Club

members who wish to rejoin may do so (i) at the next enrollment night, which is usually at the beginning of the next quarter; (ii) and with the payment of the registration again. The Pathfinder also forfeits qualifying for any conference Pathfinder award representing outstanding Pathfinder achievement.

- √ When a Pathfinder leaves the club for whatever reason, their registration fee is returned in the following way:

1 week - 5 weeks	50%
6 weeks and over	0%

Merit System Score Sheet

Sample A

Unit Name _____ Unit No. _____

Counselor _____ Captain _____

Date _____

Items to be checked				
Name	Uniform	Dues	Attendance	Other
1. Captain				
2. Scribe				
3.				
4.				
5.				
6.				
7.				
8.				
Date: _____				

Unit Report

Sample B

Club _____ Unit _____

Year _____ Trimester _____

Name _____

	Name of Unit Members	Age	Grade	Week				
Captain				1	2	3	4	5
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								

Code: P=Present; T= Tardy; A= Absent

Craft(s) _____
(Above taught at club meetings)

Honor(s) _____
(Completed by Pathfinder on own time)

Monthly Unit Activity _____

Items of Interest _____

Date received by Counselor _____ Captain's Signature _____

Unit Report

Sample C

Club _____ Unit _____

Year _____ Trimester _____

Name _____

Attendance

*SYF 1st Mo. _____ On time _____

2nd Mo. _____ Dues _____

3rd Mo. _____ Uniform _____

4th Mo. _____ Personal _____

Club Spirit _____

Counselor _____

Captain _____

Scribe _____

Total _____

Attendance

*SYF 1st Mo. _____ On time _____

2nd Mo. _____ Dues _____

3rd Mo. _____ Uniform _____

4th Mo. _____ Personal _____

Club Spirit _____

Counselor _____

Captain _____

Scribe _____

Total _____

* SYF = Share Your Faith

Finances

Need of Finances

If Pathfinding is to provide the right kind of training for the youth of the church, it must have equipment, supplies, and club facilities that will make the program attractive.

Naturally, there are expenses involved in operating a successful Pathfinder Club. A club cannot survive without careful management of funds and adequate planning for the year. A budget should be carefully prepared, with staff assistance, and submitted to the Pathfinder executive committee and church board for approval. Competent fund raising and consistent church promotion are essential to maintain financial support and enthusiasm. Particular care should be given to the distribution and handling of funds.

Clubs should elect a treasurer, usually a deputy director. The treasurer should turn any money the club receives over to the church treasurer. The club will receive a receipt and the church books will be audited, which will provide a protection to the officers of the club. The club treasurer should ask the church treasurer for an amount of spending money in the form of petty cash. This money should be accounted for with supporting receipts.

In areas where two or more churches form a single Pathfinder Club, they elect a treasurer to serve the large club. This elected treasurer holds all club funds. The treasurers of the contributing churches forward all Pathfinder funds to the club treasurer. The club books are then audited once a year, and thus protection is offered to the club officers.

Club Sources of Income

- 1. Annual Membership Fees**

Every member should be expected to pay a moderate amount per Pathfinder year as part of his membership obligation. This fee should not be heavy. It should not cause any prospective member to forgo the privilege of membership, but each member must realize that everything worthwhile costs something.

- 2. Church Subsidy – Stewardship**

Churches must include the Pathfinder Club in the church budget. Churches that realize that the operation of a good club is of great importance to the total church program will be willing to contribute a regular amount toward the club's expenses. All club leaders should urge that this matter be considered on the church board.

- 3. Offerings**

An offering is taken on Pathfinder Sabbath. This offering is usually earmarked for a special club project as outlined in the budget?

4. **Sponsored by Church Members**

Here is a valid way to finance special projects and to raise money. Church members can be persuaded to sponsor a club or some of the activities and needs of the club. Many members have helped the cause of Pathfinders, especially if they have children in the club.

5. **Special Projects**

While it is not the duty of Pathfinders to spend too much time in fund raising projects, some time can be spent each year for special projects like new equipment, new club house, etc. This can capture the enthusiasm and imagination of every member. The new club house or the new equipment will then mean much more to the Pathfinders.

6. **Fund-raising Campaigns**

As one plans these fund raising adventures, it is well to remember that all fund raising should have some guidelines and the following instructions should be kept in mind:

- a. All fund-raising projects should have the approval both of the Pathfinder executive committee and the church board, and the city council when necessary.
- b. Clubs should be encouraged to sell products that are in accordance with the principles of health of the Seventh-day Adventist Church.
- c. When engaged in a public campaign in the community opportunities arise for the Pathfinders to witness. Literature left with each contact leaves a lasting influence.
- d. It is good to provide some incentive for the Pathfinders in the form of small prizes, ribbons, awards, etc.
- e. Set up goals and work toward them. It is better to set attainable goals so that the Pathfinders will have the satisfaction of reaching or going beyond their goal, rather than being disappointed.
- f. A word about salesmanship: Organize the club in the program of salesmanship. Distribute some type of commodity. New ideas must be introduced to keep the Pathfinders interested. Stop before the interest begins to wear off. Do not wear out any one plan. Pathfinders should not be overburdened with campaigns.

7. **Fund-raising Ideas**

- a. *Preparation and Serving of Food.* Spaghetti or pizza dinners, home-made ice-cream supper, pie supper, etc. are just a few ideas for this gourmet activity.
- b. *Sales at Church Socials.* The Pathfinders can provide refreshments, sandwiches, etc. at church socials, and better yet, ask the members to bring different types of refreshments which they will donate for the Pathfinders to sell at the social or any other special program.
- c. *Sales From Door to Door.* Christmas cards, name labels and name tabs, pens with the club name on them, calendars, lawn markers and mailbox markers, fruit cakes, magazines, soaps, peanuts, and a host of other items can be sold from door to door for the club.

- d. *“Make and Sell” Items.* This is a good program because it involves the Pathfinder in the club activities, and gives him the opportunity to sell the very item he has made, for fund raising. Things like pot-holders, silk flowers, and leaf arrangements, dried arrangements, whole wheat bread, plaster-of-Paris plaques, arts and crafts, Christmas arrangements, etc. are just a few of the many things that can be done.
- e. *Auctions.* Hold white elephant sale, hobby show, pet show, or an auction with a good auctioneer. A reasonable admission fee could be charged.
- f. *Work Projects.*
 - ❖ Work in small groups and rake leaves
 - ❖ Shine shoes
 - ❖ Babysitting
 - ❖ Car wash
 - ❖ Trash-a-Thon Cleanups

Fund-Raising Policy

Here are some general guidelines to aid in determining whether or not the proposed project meets the standards as outlined for fund-raising programs:

1. Has the fund-raising program been approved by the local church board and the Conference Youth Ministries Department?
2. Is the plan in harmony with any ordinances the local community may have in effect?
3. Does it refrain from having to appear to have any resemblance to gambling?
4. Will the product to be sold, if this is the case, be sold on its own merit and without reference to the needs of the Pathfinder or the club?
5. Will those purchasing get their money's worth?
6. Are any other Pathfinder Clubs covering the same territory during the same time as your fund-raising program?
7. Are you reasonably assured of the fact that no one who needs work will lose it because of the fund-raising program?
8. Will the fund-raising program protect the character of Pathfinding and the Seventh-day Adventist Church and leave the conference free from any agreement or financial responsibility?
9. Is the community invited to participate? Don't keep fund raising closed to the church membership only.

Pathfinder Income and Expense Journal

Date	Cash Received	Description	Cash Disbursed	Balance
12/7/2002	\$100.00	PF Day Offering		\$100.00
12/14/2002		Emblem	\$5.00	\$95.00
1/5/2003		Craft expense		
1/8/2003		Donation		
1/26/2003		Workbench	\$20.00	\$85.00
2/9/2003	\$21.00	Club dues		\$106.00
2/16/2003		First-Aid Kit	\$8.00	\$98.00
2/26/2003	\$200.00	Church Subsidy (convention)		
3/12/2003		PF Convention	\$200.00	\$98.00
3/16/2003	\$12.00	Club dues		
3/20/2003		Craft expense		
3/24/2003		4 pup tents		\$41.00
3/31/2003		Uniforms		\$10.00
4/6/2003	\$18.00	Club dues		\$28.00
4/10/2003		Supplies from Conference	\$22.00	\$6.00
4/13/2003		Campout fees		
4/17/2003		Campout expenses		
4/27/2003		PF Fair expense		

Gave Spring Report to Church Board and Business Meeting

Sample of Pathfinder Club Budget*

Objectives

1. Teach salvation through Pathfinder activities
2. Minister to our church and community

Club Income

Dues	\$ 600.00	(\$10.00 per member per year)
Sponsors	500.00	
Pathfinder Offerings	750.00	
Club Projects	1,000.00	
Church Subsidy	<u>1,000.00</u>	(Based on \$1.45 per month per club member)
Total	\$3,850.00	

Club Expenses

Crafts	\$600.00	
Clerical	65.00	Stamps, etc.
Public Relations	250.00	Camera, Bulletin Board
Induction	50.00	Candles, Refreshments
Campouts	150.00	
Travel	600.00	Field Trips, Expenses to & from Campouts etc.
Auto Maintenance	1,000.00	Chuckwagon & Bus Repair
Pathfinder Insurance	60.00	\$1.00 per person per year RMS
Administration Exp.	250.00	Outside—Merit Program
Staff Orientation	200.00	Training
Library	250.00	
Camping Equipment	200.00	Tents, Stoves, Ice Chest
Awards	<u>175.00</u>	Investiture Pins, Badges, etc.
	\$3,850.00	Year Total

Values and Interests (Pathfinder Club Ministry)

Church Subsidy	35% of club income
Church Members	1400 = \$1.25 per member per year (2½ ¢ per week)
Church Families	600 = \$ 1.67 per family per year (3.2¢ per week)

*Based on a generic Pathfinder Club. Budget should be set according to the monetary values of each country.

Reporting

The worldwide Pathfinder program operates on a special scoring plan, adapted to suit the particular needs of each division, union and conference. This scoring plan is based on a variety of basic Pathfinder activities that are common to all clubs. This scheme enables clubs to operate in a systematic fashion following a regular pattern over a given period.

The scoring plan below outlines the particular areas that need to be cared for on a regular basis in the club program, and points are allocated for the fulfillment of each of the listed requirements.

Special reporting forms are to be used for recording the club's activities. They are divided into three areas - monthly, bimonthly and annually. These forms are available from the local conference Youth Ministries.

The club secretary will need to fill in the form for each month, the club operates. Nine or 10 months are used to calculate the total points scored, and each Pathfinder Club will receive a special award in accordance with their attainment.

Sample ❶

Pathfinder Club Monthly Report

NOTE: Fill in all blanks. Mail one copy to conference Youth Department by the 10th of each month. Keep a copy on file.

Monthly

Name of Club _____ Month of _____

1. Did you hold 2 meetings this month? ☐ Yes ☐ No
2. Did you average 75% attendance? ☐ Yes ☐ No
3. How many are signed up as Pathfinder members?
4. How many provisional members? (First three months)
5. Does your club have at least one adult or junior counselor for every 6-8 members?
☐ Yes ☐ No
6. Did all your members have full uniform and wear it at meetings?
☐ Yes ☐ No
7. Indicate which Pathfinder classes are being conducted this month:

☐ Friend	☐ Trail Friend
☐ Companion	☐ Frontier Companion
☐ Explorer	☐ Range Explorer
☐ Ranger	☐ Wilderness Ranger
☐ Voyager	☐ Guide

Bimonthly

Did your club engage in a special bimonthly activity this month? ☐ Yes ☐ No
(If yes, describe briefly, using back of page if necessary)

- | | |
|--|--|
| ☐ Outreach activity | ☐ Conference Rally Day |
| ☐ Recreational only | ☐ Conference Camporee |
| ☐ Field trip | ☐ Conference expedition |
| ☐ Camping trip | ☐ Other: _____ |
| ☐ Pathfinder Sabbath (Local church) | |

Annually

1. Has club participated in a two-night campout? ☐ Yes ☐ No
2. Has your club had an Investiture this month? ☐ Yes ☐ No
If yes, date _____. Percentage of group invested? _____
3. Did your club attend the conference fair? ☐ Yes ☐ No

General

1. Did you hold an executive committee/staff meeting this month?
☐ Yes ☐ No
2. What Honors and creative skills are being conducted? List them and state number doing Honors.
 - a. _____
 - b. _____
 - c. _____
 - d. _____
3. Number of Pathfinders involved in outreach: _____.
4. Number of Pathfinders baptized this month: _____.

Sample ❶ Continued

Please fill in the following information if any changes have occurred:

Name of director _____

Address _____

Phone _____

Where do you meet? _____

What day(s) do you meet? _____ Time _____

Name of deputy director/secretary filling out this report:

Address _____

Signature _____

Date _____

Sample 2 *Pathfinder Club Monthly Report*

Club Name _____
 Month _____ Year _____
 Director _____ Number of Baptisms _____
 Number of Girls in club: Juniors _____ Teens _____ *TLT's _____
 Number of Boys in club: Juniors _____ Teens _____ *TLT's _____
 Number of male staff: _____ Number of female staff: _____

*TLT's must be enrolled in the TLT program

- | | |
|--|---------------|
| A. Number of meetings held this month (3 hours minimum per month)
(4 points per meeting - 8 points Maximum) | _____
(8) |
| B. Percent of Pathfinders in full dress uniform at one club meeting
this month (95% = 6 points; 75% = 4 points; 50% = 2 points) | _____
(6) |
| C. Average percent of Pathfinders attending meetings
(95% = 6 points; 74% = 4 points; 50% = 2 points) | _____
(6) |
| D. Classes being taught for honors (List) _____
(2 points per honor; 4 points Maximum) | _____
(4) |
| E. Campout this month or alternate activity: List _____
(At least 24 hours spent outside for campout – 4 points) | _____
(4) |
| F. Adventuring for Christ – Project _____
(10 points) | _____
(10) |
| G. Did you have a staff meeting this month?
(If yes - 2 points) | _____
(2) |
| H. Was report sent in by the 10 th of the month?
(2 points for being prompt) | _____
(2) |
| I. News Item (state below) - (8 points)

_____ | _____

 |

Total Points

(50)

Sample 2 Continued

The purpose of the monthly report form is to encourage Pathfinder clubs to strive for excellence!

- We are encouraging clubs to have at least two meetings each month. Consistency is the key!
- We would like to see Pathfinders in Class A uniform at one meeting each month. Be proud to wear your uniform. Uniforms can build team spirit and club unity. Encourage your club to strive for excellence.
- Pathfinders should have good attendance at club meetings. This will provide continuity in their AY classwork and honors classes.
- Clubs should be working on at least two honors during the year. Take advantage of these windows of opportunity for the Pathfinders.
- We encourage clubs to campout once a month. Up to three alternate activities is allowed, such as: an overnight activity or a field trip.
- Each Pathfinder club should have an active witnessing program. The Adventure for Christ Project should be an outreach to the community. This is our great commission. Mat.28:19.
- Planning and communication are essential within the club. One staff meeting a month would be excellent for planning, communication and fellowship between the staff.
- Be prompt! We want to be prompt reporting to our Union/Division.
- Good communication between clubs and the conference is important. Keep us informed. We love to hear from you!

If you feel your club has done something deserving of points not listed, please notify you conference youth director.

“I can do all things through Christ which strengtheneth me.” – Philippians 4:13

Sample ③

Club Name _____ Report for the Month of _____ 20____
 Number of Regular Staff _____ Number of pathfinders in Club _____
 Number of TLT's _____ Number of non-SDA members in your club _____
 Name of reporting secretary _____

Activities	Points Possible	Your Points
Number of regular meetings held _____ (2 points per meeting - 2 meetings minimum) Day _____ Time _____ Place _____	4	
Club meetings attendance: Average % attending this month _____. 90% - 2 pts. 75% - 1 pt. 50% - 0 pt.	2	
Uniform: Average number of Pathfinders and staff in full class A or B uniforms	2	
Honor classes taught this month. List below (value total of 2 points) 1. _____ 3. _____ 2. _____ 4. _____	2	
Special Events (camp-out, field trip, or special feature): _____ Yes _____ No Describe in detail on reverse side.	3	
Share Your Faith Activity: _____ Yes _____ No Describe in detail on reverse side.	3	
Staff Meetings: Did you have at least one staff meeting this month? Yes _____ No _____	2	
Date report was postmarked _____ (Must be on or before the 5 th)	2	
Total	20	

Check in the appropriate space if your club has this month attended, conducted or had:

_____ Camporee (150)	_____ Investiture (3)
_____ Pathfinder Sabbath (30)	_____ Spring Fling (30)
_____ Induction (20)	_____ Can Collecting (100); must mail report
_____ Leader's Workshop (5)	_____ Pathfinder of Year (20)
_____ Pathfinder Fair (150)	_____ Club marched in city Parade (5)
_____ Club Inspection	

Sample 3 Continued

Special Event (camp-out, field trip, or special feature): _____

Share Your Faith Activity: _____

Note to Youth Director: _____

Sample ④ Pathfinder Monthly Report

Club _____ Month _____ Date _____

Director _____ Number in Club _____

1. Formal Club Meetings - 5 points per meeting (15) _____
 - a. Address of Meeting
 - b. Date and Time
2. Members and Staff Present – Average for month

90-100% (10) _____
75-89% (05) _____
50-74% (02) _____
3. Members and Staff in Uniform – Average for month

90-100% (10) _____
75-89% (05) _____
50-74% (02) _____
4. Staff Meeting – One per month (long range planning session) (10) _____
5. One of the following activities:

<u>Attendance</u>	<u>Unit</u>	<u>Club</u>
90-100%	(10)	(15)
75-89%	(08)	(10)
50-74%	(04)	(05)

 - A. Camp-out (15 points maximum) - sleep out one night – cook two meals.
 *If planned for entire club, use CLUB column for points. If a unit or several units, (but less than entire club) was planned, use UNIT column and base percentage on total of those who should have attended.
 - B. Up to a maximum of TWICE EACH QUARTER, one of the following:
 - Pathfinder Day Program during the 11:00 o'clock hour
 - Induction Ceremony
 - Pathfinder AY Program
 - Membership Program
 - Other special event if approved in advance by the AY Director of the _____ Conference.
 - C. Field trips of at least ½ day, must be educational and related to an AY class or honor. (15) _____
6. AY Honors and classwork in progress this month: (20) _____
 - a. Honors taught (10 points)
 - b. AY Classwork taught (10 points)
7. Share Your Faith Activity. MUST BE CLUB sponsored and involve the entire club. (10) _____
8. Report in by the 7th of the month (05) _____
9. News Notes: (Write on the back of the report)

**Numbers in parenthesis indicate maximum reportable points.

Total Points

(100) _____

Maintaining the Pathfinder Club

Club Morale

Morale, or club spirit, is the intangible element that determines the success of any Pathfinder Club. It is the result of a combination of a variety of important factors. All Pathfinders and staff members will need to work together in developing a sense of unity and belonging, and maintaining interest and enthusiasm.

Club staff will need to check the following:

1. **Spiritual Objectives**

Pathfinder staff will need to ensure that the club operates from a spiritual basis. Keep scriptural principles clearly in focus, and take all opportunities to present the message of Jesus Christ in an effective manner to the Pathfinders. Make full use of the club chaplain, church pastor, or youth minister. Provide sufficient time for club worship and do all you can to make this time interesting and meaningful.

2. **Attendance**

Constantly aim for 100 percent attendance. If the attendance consistently shows 50 percent or less, your club will be in trouble. Club counselors and leaders should find out why Pathfinders are absent. A member who cannot be present for a club meeting should notify his counselor in advance. An appropriately timed visit to a member who has been absent can change the situation and help him to return with enthusiasm. Furthermore, club meetings should be well announced so that every member will know the time and place.

3. **Home Contact**

It is a good practice to send a club program to the homes of the Pathfinders so that the parents and Pathfinders are well aware of the appointments for club meetings.

4. **Roundtable Discussion**

Take a little time in a Pathfinder Club meeting to open a roundtable discussion on the question "What do you think we can do to make our club better?" Encourage the members to express themselves in regard to

activities they would like to see built into the program. As you have opportunity to talk with individual members, draw them out in regard to what they would like to do at the club. Perhaps these comments will help you see why Pathfinders have been dropping out.

5. **Unit Captain's Council**

Have a unit captain's council occasionally. Let the captains speak freely of the sentiments they hear among the units and what they would like to do. Urge them to help plan the program for the future.

6. **Making Members Welcome**

Not only should a new member be impressed with the responsibility of carrying out the ideals of the club but also he ought to be impressed with the warmth of fellowship offered him by both his fellow members and the staff.

7. **Putting Friends Together**

Wherever possible, place the member in a unit where he has friends, and where he will be with congenial associates as long as discipline problems are not created.

8. **Reviewing the Counselor's Work**

The club director and the club executive committee should review the work of the counselors occasionally. Pathfinders like leaders they can look up to, who are fair, who are neither too strict nor too easy, who have a sense of humor, and who understand young people and like them. If a counselor is acting in a dictatorial way, if he fails to have the friendly, warm, sympathetic interest of his unit at heart, the director should do what he can to help that counselor change his ways, or make some changes that will be for the best interests of the club.

9. **Planning a Balanced Program**

Lead the Pathfinders into achievement and learning of skills. He wants to hike; he wants to do things. Be sure his program is giving him this opportunity and that promised activities are fulfilled. Do not let it be said, "They told us we would go on hikes, but we never go." The meetings must be carefully planned and balanced—not too much sitting and listening, not too much drill, the right kind of games. Do not scold and nag. Have plenty of variety.

10. **Developing Unit Cohesiveness**

Are the units having opportunity to develop unit loyalty? The small group of six or seven boys and girls forms a natural “gang,” which satisfies the desire for group living so prominent in the 10 to 15 year-olds.

11. **Assembly Room**



Appearance

The Pathfinder assembly room should be painted and decorated to contribute to Pathfinder morale. Ceilings should be preferably flat white in color, walls light or pastel shades. The National and Pathfinder flags and Pathfinder Pledge and Law banners should be on display.



Lighting

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



Ventilation and Heating

The temperature of the assembly room should be evenly distributed, and fresh air supplied through deflectors, air vents, or air conditioning. Heating should be adequate, but not stifling.



Storage

Adequate space should be provided for the instructional and camping equipment.



Bulletin Board

A bulletin board should be provided where the Pathfinder Club may keep the church informed of the past, present and/or future Pathfinder activities, crafts, or Honor displays.

12. **Equipment**

Adequate supplies and tools should be made available for the number of Pathfinders participating. It is difficult to keep order when a Pathfinder is waiting for tools that are in use by other Pathfinders.

13. **Camping Equipment**



Tents

Adequate shelter should be provided for every camper at night. Tents should be maintained in good order.



Cooking

Gas stoves or natural-wood-cooking fires can be used. Adequate stoves or fires should be provided so as not to pressure the camp timetable.



Water

The club should provide a water supply to care adequately for the drinking requirements.



Utensils

It is necessary to provide sufficient utensils for the camp cooks in preparing meals.

14. Teaching Materials



Library

Books should be cataloged and in convenient shelves or book cases. All reference books and manuals should be available for Pathfinder staff members.

Discipline

Our goal in disciplining the members of our Pathfinder Clubs ought to be to guide them as sons and daughters of God; to show them our love and understanding; to teach them God's character as revealed in the order and discipline seen throughout the universe; to make them useful members of the church and their country; and to help them respect their leaders and their parents.

As you work for the salvation of your Pathfinders, seek the Lord for wisdom and guidance. As they join the ranks of a successful Pathfinder Club, they should feel that they are being born into a new experience. They must learn that they are being loved by the kind of correction and discipline they receive. They must learn to discipline their desires in accordance with God's law.

In a Pathfinder Club, good discipline provides an environment that is conducive to cheerful attitudes and cooperative behavior. It emphasizes guidance rather than restraint; is constructive rather than destructive. It is not crippling, it is enabling. It encourages self-control and purposeful activity. The best kind of discipline is present but not seen. It teaches the child to do the right thing at the right time in the right way. Good discipline prevents trouble.

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

Balanced Discipline

- ☞ Establish rules and regulations and a point system
- ☞ Inform the Pathfinders of the rules, your expectations, and methods of enforcement.
- ☞ “Rules should be few and well considered; and when once made, they should be enforced. Whatever is found impossible to change, the mind learns to recognize and adopt itself to.”
-- *Education*, p. 290.
- ☞ Present devotional on discipline, explaining the Pledge and Law.
- ☞ Consistently and diligently apply training discipline.
- ☞ Counsel with guilty youth before disciplinary action, and pray with them. When they understand, they normally cooperate.

Proper and Improper Administration of Discipline

The **wrong** way is to crush or break the spirit by using strict force. The crushed spirit will develop distrust, evasiveness, and hatred for authority.

The **correct** way to administer discipline is to inspire that which is right and orderly by love, kindness, and discipline. Win confidence of the youth. Show them you love them by kindness, and that you expect their loyal cooperation. This correct way develops trust, compliance, cooperation, and love.

Prevention of Discipline Problem

- Plan an extensive program of activities.
- Never go to meetings unprepared.
- Be friendly, caring, and approachable at all times.
- Cultivate a sense of humor
- Don't use sarcasm or ridicule.
- Don't be a "faultfinder".
- Be fair and impartial—don't have favorites.
- Show self-control and be patient, even under pressure.
- Watch the use of your voice—speak clearly and with authority, but don't shout!
- Give clear, precise instructions and commands.
- Watch mannerisms that could lead to ridicule, and avoid slang and colloquialisms.

Methods of Discipline

Do

- √ **Personal Counsel**
In this counseling be master of the situation. Point out exactly what the Pathfinder was doing that was wrong and ask him/her to explain his behavior. The Pathfinder may even suggest a solution. Conduct these councils on a friendly basis, but have the member leave with the understanding that you will mean business.
- √ **Use Group Judgment**
Make an effort to build up the ideals of behavior to the point where any violation is unacceptable to the standard of the group.
- √ **Take Care of Individual Differences**
In planning discipline, remember that Pathfinders are all different. Take into consideration their background, their physical and mental makeup, and the seriousness of the offense.
- √ **Expel if Necessary**
When a Pathfinder continues to misbehave, he must face the realization that he is either going to have to meet the standard of behavior or leave the group.

