

FLORIDA ADVENTURERS



I AM
LOVED...

ADVENTURER

Director's/Staff Packet

2020-2021

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Greetings Florida Conference Pathfinder and Adventurer Leaders!

We are so pleased to be launching a new Club Year!

As you know, the final months of the 2019-2020 Club year were a little different. Clubs couldn't meet physically. Investitures had to be conducted another way. A lot has changed in our workplace, home, and even in ministry. From the Covid-19 disease to senseless deaths of innocent blacks, our current realities have required us to realize again; this world is not our home. The landscape of our country and even ministry has changed.

And, one thing has remained constant. Pathfinder and Adventurer ministry is still being conducted to impact kids' lives. In fact, some have used creativity and ingenuity to respond to the crisis. They know what we know. Kids, families, churches, and communities still need Club ministries to show up and help kids grow up into all they can be. In fact, it has opened even new doors of opportunities.

We are very happy to have this year as a gift, not a guarantee, in which we ask God to help us to touch a child's life. Together with God, our department team, your staff, the families in your churches and communities, and the kids themselves, we are all positioned to level up in this new year. A whole Club year to work with your staff to stretch a kid to become more of who God created them to be.

The Pathfinder and Adventurer Committee (PAC) has voted to stay with our current theme one more year to get us through the constituency cycle (moved from October 2020 to October 2021). We will still champion helping every child to understand what it means to understand and say, "I Am Loved ...". This is such an important message. We thank you for working with us to continue to spread this message.

Imagine how our Clubs, churches, homes, and communities will be different when we all work together to help children all over Florida to connect deeply with a God who reminds them that they are loved. A church that demonstrates to kids over and over that they are loved, and homes that shower their kids with love. Communities that reach out to every child to make sure they know that they matter – to God and to us. Knowing that we are loved gives us security and stability. It erodes fear and replaces it with hope.

Say it to yourself often, "I Am Loved...". Ask your kids to repeat it to themselves, "I Am LOVED ...". Saying and believing, "I Am Loved ..." helps us, as adults, to make sure a new generation of kids grows up being able to say and believe "I Am Loved ...". When the adults get it and help the kids get it, we all win.

Let's pray for this happen.

Let's partner together to help this happen. Let's unite to ask God to do something special in this our final year with this theme.

Let's ask God to give us the hearts of His children. Let's ask God to realign our thinking, our speaking, and our interactions with the unavoidable truth that God is love (I John 4:8), and that HE loves us with an everlasting love (Jeremiah 31:3). Let's let our own hearts be warmed again with God's love, knowing that His love will awaken our love. Let's thank God that He loved us first so that we could even understand how to love others (I John 4:19).

Count on our prayers for you, your staff, the kids in your Clubs and the families they come from, and your church/pastor. May God bless you in new ways in this new Club year.

Courage, Pastor Pedro, the PAD Team, and all our volunteers (OAV's)



Welcome to the 2020-21 Adventurer Year!

WOW – 2019-20 year sure did end differently than any of us could have ever expected, and at the time of writing this we're really not sure how the start of 2020-21 will be. But this we do know - "God is with us all the time, He loves us all the time and He wants to take us home – we are Heaven bound!"

We want to thank all of you for your dedication to continue to make Adventurers a blessing to your Adventurer families no matter what is happening in the world. We have watched as you have found ways to continue to have meetings, earn Awards, Chips and Stars, continue earning your Class levels and all the unique ways you have continued Share Your Faith projects. You are all AMAZING! Florida Conference is truly blessed to have you as Adventurer Directors and Staff – and actually the whole world as many of you are sharing on different social media sites and hundreds/thousands are being blessed by your efforts. THANK YOU!!!

Congratulations to the Club of the Year, Honor Clubs and Adventurer of the Year recipients! Remember your trophies, etc. will be presented at Area Meetings in January 2021.

As we plan for 2020-21 we are optimistic that Area Fun Days will be able to happen. This year the theme is Bible Stories. Each Club will be able to choose a Bible Story to represent (limit only 1 Club per story, not book of Bible). Be sure you have your most updated contact information on CMS and that your Cluster Coordinator, Zone & Area Administrators have it also. This way you can be informed as to when you can begin contacting your Area Administrator to choose your Bible Story – remember, there are so many Bible stories to choose from we Each Area will have different start dates for applying for a story so watch stay in touch.

North American Division Adventurer Awards Task force presented new Awards for 2020-21. They are: Holy Spirit, Ten Commandments, Cupcakes, Animal Footprints and Dinosaurs. The requirements for each of these can be found on the AdventSource website - <https://www.adventsource.org/ministry-plus/downloads> Have fun with these and the hundreds of both NAD and [Florida Conference](#) Awards, Chips and Stars!

Just a reminder – each member of your Adventurer OAV Team is here to help and support you. There are ways to be sure you are getting all the support you need:

- 1 - We need you to keep your information up to date on the CMS site
- 2 - Read the PAD Newsletter – there is LOTS of important information in each issue
- 3 – Contact your Cluster, Zone or Area person with questions, to let them know about events happening, etc.. We can't be there for you if you don't let us know.

God bless each of you as you continue to serve Him by serving His children and their families. We can't promise you anything on this earth – but this we can promise "GREAT IS YOUR REWARD IN HEAVEN"

Remember – We are loved by the Father and HEAVEN BOUND! If for some reason we don't see you again on this earth – we will see you at the biggest Fun Day ever in Heaven!

I AM LOVED....

Brad and Lisa Gary
Florida State Adventurers Administrators
Call: (321) 626-9351
E-mail: bradlgary@yahoo.com



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 involves children and their parents in *Pre-K to Grade 4*.

This ministry 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 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 open 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.

OFFICAL LOGOS

Adventurer Logo

This is the official NAD Adventurer logo.

In 2016, the NAD voted to change the old Adventurer logo, and gave Clubs five years to transition to the new logo.

Going forward, from 2021, this will be the only accepted logo.



Focused on Jesus

Family-centered

Bible-based

Pathfinder/Adventurer Department Logo



Florida Conference Pathfinder and Adventurer Department

MISSION: To Train, Equip, and Deploy An ARMY of Young People.



INDEX OF TERMS

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

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

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

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

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

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

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

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

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

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

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

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

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

PURPOSE OF CLUSTER COORDINATOR: Cluster Coordinators serve as the link between Florida Conference Pathfinder and Adventurer Department AND local churches to serve the leaders/pastors through their presence, sharing information, support, training, and keeping the Pathfinder and Adventurer Department aware of local needs. Please see full in description on page 18.

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

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

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

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

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

Florida Conference Pathfinder/Adventurer Office Staff

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Store Coordinator Liz Bence
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www.flpathfinderstore.com

General Department Contact Email
path.adv@floridaconference.com

PATHFINDER and ADVENTURER COMMITTEE (PAC)

**Adventurer
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**Adventurer
North Area Administrator**

Cherrie Betaudier
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**Adventurer
South Area Administrator**

Gennieve Knight-Smith
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**Adventurer
West Area Administrator**

Vany Rodriguez
adventurersnzb6@gmail.com

Camping Director

Javier Santiago
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Culture Resource Director

Francisco Forbes
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**Leadership Convention
Director**

Kerrie Russell
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Master Guide Director

Kathy Adams
305-915-5543 adamsk98@yahoo.com

Red Zone Director

Eartha Essue
407-617-8837 redzonedirector@yahoo.com

TLT Director

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

Uniform Director

Eric Stillwell
941-400-8867

Additional PAC Members on Next Page

PATHFINDER ADVENTURER COMMITTEE (PAC), cont'd

Pathfinder State Administrator	Calvin Brooks 305-773-4352 roy101748@aol.com
Pathfinder Central Area Administrator	Lurlet Gordon 407-446-5297 tinziela@gmail.com
Pathfinder North Area Administrator	Jackie Powell-Long 352-687-3683 Jacqueline powelllong@comcast.net
Pathfinder South Area Administrator	Martha Lewis 305-607-4203 marthalewis438@yahoo.com
Pathfinder West Area Administrator	Yolanda Acevedo 813-716-0653 yolanda.acevedo@aol.com
E-Tracker Director	Deidre & Eleston Taylor 321-216-5857 eastareapathfinders@yahoo.com
Varsity Director	Jose Diaz 407-791-3018 josnyd@yahoo.com
Drill Director	Javnybel Mojica 561-460-3121 MsJay.FLPathfinders@yahoo.com
Drum Director	Darrell Edwards 727-564-2198 floridadrums27@yahoo.com
Pathfinder Bible Experience Director	Myrlin Brooks 305-439-0782 biblebowl1@att.net

Churches by Cluster

North Area				West Area		
CLUSTER 1-4				CLUSTERS 1-3		
CLUSTER 1	CLUSTER 2	CLUSTER 3	CLUSTER 4	CLUSTER 1	CLUSTER 2	CLUSTER 3
Crawfordville Cross City Live Oak Co Live Oak SP Madison Perry Tallahassee First Tallahassee SP Co	Columbia City Gainesville Gainesville SP High Springs Jasper SP Co Jennings Lake Jennings Lake SP Co Lake City Lake City SP Palatka Palm Coast Portug. Starke	Jacksonville First Jacksonville Southpoint Jacksonville SP Jax LifePoint Chr Flwshp Orange Cove Palm Coast Maranata-Palm Coast SP Renacer SP Co St. Augustine	Advent Hope Co Bellevue Dunnellon Co Hernando Homasassa Lady Lake Leesburg Leesburg Sp Msn Grp Marion Oaks Marion Oaks SP North Lake Ocala Ocala SP Co Silver Spgs. Shores Umatilla	Beth-El Shal - NPR Brooksville Bushnell East Pasco Inverness New Port Richey Palm Harbor Co Spring Hill Spring Hill SP Wesley Chapel Wesley Chapel SP Co	Brandon Brandon SP Carrollwood LifeSpring North Tampa SP Co Palmetto-Tampa SP Plant City Plant City SP Co Riverview Riverview SP Co Salem Co Tampa First Tampa SP Wimauma SP	All Nations Both-El Shal. St. Pete Bradenton Bradenton SP Co Clearwater Clearwater-Largo SP Jerusalem Palmetto Pinellas SP Sarasota St. Petersburg Tampa Bay Filipino American Venice-Nokomis

Florida Conference



Club Ministries

Path.Adv@FloridaConference.com

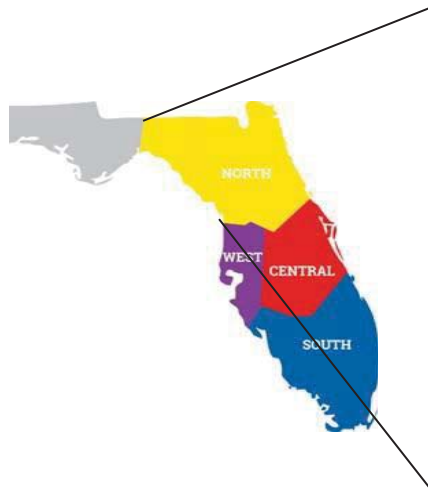


Central Area						
ZONE A / CLUSTER 1-4				ZONE B / CLUSTERS 5-7		
CLUSTER 1	CLUSTER 2	CLUSTER 3	CLUSTER 4	CLUSTER 5	CLUSTER 6	CLUSTER 7
Daytona Beach Deberry/Orange City Deland Deland SP Deltona Deltona SP Mt Dora New Symma Beach Plymouth-Sorrento Sorrento SP Co Spring Meadows	Altamonte Springs Altamonte Spgs SP Apopka Apopka SP Florida Living Forest City SP Forest Lake Lake Mary SP Msn Grp Lighthouse Community Casselberry SP Markham Woods Orlando Central Korean Orlando Filipino Vineyard Co	Apopka FR/Hait Co Bethl Eglise Haitienne Clermont Clermont SP Co Emmanuel Orlando Brazilian Orlando Vietnamese Oasis of Hope Ocoee SP (Silver Star SP) Solid Rock South Orlando South Orlando SP The Net Mission Grp Windermere	East Orlando SP Florida Hospital Kress Memorial Orlando Central Orlando SP University Winter Park SP Spring Lake SP	Buenaventura Lakes SP (BVL) Celebration Eban-Ezer French Co Haines City SP Kissimmee Kissimmee Portuguese Co Kissimmee SP Lakeland Lakeview Nuevo Comienzo en Jesus SP Poinciana SP Shuler Memorial SP Winter Haven	Avon Park Avon Park SP Fort Meade Frostproof Co Lake Placid Lake Wales Lake Wales First SP Lakeland SP Co Sebring Sebring SP Wauchula Wauchula SP	Cocoa Cocoa SP Co Melbourne Melbourne SP South Brevard Titusville

