

General Programming 4

Pathfinder Club Guidelines

Program

The Pathfinder club meeting reflects the spiritual objectives of the Pathfinder club. Not only will the "Director's Minute" have a prominent place in each meeting, but in all activities character building is emphasized.

Opening Ceremony.

Each club meeting begins with an opening ceremony which consists of posting the colors, pledge of allegiance to the national flag, recitation the AY/Pathfinder Law and Pledge, a devotional and prayer, and an inspection of the units.

Religious.

1. **Directors' Minute.** The Director's Minute has a prominent place in each club meeting, challenging Pathfinders to improve their relationship with God and their fellow man. Often the most receptive atmosphere of the day is at the close of the club meeting or after an evening around the campfire when the director shares his thoughts in a brief Director's Minute.
2. **Personal Evangelism.** The religious program includes personal work and spiritual guidance by each member of the Pathfinder staff. Also, opportunity is provided for Pathfinders desiring baptism to receive instruction in the doctrines of the Seventh-day Adventist Church.
3. **Spiritual Tone.** The entire Pathfinder club reflects their Christian faith.
4. **Objectives.** The Pathfinder staff imparts, directly and indirectly, qualities such as honesty, sincerity, reverence, diligence, courtesy, truthfulness, obedience, and purity.

A periodic evaluation by the Pathfinder staff should be made based upon the club objectives.

Enrollment.

All young people who are willing to live by the principles of the AY/Pathfinder Law and Pledge are invited to become members of the Pathfinder club.

1. **Eligibility.** Boys and girls who are in the fifth grade of school or who have reached the age of ten are eligible to join the Junior Pathfinder club. Youth who are in the seventh grade of school or who have reached the age of thirteen are eligible to join the Teen Pathfinder club. The admittance of new members into the junior or teen Pathfinder club will be at the beginning of each Pathfinder quarter and/or at two or three definite times throughout the year.
2. **Multiple Church Area.** Pathfinder-age children should join the Pathfinder club of their own church. Transfers to other church's clubs within the area are to be done through the recommendation of the home church in conjunction with the Pathfinder director, the parents, and the pastors involved.

Induction.

This ceremony is a candlelighting program used to inspire Pathfinders with the high purpose of Pathfinder ideals and to help them realize the serious aspect of Pathfinding. The induction ceremony is conducted three to four weeks following the enrollment of new Pathfinder members and officially admits them into the Pathfinder club.

Campout.

A campout is held at least once a quarter to provide adventure and to help the Pathfinders become acquainted with and develop outdoor skills.

Special Events.

In a Pathfinder club it is essential to have a variety of special events in addition to the regularly planned club meeting. The events are planned early so that adequate preparations can be made.

AY/Pathfinder Classes.

The Pathfinder club staff instructs in the areas of: Bible and nature study, useful and helpful things to do about the home, outdoor activities, first aid, personal and home hygiene, and the requirements for Friend, Companion, Explorer, Ranger, Voyager, Guide, and Master Guide or any of the Advanced AY/Pathfinder Classes—Trail Friend, Trail Companion and Frontier Explorer, Frontier Ranger, Wilderness Voyager, and Wilderness Guide.

Investiture.

At the Investiture service candidates are awarded AY/Pathfinder honor tokens and/or the insignia of the regular or Advanced AY/Pathfinder classes for which they have fulfilled the requirements. (Friend, Companion, Explorer, Ranger, Guide, Master Guide, Trail Friend, Trail Companion, Frontier Explorer, Frontier Ranger, Wilderness Voyager and Wilderness Guide.)

Camporee.

The Pathfinder camporee is a conference-sponsored camping experience where skills are demonstrated and Pathfinder activities are enjoyed together in the out-of-doors. It is the objective of every unit of the club to be prepared for full participation in Pathfinder camporees.

Fair.

