



INTRODUCTION TO PATHFINDERS

1. History of World Pathfinding

The first official action concerning the work for junior youth was taken in 1907 at a convention in Mount Vernon, Ohio.

As early as 1911 clubs for boys were organized in Takoma Park, Maryland. These were the Takoma Indians, Missions Scouts, Woodland Clan and Pals.

After the first World War, Adventist youth leaders began developing a new concept of training junior youth. Storytelling, hikes, games, arts, crafts and campfires were used in this new approach to youth needs.

In 1919, A W Spalding, undoubtedly the foremost proponent of the new approach to junior work, started a Mission Scouts organization at Madison, Tennessee, for his own boys and their friends. Handicrafts, woodcraft, trailing and camping were stressed. A law, pledge and aim were adopted, which formed the basis of the Pledge and Law eventually adopted for Junior Missionary Volunteers.

In 1922 the first JMV Progressive Classes (later JMV Classes, then AJY Classes and now Pathfinder Classes) were formed to help in the physical, mental, spiritual and social development of the denomination's young people. Skill of hand and mind were developed on three levels of efficiency – Friend, Companion, and Comrade (now Guide).

Pre-JMVs was developed in 1930 and its name was changed to pre AJY's and then Adventurers.

The term 'Pathfinder' was first used in the JMV program by two laymen in the Santa Ana, California, church in the early 1930's. They formed a club for boys in the basement of their home and carried on a similar program to what we have today. The name Pathfinder was one which was continued in Southeastern California and when a camp was purchased in Idyllwild, California, it was called the JMV Pathfinder Summer Camp.

In the early 1940's a number of conferences throughout North America experimented with a program similar to the present Pathfinder idea. In the Pacific Northwest, where L A Skinner was youth director for the union, the club was known as 'Trailblazers'.

As youth director of the Southeastern California Conference in 1946, J H Hancock decided to launch such a program in Southeastern. Since the name of their camp was Pathfinder Camp, it seemed logical that they would call this the JMV Pathfinder Club.

The first conference-sponsored Pathfinder Club was held in Riverside, California, with a young man by the name of Francis Hunt as director.

The idea quickly spread to other local conferences and in 1947 the General Conference Youth Department asked the Pacific Union to develop the Pathfinder Club program on an experimental basis. This union, under the leadership of J R Nelson, developed the Pathfinder idea from a few scattered experiments to a unified plan.

In 1950, the General Conference officially authorized the establishment of JMV Pathfinder Clubs for the world field. Some interesting historical dates are:

- 1908 Junior Reading Course
- 1922 Progressive Classes implemented
- 1926 First Junior Camp
- 1927 Master Comrade (Master Guide) officially approved
- 1928 Honours introduced
- 1946 Elder J H Hancock designed the Pathfinder Club emblem and revised it in 1981
- 1948 The Pathfinder flag was designed by Henry Bergh and first used in the Pacific Union Conference
- 1948 First District Directors
- 1951 First Pathfinder Fair
- 1952 Elder Bergh, who was the youth director of the Central California Conference, also wrote the Pathfinder song, 'Pathfinders'.
- 1954 First Pathfinder Camporee
- 1957 Pathfinder Day added to church calendar
- 1972 50th Anniversary of JMV Classes
- 1976 50th Anniversary of junior camps
- 1979 JMV was changed AJY
- 1982 The AJY Classes and Pathfinders were combined under the one program and name called Pathfinders.
- 1990 40th Anniversary of Pathfinders

2. South Pacific Division Pathfinder History

As early as 1892 A G Daniels set up youth clubs in Adelaide. JMV classes were conducted and in April 1953, Preston Church, Melbourne, commenced a Pathfinder Club under the leadership of Kevin Silva. At the Victorian Camp session in February 1954, Preston Club exhibited a hobby display and staged a Pathfinder parade.

June 11-14, 1954 – A Pathfinder counselor's camp was conducted by Pastor L Hay at Eagle Hawk Neck, Tasmania. Fifteen Pathfinder counselors and leaders came together to study the implementation of the Pathfinder Club in the local church. October 28, 1954 – the first Pathfinder Fair was conducted in Adelaide's Centennial Hall under the direction of Pastor W Rudge.