Don't

- ✗ Punish in anger
- ✗ Use threats and warnings that can't be carried out.
- ✗ Force apologies in public.
Few children ever consider themselves entirely to blame, and they are probably not.
- ✗ Detain after club meeting. A rather poor policy because:
It causes the Pathfinder to dislike the club; and it is an unnecessary demand on the counselor's time.
- ✗ Assign extra tasks
Probably the cause of the trouble is that the Pathfinder already cannot keep up with the tasks that he has.
- ✗ Dunce-Cap Discipline
This is a relic of the past. This type of punishment only causes rebellion or a thing to laugh at. Some Pathfinders enjoy the recognition it gives.
- ✗ Use corporal punishment
Because of the many difficulties that arise from its use, it would be best to leave this method to the parents.

Punishable Offenses

1. Cases of clear and unjustifiable insubordination.

2. Cases where tendencies and activities are considered serious offenses, or behavior problems, such as:
 - Indecency
 - Impudence to counselor
 - Offensive language
 - Injuring property
 - Cheating and stealing

Discipline Procedures

1. If a Pathfinder is not obedient and cooperative:
 - The counselor should tactfully speak to the Pathfinder.
 - The counselor should explain what is expected of the Pathfinder as a member of the club.
 - The counselor should have a private visit and pray with the Pathfinder.
2. If the Pathfinder continues to be disobedient and uncooperative the counselor should solicit the help of the deputy director in charge of club discipline.
 - They will privately counsel together with the Pathfinder.
 - They should earnestly solicit cooperation.
 - They should pray with him.
3. If it should be necessary to approach the Pathfinder on a third occasion, the counselor, deputy director, and director should meet with the Pathfinder privately.
 - Counsel with the Pathfinder and explain how important it is to have unity, cooperation, and an understanding spirit among club members.
 - Attempt to convey to him the seriousness of the matter in the light of his not doing his "honest part."
 - Prayer together.
 - Make an appointment to visit the home and counsel with the parents and the Pathfinder together.
4. If, after this round of counsel and a visit to the home, the Pathfinder proceeds to be disobedient and uncooperative, the counselor should have a private visit and prayer with the Pathfinder.
5. If misbehavior continues the counselor, deputy director, director and Pathfinder should have another meeting together.
 - The case will be referred to the disciplinary committee for further study.
 - Disciplinary committee consists of the director, deputy directors, the counselor of the Pathfinder, and a Pathfinder boy and girl chosen from the club.
 - The Pathfinder's parents should be notified, and the Pathfinder will be given a one-month vacation from the club.
 - He should be visited at his home by the counselor during the period of his absence.

Public Relations

Share Your Activities through a Pathfinder Newspaper

1. Involve the Pathfinders in preparing a Pathfinder newsletter.
 - Use members as reporters.
 - Have members write articles in their own words.
 - Help the Pathfinders feel that this is their newsletter.
 - Involve the Journalism Honor
2. Organize an editorial staff, which would include an editor-in-chief, editor, typist, business manager, circulation manager, photographer, and reporters.
 - Set a specific time of the month to meet and lay out the letter.
 - A newsletter can be printed cheaply. Offset printing is nicer looking and pictures can be more readily used, but it is more expensive.
 - There are several good computer programs that can be used and are very sharp with photos, etc.
3. Keep news fresh and up-to-date, and cover various club activities such as campouts, field trips, crafts and skills, and all special events.
4. Have a web page on the Internet and keep your latest news letter posted.



This is a sample of a newsletter started by a Pathfinder Guide several years ago. Now he is a counselor in the same Pathfinder club and continues to publish this newsletter.

Remember:

- Good public relations builds a good Pathfinder Club.
- Spreading the news increases the interest.
- Parents like to see their child's name in print.
- Pictures where possible add spice to the news.
- An enlightened church congregation and community draws ready support for club needs.

- Seemingly insignificant news items prove to be of great interest to many people.
- Inform your church and other conference clubs about your web page.

Share your activities through your neighborhood newspaper

1. Activities worth reporting in a Pathfinder newspaper are news to the public also.
2. Assign a Pathfinder to work with the church public relations secretary.
 - He should report to the PR secretary each month.
 - He should learn the requirements of a good news story and be able to provide all the facts about Pathfinder activities.
 - Activities should be reported to the PR secretary at least one week before they are to happen.
3. Pathfinder leader should make certain his reporter has all the facts necessary. A good idea would be to:
 - Give him a list of the important facts about an activity.
 - After a few weeks, ask him to prepare the fact list himself.
 - Check his fact list a few times before he gives it to the PR secretary.
 - Include the Journalism Honor. The Pathfinder reporter should work toward that Honor by learning to write his own news release properly and meet deadlines on time.
4. Part of the planning for any activity should be a discussion of picture potential for the neighborhood newspaper. Photos should:
 - Have a single center of interest.
 - Show some activity in progress.
 - Be shot close up to catch facial expression where possible.
 - Have good technical quality.
 - Be properly captioned, including full names of people in picture.
 - Limit number of persons in picture, to avoid mob scenes, unless a large number of persons are engaged in a single activity.
5. By providing news of Pathfinder activities to the public press, you may draw non-Adventist young people to want to participate in your programs.

Share your activities by radio and television

1. When the PR secretary receives the information about your Pathfinder Club activities, you may request he prepare a public-service announcement for the local stations. You may wish to invite all young people of a certain age group. Some suggestions are:
 - Public service spots should be short—around 250 words.

- They should include most pertinent facts only: what, when, where who.
 - PR announcements should be given to the station at least two weeks in advance of the planned activity.
2. If your station has an interview program, your church PR secretary can arrange for an interview with the Pathfinder director and perhaps some of the Pathfinders.
 - Let the PR secretary know of the potential and your willingness to be interviewed.
 - Plan at least a month ahead of the time you wish to be on the air.
 - Keep all appointments.
 - Prepare suggested questions for the one who will do the interviewing.

Share the energies of your pathfinders with the community

1. Keep your eyes open for service projects in the community that your young people can help to meet.
2. Give reports in the bulletin as to the success of various club activities and the amounts raised through fund raising.
3. Keep the church members aware of the various outreach activities of the Pathfinders.
4. Be sure to give periodic expressions of thanks for the church members' moral and financial support of the program.

Insurance

While the spiritual welfare of our youth is the prime motivation of all who engage in youth leadership, the physical welfare of our youth is also very important. Each leader or counselor at whatever level of organization must accept the moral obligation of protecting from physical injury those who are under his/her care. This moral duty of care is reinforced by a legal liability and, while a moral obligation may be shrugged off, leaders cannot escape legal liability for injuries resulting from their actions or omissions.

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

1. **Premises.**

Are the premises, camping places, halls, etcetera free of hazards? If not, existing hazards should be immediately

2. **Equipment.**

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

3. **Supervision.**

The required degree of supervision will vary according to the ages of those being supervised. Naturally a 10-year-old will require closer supervision than a youth of 20 years, who must accept a greater degree of responsibility for his own actions, but supervision must always be provided.

4. **Types of activity.**

High risk activities such as trampolines, should be avoided and consideration should be given to:

- a. suitability of the activity to the age group involved.
- b. the personal ability and experience of supervisors, e.g., the gymnastic program should be operated only if there is a skilled, qualified gymnast available to supervise.
- c. the provision of appropriate safety equipment, e.g., life jackets for boating, hard caps for horse riding, etcetera.

The Division can arrange full legal liability insurance that is extended to cover leaders and counselors, whether they are paid employees or volunteers - but this provision of insurance must never result in relaxation of the duty of care owed to our children and youth. No level of insurance can satisfactorily compensate for death or injury.

Youth leaders must educate themselves to observe and recognize potential hazards. If you are a youth leader or counselor you are in a position of trust to the children under your care and you cannot delegate your legal or your moral duty of care, you must become proficient yourself in the skills required by the adventures your club promotes.

Accidents will happen; injuries will be sustained, but don't let them happen through your negligence in allowing the use of dangerous premises or faulty equipment, or lack of skilled and adequate supervision. You have accepted the role of leader or counselor because you are interested in the spiritual welfare of the children of our church. Their physical well-being is of equal importance.

Questions to Consider Relative to Activities

You cannot sidestep your personal responsibility for the safety of children involved in your activities. It is therefore recommended that the following questions be considered before introducing any activity into your program:

Is the proposed activity	essential? desirable? of no practical benefit?
If essential or desirable, is it:	of low risk? of reasonable risk? of high risk?
Is the risk factor:	acceptable? unacceptable?
Is the supervision available:	adequate in number? sufficiently skilled?
Is the necessary equipment:	in good order? unsafe in any way?
Is adequate safety equipment:	available? unavailable?

The Duty of Care

All are subject to "A Duty of Care," but none more so than those who are engaged, in youth leadership. This duty has two aspects for those who work with children: Moral and Legal.

The moral duty is paramount and should be the basic motivating force in youth programs. Unfortunately there have been occasions when leaders have not appreciated the moral duty they have to care for the physical well-being of the children under their control. Consideration therefore needs to be given to the legal "Duty of care."

Lord Atkin, in delivering judgment in the case of *Grant v Australian Mills* (1936), stated the principle this way:

"The rule that you are to love your neighbor becomes a law, you must not injure your neighbor; and the lawyer's question, who is my neighbor? receives a restricted reply. You must take reasonable care to avoid acts or omissions which you can reasonably foresee would be likely to injure your neighbor. Who then in law is my neighbor? The answer seems to be--persons who are so closely and directly affected by my act that I ought reasonably to have them in contemplation as being so affected when I am directing my mind to the acts or omissions which are called in question."

Failure to fulfill the "Duty" of Care" will be classified as negligence and can result in legal action for damages, should resulting injury be attributed to such failure.

Negligence

To determine whether negligence exists there are three questions that are usually asked:

1. Was there a duty or obligation owed to the injured person?
2. If a duty existed, was there a breach of that duty? To determine whether there was a breach, it is usual to ask:
 - a. Was due care exercised?
 - b. Was the injury foreseeable?
3. Was the action or omission of the person accused of negligence the proximate cause of the injury?
Or
Would the injury have occurred regardless of the actions of the accused?

What Constitutes Negligence?

Of many attempts to define negligence, probably the most widely accepted is that of Alderson B, in *Blyth v Birmingham Waterworks Co.* (1836).

"Negligence is the omission to do something which a reasonable man, guided upon those considerations which ordinarily regulate the conduct of human affairs, would do, or doing something which a prudent and reasonable man would not do."

Negligence can take many forms, some of the most common being:

- * Faulty or dangerous premises or equipment.
- * Allowing activities that are inherently dangerous.
- * Failure to supply adequate safety equipment or to ensure that when such equipment is supplied it is always used.
- * Inadequate supervision.
- * Injury occurring when the cause should have been foreseeable.

Premises (or locations)

Examples of negligence may include:

- Slippery, polished floors

- Worn carpets or mats
- Broken edges of paths or steps
- Inadequate lighting
- Dangerous beaches, etcetera

Dangerous Activities

Some activities, because of their nature, have a greater potential for injury than others, and consequently the "Duty of Care" becomes more significant.

- Fire
- Water skiing
- Horse riding
- Gymnastics
- High Adventure

Safety Equipment

Allowing participation in any activity that is obviously dangerous without providing suitable safety equipment and ensuring that it is always used, is definitely inviting a charge of negligence should injury result. To detail safety standards for all youth activities would take considerable time and space. All that can be done here is to refer to some basic equipment that should be mandatory.

Fire	Tested fire extinguishers readily available. Follow legal fire safety standards at all times.
Water Skiing	Life jackets to be worn at all times. Buoys to indicate skiing areas closed to swimmers. Drivers - should be experienced and licensed by the appropriate authority. Observer- should be of the required age and ability. Boat - should have current registration and carry comprehensive insurance.
Horse Riding	Docile horses. Hard caps.
Gymnastics	Well maintained equipment. Adequate floor mats. Suitable footwear.
Caving	Helmets with fixed lights Additional sources of light Proper clothing Proper vertical equipment

Supervision

Adequacy of supervision is the factor upon which the majority of actions for negligence will be determined. It must be:

- Adequate** Younger age groups will call for closer supervision.
- Continuing** Activity groups must be kept together and under constant supervision.
- Skilled** Water skiing supervisors should be skilled and experienced water skiers.

Swimming supervisors should be strong swimmers skilled in lifesaving techniques.

Horse riding should be supervised by persons skilled in the handling of horses.

Gymnastics should be undertaken only under supervision of skilled gymnasts.

Caving led by experienced cavers familiar with the caves being explored.

If you do not have adequate skilled supervision **cancel** the activity!

Who Can be Sued?

Some, or all, of the following may be personally joined in a legal action claiming damages for injury resulting from negligence:

The person directly responsible for the injury.

- Youth leaders at all levels
- Pathfinder directors
- Pathfinder counselors
- Camp directors
- Conference youth directors
- The church
- Owners of faulty equipment or premises

In short, anyone who may have contributed in some way to the incident involving injury, whether by direct act or by the omission of some act or control that should have been exercised.

Insurance Protection

Pay what your division insurance policy covers.

IN CASE OF INJURY

DO

1. Render first aid as may be necessary, but limit first-aid activities to the essentials.
2. Obtain skilled professional care as quickly as possible.
3. If the injured party must be transported call for ambulance assistance where such is available.
4. Inform parents or guardians as soon as possible.
5. Complete an incident report covering each and every injury and obtain true witness statements.
6. Send incident reports and eyewitness statements to Risk Management Service through your conference Secretary/Treasurer. Failure to notify the insurers can result in a later claim being refused.
7. In the event of serious injury or death, notify the Risk Management Service immediately by telephone, fax or email.
8. If any claims are made report such claims immediately, and if they are in writing, keep a copy and forward the originals to the Risk Management Service.
9. Cooperate fully with the Risk Management Service and any loss investigator appointed by the insurers.
10. Immediately forward the originals of the correspondence you receive in connection with a claim.
11. Always provide the utmost sympathy and support for the person injured and his/her relatives, but please take careful notice of the "DON'T" list below:

IN CASE OF INJURY

DON'T

1. **DO NOT ADMIT LIABILITY FOR THE INJURY:**

This is of the utmost importance. If you admit liability the insurers may consider that a breach of the policy conditions and refuse to be involved. If this happens each of the individuals named in the claim will be personally liable for any damages that are awarded.

2. **DO NOT EXPRESS OPINIONS IN THE INCIDENT REPORT:**

Deal with the facts only and encourage eye witnesses to do the same in their statements.

3. **MAKE NO OFFERS OR PROMISES TO THE INJURED PARTY-**

To do so could cancel the insurer's responsibility.

Continuing Consent to Treatment and Health Insurance Information

We, the undersigned parent(s) or guardian(s) of _____
(name of minor)

do hereby consent to X-ray examination, anesthetic, medical, or surgical diagnosis or treatment and hospital service that may be rendered to said minor under the general or special instruction of _____ M.D.,
(name of physician)

or any physician the club may call, whether such diagnosis or treatment is rendered at the office of said physician or at a licensed hospital. It is understood that reasonable effort will be made to contact the undersigned parent(s) or guardian(s) before such diagnosis or treatment is rendered. It is further understood that reasonable effort will be made to contact the doctor listed above before any other physician is called.

It is further understood that this consent is given in advance of any specific diagnosis or treatment that might be required and is given to authorize _____

(Name of club into whose custody minor is entrusted.)

to exercise their best judgment as to the requirements of such diagnosis or treatment.

This consent shall remain in continuous effect for one year unless earlier revoked in writing and delivered to the physician named or to the club entrusted with the custody of said minor.

Dated. _____

Father _____

Mother _____

Guardian _____

Witness _____

Pathfinder Classes

In considering the Pathfinder program, there are many areas to become involved in for the development of a well-rounded Pathfinder.

Pathfinder Classwork

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

“Since both men and women have a part in homemaking, boys as well as girls should gain a knowledge of household duties. To make a bed and put a room in order, to wash dishes, to prepare a meal, to wash and repair his own clothing, is a training that need not make any boy less manly; it will make him happier and more useful. And if girls, in turn, could learn. . . to use the saw and the hammer, as well as the rake and the hoe, they would be better fitted to meet the emergencies of life.” —*Education*, pp 216-217.

It was from the study of this and other similar messages that the Pathfinder Classes were developed, and all the requirements for these classes are based on this instruction. They include, therefore, Bible and nature study, the learning of useful and helpful things to do about the home, out-of-door activities, first aid, personal and home hygiene, physical fitness, and service to others.

All of this helps the youth to find true happiness in witnessing and to become a member of a great army of Adventist youth whose talents and energies are committed to Christ. They will be those whose hands are ready to grasp any emergency and turn it to the glory of the great Master Guide. The Pathfinder Classes go by different names in different languages, but are still 6 levels of development designed for the 6 years of a Pathfinder’s experience.

One of the main objectives of the Pathfinder Club is to prepare the youth for life with its emergencies and help the youth to become useful to both God and man. The Pathfinder Class program has been set up with this in mind. These classes, therefore, are very important for guiding the Pathfinder into this program of self-improvement.

Pathfinder Classes and School

Where there is a church and a school dealing with many of the same Pathfinder age children/youth, the Pathfinder Club and the schoolteacher should work closely together in helping the Pathfinders to be able to finish their Class requirements. The school can sponsor memory work and the reading of the required books and the club can help with the skill requirements. The school can easily help the Pathfinder get a needed Honor in connection with regular classwork. Then the club can help in getting other Honors that are hard for the school to complete.

All Investiture services are to be arranged by the Pathfinder Club director with the Area Coordinator/Conference Youth Director in cooperation with the school.

Among the more difficult requirements to complete in the classwork are the swimming skills. It is a very important skill and one that all should enjoy. The ability to handle oneself in water in an emergency could be the means of saving a life. The club may take the initiative and arrange for swimming lessons during the year so that these requirements can be completed.

Pathfinder Advanced Classes

Each Pathfinder class has a set of advanced requirements. These are designed for those Pathfinders who are always looking for something extra to excel in. They are to be completed in addition to the regular requirements listed if the Pathfinder chooses to work on the next levels. A special advanced class bar is usually presented at Investiture time as recognition of this additional accomplishment.

AY Honors

“As a rule, the exercise most beneficial to the youth will be found in useful employment. The little child finds both diversion and development in play; and his sports should be such as to promote not only physical, but mental and spiritual growth. As he gains strength and intelligence, the best recreation will be found in some line of effort that is useful. That which trains the hand to helpfulness, and teaches the young to bear their share of life’s burdens, is most effective in promoting the growth of mind and character . . . It is essential for every youth to have a thorough acquaintance with everyday duties.”—*Education*, pp. 215-216. During the Pathfinder years, youth enjoy working on AY Honors and displaying them after they have been earned.

Tips for Maintaining Enthusiasm for Pathfinder Honors

A. ***Have a definite date for completion***

When the Honor is started, plan to finish the work within the 3 month cycle. This gives the student that enthusiasm needed to know that the class is

moving along and going some place. If it goes over into the next cycle, interest will wane and it will be harder to complete.

B. *Make the activity worthwhile*

If interest is to be kept at a high level, the Honor must not only be fun but also informative and helpful. If requirements are glossed over lightly the student gets the idea that the Honor doesn't mean much. Before receiving the Honor a test should be given so that it can be seen that the person knows the subject of the Honor. All requirements for an Honor must be completed. Since these are but a "window" into a new subject, the requirements are considered the minimum and standard to achieve.

C. *Honor Notebook*

A Honor notebook, scrapbook or file is helpful in keeping up interest, and it also gives the student something to take home which can be a source of reference in the work done. Parents also feel that the child is really getting something worthwhile.

D. *Waiving Requirements*

Sometimes a requirement cannot be completed due to the particular environment we are in. No club may decide that a certain requirement cannot be met in their area and therefore unilaterally waive the requirement. The conference /mission youth director must be notified and approve any change in the published requirements. When this approval has been given, the club is then free to change the requirement as instructed. When this happens, an equivalent requirement covering the spirit of the original requirement should be instated.

E. *Meeting Pathfinder Honor Requirements*

The following guidelines will serve in checking Pathfinder Honor requirements.

☞ The work must be actually performed. Each question and requirement must have been met.

☞ All Honors must be signed for by the instructor, conference youth director, Master Guide, or Pathfinder Club director, or church-school teacher on the special form provided by the conference.

F. *Encourage Each Pathfinder to Aim at Master Awards*

Pathfinder Honors are categorized into the following groups:

Arts and Crafts
Health and Science
Household Arts
Vocational Arts
Outreach Ministry
Nature

Outdoor Industries
Recreational

A Pathfinder may earn a Master Award as outlined in the Honor Handbook. Like the Pathfinder Honors, the Master Awards are presented preferably at a club meeting, campout, school, church, or Investiture.

Enrollment Night

The enrollment night program should be the first Pathfinder meeting of the year. It should introduce all parents and juniors to the year's program planned for your Pathfinder Club—its goals and objectives, its activities and meetings, both secular and religious. Careful planning of this enrollment night program is necessary. It should begin on time and stay within club hours, and may be held on what will be a regular club night.

Suggested program:

Welcome and Introduction to Pathfinder Club

1. Uniform needs and requirements explained.
2. Dues explained—what they are used for.
3. Program highlights shared.
4. Staff organization explained and staff members introduced.
5. Pathfinder membership applications filled out, signed and handed in.
6. Pathfinder Passport filled in and photograph taken.

Pathfinder Organization

1. All Pathfinders are placed in units.
2. The unit counselor introduces the year's plans and program.
3. Unit members choose captain, scribe, and unit name.
4. May begin the year's curriculum, e.g. Week 1 from the teaching plan at the beginning of each class, introduces Book Club selections, Pledge and Law, etc.
5. Deputy director may take charge of Pathfinders for a games period.

Parents' Meeting

(with Director, while Pathfinder organization takes place)

1. Give parents rules-and-regulations sheet and explain.
2. Discuss responsibilities and discover additional talents useable in the club.
3. Serve refreshments if desired.

Closing

1. All Pathfinders and parents reassemble for director's minute.
2. Benediction

Special Services and Ceremonies

Introduction

It is from some areas where the junior ministry has a long history that many of these suggestions are drawn. These suggestions, while they are crucial in terms of relationships because they have been seen to work, are not meant to be final. There may be a better way of accomplishing the task and of reaching the desired goal.

This latitude, however, is not to be seen as license to abandon the basic concept, but rather to build a moment never to be forgotten by those involved.

Suggested Induction Ceremony

(The directions are worded for a Pathfinder Club inducting one candidate, but they may be adapted for AJY Societies and any number of candidates.)

Preparation

Materials needed:

1. Table
2. Pathfinder Emblem
3. Pathfinder Banners
4. Pathfinder Flag
5. National Flag
6. Candles—one 15" white; six 10" Pathfinder/AJY Class colors; eight 8" white for Law; and seven 8" white for Pledge.

Procedure

Place a table at the induction ceremony site. Center a large Pathfinder Emblem directly behind the table, with a Pathfinder Pledge banner on the right of the emblem and a Pathfinder Law banner to the left of the emblem. In the center of the table directly in front of the Pathfinder emblem place a 15-inch candle representing the spirit of Pathfinding. In front of this candle place six 10-inch candles—blue, red, green, silver (black, if silver not available), burgundy, and gold, representing the six Pathfinder Classes. In front of these six colored candles place a candle-holder for the candidate's candle to be placed during the ceremony. In front of the Pathfinder Law banner on a line with the "Spirit of Pathfinding" candle, center eight white eight-inch candles. Place seven white eight-inch candles similarly in front of the Pathfinder Pledge banner.

Display the National Flag to the right (as participants face the audience) of the table and a Pathfinder Flag to the left of the table.

Seat the Pathfinders by units in a "V" formation, the open end toward the table with the candles. The candidate sits in the center of the formation. The

director stands to the right of the table (facing the Pathfinders), and the deputy director stands to the left of the table (facing the Pathfinders).

Script for Ceremony

After the **director** has given a briefing of the program procedure to the candidates and special guests, he pronounces:

"I hereby declare the induction ceremony of the _____ Pathfinder Club now in order." (The room is darkened.)

The **director** lights the "Spirit of Pathfinding" candle while saying:

"For the light of our program we turn to the Spirit of Pathfinding. The candle that I now light represents this spirit. It is the spirit of adventure, fun, learning, camaraderie, awareness, and awakening, and above all, a spirit of reverence and a Spirit of Service to God and man. This light is of itself **not** complete or sufficient. To introduce the complementary lights we call on our deputy director, _____."
(name)

While lighting each candle representing it, the **deputy director** defines the six Classes as follows: (Six **Pathfinders** may present the following as well.)

Pathfinder/ **Friend Class** is a course of study in learning, skills, and physical fitness that will help one to be a better neighbor now and a friend of God throughout eternity.

Pathfinder/ **Companion Class** is a course of study in learning, skills, and physical fitness that will give more meaning to life and a companionship with Jesus Christ every hour of the day.

Pathfinder/ **Explorer Class** is a course of study that will help one to find new adventure in exploring God's world to secure true and genuine happiness.

Pathfinder/ **Ranger Class** is a course of study that will open up new areas of discovery in the natural and spiritual world to secure true and genuine happiness.

Pathfinder/ **Voyager Class** is a course of study in physical, mental, cultural, and spiritual development that challenges the teen to develop a wholesome self-concept and Christian life-style.

Pathfinder/ **Guide Class** is a course of study that emphasizes personal growth and spiritual discoveries and prepares the Pathfinder for development of new skills in leadership and survival techniques.

When the six Pathfinder Class candles have been lit, the **director** replaces the “Spirit of Pathfinding” candle in its original position. He then explains to the candidate that the large candle is symbolic of the Pathfinder program, emphasizing the high ideals for which the club stands and the growth that the Pathfinder will make as a club member. He then calls upon the Pathfinders to proceed with the ceremony of lighting the Pathfinder Law candles.

Eight of the **highest-ranked Pathfinders**, previously chosen, light the Pathfinder Law candles. Their selection is on the basis of Pathfinder Class, club office, club record, Pathfinder Excellence ribbon, etc. In turn, each of the eight Pathfinders marches smartly to the front, salutes the director with a hand salute, takes the “Spirit of Pathfinding” candle and lights one of the Pathfinder Law candles. (The director returns each salute.)

After the Pathfinder replaces the “Spirit of Pathfinding” candle he again salutes the director and repeats, “Sir, I represent the candidate who hereby vows to: (repeats one of the following definitions according to the candle he has lit.”

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

When the Pathfinder Law candles have all been lit, the deputy director declares, “On behalf of the worldwide Pathfinder Club I accept the candidate’s vow to observe the Pathfinder Law.”

The director then calls for the lighting of the Pathfinder Pledge candles. The same procedure as used in the lighting of the Pathfinder Law candles is followed by seven high-ranking Pathfinders. After each candle is lit, the Pathfinder repeats to the director, "Sir, I represent the candidate, who pledges (repeats one of the following points according to the candle he has lit)."

