



FLORIDA/NAD OPERATIONAL INSTRUCTIONS Section F

- Philosophy and Objectives
- Rationale for Activities
- Risk Management
- Adventurer Insurance
- Adventurer Family Campouts Guidelines
- PAC Constitution

Philosophy and Objectives

As found in the NAD Adventurer Club Manual

Philosophy of the Adventurer Program

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

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

The Uniqueness of the Adventurer Club

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

The Adventurer Club involves children and their parents in *Pre-K to grade 4*. The programming and planning for Adventurers should be simple and short, but creative. Parental involvement provides opportunities for parents to participate in the learning experience.

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

Adventurer Club Membership

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

History of the Adventurer Program

In order to help children learn more about the Bible, health, and nature, and to help them develop their people skills, the General Conference, in 1939, endorsed the idea of the Adventurer classes of Busy Bee, Sunbeam, Builder, and Helping Hand.

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

In 1988 the North American Division Church Ministries Department invited interested conferences and child specialists to study and evaluate the Adventurer Club concept. A committee met in 1989 to update the Adventurer curriculum, develop Adventurer awards, and write guidelines for the Adventurer Club organization.

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

North American Division Adventurer Mission Statement

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

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

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

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

GOALS AND OBJECTIVES

Why Have an Adventurer Program?

The Adventurer program is designed to support parents in assisting children with the challenging task of developing fully as followers of Christ in today's world.

What is the Adventurer curriculum designed to accomplish?

1. Children will, at their own level, commit their hearts and lives to Jesus Christ.
2. Children will gain a positive attitude toward the benefits, joys, and responsibilities of living a Christian life.
3. Children will acquire the habits, skills and knowledge needed to live for Jesus today.
4. Parents and other primary caregivers will become more confident and effective as co-laborers with Christ for their children.

Objectives

The Adventurer Club provides fun and creative ways for children to:

1. Develop a Christ-like character.
2. Experience the joy and satisfaction of doing things well.
3. Express their love for Jesus in a natural way.
4. Learn good sportsmanship and strengthen their ability to get along with others.
5. Discover their God-given abilities and to know/learn how to use them to benefit self and serve others.
6. Improve their understanding of what makes families strong.

Rationale for Activities

Article I: Leadership Convention

Section A: Rationale for Leadership Convention

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

Section B: Guidelines for Clubs Attending

1. The attendance at Leadership Convention by at least one club representative is required for "Adventurer Club of the Year".
2. Personnel attending the convention should remember that this is a training course and not a family weekend. Club leaders should bring only those persons interested or planning to help in the club program during the year (**Please, children should NOT attend**).
3. Adventurer directors should register and pay for their convention attendee's online (<https://floridaconference.com/events>) well in advance of arrival to guarantee that their materials will be available. Reserving sleeping accommodations will depend on the location of the convention.
4. Those attending should be encouraged to wear their Class A uniform on Sabbath morning and/or proper Sabbath attire and casual wear for the balance of the weekend.

Article II: Conference Events

Section A: Fun Days & Super Fun Days

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

Section B: Guidelines

1. All clubs, new and old, must attend a Fun Day to qualify for "Adventurer Club of the Year". (See Adventurer Club of the Year Requirements pg. 505)
2. Clubs should arrive early Sunday morning.
3. Club leaders must supervise and be responsible for their Adventurers at all times. Every Adventurer should have a parent with them.
4. All Adventurers are expected to participate in all events.
5. Adventurers and club staff should wear their field uniforms during Fun Day, or as specified by the State Administrator or Pathfinder/Adventurer Director.
6. The Florida Conference Adventurer Fun Days are for Little Lambs through Helping Hand (or Advanced Helping Hand) and staff.

Article III: Area Events and Staff Activities

Section A: Area Events

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

Section B: Guidelines

1. Area events and activities may be limited in size and scale. Area/Zone Administrators will specify the limits of the activity in correspondence to directors under their supervision.
2. Area events and activities are not financed by the Florida Conference Pathfinder/Adventurer Department. Fees may be charged depending upon the extent of the event or activity.
3. Seventh-day Adventist standards of conduct for area events are similar to those at Conference State Events (See Conference Events, Article II, pg. 601). It is the responsibility of each club staff member to see that these standards are kept.