November 25, 1954 – At the Australian Division Session the Division Youth Director's report introduced the fact that Pathfinding was now a part of the Division Youth program and was being enthusiastically implemented in conjunction with the JMV program.

October 24, 1955 – Seven Sydney and two Newcastle clubs gathered at Strathfield High School to take part in the Greater Sydney Pathfinder Fair under the direction of Pastor S T Leeder.

By 1959, the Victorian conference had 18 clubs, 150 directors and counselors, and almost 600 Pathfinders.

In 1962, a reporting system was introduced to help Pathfinding become meaningful as a yearly church program.

In Papua New Guinea the first club commenced operating in 1957, also the first camp and fair. Other clubs began in 1962 and 1964. The first camporee was held in 1962.

October 12, 1964 – Pastor L A Webster reported from Pitcairn Island, that Pathfinders had commenced there with 18 Pathfinders.

The first mission Pathfinder Fairs in the Central Pacific Union Mission were conducted in 1972 in Tonga and in Fiji.

In the early sixties, conference camporees were organized within this Division and in 1975 the first Division-wide Pathfinder Camporee was held at Yarramundi, Sydney, Australia – January 1-6. Approximately 2000 Pathfinders attended from 86 clubs.

In the late seventies Pathfinder Cooroborees or Rallies were introduced. These are get-togethers where clubs within a specific area can share in inspiration and achievement on Sabbath afternoon and Saturday night. Often a Fair was held on the following day.

In 1980 a combined Pathfinder and AJY Classwork program was introduced on a trial basis in this Division. After modifications this new Pathfinder program was officially adopted by the General Conference for the world field.

The new South Pacific Division Pathfinder song was selected in 1990 and was written in Western Australia by Stan Schirmer.

3. Your Club History

What about your church's Pathfinder Club history? Researching Pathfinder history would be so much easier for your church members of the 21st Century if you have kept an up-to-date record of the 'who's who' and 'what we did' since the inception of your club. An accurate record makes it easy for planning those important reunions, which can become major highlights in club activities. It's worth the effort. Start now. By the way, your conference/mission youth ministries office, would like a copy of your club history.

4. Philosophy

The Pathfinder club is a church-centred spiritual-recreational program designed for young people ten to fifteen years of age (and/or in Year 5 to Year 10 or equivalents). It is filled with

action, adventure, challenge and group activities, and provides opportunities for the development of new attitudes and skills that produced personal growth, team or community spirit and a sense of loyalty and respect for God, His creation and His church. The basic Pathfinder philosophy can be achieved as club leaders seek to fulfil the following objectives:

- a. Help the Pathfinder to understand that God loves them, cares for them, and appreciates them.
- b. Encourage Pathfinders to discover their own God-given potential.
- c. Inspire Pathfinders to give personal expression of their love for God.
- d. Make the number one priority of the club program the personal salvation of every Pathfinder.
- e. Build into a Pathfinder's life a healthy appreciation and love for God's creation.
- f. Teach Pathfinders specific skills and hobbies that will make their lives more meaningful and will occupy their time with profitable accomplishments.
- g. Encourage the Pathfinder to keep physically fit.
- h. Give opportunity to develop and enlist leadership.
- i. Seek to foster the harmonious development of the physical, social, intellectual and spiritual life of the Pathfinder.

SPPSM (*South Pacific Pathfinder Staff Manual*), Part 1, pp 3, 4

To assist in achieving these objectives, the Pathfinder club has standards, symbols, uniform and a constitution. The Pathfinder club flag, bearing the Pathfinder emblem, is displayed at regular club and Pathfinder programs. Each unit has a guidon. There is a full dress uniform and field uniform. The Pathfinder Pledge and Law highlights the spiritual basis on which the club is built.

SPPSM, Part 1, pp 21-34, 20-32

The club operates for a ten-month calendar year, generally with a twice-monthly program of at least three hours duration. During the regular meeting the Pathfinders take part in drill and marching, crafts and/or hobbies, games, devotional activities, honours, seminars and classwork.

