



# Pathfinder Club Basics

## Chapter 1

### PHILOSOPHY

The Adventurer Club is a Seventh-day Adventist church- sponsored ministry open to all children ages 4-9, in which the church, home and school join together to help children grow joyfully in wisdom and stature and in favor with God and man.

The Adventurer Club is offered to assist parents in making the development of their child richer and more meaningful.

The Adventurer Club provides fun and creative ways for children...

### OBJECTIVES

1. to develop a Christ-like character;
2. to experience the joy and satisfaction of doing things well;
3. to express their love for Jesus in a natural way;
4. to learn good sportsmanship and strengthen their ability to get along with others;
5. to discover their God-given abilities and to learn how to use them to benefit self and serve others;
6. to discover God's world;
7. to improve their understanding of what makes families strong;
8. to develop parental support for the training of children.

## Chapter 2

### PATHFINDER CLUB MEMBERSHIP REQUIREMENTS

1. To be considered for Pathfinder Club membership the applicant must be at least 10 years of age and no more than 15 years of age. Where two clubs exist; children aged 10 to 12 will join the junior club and those aged 13 to 15 will join the teen club. (In some areas school level is used as the guidelines).
2. Application forms for membership available from the club director/secretary must be completed and returned to the club staff committee for consideration and induction as a club member.
3. A Pathfinder Passport is available upon application to the club director/secretary. (Optional)
4. All members must pay membership and insurance fees as required by the club executive committee.
5. Each Pathfinder should have and regularly wear the complete Pathfinder dress uniform and a club field uniform where applicable.
6. Pathfinders must come to meetings and club-sponsored events in the uniform as indicated by the club director.

7. Members must be faithful in attendance. Many clubs establish limits on absences and tardies, and Pathfinders who do not comply with these regulations may be placed on probation or be asked to withdraw from club membership.
8. Pathfinders must learn and keep the Pledge and Law.
9. Club activities include crafts, outings, regular club meetings and Classwork, fund raising, camp-outs, outreach activities, honors, and other activities. The Pathfinder must agree before joining the club to participate and cooperate in these activities.
10. The Pathfinder's parents must be willing to cooperate with the regulations and activities of the club. At times they will be asked to supply money and time to support their child's membership.
11. All elected directors and regular staff are members of the club by virtue of their office.

## Chapter 3

### The Law

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

### The Pledge

1. **By the Grace of God**, this means that only as I rely on God to help me, can I do His will.
2. **I will be pure**, which means I will not only fill my mind with everything that is right and true and spend my time in activities that will build a strong clean character.
3. **I will be kind**, which means I will not only be considerate and kind to my fellow men but to all of God's creation.
4. **I will be true**, which means that I will be honest and upright in study, work and play and can always be counted upon to do my very best.
5. **I will keep the Pathfinder Law**, which means that I will seek to understand the meaning of the Pathfinder Law and will strive to live up to its spirit, realising that obedience to law is essential in any organisation.
6. **I will be a servant of God**, which means that I will pledge to serve God first, last and best in everything I am called upon to be or do.
7. **I will be a friend to man**, which means that I will live to bless others and do unto them as I would have them do unto me.

### The Song

O we are the Pathfinders Strong

The servants of God are we

Faithful as we march along in kindness, truth and purity

A message to tell to the world,

the truth that will set us free

King Jesus the Saviour is coming back for you and me.

## **Chapter 4**

# **Progressive Classes**

### **Blue (10 years, Friend Class)**

A course of study in learning skills and physical fitness that will help one to be a better neighbour now and a friend of God throughout eternity.

### **Red (11 years, Companion Class)**

A course of study in learning skills and physical fitness that will give more meaning to life and a companionship with Jesus Christ every hour of the day.

### **Green (12 years, Explorer Class)**

A course of study that will help one to find new adventure in exploring God's Word and His created works.

### **Silver (13 years, Ranger Class)**

A course of study that will open up new areas of discovery in the natural and spiritual world to secure true and genuine happiness.

### **Burgundy (14 years, Voyager Class)**

A course of study in physical, mental, cultural and spiritual development that challenges the teen to develop a wholesome self-concept and a Christian lifestyle.

### **Gold/White (15 years, Guide Class)**

A course of study that emphasises personal and spiritual growth and a spirit of discoveries and prepares the Pathfinder for development of new skills in leadership and survival.

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