South Area								
ZONE A / CLUSTER 1-2			ZONE B / CLUSTER 3-4		ZONE C / CLUSTERS 5-7		ZONE D / CLUSTERS 8-9	
CLUSTER 1	CLUSTER 2	CLUSTER 3	CLUSTER 4	CLUSTER 5	CLUSTER 6	CLUSTER 7	CLUSTER 8	CLUSTER 9
Ft Pierce Gethsemane Co Indiantown SP Jupiter Jupiter SP Co Midport Okeechobee Port St. Lucie SP Co Stuart SP Treasure Coast SP Vero Beach Vero Beach SP Victory Co	Boynton Beach Brazilian Chapel Brazilian Tple WPB Co. Palms West First of West Palm Beach Lake Worth SP Northwood SP Co Palm Springs Sarepta French Co Temple D. Bch Co Temple Adv. WPB West Palm Bch SP	Ambassador Brazilian Temple Eliathah Ft. Lauderdale Ft. Lauderdale SP Lauderhill Life Fellowship Margate Margate SP Pembroke Pines SP Philadelphie French Pompano Beach Royal Palm Sunrise Tamarac Sp	Beth Teh. Vatikva Co Cooper City Covenant Davie SP Hermon French Hollywood Hollywood SP Maranatha French Northwest Dade El Nuevo Paraiso Co Plantation Romanian Temple Co Saving Grace Hollyd West Hollywood Sp Zion Advent Co	Carol City SP Golgotha French Eden Maranatha Miami Beach 1st SP Miami Central Brazilian Norland North Miami North Miami Beach North Miami Beach SP North Miami SP Co Opa Locka SP Smyrne of Miami Co	Bradmore SP Doral SP - Msn Grp Revive (Hialeah SP) Hialeah Springs SP Miami Central SP Miami Springs Miami Springs SP Co Northwest Miami SP	Ebenezer SP Homestead Homestead SP Kendall Kendall SP Key Largo Marathon Miami Temple New Community Redland SP West Dade SP Westchester SP	Bethesda Crk. Co Bethsaida Bonita Springs Cape Coral Elim FR Haitian Immokalee SP Co Lehigh Acres Lehigh Acres SP Co Naples Naples SP N. Naples Co	Arcadia Compass Comm. Co Englewood Ft Myers Ft Myers SP Gosen Haitian Co North Port Port Charlotte Punta Gorda San Carlos Co

Updated: 9/12/2019

For more details on who is part of your Support Team of Officially Appointed Volunteers please see the following pages. You can also refer to the full role description of a Cluster Coordinator on pg 18



North Area			
CLUSTER 1-4			
CLUSTER 1	CLUSTER 2	CLUSTER 3	CLUSTER 4
Crawfordville Cross City Live Oak Co Live Oak SP Madison Perry Tallahassee First Tallahassee SP Co	Columbia City Gainesville Gainesville SP High Springs Jasper SP Co Jennings Lake Jennings Lake SP Co Lake City Lake City SP Palatka Palm Coast Portug. Starke	Jacksonville First Jacksonville Southpoint Jacksonville SP Jax Lifepoint Chr Flwshp Orange Cove Palm Coast Maranata-Palm Coast SP Renacer SP Co St. Augustine	Advent Hope Co Bellevue Dunnellon Co Hernando Homosassa Lady Lake Leesburg Leesburg Sp Msn Grp Marion Oaks Marion Oaks SP North Lake Ocala Ocala SP Co Silver Spgs. Shores Umatilla

North Area Administrator	Cherrie	Betaudier	cab2da@aol.com	(352) 217-5354
North Cluster 1	VACANT	VACANT		
North Cluster 2	VACANT	VACANT		
North Cluster 3	VACANT	VACANT		
North Cluster 4	Dawn	Forde	bonitaf@hotmail.com	(954) 529-5770



West Area		
CLUSTERS 1-3		
CLUSTER 1	CLUSTER 2	CLUSTER 3
Beth-El Shal - NPR Brooksville Bushnell East Pasco Inverness New Port Richey Palm Harbor Co Spring Hill Spring Hill SP Wesley Chapel Wesley Chapel SP Co	Brandon Brandon SP Carrollwood LifeSpring North Tampa SP Co Palmetto-Tampa SP Plant City Plant City SP Co Riverview Riverview SP Co Salem Co Tampa First Tampa SP Wimauma SP	All Nations Beth-El Shal. St. Pete Bradenton Bradenton SP Co Clearwater Clearwater-Largo SP Jerusalem Palmetto Pinellas SP Sarasota St. Petersburg Tampa Bay Filipino American Venice-Nokomis

West Area Administrator	Vany	Rodriguez	adventurersnzb6@gmail.com	N/A
West Cluster 1	Lura	Hickman	Lura65@hotmail.com	(727) 614-1331
West Cluster 2	Evelyn	Fox	eviefox724@gmail.com	(813) 777-0039
West Cluster 3	Libny	Basilio	libbasilio@outlook.com	(941) 900-8369

Please refer to the full role description of a Cluster Coordinator onpg 18

Central Area						
ZONE A / CLUSTER 1-4				ZONE B / CLUSTERS 5-7		
CLUSTER 1	CLUSTER 2	CLUSTER 3	CLUSTER 4	CLUSTER 5	CLUSTER 6	CLUSTER 7
Daytona Beach Debary/Orange City Deland Deland SP Deltona Deltona SP Mt Dora New Smyrna Beach Plymouth-Sorrento Sorrento SP Co Spring Meadows	Altamonte Springs Altamonte Spgs SP Apopka Apopka SP Florida Living Forest City SP Forest Lake Lake Mary SP Msn Grp Lighthouse Community Casselberry SP Markham Woods Orlando Central Korean Orlando Filipino Vineyard Co	Apopka FR/Hait Co Bethl Eglise Haitienne Clermont Clermont SP Co Emmanuel Orlando Brazilian Orlando Vietnamese Oasis of Hope Ocoee SP (Sliver Star SP) Solid Rock South Orlando South Orlando SP The Net Mission Grp Windermere	East Orlando SP Florida Hosptial Kress Memorial Orlando Central Orlando SP University Winter Park SP Spring Lake SP	Buenaventura Lakes SP (BVL) Celebration Eben-Ezer French Co Haines City SP Kissimmee Kissimmee Portuguese Co Kissimmee SP Lakeland Lakeview Nuevo Comienzo en Jesus SP Poinciana SP Shuler Memorial SP Winter Haven	Avon Park Avon Park SP Fort Meade Frostproof Co Lake Placid Lake Wales Lake Wales First SP Lakeland SP Co Sebring Sebring SP Wauchula Wauchula SP	Cocoa Cocoa SP Co Melbourne Melbourne SP South Brevard Titusville



Central Area Administrator	Juliette	Steele	desdemona105@live.com	(321) 750-6129
Central Zone A Administrator	VACANT	VACANT		
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Central Cluster 2	VACANT	VACANT		
Central Cluster 3	VACANT	VACANT		
Central Cluster 4	Iris	Cruz	ibcruzing@aol.com	(407) 491-0148
Central Zone B Administrator	VACANT	VACANT		
Central Cluster 5	VACANT	VACANT		
Central Cluster 6	Erin	Mercill	fladvcentralb6@gmail.com	(863) 446-0563
Central Cluster 7	VACANT	VACANT		

Please refer to the full role description of a Cluster Coordinator on pg 18

South Area									
ZONE A / CLUSTER 1-2		ZONE B / CLUSTER 3-4		ZONE C / CLUSTERS 5-7			ZONE D / CLUSTERS 8-9		
CLUSTER 1	CLUSTER 2	CLUSTER 3	CLUSTER 4	CLUSTER 5	CLUSTER 6	CLUSTER 7	CLUSTER 8	CLUSTER 9	
Ft Pierce Gethsemane Co Indiantown SP Jupiter Jupiter SP Co Midport Okeechobee Port St. Lucie SP Co Stuart SP Treasure Coast SP Vero Beach Vero Beach SP Victory Co	Boynton Beach Brazilian Chapel Brazilian Tple WPB Co. Palms West First of West Palm Beach Lake Worth SP Northwood SP Co Palm Springs Sarepta French Co Temple D. Bch Co Temple Adv. WPB West Palm Bch SP	Ambassador Brazilian Temple Eliathah Ft. Lauderdale Ft. Lauderdale SP Lauderhill Life Fellowship Margate Margate SP Pembroke Pines SP Philadelphie French Pompano Beach Royal Palm Sunrise Tamarac Sp	Beth Teh. Vetikva Co Cooper City Covenant Davie SP Hermon French Hollywood Hollywood SP Maranatha French Northwest Dade El Nuevo Paraiso Co Plantation Romanian Temple Co Saving Grace Hollyd West Hollywood Sp Zion Advent Co	Carol City SP Golgotha French Eden Maranatha Miami Beach 1st SP Miami Central Brazilian Norland North Miami North Miami Beach North Miami Beach SP North Miami SP Co Opa Locka SP Smyrne of Miami Co	Bradmore SP Doral SP - Msn Grp Revive (Hialeah SP) Hialeah Springs SP Miami Central SP Miami Springs Miami Springs SP Co Northwest Miami SP	Ebenezer SP Homestead Homestead SP Kendall Kendall SP Key Largo Marathon Miami Temple New Community Redland SP West Dade SP Westchester SP	Bethesda Crk. Co Bethsaida Bonita Springs Cape Coral Elim FR Haitian Immokalee SP Co Lehigh Acres Lehigh Acres SP Co Naples Naples SP N. Naples Co	Arcadia Compass Comm. Co Englewood Ft Myers Ft Myers SP Gosen Haitian Co North Port Port Charlotte Punta Gorda San Carlos Co	



Please refer to the full role description of a Cluster Coordinator on pg 18

South Area Administrator	Gennieve	Knight-Smith	gksadventurers@gmail.com	(954) 263-4906
South Zone A Administrator	VACANT	VACANT		
South Cluster 1	Jennifer	Rattray	jem10032@aol.com	(772) 361-4629
South Cluster 2	Philip	Harris	drphilipharris4@gmail.com	(727) 900-1338
South Zone B Administrator	Jacqueline	Richards	jacquelinelovesgod@yahoo.com	(954) 245-6089
South Cluster 3	Felicia	Blackwood	butterfly2133065@yahoo.com	(954) 871-8991
South Cluster 4	Yenory	Gayle	yenogayle@gmail.com	(305) 725 8864
South Zone C Administrator	Dahlia	Shaw	dahmshaw@hotmail.com	(786) 285-5591
South Cluster 5	Karelle	Bernard	kbernard22@yahoo.com	(786) 473-0715
South Cluster 6	VACANT	VACANT		
ADV Cluster 7	Marino	Ynirio	yniriorealtor@gmail.com	(786) 2175920
ADV Zone D Administrator	Noelia (Cruz)	Perez	noeliaecruz@gmail.com	(239) 677-7120
ADV Cluster 8	Ivelisse	Echevarria	iechevarria81@icloud.com	(239) 887-1354
ADV Cluster 9	VACANT	VACANT		

CLUSTER COORDINATOR

Ministry Description – Adventurer Ministry

Florida Conference of Seventh-day Adventists

(Updated June 2019)



A

Qualifications:

1. Must demonstrate a love for Jesus, the Adventist movement, family, and Adventurer age youth.
2. Must have at least three years of Adventurer experience, including one year of administrative responsibilities, and at least one year working with Adventurers in Florida Conference.
3. Must be at least actively working on becoming a Master Guide, if not MG already.
4. Must live in or near the geographical region where he/she is serving.
5. Must have the best interest of heart for the FL Adventurer ministry, above any personal agenda, and be a team player.
6. Must be willing to work with all the diversity of cultures represented in FL.
7. Must be a member in good and regular standing in a local SDA church with the beliefs/lifestyle/teaching of the SDA Church, including returning a faithful/honest tithe.

Responsibilities:

1. Help local Club Directors in the following areas:
 - a. Adventurer Day, Investitures, Inductions, and any other reasonable request.
 - b. Be familiar with and provide guidance for Conference events/policies, programs, Club of the Year requirements, Adventurer Manual, website, etc. www.floridaconference.com/PAD
 - c. Share info re: Conference, Union, Division and General Conference Adventurer programs.
 - d. Help leaders find the resources they need to be successful.
 - e. Partner with Club Directors to connect with and affirm pastors for their support or to encourage support where needed.
 - f. Seek to establish new Adventurer Clubs where possible.
2. Make consistent contact with local church Club Director, Club Staff, and the Pastor.
 - a. Monthly
 - i. Contact each Club Director in your Cluster by email/text/phone.
 - ii. Contact your Zone Administrator to share what is happening in your Cluster.
 - b. Quarterly
 - i. Visit, in person, each church in your Cluster with an active Club (3 times/year).
 - ii. Make it a point to greet/meet the Pastor when visiting the churches in your Cluster.
 - c. Twice a year
 - i. Visit churches in your Cluster that do NOT have an active Club.
 - ii. Ask if there is interest in starting Club and share your contact information.
3. Promote participation in church and community activities such as parades and mission projects.
4. Partner with Club Directors in your Cluster to consider doing activities/outreach as a Cluster.
5. Attend Cluster, Zone, Area Meetings, State Meetings, Fun/Super Fun Days, and Family Campouts and be prepared to help as requested.
6. Review Quarterly Data Reports (provided by PAD).
7. Report your activities monthly on the OAV Expense Report Form.
8. Balance volunteer role as Cluster Coordinator with other church/family/work roles.

ONLINE STORE



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

Therefore, **NO SPECIAL CODE** is necessary for Florida Conference Directors on our website. We do ask that purchasing be limited to Directors who are verifying by ordering that the children have indeed completed all of the requirements necessary to receive the item being purchased such as investiture or induction items such as scarfs, class level pocket tabs, pins, honors/award patches etc.



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

Want the best shopping experience?

Please read over the Frequently Asked Questions (on the next page) which include info on Store Hours, Store Coordinator Contact Info, Shipping Questions etc.