SPPSM, Part 1, pp 175-179, 159-163

There are six achievement classes, with given names and represented by a class colour. These are: Friend (blue – 10 years), Companion (red – 11 years), Explorer (green – 12 years), Ranger (black/grey – 13 years), Voyager (brown – 14 years), Guide (gold – 15 years). At the conclusion of the classwork requirements, the Pathfinder receives a badge, a pocket strip and chevron at a special Investiture service.

SPPSM, Part 1, p2

5. Membership

Young people, ten to fifteen years of age (and/or Year 5 to Year 10 or equivalents), may become members of the Pathfinder club. The first class, which is Friend, is designed for the average ten-year-old and is structured in keeping with their physical and intellectual abilities. Commencing this class before the ideal time may cause some hardship and will most likely detract from interest in future classes during the important teen years. For further membership requirements and State or County class equivalents see:

SPPSM, Part 1, pp 58, 59, 54

6. Activities

Club activities include crafts, field trips, regular club meetings and class work, fund raising, drill and marching, campouts, outreach activities, honours and special events. Honours include art and crafts, household arts, nature, outreach, primary industries, recreation skills and technics. (See SPPSM, Part 111, Honours)

7. Enrolment Program

After the staff officers have been selected and instructed, enrolment of members can begin. Promotion of the club, with time and place of the first meeting, can be made through the church bulletin, by church announcements, in the church school and at Sabbath School. Every avenue of publicity should be used. At the first meeting Pathfinder Club Application Forms will be given out. These will be taken home, signed by parent or guardian, and returned at the second meeting, to be kept in the record book by the secretary.

Pathfinders should be encouraged to bring their friends to build up the membership in the club.

The Enrolment program should be the first Pathfinder meeting of the year. It should introduce all parents and Pathfinders to the program planned for your Pathfinder club for the coming year – its goals and objectives, its activities and meetings, both secular and religious. Careful planning of this enrolment program is necessary. It should begin on time and stay within the specified time, and may be held at a regular club meeting.

SPPSM, Part 1, pp 111,101

8. Club Location

Most Pathfinder club meetings are held in the church hall. Many churches are providing recreational centres for such activities. Regular meetings may be held in a private home, a workshop, a gymnasium or even a large garage. In any event, a regular place of meeting should be arranged. This builds stability, promptness and interest. However, most of the Pathfinder requirements can be conducted on nature walks, field trips and campouts, and places for these needs to be chosen as well.

Pathfinder meetings will be held generally twice monthly, for at least ten months of the year. The time and duration of these meetings will be decided by the executive committee. See also No. 17.

SPPSM, Part 1, p 38, 36

9. Organisational Structure

The Pathfinder club is a worldwide program organized and directed by the Department of Church Ministries at the General Conference of the Seventh-day Adventist Church. It is operated by the local Seventh-day Adventist church under the direction and control of the Youth director of the local conference/mission. A district director may care for clubs in a district and act as an assistant to the youth director.

SPPSM, Part 1, p 1

10. The District Director

The Pathfinder district director is the leader of a district team and is directly responsible to the conference/mission youth director, acting as a deputy within the district. This may include advice to church boards, pastors, church nominating committees and club directors.

District directors are appointed to help the local clubs. A local club may invite their district director to attend local club meetings, campouts, investitures and executive committee meetings. Many district directors have particular areas of expertise, such as club organization, drill or camping and can assist clubs in these areas.

SPPSM, Part 1, p 42, 40

11. Organising A New Club

- a. Counsel with the conference/mission youth director.
- b. Meet with the pastor and youth director to discuss club organization.
- c. Present the plan to the church board.
- d. Hold a second meeting with the church board relative to election of officers.
- e. Inform the congregation.
- f. Pathfinder officers elect committee members.
- g. Hold first meeting of Pathfinder Executive Committee.
- h. Arrange for officers and staff to attend a Pathfinder Staff Leadership Training Course.
- i. Executive Committee plan yearly program.
- j. Full staff committee discuss yearly program.
- k. Build the program six weeks before enrolment night.
- l. Send letter to potential Pathfinder families.
- m. Advertise Pathfinder program.
- n. Enrolment night.
- o. Home visitation program.