Article IV: Conference Invitational Events

Section A: Area Activities

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

Section B: Guidelines

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

Article V: Conference Closing Program

Section A: Red Zone

Culminates the years Adventurer/Pathfinder program. The current Adventurer/Pathfinder year is not officially over until after this Program.

RISK MANAGEMENT

I. Adventurer Leadership in Risk Management

(Applies to ALL ADVENTURER Divisions)

A. Objective

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

B. Standards

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

C. Educating Policy

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

II. Risk Management Practices

A. Resources

The Adventist Risk Management is an excellent source for proper procedures in all activities.

B. Risk Inventories

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

C. Church Standards

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

D. Insurance Coverage

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

1. High Risk Activities—NOT ALLOWED:

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

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

3. Consent for Medical Treatment--A combined parental permission slip and consent for medical treatment may be used.

- a. This form shall be filled out annually and kept on file at each activity site.
- b. The consent for treatment form shall only be resorted to when every means to contact parent or guardian has been exhausted.

III. Risk Determinants and Safety Procedures

A. Levels of Risk

The level of risk shall be determined by the following factors:

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

B. Supervision and Staff

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

High Risk Activity=1 staff to 4 Adventurers

Mild Risk Activity=1 staff to 8 Adventurers

Low Risk Activity=1 staff to 15 Adventurers

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

2. Qualified Supervision
 - a. Each director and counselor or other staff member should have a specific knowledge of their particular area of endeavor.
 - b. The club may bring in teachers from outside the club when their element of expertise is needed, and at the same time, our Christian standards need to be reviewed with these people.
 - c. The club should invite adults from the local church to help meet staff ratio standards.
 - d. Verified Volunteers/Shield the Vulnerable is the mandatory background screening program for all local church volunteers ages 18 and up (Adventurer Director, counselor, teacher and adult supervisor). All churches are required to participate by having all volunteers working with children up to the age of 18 complete the online training and background screening before they are allowed to work with children. STV is good for 3 years; once it expires they must take the Verified Volunteer.

C. Vehicles

1. Prohibited: 15 passenger vans can NOT be used, borrowed, owned, or leased.
2. Vehicles used for transportation of Adventurers and supplies shall be currently insured with a minimum of \$100,000-\$300,000, liability and Medical/Personal Injury Protection cannot be less than \$10,000.
3. The number of riders shall not exceed the seating and no 15 passenger vans may be used, including motor homes.
4. Open trucks shall not be used to transport Adventurers or staff.
5. The use of trailers and moving vans are prohibited for use in transporting Adventurers or staff.
6. Each vehicle shall have adult supervision.
7. Driver should complete a Driver Questionnaire, if a staff will be driving other children besides their own. (Register Clubs @ Website: <http://floridaconference.com/driver-questionnaire-checklist-adv/>) must have a valid driver's license and a good driving record.

D. Annual Inspections

1. Meeting premises
 - a. An annual inspection should be conducted by the Adventurer or safety director for the physical conditions of the Adventurer meeting premises.
 - b. Reports of these inspections shall be presented to the church board with corrective action noted.
 - c. If corrective action is not assumed to insure a safe area, the club director shall notify the Florida Conference Pathfinder/Adventurer Department.
2. Owned Properties--An equipment inventory should be maintained of all equipment, materials, substances, vehicles, boats, and chairs.
3. Documentation on File--Documentation of #1 (Meeting premises) and #2 (Owned properties) should be maintained on file at the local club with copies submitted to the church board and made part of the board minutes.