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

At the completion of the lighting of the Pathfinder Pledge candles, the **deputy director** declares, "On behalf of the worldwide Pathfinder Club I accept the candidate's vow to live by the Pathfinder Pledge."

The **director** then asks the club members to stand, and the candidate for membership is called forward to take position in front of the table between the deputy director and the director, facing the club members and standing at attention. The **director** then asks him to affirm dedication to the high principles of the Pathfinder Club and repeat the Pathfinder Pledge and Law. (If more than one candidate are presented, the Pathfinder Pledge and Law are repeated in unison.)

Following the repeating of the Pathfinder Pledge and Law by the candidate, the director states, "We hereby declare _____
(Name of candidate)"

accepted into the fellowship of the _____ Pathfinder Club of the _____ Conference/Mission of Seventh-day Adventists. You are now being presented with a candle, (**deputy director** hands candidate a four-inch white candle) which you may now light from the 'Spirit of Pathfinding' candle, and place in the candleholder on the front center of the table. (**Pathfinder** lights the candle from the 15-inch candle and places it in the candleholder.) Your light is now added to our club, and we charge you in the presence of these Pathfinders to let your light shine before others in the Spirit of Pathfinding. We shall now ask our deputy director to pray that God will give you strength to live up to the high ideals of our club and to be a faithful and loyal club member."

The **deputy director** leads out in a prayer of consecration for the new member(s), while the club stands at prayer attention.

The **director** then declares, " _____ " (name of new member), you are now a full-fledged member of the _____ Pathfinder Club."

1. The new member then *presents himself to the director* to receive the hand of fellowship and the Pathfinder scarf.
2. Next, the *deputy director, counselor, and captain of his unit* give the member of the right hand of fellowship.
3. The *club scribe* presents member with a Pathfinder membership card.
4. The *counselor and captain* usher member to assigned unit.
5. The *club* sings the Pathfinder Song, and the lights are turned on, which brings the induction ceremony to a close.

Alternative Procedures

- A. If a club does not desire to use candles, a similar procedure may be followed using only flags and banners. The candidate may place both hands on the staff of the Pathfinder Flag while repeating the Pathfinder Pledge and Law. The Pathfinder Flag in this instance would be removed from its stand and the staff held in a horizontal position by the deputy director.
- B. Compliments of the Spencerville Polar Bear Pathfinder Club we have a very nicely done litany for the Pathfinder Pledge. We reproduce it here for your use and enjoyment.

From the platform the Leader and Pathfinders will read the dark print, the congregation will read the light print.

By the grace of God

Only as we rely on God to help us can we do His will.

I will be Pure

I will fill my mind with everything that is right and true and spend my time in activities that will build a strong, clean character.

I will be kind

I will be considerate and kind, not only to my fellow man, but also to all of God's creation.

I will be True.

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

I will keep the Pathfinder Law.

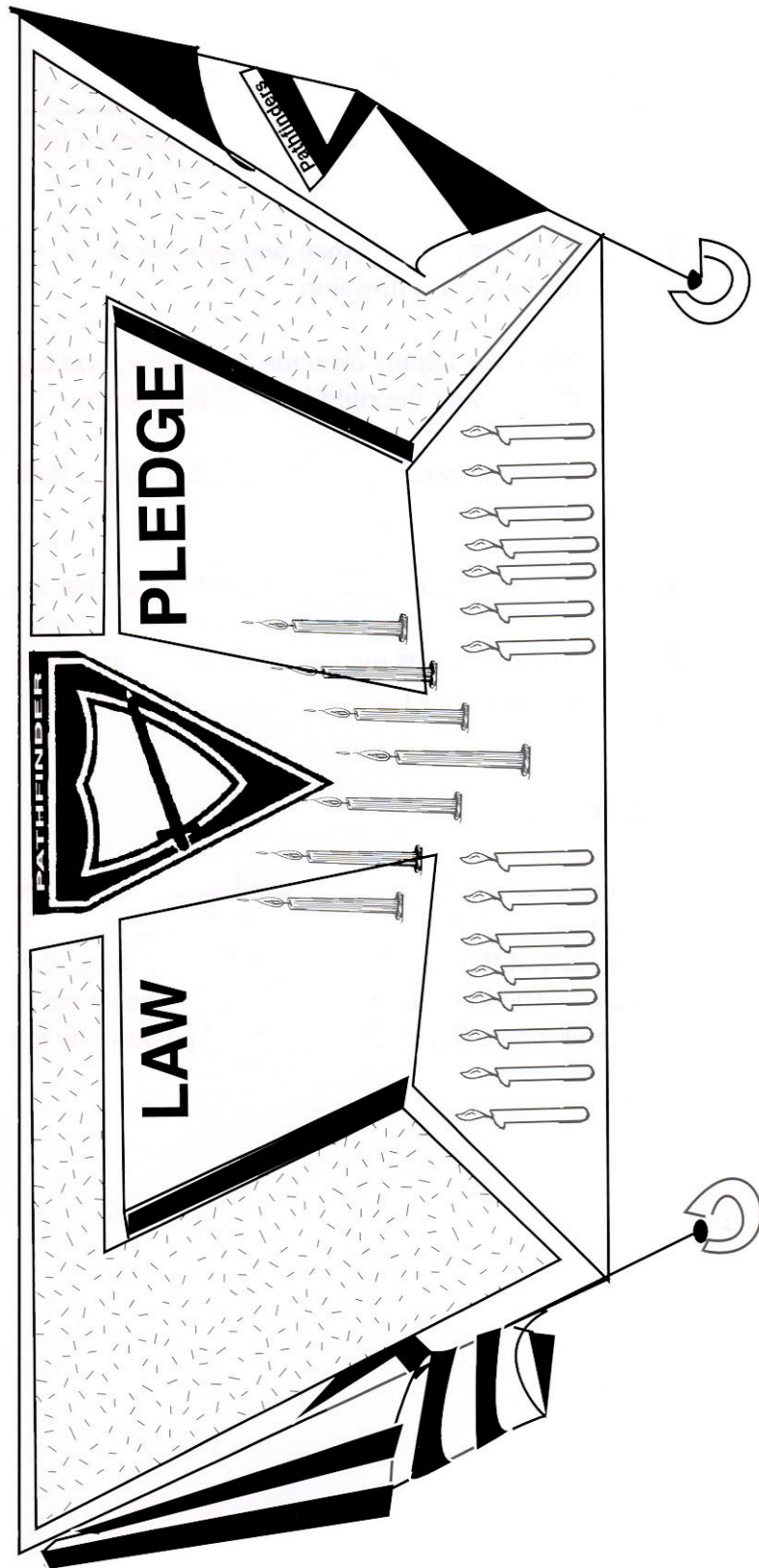
I will seek to understand the meaning of the Law and will strive to live up to its spirit, realizing that obedience to law is essential in any organization.

I will be a servant of God.

I will pledge myself to serve God first, last and best in everything I am called upon to be or do.

I will be a friend to man.

I will live to bless others and do unto them as I would have them do unto me.



Yearly Program

The Pathfinder director and his staff need to have a clear understanding of the objectives to be reached during the Pathfinder year. The general aim is to help meet the growing needs of the junior youth. Leading the Pathfinders through a course of study toward final recognition in an Investiture service is the means to reach the objectives of the Pathfinder ministry. It is in a well-planned yearly program in which all facets are included that the objectives may be reached.

Many clubs use a 10-month calendar.

Using a planning chart such as shown on the next page, the Pathfinder staff may chart out their year's activities. Each staff member should be given a chart to use while filling them in together. The months may start with whichever month the club intends to begin their year and end with whichever month the year will be considered over.

Each month should have numbered the weeks which will have a Pathfinder activity take place and any important holidays or other big events which will need to be considered. Also record the dates for the conference-wide events and the date the club has chosen as their Investiture target date.

The instructors and counselors should then fill in the various class requirements, honor requirements, field trips, unit events, etc. Once the year has been laid out on the chart, then a month-by-month, meeting-by-meeting detailed planning can take place at the end of each month or quarter making whatever necessary adjustments might be required. Planning becomes much easier, individual responsibilities much clearer when this method is utilized.

Such items as weekly meeting times, staff meetings, which uniform to use and when are all resolved and readily visible to all. A clean condensed form of this chart may also be provided to the parents on enrollment night—it shows a club that knows where it is going and makes a very good impression on parents that first night. Of course, the good impression lasts only as long as the club can remain fairly close to the path outlined!

YEARLY CHART

JANUARY	FEBRUARY	MARCH
APRIL	MAY	JUNE
JULY	AUGUST	SEPTEMBER
OCTOBER	NOVEMBER	DECEMBER

Scoring

The conference youth department has designed a yearly scoring plan which has a variety of requirements that highlight basic Pathfinder activities and which lead to a balanced program. Awards are presented to each club at the conference fair.

Record of Classwork

There are two places where record is made of completed classwork:

1. The Pathfinder Class record card, which lists the requirements, leaving room for the authorized signature of verification. The card is preferably kept by the secretary in the club file. The cards may be kept by unit or alphabetically. They are handed out to the counselor or unit scribe when classwork is being signed off. In the event that the passport is not being used, two cards may be used for each Pathfinder—one for the club records and the other for the club member.
2. The Pathfinder Passport* has pages designated for each class. Either a system of stamps or listed requirements like those on the record card will be the Pathfinder's personal permanent Pathfinder Club history.

* Pathfinder Identification Booklet.

Teaching Plan

A detailed teaching plan is outlined at the beginning of each class manual. If these teaching plans are followed every requirement will be completed in the ten month period, including campouts and bimonthly events.

Meetings

The Pathfinder can achieve the aim of the program only if regular meetings are conducted. These meetings can be conducted according to the needs of the local club.

There are three models suggested from which the local church can choose. It is possible for a church to swap from model to model each year, and also during the year. This provides variety and may more fully meet specific programmatic needs.

Model A

This is conducted in one three-hour session with opening and closing ceremonies, marching, games, curriculum and craft, all integrated into one program. Here is a sample showing the basic structure. You may vary this without limit to suit your situation and add variety to your program.

Minutes	Activity
15	Opening ceremony - flags, prayer, inspection
10	Drill (club or unit)
15	Speaker/devotional
30	Classwork (indoor or outdoor activity)
30	Games or fair practice
30	Classwork (indoor or outdoor activity)
45	Honors/hobbies/crafts
<u>5</u>	Announcements and benediction
180	

Model B

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

- Segment 1: One hour of Pathfinding on Sabbath, featuring fellowship and curriculum activities.
- Segment 2: Two hours of Pathfinding on another day or evening, including marching, games, curriculum, craft, and opening and closing ceremonies.

Following is a sample program, showing the basic structure. You may vary this without limit to suit your situation and add variety to your program.

Segment 1	1 hour
Minutes	Activity
10	Opening ceremony
10	Object lesson/quiz
30	Curriculum
7	Special Feature
<u>3</u>	Announcements/benediction
60	

Segment 2	2 hours
Minutes	Activity
10	Opening ceremony
15	Devotional/guest
15	Camporee/fair practice
30	Curriculum
40	Honors/hobbies/crafts
<u>10</u>	Closing ceremonies/benediction
120	

Model C

This is a weekly 1 ½ hour program which can be modified from 1-2 hours duration. If used, it is best to meet at least 3 weeks per month.

Minutes	Activity
10	Opening ceremony (flag presentation, National Anthem, prayer, Pledge, Law)
10	Devotional
10	Unit Time
30	Activity I (Honor of choice)
25	Activity II (Class requirement) (may add another optional 30 minute activity)
<u>5</u>	Closing (announcements, prayer, flag removal)
90	

Planning Guide

The following planning guide shows the Pathfinder staff how to use available resources in planning the details for the club program.

Activity	Committee Action	Source Material
Opening Ceremony	Decide the formation of the Pathfinders for parade; position and duties for each staff member during parade.	<i>Pathfinder Drill Manual</i>
Drill	Elect drill instructor and his assistant	<i>Pathfinder Drill Manual</i>
Devotionals	Elect a club chaplain or vote on a worship-duty list, making a staff member responsible for this segment.	People who can take devotionals: staff members, church pastors, missionaries, teen Pathfinders
Curriculum	Give careful study to the appointment of class instructors. They carry the responsibility of leading the Pathfinders to Investiture.	A comprehensive manual for each of the Pathfinder Classes available from your Youth Ministries Department.
Games/Fair Practice	Elect a staff member to be responsible for recreational activities—games, camping, fair practice, hiking, picnics, etc.	Check church library for source material on games. Check with State and local authorities for regulations as to camping, hiking, and picnic areas.
Hobbies/Honors/Crafts	Ascertain number of craft teachers in your church. Plan questionnaire to their choice of crafts/Honors/hobbies. Elect one of your staff to be responsible for these activities. Elect an assistant or assistants who could care for either girl's crafts or boy's crafts.	All Honor requirements are listed in the Honor Handbook available from your Youth Ministries Department. Arts and Crafts centers, libraries, etc. will have books and ideas and supplies.
Closing Ceremony	As above for Opening Ceremony.	

Club Meeting Planning Sheet

Name of Club _____

Date for Meeting _____

Time _____ Event _____

Leader _____

Description of Event _____

Special Notes _____

Trimester Program Planning Sheet

Year _____

Name of Club _____

Trimester Theme _____

Major Project _____

Regular-meeting _____ Leader _____

Special events _____ Leader _____

Month _____

Honors taught
General activity
PF class requirements
*SYF activities
Recreation or games

Month _____

Honors taught
General activity
PF Class requirements
SYF activities
Recreation or games

* SYF = Share Your Faith

Investiture Service

A. Preparation

Usually the Pathfinder leader will notify the conference/mission youth director that the candidates are ready for Investiture, and a date is set for the meeting. The Investiture service will be conducted by the conference/mission youth director or a designated and qualified person, preferably a Master Guide.

Before the investiture all the requirements must have been completed and the permanent signed-off Pathfinder Class record card, where applicable, should be presented to the investing official when requested. To maintain a high standard of achievement, spot testing of candidates is useful, especially in the case of Master Guides.

B. Personnel who may be involved in the Investiture and their responsibilities

Investiture Sponsor

This is a person designated by the conference youth department, usually the area coordinator, who represents the local conference. Where there is no coordinator a Master Guide or another responsible person such as a pastor or teacher is appointed..

1. Support the church or the school in leading the students into an inspiring program of Pathfinder activity that includes completing the Pathfinder Classwork according to the grade level of the student.
2. Follow the progress of those doing Pathfinder Classes in the designated church or institution until complete.
3. Promoting the Investiture program among the parents of the youth involved and the total local church membership.
4. Arranging with the church pastor or principal for a place, date, and time of the Investiture program.

Pathfinder Club Director

1. Promote Pathfinder Classwork: Friend, Companion, Explorer, Ranger, Voyager, Guide, and also the Advanced Pathfinder Classes.
2. Involve the Pathfinder staff and club membership in the Investiture program.

3. Promote the Investiture program among the parents of the Pathfinders, and the sponsoring church members.
4. Obtain the cooperation of the schoolteachers in the completion of some specific Pathfinder Class requirements; keeping a record on the Pathfinder Class record card.
5. Organize the Investiture program and schedule a date.
6. Order and receive all necessary Investiture materials needed for the Pathfinders. Use the Investiture requisition order blank.

Schoolteacher Responsibilities

In some unions the Pathfinder Classwork is integrated into the school curriculum. Teachers prepare their students for receiving their insignia at an Investiture.

1. Work with the Investiture sponsor and Pathfinder Club where applicable in the scheduling of the Investiture program.
2. Assist the preparation of those being invested: students, schoolteachers, and Pathfinder members, when appropriate, by obtaining Pathfinder Class record cards etc. according to the following recommended class schedule.

Adventurer Classes

Busy Bee—grade 1
 Sunbeam—grade 2
 Builder—grade 3
 Helping Hand—grade 4

Pathfinder Classes

Friend—grade 5
 Companion—grade 6
 Explorer—grade 7
 Ranger—grade 8
 Voyager—grade 9
 Guide—grade 10
 Master Guide—16 years of age and beyond.

3. Order Investiture materials in cooperation with the Pathfinder Club director from the local conference, using the Investiture requisition form. Where no club exists materials are ordered directly from the conference for the school.

4. Be involved with the Pathfinder Club director, AJY and AY leaders in the planning and program.

Pathfinder Club Counselors

1. Assist the Pathfinder director and Investiture sponsor in planning for the Investiture program.
2. Lead Pathfinders, especially those **not** attending church school into an inspiring program of junior youth activity and in completion of the Pathfinder requirements.

Local Conference Personnel

The conference youth leader invites personnel such as the educational department superintendent, pastor, school principal, or a minister in the local conference to be present at the Investiture program.

1. Represent the local conference/mission.
2. Promote youth evangelism and the conference/mission youth program; e.g. youth camps, camporees, rally days, evangelism.

C. Program

Perhaps nothing in connection with the Pathfinder Classwork affords a greater opportunity to demonstrate to the members of the church what is being done, than the Investiture service. It is important; therefore, that the program be conducted in the most dignified manner and in a way that will stir in every heart a desire to do more for the encouragement and salvation of our youth. The purpose of the Investiture program is to provide an opportunity to:

- ➔ Recognize those who have completed their Pathfinder Classwork.
- ➔ Inspire those not involved in the work to do so.
- ➔ Inform the church and community what the Pathfinder Club is all about.
- ➔ Communicate to the youth the plans for future events.

Beyond the actual insignia presentation, program content is left largely to the creativity of those responsible. An action oriented, inspirational content works best. For instance, include skits showing community service and witnessing, recitation of memory work, and demonstration of skills related to class requirements. Since the Pledge and Law are central to the training involved in the club, stress them whenever possible.

Standard program features should be: satisfactory evidence of understanding and completed work by the candidates; a challenge to loyalty to God, the church, and club (to the class group and to the worldwide circle of Pathfinders), a charge for responsibility to be loyal and a word and handclasp of welcome by Master Guides who may be present. Be original, romantic, spiritual, and impressive.

NOTE: These are only suggested formats to help in planning a short program (20-30 minutes) in which all those being invested can have a part. (A song, for example, can include everyone!)

Program Format Suggestion No. 1

Prelude	
Song Service	
Special Music	
Scripture	
Welcome	
Prayer	
Pathfinder/Pledge	Given by all candidates (Have a student give his interpretation.)
Pathfinder/Law	Given by all candidates (Have eight students give their interpretations, of one of the eight points, each student presenting one of the eight parts of the law.)
Special Music	Club members
Memory Work	Any or all class levels
Practical Demonstrations	Skits, Charades, Play, etc.
1. Favorite Bible Story	
2. Knot tying	
3. Nature nuggets	
4. First aid	
5. Story of favorite pet	
6. Hiking and camping	
7. Honors earned	
8. National Flag demonstration	
9. Famous countrymen	
10. Physical fitness	
Certification of Candidates	Pathfinder director or pastor
Challenge of Junior Youth	Conference youth director, pastor, or qualified Master Guide
The Charge and Presentation of Insignia	Conference Youth Director or Area Coordinator.
Consecration and Prayer of	

Dedication	Pastor
Announcements	Summer camp, camp meeting, etc.
Benediction	Teen Pathfinder

Program Format Suggestion No. 2

Scripture
 Song
 Special Music
 Prayer
 Sermonette
 Symposium by Candidates
 Memory work
 Pathfinder Pledge and Law
 Practical demonstrations
 Certification of Candidates
 Charge and Presentation
 Consecration Prayer
 Camp Film (Promotion for summer camping)
 Song
 Prayer

Program format suggestion No. 3

Musical prelude or song service
 Pathfinders parade with or without flags into the church or hall singing or marching
 to the tune of the Pathfinder Song or Onward Christian Soldiers, etc.
 Flags are placed according to regulation.
 Pledge of Allegiance where necessary—all
 Pathfinder Law, Pathfinder Pledge—by all Pathfinders
 Welcome and Introductions
 Pathfinder Song—by all
 Prayer by Pathfinder
 Scripture—recitation of memory work by Pathfinder
 Special song
 Practical demonstrations of various kinds—knot tying, witnessing, skit, etc.
 Guest speakers—short remarks
 Certification of candidates
 Charge and presentation of insignia
 Consecration prayer
 Recessional—by marching
 Photographs and report completion for Conference/mission

Program Format Suggestion No. 4

(Outdoor Investiture)

Program sites

1. Campfires
2. Garden
3. City or State park
4. Church
5. Church-school auditorium

When the weather is favorable, the Investiture service may be held out-of-doors. This is often done in connection with youth camps but may well be done on other occasions also. A natural setting of woods and lake lends itself well to originality and romantic impressiveness in the Investiture program. An example of a large out-of-door Investiture follows.

Each candidate prepares a small wigwam-type fire and has beside it a reserve supply of small twigs. The Friend candidates arrange their fires to make the letter F, the Companion C, the Explorer E, the Ranger R, the Voyager V, and the Guide G. At appropriate spots three larger campfires are prepared for the conference youth director or other leaders and the Master Guides present. Two Honor youth attend this leaders' fire. Two more youth act as assistants to hold the Class pins and pass them to the leader during the Investiture.

The candidates line up behind the fire tended by the two youth assistants. When darkness has gathered over the area each Investiture candidate takes his place by his fire. In silence, at an arrange signal, the two honor youth light the larger fires. Then, in turn, beginning at the upper end of each letter, each candidate lights his fire, rises, and in the shadowy light gives his interpretation of part of the Pledge or Law, or the explanation and meaning of some requirement or activity, as assigned to him. Each in turn sits down quietly, Indian fashion, facing his fire, and keeps it burning until the close of the exercise. The candidates then receive the challenge of the leader to loyalty, and receive their insignia. A handclasp of welcome is then extended by the Master Guides present. A good-night song and a suitable closing prayer terminate this unforgettable program.

This is but one of many ways. It could be worked out with a few boats and many torches out on the lake. Always have a well-prepared, dignified program.

Suggested Charge

"You have come to the place in your program of study and self improvement when you are ready to assume new responsibility in the church and its work. Each one of you has completed the work outlined in one or more of the Pathfinder Classes. The insignia you are about to receive represents the highest ideals of the Seventh-day Adventist youth organization. This insignia is to be held in trust by you only so long as you carry out in your daily life the ideals for which this insignia

stands—the ideals embodied in the Pathfinder Pledge and Law. Therefore I charge that by the grace of God you endeavor every day to cherish these high principles and to live them out in your words and actions, that by so doing you may prove to be a true servant of God and a friend to man.

“If for any reason whatsoever you lose sight of these ideals and do not care to cherish and practice them in your daily life, you are honor bound to return the insignia to the conference making the award. May God keep you true to Him and to the worthy ideals of the Pathfinder Club.”

NOTE OF CAUTION:

The Pathfinder Club is not a secret society. While secrecy and secret ceremonies and signs or amulets carried by members might be appealing, it is not Biblical and opens opportunity for criticism and removal of support from church leadership and parents. All we do in the Club should be open, focused on our mission as an international organization and of such character as to be enjoyed by all who visit and witness.

Social Development**Philosophy of Social Education**

Christian young people have every reason to be the happiest persons in the world. Jesus said, "I am come that they might have life, and that they might have it more abundantly." This kind of abundant living is for God's people right now; today and every day.

When we look at Christ, our example, we discover that He was not a recluse or a wallflower. The brief scriptural record of His early life emphasizes that He was an all-around youth with a winsome personality; His companions liked to be around Him. He must have been friendly, likable, and a real he-man; for He developed with perfect harmony physically, mentally, spiritually, and socially.

The only recipe for true happiness, Christ etched into the annals of history by His own life. He lived to bless others; herein lies the secret of the abundant life. When we keep this eternal principle in mind time spent in recreation and socials can be as valuable as time spent any other day.

Recreation that may cause us to lay aside religious convictions temporarily is disastrous. Although recreation invites us to take off from the complex rat race of modern living, it never encourages us to be off-duty Christians; religion cannot be a postscript for everyday living. Christian influence on a hike, frying pancakes at a camp breakfast, or having fun in the family room may have a greater impact upon friends than talks given at an AY meeting or a Pathfinder lecture. Religion ought to permeate all activities and guide in the selection of recreational activity.

It's not hard to see the contrast of Christian fun and those amusements that, sought merely for the sake of pleasure, tend to be carried to excess, weakening our physical, mental and spiritual powers. Satan is constantly endeavoring to unsettle youth by creating new attractions and fascinating amusements that destroy the usefulness of young people and separate them from God.

Recreation**A Mature Approach**

The Lord's plan for life includes recreation. God Himself created pleasure, (Rev. 4:11) and He wants His children to find true pleasure. (Ps. 16:11) The

following inspired sentence sounds almost like a command. "it is the privilege and duty of Christians to seek to refresh their spirits and invigorate their bodies by innocent recreation, with the purpose of using their physical and mental powers to the glory of God." *Messages to Young People*, p. 364

Recreation varies for each individual according to his environment, physical strength, occupation, and financial resources. The program should be planned to include a well-rounded variety of activities.

The wise use of recreation time must be approached from the viewpoint of a maturing Christian who realizes that each moment is freighted with eternal consequences. Whether one becomes a "second-rater" or a champion will depend on the value received from life's golden moments, for which all will be held accountable.

Games

Games fall into several categories. The poorest of these are card games and other games of chance. Many of these games encourage gambling, dissipation, and cheating; and should be avoided by the Christian. Some, however, which develop skills in such areas as Bible knowledge, vocabulary building, nature identification, and other areas of learning, have proved to be both interesting and profitable.

Young people like action! Indoor and outdoor active games appeal most to them. When properly supervised and directed, these games may be an important aid in developing sportsmanship, teamwork, coordination, physical conditioning and personal achievement.

Sports

The most benefit from any sport comes from participation in the event. It can be readily seen that competitive games offer little or no real value to the spectators. Emotions are often aroused with no outlet for the crowd except name-calling or yelling. The control of commercial sports rests in the hands of syndicated money interests who, with their emphasis on winning, have a tendency to exploit the athletes and to lionize the "star players."

It should not be difficult for Christians to observe that on the field of play in sports where there is much bodily contact there is little of the spirit of Christ manifested. In some popular sports brute force combined with skillful maneuvering is the deciding factor, with tempers flaring throughout the game. Though written many years ago, the counsel from God is most relevant for our time:

"Some of the most popular amusements, such as football and boxing, have become schools of brutality. They are developing the same characteristics as did the games of ancient Rome. The love of domination, the pride in mere

brute force, the reckless disregard of life, are exerting upon the youth a power to demoralize that is appalling.