- p. Hold first regular club meeting.
- q. Conduct an induction Ceremony.
- r. Arrange for Pathfinder Passports.
- s. Seek community and church interest.
- t. Hold a guest night.
- u. Evaluate after the first quarter.

SPPSM, Part 1, pp 89-93, 83-96

12. The Director's Responsibilities

The Pathfinder club director should be a mature person who a member in good and regular standing of the Seventh-day Adventist Church. The director should preferably have a current Pathfinder Leadership (PLA) Award. If not, it should be obtained as soon as possible.

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

The club director must be vitally interested in young people and sympathetically understand the problems of the juniors and teens. The director's life ideally demonstrates what God can do in the lives of Pathfinders.

The club director should be resourceful and enthusiastic, carry responsibility, possess an eagerness to recognize new ideas, and show initiative in their implementation. The director must be able to work well with staff, and assist counselors and teachers with any problems that may arise with their units and classes. The director is responsible for organizing and supervising each meeting.

SPPSM, Part 1, pp 43,45,46, 41-43

13. Staff Members

To administer a club efficiently there must be an adequate number of counselors and instructors to assist the director and deputy directors. Where possible each staff member should attend Conference/mission Leadership Weekends. The Pathfinder Club executive committee selects the counselors and instructors. Listed below are the staff of the club, and some of the responsibilities of each position:

- a. Administrative Director (where there is a Junior & Teen club in the church)
 - * Liaison between the teen and junior clubs.
- b. Club Director
 - * Organises the activities of the club and arranges for each club meeting.
- c. Deputy Directors
 - * Share leadership responsibilities of the club

- * May also be secretary, treasurer, chaplain.
- * Coordinate achievement classes, outreach activities.

- d. Club Secretary
 - * Keeps all club records, maintains the club scoring system.
 - * Fills out the conference/mission report each month.
- e. Club Treasurer
 - * Cares for club expenses and funds.
- f. Club Chaplain
 - * Leads out in spiritual activities of the club.
- g. Unit Counsellors
 - * Has the closest contact with the Pathfinders
 - * Leads a group of six to eight members through the classwork for successful Investiture.
- h. Junior Counselors
 - * Often a Master Guide-in-training who assists the Counselor
- i. Instructors/Teachers
 - * Specialists selected from the church or community to teach specific subjects such as Bible, personal growth, outdoor skills, honours or crafts.
- j. Unit Captains
 - * Chosen by the unit to be their leader, and assist the counselor
- k. Unit Scribes
 - * Chosen by the unit to keep unit records, and assist where necessary.

SPPSM, Part 1, pp 43-51, 41-48

14. The Executive Committee

- a. Club Director (Chair)
- b. Deputy Directors
- c. Secretary
- d. Treasurer
- e. Chaplain
- f. Pastor (ex officio)
- g. Youth Sponsor/Elder (ex officio)
- h. Administrative Director (ex officio)

Responsibilities

- a. Submit proposed budget to church board.
- b. Select Model A or B, or suitable program outline (SPPSM, Part 1, pp73-75, 68-70)
- c. Plan the yearly program (SPPSM, Part 1, pp 69-72, 64-70)
- d. Select staff counselors and instructors.
- e. Review the work of counselors and instructors.
- f. Support all conference/mission sponsored Pathfinder programs.

15. The Staff Committee

Executive Committee members, plus:

- a. Counselors
- b. Junior Counselors
- c. Teachers
- d. Instructors
- e. Unit Captains may be invited

Responsibilities

- a. Unit programming as it relates to the club meetings
- b. Unit problems relating to discipline
- c. Give study to club program planning guide
- d. Nominate Pathfinders for annual Award of Excellence
- e. Give detailed study to club objectives in areas such as Investiture, Recreation, Camping
Witnessing, Nature etc.

SPPSM, Part 1, p 53, 49

16. Staff Leadership Courses

Several leadership courses are available for those in Pathfinding. Each is designed with a specific purpose in mind. Leaders should obtain a Pathfinder Leadership Award Record Book to keep an account of their training courses and service in local clubs. The Pathfinder Leadership Award Handbook gives a detailed explanation of the course requirements for each leadership award.