E. Equipment Use

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

F. Adventurer Activities

1. Camp sites and other activity areas should be thoroughly inspected with the following in mind and appropriate action taken:
 - a. Fire danger
 - b. Flash floods
 - c. Land slides
 - d. Dead falls (limbs, etc.)
 - e. Rocks
 - f. Sanitation
 - g. Night-time security
 - h. Temperature conditions
2. Fire Building
 - a. Designated areas for fire building shall be marked.
 - b. Fire shall be built at least 12 ft away from tents or combustible materials.
 - c. Fires shall serve a specific purpose.
 - d. Fires should be built only under the close supervision of qualified staff.
 - e. Wood chopping shall be performed only by qualified staff.
 - f. Power saws shall be operated only by staff over 16 years of age.
 - g. A bucket of water and a shovel, and 5# ABC fire extinguisher shall be maintained at each campsite.

3. Swimming
 - a. Swimming areas shall be thoroughly inspected for broken glass, swift currents and underwater snags.
 - b. The swimming areas may be designated by the use of plastic floats and heavy twine or other clarified markers.
 - c. At least one staff member with a current lifesaving card should serve a primary task of lifeguard for approximately every eight people that are swimming, depending on the water's turbidity.
4. Sanitation
 - a. Proper food storage procedures shall be adhered strictly.
 - b. The source of fresh water shall be checked thoroughly.
 - c. Food handling and preparation shall be carried out with close supervision.
5. Meals
 - a. The standard of serving vegetarian meals shall be adhered to without exception on all club activities.
 - b. The consuming of caffeine drinks should not be allowed during club functions.
6. Gas Stoves
 - a. Operation shall be carried out only by qualified staff.
 - b. Stove fuel shall be stored away from heat and flames
 - c. When used, combustible items should not be stored in tents.
7. Night Watch
 - a. A rotation night watch shall be carried out by only staff, or older Adventurers with staff.
 - b. The night watch shall operate with the following in mind: fire, intruders, animals, checking food storage, inclement weather.

G. First Aid

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

H. Fidelity Control

1. A proper accounting shall be made of the collection of Adventurer dues and other money.
2. Verification of money count may be made by another counselor with a procedure of rotating this assignment.
3. Proper deposits should be made as soon as possible.
4. It is recommended that the club treasurer be discouraged from taking funds to his home unless there's no other reasonable alternative.

I. Risk Management Audit and Education

1. Each year the club is to review with the counselors and membership the vital importance of risk management.

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

IV. Losses

A. Emergency Procedures

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

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

B. Loss Procedure

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

C. Reporting Losses

Any incident with a potential for present or future personal injury, property damage or liability loss shall be reported within 24 hours to the Florida Conference Pathfinder/Adventurer Department and Risk Management Department or the first business day following the weekend.

D. Loss Review

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

ADVENTURER INSURANCE

(Applies to all Adventurer Clubs Divisions)

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

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

DISASTER / EMERGENCY PLAN

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

GENERAL LIABILITY INSURANCE

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

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

MEDICAL COVERAGE

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

MISSION TRIPS

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

Adventurer Insurance, Cont'd

(Applies to all Adventurer Clubs Divisions)

TRANSPORTATION INSURANCE

Denominationally owned vehicles must be insured through the Florida Conference's blanket policy written through Adventist Risk Management. This provides the mandatory liability limit of \$1,000,000 along with several optional coverage's available. Fifteen passenger vans are prohibited from use.

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

Drivers using their own vehicles to transport Adventurers must show proof of insurance on their vehicle with a minimum of \$100,000/ \$300,000 liability limit. All drivers must complete a Volunteer Driver Questionnaire. Medical/Personal Injury Protection cannot be less than \$10,000. Should an accident occur when a volunteer is driving their own vehicle, their insurance is responsible. Those filling out The Volunteer Driver forms <https://floridaconference.com/pathfinders/forms> should give a copy to be kept on file by the Director of each club.

If renting a vehicle to transport Adventurers, insurance can be purchased for the rental period. Arrangements must be made in advance through the Conference's Risk Management Department at the Florida Conference (407) 644-5000. All rented vehicles must have a minimum of \$1,000,000 of liability on them. Fifteen passenger vans are prohibited.

The Pre-Trip Inspection form should be used before each trip to ensure the vehicles are in safe operating condition.