"Other athletic games, though not so brutalizing, are scarcely less objectionable because of the excess to which they are carried. They stimulate the love of pleasure and excitement, thus fostering a distaste for useful labor, a disposition to shun practical duties and responsibilities."—*Adventist Home*, pp. 500, 501

While commercialized sports, interscholastic contests, and commitments to such areas of competition as exist in various public sporting leagues should be avoided, a position against participating in sports in a recreational way should not be taken.

After observing her grandchildren playing baseball on the school ground at the St. Helena Sanitarium, Ellen G. White commented, "I do not condemn the simple exercise of playing ball; but this, even in its simplicity, may be overdone."—*Adventist Home*, p. 499

It is quite obvious, then, that without temperance that which might otherwise appear quite innocent and even worthwhile might prove detrimental. Young people are often confused by statements in the Spirit of Prophecy that seem to condemn bicycle riding and tennis. Immediately they are tempted to condemn the writings of Inspiration as being too narrow or greatly outmoded and irrelevant to our time. But the reasons why these statements were written are extremely important for us to understand, and the principles apply with real meaning today.

Both of these condemnations were written for a specific situation. In the case of bicycle riding, great sums of money were being spent for racing bicycles, with the avowed purpose of engaging in races with the towns people. Considering the time being spent, the monetary outlay, and the spirit being fostered; the whole thing was being carried to excess. A similar situation arose in relationship to the tennis matches, with time being spent in competition with the community and an unwholesome spirit developing, which needed to be curbed.

Certainly the "simple exercise" of riding a bicycle or playing a game of tennis with a friend would not be condemned. It should be repeated, however, that in no other area of recreation is there need to have a more discriminating mind than in choosing and playing games of sport.

A Better Way

From childhood all people have had an urge to make something or achieve in some cultural activity. The Creator has put this creative urge within man. Today's automated, push-button age has minimized and stifled this impulse;

nevertheless, the need for self-expression through creative achievement still remains. Man owes it to himself to develop a creative hobby that not only will give him pleasure now but will prove a source of satisfaction for the rest of his life. A high degree of creative achievement that also rewards him with lasting pleasure may be enjoyed in the fields of music, art, group discussions, reading, and writing.

God's out-of-doors is always beckoning the youth to adventure and exploration. "Recreation in the open air, the contemplation of the works of God in nature, will be of the highest benefit."—*Messages to Young People*, p. 381. The thrill of discovery will be on every woodland trail, painted desert, coral strand, or in the tranquil beauty of a hidden lake. The scent of the forest, the friendly glow of campfire ember, and the companionship of fellow campers singing under the vast canopy of the jeweled heavens will etch an unforgettable picture in memory. The beauty and grandeur is all there! What a thrill for the Christian youth--all this and heaven too!

And Now—for the Best!

Unquestionably the very best forms of true recreation are those, indoors or out, that follow the example of Jesus who "went about doing good." "No recreation helpful only to themselves will prove so great a blessing to children and youth as that which makes them helpful to others." —*Education*, p. 212.

The hours we invest in ourselves are often worth a minimal few dollars apiece whether they be in school or out of school. Hard, unsentimental statistics prove it. But the hours or minutes we invest in other people have a worth beyond calculation. They reach out into unseen lives through ever-widening circles of influence touching the borders of eternity.

Youth everywhere testify that the happiest moments they have ever spent have been in soul-winning activities such as personal and Voice of Youth evangelism, Voice of Junior Youth, community service projects and other types of missionary endeavor in their neighborhood.

Youth should not wait for some organized project to be launched in the church, AY Society, or Pathfinder Club. Share Your Faith opportunities that will warm the heart and keep the soul alive are present seven days a week. It is the life that is lived to bless others that reaches the ultimate.

Hobbies and Crafts

In this day of constant pressures everyone needs an interest or activity to which he can turn for release of tension from the daily strain of living. Many people find hobbies and crafts are a means of relaxing the mind and muscles. A well-balanced program will make life more meaningful.

The Pathfinder Club age is a good time to bring youth into contact with a variety of crafts and hobbies. It is the privilege and responsibility of leaders to introduce to them activities that they can learn well and take with them throughout their lives. Some of the activities may even become the life pursuit of some.

Instructor-Pathfinder Relationship in Crafts

- The instructor should recognize that his function is to awaken, challenge, and guide the Pathfinder by offering him suggestions and ideas.
- The instructor must know himself and his environment to ascertain what opportunities, resources, and time are at his disposal.
- He should be willing to explore, with the Pathfinders, fields that are not always familiar: new crafts, new mediums, new skills, new tools. He should help the Pathfinder overcome any timidity about new experiments.
- He should see to it that a spirit of enjoyment prevails throughout.
- He should recognize that the youth and his attitudes are as important as the degree of perfection attained in skill.
- The leader should find a way to help the Pathfinder discover that he, too, can excel. He should provide the suggestions as to subject matter and how to begin so as to avoid leaving the club member helpless. The Pathfinder should be encouraged to try and try, and then try again. Ultimately he should expect success.
- Every time an instructor can delegate any appropriate part of his work to a Pathfinder he is helping him to develop a sense of responsibility.
- The leader should recognize that there are variations in ability. A Pathfinder should be commended for his work when it represents his best, honest effort.
- The instructor should know the value of visual aids and how to use them.
- The instructor should have a personal file where he keeps helpful materials, such as patterns, designs, interesting and useful ideas, and items concerning his fields of interest.
- A successful hobby-group leader possesses enthusiasm, ability to organize, perseverance, patience, and skill to integrate the activity into home and community life.

Fun With Crafts

- Good crafts will help the Pathfinder toward heaven if he lets God guide him in them. It is the privilege of Pathfinder leaders to direct our youth to choose interests that will help them with character development not only while they are club members but throughout their lifetime on earth.
- A Christian cannot live a negative life. Christianity is not a bundle of don'ts, but a life filled with do's.
- Youth need to learn how to use their time wisely to get the most out of every fleeting minute. In addition to a person's regular vocation, he should have other interests that give relaxation but at the same time help to build character.
- The craft program need not be expensive. Raw materials for crafts may be found in such places as lumber yards, fabric factories, shoe and leather factories, metal plants, paper and plastic plants, ceramic tile plants.
- Each instructor should have a list of hobby and craft books, magazines, and supply houses to give to the class. During the Pathfinder Staff Training Course crafts and hobby ideas should be on display for staff members to investigate at their leisure.

Hobbies cover a broad area. Here are examples:

Making hobbies

Any of the arts and crafts: woodworking, carving, photography, sketching, ceramics, weaving.

Learning hobbies

Astronomy, scientific accomplishments, writing, language study.

Doing hobbies

Gardening, playing a musical instrument, nature hobbies (bird-watching, raising tropical fish), swimming.

Collecting hobbies

Rocks and minerals, shells, coins, stamps, seeds, sand.

Steps in Building a Successful Craft Programs

1. The Pathfinder counselor or instructor should first become thoroughly acquainted with the craft or hobby himself. This may be done by attending craft classes sponsored by the conference, through private instruction, or even do-it-yourself kits available at hobby and craft stores.

2. The instructor should complete the craft project himself and have samples finished to present to his class.
3. The craft selected should be within the range of the ability of the Pathfinder.
4. The cost should not be in excess of what the Pathfinder can afford.
5. Craft projects should usually be set up on a quarterly basis, with a definite terminal date for completion of the craft.
6. Time should be allotted in the club program for each instructor to give a working demonstration or lecture on the craft to be sponsored.
7. While elaborate equipment or a spacious room is not necessary for conducting a successful craft class, adequate room should be given for each Pathfinder to work. Individual lockers or cabinets are helpful in storing unfinished work.
8. Enough tools or other equipment should be provided for the craft class to keep each Pathfinder busy at all times. Ideal classes contain not more than ten.
9. A spirit of enjoyment must prevail throughout the class. Remember, learning takes place best in a happy environment.
10. The instructor will strive to find a way to help each individual Pathfinder excel. There will be variations in ability, but each Pathfinder should be commended for his work when it represents his best, honest effort.
11. Whenever possible, crafts or projects sponsored should be those that, when completed, will result in the Pathfinder's qualifying for an Honor.
12. As interest stimulators, hobby fairs, open-house exhibits, and participation in the conference-sponsored yearly Pathfinder fair should be planned in the Pathfinder Club program.
13. Hobby and craft books, magazines, and supply catalogs should be included in the Pathfinder Club library.

Conclusion

In larger clubs a craft director may be appointed who will coordinate the entire craft program for the year. They may instruct counselors and be responsible for materials and equipment. This reduces the pressure on the counselor.

Leisure time is a factor in our everyday lives. This used to be the privilege of only the wealthy, but now with the shorter work week, fewer hours a day, and the machine age, leisure has become a part of everyone's existence.

During early childhood leisure time is abundant. When the child enters school he uses some of it. The proper or improper use of these hours of leisure will affect both the home and society. If a child is left unguided in the use of his leisure time he probably will become bored, because he will not know just what to do. Most likely he will find others like himself, and then there is a gang, from which may come potential delinquents. Through the medium of the Pathfinder Club, youth can engage in various crafts and hobbies. The junior youth should be urged by both parents and leaders to participate in these. Such a program gives each youth continuing achievement goals that will carry over into his home life and solve many leisure-time problems.

And Remember:

- Don't continue one craft too long. Attention span of junior youth is short.
- Try to stimulate interest in various projects.
- Have occasional craft fairs, when parents are invited to see accomplishments.
- Strive toward perfection, but do not discourage. Keep complimenting attainments and efforts.
- Ask many questions. Help Pathfinders make their own decisions with counselor's guidance.
- Show good samples of what can be done; analyze the samples.
- Encourage Pathfinders to help one another.
- Craft class periods should rarely exceed 45 minutes.

NOTE: For all the Honors available see Pathfinder Honor Handbook.

Hints on Hobbies and Crafts

A few important objectives:

- To satisfy the desire to create.
- To develop honest and efficient work habits.
- To demonstrate and teach resourcefulness, coordination, dexterity, and versatility in the creative use of materials and tools.
- To provide a stimulating, self-assuring experience through achievement.
- To foster a purposeful leisure-time activity that might lead into a vocation.
- To develop interest and skills that will add zest to daily living.
- Above all, to develop character traits that will strengthen spiritual life.

Nature Activities

All nature study should be an adventure—and always there should be in it the thrill of discovery. You may remember the first time you saw the fascinating tide pool creatures. Or you may recall the first time you looked through a microscope at the myriad inhabitants in a drop of pond scum. One never forgets the thrill of the first glimpse into a new realm of created things.

A good leader will be on the lookout for high points in the lives of small creatures, and will inspire the youngsters with him to share the same spirit of expectancy. On one hike many of these things could be discovered by sharp eyes:

- A mud dauber collecting pellets of mud for her nursery.
- Ants fostering aphids.
- An insect caught in a spider web.
- Swallows collecting mud for their nests.
- Courtship antics of birds.
- Runways of meadow mice through fields.
- A flicker grubbing for ants.
- “Hibernating” ladybird beetles.
- Cast-off skins of cicadas, snakes, or lizards.
- Barnacles licking food into their mouths.
- Hermit crabs with shells too big.

No two nature walks could ever be the same, for Nature does not announce her plans nor arrange her schedules at our command. Ideally, the leader of the “expedition” should be armed with as wide an array of information as possible covering all things—from seaweeds and mistletoe to sowbugs and mastodons. But a willing heart and an enthusiastic, active mind can cover a multitude of omissions in specific knowledge, and leaders and juniors can discover and learn together. Do not be content in merely finding—follow it, as Professor H. W. Clark has said, “from the cradle to the grave..” Find out something of the life history of the animal—how it lives, how it is adapted to its environment. A wealth of information is now available on all phases of natural history.

Developing the Senses

One way to develop the thrill of discovery is to practice appreciating nature with the five senses. Just as reverence is needed in a church service, and careful discipline is needed in a class recitation, so also the proper mental, physical, and spiritual discipline must be brought about to appreciate nature through the senses.

Go on walks varying in length from a half hour to two hours, and on each walk concentrate on developing only one sense. Later concentrate upon all the senses combined, but only after dealing with each, one at a time. The following guidelines will be helpful in developing the senses:

- Tune out all cluttering thoughts and tune in on nature.
- Give every sense full play in concentrating on each one.
- See nature through the eyes and ears of an artist, poet, and musician.

Seeing: (Walk slowly, pause, look.) Reflections in water, sun and shadow play among trees, dew-covered spider webs, moonlight, starlight, rugged landscapes, rolling landscapes, various types of vegetation and the varied effects they bring to the landscapes, gardens on top of old stumps, lichens hanging from trees, personality of various tree species, and various trees under different growing conditions (windswept pine, for example), etc.

Hearing: (Don't talk—just walk, pause, listen.) Rain falling on leaves and ground sounds of running water, waterfalls, wind in varied moods, bird calls and songs, scolding of squirrels, crackle of campfire—use various types of wood, also needles and scales from evergreen trees, etc.

Tasting: (Just nibble and taste, don't swallow. Beware of skin irritants such as poison ivy.) Berries of various kinds (except white ones), tree buds of various kinds, plant stems, various barks, leaves of the mint family. Climax by brewing yarrow leaves or mint tea over a campfire.

Smelling: Various members of the mint family, wild ginger, wild sage, pitch blisters on bark, crushed evergreen needles and scales, crushed buds of various trees, smoke from various types of wood (pitch, cedar, etc.), smoke from various types of evergreen needles and scales. Climax by smelling various kinds of teas brewed from mints, evergreen needles, etc.

Touching: (Again watch out for skin-irritating plants such as poison ivy and nettles.) Stickers, moss, leaves of various degrees of roughness or smoothness rubbed against the face or lips, rough bark, smooth bark, slimy plants, wind, rain, snow, sun.

Inner Feeling: (This above all requires complete self-discipline for best results.) Silence in spots of beauty, complete rest on carpet of moss, quiet meditation and silent prayer, complete and reverent alertness of every sense, singing softly along the trail, reading with deep feeling appropriate poetry or prose, etc. A wonderful climax to such an experience is to have each participant go off by himself and sit down in complete silence for ten minutes.

The leader should be constantly watching for object lessons. State the key thought, and the intelligent minds of the Pathfinders will make the application.

- Even mud puddles reflect heaven.
- All living branches seek for light.
- Plants are most fragrant when crushed.
- Great trees have small beginnings.

When you are tempted to say that there is no time to follow such a plan as just outlined, remember that the Master Teacher followed just such a plan with Himself and with His students. He is our example.

Build it into the Program

This outline will help you understand how to build nature activities into your Pathfinder Club's yearly program. While only one month's program is outlined here, you will want to plan a year in advance. Work toward establishing nature activities as a permanent part of the overall club program.

Nature objective for the year:

To create an interest in and an appreciation for the world that God has created for us to live in.

Main objective for month:

Starting a club nature museum.

Subsequent objective for month:

A nature camp-out.

Before beginning to plan toward the main objective there are a number of questions that the leader should ask himself. In the case of a nature museum, these questions might cover such things as:

Preparing space for museum work

- What kind of specimens to start with?
- How much space will be needed?
- What kind of equipment and display cases will be needed?

Collecting specimens

- Where to look for specimens?
- What equipment and tools will be needed for collecting?

Classifying specimens

- What books will be needed?
- Will there be any expert help on the subject?

Mounting and labeling specimens

- What equipment and tools will be needed?
- How much time will be involved?

Leader Preparation

- Take Pathfinder leaders outside or provide a small box and have them work on a Bible nature picture. This is a good activity for Sabbath afternoon and will give the leaders an opportunity to learn how to do it. Choose the most original, the hardest to guess, the nicest, etc.

- Work on a nature hike with different stations. At each stop have something for the leaders to identify, such as the terrain, the type of grass, a tree, a plant, a flower, seeds, etc.
- Take Pathfinder leaders on a hike and have each one draw a lesson from the things they saw. This can be an excellent activity with Pathfinders also for Sabbath afternoon.
- Bring a nature expert to direct nature programs and ideas.

Nature Games and Activity Games

Most junior youth like to play games. The wise nature leader will use this desire to cultivate an interest in nature. For the nature leader with a creative mind there are many different games that can be developed. The Pathfinder Club nature leader will have many possibilities on the Sabbath to present much to the club members about nature. Many nature games are either suitable for Sabbath or can easily be adapted to a Sabbath setting.

Alphabet Nature Treasure Hunt

Each unit reports on objects found and observed according to the letters of the alphabet. For instance: A—acorn; B—beech tree; C—crow.

Bible Nature Hunt

Equipment:

Bible with concordance, pencil, and sheet of paper.

Procedure:

Using Bible and concordance each student tries to find as many nature objects mentioned by name in the Bible as possible. Lists of the different groups such as trees, stones, animals, birds, stars, etc., should be kept. The name of the item should be written down with the text beside it. Later, during an afternoon nature walk these lists can be used as a checklist to see how many objects mentioned in the Bible can be located or collected.

Bible Scenes

Divide group into smaller groups of 6 to 10. Each group is given a piece of heavy cardboard about 30 x 38 cm, and a length of aluminum foil. Groups are then instructed to depict a Bible scene using the cardboard as base, the aluminum foil for lakes or rivers, and items from nature, such as moss, ferns, flowers, rocks, bark, etc.

For example, the Bible scene portraying Israel's encampment by the water issuing from the smitten rock was used on one occasion. A layer of sand covered the cardboard. A pile of rocks filled one corner. From under one rock near the top of the pile of rocks the strip of crumpled aluminum foil descended in a widening stream and crossed diagonally to the opposite corner. Three or

four small thistle tops served as desert plants cacti in the wilderness, and a few dead twigs were used to decorate the rock pile and sandy banks. Two live twigs along the bank brightened the desert scene. On the opposite bank tents, one inch long, made from dead oak leaves, were standing in rows. Stick people had come to the water and farther downstream tiny white round pebbles represented the sheep drinking from the stream.

Bring-'em-Back-Alive Safari

A trip during which the youngsters look for, find, and collect single specimens of small living things, such as beetles, ants, worms, insects, caterpillars, and the like. Back at camp these are looked at carefully (using a hand lens if possible), looked up, studied, and identified. If frogs, toads, and turtles are included, suitable living quarters should be provided, and the specimens released after observation. Respect for the lives of small things should be a part of any learning activity.

"Geological Survey"

Boys and girls may enjoy studying a topographical map of an area. Choose a course, follow a trail, and mark it on the map as you go along. On the map mark places of interest—mineral deposits, flower fields, small ponds, or marshy areas where frogs, toads, and tadpoles in various stages of development may be found. A pool is a nature explorer's paradise. Here you may find, in addition to amphibians, nymphs of dragon flies with huge trapdoor jaws, threadlike worms, water spiders, snails attached to submerged water plants, large predatory water beetles, water boatmen, little back-swimmers, mosquito larvae—and above are the gauze-winged dragon flies, which had their birth in the pond below.

Bible—Nature Field Trip

Check the texts below for articles in nature. After jotting down the items, endeavor to find as many of them as possible. Whenever the references are in the plural, it is necessary to find only one of a kind. Where several articles are mentioned in a verse the initial of the article will indicate which articles are wanted.

Using your Bible and concordance, look up as many additional nature items as possible and try again to find them in this locale.

Allowing one point for every item found in Scripture, a point for the same item found on a field trip and a point for the positive identification of the type of article found will determine which group has the highest total.

Psalms 103:5	E _____	
Job 39:26	H _____	
Deut. 14:18	S _____	& H _____

	L	& B
Psalms 84:3	S	& S
Deut. 14:15	O	& N
	H	& C
1 Kings 4:23	S	
Isaiah 2:20	M	
Psalms 118:12	B	& T
Lev. 11:22	B	
Isaiah 35:1	R	
Psalms 78:46	C	
Job 8:11	R	& F
Psalms 105:30	F	
Isaiah 50:9	M	
Isaiah 60:13	F	& P
Job 40:22	W	
Hosea 4:13	P	& E
Job 8:14	S	
Isaiah 55:10	B	& S
Proverbs 30:28	S	
Song of Solomon 2:12	F	& T
Amos 8:1	F	
Psalms 90:5	G	
Ecclesiastes 12:5	G	
Job 2:8	A	
Isaiah 34:11	S	
Proverbs 11:28	B	
Hosea 8:7	B	
Proverbs 6:6	A	
Isaiah 2:13	O	
Psalms 91:4	F	
Matthew 7:26	S	
Micah 7:17	W	
Hosea 14:5	L	
Lev. 11:30	L	& S
1 Kings 14:15	R	
Gen. 27:28	C	
Deut. 8:8	W	& B
Job 31: 40	T	
Deut. 1:44	B	
Joshua 24:12	H	

Creation Week

This game is played by dividing the players into six groups, each group representing one of the days of Creation. At a given signal the groups go out and collect specimens that were created on the day they are representing. At a given time the groups all return, and beginning with the group representing

the first day of Creation each group shows its specimens, telling as much as possible about them and how they fit into the week of Creation. For such days as the fourth day of creation where one cannot bring the sun, moon, and stars, the group will have to bring in some of the things that are affected by the sun, moon, and stars; for instance, the sun is responsible for green grass. So that everyone has a part in the game it is better if everyone in the group has a chance to speak and not one spokesman only.

Helen Keller

Tell the story of Helen Keller, who lacked two of the five senses, yet overcame all handicaps and lived a happy, useful, inspirational life.

Blindfold a Pathfinder and plug his ears, then let him try to identify common natural objects. Blindfold the Pathfinders and divide them into two groups. By touch ask them to classify objects as mineral, plant, and animal, and then ask them to identify the objects exactly. Flowers, seeds, rocks, shells, leaves may also be used. Lead a blindfolded person to a tree, and let him identify it by texture of the bark, leaves, seeds, twigs, buds, odor, taste, etcetera.

Finish the exercise by identifying and analyzing the uses and beauty of objects when we have full use of our faculties. We appreciate our senses if we are deprived of them even for a short time.

Matching Game

To play this game the leader must first go out into the game area and collect specimens such as: leaves, branches, flowers, seeds, etcetera. With these specimens hidden from view of the players (a paper bag is good for this purpose) the game is ready to begin. To play the game, take one of the specimens and show it to the group, then ask them to match it to the plant, tree, shrub, etcetera, from which it came. The first one to match it is given one point. Repeat this by showing the second specimen and having them match it also. This is continued until all the specimens have been matched. The player or team with the most points is the winner.

Nature Hikes

Disaster

Look for an object struck by lightening, a rock split by a tree, fire damage, partly eaten leaf, bird or plant life damaged by hikers or campers. There are many possibilities.

Discarded Objects

Find skins shed by snakes or insects, bird feathers, or fallen leaves.

First Man Up

The group on the trail is stopped at convenient places where the leader directs their attention to some nature object. He then asks the Pathfinder in the front of

the line a question. If he knows the answer he may stay up front, but if he does not know the answer he goes to the back of the line. The group should not number more than fifteen.

Pitfalls

Find spider webs, ant traps, flytraps, etc.

Sight and Sound

How many colors can your group find? How many separate distinct sounds, such as a cricket, frog, bird, wind, can they hear?

Signs of the Seasons. Look for signs of the season, such as changes in plants and animals, migration.

Ten Stones

Each Pathfinder is given ten stones. As the group hikes along, the leader points out an object and asks a question regarding it. Then he asks one to give the answer. Each one who knows the correct answer may discard one stone. The winners are those who are the first to discard all their stones. This can also provide opportunity to teach honesty, for each must judge whether he has the correct answer in mind.

Transportation

Discover how plants and animals get around. In addition to walking, crawling, flying, some ride in the wind or on "host animals."

Nature Hunting

Participants may number fifteen to sixty, with ages ranging from junior youth on up. Make a map of the hunting area and designate several points about equally distant from the starting point. Arrange the participants into groups of four or five and send each group on a hunting trip to a definite point. Fifteen or twenty minutes may be allowed for the trip and return. When the groups have returned, call for reports on what was seen. The report may become very interesting when the group's report in detail on the various objects discovered on the hunting trip. The leader should be one who is familiar with the interesting objects in the area. It may become necessary for him to explain some of the unusual things seen.

Nature Memory Game

For this activity a table or a board of about one square meter is prepared before hand by the leader. He places on it some fifteen to twenty common nature items. These are covered with a cloth and left until the time for the activity. The group is divided by individuals, partners, or small groups of three to five. They are all arranged so that they may have convenient sight of the table or board and are provided with pencil and paper. At a signal they are all silenced and then the cloth is taken off the table or board for exactly thirty

seconds. During this time they must not write, talk or do anything except observe. At the close of thirty seconds the cloth is replaced and they are given five minutes to make a list of the names of the nature articles that were on the table or board. If this activity is engaged in by small groups or partners, then they should be scattered so that they do not interfere with the other groups in compiling their list. Unless the group is unusually skilled, general names should be accepted—pine cone rather than cone from the sugar pine, etcetera.

Progressive Hike

A hike is taken with periodic stopping places for group activities suitable for the Sabbath hours. A typical progressive hike is as follows:

Stop #1. Bible 20 Questions

The boy or girl who is “it” states that he or she is thinking of something in the Bible that is in the animal, vegetable, or mineral kingdom. The other Pathfinders have 20 questions to guess the object. If they do not guess within 20 questions the person who was “it” starts another game. Questions must be answered with ‘yes’ or ‘no’.

Stop #2. Sand Pictures

Divide the group into twos or more and have each small group build a sand picture. Each group will pick out an area on the ground or in some sandy place. The Pathfinders search about the area finding natural objects with which to build a little Chinese garden, model park, or illustrate a Bible story. They could use dry flowers and weeds, bits of bark, rocks, sticks, mud, reeds, pods, insect galls, bird feathers, etcetera. As they collect and handle the various nature objects they become curious as to what certain things are.

Stop #3. Stories

A nature story or some outdoor story can be told while the children are resting on a hillside.

Stop #4. Guess My Name

First, the leader will state what he is, as “I am a bird,” or “I am a mammal,” or “I am a tree,” etc. He will then give clue #7 in the game, and if no one can give the answer he will go to the next clue. He continues until someone gives the correct answer. The clue number is given as a score to the person who answers correctly.

Example: “I am a bird.”

7. I am smaller than a crow and larger than a wren.
6. Insects and worms I eagerly seek.
5. I climb tree trunks nimbly and well.
4. My four-toed feet cling fast to the bark of trees.
3. My coat is of glossy black with a fling of green.
2. I make my nest in holes in stumps and trees.