SPPSM, Part 1, pp 54-57, 50-53

17. Meeting Formats

The Pathfinder can complete the class requirements only if regular meetings are conducted. These meetings are conducted according to the needs of the local club. Many of the requirements may be covered in a camping situation, around the campfire, for morning and evening worship, church service, Sabbath afternoon programs etc. For clubs who like to camp, more club and unit campouts can be scheduled in the yearly calendar.

Other clubs may like to use one of the two models suggested. It is possible for a club to swap from model to model each year, and also during the year. For example, a club may prefer Model A in winter when there are long evenings available, and Model B when sunset is late or daylight saving leaves little time in the evenings. The club can use Model A the first weekend of each month, and Model B the third weekend of the month. All these choices, and more, are yours.

Model A:

This is conducted in one three-hour session with opening and closing ceremonies, marching, games, curriculum and craft, all integrated into one program. Here is a sample program,

showing the basic structure. This may be varied without limit to suit any situation and add variety to the program.

<u>Minutes</u>	<u>Activity</u>
15	Opening Ceremony – flags, prayer, inspection
10	Drill (club or unit)
15	Speaker/devotional
30	Classwork (indoor or outdoor activity)
30	Games or Fair practice
30	Classwork (indoor or outdoor activity)
45	Honours/Hobbies/Crafts
<u>5</u>	Announcements and Benediction
180	

Model B:

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

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

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

Following is a sample program, showing basic structure. This may be varied without limit to suit any situation and add variety to the program.

Segment 1 1 hour (may be Sabbath)

<u>Minutes</u>	<u>Activities</u>
10	Opening Ceremony
10	Object lesson/quiz
30	Classwork
7	Special Feature
<u>3</u>	Announcements/Benediction
60	

Segment 2 2 hours (secular time)

<u>Minutes</u>	<u>Activities</u>
10	Opening Ceremony

15	Devotional/Guest
15	Games/Fair Practice
30	Classwork
40	Hobbies/Honours/Crafts
<u>10</u>	Closing Ceremonies/Benediction
120	

SPPSM, Part 1, pp 73, 74, 68

18. Units

Within each club the Pathfinders are organized into units of six to eight, with a counselor as their leader. This division into smaller units permits better order and discipline, and more individual attention can be given to each member. Unit structure options may be by age, class or sex, or any combination.

To develop qualities of leadership and responsibility, which is one of the aims of the Pathfinder organization, the following Pathfinder officers are to be selected:

UNIT CAPTAIN: Each unit within the club, with its counselor, selects one of its members as its captain. The captain is the leader of the unit and should set an example in promptness, cooperation in all club activities, and good conduct at all times.

UNIT SCRIBE: Each unit within the club, with its counselor, selects one of its members as a scribe. This Pathfinder will be responsible for reporting the attendance of the unit to the club secretary at each meeting and collect dues where necessary.

SPPSM, Part 1, pp 1, 40, 50, 51, 37, 38, 47, 48

19. Opening Ceremony

In Part 11 of the SPPSM, Chapter 13, there is a suggested format, giving all commands necessary for a club Opening Ceremony, including the Pathfinder Song and Prayer.

SPPSM, Part 11, pp 52, 53

20. Calling the Roll

In Part 11 of the SPPSM, Chapter 14, there are commands and suggested format for Calling the Roll.

SPPSM, Part 11, p 56

21. Inspections

In Part 11 of the SPPSM, Chapter 15, there are suggested formats for club inspections and visits and formal inspection by special guests.

SPPSM, Part 11, pp 57-59

22. Closing Ceremony

In Part 11 of the SPPSM, Chapter 13, there is a suggested format giving all commands necessary for a Closing Ceremony.

SPPSM, Part 11, pp 53, 54

23. Finances

Some sources of finance for Pathfinder Clubs are: membership fees, private donations, benefit projects, fundraising and church budget.

A number of adults unable to participate personally in the Pathfinder program may be glad to make a financial contribution for specific projects.

Benefit projects may include a freewill offering at a special program.