FIELD TRIP AND OUTING PLANNER

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

North American Division Guidelines for Adventurer Family Camping

MARCH 2013

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

When it comes to camping, we must be careful to not confuse Adventurer ministry with that of Pathfinders. The main difference is that the Pathfinder program does not require parental participation. The only allowance stated in the Adventurer Manual for a camping experience is earning the Adventurer Camper Award (Page 251). Requirements #1 and #2 make it very clear that the parent(s) is the one teaching the camp award to her/his child(ren).

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

1. In the event of an Adventurer Family Camping experience a parent or legal guardian **MUST** accompany their own child(ren) at all times. **No Exceptions.**
Note: This guideline makes a provision for Adventurers to camp, but only with their parent(s) or legal guardian.
2. Parents or legal guardians are not permitted to grant permission to Adventurer Staff to take their minor children overnight camping without a parent or legal guardian under any circumstances. **No Exceptions.**
3. Adventurer Staff are not permitted to accept permission or release forms from a parent or legal guardian to take their minor child(ren) camping overnight without the parent or legal guardian present on the camping trip. **No Exceptions.**
4. Adventurer Staff is prohibited from sharing a tent or cabin with children who are not their own. **No Exceptions.**
5. Adventurers are not permitted to sleep in tents or cabins unsupervised. Neither are they permitted to share a tent or cabin with another child, unless they are siblings and the parent(s)/guardians are present. **No Exceptions.**
6. Each conference has the responsibility of introducing, implementing, and managing these guidelines to their constituents.

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

Blessings,

James L. Black, Sr.
NAD Adventurer Ministry Director

The Adventurer Club Director's Guide, page 104 has the form for parents/guardian to sign.

PROHIBITED ACTIVITIES

- Private/leased aircraft
- Tackle football
- Bungee jumping
- Motorcycles, all terrain or motorized vehicles
- Rock climbing, rappelling, climbing walls, ropes courses
- Parasailing
- Roller skating, rollerblading, skate boarding
- Hay rides
- Trampoline, teeter boards, springboards, mini-tramp, weatherboard, or any other rebounding device unless specific coverage has been purchased in advance.
- All terrain or motorized vehicles, motorcycles & dirt bikes.
- Fireworks
- Firearms
- Snow skiing
- Use of 15 passenger vans

If you have any questions regarding these activities, please contact your local Club Director or Florida Conference Risk Management Department.

Risk Management Department
Rhonda Harper, Director
407-644-5000



15-PASSENGER VANS DANGEROUS AND DEADLY

Fifteen-passenger vans should not be used to transport our members or children.
Do not use 15-passenger vans any longer.

Seventh-day Adventist Church leadership actively prohibits the use of 15-passenger vans across the North American Division (NAD). Unfortunately, many Adventist churches and schools continue to use, buy, or rent these dangerous vehicles.

WHY ARE 15-PASSENGER VANS DANGEROUS?

Fifteen-passenger vans were originally designed for transporting cargo, not passengers. The design of these vehicles places more weight towards the front of the vehicle, making 15-passenger vans unbalanced and extremely likely to rollover when loaded.

Other 15-passenger van risks that make rollover accidents more likely are:

- A high center of gravity, increased with passenger seating
- Instability in crosswinds
- Seating configurations that place excessive weight on one side
- Under-inflated tires, resulting in tire failure or blowouts that cause the driver to lose control of the vehicle.

FATALITY FACTS

The National Highway Traffic Safety Administration (NHTSA) reports that:

- An average of **65 Americans die each year in crashes while riding in 15-passenger vans.**
- Nearly **60 percent of fatalities in these crashes were in vehicles that rolled over.**
- About **50 percent of the fatalities** occurred in vans **loaded to capacity (10+ occupants)** that rolled over.
- About **59 percent of the fatally injured** van occupants in rollovers were **not restrained.**

The Adventist Church has had several accidents in which people, including children, have lost their lives in 15-passenger



vans. These losses of life are tragic and would have been prevented if a 15-passenger van was not used.

WHAT TO DO WITH VANS YOUR MINISTRY ALREADY OWNS

Sell them and replace them with structurally safer and more stable alternatives such as 15-passenger buses with dual rear wheels and buses. Our members, visitors and volunteers deserve our best efforts of care. We must not compromise.