1. I hammer and peck on trees with my bill.
I am a woodpecker.

Sabbath Song Nature Hike

1. Divide the group into 2 to 4 sections, depending on number participating.
2. Have each section appoint a leader and a scribe.
3. Designate the length of time to be taken on hike.
4. Upon a signal each group then takes a leisurely stroll, leading out in various directions from the starting point.
5. On this hike all the members of the section are to look about them for nature items that remind them of a hymn or chorus. The scribe jots it down (nature item and hymn or chorus). No songbooks are to be taken along!
6. Upon returning to starting point at agreed time, see which group listed the most hymns and choruses properly supported by a nature item.
7. Now have a good "songfest" using the songs listed. Each section as an opportunity in rotation to name the song to be sung.

Variation

Have a song leader and a naturalist go over the route of the hike some time in advance of the group, picking out songs suggested by nature items observed. On the hike itself the naturalist and the song leader point out the nature items and sing the song suggested by it.

Variation

At the conclusion of the hike compare listing of the Bible texts and the objects in nature that brought the "x" to mind. Before starting this hike be certain the sections have agreed on whether Bibles are to be used or not.

Stake A Claim

For this activity each unit or other group with an adult leader picks a spot in the immediate vicinity and "stakes a claim" of an agreed-upon size. The size of the claim should depend somewhat upon the size of the group, with small groups of five or six staking claims about 4.5 square meter; larger groups stake claims up to 15 square meter, such as a large claim would require much work in completely surveying the nature specimens contained in it.

The first item of business in staking a claim is to mark properly its four corners so that it can be identified by other groups later. Then the business of gathering and naming all available nature specimens begins. The leader should permit the youth to do this. There should be a custodian or secretary of the group appointed, whose job it is to list and keep specimens of each item that is found and named. This list should be divided into such sections as trees, plants, insects, signs left by passing animals, odd or curious specimens, etcetera.

After an agreed-upon time (at least one-half hour) the groups should meet again and bring their list and specimens. A naturalist should be available to identify unknown objects and to draw lessons from items found.

The groups can also exchange claims and lists, locate another group's claim by the directions given and check the list presented to see whether those items listed are there.

Secret Numbers

This is one of the favorite nature games. The nature leader lays out a trail in advance with as many stations as desired. Simple objects should be used for the beginners to make it easier for them to follow the game. A secret number will be determined at each station. At the end of the game the nature leader gives the total of the secret numbers. Those who have the correct answers from each station should end up with the same total. It is good to recount the various stations with the group, and perhaps an opportunity can be taken to instruct them regarding some of the objects they saw on the trail. The following are suggested directions:

Trail begins here

This tree is a white pine. The secret number is the most common number of needles in each bundle on this tree. The next note will be found at the base of the largest tree you can see to the south of this point.

Each ring on a stump indicates one year of growth. If this tree was more than fifty years old when cut, the number is 20. If the tree was less than fifty years old when cut, the secret number is 10. Continue along the trail and look for the next note in the first drainage pipe under the trail.

Variation

A trained instructor should go out first and blaze the trail, marking the various types of nature objects along the way. At each station there should be a question that gives certain points for the correct answer. For instance, if this is a black pine add seven; if this is a white pine add four. Another example: if this is a wren nest subtract four; if this is an eagle nest subtract two. At the end of the trail the mathematical total based on correct answers will be the secret number in the possession of the instructor.

Secret Numbers Compass Hike

1. You may make as many trails as you like, all starting from some common central point so that the leader can give instructions to each group as it starts one of the new trails. The groups can rotate in doing all of the trails.
2. Plot the hike and nature-quiz questions well in advance of the hike.
3. In setting up the compass trail, where possible spot specific objects in the distance on which a compass reading can be made as a guide toward the spot you desire the group to reach.
4. On each "guide" card make directions to the next "guide" card brief and clear.
5. As the group arrives at each "nature quiz" spot and finds the card, it answers the number-evaluation questions. Someone designated as scribe should note the number-evaluation questions. Another designated as group leader then reads the directions at the bottom of the card stating how to get the next nature-quiz-question card-and so on until the last one is reached, answered, and directions given to return to the starting point.
6. Sample set of card clues:

Trail A Beginning

350° NE	20 paces
124° SE	15 paces
90° ESE	3 paces

Trail A #1

If this tree is tallowwood, give yourself 6 points If it is a soft pine, 4 points

335° NNW 46 paces

5° NNE 12 paces

Trail A #2

If the shell in this bottle is a keyhole limpet, 3 points If a slipper limpet, 4 points

168° SSE 80 paces

230° SW 11 paces

270° W 5 paces

Trail A #3

This plant blooms once a year, 8 points

It blooms more frequently, 4 points

Return to starting point for further instructions

You will note that the first portion of the card has the nature quiz, while the last portion gives the directions to the next spot. You can make as many spots on the trail with quiz questions as you desire. Be certain that the last card on a trail gives the group instructions to return to the starting point.

Nature Riddles

1. What has a bark but doesn't bite?
2. What insect is a member of your family?
3. What insect could you use if you hurt your foot?
4. What flower do you find in church?
5. What vegetable do you find in a jewelry store?
6. What tree shouldn't you use in school?
7. What tree is carried in your hands?
8. What tree is always well-dressed?
9. What tree do you sometimes see on coats?
10. What tree is always near a fire?
11. What tree is nearest the sea?
12. What tree is crying?
13. What tree is important in history?
14. What tree is waterproof?
15. What is the sweetest tree?
16. Which tree's blossoms are worn by brides?
17. Which tree reminds us of a president?
18. Which tree is a kind of stone?
19. Which tree has the name of an animal?

- Answers:
- | | |
|-----------------------|--------------------|
| 1. Tree | 11. Beech |
| 2. Ant | 12. Weeping Willow |
| 3. Walking Stick | 13. Date |
| 4. Jack-in-the-pulpit | 14. Rubber |
| 5. Carrot (Karat) | 15. Sugar Maple |
| 6. Gum | 16. Orange |
| 7. Palm | 17. Cherry |
| 8. Crab (apple) | 18. Lime |
| 9. Spruce | 19. Dogwood |
| 10. Ash | |

Trailing

One person from the group takes a watch and goes off alone, making no effort to walk carefully. He walks for fifteen minutes, then sits down and waits to be found.

After waiting the full fifteen minutes, the rest of the group then tries to trail the "lost" member by footprints, broken twigs, scuffed leaves, and other clues. The first person to reach him sets the next trail.

Treasure Hunts

Envelope Hike

Pathfinders are given envelopes at the beginning of the hike, with a list of twenty articles to bring back. If there are few hikers, each should have a list, differing as much as possible. If the group is large, several can work on one list. Suggested items:

- Gum nuts from a eucalyptus
- Seeds that depend on wind for dispersal
- Seeds that depend on "hitchhiking" for their dispersal
- Lichens
- Three different members of the composite family
- A sedge or a rush
- Three kinds of grass
- An igneous rock (formed by great heat and pressure) and/or a sedimentary rock (formed by laying down of sediment during and after the Flood)
- A plant used for seasoning
- A plant having square stems
- A plant showing specific adaptation to a certain environment
- Two plants that reproduce by spores instead of seeds

Nature Treasure Hunt

This game can prove both interesting and informative. A list of specific leaves, insects, and other nature objects is presented to individuals or to small groups if there is a large club. Those participating are to go out into the field and find the objects listed. There may be some items to be collected, some to be

heard, and some to be observed. A point system may be worked out, giving more points for objects more difficult to find. This game can often consume two to four hours. A sample list follows:

To be collected:

fish
edible wild fruit
lichen
birch bark
spider web
wildflower
goldenrod
square-stem plant
round-hollow stem plant

wasp's nest (paper or mud)
snake or snake skin
aromatic herb
Bible-parable plant
leaf of maple or ash
bracket fungus
cricket
triangular-stem plant
beetle

To be observed:

insect burrow
track of bird
rabbit
kangaroo
lizard
two kinds of clouds

honeybee
track of animal
possum
nest of bird
pewee
dragonfly
eagle

Nature Treasure Hunt

Check each item when you have found it.

- ☐ Note a Bible parable plant. Name it: _____
- ☐ Find a fungus of any kind. Give its color, location, and shape: _____
- ☐ Find a plant with a square stem and give the name if you can: _____
- ☐ If there are clouds in the sky, identify them: _____
- ☐ Identify 5 birds.
 - 1. _____
 - 2. _____
 - 3. _____
 - 4. _____
 - 5. _____
- ☐ Name one wildflower you have found: _____
- ☐ Note a wildflower with perfume: _____
- ☐ Find a seed with hooks or barbs and name it: _____
- ☐ Locate one kind of fern. Name if you can: _____
- ☐ Note 3 butterflies. Give color or names:
 - 1. _____
 - 2. _____

3.

- ☐ Note a leaf that is very smooth and sleek on both sides.
- ☐ Name a tree: _____
- ☐ Find a spider web with insect victims.
- ☐ Locate some moss. On which side of the object is it? _____
- ☐ Note a beetle. Give color and behavior: _____
- ☐ Observe an opossum. What is he doing? _____
- ☐ Find a quartz stone. Color _____
- ☐ Note a caterpillar.
- ☐ Locate a bird's nest. What kind of bird? _____
- ☐ Observe a rabbit.
- ☐ Find a feather. What kind of bird? _____
- ☐ Name our State bird: _____
- ☐ Stop and listen. Identify two bird calls: _____
- ☐ Observe a snail or land shell.
- ☐ Observe water skippers or any water bug. Name if you can: _____
- ☐ Observe a frog or toad.
- ☐ Locate a bird's nest built on the ground.
- ☐ Observe a wild animal or bird tracks.
- ☐ Name our State flower: _____
- ☐ Observe the sky. Any object soaring? Name it: _____
- ☐ Observe any kind of gall. Name if you can: _____
- ☐ Name the mammal that flies like a bird: _____
- ☐ What bird does your unit name as our national bird? _____
- ☐ Does a bee die after it stings? _____
- ☐ What do opossums do with their food? _____
- ☐ Observe a rodent.
- ☐ Locate a cocoon.
- ☐ Observe a honeybee or bumblebee.
- ☐ Observe ants at work. Name one lesson learned from them: _____
- ☐ Observe a fish or minnow.
- ☐ Observe a snake.
- ☐ If there are two classes of trees in the park answer "yes"; if not, answer "no".
- ☐ Name one constellation that can always be observed in the night sky if not cloudy _____
- ☐ Name the largest mammal: _____
- ☐ Name the smallest mammal: _____
- ☐ Observe one object in nature and give the spiritual lesson to be learned from it. Object _____
Lesson _____

Tree Tag

Four to twenty may play. One person is "it." A certain kind of tree is designated as "safe", and participants cannot be tagged when touching it. To

make the game more interesting, the leader may from time to time change the tree that is "safe." In this way the young people learn to identify the trees rapidly.

Who am I?

Ten or more may participate in this game. Pin a picture of an animal or plant on the back of each participant without his knowing what the picture is. By asking other people questions, participants attempt to identify themselves. The game may also be played with partners, half of the picture being pinned on each partner. In this case a player must not only find out what he is, but also find his partner.

Quizzes

Association

Identify the person or incident associated with each of the following:

1. A crown of thorns (Matt. 27:29)
2. A rooster (Matt. 26:74)
3. A bush not burned (Ex. 3:2)
4. A dog licking blood in the street (1 Kings 21:19)
5. Locust and wild honey (Matt. 3:4)
6. A raven and a dove (Gen. 8:6-10)
7. A firebrand between two tails (Judges 15:4, 5)
8. A fleece wet with dew (Judges 6:37)
9. A beast rising from the sea (Rev. 13:1)
10. A colt tied (Matt. 21:2)
11. Bees and honey in a dead lion (Judges 14:8)
12. A worm-eaten gourd (Jonah 4:7)

Bible Treasure Hunt

On a rainy day for an indoor nature treasure hunt this plan may be followed. List the names of trees found in the Bible. Or the leader may have done some research and have a printed sheet headed "Plants in the Bible." The references may be omitted on the printed sheet, which will send the Pathfinders to the Bible concordance to find the word that fits in the blank space.

1. "Purge me with _____, and I shall be clean; wash me, and I shall be whiter than snow." (Ps. 51:7)
2. Moses' mother hid him in the _____ to save his life (Ex. 2:3).
3. Zacchaeus climbed a _____ tree in order to see Jesus (Luke 19:4).
4. Consider the _____ of the field, how they grow; they toil not, neither do they spin" (Matt. 6:28).
5. Deborah was buried under an _____ Tree (Gen. 35:8).
6. The prodigal wanted to eat _____ in the far country (Luke 15:16).
7. The disciples plucked _____ on the Sabbath (Matt. 12:1).

8. The Lord said that faith as a grain of _____ seed could accomplish miracles (Luke 17:6).
9. Christ cursed a _____ tree because it had no fruit (Matt. 21:19).
10. A _____ served as a shelter to Jonah at Nineveh (Jonah 4:6).
11. A crown of _____ was placed on Jesus' head before His crucifixion (Mark 15:17).
12. "I am the _____, ye are the _____." (John 15:5).
13. The multitudes spread _____ branches in the way when Jesus rode into Jerusalem (Matt. 21:8; John 12:13).
14. Grapes, figs, and _____ were brought back from the land of Canaan by the spies (Num. 13:23).
15. "I am the _____ of Sharon, and the _____ of the valleys" (S. Of Sol. 2:1).

Names of Jesus

1. "I am the _____ of _____, and the _____ of the valleys (S. Of Sol. 2:1).
2. "The next day John seeth Jesus coming unto him, and saith, Behold the _____ Of _____, which taketh away the sin of the world" (John 1:29).
3. "One of the elders saith unto me, weep not: behold the _____ of the tribe of Juda, . . . hath prevailed to open the book" (Rev. 5:5).
4. "I am the _____, ye are the branches" (John 15:5).
5. "There shall come forth a _____ out of the stem of Jesse, and a _____ Shall grow out of his roots: (Isa. 11:1).
6. "In that day there shall be a _____ of Jesse, which shall stand for an ensign of the people" (Isa. 11:10).
7. "I am the _____ and the offspring of David" (Rev. 22:16).
8. "I am . . . the bright and _____" (Rev. 22:16).
9. "For the Lord God is a _____ and shield" (Ps. 84:11).

Biblical Zoo

In the following quotations from the Bible, names of specimens of animal life have been omitted. Can you supply the right ones? Score 5 for each correct answer. 75 is fair; 90 or above, excellent.

1. "Let a _____ robbed of her whelps meet a man, rather than a fool in his folly" (Prov. 17:12).
2. A living dog is better than a dead _____ " (Eccl. 9:4).
3. "Beware of false prophets, which come to you in sheep's clothing, but inwardly are ravening _____" (Matt. 7:15).
4. "The _____ have holes, and the birds of the air have nests" (Matt. 8:20).
5. "And she came to Jerusalem with a very great train, with _____ that bare spices, and very much gold, and precious stones (1 Kings 10:2).
6. "Asahel was as light of foot as a wild _____" (2 Sam. 2:18).
7. "Once in three years came the navy of Tarshish, bringing gold, and silver, ivory, and _____, and peacocks." (1 Kings 10:22).
8. "The high hills are a refuge for the wild _____" (Ps. 104:18).

9. "The _____ are but a feeble folk, yet make their houses in the rocks" (Prov 30:26).
10. "The _____ shall lie down with the kid" (Isa. 11:6).
11. "And the sucking child shall play on the hole of the _____" (Isa. 11:8).
12. "And when Paul had gathered a bundle of sticks, and laid them on the fire, there came a _____ out of the heat, and fastened on his hand" (Acts 28:3).
13. "Barley also the straw for the horses and _____ brought they unto the place where the officers were, every man according to his charge" (1 Kings 4:28).
14. "As for the _____, the fir trees are her house" (Ps. 104:17).
15. "There shall the great _____ make her nest, and lay, and hatch, and gather under her shadow" (Isa. 34:15).
16. "There shall the _____ also be gathered, every one with her mate:" (Isa. 34:15).
17. "I am like a _____ of the wilderness" (Ps. 102:6).
18. "Gavest thou the goodly wings unto the _____" (Job 39:13).
19. "At the last it biteth like a serpent, and stingeth like an _____" (Prov. 23:32).
20. "And the _____ brought him bread and flesh in the morning, and bread and flesh in the evening; and he drank of the brook" (1 Kings 17:6).

Other Activities

Bird Callers

Bird callers are amazing things—and they work! Each Pathfinder can make his own. Each caller requires a piece of hard wood, about 5 cm long and 2.5 cm. Wide. A piece of hammer handle will do. Buy an eyelet screw. Drill a hole in one end of the wood slightly smaller than the threads of the eyelet screw. Turn the eyelet screw into the wood, take it out, and put some powdered resin in the hole.

When the eyelet screw is turned back and forth it will make a squeaky sound that attracts birds. (They won't come to the owner, but they'll come nearer, particularly in the spring and early summer when they're raising their young).

Casting Animals' Tracks

A good way to interest Pathfinders in mammals is to take them on a trip to make animal track castings. When good clear tracks are found, sprinkle the track with talcum powder to prevent dirt from adhering to the plaster. Place a piece of cardboard around the track to serve as a form. Mix a sufficient amount of plaster and pour into the form. Allow the plaster to harden for several hours. When the plaster is taken from the form the Pathfinder has a perfect reproduction of the animal's track. This might be a start on your club museum.

Clay Pottery

Most Pathfinders still like to get their hands into mud. Encourage them to gather some of the gray clay from the bank of a stream and fashion it into a clay plate, vase, or animal. With sticks and twigs they might even put a design on this “masterpiece.”

Leaf Printing

Roll a piece of clay (or plaster) out flat with a rolling pin. Place a leaf on the clay with the veins down. Press the leaf into the clay with the rolling pin, then carefully lift the leaf off. The clay can then be cut into the desired shape and size. A paper clip can be placed in the back of the clay and the leaf hung as a wall plaque.

A leaf print can also be made by placing the leaf on a piece of art paper. With a toothbrush, wire screen, and ink, a print of interest and beauty can be produced. Dip the toothbrush into the ink and rub on the screen, which is held over the leaf lying on the paper. The ink will spray onto the leaf and paper; when the leaf is removed the print of the leaf is left on the paper.

Mushroom Picture

When on a walk through the damp woodland collect some mature mushrooms. Depending on the color of the mushroom, cut the stems off and place the mushrooms, gills down, on either black or white paper. Place a tin can over the mushrooms for 10-20 minutes. The mushrooms will drop their spores during this time. Remove the can carefully, take the mushrooms off the paper, and observe the spore pattern. This can be permanently preserved by spraying with a clear lacquer paint.

Picture Frame, Paperweight, or Name Plate

From a tree limb about 3 inches (7.5 cm) in diameter saw slabs 1 cm thick by cutting directly across the limb, or at a severe angle. Sand these slabs, then varnish them to bring out the beauty of the grain. Upon these slabs, the Pathfinder can glue pictures or, before varnishing, can burn names or designs into the wood. They can be hung up or placed on a base.

Plaster Mounts

Make a cardboard form 1 inch (2.5 cm) deep. Into this pour mixed plaster of paris and carefully press in shells, rocks, minerals, or other specimens you may wish to mount. If the mounts are kept the same size, the collection will be much more striking and easier to store or exhibit.

Projects and Crafts

Many junior youth have a fear of snakes, spiders, and other interesting natural life. It is important to introduce the youth to something in nature that he is already familiar with and has accepted as fun. Activities in which the Pathfinder can make objects with his hands will often be a good way to spark a lasting interest in nature.

While on a hike, driving along through a woodland, walking in a march, or touring a desert the alert nature leader will spot things that will capture the imagination of a group of Pathfinders. Looking for “pine puzzles” (pieces of bark that fall at the base of the tree) will often open a new world to the beginner. Dried twigs, seed pods, or branches of autumn leaves make beautiful table arrangements, and thus the Pathfinder discovers that nature is filled with interest and beauty, that it opens a new horizon for his budding imagination. (The instructor might have materials for demonstration.)

Nature crafts afford golden opportunities for the adult leader to use his creative ability and to encourage the Pathfinder to express what he feels and thinks as he uses natural materials.

Sand Art

While on a walk along the shore or beach suggest to the junior youth that they do some sand painting. They might take a stick and sketch a simple design in the sand. Others might develop more complicated and beautiful drawings, using different colored sand stones. A supply of pieces of sandpaper can also be taken on a hike. Suggest that the youth find stones or pebbles from the stream with which they can scratch a scene on the sandpaper. Various colored pieces of sandstone can add color and interest to the project.

Spider Web Print

Take the Pathfinders on an early morning walk. Take along some white flour and a few sheets of black construction paper. With the web still wet with dew, sprinkle a bit of white flour on it. Then place the black paper under it and detach the web. The print can become permanent if the web and paper are sprayed with clear lacquer paint.

Collections and Displays

Nature Museum

Most junior youth have a natural desire to collect things. A museum can become a tool to interest Pathfinders in different nature subjects by the use of specimens in the museum. It becomes a showplace for others to see what the youth are learning about nature.

A good museum depends upon interesting displays of properly prepared collections. A museum can tell fascinating life histories of flowers, trees, insects, birds, mammals, and almost all forms of life. A club project to collect various specimens needed to complete certain stories being developed in the museum would also add interest to field trips. In developing a museum the nature instructor will probably want to include some live animals and plants, as well as other properly prepared collections.

The size of the museum and the ambition of the nature instructor govern the types of exhibits that can be included.

1. Pictures

Hang a large bulletin board on which you can put nature sketches, paintings, and photographs, as well as clippings from newspapers and magazines. Develop nature maps of the surrounding areas, showing location of important trees, animals' homes, birds' nests, and so on. Develop any talent for drawing or painting that you may discover among the youngsters.

2. Live exhibits

Include only if regular care can be given; well aerated aquarium of native fish, water-plant terrariums with plants and amphibians, cages with mammals and snakes, observation bee hives, an "anthill," rearing cages for insect larvae.

3. Non-live exhibits

Bird houses, bird nests, mounted features, contents of pellets, plaster casts of animal tracts, animal-gnawed things, snake skins, preserved snakes, shells, insect collections, fungi collections, spore prints, pressed flowers, leaf prints, wood samples, twig and seed collections, pressed ferns, algae collection, moss collection, lichen collection.

4. Cassette or CD player

Have available cassette or CD's of birdsongs and the call of frogs and toads.

5. **Bookshelf**

Field books for identification, reference books, and nature magazines.

6. **“What is it?” shelf**

On a small shelf, have an exhibit of an unidentified object, preferably an object found in the area where the club is located, some special items to be brought to the youngsters' attention.

7. **Electrified chart**

In its simplest form, this consists of a large chart with a number of unnamed pictures of animals, birds, or plants. The names appear in a special panel at the bottom or on the side of the chart. At each picture and at each name is a metal knob. Attached to the chart on long wires are two brass rods. When one rod is touched to the knob under a picture and the other to the correct corresponding name, a bulb lights up or a buzzer sounds.

The chart itself may be made of plywood, wallboard or heavy cardboard if protected from the weather. The knobs can be brass paper fasteners. On the back of the chart the prongs of the fasteners are connected in pairs—picture and name—with bell wires. The wires from the two rods run to a number of doorbell batteries or flashlight batteries, and to the buzzer or a flashlight bulb.

Ant House

An ant house can be made out of a shallow wooden box about 30 x 35 x 7 cm, with two rooms 10 x 10 cm, in the center of the box, approximately half a centimeter deep and with one external opening. Two pieces of glass should be provided, one to cover the entire box and one to cover the two rooms. The glass covering the rooms should be glued in place. The glass covering the box should be ant-tight and kept in place with adhesive tape, which may be removed when necessary. A piece of cardboard or three-ply wood the size of the rooms should be prepared. It should be attached to a one-centimeter piece of dowel wood about 30 cm long. The dowel should fit freely into a hole drilled in the side of the box. Through the use of this device the cardboard may be kept on the rooms except when you wish to observe the ants, when the cardboard may be removed by pulling the dowel without opening the ant house. Ants will perform normal nest functions only in the dark. It is said, however, that orange or red glass will give the same effect as darkness.

Several openings on the sides of the box, covered with fine carburetor screen, should be provided for ventilation. A piece of sponge tacked in the corner of the ant house and kept moist will prevent the air from becoming too dry.

Bits of meat, sweets, banana, and other food should be placed in the box. Holes drilled in the box and fitted with plugs can be opened for the placing of

food and water within the ant house, so that ants will not be lost in opening the lid.

Occupants for the house should be collected with a small amount of dirt and dumped into a tray outside the rooms. The covers, cardboard, and glass should be placed on at once. The ants will find the dark cells and carry the immature ants into them. Ground-nesting ants, larvae, pupae, eggs, and a queen ant (if possible) should be collected. Dirt may be removed after the ants have set up housekeeping.

Aquariums

Frogs, toads, and other amphibians often require a damp habitat, such as a woodland marsh or pond. These animals may be successfully kept in an aquarium. Displays can be made from aquariums purchased at a pet store, or pieces of glass can be purchased and secured together. Care must be taken, however, that the joints do not leak. The use of a wood or metal frame with the glass mounted in putty is ideal. In order to keep the aquarium damp, a piece of glass over the wire top will hold the moisture and provide the condition needed.

Tadpoles, water beetles, dragonfly larvae, and many animals also make interesting exhibits in a museum. These animals should have their habitat reproduced. This can be accomplished by taking water from the pond or lake along with the native plants growing in the water as well as on the surface and along the shores. The plants will help maintain the proper balance in the aquarium.

Cages

Small mammals, such as rats, and mice, can be kept in wire cages. These animals are always interesting to observe. Special care must be taken to ensure their safety and caution used to not have or display any protected (endangered) species. See also the Small Mammal Pets Honor for further details.

Insect Cage

Glass jars are bulky and slippery, but this kind of cage is simple and safe. Cut a rectangle of screen, about 15 x 30 cm, and roll it into a cylinder. Fit it into a peanut butter or jam jar lid which serves as bottom, sew the seam of the screen with a bit of wire, and cap the screening with another jar lid. Use it to catch as well as to carry insects until they can be studied and identified.

Insect Zoo

Make an insect zoo, collecting as many insects as you can, and placing each kind in a jar with earth in the bottom. Be sure to keep in each jar leaves of the plant on which the insect was found feeding. Find some musicians for your zoo—such as crickets and cicadas, or study protective coloration in insects.