Leaders may discuss expenses with the club members, suggesting a simple budget and how to adhere to it. Some items may be cared for by the budget, and others such as special trips, etc. may be paid for by the club members. Meeting expenses of this kind can be part of the experience of a Pathfinder that encourages independence and self-reliance.

Club funds may be disbursed only by vote of the staff. Careful records of all finances are to be kept by the treasurer of the club, who should be prepared to give a financial report upon request.

SPPSM, Part 1, pp 94-97, 88-91

24. Maintaining A Successful Club

After a club has been started, a real challenge is presented to the leaders to plan a far-reaching program that will keep the interest of the Pathfinders throughout the year and build up a strong club spirit. This will take much ingenuity and resourcefulness on the part of the entire staff, and calls for close cooperation and careful planning by the executive committee and club officers.

The Pathfinder is one who is at an age where he/she enjoys adventure, surprise and frequent change of activity, and interest will be quickly lost if a club program follows a staid routine of familiar events. The successful club director will augment the regular Pathfinder meetings with field trips every month or at least every six weeks. These field trips may consist of nature explorations, excursions to places of historical interest, visits to museums, zoos, botanical and marine gardens, overnight hikes, boat trips, early morning breakfasts, snow outings, and many other interesting activities such as a Pathfinder hobby exhibit or a joint field day with other Pathfinder Clubs in the area.

Wise leaders will not always make decisions as to what the club is going to do but will give opportunities for self-expression by letting the club members discuss some of their own activities with adult leaders ready to give counsel and guidance where needed.

SPPSM, Part 1, pp 79-81, 74-76

25. Public Relations

Publish "Pathfinder News" with stories and drawings of club activities. Pathfinders will enjoy contributing to their club paper, and may even sell copies in their neighbourhood. These news sheets may be produced inexpensively.

Keep the news of your club and its activities before the community by making favourable contacts with the public press. Radio and television stations are often happy to arrange interviews. This will help build club morale. Have your club enter into community projects such as clean-up campaigns, safety and good citizenship weeks, paper collecting drives etc.
SPPSM, Part 1, pp 85-88, 80-82

26. Parent Cooperation

The aim and desire of the parents and the Pathfinder staff are fundamentally the same. These aims can be best achieved when parents have a real understanding of the Pathfinder plans and ideals.

Nobody is more interested in a Pathfinder's welfare than the Pathfinder's father and mother. Thoughtful parents are interested in finding out what the Pathfinder Club expects of their children. They want to do their share to help the Pathfinder Club benefit their children.

The best possible time to arouse the parents' interest is when the club is first organized. Invite all parents to that first meeting.

Next, get the parents together for a special occasion when an event of sufficient importance warrants it – such as the club's birthday party, a hobby exhibition or a special open house. Occasional joint field trips can be sponsored for Pathfinders and parents. Father and son hikes or banquets and similar occasions for mother and daughter can be planned by the club. A campfire program to which parents are invited can be a very special event.

Promptness in meetings – especially in observing closing time – will ensure parent cooperation. Careful supervision and discipline will also be greatly appreciated by parents.

27. Induction Ceremony

A Pathfinder membership Induction ceremony may be used to admit new juniors, teens or adults to membership in a local club. This should be dignified, simple and brief, but should be an impressive occasion that will inspire the Pathfinder candidates with the high ideals of the Pathfinder club organization.

SPPSM, Part 1, pp 112-115, 102-105

28. Discipline

In a Pathfinder club, good discipline provides an environment that is conducive to cheerful attitudes and cooperative behavior. A well planned program will avoid many problems and mistakes. However, a club discipline procedure needs to be outlined to staff at the beginning of the year.

SPPSM, Part 1, pp 82-84, 77-79

29. Uniform

Pathfinders wear the official dress uniform or field uniform, which encourages every club member to take pride in their appearance and in the club as a whole. The uniform also inhibits self-consciousness about matters of dress and helps to create unity and friendliness. The uniform should be worn at all club meetings and on such other occasions as the director shall indicate.