The short-term financial savings can be tempting when looking to purchase or rent one of these dangerous vans, but more important than any cost saving is preventing the loss of life. We must not be the church that is known to compromise the safety of its members and visitors. We can and must do so much better.

Take action today: Remove any 15-passenger vans from your fleet and discontinue use of all 15-passenger vans.

“We must remove these dangerous vans from our use. Not only is the financial burden too great to ignore, but also we cannot afford to distract one soul from being reached for the kingdom. We cannot lose another life. Friends, it is time to fully remove 15 passenger vans from use by Seventh-day Adventist organizations.”—Dan Jackson, North American Division of the Seventh-day Adventist Church president



15-PASSENGER VAN MYTHS BUSTED

MYTH: If I take out a row of seats from the 15-passenger van, it is then an approved form of transportation.

FACT: Removing a row of seats does not make it an approved form of transportation. The vehicle is still the same type of van with the same inherent flaws.

MYTH: If I use a van that is privately owned, my church won't be held liable.

FACT: Using a privately owned 15-passenger van or even renting a 15-passenger van for a church activity does not remove the liability from the church.

REPORT YOUR CLAIM RIGHT AWAY

24/7 HOTLINE 1.888.951.4276 PRESS 2 • CLAIMS@ADVENTISTRISK.ORG

STAY INFORMED

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PAC Constitution (Excerpt)

Article II: Statement of History and Purpose

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

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

1. In 1980, a Pathfinder Area Coordinator system was added to the Florida Pathfinder program. Five volunteer area coordinators were appointed to serve as field workers for the Pathfinder clubs. Their duties were to help form new clubs, coordinate activities of existing clubs and provide assistance to local pastors and leaders. Coordinators visit the clubs in their areas enough to become familiar with local club programs.
2. In recent years the value of a Pathfinder Council to the Pathfinder work has been proven many times over. Other than its value as an advisory body to the Florida Pathfinder Director, council members have formed clubs throughout this state. This spirit of unity has spread over the borders of the Florida Conference into other conferences. It has helped provide the continuing leadership for our expanded mission program.
3. In 1990, the Florida Pathfinder Council voted to authorize the existence of an Administrative Committee which was to consist of area and program coordinators, council chairperson, associate lay director, finance chairperson and the Conference director who would also chair the committee. This committee only had the power to refer items to the council, not to vote in policies.

Article II: Statement of History and Purpose (continued)

4. In 1994 the Florida Pathfinder Council voted, in session that because of the tremendous growth and accelerated integrating of various ethnic and cultural groups, to implement the Pathfinder Administrative Committee as the governing body of the Pathfinder Club program in the Florida Conference. The Council felt it was also necessary to put more emphasis on the area councils and less emphasis on top level management. Through the years the Florida Council has served gallantly the Florida Pathfinder Club programs. The Council felt there should be at least four area councils to implement this program. The Conference Pathfinder director is to attend at least one area council meeting in each area per year and more if feasible.
5. In December of 2000, the Florida Conference Executive Committee, in order to give the Pathfinder Advisory Committee credence, voted to reorganize PAC and elect the members at the first Exec Committee following the Quadrennial session. Members would be elected on position, function and area responsibilities. The Executive Committee also appointed the Executive Secretary of the Florida Conference as the Chairperson for the committee. PAC will operate as a subcommittee of the Florida Conference Executive Committee and follow the guidelines of the Florida Conference bylaws and constitution. PAC will also abide by Robert's Rules of Law.
6. In 2006, at the request of the Florida Conference Administration, the Pathfinder and Adventurer Department merged with the Youth/YA Department to create a single Youth Ministries Department under one director with two Associates. A new volunteer structure was also created to better care for local church club directors/youth leaders. The volunteers were State Administrators, Area Administrators, Zone Administrators, and Cluster Coordinators.
7. In December 2016, at the request of the Conference Executive Committee, the Pathfinder/Adventurer Ministries were separated once again and became an independent department with a director/associate. The volunteer structure stayed the same. The PAD divided the state into four areas: North, Central, West, and South.