Pathfinder/Adventurer Store

Frequently Asked Questions



www.flpathfinderstore.com

What are the store hours?

Monday, Tuesday, Wednesday 10:00 AM – 1:00 PM
Thursday 2:00 PM – 6:00 PM
mar

Can I place my order on the phone?

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

What should I do if I forgot my password?

If you have any account related questions you may call Elizabeth Bence during Store hours at 407-644-5000 ext. 2424.

What if my payment is not being accepted?

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

Please be advised that if you have made multiple attempts, your bank may have put multiple holds (not charges) on your account for the total purchase amount of your order. This may take your bank 24 – 48 hrs to clear.

Please call Elizabeth Bence during Store hours if you need funds to be available sooner. 407-644-5000 ext. 2424.

Is my order ready yet?

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

What if I need my order this weekend?

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

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

Yes, anyone can order from our Online Store however, some limitations may apply. We have NAD Investiture items which are ONLY available to Florida Conference customers.

Our Florida Honors (Pathfinders), Florida Awards (Adventurers), Florida Chips (Eager Beavers) and Florida Stars (Little Lambs) are available to all customers around the world.

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

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

How can I quickly find the items I need?









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

You may type any of the following:

Type the exact name of the item

Type the first few letters of the name of the item

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

Item Type	Abbreviation	Sample Picture
Florida Honor	FL Honor	
NAD Honor	PF NAD	
Florida Adventurer Award	Advent/FL	
NAD Adventurer Award	Adv NAD	
Florida Little Lamb Star	LL/FL	
NAD Little Lamb Star	LL/NAD	
Florida Eager Beaver Chip	EB/FL	
NAD Eager Beaver Chip	EB/NAD	

What if my order is lost in transit?

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

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



Section 2: Local Club Organization/Requirements

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CLUB ADMINISTRATION

DIVISIONS BY GRADES

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

Pre-K	Little Lamb
Kindergarten	Edgar Beave
First Grade	Busy Bee
Second Grade	Sunbeam
Third Grade	Builder
Fourth Grade	Help Hand

LEVEL STUDIES

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

PROGRAM

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

CLUB STAFF

DIRECTOR: The Adventurer Club Director is responsible for leading out in providing a program for the Club that reaches the objectives successfully. The Adventurer Club Director presides at the staff meetings. He/she keeps in touch with the Cluster Coordinator. He/she should be a person who understands kids, works well with staff, carries responsibility, possesses an eagerness to recognize new ideas, and shows initiative in implementing those ideas. Above all, the Director is a sincere Seventh-day Adventist Christian whose life demonstrates what God can do. The Adventurer Club Director is a member of the church board.

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

SECRETARY RESPONSABILITIES (Optional/Recommended): Assist the Director/Associate Director with anything they might need. Making sure all the Club paper work is turned in on time and filled out correctly from each individual (staff and child). Submits paper work that needs to be submitted for Club of the Year on time.

UNIT COUNSELORS: Unit counselors are key members of the Adventurer staff. Each counselor is assigned a unit of four to eight Adventurers, a male counselor for boys and a female counselor for girls. Counselors work more closely with individual Adventurers than any other member of the Adventurer leadership team.

They stay with their unit through all Club meetings and activities and are familiar with each child’s parent or guardians, home situation, and social, emotional, and spiritual needs. Counselors are responsible for unit members’ attendance and completion of Adventurer curriculum requirements.

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

STARTING NEW/NEXT ADV YEAR CLUB

HOW TO START A NEW CLUB

1. Someone expresses the desire to start an Adventurer Club to the Pastor.
2. Pastor presents idea to the church board for approval.
3. Club Director is selected by church board or nominating committee.
4. Leadership Manuals are purchased from the Conference Office, and are reviewed by Club Director and Pastor.
5. Club Director & Pastor recruit staff.
6. Club Director/Staff make plans to attend FL Conference PAD Staff Training in August
7. Conference representatives meet with the interested parties to help them organize.
8. The Director, Staff, and Pastor meet to organize the club's philosophy and leadership structure.
9. The Club is officially announced to the church by the Pastor. Parents and other interested adults are invited to planning meetings.
 - a. First meeting – What is Adventurers? How does it work?
 - b. The next few meetings – See “How to Start your next ADV Year” below for more information.
10. Adventurer Club officially begins!

HOW TO START YOUR NEXT ADVENTURER YEAR

1. **Recruit old and new staff.**
2. **Have a few staff meetings to accomplish the following:**
 - PRAY, PRAY, and when you're done, have more PRAYER!
 - Review last year (the good and the bad) and set goals for the coming year.
 - Survey your staff's availability and limitations, and keep these in mind when planning out the Adventurer year. Do not bite off more than your staff can chew!
 - Decide when, how often, and for how long the Club should hold meetings.
 - Plan the Club calendar. Reference the following: Calendars for Conference events, Holidays, Church events, and School events; and the “Club of the Year” requirements. Make sure to include meetings, Induction, Adventurer Sabbath, Investiture, fundraisers, projects, Conference events and Family Network, etc.
 - Designate responsibilities and do any training where needed.
 - Have Staff fill out the “Volunteer Ministry Information Form” the “Volunteer Driver Questionnaire Form” and complete the Adventist Screen Verification and Guidelines for Volunteers
 - Encourage all staff to attend LEADERSHIP CONVENTION.
3. **Register your Club with the Conference in the Club Management System (CMS)!**
4. **Have a Club registration event with the following:**
 - Snacks, drinks, and games for the kids.
 - Give out packets with (at least) the following: Club Membership Application, Medical Consent Form, Club Rules, and Club Staff List with phone numbers, requirements for Club/Conference awards.

CALENDAR

Local Club Calendar

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

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

Conference Calendar

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

NOTE: Calendar is updates frequently with location updates etc. so be sure to check it out on our website:
www.floridaincconference.com/padcms

PATHFINDER & ADVENTURER DEPARTMENT CALENDAR			
For more information, go to www.2020cascadia.org (links work)			
			Updated: 4/27/2020
JANUARY	MAY	JUNE	JULY
1-12 South-Central Resident (Tarah Ricks, Tazewell, Tazewell, Tazewell)	2-4 Head Quarters (Tazewell)	2-4 Head Quarters (Tazewell)	2-4 Head Quarters (Tazewell)
13-14 Central Resident (Tazewell)	5-7 Head Quarters (Tazewell)	5-7 Head Quarters (Tazewell)	5-7 Head Quarters (Tazewell)
15-16 Central Resident (Tazewell)	8-10 Head Quarters (Tazewell)	8-10 Head Quarters (Tazewell)	8-10 Head Quarters (Tazewell)
17-19 (1) Operations Resident (Tazewell)	11-13 Head Quarters (Tazewell)	11-13 Head Quarters (Tazewell)	11-13 Head Quarters (Tazewell)
20-21 South-Central Resident (Tazewell)	14-16 Head Quarters (Tazewell)	14-16 Head Quarters (Tazewell)	14-16 Head Quarters (Tazewell)
22-23 Western Resident (Tazewell)	17-19 Head Quarters (Tazewell)	17-19 Head Quarters (Tazewell)	17-19 Head Quarters (Tazewell)
24-25 Western Resident (Tazewell)	20-22 Head Quarters (Tazewell)	20-22 Head Quarters (Tazewell)	20-22 Head Quarters (Tazewell)
26-27 South-Central Resident (Tazewell)	23-25 Head Quarters (Tazewell)	23-25 Head Quarters (Tazewell)	23-25 Head Quarters (Tazewell)
28-29 South-Central Resident (Tazewell)	26-28 Head Quarters (Tazewell)	26-28 Head Quarters (Tazewell)	26-28 Head Quarters (Tazewell)
30-31 South-Central Resident (Tazewell)	29-31 Head Quarters (Tazewell)	29-31 Head Quarters (Tazewell)	29-31 Head Quarters (Tazewell)
FEBRUARY	AUGUST	SEPTEMBER	OCTOBER
1-2 Head Quarters (Tazewell)	1-2 Head Quarters (Tazewell)	1-2 Head Quarters (Tazewell)	1-2 Head Quarters (Tazewell)
3-4 Head Quarters (Tazewell)	3-4 Head Quarters (Tazewell)	3-4 Head Quarters (Tazewell)	3-4 Head Quarters (Tazewell)
5-6 Head Quarters (Tazewell)	5-6 Head Quarters (Tazewell)	5-6 Head Quarters (Tazewell)	5-6 Head Quarters (Tazewell)
7-8 Head Quarters (Tazewell)	7-8 Head Quarters (Tazewell)	7-8 Head Quarters (Tazewell)	7-8 Head Quarters (Tazewell)
9-10 Head Quarters (Tazewell)	9-10 Head Quarters (Tazewell)	9-10 Head Quarters (Tazewell)	9-10 Head Quarters (Tazewell)
11-12 Head Quarters (Tazewell)	11-12 Head Quarters (Tazewell)	11-12 Head Quarters (Tazewell)	11-12 Head Quarters (Tazewell)
13-14 Head Quarters (Tazewell)	13-14 Head Quarters (Tazewell)	13-14 Head Quarters (Tazewell)	13-14 Head Quarters (Tazewell)
15-16 Head Quarters (Tazewell)	15-16 Head Quarters (Tazewell)	15-16 Head Quarters (Tazewell)	15-16 Head Quarters (Tazewell)
17-18 Head Quarters (Tazewell)	17-18 Head Quarters (Tazewell)	17-18 Head Quarters (Tazewell)	17-18 Head Quarters (Tazewell)
19-20 Head Quarters (Tazewell)	19-20 Head Quarters (Tazewell)	19-20 Head Quarters (Tazewell)	19-20 Head Quarters (Tazewell)
21-22 Head Quarters (Tazewell)	21-22 Head Quarters (Tazewell)	21-22 Head Quarters (Tazewell)	21-22 Head Quarters (Tazewell)
23-24 Head Quarters (Tazewell)	23-24 Head Quarters (Tazewell)	23-24 Head Quarters (Tazewell)	23-24 Head Quarters (Tazewell)
25-26 Head Quarters (Tazewell)	25-26 Head Quarters (Tazewell)	25-26 Head Quarters (Tazewell)	25-26 Head Quarters (Tazewell)
27-28 Head Quarters (Tazewell)	27-28 Head Quarters (Tazewell)	27-28 Head Quarters (Tazewell)	27-28 Head Quarters (Tazewell)
29-30 Head Quarters (Tazewell)	29-30 Head Quarters (Tazewell)	29-30 Head Quarters (Tazewell)	29-30 Head Quarters (Tazewell)
31 Head Quarters (Tazewell)	31 Head Quarters (Tazewell)	31 Head Quarters (Tazewell)	31 Head Quarters (Tazewell)
MARCH	NOVEMBER	DECEMBER	
1-2 Head Quarters (Tazewell)	1-2 Head Quarters (Tazewell)	1-2 Head Quarters (Tazewell)	
3-4 Head Quarters (Tazewell)	3-4 Head Quarters (Tazewell)	3-4 Head Quarters (Tazewell)	
5-6 Head Quarters (Tazewell)	5-6 Head Quarters (Tazewell)	5-6 Head Quarters (Tazewell)	
7-8 Head Quarters (Tazewell)	7-8 Head Quarters (Tazewell)	7-8 Head Quarters (Tazewell)	
9-10 Head Quarters (Tazewell)	9-10 Head Quarters (Tazewell)	9-10 Head Quarters (Tazewell)	
11-12 Head Quarters (Tazewell)	11-12 Head Quarters (Tazewell)	11-12 Head Quarters (Tazewell)	
13-14 Head Quarters (Tazewell)	13-14 Head Quarters (Tazewell)	13-14 Head Quarters (Tazewell)	
15-16 Head Quarters (Tazewell)	15-16 Head Quarters (Tazewell)	15-16 Head Quarters (Tazewell)	
17-18 Head Quarters (Tazewell)	17-18 Head Quarters (Tazewell)	17-18 Head Quarters (Tazewell)	
19-20 Head Quarters (Tazewell)	19-20 Head Quarters (Tazewell)	19-20 Head Quarters (Tazewell)	
21-22 Head Quarters (Tazewell)	21-22 Head Quarters (Tazewell)	21-22 Head Quarters (Tazewell)	
23-24 Head Quarters (Tazewell)	23-24 Head Quarters (Tazewell)	23-24 Head Quarters (Tazewell)	
25-26 Head Quarters (Tazewell)	25-26 Head Quarters (Tazewell)	25-26 Head Quarters (Tazewell)	
27-28 Head Quarters (Tazewell)	27-28 Head Quarters (Tazewell)	27-28 Head Quarters (Tazewell)	
29-30 Head Quarters (Tazewell)	29-30 Head Quarters (Tazewell)	29-30 Head Quarters (Tazewell)	
31 Head Quarters (Tazewell)	31 Head Quarters (Tazewell)	31 Head Quarters (Tazewell)	

www.floridaconference.com/padcalendar

2021

PATHFINDER & ADVENTURER AREA COUNCIL MEETINGS

THESE MEETINGS GATHER MINISTRY LEADERS FOR A TIME OF SHARING, NETWORKING & PLANNING.

This is a mandatory Club of the Year requirement.