SPPSM, Part 1, pp 25-33, 24-32

30. The Pathfinder Award of Excellence

The following are the criteria to be studied by the Pathfinder staff committee for the nomination of candidates for the Pathfinder Award of Excellence:

- a. Be a member of a teen Pathfinder class
- b. Be an active member of the local club for at least one Pathfinder year.
- c. Have a record of conduct consistent with the ideals of the Pathfinder Pledge and Law.
- d. Have a record of responsibility that demonstrates self-initiative and a high level of proficiency.
- e. Reflect the spirit of Pathfinding through team spirit and cooperation with leadership.
- f. The Pathfinder will be completely uniformed on all occasions in the uniform specified.
- g. The Pathfinder will have a record of relating to all cultural groups in a positive Christian manner.

SPPSM, Part 1, pp 67,68,62,63

31. Class Record Cards & Passports

In order that a Pathfinder can be invested, a record of the work needs to be kept by the club. Special record cards have been prepared for this purpose.

The record cards for each Pathfinder class can be obtained from the youth ministries office. These will provide an up-to-date assessment of each Pathfinder's progress in the achievement class. The record cards should be kept by the club.

When a class requirement is completed, the counselor signs it off on the class requirement card, and on completion of each section, the Pathfinder's Passport can be stamped with the appropriate stamp. Stamps sets are available from the youth ministries office. At the completion of the class the district director or youth director will stamp INVESTED across the page and date and sign it on the day of the investiture.

SPPSM, Part 1, p 70, 65

The Pathfinder Passport is available from or can be ordered through the local Conference Youth Ministries Department office. This pocket sized book provides the individual with a record of all personal achievements and major events in Pathfinding. Each Pathfinder and staff member is required to obtain a Passport and will need to make application on the special form. A photo of the applicant, in complete Pathfinder uniform, must accompany the Application.

32. Reporting

Special report forms are to be used for recording the club's activities. These forms are available from the local youth ministries office. The club secretary will need to fill in the form

each month and return it to the conference/mission by the 10th of the next month. Points are compiled throughout the Pathfinder year, and at the end of the year awards are given depending on the score achieved.

SPPSM, Part 1, p 76-78, 71-73

33. Investiture

The Investiture service is one of the most important occasions in the Pathfinder and church calendar. It is during this special service that the Pathfinders are rewarded for completing the requirements of the Pathfinder classes, and as such is the culmination of the year's work.

The ceremony is held during the church service or in the afternoon, as a special program. An Investiture may also be conducted on special occasions, such as at Camporees and Pathfinder Rallies. The following procedure is suggested:

- Set the date
- Arrange with Church Pastor
- Invite Guest Speaker if applicable
- Invite Youth Director or District Director
- Arrange with District Director for Class Testing
- Order Insignia
- Plan the Program (involve Pathfinders in the service)

SPPSM, Part 1, pp 121-123, 111-114

34. The Investiture Charge

At the close of the Investiture, before the dedicatory prayer, one of the following charges (or a variation) is to be given by the youth director or district director. (See SPPSM, Part 1, pp 124, 125 for further charges)

- A. You have now come to the place in your program of study and self-improvement where you are ready to assume a new relationship to the church and its work. You have completed the work outlined in one of the Pathfinder classes. The insignia you have received represent the highest ideals of the Seventh-day Adventist organization. This insignia is to be held in trust only so long as you carry out in your daily life the ideals for which this insignia stands – the ideals embodied in the Pathfinder Pledge and Law. Therefore I charge that by the grace of God you endeavour every day to cherish these high principles and to live them out in your words and actions, that by so doing you may prove to be a true servant of God and friend to man.

If for any reason whatsoever you lose sight of these ideals and do not care to cherish and practice them in your daily life, you are honour bound to return the insignia to the conference/mission making the award. However, I trust God will always keep you true to Him and to these worthy ideals.

- B. Today, Pathfinders, you have completed your course and we are all justly proud of you. This insignia that you have just received is a token of our faith in you. Jesus too, is proud of you and is always willing to help you to be loyal to your Pathfinder Pledge and Law.