Terrariums

Live animal displays are always of interest. These can also be built permanently into the museum, or a less expensive way would be to use terrariums and aquariums on a shelf. Terrariums are usually made of wood with glass fronts. They can also be made of cardboard box with glass or plastic fronts. The tops should have wire or screen to keep the animals from getting out. A terrarium is used to reproduce the habitat of various mammals, reptiles, or amphibians. Each terrarium should recreate the actual habitat in which the animal lived. Desert animals should be provided heat. This can be accomplished by sunlight, an electric light bulb suspended in the cage, or by other heating methods. Including twigs, rocks, mosses, ferns, or cacti of the area from which the animal was taken will provide a more realistic touch. The terrarium should include some provision for water, and creating a natural appearing water source is desirable. The use of blue paper and glass partially covered on the edges with sand can often be made into a realistic-appearing pond or lake.

Display Cabinets

Proper cabinets, drawers, and boxes to display the items are essential. A study of the Nature Honors will provide many suggestions on collecting and displaying such specimens as mammals, insects, flowers, reptiles, etc.

Attractive drawers for display and compact arrangement of various nature specimens can be provided without a great deal of expense. A cabinet with glass-topped drawers is the ideal way to keep various collections. Shells, rocks, artifacts, butterflies, and other insects can be kept in these drawers and displayed when desired without too much danger of having the display damaged by fingers of viewers.

Field Trips

Field trips are always popular with Pathfinders. The nature leader will need to plan the trip well in advance to assure success. Here are important points to keep in mind:

1. Information

It will be essential for the nature leader first to impart some knowledge on a given nature subject before the junior youth can be taken on a successful field trip. Before a bird field trip is taken the class should know something about the feeding habits of the different bird families. The Pathfinder will also need to know something about the way different birds fly. Facts about nesting habits, migration, etc. will make the trip much more interesting. Consult libraries and specialists for information on these various specific plant and animal subjects.

2. The season of the year

The purpose of specimens to be observed or collected must be considered in light of the time of the year you plan to be in the field. Insects would need to

be collected in the spring and summer while seed pods and budding branches could be studied during the autumn and winter.

3. The habitat

This is where various plants and animals live. A trip to a cave to study bats could be planned. The nature leader would need to know where birds might be seen before conducting a bird trip.

4. Equipment

If specimens are to be collected, study must be given to the proper kind of equipment, such as nets, killing jars, cages, field glasses, etc.

5. Dress

Proper wearing apparel is important. If the group is to collect shells, they would dress differently from the proper dress for collecting insects.

Where to Go

A year-round nature program is possible, including field trips. These trips will allow the instructor to create an interest in other nature classes. For example, while the class is studying birds on a field trip, insects and flowers may also be pointed out and an interest sparked for future classes. Perhaps the following suggestions will aid in sparking ideas.

Museums and zoos

Almost every area has a good museum or zoo that would afford good opportunity to stimulate interest. Suggestions for a club museum might also result from such a trip.

Parks and Botanical Gardens

Most city, town, or State governments have provided parks. These places will give wonderful opportunities to study plant, insect, bird, and animal life.

Forestry Service

Federal and state forestry and agriculture services provide many wonderful field trip possibilities. Through them Pathfinders may learn what insect pests threaten crops and forests. They will also learn what native plants and animals can be seen in their area. Many clubs could visit forestry-service headquarters to learn how forests are protected from fire.

Nurseries

These would also afford good field trip choices for any group studying flowers or trees. How plants are grown, their care, and choice of certain plants for various living conditions would all add interest. Such trips might also aid in plans for completing Honors in Outdoor Industries or developing projects in community beautification.

Mountains and forests

These wide-open places are ideal for field trips. Here the instructor has opportunity to point out the various plants, insects, and other life that live together to benefit one another. The group can walk and sit, quietly watching the wildlife about them.

Farms

The group may learn much from a trip to a farm or a nearby dairy. Many youth would learn about the contribution that animals make to human comfort and needs. The planting, growing, and harvesting of various crops would remind the youth of the Creator's love in providing for man's needs.

Valleys

Here the nature instructor could find much to interest the Pathfinder. Frogs, snakes, turtles, insects, flowers, and many other forms of life may be found.

Streams and lakes

An abundance of life awaits the seeker at these places. Manmade ponds also provide good field-trip possibilities.

Beaches and shores

Water attracts many forms of life, and fortunate is the nature leader who has access to such places for nature study.

Quarries

Nature study possibilities at old rock quarries include minerals, fossils, geology, etc.

National Parks and Sanctuaries

There are many public and private sanctuaries and national parks across the country, which provide excellent nature study. These sanctuaries often have wild animals that have become tame, and they may provide close-up of animals usually seen in the field at great distances only.

Pointers on leading a nature field trip

1. Why a field trip?

- ❖ To promote love of God through nature
- ❖ The thrill that comes from experiencing the sights and sounds of nature
- ❖ A deeper respect for living things and outdoor manners
- ❖ Develop lifelong interest for outdoors, and a wholesome use of leisure time

2. Before the trip

- ❖ Know the area and route thoroughly

3. Conducting the trip

- ❖ Begin on time
- ❖ Start off briskly

- ❖ Stop where there is something to see
- ❖ Make sure everyone sees what you are looking at
- ❖ Encourage participation
- ❖ Help improve powers of observation
- ❖ Be alert
- ❖ Be enthusiastic
- ❖ Keep the group together
- ❖ Treat stops like episodes in a serial story
- ❖ Make use of quiet periods

4. After the trip

- ❖ Show slides or videos taken on trip
- ❖ Use films on topics suggested by the trip
- ❖ Get reports from various individuals on points of interest seen on trip

Suggested Field Trips

First Quarter

- Take a 50-km bicycle trip and cook-out with another Pathfinder Club
- Take a trip to the beach to collect shells and invertebrates
- Visit a market garden
- Visit a radar station, airport control tower, or telegraph office
- Take a trip to an archery manufacturer, or watch a professional archer shoot
- Visit a lifesaving club
- Take a trip to explore local folklore

Second Quarter

- Visit a plant nursery
- Visit a lowland area where ferns are abundant or a flower show
- Visit a furniture factory or a new subdivision with half-built homes
- Visit a local laundry
- Visit a new subdivision and watch the electricians on the job
- Visit a power plant
- Visit a floral shop
- Visit a tailor's shop or a dress-manufacturing plant

Third Quarter

- Visit a Scout camp, observe pioneering techniques
- Visit an observatory or planetarium for star study
- Visit a bakery and tour the facility
- Visit a photography studio or camera store
- Visit a leather-processing plant, cattle station, or dairy farm
- Enjoy a hike and nature study

Fourth Quarter

- Visit a radio-electronics store or a radio station

- Visit a map-making company or a surveyor's office
- Visit a weather station or a Coast Guard lighthouse
- Visit Red Cross headquarters or a hospital and emergency room
- Take a trip to a canning factory
- Visit a local college or university to see a tumbling team in action
- Visit a ceramic studio and store or a pottery factory

Camping

Philosophy

Every child develops naturally and continuously. Every place in which he is, and every person with whom he has contact, is a part of him. He grows best in the company of someone who is experienced and who understands and values him. Camping provides a powerful tool in shaping such growth.

Camping:

1. Gives an experience in a way of life based on the admonition to “love the Lord thy God with all thy heart and . . . soul, and . . . mind. (And) thy neighbor as thyself”, emphasizing:
 - ❖ the unity of mind and body
 - ❖ the importance of building nonverbal concepts
 - ❖ the dual responsibilities to think for oneself and to act as a member of a group
2. Helps develop a sense of belonging to the universe and its Creator by:
 - ❖ an enriched individual experience through contact with the natural world
 - ❖ promoting the use of sensory information to develop conceptual and perceptual models
 - ❖ using a ‘place apart’ and time to think
 - ❖ encouraging examination of existing models with a view towards revision and re-decision to form more appropriate models
3. Encourages the establishment of appropriate social relationships between youth, and between adults and youth.
4. Allows people to learn how to increase their security and so their enjoyment in life.
5. Uses the realism of the outdoor world to lead each group member
“to do justly . . . To love mercy, and to walk humbly with thy God.”
6. And as one young Pathfinder put it at the close of a week of canoe camping:
“This experience helps one make the important decisions in life.”

This philosophy becomes a reality in a camping ministry that keeps in mind the following objectives, remembering that the personality of the camper is the most important factor that leaders deal with in any camp. Compared with the long-term effects of personality development, everything else we offer pales into insignificance.

Objectives

1. Provide the individual with an opportunity to search for truth about God and himself, using full sensory experiences, and provide time for his development, growth, and acceptance of new thoughts, and ideas, spoken and unspoken.
2. Set up norms of the camp life-style based on acceptance, trust, cooperation, and conservation of the natural environment.

3. Make available a special time and place apart for a person to experience a broad range of new sensations, so that he might experiment with them, and if necessary change his old ideas, and develop a new working model.
4. Provide a secure situation in which the individual can live in harmony with the natural environment and sense his unity with the world and its Creator.
5. Build a realistic social setting for the development of relationships based on self esteem and a sense of honesty.
6. Set up enjoyable activities involving:
 - a. Skills that will enable each to:
 - ❖ think for himself, so that he can lead others
 - ❖ care for himself, so that he can help others
 - ❖ overcome unreasonable fears and so increase his experiences
 - ❖ cope with reasonable fears, so that he can take risks safely
 - b. situations where these skills are used in the accomplishment of a goal, which lead to the development of:
 - ❖ awareness
 - ❖ spontaneity
 - ❖ intimacy
7. Bring developing youth in contact with loving and loveable Christians

Types of Camping

A. Hiking and Packing

Let's go Hiking

These three words can be magic in any Pathfinder Club, or they could be words to bring moans and groans. Whether hiking will be a pleasure or a burden to the Pathfinders depends upon their leader. Plan your hikes carefully in every detail, so that the day will go off smoothly without mishap. Make the hike interesting from the very beginning to the very end. The following are rules that will make hiking a real pleasure.

1. Plan your hikes so that you will know exactly where you are going. Have a goal in mind that can be reached in the length of time planned for the hike.
2. Start the hike slowly so that everyone can get into the stride, then gradually work up to a moderate, even pace. Try to hold the rhythm and pace throughout the hike.
3. Breathe deeply.
4. Take a ten-minute break at least every 50 minutes of hiking. Make sure that the Pathfinders take a real break. Getting down on the ground with legs up against a stump or rock will rest tired legs and feet.
5. While actually hiking, it is best not to eat.

6. Do not drink large quantities of water while hiking, but take short, frequent sips from the water in your container. If you begin to feel too thirsty, a small clean pebble in your mouth will help.
7. If your hiking takes you along a road, always walk in single file facing the oncoming traffic.
8. Be courteous and keep off private property and all property that is posted "No trespassing." After using gates where you have permission, be sure the gates are closed when all the Pathfinders have gone through.
9. Think of the other hikers. Don't push or step on the heels of the one in front of you. Lift your feet so that you do not stir up the dust for those behind.
10. Any information that is given the front of the column is passed down through the line, and everyone is responsible for passing the message on to the person behind him.
11. Assign different Pathfinders certain tasks to do, such as hiking leader, and tail ender, first-aid man, timekeeper (will keep time for breaks), safety observer, and any other job that is necessary to make the hike a success. It is also a good idea to rotate these tasks so that all Pathfinders gain a variety of experiences.
12. Check so that no hiker is left behind.

Proper Clothing

Every season of the year is hiking season. You do not need to wait until it is summer or spring to do your hiking; it can be done all year long. When planning a hike, one of the big considerations is proper clothing. In summertime the clothing will be light, and in winter it will be heavier and layered. The following are rules:

1. In the higher altitudes even in summer, the evenings can be very cold. Warmer clothing should be carried.
2. In winter hiking one of the most common mistakes is to bundle the Pathfinders in too many clothes for the hike. Warm clothing could be carried for the breaks and for the evening when camping, but for the hike itself the clothes should just keep the person warm without perspiring. If one perspires in winter and then stops for a break, he will chill. Keep good air circulation throughout the clothing, and when you stop for a break, put on a jacket.
3. Do not allow Pathfinders to go on a hike with improper shoes or boots. Sandals/thongs and shoes of this type should never be worn on a hike, nor should new shoes or new boots, for they will cause blisters. There is no set rule for footwear, except that in winter, boots should be waterproofed. For

summer hiking some prefer light shoes such as tennis shoes, while others choose low-top boots. One rule is generally followed in hiking: two pairs of socks should be worn to cut down on the friction on the feet.

4. It should be remembered that the air is very thin and the ultraviolet rays of the sun are intense in high altitudes; consequently some type of head covering should be worn.
5. When planning to hike in the snow, it is important to remember to take dark glasses to prevent snow blindness. These are just as important to the comfort and health of the hiker as warm socks, mittens, and headgear that will cover the ears.

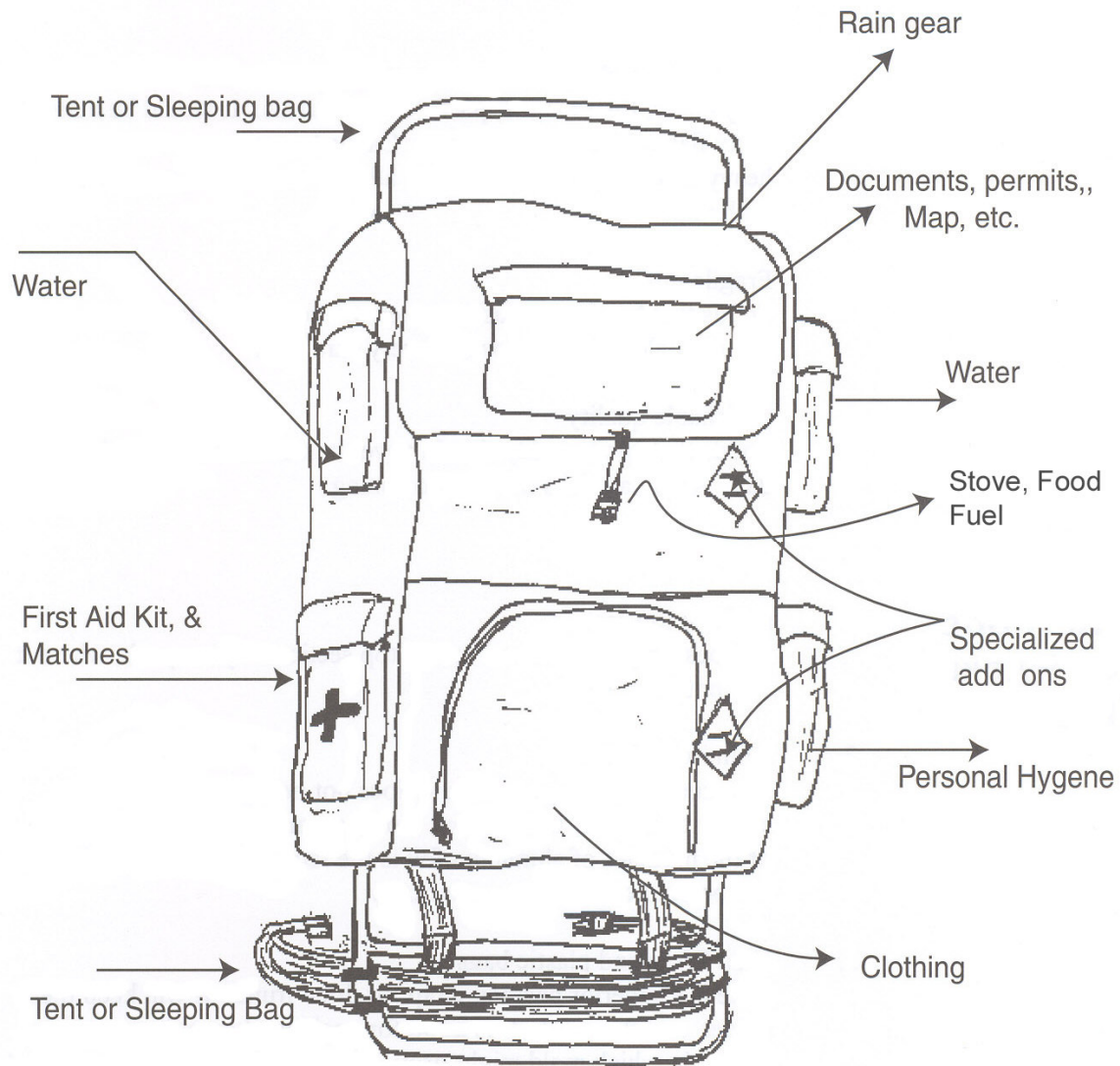
Packs

There are many types of backpacks. The choice of one is an individual preference. Many choose a frame pack; but others like a plain soft pack. Probably the easiest pack for Pathfinders to carry is the framepack with a load supporting belt. A good pack will carry the load on the shoulders and hips. Pack size should also vary in size based on torso length measured from hip lines to where the shoulder meets the neck.

When packing a pack, arrange the contents in such a way that the heavy items are on the top and the light and soft items are in the bottom. In this way the weight will be distributed over your shoulders. Pack as lightly as possible.

There are certain items that should always be carried: at least one extra pair of socks; one extra set of clothing; soap, toothbrush, toothpaste, towel, blankets or sleeping bag; ground sheet, flashlight, rain wear, food, eating and cooking gear, matches, personal first aid kit, toilet paper, and map and compass.

The swag is merely a way of carrying a sleeping bag or a bedroll either on your pack or over your shoulders. Blankets or sleeping bags are rolled in such a way that they are long enough to form an upside down U on the pack or over the shoulder, or both shoulders if a pack is not used.



Food

When choosing food for your pack trip, consider the following:

1. Nutritive value
This is probably one of the first considerations. It is wise to carry foods high in energy value, mostly carbohydrates, with little sugar.
2. Weight
All food carried should be light. Dehydrated foods may be used.
3. Bulk
Bulk and weight are two different things—a food may be light but very bulky; for example, puffed dried cereals. It would be better to carry flakes, biscuits or granola. Canned goods are an example of heavy

and bulky items. Further, all empty cans need to be carried out with you.

4. Fragile quality
Foods that break up, crush, or melt are not ideal rations to carry in a pack, unless they are packed very carefully.
5. Perishable quality
Foods that spoil readily should never be carried for more than a day. Avoid all risks of food poisoning.

Methods of Packing Food

1. Pack on top section
It is best always to pack the food on the top section of your pack, where it will not be crushed.
2. Aluminum foil
Aluminum foil wraps itself and does not need rubber band or strings to hold it. It keeps out moisture, air, light, and odor. One of the miracles of aluminum foil is the fact that food packed in foil can be cooked in the same package.
3. Glad Wrap and plastic bags
Here is a superior packing wrap for dried fruits. It will keep them tender and flavorful. It is good for packing cheese; it prevents air spaces in which mold might grow. It is excellent for packing dried milk, etc.

B. Wilderness Survival Camping

Philosophy

One of the greatest challenges of the outdoors await the Pathfinder in wilderness survival camping. This is primitive camping, with only the equipment the campers feel they must have.

The objective is to challenge one's inner resources in a strange situation and to overcome fear of the unknown, of hunger, discomfort, inconvenience, and delay. By gradually leading this group into situations of increasing difficulty, the leader shows them how to respond successfully to stress and develop self-confidence.

It is suggested that survival training be based on a series of back-packing trips. At first the group may take all the equipment thought necessary for comfort: down sleeping bags and foam pads, insect-proof tents, comfortable packs, and plenty of tasty food. On subsequent trips some items can be left at

home, until finally the group takes only those things that are necessary for safe camping.

This philosophy is opposed to the harshness of the “jump in and swim or drown” attitude and has proved successful with people of all ages. The leader makes sure that beginners are not overly frightened and encouraged them at every step. Thus he avoids developing mental complexes that can be lifelong problems. Instead, he is developing the most important character traits in youth—the ability to face problems and solve them, to plan and execute the plan in spite of difficulties. This style of camping can be the most important outdoor experience a young person ever has. Survival camping and mountaineering provide unforgettable memories and lifelong friendships.

Find a Camping Spot

You may take a group into a wilderness area, or in a national park (with permission) by hiking in and setting up camp for a day, a weekend, or a week.

Two or three hours' hike from the cars may be sufficient isolation. By scouting the area beforehand, you can choose a spot with good drinking and bathing water, adequate dead wood for fuel, areas for orienteering, a variety of edible wild plants to identify and ample rocks to climb, or whatever your program requires. National and State parks do not permit plant collecting or timber cutting. Therefore, obtain permission from the person in charge, explaining your plan and giving him exact dates so that your group can be contacted in case of emergency. Obtain topographical maps of the area and copies of park rules for your campers.

Obtain Equipment

If your group is not equipped for pack camping, spend at least one meeting demonstrating good equipment and helping them to obtain what they need before the trip. Have an experienced outdoors person do this, someone who has good equipment and knows where to buy or rent suitable gear.

The menu for the trip should be carefully planned to assure three nourishing meals per day. These can be bought for the group, or a specific list of meals, foods, quantities, and brands can be given to each camper. An experienced person can prepare foods at campfire in an appetizing way, then teach the campers how to prepare them. Remember, the first impression is important; therefore, let us repeat: Make your campers comfortable on their first wilderness trip, with good equipment, good food, and exciting activities well planned in advance. Do not let them carry a pack so heavy that they never want to hear of the wilderness again. Children, especially juniors, should not carry packs heavier than 20% of their body weight.

Clothing and Miscellaneous

See that campers bring adequate clothing for any possible weather change: a rain coat, wind jacket, wool shirts and trousers (to prevent chilling in rainy

weather), and the best hiking shoes or boots they can obtain. Not having a flashlight can cause panic in the wilderness, so make sure that each camper has one, as well as some sort of survival kit. This should include as many of the following items as possible: knife, waterproof matchbox and matches (or lighter), compass, candle, whistle, signal mirror, water purifying tablets, salt, sewing kit, nylon cord, plastic bags, plastic sheet (small), first-aid kit, flares, energy bar, pad and pencil. Such a kit, made up in a waterproof bag and used in a training camp in the wilderness could help save a life—including your own.

Skills to Teach

Before the big trip, perhaps on one-day outings, the group should have already learned the basic skills of fire building, tent pitching, and water purification. Wilderness survival skills taught on the trip may include:

1. Pack carrying (how to organize, load, balance, and adjust the pack).
2. Orienteering
3. Edible wild plants
4. Shelter and fire skills. (Build shelter of boughs, such as an A-frame, campfire oven, food storage, etc., and practice cord making, sandal or snowshoe making, and others.)
5. Basic climbing: use of belay rope, free climbing, rappelling (abseiling), etc.
6. Medical aid (wilderness first-aid procedures such as primitive stretchers, splint, carries, etc.)
7. Safety (water purification, safe use of tools, campsite and fire safety, hiking courtesies, etc.)
8. Make your own stove. See www.thru-hiker.com click on workshops for several varieties of stoves.

Specific Skills

Wilderness survival can be taught on canoe trips, caving trips, and hikes, as well as on normal day hikes. The trip in itself, without formal instruction, is educational in the highest sense and may meet the needs of the group with a minimum of lecture-demonstrations. But no matter how the instruction is presented, there are important points to remember in connection with teaching wilderness skills.

1. Water purification

Don't skimp here. Laziness can ruin the trip. Purify all drinking water with chlorine tablets or iodine, or by boiling. Have the unit leaders check this constantly and avoid temporary sickness and crippling diseases. Teach each Pathfinder to put a tablet in every container of water so that it becomes habitual.

2. Edible plants

Do not guess. If you don't know a plant say so. Have someone teach this subject who knows it and who does not try to cover up his ignorance; no one knows all plants. Most plants are nontoxic, but a few are deadly. Avoid teaching edible plants resembling poisonous species. Be absolutely sure before you tell anyone what a plant is and that it is edible; it could be a life-and-death matter!

3. Climbing

Again we urge you to have a qualified instructor start the Pathfinders climbing with the safest and best techniques. Climbing clubs can supply instructors who know the proper use of nylon rope; the best ways to tie basic knots; proper belaying, rappeling (abseiling), etc. Helmets and harnesses should be worn by all while climbing on rocks. Be sure climbers master the skill of belaying before they attempt to climb, and see that all climbers are properly belayed at all times. Good instructors are always alert to dangers and seek to prevent accidents.

4. Fires

Be familiar with local fire regulations. Extra caution must be exercised in a primitive camp to see that all campfire sites are safe. Follow the rules! Never leave a fire unattended, and make sure it is out before leaving.

5. Safety

Plan an emergency route for rapid exit from hiking area to medical aid. Have a complete first aid kit. Every camper should be covered by accident insurance.

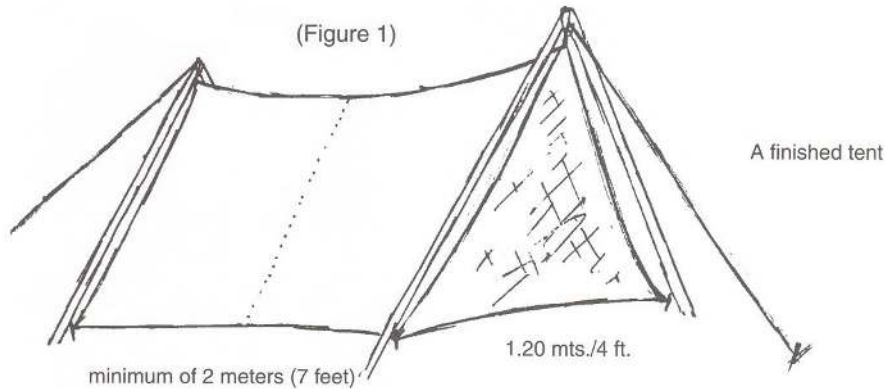
Goals

Resourcefulness, courage, self-reliance, and willingness to serve others are character traits that should be developed. Skills necessary to enable a person to make his way through the wilderness and eventually to lead a group in the wilds need to be mastered.

