



FLORIDA CONFERENCE REQUIREMENTS

Section E

- Share Your Faith - Project Suggestions
- Adventurer of the Year Awards
(Award given @ Red Zone)
- Adventurer of the Year Requirements
- Uniforms
- Submitting FL Conf. New Adventure Stars/Chips/Awards Submission
- Evaluation



"Share Your Faith"

Project Suggestions

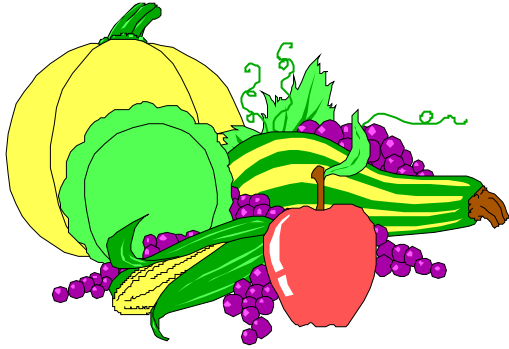
From the beginning of the Adventurer year, each club needs to determine what it will be doing for its club's major "Share Your Faith" (SYF) project. Adventurer clubs are encouraged to use their imagination in planning their projects. However, examples of good "Share Your Faith" projects include:

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

It should be emphasized that at least 60% of the club be involved in this project. The club's "Share Your Faith" activity should become personal to each Adventurer.

REMINDER

Conducting "1" SYF activity (with at least 60% attendance) is a requirement for Adventurer "Club of the Year".



Share Your Faith Suggestion

Treat-instead-of-Trick

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

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

“Adventurer of the Year” Award

PHILOSOPHY

The *Adventurer of the Year* award is given to a child who falls between the Busy Bee to Helping Hands levels **ONLY**. The requirements are not intended to be easy and are designed to present a challenge to the Adventurer who is **exceptional** in all aspects of life and desires in every way to be an **"outstanding"** individual. The director must realize that this is an award for an **exceptional** Adventurer. The program must be explained and each Adventurer should be encouraged to participate. This award should be highly sought after, and those receiving it must be deserving of it. It is the intent of this program to encourage **excellence** among our children. However, this is not an award for an Adventurer who must constantly be reminded and prodded to meet the requirements. **Adventurers being considered for this award should have exceptional behavior and leadership qualities for his/her age.**

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

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

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

A maximum of three (3) Adventurers of the Year applicants may be submitted to the Conference per club. If a Club Director feels that he/her club has more than three candidates he/she must submit those names and the reason for recognition to the State Adventurer Administrator by April 20th for consideration.

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

The *Adventurer of the Year* award will be presented at the Florida Conference “Red Zone.”

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

A **maximum** of three (3) “Adventure of Year” per club may be submitted to the Florida conference

Forms need to be received by the conference office with the Quarterly Report by May 1.

Adventurer of the Year Requirements

ADVENTURER CLUB PARTICIPATION

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

• PERSONAL EVALUATION:

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

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

• APPEARANCE

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

• CONDUCT:

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

• SPIRITUAL:

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

• CLUB STAFF EVALUATION:

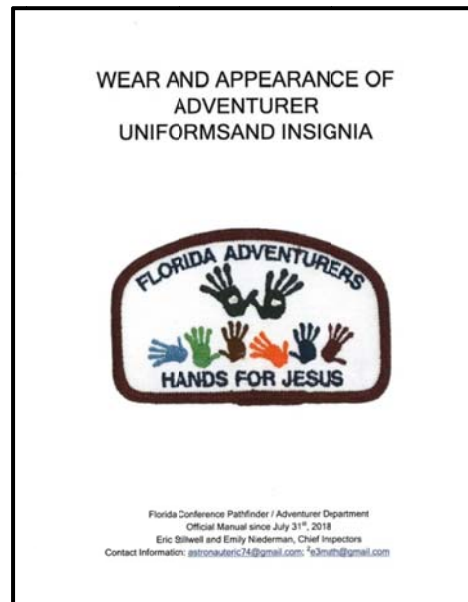
The candidate must be approved by the Club Staff (at a staff meeting) by a SECRET BALLOT majority vote. This vote should be based on his/her three Evaluation Sheets, and on the personal observations of the Club Staff. Document the results of this majority vote on the "Requirement Completion Form".

• REQUIREMENT COMPLETION FORM:

An Adventurer Club Leader must fill out the *Adventurer of the Year* "Requirement Completion Form" at the Florida Conference website (<https://floridaconference.com/adventurers>) and send it to the Conference office by **May 1** (this is the only document we need to determine the award winners).

UNIFORM REGULATIONS

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



UNIFORM DIRECTOR: Eric Stillwell

TELEPHONE: 941-400-8867

E-MAIL: astronauteric74@gmail.com

WEBSITE: www.floridaconference.com/adventurer

Submitting New Florida Conference Adventurer Stars/Chips/Awards

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

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

2. Two different Adventurer clubs from different churches must “test pilot” the proposed Stars/Chips/Awards. (Contact your Area Administrator, Zone Administrator and Cluster Coordinator or the Conference Pathfinder/Adventurer Department for possible test clubs.)

3. Both test clubs must send a letter of recommendation, with the conference evaluation form, to the Conference Pathfinder/Adventurer Department, where they will be forwarded to the Adventurer Committee. The committee will review the Stars/Chips/Awards and vote on whether or not any changes need to be made. Once the committee has approved it, the honor requirements will be submitted to the Pathfinder Adventurer Committee (PAC) for review and acceptance.

4. When proposed Stars/Chips/Awards are submitted by its author(s) to the Florida Conference Pathfinder/Adventurer Department, it becomes property of the Florida Conference of Seventh-day Adventists and is subject to possible changes. The final decision of the requirements and artwork to be submitted to the PAC will be made by the Adventurer Committee. The Adventurer Committee will notify the author(s) of the honor’s approval.