NORTH AREA

JAN 9 · 4-7 PM
TBA



WEST AREA

JAN 31 · 4-7 PM
TBA



CENTRAL AREA

JAN 10 · 4-7 PM
FL CONFERENCE



SOUTH AREA

JAN 30 & 31
JAN 30 ZONES A, B, & C
4-7 PM · TBA
JAN 31 ZONE D
10-1 PM · TBA

Please register to allow adequate planning for refreshments and resources.

WWW.PADCMS.ORG



Seventh-day Adventist Church
FLORIDA CONFERENCE

PATHFINDERS &
ADVENTURERS





LEADERSHIP CONVENTION

DIRECTORS/STAFF/LEADERS



Leadership Convention 2021

Theme: "I Am Loved...Everlasting"
(Jerimiah 31:3)

WHERE: Sheraton Orlando North Hotel

WHEN: July 30 – Aug. 1, 2021

SAVE THE DATE!



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

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

Save the Date: Aug. 27-29, 2021



FLORIDA 2021

SAVE THE DATE

MAY 28-30, 2021

CAMP KULAQUA

ADVENTURER
BUG RACES



EXHIBITIONS



PATHFINDER
SKILL EVENTS



DRILL
COMPETITION



DRUM
COMPETITION



AWARDS
CEREMONY



SPONSORED BY:



Seventh-day Adventist Church
FLORIDA CONFERENCE

PATHFINDERS &
ADVENTURERS

FOR MORE INFO VISIT FLORIDACONFERENCE.COM/REDZONE2021



Adventist Screening Verification

Adventist Screening Verification (ASV) is the generic name for the NAD mandated background check and online training. The company providing this service currently (2020-2021) is **Sterling Volunteers (SV)**.

The website is: www.nadadventist.org/asv

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

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

NOTE: Please pay careful attention to the spelling of your name and the birth date that you enter. All staff names and birth dates must be identical in both ASV and the CMS in order for the two systems to “talk to each other.”

Level 2 Administrator - Each church location is supposed to have a Level 2 Administrator over the Adventist Screening Verification (ASV) program that can view the list of volunteers for their Church and keep track of the information. They can see who has cleared the background screening and remind people when they need to redo the program. The form can be found on pages 31-32.

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

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

Adventist Screening Verification - Cleared/Eligible

1. Complete online training and submit info for Background Check
2. Pass Background check to be Eligible
3. Enter date in the CMS to be confirmed by the PAD office.

**Every Church in Florida Conference is required to have a Designated Person
That oversees ALL local church volunteers.**

**This person is called a Level 2 Administrator!
Check with your Pastor to see who your Level 2 Administrator already is.**

DESIGNATED PERSON BACKGROUND SCREENING PROGRAM

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

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

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

CHURCH/SCHOOL NAME: _____

LEVEL 2 DESIGNATED PERSON #1: _____

ADDRESS/PHONE: _____

EMAIL ADDRESS: _____

LEVEL 2 DESIGNATED PERSON #2: _____

ADDRESS/PHONE: _____

EMAIL ADDRESS: _____

Signature of the Church Pastor: _____

DATE: _____

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

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

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

PERSONA DESIGNADA PROGRAMA DE REVISION DE ANTECEDENTES

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

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

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

NOMBRE DE IGLESIA/ESCUELA: _____

PERSONA DESIGNADA PARA NIVEL 2 #1: _____

DIRECCIÓN/TELÉFONO: _____

DIRECCIÓN DE CORREO ELECTRÓNICO: _____

PERSONA DESIGNADA PARA NIVEL 2 #2: _____

DIRECCIÓN/TELÉFONO: _____

DIRECCIÓN DE CORREO ELECTRÓNICO: _____

FIRMA DEL PASTOR DE LA IGLESIA: _____

FECHA: _____

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



For Returning Users

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

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

A screenshot of the "LOGIN FOR EXISTING ACCOUNTS" form. The form has a red header with the title. Below it, there are two input fields: "Username:" with the text "sda-admin-37469" and "Password:" with masked characters. To the right of the password field is a "Sign In" button. Below the password field is a link that says "Need login information?".

LOGIN FOR EXISTING ACCOUNTS	
Username:	sda-admin-37469
Password:
Need login information?	
<button>Sign In</button>	

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

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

My Report

BACKGROUND SCREENING

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

TRAINING

None

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

Edit My Information


User ID: [sda-admin-37469](#)

First Name:

Last Name:

Email:

Password:

Date of Birth: 

Address:

Address Cont'd:

City:

State: ▼

ZIP:

Daytime Phone:

Evening Phone:

Primary Location: ▼

Additional Locations: Bayberry Christian Adventist School

[Add/Remove locations](#)

Roles: Deacon/Deaconess
Music (Volunteer)

[Add/Remove roles](#)



Seventh-day
Adventist® Church
NORTH AMERICAN DIVISION

New Accounts

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

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

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

Sterling Volunteers

Please create a user id and password that you will use to access your account

Common names like Mary and John are not good choices as they are most likely already in use.
Common abbreviations like 'jennif' and 'injenes' are also likely to already be in use.
We suggest using your full name (without spaces) or email address as they are more likely to be unique.

Create a User ID:

Create a Password:

Your user id is case sensitive. We recommend that you use all lower case letters and avoid spaces and punctuation. Email addresses are ok. Your user id must be at least 4 characters long.

Your password must be at least 8 characters long.

[Important note about selecting passwords](#)

Already have an account?

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

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

Sterling Volunteers

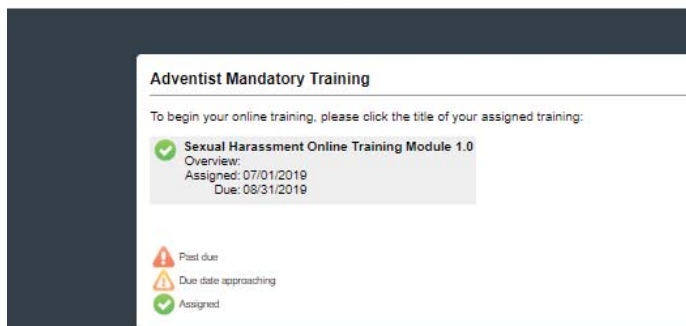
Please select the primary location where you work or volunteer.

Location:

If you are associated with multiple locations, please choose the primary (work) location first.
Then click the continue button to select additional locations such as those where you volunteer

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

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



Additional Details:

Once the online training and the submission of your background check is completed, you can [login to your account](#) and click on 'My Report' to view your online training, retrieve a certificate, and view your background check completion date. You can also access 'Update My Account' to update your personal information.

Step 8: Please read the instructions regarding the details of the online training and then proceed. Select 'Click Here' to begin the online training (Note: Training can take up to one hour)

Step 9: Upon completion of your online training, you will be instructed to complete your background check. Please complete the steps within the background check process. **Please provide the information requested on the screen exactly as they appear in our legal documents. This will also need to be the same info /spelling enter in CMS/YMMS.**



RISK MANAGEMENT

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

A. Objective

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

B. Standards

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

C. Educating Policy

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

II. Risk Management Practices

A. Resources

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

B. Risk Inventories

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

C. Church Standards

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

D. Insurance Coverage

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

1. High-Risk Activities—NOT ALLOWED:
 - a. Use of aircraft
 - b. Use of trampoline or any other device to propel the body, such as Reuther board or springboard
 - c. Skateboarding
 - d. Tree climbing
 - e. Fireworks
 - f. Rock-climbing
2. Parental Permission Slip--A parental permission slip shall be obtained from each Adventurer for each activity.
3. Consent for Medical Treatment
 - a. This form shall be filled out annually and kept on file at each activity site.
 - b. The consent for treatment form shall only be resorted to when every means to contact parent or guardian has been exhausted.

III. Risk Determinants and Safety Procedures

A. Levels of Risk

The following factors shall determine the level of risk:

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

B. Supervision and Staff

1. Because ADV ministry is primarily a parent ministry, parents are asked to be involved at every level of Club activity.

For Club meetings, ideally parents would be present and involved.

If parents are not involved, adults should always be accompanied by a second adult for ALL activities. One adult should NEVER be left alone with a child.

Planning ahead and getting parents involved is the best way to ensure kids are always adequately supervised.

On trips/outings ONLY Adventurers that have their parents with them should be

allowed to attend. Parents are the main supervisor for their child(ren).

2. Qualified Supervision
 - a. Each Director and counselor or other staff members should have specific knowledge of their particular area of endeavor.
 - b. The Club may bring in teachers from outside the Club when their element of expertise is needed, and at the same time, our Christian standards need to be reviewed with these people. We strongly recommend that ANY presenter you have coming to share something with your kids on a regular basis be background checked. If the presenter is coming for one Club meeting only, we do ask that the visitor be accompanied at all times while on the church property by an ASV cleared staff member.
 - c. The Club should invite adults from the local church to help meet staff ratio standards.
 - d. The Adventist Screening Verification is the mandatory background screening program for all local church volunteers ages 18 and up (Adventurer Director, counselor, teacher, adult supervisor, and Adventurers. All churches are required to participate by having all volunteers complete the online training and pass the background screening before they are allowed to volunteer. All volunteers must recertify every three years.

C. Vehicles

1. Prohibited: 15 passenger vans can NOT be used, borrowed, owned, or leased. 15 passenger vans with the backseat taken out to become a 12 seater are still not allowed. If the 12 passenger van has a wheelbase of more than 135 inches, then it is also prohibited.
2. Personal vehicles used for transportation of Adventurers and supplies shall be currently insured with a minimum of \$100,000-\$300,000, liability and Medical/Personal injury protection cannot be less than \$10,000. If an accident occurs with a personal vehicle, the owner's insurance would be responsible for the liability.

3. The number of riders shall not exceed the seating capacity of the vehicles.
4. Open trucks shall not be used for transporting Adventurers or staff.
5. The use of trailers and moving vans are prohibited from transporting Adventurers or staff.
6. Each vehicle shall have adult supervision.
7. Drivers should complete a Driver Questionnaire form and have an acceptable driving record. Drivers must be at least 21 years of age (Please see pages 41 & 42 for drivers). (Register Drivers within www.padcms.org). Must have a valid driver's license and a good driving record.

D. Annual Inspections

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

E. Equipment Use

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

F. Adventurer Activities

1. Campsites and other activity areas should be thoroughly inspected with the following in mind and appropriate actions taken:
 - a. Fire danger
 - b. Flash floods
 - c. Landslides
 - d. Dead trees (limbs, etc.)
 - e. Rocks
 - f. Sanitation
 - g. Night-time security
 - h. Temperature conditions
2. Fire Building
 - a. Designated areas for fire building shall be marked.
 - b. A fire shall be built at least 12 feet away from tents and/or combustible materials.
 - c. Fires shall serve a specific purpose.
 - d. Fires should be built only under the close supervision of qualified staff.

- e. Wood chopping shall be performed only by staff or Parent.
- f. Power saws shall be operated only by staff over 16 years of age.
- g. A bucket of water, a shovel, and a #5 ABC fire extinguisher shall be maintained at each campsite.

3. Swimming

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

4. Sanitation

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

5. Meals

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

6. Gas Stoves

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

7. Night Watch

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

F. 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. Another counselor may make verification of money count with a procedure of rotating this assignment.
- 3. Proper deposits should be made as soon as possible.
- 4. It is recommended that the Club treasurer be discouraged from taking funds to his/her home unless there's no other reasonable alternative.

I. Risk Management Audit and Education

- 1. Each year the Club is to review with the counselors and membership the vital importance of Risk Management.
- 2. Each quarter one hour of Club meeting time should be used to review the importance of risk management. This could include:
 - a. Guest speaker

- b. Safety film
 - c. Staff member presenting a safety talk
 - d. Fire drills
- 3. Methods of education for Risk Management may include:
 - a. Letters to parents
 - b. Announcements in church bulletins
 - c. Announcements on bulletin boards
 - d. Special meetings
- 4. Risk Management practices should be encompassed in the Club rules and adhered to by all participating in 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 (on campout or field trip)</i> |

B. Loss Procedure

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

C. Reporting Losses

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

D. Loss Review

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

ADVENTURER INSURANCE

(Applies to all Adventurer Clubs)

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

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

DISASTER / EMERGENCY PLAN

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

GENERAL LIABILITY INSURANCE

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

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

MEDICAL COVERAGE

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

MISSION TRIPS

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

Adventurer Insurance, Cont'd

(Applies to all Adventurer Clubs)

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, this includes any 15 passenger vans that have had the back seat taken out to become a 12 seater.

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

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

If renting a vehicle to transport Adventurers, insurance can be purchased for the rental period from Car Rental Company or from the Conference's Risk Management Department. Arrangements must be made in advance through the Conference's Risk Management Department at the Florida Conference (407) 644-5000.

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

Fifteen passenger vans are prohibited.

The Pre-Trip Inspection form should be used before each trip to ensure the vehicles are in safe operating condition. See page 48.

FIELD TRIP AND OUTING PLANNER

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

DRIVER QUESTIONNAIRE

(This must be fill out by each driver and returned back to the Local Club Director)

Instructions for Directors: ALL Adults providing transportation to Pathfinders/Adventurers, other than their own children, during the 2020-2021 Adventurer Club Year **MUST** complete, sign and return this form to their Club Director. The form will be reviewed by the Club Staff in order to determine/confirm the eligibility of a Driver for any/all Club sponsored events/outings.