Tents

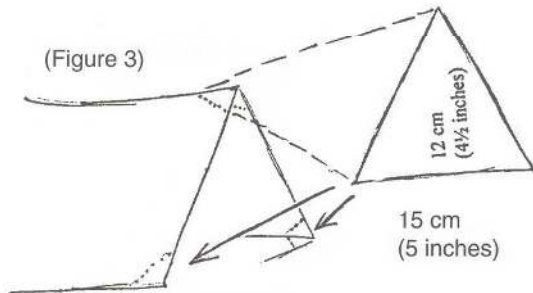
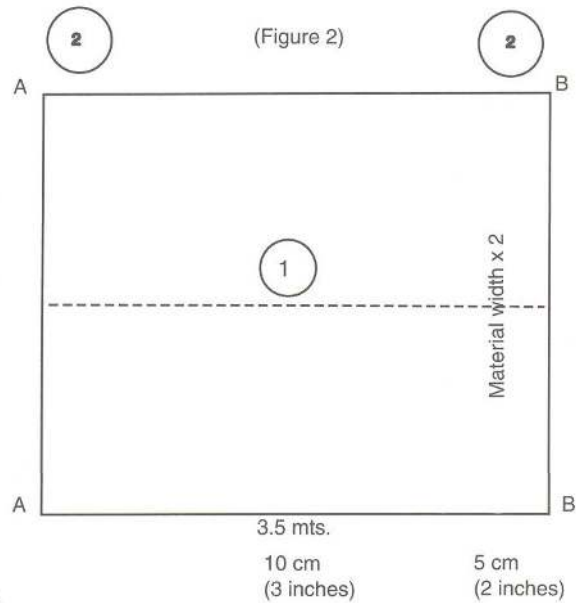
There are many types, sizes, and shapes of tents. Each camper has his own preference. The most common tent used by Pathfinders is wedge-shaped tent called a pup tent. The better pup tents have both back and front flaps so that the tent can be completely closed to keep out the weather. Small tents can be cheaply made using rip-stop nylon. The following is a design used successfully by many clubs where purchased tents are too expensive.

HOW TO MAKE A TENT



1) Join the two pieces of cloth lengthwise using stitching #1

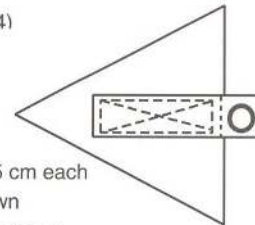
2) Join edge A with edge B to form the tent space using stitching #2. Sew from inside.



Cut 6 small triangles of about 15 cm x 12 cm use these to reinforce the 6 corners by using stitching #3

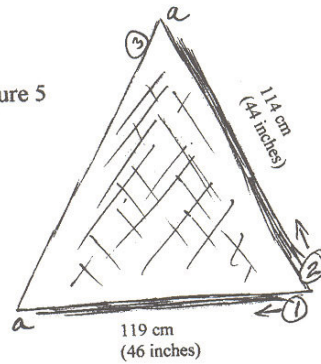


(Figure 4)



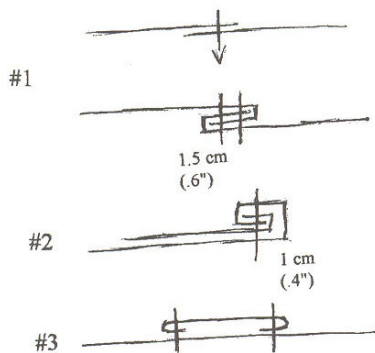
- 1) cut 6 short strips of webbing of about 15 cm each
- 2) rivet a ring into one end of each as shown
- 3) sew the strips to the corner triangles as shown

Figure 5



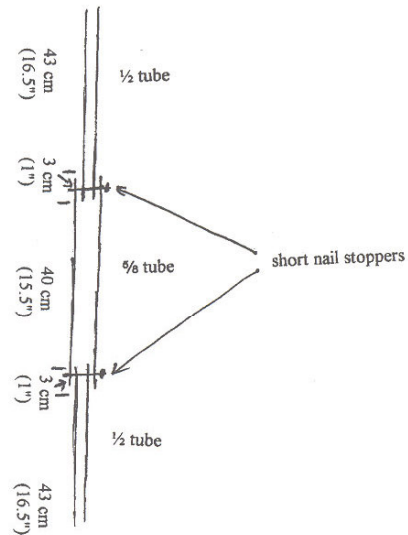
entrance screens and or flaps (front and rear)

- 1) Sew the 1.15 mt zippers into the position marked 1 with the foot at point a
 - 2) Sew the 1 mt zippers into the position marked 2 with the foot at point a
- The zippers should open right to left as indicated by the arrows. They should also be reinforced by an extra strip layer of nylon backing
- 3) the zipper-less side will be sewn directly to the left side of the tent, the zippers may now also be sewn to the tent- this gives two entrances to facilitate access to both sleeping bag and pack



Note: Cut 4 short pieces of nylon rope (about 20 cm [8 inches]) and fix them to the 4 floor corners of the tent. Cut the remainder of the rope in two equal lengths to serve as guy ropes for the top corners

Figure 6



use a 5/8" pvc elbow to join the tops of each pair of poles

Materials needed:

1. Rip stop nylon 7.5 mts (25 ft)
2. Zippers: 2- 1 mt; 2- 1.15 mts. (38"/ 44")
3. Aluminum tubes: 1/2" diameter- 3.5 mts; 5/8" diam.- 2 mts. (12 ft/ 7ft)
4. Nails: 8 of about 11/16"
5. Webbing: 1mt (3 ft)
6. Rivet rings: 6- 1/2" aluminum or brass
7. Nylon rope: 10 meters (35 ft.)
8. Thread: 3 spools polyester
9. Netting: 2.5 mts (3 yds)
10. 5/8" PVC elbows- 2

Pitching and Striking a Tent

Whatever type is the principal tent chosen for Pathfinder use, it should be the one used to demonstrate pitching and striking. All Pathfinders need to have the experience of pitching and striking a tent.

Shelters of Natural Material

Some day you will want to take the Pathfinders on survival campouts where no shelters will be carried. In this case you and your Pathfinders will need to have a knowledge of finding and/or building shelters from available materials.

How to Make a Cook Stove

This stove is known as the “Leprechaun” Stove as refined by “H-Monster”. Make your own simple but effective cook stove by recycling aluminum cans! You might want to practice with a couple cans at home before going on the trail. When built right, they will last for weeks of consecutive use, and if damaged can be easily replaced with cans found along the way. This idea was shared by some Appalachian Trail thru-hikers (hence the above nicknames) who were looking for something very lightweight, durable, and which would burn well. It works with denatured alcohol which is one of the cheapest fuels and may be found at most any hardware store. Note: Alcohol burns at a low heat therefore reducing potential risks, however, for the same reason is not very effective in country above one mile (1.6 kms) elevation.

Materials needed: 2 used pop cans

Tools needed: 1 camping knife

Step 1: Cut bottoms off both cans about 2 inches (5 cm) up from the bottom

Step 2: Cut 2 inch (5 cm) mid-section out of one can and cut to make flat strip

Step 3: Cut inner circle out of the bottom of cut-can # 1

Step 4: Cut long slit in the side of cut-can # 1

Step 5: Circle the strip to fit the inner ring depression of cut-can #2, cut crimps and fold over tight. (This is called the Leprechaun Crimp)

Step 6: Cut 3-5 small V shapes on lower edge of strip about 1/16 inch (2-3 mm)

Step 7: Insert strip into cut-can #2, then insert cut-can #1 locking strip in place. (Cut-can #1 will squeeze very tight)

Step 8: Carefully punch 8-10 holes in slanted edge of cut-can #1.
Stove is ready for use.

To season the stove, place a small amount of alcohol in and light. Let it burn till all moisture is burned out of the stove. For general use, place three-plus spoonfuls of fuel, light, wait till fire is seen from punched holes, then set small pot directly on stove. The central flames will go out but the small holes should continue to burn and cook the food.

Regulate the amount of fuel you use so that food is cooked when fuel is used up. Don't over supply fuel – it gets wasted.

Backpackers Check List

Foundation

Boots
Socks
Moccasins
Rubbing Alcohol
Foot Powder
Cutter First Aid Kit with
Snake Bite Kit
Pack

Kitchen

Water Purification Tablets
Canteen
Folding Water Carrier
Frying Pan
Cooking Pots
Dish Pans
Cup
Silverware
Sheath Knife
Salt & Pepper Shakers
Sugar Container
Detergent Container
Margarine Container
Matches & Match Safe
Magnifying Glass
Can Opener
Stove
Fuel for Stove
Funnel for Stove (if liquid type)
Stove Windscreen

Bedroom

Tent, Tent fly & Accessories
Polyethylene Sheet
Air Mattress or Ensolite Pad
Sleeping Bag

Clothes Closet

Shirts
Jeans

Gaiters
Poncho
Gloves
Bandanna
Hat

Notions

Flashlight & Batteries
Spare Batteries
Spare Bulb
Sun Glasses
Camera
Maps
Compass
Toilet Gear
Towels
Sun Tan Lotion
Lip Salve
Hand Lotion
Signaling Mirror
Whistle
Rope
Reading Matter
Note Book
Pen, Pencils
Watch
Thermometer
Ripstop Tape
Needles, Thread (in Match Safe)
Fishing Tackle
Rubber Bands
Plastic Bags
Wallet
Car Keys
Pocket Radio
Extra 9-Volt Battery
Hand Soap
Bug Repellent
Extra Pr. Glasses
Tooth Brushes
Tooth Paste

Razor

1. Spread all gear that you plan to take on the floor.
2. Sort into separate piles. Usual gear: Pack, Tent, Bag, Boots, Clothing, Food, Cooking Utensils, Stove/Fuel, Toiletries, Camera, Film, Money, ID, etc.
3. Decide what gear is absolutely essential to your trip.
4. Decide which of the items left, after step 3, you want to carry along.
5. For a more enjoyable trip keep your pack as light as possible.

The “Go Lite” Backpacking Checklist

When one determines that backpacking could become a passion and distance packing is where the real art (and fun) begins, then a “go lite” system is imperative. The following checklist has been developed by “H-monster” (code name for a young backpacker who recently hiked the 2,200 mile [3,500 kms] Appalachian Trail in eastern United States. This trip takes an average of 5-6 months to complete and a hiker can expect to blow out 3-4 pairs of hiking boots.) This checklist will reach the total of 14 lbs (6.3 kgs) with carefully selected ultra-light gear. With food and water for a week, the pack will weigh approximately 24-25 lbs (11 kgs).

Essentials:

Sleeping bag
Pad
2 pair of socks and liners
2 pair of shorts
2 shirts
rain jacket and pack cover
toilet paper
tooth paste (small tube)
tooth brush
pen
small pad of paper
pocket knife
Leprechaun stove
fuel
disposable camera
flashlight, small
bleach/ iodine/ or polar pure for water

bandana
lighter
spoon
first aid kit:
 ace bandage
 a few bandages
 lots of pain killer

Optional:

gaiters
walkman radio
hat of choice
rain fly

For cold weather:

fleece over-shirt long johns
stocking cap long pants

Remember

When packing food, avoid use of tins and non-burnable packages, etc. Leave your campsite in a better condition than how you found it.

C. The Canoe Trip

In most countries there are ample opportunities for canoe trips, which can bring a rewarding experience and a lasting impression—with a growing relish to go again.

Experience, in the final analysis, is the only way to learn canoeing. Pathfinders should have a basic knowledge of canoeing skills before attempting a canoe based camping trip. Canoeing around a pond is one thing, canoe camping is quite another. A brief discussion of the fundamentals before you go could help to smooth the way. It is best that all participants have completed the canoeing honor prior to the trip.

The Canoe

First comes the matter of choosing a canoe. This will largely depend on what type of trip you plan—whether it be a short trip or long, white water or smooth. The Canadian canoe is usually recommended for a touring-type canoe camp, simply owing to its size. It can carry a good amount of equipment and comfortably carry 2 to 3 people. The Kayak is more suitable to white water, owing to its maneuverability.

The most popular material today is kevlar, because of its lightness and durability.

There are many styles of paddles to choose from, which we leave to your personal preference. However, the newer style of bent-shaft paddles are the worst energy/power efficient. The stern paddler, who is the captain of the canoe, should have a paddle that reaches to his nose when standing; the bow paddler should have a paddle slightly shorter—just under his chin—for best results.

Equipment

Though you may feel you are not confined like the backpacker to minimal weight, don't forget you may portage—which means carrying the canoe, paddles, and all the gear through the brush to the next available put-in point. So get organized! Go as lightly as is conveniently possible. Water in the canoe, insects, canoe damage, wind and rain are very common realities on a canoe trip.

Remember: what counts is, not what your canoe can carry, but what you can carry.

On the Trip

When you pack your gear in the canoe before you launch out, be sure it is well balanced so the craft does not list. The lower the weight, the better the stability. Tie your equipment to the canoe.

A conservative daily stint for a canoe trip is 20 kms, depending upon the current, wind, tide, repairs, etc. It is always best to allow a generous leeway because of unforeseen difficulties and inclement weather.

Safety Rules

A cardinal rule in lake country is to get off the water at the very first warning of a storm. It is definitely dangerous to be caught in wind-lashed waters, even if you are experienced. On river and stream trips an equally firm rule is: Never take a stretch of white water without knowing exactly what you are in for. If you don't know the stream, get out and

walk along the shore: study out your route and then ride through it. If there is any doubt at all, portage. Never be caught without a map and compass. Countless islands have a strange way of looking alike, and portage trails disappear right before your eyes.

As a prerequisite for canoe trips, each canoeist must be a swimmer (completed their Intermediate Swimming Honor is a good gage) and be familiar with life-saving techniques. Test each crew in a planned upset with the challenge to right the canoe, splash out the excess water, make for shore and empty the canoe, being ready to go—a little wetter but experienced in the unexpected.

D. Bike Hike

A good bike hike must include practices that will result in improved physical fitness, self-reliance, individual initiative, co-operative outdoor living, spiritual awareness and other attributes which contribute to a well-rounded character.

In planning for this activity, the leader should ensure that all details have been cared for, such as—rendezvous and departures; route to be traveled; points of interest to visit; length of bike hike; back-up plans, and environment. They should also provide each Pathfinder or staff member with a checklist of clothing, equipment, personal property, and food needed.

Safety Rules

- ① Obey traffic laws and regulations including:
 - Stop lights and signs
 - One-way streets
- ② Ride with the traffic flow within 1 m (3 ft) of edge of road.
- ③ Travel single file.
- ④ Use the standard hand signals when stopping or turning.
- ⑤ No weaving in or out of traffic.
- ⑥ No swerving from side to side.
- ⑦ No stunt riding
- ⑧ No riding double.
- ⑨ Always wear a certified helmet.

Bike Inspection

All bikes must be in good mechanical condition and have all the standard safety features, such as reflector, good brakes, and lights if traveling near dawn or dusk. (Never ride at night.)

Pathfinders should be able to carry out basic repairs and maintenance to their bike.

Maintenance Check List:

- ✓ Puncture and tube replacement
- ✓ Back wheel removal and adjustment
- ✓ Brake adjustment

- ✓ Brake-cable replacement
- ✓ Derailleur adjustment (geared bikes)
- ✓ Gear cable replacement (geared bikes)
- ✓ Handle bar and front fork adjustment
- ✓ Bearings
- ✓ Pedal adjustment
- ✓ Correct seat adjustment

Packs

Packs or day bags should be as light as possible, and should be secured to the bike rather than carried on the back by the rider.

If lashed in a basket, they should not obstruct vision or endanger the balance of the rider.

WITNESSING

Introduction

God has invited us to share the Good News concerning His Son, Jesus Christ.

The story of His life, death, and resurrection and the news of His soon coming needs to be told. Pathfinders can play an important part in taking this gospel to the world.

The Pathfinder Classwork curriculum includes a wide variety of Bible-based material, which will allow the Pathfinder to discover and develop an interest in things that pertain to God, His love, care, mercy, and kindness. Special Class activities have been designed to help them share this growing appreciation for their Savior individually and as a club.

A variety of witnessing programs are also planned and sponsored by the local church as well as special events that allow for creative ways of witnessing, such as Christmas and New Year.

The following is provided as a list of suggestions. You will do well to make special times available with the Pathfinder Club executive committee and staff committee to plan outstanding witnessing programs for the club. However, it is important to remember that witnessing should be a part of the Pathfinder lifestyle--not just a program! Witnessing is a way of life! "Take the time to spread the Word."

Pathfinder Community Service Projects

Helping Children

1. ***Toy repair for hospitals***

Making and repairing toys, such as soft, stuffed animals for use in hospitals and children's institutions.

2. ***Story hour***

Story hour and games are often welcome in children's homes and institutions.

3. ***Parties for handicapped and poor children***

A whole day can be spent at a Health and Welfare Center helping the poor and handicapped. Parties for them will brighten their faces, particularly during a holiday season.

4. ***Cardiac pastime***

Children who have cardiac problems are confined to their beds. Pathfinders can take scrapbooks and interesting things for these children to do to help the hours pass more quickly.

5. ***Day-care Centers***

Assisting in day-care centers provides an outlet of community service, particularly adaptable to the summer months, when Pathfinders have more available time.

Community Improvement

1. ***Rubbish cans***

Gather five-gallon cans or other types of containers suitable for use as rubbish receptacles in public area such as parks, street corners, and school grounds, etc. (Check with local city maintenance department for information concerning a solution for cleaning the cans, assistance in placement, etc.) These cans may be attractively hung or placed in areas where proper disposal will be assured. With some searching, cans and paint will likely be donated to the cause.

2. ***Roadside clean-up***

This is an invigorating early-spring project for an ambitious group. Many organizations have projects of environmental conservation. Offer the Honors in Environmental Conservation and Ecology. Some clubs have raised their entire year's budget this way.

3. ***Historical site restoration***

Many communities, particularly small ones, are interested in having youth help with the restoration of their historical sites. Contact your local historical society.

4. ***Flower boxes***

These can become attractive additions to otherwise dreary town streets. Pathfinders should observe the needs of their community and beautify these unattractive areas with trees, flowers, shrubs. Pathfinders can provide the manpower, the city can donate the funds, and several Honors in Outdoor Industries can be worked on.

5. ***Car rubbish bags***

An easy and practical project for the days when the club must be indoors is that of making rubbish bags that can be used in cars. These can be made from paper or cloth and stamped or stenciled with the club name for distribution in stores, banks, etc.

6. ***Literature racks***

They can be placed in barber shops, Laundromats, and hotels, providing good literature on health, drugs, religion, etc. for the community.

Conservation

1. ***Bird boxes and feeders***

The making and placing of small nesting boxes for birds in wildlife areas can be a rewarding project. The boxes can be made during the winter months and distributed (with the help of the personnel in charge of the area) in the early spring. What better way to help Pathfinders learn the nesting habits of these creatures?

2. ***Wildflower seeds***

In certain areas depleted of wildflowers, the planting of seeds would not only promote conservation but would also beautify any natural area adapted to the growth of these delicate plants.

3. ***Shelters and stations***

Pathfinders who live in more rural areas might obtain permission to develop small wildlife areas in nearby wooded sections, constructing shelters, feeding stations, etc. The following conservation pledge can be used by the Pathfinders:

"I give my pledge as a citizen to save and faithfully defend from waste the natural resources of my country--its soil and minerals, its forests, water, and wildlife."

Training in conservation will enable the club members to enter into programs such as tree planting, building bird- and wild-animal feeding stations, checking soil erosion, and similar activities.

Holidays

Christmas projects

Pathfinders can do many things during the Christmas holidays:

- One enjoyable project is making and selling Christmas candles. The proceeds might go toward a missionary project that the club prepared for Christmas. (See the Candle Making Honor.)
- Christmas corsages are fun to make and would be thoughtful gifts to give to patients in convalescent homes.
- Toy repair is also a good project. Pathfinders can collect old toys in the community and fix them up for Christmas day. A party can then be planned where poor children from a neighborhood receive presents.
- Christmas caroling with everyone in uniform. Visit the well-to-do section and sing for them also. This is good public relations.
- Food baskets can be prepared and given to needy families.

Temperance

1. ***Public-school program***

Plan a temperance program with principal or superintendent of a public school. Have a Seventh-day Adventist doctor join the group and also show a film. Have Pathfinders in full uniform and have them participate and testify.

2. ***Temperance drive***

Have a temperance drive with bumper stickers; visit police; take a picture of Pathfinders putting a sticker on someone's car.

3. ***Temperance parade***

If possible have a march in the city against drugs, tobacco, and alcohol. Plans should be made in advance with the local authorities for permission. Posters and signs should be carried to a spot in the center of town.

4. ***Five-Day plan participation***

Pathfinders can participate in the distribution of materials during Five-Day Plans

to Stop Smoking. They can assist in the program and even testify to the reasons why smoking is bad for a person.

5. ***Healthful living***

Organize action units for the promotion of healthful living. The Temperance Department can furnish details on how to organize these action units.

Hospitals

1. ***Gifts of flowers and magazines***

These are especially appreciated by hospital patients. Pathfinders can send accompanying notes that tell patients they hope that their hospital bed will be empty very soon.

2. ***Picture frames***

Your local hospital may have a need for some attractive prints and framed pictures for otherwise drab and bleak hospital rooms. This could be an inexpensive project if the frames were made and the mounting done by the club.

3. ***Volunteer program***

Ask about your local hospital volunteer program. Older Pathfinders may find summer volunteer work very worthwhile and enjoyable. Such experience may prove to be a valuable asset in a vocation later on.

Senior Citizen

1. ***Labor help***

Try helping elderly persons on a regular basis with such strenuous chores as yard maintenance, window cleaning, curtain laundering, simple repairs, etc. There are a number of simple jobs that young people can do at homes for the aged. These little tasks, cheerfully done, will be much appreciated.

2. ***Birthday presents***

Obtain from a rest home a list of the birthdays of the patients. Imagine the surprise and fun the patients will have when you bring in a lovely birthday cake! Include in the Cake Decorating Honor.

Other Suggested Projects

1. ***Deaf and hard-of-hearing***

Collect magazines and have the Pathfinders clip appropriate pictures for charts used at preschool clinics, or place pictures in scrapbooks for use by speech therapists. Contact your local hearing center for suggestions.

2. ***Visually handicapped***

An interesting project is to make life-size soft dolls, dressing them and donating them to schools that train preschool blind children. Dolls are a great aid in teaching these children to dress and undress themselves.

3. *Books to city officials/Prisons*

The club can select the Bible and missionary books and take them to city officials in a special interview. Pathfinders can sign the books and offer them to the city. The same contributions can be made to prison libraries.

4. *Visit non-Adventist churches*

In full uniform Pathfinders can visit other denominations in the area, offering them a relevant book, but they must be careful not to offend or embarrass other pastors.

Individual projects need not be undertaken by the whole club. While some projects may lend themselves to entire club participation, large clubs often find that unit participation in a varied program of projects works well. An interesting follow-up would be to hold a reporting and discussion session, giving each unit an opportunity to share its activities and experiences with other club members.

Not all these projects will be suitable for one club. There are many other projects that have been overlooked here. Pathfinder Clubs should work on those projects that fit their area and the particular needs of their community. A calendar of events will dictate which promotion to undertake at a specified time. The Pathfinder Class Manuals have lists of service project ideas.

SPECIAL PATHFINDER WITNESSING PROJECTS

1. *Voice of Junior Youth*

This very successful plan harnesses the energies and talents of junior boys and girls to put on a full-scale evangelistic effort geared to junior-age visitors who come with their parents to evangelistic efforts. A special booklet containing organizational plans, talks, visual aids, etc., may be available from the local conference youth department to help Pathfinder Clubs organize such an evangelistic outreach. It is a very successful plan to get decisions for baptism, and you will find most pastors and evangelists enthusiastic about it. Some clubs have been known for establishing new church congregations through this effort.

2. *Vacation Bible School*

Many Pathfinder Clubs are finding Vacation Bible Schools as a real avenue of sharing their faith. There are a number of items that the Pathfinder can do to help in a Vacation Bible School; it is good for the Sabbath School and Pathfinders to team up together to sponsor one. The Pathfinders can distribute the invitations to the homes in the area, or if there are no written invitations the Pathfinders can go from door to door and invite others to come to the Vacation Bible School.

During the actual Vacation Bible School, the Pathfinders can help with refreshments. The older Pathfinders and junior counselors can assist in teaching classes for the primary and kindergarten divisions. Many of our

Pathfinders are very talented in various crafts. It is well to make use of this talent and put them to work teaching crafts. At a Vacation Bible School there is always a need for help with games, and here again the Pathfinders can assist.

Graduation night is always the highlight for any Vacation Bible School. On that night have two Pathfinders in uniform post the colors, and then in the program tell what the Pathfinders do and how much they enjoy the club. The girl should tell what the Pathfinders do and appeal to the junior girls to join the club; the boy can then tell what he likes about Pathfinders and appeal to the junior boys. Pathfinders, neatly dressed in their uniforms, can also be used for ushering on graduation night. Pathfinding is a wonderful follow-up for any Vacation Bible School. After graduation, have the Pathfinders, with a counselor, visit the homes of those who came to Vacation Bible School. Have the Pathfinders present the people with a Bible that they have marked or a copy of *Steps to Christ*. Entire families have been baptized after such a follow-up.

3. Branch Sabbath Schools, or Story Hour

With adult counselors acting as guides, Pathfinders can carry on a strong Branch Sabbath School. They can give out personal invitations to the youth in the neighborhood where the Branch Sabbath School is to be held.

They can also help to provide music. There are usually one or more who can play the piano for the song service, some who play instruments, and some may be able to sing. Your older Pathfinders and junior counselors can help by telling stories. Pathfinder leaders can also tell stories, but it is well to give the Pathfinders a chance to develop their talents. It may even be that your Pathfinders can help teach some of the classes. In this case there should be an adult to help them plan the lesson study. Those who have used Pathfinders as teachers have found that they are very faithful and that they can come up with excellent illustrations and demonstrations.

4. District Show Display (local or regional fairs)

The Boy Scouts, Girl Guides, and other youth organizations take advantage of this medium in letting people know what is happening in their organization. The Pathfinder organization carries on the strongest program of all, so why shouldn't the public know what Pathfinders do in their clubs?

A number of items can be accomplished in a Pathfinder booth. A regular camping scene or a scene depicting one of our Honors are ways a booth can be built.

5. Marching in Local Parades

This might sound like a strange way for a Pathfinder Club to share its faith, but actually it is a marvelous way. Whenever we hear of a parade we try to make arrangements for as many of our clubs as possible to march in it. Large banners are made with the following written across them, "Seventh-day

Adventist Pathfinders _____ Pathfinder Club" The Pathfinder Clubs not only march in the parade, but they also have their special drill teams and lovely floats.

This acquaints people with the fact that Seventh-day Adventists do have youth organizations. As a result, we have had many youth join the Pathfinder Club who otherwise would never have heard of Pathfinders.

Pathfinder Fair

The Pathfinder fair is a special day for the Pathfinder Clubs of a conference or designated area. Usually these occasions take place on Sunday and extend from ten o'clock in the morning until four or five o'clock in the afternoon. The club members are invited to come in uniform, bring hobbies and exhibits, prepare various demonstrations, be prepared to march in a parade, and participate in various skill events. (See Pathfinder Camporee and Fair Manual for details on events.)

Members exchange ideas and get a sense of the strength of the Pathfinder movement within the area. Another great advantage of this special occasion is the opportunity for the adult leadership to become acquainted and deepen fellowship in service for our junior youth.