SPPSM, Part 1, pp 124, 125, 114, 115

35. Outreach

Make time available to plan outstanding outreach programs for your club. Remember that outreach should be a part of the Pathfinder's lifestyle, not just a program. The following are some suggestions:

- a. Visit hospitals, handicapped or isolated children with toys, stories, parties, games, crafts, colouring and scrapbooks, Christmas or birthday gifts or flowers, magazines, pictures for walls.
- b. Ask about your local hospital volunteer program.
- c. Ask about how to help handicapped people.
- d. Help people with simple jobs in their home or hospital.
- e. Sing Christmas carols.
- f. Distribute food baskets.
- g. Give books and literature on health, drugs or religion to city officials, doctors surgeries, libraries, motels and hotels, Laundromats.
- h. Participate in roadside clean up, tree planting, bird and native animal feeding stations, animals rescue, checking soil erosion.
- i. Assist in Quit Now, and other health programs run by your church.
- j. Collect for organizations such as Red Cross, Red Shield.

SPPSM, Part 1, pp 173, 174, 157, 158

36. Camping

"Let's go camping!" are exciting words to the Pathfinder, but to the director who has not had any experience in leading a club on such an event, they can be most frightening.

A study of the pages on camping in the Pathfinder Staff Manual will give you many check lists and ideas. Plan with your staff and invite the district director to assist with planning, and even help run the camp.

SPPSM, Part 1, pp 126-172, 116-156

37. Pathfinder Day

Each year the Division designates a Sabbath in July as Pathfinder Day, to be observed in all Seventh-day Adventist Churches with the following objectives:

- A. To give official recognition and encouragement to the Pathfinder Club.
- B. To acquaint the congregation with the scope of Pathfinding.
- C. TO encourage greater cooperation and support of the Club.
- D. To recruit additional staff.
- E. To give Pathfinder members a sense of belonging to their church.
- F. To give the church an opportunity to provide finance for the Club.

Suggestions and program outlines for a Pathfinder Day service are in the Pathfinder Staff Manual.

SPPSM, Part 1, pp 116-129, 106-110

38. Fairs

A Pathfinder Fair is a special day organized by the conference/mission youth director for the Pathfinder Clubs of a conference/mission or district. It is generally a full day program from early morning until mid to late afternoon. The club members are invited to come in uniform, bring hobbies and exhibits, prepare various demonstrations, be prepared to march in a parade and participate in various skill events.

SPPSM, Part 1, pp 180, 181, 164-166

39. Rallies

Pathfinder Rallies are times when clubs in a district or conference/mission come together on a Sabbath for fellowship and spiritual inspiration. The Rally is conducted once each year, and is usually held in a large public hall, church or auditorium. The Rally is organized by the youth director, who liaises with the district directors in making plans for the event. The youth director should be present and when possible Union or Division youth directors should be invited as guests. All Pathfinders and leaders should be in full uniform and bring their club flag, to be presented in the opening ceremony. This is an ideal time for parents, friends and church members to share the inspiration of Pathfinders.

SPPSM, Part 1, pp 182, 193, 167, 168

40. Camporees

A Pathfinder Camporee is an occasion when clubs from an entire conference or mission or district come together for a period of two or more days, for fellowship, inspiration, the exchange of ideas and experiences in camping skills and other activities. Each club should have complete equipment to take care of themselves over the designated period – tents, sleeping gear, cooking utensils, food and other equipment which they need. This is the culmination of training which progresses to the point where a club becomes able to take care of itself independently.

SPPSM, Part 1, pp 184-188, 169-173

41. Expeditions

Pathfinder Expeditions are organized by the conference/mission youth ministries personnel, and are usually held over a long weekend. Back-packing and hiking skills are necessary, and often rock climbing and abseiling are included in the program. The Expedition is usually graded into levels of skill and fitness. Prior to the Expedition, information is sent out from the conference/mission, including a logbook, which has a medical and prelog section that must be completed before leaving home. Sabbath is usually a special time when all the groups come together.

SPPSM, Part 1, p 189, 174

42. Insurance

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

It is important to read the section on Insurance in the Pathfinder Staff Manual. This includes an Incident Report Form which must be completed whenever an incident or injury occurs.

SPPSM, Part 1, pp 98-110, 92-100

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