SECTION A

Drivers Name _____

Are you at least 21 years of age ☐ Yes ☐ No

Are you have a current ASV Background Check? ☐ Yes ☐ No **Date Completed:** _____

Do you have a current/valid Driver's License? ☐ Yes ☐ No

Driver's License # _____ State _____ Expiration Date _____

Address _____ City _____ State _____ Zip _____

Insurance Carrier _____ Expiration Date _____

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

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

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

**ALL OF THE ABOVE BOXES MUST BE CHECKED "Yes" to qualify as a Driver.
If ALL of the ABOVE BOXES are checked "Yes" then please proceed to SECTION B:**

SECTION B

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

If yes, please explain: _____

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

If yes, please explain: _____

By signing, I acknowledge that all the information I have provided is accurate and true.

By signing, I agree to immediately notify the Club Director if there are any changes to the information above. By signing, I understand that should I be involved in an accident while driving for the Adventurer Club, my personal insurance will be primary.

By signing, I agree not to carry more passengers than the official load capacity for my vehicle and ensure that all vehicle occupants will be required to wear seat belts (no double belting allowed).

By signing, I agree that at NO time will I drive, rent or use a 15 passenger van or 12 passenger van has a wheelbase of more than 135 inches.

Driver's Signature: _____ Date: _____
SIGNATURE REQUIRED

Church membership: _____

(CLUB DIRECTOR INSTRUCTIONS CONTINUE ON NEXT PAGE)

Club Director Instructions Continued:

SECTION A

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

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

SECTION B

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

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

You must fill out the **DRIVER QUESTIONNAIRE CHECK LIST** in the CMS/YMMS (Club Management System) **AFTER** each Driver has completed **their DRIVER QUESTIONNAIRE** form. This can be completed at www.padcms.org.

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

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

TRAVEL CHECKLIST for any TRIP that involves TRANSPORTING Pathfinders/Adventurer kids.

Kids Safety (Required for both Type of Transportation below)

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

Driver Requirements (Required for both Type of Transportation below)

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

Personal Vehicle Requirements

- ☐ I have confirmed that every driver using their personal vehicle is insured with \$100,000/300,000 minimum liability coverage for their vehicle/passengers. The drivers have been informed that should there be an accident, their personal insurance is primary.
- ☐ I have confirmed that there is a working seatbelt for every person in the vehicle.
- ☐ I have confirmed that there are not any 15 passenger vans being used, at any time, for our trip. Some 12 Passenger Vans are also prohibited...see attached Article, What is a 15-Passanger Van (page 49-50).
- ☐ I have inspected the vehicle before use to make sure everything is in working order, and the tires are in good condition and properly inflated.

Rented Vehicle Requirements

- ☐ I understand that I am not allowed to rent, use, or borrow a 15 passenger van, (and some 12 passenger Vans) under any circumstance. It is never an option.
- ☐ I will plan to have sufficient drivers for the number of vehicles needed to transport/supervise the number of individuals going on the trip.
- ☐ I will make sure there is a working seatbelt for each person in the vehicle.
- ☐ I have purchased liability insurance for a minimum limit of THREE (3) million dollars for the rented vehicle offered by the rental company ... OR
- ☐ I have submitted a request to the FL Conference Risk Management Office to purchase an auto insurance binder for the rented vehicle, to make sure the vehicle is properly insured; this form must be submitted at least FIVE (5) working days in advance of the planned departure for the trip. I understand the church will receive a bill for the insurance binder. (See following page) Remember, the Conference Office is CLOSED on Fridays.

TO INSURE A RENTAL - TO REQUEST INSURANCE

Fax to: Patty Hoeffecker or Rhonda Harper
Florida Conference of SDA
Fax: 407-618-0277
Patty.hoeffecker@floridaconference.com

One form for each vehicle: PLEASE PRINT

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

NAME OF DRIVER _____

NAME OF MINISTRY _____

NAME OF CHURCH/SCHOOL _____

VIN NUMBER _____

MAKE OF VEHICLE _____

MODEL OF VEHICLE _____

YEAR OF VEHICLE _____

MILEAGE OF VEHICLE _____

REASON FOR RENTAL _____

NAME OF EVENT _____

LOCATION _____

DATES _____

NUMBER OF PASSENGERS VEHICLE DESIGNED FOR _____

15 PASSENGER VANS (AND SOME 12 PASSANGER VANS)
CANNOT BE USED OR RENTED



VEHICLE PRE-TRIP INSPECTION FORM*

VEHICLE:

DATE:

TIME:

LICENSE NUMBER:

MILEAGE:

OK	NEEDS REPAIR	UNDER THE HOOD
		Oil
		Oil Added <input type="text"/> Quarts
		Brake Fluid
		Power Steering
		Engine Coolant
		Transmission Fluid
		Battery (fillable types)
		Windshield Washer
		Engine Hoses (wear, leaks)
		Belts (wear, cracks, loose)
		Other: <input type="text"/>

OK	NEEDS REPAIR	EXTERIOR
		Tires (Pressure, Tread wear)
		Headlights (Dim, Bright)
		Fog and Clearance Lights
		Brake Lights (requires assistance)
		Backup Lights (requires assistance)
		Turn Signals
		Emergency Flashers
		Windshield and Wipers
		Side Mirrors (cracked, missing))
		Windows
		Body Damage

OK	NEEDS REPAIR	INTERIOR
		Engine Lights and Gauges
		Horn
		Steering (engine running)
		Rearview Mirror
		Wipers/washers Function
		Other: <input type="text"/>

OK	NEEDS REPAIR	SAFETY EQUIPMENT
		Fire Extinguisher
		Triangles
		First Aid Kit
		Web Cutter (for cutting seatbelts)
		Seat Belts (in place and function)
		Bio-hazard Kit

YES	NO	
		VEHICLE IS SAFE TO OPERATE

NOTES

DRIVER SIGNATURE:

DATE (MM/DD/YYYY):

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

Need to file a claim? 12501 Old Columbia Pike - Silver Spring, MD 20904
Telephone: 1-888.951.4276 | Fax: 301.680.6878
Email: claims@adventistrisk.org



What is a 15-Passenger Van?

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

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

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

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

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

- it can be configured as a 15-passenger van
- it has a wheelbase over 135 inches
- it has an overall length over 225 inches

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



12-Passenger Vans

You could easily purchase a 12-passenger van that has the same wheelbase and all the same challenges as a 15-passenger model. These should not be used.

If you are considering a 12-passenger van please consider that even if it has a shorter wheelbase than the

15-passenger model, it is still only a small step removed and may be prone to many of the same challenges.

14-Passenger Vans

Some have asked about 14-passenger vans. These are 15-passenger vans. The number 15 refers to the total number of persons occupying the vehicle and does not distinguish between driver and passenger.

Examples of 2019 Passenger Vans*



*Specifications taken from the manufacturers' published documentation.

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STAY INFORMED

[ADVENTISTRISK.ORG/SOLUTIONS](https://www.adventistrisk.org/solutions)



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WORKSHEET

Trip/Off-site Activity Planning Checklist



TRIP START DATE: _____ TRIP END DATE: _____

CLASS/ORGANIZATION

NUMBER OF ATTENDEES

(3rd Grade, Pathfinders, Sabbath School Class, etc.)

OUTING/DESTINATION

(Example: Museum, Sea World, Zoo, Yosemite National Park, London, etc.)

PLANNED ACTIVITIES

(List all planned activities: Museum Study, Concert, Camping, Day Hike, Rock Climbing, Bicycling, etc.)

Transportation	One or more	Notes/Details
----------------	-------------	---------------

Public Transportation

☐ Bus ☐ Train ☐ Airline

OTHER _____

Rental Vehicle(s)

☐ Car ☐ Van ☐ Bus

OTHER _____

Private (Non-owned) Vehicle (Driver's Insurance Primary)

☐ Licensed Driver ☐ Driving Record Checked
☐ Insurance Verified

NOTE:		Notes/Details
<input type="checkbox"/>	Texting/Cellphone use Prohibited while driving	
<input type="checkbox"/>	Riding in the Back of Open Vehicles is Prohibited (Pickup Trucks, Trailers, Flat Beds, etc.)	
<input type="checkbox"/>	All Vehicles must have proper Insurance coverage for out of country travel as may be required by law	

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



Trip/Off-site Activity Planning Checklist

Administrative	Yes	No	N/A	Notes/Details
Parental/Guardian Permission Slips (Under Age 18)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Medical Release Forms (All children under Age 18)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Assumption of Risk Forms (All adults over Age 18)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Activity/Site Approval by Proper Authorities (State, County, City, Fire Marshal, Park Service, etc.)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Trip Information Summary with contact information given to all Parents/Guardians	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Certificates of Insurance Obtained as Needed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Accident Medical Insurance:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Miscellaneous Accident	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Volunteer Labor Construction	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Short Term Travel Insurance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Global Governmental Traveler's Advisory Checked (http://www.nationsonline.org/oneworld/travel_warning.htm)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

NOTE: A "NO" response may indicate a need for additional safety/risk management measures.	Yes	No	N/A	Notes/Details
Adequate Number of Adult Supervision (Minimum of two required – Additional supervision based on risk)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Supervision Qualified for type of Activity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
First Aid Trained adults with group	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Current CPR <input type="checkbox"/> Lifeguard Certification				

EMERGENCY PLANNING (NOTE: In many regions, weather conditions can change dramatically in a short period of time – clear and warm to blizzard, cool to extreme heat. Check weather advisories and always plan for any potential weather extremes for the area visited.)				
Emergency Plan provided for the Activity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Cellular Telephones	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Portable Two-way Radios	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Citizen Band and/or Marine Radio	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	



Trip/Off-site Activity Planning Checklist

EMERGENCY PLANNING	Yes	No	N/A	Notes/Details
AM/FM or Weather Band Radio	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Emergency Contact List for all Participants	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Emergency Shelter Equipment & Supplies	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Emergency Water & Food Supplies	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Wool or Space Blankets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Extra Warm Clothing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
First Aid Kit & Safety Equipment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

ACTIVITY SAFETY	Yes	No	N/A	Notes/Details
Safety Equipment Available for All Participants (Life Jackets, Safety Gear, Helmets, Knee and Elbow Pads, etc.)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Safety Equipment Required for All Participants	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Safety Equipment Checked Prior to Trip	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Safety Equipment Inspected Before Each Use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
All Work Projects Adhere to OSHA and International Safety Standards or Laws	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
All Child Labor Laws Observed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Additional Comments

Requested by:

Date:

Title:

North American Division Guidelines for Adventurer Family Camping

MARCH 2013

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

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

Given the fact that several of our conferences are 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

FIRE SAFETY PROCEDURES

IN CASE OF A FIRE

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

CLASSES OF FIRE/FIRE EXTINGUISHERS

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

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

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

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

Extinguishers containing water are UNSUITABLE for grease or electrical fires!

=====

FLORIDA STATUTE

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

FIRE SAFETY DRILL

THIS FORM MUST BE POSTED IN YOUR MEETING SITE

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

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

Club/Church Director_____

ADVENTURER BASIC STAFF TRAINING COURSE

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

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

Section 1 History and Purpose of the Adventurer Program

Date _____

Purpose

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

Section 2 Understanding the Adventurer

Date _____

Purpose

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

Section 3 Club Leadership

Date _____

Purpose

To learn concepts and strategies to experience successful Adventurer leadership.

Section 4 Club Organization

Date _____

Purpose

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

Section 5 Club Programming and Planning

Date _____

Purpose

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

Section 6 Adventurer Curriculum

Date _____

Purpose

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

Section 7 Adventurer Family Network Program

Date _____

Purpose

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

Section 8 Adventurer Awards

Date _____

Purpose

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

Section 9 Club Safety, Camping and Outings

Date _____

Purpose

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

ADVENTIST YOUTH MINISTRIES TRAINING

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

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

What are we seeking in staff training

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

The basis of all certifications are:

- Role-specific learning
- One-year timeframes
- Required fieldwork
- 5-8 seminars per certification
- Portfolio completion as a form of evaluation and integrity review
- Mentoring
- Conference-level creation options

For more information visit www.adventurersonline.org/leaders/aymt-training/328-aymt-intro
To buy the material www.adventsource.org/search?query=aymt§ion=store



Master Guide



Background

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

Mission

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

Purpose

Develop Christ-like leaders to disciple children and youth.

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

Master Guide Committee Members by area:

Florida Conference State Director

Master Guide Director
Florida Conference State
Kathy Gibbons-Adams
masterguidewebinar@gmail.com
adamsk98@yahoo.com
305-915-5543

North Area

Ken Grant
ken@pathfinderradio.com
904-701-2301

Central Area

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

Don Wilson
dwilson50.1@netzero.com

863-207-1668

West Area

(vacant position)

South Area

MarciaMighty-Powell,
Marciapowell161@gmail.com
954-684-4288

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

Other State Master Guide Committee Members

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

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

Kim Lucas (TLT)
blubarron@gmail.com
941-356-4749

Master Guide Resources

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

Master Guide Webinars

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

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

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

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

Process for a Master Guide to Become Invested

Download the forms <https://floridaconference.com/pathfinders/master-guide>

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

MASTER GUIDE

Reading and Listening and other INFORMATION

WEBSITES:

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



Section 3: Local Club Registration Packet

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Club Management System

Consent Form

Rationale for CMS

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

Club Applicant's Personal Information

Name _____ Age _____ Birthdate _____

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

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

Father's Name

Father's Signature

Please provide contact info for one parent or guardian.