The Pathfinder fair, like the camporee, furnishes the opportunity and motivation for the Pathfinders to do their best and be well prepared for the different activities.

The youth director of the conference is in charge of the whole program and determines the events, floats, parade, booths, judges, and location of the Pathfinder fair.

Suggestions for Pathfinder Fairs

1. Theme

The Pathfinder fair could have a theme. All the activities like booths, parade, floats, events, etc. will be built around the theme.

2. Registration

Clubs should arrive at 8:00 a.m. and report to the youth directors for registration and allocation of sites.

3. New clubs

Many new clubs are discouraged at times because they do not have all the equipment and uniforms. By just being at a fair they will gain a great deal of inspiration and a host of new ideas to take back and start implementing in their clubs.

4. Uniforms

All Pathfinders and staff members may have the opportunity to wear full uniforms for the opening and closing ceremony. Field uniforms may be worn during events.

5. Awards

Clubs present receive their annual awards based on the conference points system. Participants in events should strive toward a personal standard and not be competing against each other. It should be possible for all clubs and all individuals participating to receive awards.

6. Flags and guidons

Clubs should bring their club flag and guidons for each unit. Club flag should be carried in the parade and posted in the flag stand during events.

7. Food booths

Space will be provided for clubs' food booths. Clubs will furnish food and all necessary equipment such as hot plates, extension cords, etc. Food should be available at reasonable prices, and each club should notify the conference youth director of the food they are preparing for sale. (Regional church membership as well as local populace are invited to attend as spectators and consumers.)

8. Parade

The parade is usually the first item of the program followed by events and activities. The Pathfinder Clubs should have specific instructions as to all the formality and commands to be given at the fair, including the march.

9. Club booths

Each club may wish to have a club booth and there display the finest in skills. The judges will take into consideration several things as they judge the booths:

Appearance of the booth

Overall appearance as to its appropriateness, attractiveness, the motif, whether it brings out the general theme of the fair. Adult leaders may assist the Pathfinders in arranging and preparing the booth but should not do the whole thing.

Pathfinder display in the booth

This relates to the collections, hobbies, handicrafts, Honors, or other exhibits made by the Pathfinders that bring out the theme of the booth. These collections are to be the work of the Pathfinders in the club.

Demonstrations

This refers to the actual working demonstrations by the Pathfinders in the booth. It should be related to the theme of the booth, and adults should not be obvious in the demonstrations.

Ideas for booths

- Arts and crafts: leathercraft, screen printing, textile painting, etc.
- Household arts: display of pressure-cooked or baked foods, dressmaking, needlecraft
- Mechanics: radio, model trains
- Health and science: home nursing, first aid, optics
- Nature: butterfly and insect displays, shell collections
- Outdoor industries: display of different kinds of honey, with glass display case of live bees
- Recreational pursuits: a camping display with someone setting up a camp kitchen
- Outreach: Storytelling, sign language, adventure for Christ

These are only a few of many things that could be done.

10. Judging

This is a very important aspect of a fair. The youth leader should select judges and present them with a complete sheet of instructions and meet to decide how to handle the different activities.

11. Suggested schedule of events for a Pathfinder fair

6:00 - 8:00	Setting up of club booths
8:00	Booth and float registration
9:15	Registration of clubs
9:30	Meeting of all Pathfinder directors
10:00	Judging of club booths
11:00	Grand parade
12:00	Lunch
1:30	Fair events *
3:30	Special event
4:00	Presentation of awards

* Some conferences have made this time a "market day" as a special project fund raiser- Very successful!

Pathfinder Rally

Pathfinder rallies are times when clubs in a district or conference come together on a Sabbath afternoon and/or evening for fellowship and spiritual inspiration. The rally is conducted once each year and is usually held in a large public hall, church, or auditorium. All Pathfinders and leaders should be in full uniform and bring their club flag, to be presented in the opening ceremony.

This is an ideal time for parents, friends, and church members to share the inspiration of Pathfinders.

Clubs should travel to the venue after the normal church services have been completed. However, in remote country areas, travel could take place on Friday afternoon and the host church provide accommodation for the clubs.

The rally is organized by the Pathfinder Area Coordinator, who works with the conference youth director in making plans for the event. The conference youth director should be present, and when possible union or division youth directors should be invited as guests.

Suggested Program for a Rally

1. **Preparation**

All clubs should be notified in advance of the date, venue, and time of rally. Usually the program will begin at 3:00 p.m. on Sabbath afternoon.

2. **On arrival**

Clubs will assemble outside the hall--ideally in a park nearby--at the directions of the district director. The clubs will then march into the hall and take up their positions in the assigned areas. The club flag bearer should be seated near an aisle so as to be ready for the flag ceremony.

3. **The opening ceremony**

The official party should be on stage as the clubs enter. The national and conference flags should be in position.

The area coordinator (Parade Marshall) joins the rostrum party and hands over the clubs to the conference youth director.

At the command of the youth director, club flag bearers march to the front of the rostrum, then about-face (facing the audience).

At this time Pathfinders sing the Pathfinder Song, and repeat the Pledge and Law, and prayer is offered. Flag bearers then about face and place flags in holder at either side of the stage--at the floor level.

4. **Singing and music**

After the official welcome, all join in a sing time. Pathfinder musicians can be encouraged to provide a youth orchestra as backing. The use of an overhead projector aids the song leader in providing words for songs.

5. **Meet the clubs**

This segment provides an opportunity to get to know the clubs present. Each club director is called to the stage and announces the number of Pathfinders from his club in attendance.

Other interesting information can be shared, e.g. special service projects, witnessing done by the club, a person attending because of witnessing; a Pathfinder who lived the club ideals and received special community recognition for heroic deed, etc.

6. Bible Bowl

See the Pathfinder Bible Bowl Handbook for details.

7. Interviews and items

Now we come to a very special time, an opportunity for the youth director to interview Pathfinders (youngest, those baptized in previous year, junior counselors, etc.) about the spiritual value of Pathfinding to them.

This can also be a time when Pathfinders can make decisions to commit their lives to Jesus Christ. These short interviews can be interspersed with sacred items from individuals or small groups of Pathfinders.

8. Story

The afternoon program climaxes with a story in which some of the ideals of Pathfinding can be upheld. This can also coincide with closing Sabbath.

9. Fellowship potluck supper

On some occasions the rally continue on into the evening. If so, clubs will have been encouraged to bring food for a potluck supper and eat in clubs or as a total group. This meal should be conducted in an orderly manner.

10. Club reports

Perhaps the real highlight of a rally program is the club reports.

Each club should come prepared to give a ten-to-fifteen-minute report of the club activities. These reports should be given in a creative way including music, as well as slides, videos, audio visuals, or skits.

11. Conference promotion

At the conclusion of the club reports, the conference youth director and area coordinator can share either a report of some outstanding event in the area, e.g., camporee or fair slides, or promote coming events.

12. Closing ceremony

The rally concludes with the closing ceremony. Club flag bearers resume flags and present them for the closing prayer. Clubs are then dismissed.

Pathfinder Camporee

The Pathfinder Camporee is an occasion when clubs from an entire conference or a given district come together for a period of two or more days, for fellowship, inspiration, and for the exchange of ideas and experiences in camping skills and other activities of junior youth ministry. Each club should have complete equipment to take care of themselves over the designated period--tent, sleeping gear, cooking utensils, food and other equipment that they need. This is the culmination of training that progresses to the point where a club becomes able to take care of itself independently.

The area for a camporee should be clear ground with access to water and at least the possibility of sanitary facilities and garbage disposal that can be set up quickly by the campers. The clubs should bring everything they will need and be assigned a space of ground upon which to place their camp equipment. Demonstrations of fire building, cooking, signaling, first aid, knot tying, marching and drill may be enjoyed. Good campfire fellowship will be a highlight, and religious services will bind the group together in a spiritual mold. This is probably the high point of the Pathfinder activities. It should be the objective of every club to be prepared to participate in a Pathfinder Camporee.

The youth director of the conference is responsible for organizing a camporee and determining the events, place, and activities. Instructions will come from his office as to the location, events, and what the clubs can expect to do in order to participate in the program.

Every camporee should have a theme, and all activities should be built around this theme so that each Pathfinder will remember the spiritual lessons from the Bible, from nature and history of the church.

A Pathfinder Club ought to build its program keeping in mind the events and skills needed to participate in a Pathfinder Camporee.

Among the highlights of the camporee are the events. Each Pathfinder wants to do his best for the club. Competition should be against a personal standard and not between clubs. To instill a sense of participation where each one will strive toward a standard instead of against a fellow Pathfinder or another club, the setting up of such personal standards will avoid situations where only one club can take first place. This allows the possibility of several persons or clubs achieving whatever award is given by the conference. Events should not require pre-empting class and Honor work in the clubs weekly program.

In most cases the camporee is conducted over a weekend. Where possible, clubs should be set up before Sabbath and concluded in time to allow safe return home.

A Pathfinder Camporee provides:

- A time for camping, cooking and sleeping out in the great out-of-doors.
- A time for fun, adventure and exploration.
- A time for hikes and nature walks into the realms of God's natural world.
- A time to learn skills and thrills of working, playing, and fellowshiping together.
- A time to draw near to God, the Great Creator of all that surrounds us.

Camporee Requirements

Sending out camporee attendance requirements well in advance by a special Pathfinder Camporee bulletin eliminates organizational problems. The following is a typical set of detailed instructions and requirements. They may be adapted to fit each camporee environment.

Club Organization Requirements

1. In most cases a registration fee for each Pathfinder and staff member is charged to help defray expenses of renting the camp with its facilities and covering programmatic costs.
2. All Pathfinders must camp in units by clubs.
3. Each unit must have one adult counselor.
4. A complete unit should consist of not more than eight Pathfinders.
5. Units must be made up all of one gender, with no mixing of the sexes. The male and female tents must also be separated.
6. Each of these units must belong to an active club that has been active from the beginning of the current year. (Isolated Pathfinders may be attached to a club for the camporee or formed into conference/mission units.)
7. Each club is self-sustaining. This means that each club will have its own food, cooking equipment, bedding, tents, tables, and everything needed for the camporee. Motorized vehicles and trailers are allowed only for staff and for cooking facilities.
8. Food preparation can be done by units or by club.
9. The camping arrangement is by clubs. Each club is responsible for its own arrangement of youth to camp in separate sections.
10. A counselor must assume full responsibility for the Pathfinders in his or her unit and should be with them at all times.
11. It is the responsibility of the youth director to supply detailed instructions and camping-area assignments to the clubs upon their arrival at the camporee.
12. Inspection should be made of the camping areas. Tents and all equipment must be aligned in a neat and satisfactory manner.
13. Each club should be covered by accident insurance so that each Pathfinder and staff member is protected.
14. Clubs should bring their own Pathfinder and national flags.
15. The clubs are responsible for transportation to and from the camporee sight. Utmost caution should be exercised in selecting drivers who are mature and responsible. Equipment should be in good condition and overloading should be avoided. All vehicles and Pathfinders should be covered by adequate insurance.
16. Clubs should not bring pets or animals, motor bikes, motorcycles, buggies, etc. to the camporee.

17. Each club should have a person in charge of medical needs and first aid.
(Camporee headquarters also has medical staff for serious needs.)

Requirements for Each Unit

1. Bring unit guidon.
2. Bring one shovel.
3. Bring one ax and two hatchets (optional).
4. Provide adequate shelter for each Pathfinder--may be pup tents, tepee-type tents, trail tents, etc.
5. Properly prepare a fire area for unit cooking:
 - a. Types of fire
 - b. Propane
 - c. Coleman
6. Fire extinguisher.
7. First aid kit.
8. Have a table lashed together and made by the Pathfinders (Optional).
9. Provide an adequate supply of food for entire unit. Food should be planned and prepared to supply well-balanced meals. No flesh foods should be allowed in camporees. Meals should be cooked by unit groups or club. Counselor of unit should counsel and plan early with unit members on just how they want to prepare food and cooking. Pathfinders should be given definite responsibilities and kept within the time schedule for meals and camp duties.

Individual Pathfinder Requirements

1. Be a Pathfinder in good and regular standing and a regular member of a Pathfinder Club for at least three months.
2. Have complete uniform, including all insignia appropriately placed.
3. Be a part of a complete unit.
4. Maintain satisfactory standard of work and conduct at home, school, Sabbath School and Pathfinder Club. Have this duly certified by parents, schoolteacher, Sabbath School teacher, and Pathfinder Club counselor.
5. There will be cases when girls can wear Pathfinder field uniforms or slacks. Shorts should not be allowed.
6. Have appropriate warm sleeping gear.
7. Bring a pocket knife.
8. Have a flashlight.
9. Include a Bible and Sabbath School quarterly.
10. Bring toilet articles, including toilet tissue, washcloth, towel, comb, toothbrush and toothpaste.
11. Have adequate underclothes and coats according to the local climate, such as raincoat, rain hat, rubbers and boots.
12. Bring mess gear such as knife, fork, spoon, cup, plate.
13. Include a plastic ground cover for sleeping bag.

Additional Camporee Items of Importance

Fires

1. Fires (when applicable) should be built in camping areas only.
2. Care must be given that Pathfinders strike matches only at campfire site.
3. A ten-foot circle should be cleared down to mineral earth before building a fire.
4. All refuse must be burned or placed in garbage cans.
5. All fires must be extinguished before leaving the campsite.

Nature Conservation

1. Pathfinders should leave camp with no trace of their permanency there.
2. The following is recommended for waste disposal:
 - a. Select a suitable spot at least 50 ft from any open water.
 - b. Dig a hole 8-10 inches in diameter and no more than 6-8 inches deep, to stay within the biological disposal layer of soil. Save the sod or dirt.
 - c. After use, fill the hole with loose soil and tramp the sod back in place. Nature will do the rest in a few days.
3. Pathfinder club directors should give consideration as to how the wood is provided, instructing Pathfinders not to destroy trees and camping area.
4. All Pathfinders should be instructed in environmental conservation and ecology. The Honors in these areas are recommended.

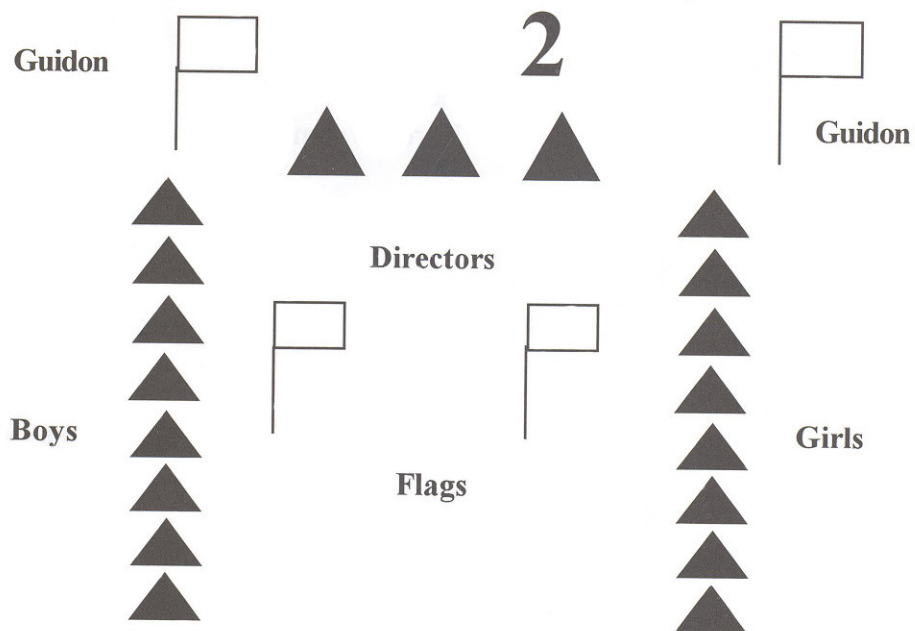
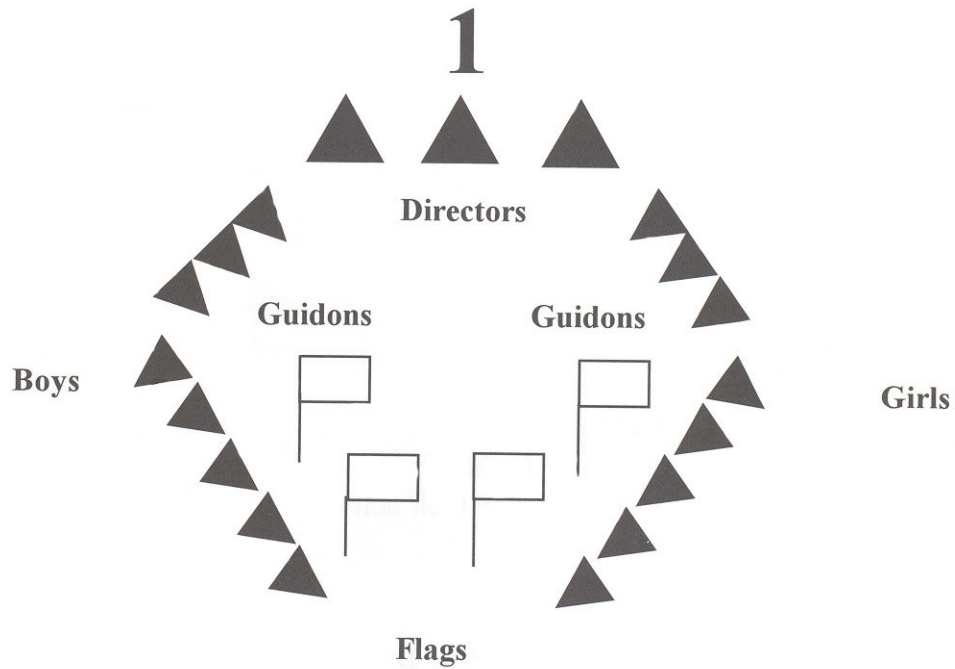
Sabbathkeeping

1. Leaders should know that the young people will look to them and will try to copy every word and action. They should not lead the youth to break the Sabbath by actions, words, or example.
2. Care should be given to the edges of the Sabbath, which are very important to the Lord. Let us guard both as with our lives. Before the sun goes down all tents ought to be set up and everything ready for Sabbath.
3. During the Sabbath hours the youth should be checked as to rock throwing, knife throwing, secular songs, certain improper games, etc. Control of this area is easier if schedule is full of other activity.
4. Activities should be planned to include Friday evening campfire, Sabbath School, church service, afternoon program, Sabbath evening campfire. The program may be varied to expose the young people to nature.
5. The club and units should plan for spare time--Friday and Sabbath sunset worships, Sabbath afternoon club activity like a nature hike, story time, or some other interesting Sabbath activity. A special effort should be made to make the Sabbath the highlight of the camporee, using creative worship ideas.

6. All Pathfinders and staff members should be encouraged to participate in all meetings and activities.
7. Counselors must be with their units during all meetings and activities.

SUGGESTED CAMP LAYOUTS

These are only suggested ways of making your camp look neat and uniform. Use your own plan, but make it look sharp.



Pathfinder Day

Purpose

Each year the General Conference designates a Sabbath as Pathfinder Day, to be observed in all Seventh-day Adventist churches with the following objectives:

1. Give official recognition and encouragement to the Pathfinder Club in the local church.
2. Acquaint the congregation with the scope of possibilities offered by the Pathfinder Club in the development of our junior youth.
3. Encourage greater cooperation and support of the local Pathfinder Club by the congregation.
4. Recruit additional Pathfinder staff members.
5. Give the Pathfinder Club members a greater sense of belonging to the church by their active participation in the worship hour.
6. Give an opportunity for the church to provide more financial assistance for the club by giving a special Pathfinder Club offering during the worship hour. By vote of the local church board, the church offering on this day may be appropriated to the local Pathfinder Club.

Planning the Program

For Pathfinder Day to meet the above objectives, planning the program in every detail is a must. Here are some hints and ideas to better the program.

1. Most pastors are long-range planners. Arrange with the pastor for a Pathfinder Day months in advance.
2. Discuss Pathfinder Day with the club staff and decide on the best program. Work as a team.
3. Present the program to the pastor with a complete outline. Ask for his suggestions and cooperation.
4. Apply to the church board to have the Pathfinders receive the offering and do the ushering.
5. Notify parents, church members, and the church press secretary.

6. Begin training participants, color guard and speakers. Remember, the Pathfinder Club is on parade.
7. Most church members do not know the Pathfinder Song, Pledge, or Law. So, insert a printed copy of these into your church bulletin.
8. Indicate in the bulletin when the congregation is to stand. Also announce during the personal ministries period any changes that have been made in the order of service.
9. Program should be snappy--no lagging. While the next part of the program is being announced, have the participants on the way.
10. Practice at least one dry run of marching in, taking places, reciting pledges, posting colors, and marching out.
11. Places where groups or individual participants stand should be marked with masking tape or chalk.
12. The "needs of our club" section must have specifics. Tell the congregation exactly what the club needs by way of funds. A dollar per person will allow the club to do such and such. A campaign may be launched for a room, headquarters for the club, tents for camping, and so forth.
13. Leaders should have confidence in the presentation of the program. Apologies reveal lack of preparation.
14. Invite a good speaker to present the message. The local conference youth director will be thrilled to be invited. He probably schedules speaking appointments months ahead, so invite him six months or a year ahead of time. It may be necessary to hold Pathfinder Day on another Sabbath. Work closely with your pastor on this part of the program. Better yet if your club has a child preacher, use him/her; if not, invite one from a neighboring club.

On the following pages are several detailed program outlines, one of which should fit your church. Success is guaranteed if instructions are followed faithfully.

PATHFINDER DAY CHURCH SERVICE NO.1 *

Prelude

Ministers enter

Silent prayer

* * Doxology

* * Invocation

* * Presentation of Colors

Pathfinders march in and take places Pledge and Law

Post flags

Honor Guard returns to seats

Congregation and Pathfinders seated

Scripture reading: 1 Timothy 4:12

Hymn No. 529, "Under His Wings"

Congregational prayer

Offering

Special music

Pathfinder report--Pathfinder club director

Sermon by pastor, child preacher, or guest

Hymn No. 508, "Anywhere With Jesus"

Benediction

Postlude

* * Congregation stands

* Adult Sabbath School can also be directed by Pathfinders.

PATHFINDER DAY CHURCH SERVICE NO.2

Prelude	
Personal ministries period	Pathfinder missionary experiences
Processional	Ministers, directors, pathfinders
Introit	(platform group kneeling) Choir
Doxology	
Invocation	Pathfinder
Post Colors	Color guard
Welcome	Pastor
Scripture Reading: 1 Timothy 4:12	Pathfinder
Hymn no. 529, "Under His Wings"	
Prayer	Two Pathfinders
Pathfinder Song	Pathfinders
Pathfinder Happenings	Teen Pathfinder
Pledge and Law	Pathfinder choir
Song of Instrumental Selection	Pathfinders
Pathfinder Objectives	Club director
Offering	
Sermon	Pastor, child preacher, or guest
Hymn no. 508, "Anywhere With Jesus"	
Benediction	
Recessional	
Ministers and directors	
Color guard	
Staff	
Pathfinder units and counselors	
Congregation	

PATHFINDER DAY CHURCH SERVICE NO.3

Prelude

Personal Ministries Period

Minister and platform personnel enter

*Processional: "The Captain Calls for You" Organ, Piano, and Trumpets

Marching order:

Color guard

Directors

Staff

Pathfinder units

*Pledge of allegiance to Bible and flag

*Flags and guidons posted

* Invocation

Welcome (Introduces Pathfinder club director)

Pastor

Scripture: 1 Timothy 4:12

Pathfinder

Pathfinder Song

Pathfinders & Congregation

Prayer

Special music

Pathfinder

choir

"Pathfinder Happening" (A report)

Teen Pathfinder

Pledge

Pathfinder

"What Pathfinding Means to Me"

Pathfinder

Law

Pathfinder

"Why I am a Pathfinder"

Pathfinder

Objectives and needs of club

Club Director, Counselor, or

Teen Pathfinder

Offering

Special music

Pathfinders

Sermon Pastor, director, guest speaker, or child preacher

Hymn No. 529, "Under His Wings"

Benediction

Recessional: "Onward Christian Soldiers"

Organ and piano

Marching Order:

Ministers and directors

Color guard

Staff

Pathfinder units and counselors

Congregation

* Congregation stands

PATHFINDER DAY CHURCH SERVICE NO.4

Prelude

Ministers and platform personnel enter

Doxology and Invocation

Processional: "Onward Christian Soldiers"

(Pathfinders march in led by the national and Pathfinder flags. Color guards post themselves on floor in front of pulpit. All stand when flags enter and remain standing until flags are posted on the platform.)

Pathfinder Song

Pathfinders

Pledge and Law

Led by a Pathfinder

Posting of Flags

Scripture Reading:

Proverbs 22:6

Pathfinder

Ephesians 6:1-4

Prayer

Pathfinder

Welcome and Director's Report

Pathfinder club director

reports on year's activities, goals for new year and presents any recognition and awards.

Special music

Pathfinders

"Why I Am a Pathfinder"

Pathfinder

"How did it all begin?"*

Director and six Pathfinders

Offering

Teen Pathfinder

(Pathfinders)

Special music

Pathfinder or Pathfinders

Sermonette

Director, guest, child

preacher

Hymn no. 543, "Jesus, Friend of Little Children"

Benediction

Pathfinder

Postlude

* The history of Pathfinding may be found on the internet at:
youth.gc.adventist.org

OTHER CONFERENCE-SPONSORED EVENTS

Many conferences are sponsoring events specially geared to specific age groups of Pathfinders or specific interest groups. Generally clubs receive participation points if they are represented by the given parties but do not have to be present en masse.

Examples of age-related activities generally targeting teens would include a Teen Rafting Trip, Teen Mission Trip, Teen Ski/Water Camp, specialized high adventure trips, etc.

Teen Mission Trips have particularly caught on in recent years with special projects being selected within a conference territory, another part of the country, or even another country. Projects include beautification, disaster relief and recovery, orphanage ministry, health-related ministry, building projects, etc.

Examples of specific interest events have included weekend bird-watching trips to prime locations, Pinewood Derby Meets, Model Rocket Launches, Computer Fairs, Music Camps, Caving weeks, First Aid and Rescue Weekends, and many others. Often individual Pathfinders develop specialized interests that the rest of the club is not involved in or the club does not have qualified staff to lead in. The conference can, by pooling resources from a broader area, provide opportunity for these Pathfinders to further develop their skill through participation in a special event such as these. Generally attendance mandates only an interest in the subject and an adult counselor for every 4-6 participants pooled from one or more clubs.