Mother's Name

Mother's Signature

E-mail
address:

Guardian's Name (If applicable)

Guardian's Signature (If applicable)

Cell Phone #:

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

(Notarial Seal)

Notary Public signature, State of Florida

Local Club Use Only

ADVENTURER MEMBERSHIP APPLICATION

LAW

Be obedient Be attentive
Be pure Be helpful
Be true Be cheerful
Be kind Be thoughtful
Be respectful Be reverent

PLEDGE

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

Please check one that applies)
I wish to:

☐ Apply for membership
☐ Renew my membership
☐ Transfer my membership
from _____

Applicant's Commitment:

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

Personal Information

Name _____ Age _____ Birthdate _____
Address _____ Male ☐ Female ☐
City _____ State _____ Zip Code _____
Phone # _____ Grade in School _____ Baptized? Yes ☐ No ☐

Name of Church _____

I have been an Adventurer ☐ Yes ☐ No Where _____

Check all level(s) you have COMPLETED:

☐ Little Lamb ☐ Eagar Beaver ☐ Busy Bee ☐ Sunbeam ☐ Builder ☐ Helping Hand

Family History:

My parents are Master Guides Father Yes ☐ No ☐ Mother Yes ☐ No ☐
Have worked with Adventurers before? Father Yes ☐ No ☐ Mother Yes ☐ No ☐

Approval of Parents or Guardians: The applicant is in Pre-K through grade 4 at the time of registration.

We have read the Pledge and Law and are willing and desirous that the applicant become an Adventurer. We will assist the applicant in observing the rules of the Adventurer organization. As parents, we understand that the Adventurer Club program is an active one for the applicant as well as the parent/guardian. It includes many opportunities for service, adventure, and fun. We will cooperate:

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

We hereby certify that _____ was born on _____

Father's /Guardian Name

Father's/Guardian's Signature

Please provide contact info for one
parent or guardian.

Mother's/Guardian's Name

Mother's/Guardian's Signature

E-mail address

Cell Phone #:

MEDICAL CONSENT

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

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

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

Note:

Medical consent forms may be dated in such a way that they are good for the whole year. This has the obvious advantage of saving a lot of work in collecting new forms for each outing. There are two disadvantages to year-long consent forms. First, a form signed several months ago will not be as impressive to a doctor as one signed recently. Secondly, the form won't have current information on the location of the parents. Adventurer parents **MUST** be with the Adventurers on a weekend outing. Adventurers cannot stay overnight without a parent present.

Form stays in local Church

MEDICAL CONSENT FORM

(This form must be notarized)

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

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

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

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

MEDICAL HISTORY

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

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

Name _____ Phone # _____
Relationship to child _____

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

____ Emergency Surgery
____ First Aid
____ Both of the above
____ None of the above
(One of the types of treatment must be marked)

ALL MEDICAL CONSENTS MUST BE NOTARIZED

Signature of Parent/Guardian _____

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

Notary Public signature, State of Florida



Code of Conduct and Participation Agreement

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

Agreed to by: _____

Adventurer/Child Signature

Date

Parent / Guardian Signature

Date

BASIC ADVENTURER MEETING OUTLINE SUGGESTIONS

Theme: Nature

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

TOTAL: 90 MIN.

LAW

Be obedient	Be attentive
Be pure	Be helpful
Be true	Be cheerful
Be kind	Be thoughtful
Be respectful	Be reverent

PLEDGE

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

Campout Packing Checklist

Safety Reminder:

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

Club Leaders bring:

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

Each Adventurer should bring:

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

DO NOT BRING:

Laser Pointers

Firearms

Fireworks

Alcohol

Illegal Drugs

Tobacco of any kind

Weapons of any kind

Note:

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

UNIFORM REGULATIONS

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

WEAR AND APPEARANCE OF
ADVENTURER UNIFORMS AND
INSIGNIA



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

UNIFORM DIRECTOR: Eric Stillwell

TELEPHONE: 941-400-8867

E-MAIL: astronauteric74@gmail.com

WEBSITE: www.floridaconference.com/adventurer
(everything except: shirt, pants and shash) www.flpathfinderstore.com

ADVENTURER UNIFORM CHEKLIST

NAME: _____

Class Level: LL EB BB SUN BUI HH

Field Uniform

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

Class A Uniform



Left Arm:

Florida Conference _____ Have _____ Need _____ Received
 Adventurer World _____ Have _____ Need _____ Received

Right Arm:

Club Crest Insignia: _____ Have _____ Need
 Insignia Patch: _____ Have _____ Need



Sash:
 Have _____ Need Received

Slide:
 _____ Have _____ Need _____ Received

Scarf:
 _____ Have _____ Need _____ Received

Q: Where do I purchase these items?

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

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

Uniforms can be purchased from:

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

PATCH PLACEMENT

Guidelines are shown below:





Section 4: Club of the Year (COY)

▪ Club of the Year Guidelines.....	73-74
▪ Rationale for Conference Activities.....	75-77
▪ Registering you Club with the Conference.....	78
▪ Share Your Faith.....	79-81
▪ Year End Report (Optional for this Year)	82

Club of the Year

This how Club of the Year / Honor Club will be calculated for FL Conference PAD starting with the 2020-2021 Club Year:

CMS – Points Earned for Meeting Requirements in the CMS

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

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

20 Points - If a Club Misses the deadline, but still Registers / Requests an Account – by April 1, get partial points

-CALENDAR – Enter calendar information by **OCTOBER 1** in the CMS (**260 POINTS** – Adv)

260 POINTS Possible / Adventurers (20 + 20 + 30 + 40 + 150 = 260)

Each Required “Event” that appears in the CMS Calendar by end of day October 1, receives points

Each Event has a different point value – together they add up to 260 points

Induction – 20 points (if in calendar); 0 points if missing in CMS Calendar

Investiture – 20 points (if in calendar); 0 points if missing in CMS Calendar

Adventurer Sabbath – Adventurers ONLY – 30 points if in Calendar (if not 0 points)

Family Network Meeting – ADVENTURER ONLY – 40 points (20 points/meeting) (if not 0 points)

Club Meeting – 10 points / Club Meeting in CMS; Clubs may earn up to a maximum of 150 points (150 pts)

-EVENT ATTENDANCE

350 POINTS possible (150 + 100 + 100)

***Leadership Convention** (prior year) – Secretaries will enter this number – 150 points (At least ONE Staff Registered / Attended); 0 points if you didn’t attend*

***Area Council Meeting** (current year) – 100 points (registered); 0 points if you didn’t register in CMS (At least ONE Staff Registered / Attended)*

***SUPER Fun Day** (ODD Years) / **Fun Day** (EVEN Years) – 100 points (If a Parent/Staff from Club and at least ONE Adventurer was registered in CMS); If not, 0 points*

***Red Zone** (Prior Year) – Secretaries will enter this number – 100 points (attended); 0 points if you didn’t attend; (If a Parent/Staff from Club and at least ONE Adventurer was registered in CMS)*

Due to the pandemic this requirement is waived for 2020-2021 Club of the Year.

Adventurer Clubs ONLY get points for EITHER SFD/FD or RZ, not both; only one is required

IF A CLUB DOES NOT ATTEND BOTH LEADERSHIP CONVENTION (FOR 2020 - LEADERSHIP TRAINING) AND AREA COUNCIL MEETING – THAT CLUB IS AUTOMATICALLY DISQUALIFIED FROM RECEIVING CLUB OF THE YEAR.

-QUARTERLY DATA – Enter Club Staff / Club Members and Class Level by **October 1** in the CMS (100 points total)

30 points possible

Have at least two adults and two kids entered in CMS by **October 1**, end of day – 30 points

ALL Adults must be SV cleared and ALL kids must be assigned to a Class Level by same date (October 1)

If less than two adults / two kids – no points (or send email to explain Club is smaller than two kids)

-QUARTERLY DATA – Add any NEW Club Staff / Club Members and Class Level by **February 1** in the CMS

20 points possible

Have at least two adults and two kids entered in CMS by Feb. 1 end of day – 20 points

ALL Adults must be SV cleared and ALL kids must be assigned to a Class Level by same date (Feb. 1)

If less than two adults/two kids – no points (or send email to explain Club is smaller than two kids)

-QUARTERLY DATA – Add any NEW Club Staff / Club Members and Class Level by **April 1** in the CMS

50 points possible

Have at least two adults and two kids entered in CMS by April 1 end of day – 20 points

ALL Adults must be SV cleared and ALL kids must be assigned to a Class Level by same date (April 1)

If less than two adults/two kids – no points; IF total members on April 1 is 80% or > than Oct. 1 data, get full 50 points

-SHARE YOUR FAITH - fill out in the CMS Calendar by **April 1**

50 points possible

IF activity is completed and report is submitted in CMS by end of the day, April 1, 50 points; if not, no points

Points ONLY added once approved by the PAD Office team

Adventurers

50	Registration	<u>810</u>	<u>Possible</u>
260	Calendar	810 - 725	Club of the Year
350	Events	724 - 645	Honor Club
100	Quarterly Data	< 645	Active Club
50	Share Your Faith		

Rationale for Activities

Article I: Conference-wide Events

Section A: Leadership Convention

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

Section B: Guidelines

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

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

Section A: Red Zone

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

Some activities that can be included are:

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

Section B: Guidelines

1. Red Zone is open to any Pathfinder or Adventurer Club that would like to come, so long as they pre-register. As of 2019-2020 Onsite registrations will no longer be accepted in regards to state events.
2. The attendance at Red Zone is required for Club of the Year if Fun Day/Super Fun Day was not attended.
3. Club leaders and Adventurers have the opportunity to compare the progress of their own Club with that of other Clubs.
4. Adventurers expand their personal friendships when they meet other young people.
5. Adventurers are given a chance to demonstrate their special skills and achievement.

Article II: Area-wide Events and Staff Activities

Section A: Area Events

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

Section B: Guidelines

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

Section A: Area Activities

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

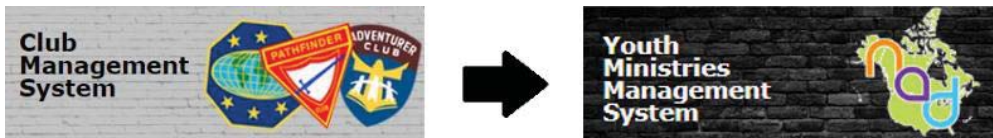
Section B: Guidelines

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

CLUB REGISTRATION

CLUB OF THE YEAR REQUIREMENT

Deadline: Saturday, August 15, 2020



Visit www.floridaconference.com/padcms

You can find Step by Step process for both
New (Request an account) and **Retuning** (Re-activate an account) Directors & Secretaries.

SHARE YOUR FAITH

CLUB OF THE YEAR REQUIREMENT

This is a SAMPLE form ONLY. Please fill out this form online in the CMS (Club Management System).
To receive credit towards COY, you must do both: filled out this form and have registered your young people
under the Share Your Faith event no later than April 1st.

2020-2021

Church Name: _____

Adventurer Director: _____

Dates of Project: _____ Phone: _____

Number of Adventurer (adults) in your Club: _____

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

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

Describe your Project in Detail:

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

Due by April 1

**Keep in mind this form must be filled out through the Club
Management System www.padcms.org**

**Also, remember to register all the Adventurer that participated in the
Share Your Faith Event. This will be used to check the 60% requirement
(60% of the total Adventurers registered in CMS/YMMS as of April 1).
This will also automatically add this activity to each member's history.**



"Share Your Faith"

Project Suggestions

From the beginning of the Adventurer year, each Club needs to determine what it will be doing for its Club's major "Share Your Faith" (SYF) project. Adventurer Clubs are encouraged to use their imagination in planning their projects. 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 Adventurers need to be involved of the Club be involved in this project in order to meet the requirement for Adventurer "Club of the Year".

In CMS/YMMS Director will need to:

1) Submit the Project Completion Form

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

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

The Club's "Share Your Faith"

activity should become personal to each Adventurer.

Suggested Share Your Faith Activity

Treat-Instead Of-Trick Harvest Report



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

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

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

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

Year End Data Report

(Due April 1, 2021)

The Year End Data Report is now done online in the CMS/YMMS. This form is here in the manual as a reference to see what information is gathered to do a Year End Report that will be submitted to the NAD. Information must be filled out on at www.padcms.org.

DIRECTOR'S NAME: _____

CHURCH NAME: _____

Just Wondering...

1. Number of Baptisms of Adventurers: _____ and their family members: _____
2. Total number of Parent Pins awarded: _____
3. How many non-Seventh-day Adventist children are registered in your club?
4. How often does your club hold meetings? _____ Every Other Week _____ Once a month
_____ Twice a month _____ Other (explain)
5. Where do you meet? _____ Church _____ School _____ Other (describe)
6. Do you have a short devotional or worship at every meeting? _____ Yes _____ No
7. How many club members/staff are currently working on their Master Guide? _____
 - Please register them (and all other Master Guides) with the Pathfinder/Adventurer Department.
 - Registration forms available. Website: <http://floridaconference.com/master-guide>

Keep in mind this information must be filled out on our website, here is the link [padcms.org](http://www.padcms.org)



Section 5: Special Local Club Programs/Events Acknowledgement and Awards

▪ Induction.....	84-88
▪ Adventurer Sabbath.....	89-92
▪ Baptism Recognition.....	93-94
▪ Family Blessings.....	95
▪ Family Network Tips.....	96
▪ Investiture.....	97-98
▪ Adventurer of the Year (Requirements / Forms).....	99-102
▪ Adventurer Evangelism Award.....	103
▪ Good Citizenship Pin.....	104
▪ Parent Pins.....	105
▪ Submitting A New Adventurer Award, Chip, & Star.....	106-107
▪ Evaluation for A New Adventurer Award, Chip, & Star.....	108

ADVENTURER INDUCTION CEREMONY

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

SAMPLE PREPARATION

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

SEE CEREMONY IN NAD manual.

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

Suggested Induction Service Program and Suggested Condensed Induction Service

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

CEREMONY

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

Little Lamb
(Light blue)

Little Lambs discover what a joy it can be to obey Jesus.

Eager Beaver
(Green)

Eager Beavers explore the love that pours forth from Christ and family.

Busy Bee
(Yellow)

Busy Bees learn how to stay “bizzzy” working for Jesus.

Sunbeam
(Orange)

Sunbeams study courtesy and practice shining for Jesus every day.

Builder
(Blue)

Builders focus on building Christian character and keeping their bodies strong for Jesus.

Helping Hand
(Maroon)

Helping Hands lend a helping hand in service to Jesus at home, school, and in their community.

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

Pledge

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

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

Law

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

“Jesus can help me to be...”

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

The Adventurer Song

English

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

Spanish

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

We are Adventurers!

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Music and Words by Joann M. Herrington

The musical score is written for Voice and Piano. The key signature has one flat (Bb) and the time signature is 2/4. The score is divided into three systems, each with a Voice staff and a Piano staff. Chord markings are placed above the Voice staff in each system.

System 1:

Chords: F, Bb, F, C7

Voice: We are Ad - ven - tur - ers; at home, at school, at play; We are Ad - ven - tur -

Piano: Accompanying chords and melody in the right and left hands.

System 2:

Chords: F, F7, Bb, C7, F, A7

Voice: ers, We're learn-ing ev' ry day to be hon-est, kind, and true, to be like Je-sus through and

Piano: Accompanying chords and melody in the right and left hands.

System 3:

Chords: Dmin, Gmin, F, C7, F

Voice: through - - - We are - - - Ad - ven - tur - ers!

Piano: Accompanying chords and melody in the right and left hands, ending with a double bar line.

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For the MP3 click on the link:

<http://www.gcyyouthministries.org/Ministries/Adventurers/Adventurer-Song>

Director: Will all the new candidates for membership please step forward. *Allow time for them to come to the front, at all times facing them in attention.* Please affirm your dedication to these high principles here presented by repeating the Adventurer Pledge and Law, beginning with the Adventurer candidates. *Following the repeating of the Adventurer Pledge and Law by all of the candidates,* I hereby declare these candidates to be accepted into the fellowship of the _____ Adventurer Club of the Florida Conference of Seventh-day Adventists. You are now being presented a candle (*have the deputy director hand each candidate a 4" white candle*) which you may now light from the "Spirit of Adventuring" candle and place it in the candle holder on the front center of the tables. *Give them time to light all the candles and put in candle holders.* Your light is now added to our Club, and we charge you to let your light shine before others in the Spirit of Adventuring. *Invite parents or guardians of each one that has been inducted into membership to come forward to the front and stand behind their child. Give a challenge to the parents or guardians to help these young people reach the high ideals of the Club and to encourage them at all times in whatever they try to do.* Please bow your heads as we pray that God will give you strength to live up to these high ideals and to be a faithful and loyal Cub member.

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

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

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

ALTERNATIVE INDUCTION SERVICE

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

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

The Adventurer Club Director's Guide has instructions for Building the Altar, 2015 Copyright, page 83-85, North American Division Corporation of Seventh-day Adventists.

Lisa/Brad Gary bradlgary@yahoo.com have an alternative for those needing SHORT program.

Tips For A Fantastic Adventurer Sabbath

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

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

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

2. Display crafts and/or posters of what Adventurers do.
3. Display items that need to be replaced (such as old tents) to the church on Sabbath. After new items have been purchased, show that to the church, also.
4. Put into the church bulletin the Adventurer agenda for the year and news items. You may want to include a form with blanks for church members to fill out if they would like to help with the Club. The needs mentioned on Adventurer Sabbath should include monetary needs as well as needs for staff, cooks, counselors, Sabbath School teachers on camp outs, chaplain, etc.
5. If you will have another registration, share that date, so families know when they could involve their children, if they are not already Adventurers.

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

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

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

Suggested Outline for an Adventurer Sabbath Service

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

PROGRAM OUTLINE

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

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

Planning the Adventurer Sabbath Program

PURPOSE

The NAD each year suggests a Sabbath in October - April as Adventurer Day to be observed in all Seventh-day Adventist churches with the following objectives:

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

PLANNING THE PROGRAM

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

1. Most pastors are long range planners. Arrange with the pastor for an Adventurer Sabbath weeks or months in advance.
2. Discuss events with the Club staff and decide on the best program. Work as a team.
3. Present the program to the Pastor with a complete outline. Ask for his suggestions and cooperation.
4. Apply to the church board to have the Club receive the offering and do the ushering.
5. Notify parents, church members, and the church press secretary.
6. Begin training participants, color guard, speakers, etc. Remember the Club is on display.
7. Most church members do not know the Adventurer song, Pledge or Law. Therefore, make a bulletin insert with this information or project words on screen.
8. Indicate in the bulletin when the congregation is to stand. Also, announce during the lay activities period that a change has been made in the order of service.
9. Program should be snappy – no lagging. While the next part of the program is being announced, have the participants on the way.
10. Practice at least one dry run of marching in, taking places, reciting pledges, posting colors, and marching out.
11. Places where groups or individual participants stand should be marked with masking tape.
12. Adventurer color guard can be dressed up with white gloves, belts, and leggings if Adventurers are participating.

Planning the Adventurer Sabbath Program, Cont'd

13. Secure good equipment: flags, standards, banners, etc.
14. Full dress uniform, with sashes and scarves, is a must. The more color, the greater the impression.
15. The offering prayer should be written out to avoid meaningless repetition. Minds sometimes "jelly" when they get up in front. All presentations should be outlined and checked by the Club Director. Leaders, too, need outlines.
16. Take music to the church organist or pianist at least a week in advance, preferably two weeks before the program.
17. As the program develops, the Pastor should be kept in touch.
18. A good report on "Adventurer happenings" should cover past year's activities and the Adventurers themselves should be used to tell the story.
19. Let the Adventurers have full participation on the program. This is not an occasion to show off, but to present to the church what the Club can do for the youth of the church. They do not want to see leaders speaking, but their own children.
20. The "needs of our Club" section must have specifics. Tell them exactly what the Club needs by way of funds. A dollar per person will allow the Club to do such and such. A campaign may be launched for a room, headquarters for the Clubs, tents for camping, etc.
21. Leaders should have confidence in the presentation of the program. Apologies reveal lack of preparation.
22. Invite a good speaker to present the message, or better yet, have one or more of the Adventurers present the sermon. The Conference Pathfinder/Adventurer Director or Pathfinder/Adventurer Assoc. 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 Adventurer Sabbath on another day. Work closely with your Pastor on this part of the program.

**For more information on Family Blessing refer to
NAD Adventurer Club Director's Guide, page 91.**

Baptism Recognition Service

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

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

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

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

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

_____ Adventurer Club
(Name of Church)

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

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

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

BAPTISMAL PIN



BAPTISMAL CERTIFICATE

RECOGNITION OF BAPTISM



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

on _____ at _____

As fellow members of the _____
we pledge our prayers and help toward your Christian growth.

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

Adventurer Club Director

Counselor

Officiating Pastor



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

Family Blessing

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

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

The Adventurer Blessing Service consists of the following:

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

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

Family Network Tips and Program Ideas

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

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

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

**For more information on Family Network refer to
NAD Adventurer Club Director's Guide, page 93-97.**

Adventurer Investiture

Investiture is a cooperative program for Club and church school.

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

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

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

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

IDEAS FOR SERVICE

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

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

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

Full dress uniform is suggested for the Adventurer Investiture program.

Suggested Investiture Service Program

Sample Program Outline:

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

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

“Adventurer of the Year” Award

PHILOSOPHY

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

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

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

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

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

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

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

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

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

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

“Adventurer of the Year” Requirements

• ADVENTURER CLUB PARTICIPATION

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

• PERSONAL EVALUATION:

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

The evaluators should complete the form, seal it in the envelope, and return it to the Adventurer (or their guardians), who then forwards all three sheets to their Director by **March 1**. The combined point’s average of all three evaluation sheets **must total at least 8.5 points** to be eligible for the award, and must be documented on the “Requirement Completion Form”(see pg 102 in this manual). The Personal Evaluation will be based on the following:

• APPEARANCE

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

• CONDUCT:

Shows respect towards authority, elders, and all family members. Set a good example to his/her peers by being courteous, kind and obedient. Takes active interest in school, enjoys Adventurers and encourages others to be a part of the program. 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” on CMS/YMMS (www.padcms.org) by **April 1 (this is the only document we need to determine the award recipients)**.

Adventurer of the Year

EVALUATION SHEET

Local Church Form

NAME OF CANDIDATE (please print): _____

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

EVALUATOR'S RESPONSIBILITY: Please take the time to evaluate the above-mentioned candidate to the best of your knowledge. There may be questions that do not apply to you – **LEAVE THOSE BLANK**. Once completed, seal this form in an envelope, and return it to the Adventurer Club Director.

EVALUATOR'S NAME (please print): _____

EVALUATOR'S RELATIONSHIP TO CANDIDATE: _____

RATING: 10=EXCELLENT 7=GOOD 5=AVERAGE 3=POOR 1=VERY POOR

- | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| 1. Personal appearance and hygiene: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 2. Keeps bedroom neat: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 3. Cleans up after him/herself: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 4. Shows respect towards adults and those in authority: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 5. Shows respect towards all family members: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 6. Sets a good example to his/her peers
by being courteous, kind and obedient: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 7. Takes active interest in school: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 8. Takes active interest in all aspects of Adventurers: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 9. Finishes chores without being excessively prodded: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 10. Is spiritually reverent and has
positive Christian attitudes and manners: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11. Participates in family, club or personal devotions: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 12. Is regularly involved in church activities: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Signature of Evaluator

FOR ADV LEADER ONLY

A) Total points circled:

B) Amount of questions answered: _____

C) Average (A divided by B): _____

The Club Director/Club Secretary must login in to their CMS/YMMS (Club Management System) and enter the information listed on the Requirement Completion Form (pg 102 in this manual).

Adventurer of the Year

REQUIREMENT COMPLETION FORM FOR ADVENTURER CLUB DIRECTOR ONLY

Church: _____ Candidate's Name: _____

Adventurer Director filling out the Form: _____

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

Name of Visitor: _____

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

1. _____ 2. _____

- ___ Adventurer took part in one Share Your Faith project with the Club this year.
- ___ Please calculate the average of all 3 Evaluation Sheets (from home, church, and school; must be at least **8.5**):

A. Average of Evaluation Sheet #1: _____ B.

Average of Evaluation Sheet #2: _____ C.

Average of Evaluation Sheet #3: _____

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

E. Average of all 3 Evaluation Sheets (divide D by 3): _____

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

Signature of Adventurer Club Director

Date

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

(This is the only document we need to determine the Adventurer of the Year award recipients)

NAD Adventurer Evangelism Award



The requirements for the Evangelism Award are as follows:

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

Recognition:

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

Taken from the Adventurer Home Page on the North American Division Pathfinder/Adventurer Website: www.adventurer-club.org

For more information on Adventurer Evangelism Patch refer to NAD Adventurer Club Director's Guide, page 101.

Good Citizenship Pin



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

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

The Adventurer Parent Pin

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

These six pins are crafted of brass and enamel fill in each of the six colors of the Adventurer classes. Parents of Little Lambs receive a dark blue pin, parents of Eager Beavers receive a green Beaver pin, parents of Busy Bees receive a light blue pin, parents of Sunbeam a yellow pin, parents of Builders a blue pin, and parents of Helping Hands receive a maroon pin. These pins may be awarded at Investiture.

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

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



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

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

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

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

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

Submitting a New NAD Adventurer Stars/Chips/Awards

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

Here are the steps:

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

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

Submitting New Florida Conference Adventurer Stars/Chips/Awards

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

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

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



.....
Name of Star/Chip/Award _____

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

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

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

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

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

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

☐ Yes ☐ No

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

Club Name _____

Conference Name _____

Evaluator's Name (please print) _____



Section 6: Florida/NAD Course Level Studies

- Age/Class Level Chart.....110
- Requirements for Each Class.....111-117

ADVENTURER LEVELS



Pre-kindergarten



Kindergarten



First Grade



Second Grade



Third Grade



Fourth Grade



LITTLE LAMB

Be enrolled in Pre-Kindergarten or be 4 years of age by
September 1 of the year you begin the Little Lamb program.



BASIC REQUIREMENTS

- I. Recite the Adventurer Pledge.
- II. Sing "Jesus Is My Shepherd."
- III. Complete the Woolly Lamb Star.

MY GOD

- I. Complete three or more of the following:
 - 1. Sing a song about Jesus.
 - 2. Listen to a story about Jesus.
 - 3. Say three things you've learned about Jesus.
 - 4. Make a craft about Jesus.
 - 5. Complete an activity about Jesus.
- II. Complete the Bible Friends Star.

MY SELF

- I. Complete three or more of the following:
 - 1. Sing a song about the body.
 - 2. Listen to a story about the body.
 - 3. Say three things you've learned about bodies.
 - 4. Make a craft about bodies.
 - 5. Complete an activity about bodies.
- II. Complete the Healthy Me Star.
- III. Complete the Health Food Star.

MY FAMILY

- I. Complete three or more of the following:
 - 1. Sing a song about families.
 - 2. Listen to a story about families.
 - 3. Say three things you've learned about families.
 - 4. Make a craft about families.
 - 5. Complete an activity about families.
- II. Complete the Special Helper Star.

MY WORLD

- I. Complete three or more of the following:
 - 1. Sing a song about creation.
 - 2. Listen to a story about creation.
 - 3. Say three things you've learned about creation.
 - 4. Make a craft about creation.
 - 5. Complete an activity about creation.
- II. Complete the Community Helpers Star.
- III. Complete two or more of the following Stars:

ABC's	Music	Trains and Trucks
Bodies of Water	My Friend Jesus	Weather
Colors	Numbers	Zoo Animals
Finger Play	Sharing	
Insects	Stars	

EAGER BEAVER

Be enrolled in Kindergarten or be 5 years of age by
September 1 of the year you begin the Eager Beaver program.



BASIC REQUIREMENTS

- I. Recite the Adventurer Pledge.
- II. Recite the Pledge of Allegiance or National Anthem.
- III. Pray independently.
- IV. Listen to three books:
 - One Bible story
 - One nature story
 - One story of your choice

MY GOD

- I. Complete the Bible Friends Chip.
- II. Complete the God's World Chip.

MY SELF

- I. Complete the Alphabet Fun Chip.
- II. Complete the Crayons and Markers Chip.
- III. Complete the Know Your Body Chip.
- IV. Complete one or more of the following Chips:
 - Beginning Biking
 - Beginning Swimming
 - Left and Right
 - Jigsaw Puzzle
 - Shapes and Sizes

MY FAMILY

- I. Say the fifth commandment: "Honor your father and your mother" (Exodus 20:12).
- II. Complete the Fire Safety Chip.
- III. Complete the Helping Mommy Chip.
- IV. Complete the Manners Fun Chip.
- V. Complete one or more of the following Chips:
 - Pets
 - Toys

MY WORLD

- I. Say the fourth commandments: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).
- II. Complete the My Community Friends Chip.
- III. Complete the Animals Chip.
- IV. Complete one or more of the following Chips:
 - Animal Homes
 - Birds
 - Gadgets and Sand
 - Scavenger Hunt
 - Sponge Art

BUSY BEE

Be enrolled in First grade or be 6 years of age by
September 1 of the year you begin the Busy Bee program.



BASIC REQUIREMENTS

- I. Recite and accept the Adventurer Pledge.
- II. Complete the Busy Bee Reading I Award.

MY GOD

- I. God's Plan to Save Me
Create a story chart or booklet showing the order in which these events took place:
 - A. Creation
 - Sin and sadness begin.
 - Jesus cares for me today.
 - Jesus comes again.
 - Heaven.
 - OR the Bible stories you are studying in your classroom or Sabbath School.
 - B. Use your story chart or booklet to show someone how much Jesus cares for you.
- II. God's Message to Me
 - A. Complete the Bible I Award.
- III. God's Power in My Life
 - A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.
 - B. Ask three people what they pray about.

MY SELF

- I. I Am Special
Make a booklet showing different people who care for you.
- II. I Can Make Wise Choices
Name at least four different feelings. Play the "Feelings" game. (See Busy Bee Activity Book, page 15)
- III. I Can Care for My Body
Complete the Health Specialist Award.

MY FAMILY

- I. I Have a Family
Create paint/draw a picture showing something you like about each member of your family.
- II. Families Care for Each Other
 - A. Discover what the fifth commandment (Exodus 20:12) tells you about families.
 - B. Act out three ways you can honor your family.
- III. My Family Helps Me Care for Myself
Complete the Safety Specialist Award.

MY WORLD

- I. The World of Friends
Tell how you can be a good friend. Use:
 - Puppets
 - Role-playing
 - Your choice
- II. The World of Other People
 - A. Discuss the work people do for your church.
 - B. Learn about one job by helping the person do it.
- III. The World of Nature
Complete the Friend of Animals Award.

SUNBEAM

Be enrolled in Second grade or be 7 years of age by
September 1 of the year you begin the Sunbeam program.



BASIC REQUIREMENTS

- I. Recite and accept the Adventurer Law.
- II. Complete the Sunbeam Reading II Award.

MY GOD

- I. God's Plan to Save Me
 - A. Create a story chart or booklet showing Jesus':
 - Birth
 - Life
 - Death
 - Resurrection
 - OR the Bible stories you are studying in your classroom or Sabbath School.
 - B. Use your story chart or booklet to show someone the joy of being saved by Jesus.
- II. God's Message to Me
 - A. Memorize and explain two Bible verses about being saved by Jesus:
 - Matthew 22:37-39
 - 1 John 1:9
 - Isaiah 1:18
 - Romans 6:23
 - Your choice
 - B. Name the two major parts of the Bible and name the four gospels.
- III. God's Power in My Life
 - A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.
 - B. Ask three people why they study the Bible.

MY SELF

- I. I Am Special
Make a tracing of yourself. Decorate it with pictures and words which tell good things about yourself.
- II. I Can Make Wise Choices
Play the "What-if?" game.
- III. I Can Care for My Body
Complete the Fitness Fun Award.

MY FAMILY

- I. I Have a Family
Create a family collage, family crest, or coat of arms.
- II. Families Care for Each Other
Show how Jesus can help you deal with disagreements. Use:
 - Puppets
 - Role-playing
 - Your choice
- III. My Family Helps Me Care for Myself
Complete the Road Safety Award.

MY WORLD

- I. The World of Friends
Complete the Courtesy Award.
- II. The World of Other People
 - A. Explore your neighborhood. List things that are good and things you could help make better.
 - B. From your list, choose ways and spend time making your neighborhood better.
- III. The World of Nature
Complete the Friend of Nature Award.

BUILDER

Be enrolled in Third grade or be 8 years of age by
September 1 of the year you begin the Builder program.



BASIC REQUIREMENTS

I. Responsibility

- A. Recite and accept the Adventurer Pledge and Law.
- B. Explain the Pledge.

II. Reinforcement

Complete the Builder Reading III Award.

MY GOD

I. God's Plan to Save Me

A. Create a story chart or booklet showing the order in which these stories took place:

- Paul
- Martin Luther
- Ellen White
- Yourself

OR the Bible stories you are studying in your classroom or Sabbath School.

B. Use your story chart or booklet to show someone how to give one's life to Jesus.

II. God's Message to Me

A. Find, memorize, and explain three Bible verses about giving your life to Jesus:

- Acts 16:31
- John 1:12
- Galatians 3:26
- 2 Corinthians 5:17
- Psalms 51:10
- Your choice

B. Name the books of the New Testament.

III. God's Power in My Life

A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.

B. Complete the Prayer Award.

MY SELF

I. I Am Special

A. Put together a scrapbook, poster, or collage showing some things you can do to serve God and others.

II. I Can Make Wise Choices

A. Earn the Media Critic Award.

B. Role play or do a skit to show the results of a good decision and a bad decision.

III. I Can Care for My Body

Complete the Temperance Award.

MY FAMILY

I. I Have a Family

A. Create a family flag or banner or make a collage of stories and/or photographs about your family.

B. Find a story in the Bible about a family that changed.

II. Families Care for Each Other

Play game by having each family member show appreciation to each of the other members of the family.

III. My Family Helps Me Care for Myself

Complete the Wise Steward Award.

MY WORLD

I. The World of Friends

A. Make friends with a person of another culture, generation, or someone who is handicapped.

B. Invite that person to a family or church event.

II. The World of Other People

A. Know and explain your National Anthem and flag.

B. Name your country's capital and the leader of your country.

III. The World of Nature

Complete an award for nature, not previously earned.

HELPING HAND

Be enrolled in Fourth grade or be 9 years of age by
September 1 of the year you begin the Helping Hand program.



BASIC REQUIREMENTS

- I. Responsibility
 - A. Recite and accept the Adventurer Pledge and Law.
 - B. Explain the Law.
- II. Reinforcement
 - Complete the Helping Hand Reading IV Award.

MY GOD

- I. God's Plan to Save Me
 - A. Create a story chart or booklet showing the order in which these stories took place:
 - Noah
 - Abraham
 - Moses
 - David
 - Daniel
 - OR the Bible stories you are studying in your classroom or Sabbath School.
 - B. Use your story chart or booklet to show someone how to live for God.
- II. God's Message to Me
 - A. Complete the Bible II Award.
- III. God's Power in My Life
 - A. Spend a regular quiet time with Jesus to talk with Him and learn about Him. Journal your time by writing, drawing, or recording a video.
 - B. With an adult, choose one thing in your life which Jesus has promised to help you improve. With His help, pray, plan, and work together to reach your goal.

MY SELF

- I. I Am Special
 - A. List some special interests and abilities God has given you.
 - B. Sure your talents using one of the following:
 - Talent show
 - Show and tell
 - Complete an Adventurer Award
- II. I Can Make Wise Choices
 - A. Learn the steps of good decision-making.
 - B. Use them to solve two real-life problems.
- III. I Can Care for My Body
 - Complete the Hygiene Adventurer Award.

MY FAMILY

- I. I Have a Family
 - Make a story cart or picture book about your family history.
- II. Families Care for Each Other
 - Help plan a special family worship, family night, or family outing.
- III. My Family Helps Me Care for Myself
 - Complete a level 3 or 4 Adventurer Award not previously earned.

MY WORLD

- I. The World of Friends
 - Complete the Caring Friend Adventurer Award.
- II. The World of Other People
 - Complete the Country Fun Award.
- III. The World of Nature
 - Complete the Environmentalist Adventurer Award.

ADVANCED HELPING HAND

This class was designed for the over-achieving Adventurers who needs additional activities, or fifth-graders, age 10, who just aren't ready to move on to Pathfinders.



BASIC REQUIREMENTS

- I. Have completed the *Helping Hand* Level requirements.
- II. a. Earn the Home Helper Award.
b. Plan a meeting with the family to discuss a topic important to the child.

MYSELF

- I. a. By respecting your body, you should be aware of the food you eat by reading the first three ingredients of your favorite:
 - Cereals
 - Drinks
 - Snacks
 - Desserts
- b. Keep a Food Diary of the food you eat in one week.
- c. Sign a Health Pledge card.
- II. Work with a staff member in planning one of the following:
 - Adventurer activity or outing
 - Club party
 - Club opening exercise
 - Assist in teaching an Award to either Busy Bees or Sunbeams

MY GOD

- I. Participate in a church worship service by doing one of the following:
 - Scripture reading
 - Prayer
 - Ushering/offering collection
 - Children's story

MY WORLD

- I. Use a compass to follow directions and reach a goal.
- II. Demonstrate how to stay safe in adverse weather conditions such as:
 - Frostbite
 - Sun stroke
 - Black ice
 - Heat stroke
 - White-out (blizzard)
 - Hypothermia
- III. a. Help set up, serve, and/or clean up from a fellowship meal OR prepare sandwiches for a homeless shelter.
b. Prepare a care package for someone in need.
- IV. a. Use food coloring to color a carnation to give to a special person OR start a vegetable plant.
b. Find a creepy crawling creature of your choice **OR** draw and color pictures of the snakes in your area.
c. Show and tell one of the above or an option of your choice.



Appendix

Appendix A - Pathfinder and Adventurer Committee History	119-120
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Appendix A

Article II: Statement of History and Purpose

(Excerpt from PAC Constitution)

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

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

1. In 1980, a Pathfinder Area Coordinator system was added to the Florida Pathfinder program. Five volunteer area coordinators were appointed to serve as field workers for the Pathfinder Clubs. Their duties were to help form new Clubs, coordinate activities of existing Clubs and provide assistance to local pastors and leaders. Coordinators visit the Clubs in their areas enough to become familiar with local Club programs.
2. In recent years the value of a Pathfinder Council to the Pathfinder work has been proven many times over. Other than its value as an advisory body to the Florida Pathfinder Director, council members have formed clubs throughout this state. This spirit of unity has spread over the borders of the Florida Conference into other conferences. It has helped provide the continuing leadership for our expanded mission program.
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 2010, at the request of the Florida Conference Administration, the Pathfinder and Adventurer Department merged with the Youth/YA Department to create a single Youth Ministries Department under one director with two Associates. A new volunteer structure was also created to better care for local church Club directors/youth leaders. The volunteers were State Administrators, Area Administrators, Zone Administrators, and Cluster Coordinators.
7. In December 2016, at the request of the Conference Executive Committee, the Pathfinder/Adventurer Ministries were separated once again and became an independent department with a director/associate. The volunteer structure stayed the same. The PAD divided the state into four areas: North, Central, West, and South.