The local conference-sponsored Pathfinder fair is a gala occasion for Pathfinder clubs. Club members are to come in uniform, bring hobbies and exhibits, prepare various demonstrations, be prepared to march in a parade, and send teams for drill demonstrations and other skill activities. Each unit of the club should be prepared to participate in some event at the Pathfinder fair.

Pathfinder Day.

Each year the General Conference at the Annual Council sets aside a day (the second Sabbath of November) in the church calendar to be known as Pathfinder Day. A special program is prepared by the North American Division Church Ministries and sent to all conferences for use by the local church clubs in presenting a Pathfinder Day program at the 11 o'clock worship hour. By permission of the local church board, the offering on that day may also be assigned to the local Pathfinder club.

Planning the Program

Ellen White's counsel to church administrators could also be applied to Pathfinder leaders: "There must be far more personal responsibility, far more thinking and planning, far more mental power brought into the labor put forth for the Master." (*Testimonies to Ministers*, p. 498.)

"God's work is perfect as a whole because it is perfect in every part, however minute . . . If we desire to be perfect, even as our Father in heaven is perfect, we must be faithful in doing little things. That which is worth doing at all is worth doing well." (*Messages to Young People*, pp. 144, 145.)

Guiding youthful lives toward eternal life is the most important work given to man and should be planned well. You hold in your hands the responsibility of their destiny, so plan your program well. Make your program a balanced program with emphasis on spiritual, physical, mental and social.

A plan needs to be outlined and followed with care. Good programming is one of the most important factors in the successful operation of a Pathfinder club. A program with broad objectives should first be developed for the year, then for the quarter or trimester, and then for the weekly or bimonthly meeting.

The Pathfinder club staff is responsible for planning the program. The director is chairman. Suggestions should be welcomed from all sources. It is realistic to think of the Pathfinder year parallel the school term.

In setting up a program the staff should consider the following:

1. What do the leaders expect to achieve during the period ahead? **Goals.**
2. What do the Pathfinders themselves want to do?
3. Events, such as Pathfinder Day, Halloween, Thanksgiving, Christmas, vacations, New Year's, Pathfinder Camporee, Pathfinder Fair, an Investiture ceremony, an Induction ceremony, camp meeting, and summer camp.
4. Surprises, variety, action, achievement, and fun.
5. The constant and steady advancement of Pathfinders in the AY/Pathfinder classes, as well as the Advanced AY/Pathfinder classes, should influence programming.
6. Consult the local conference Pathfinder director for other program ideas.

7. A specific theme serves as a focus for yearly or quarterly planning. Whatever the theme, try to create happy, Christian Pathfinders.
8. The Pathfinder program is balanced in: character education, service projects, developing skills in camping, nature, and crafts, and health and safety.
9. Every club has a program that is designed to fit the particular conditions and needs of that club.
10. As the leader, show belief in the Pathfinder program.

AY/Pathfinder Classes

AY/Pathfinder Class Work

"The children are to be trained to become missionaries; they must be helped to understand distinctly what they must do to be saved." (*Counsels to Parents, Teachers, and Students*, p. 168.) And the best preparation "is the harmonious development of the physical, the mental, and the spiritual powers. It prepares the student for the joy of service in this world and for the higher joy of wider service in the world to come." (*Education*, p. 13.)

"Since both men and women have a part in homemaking, boys as well as girls should gain a knowledge of household duties. To make a bed and put a room in order, to wash dishes, to prepare a meal, to wash and prepare his own clothing, is a training that need not make any boy less manly; it will make him happier and more useful. And if girls, in turn, could learn . . . to use the saw and hammer, as well as the rake and the hoe, they would be better fitted to meet the emergencies of life." (*Education*, pp. 215-217.)

It was from the study of these and other similar passages that the AY/Pathfinder classes, Friend, Companion, Explorer, Ranger, Voyager, and Guide were developed, and all the requirements for these classes are based on this instruction. They include, Bible and nature study, the learning of useful and helpful things to do about the home, outdoor activities, first aid, personal and home hygiene, physical fitness, and service to others.

AY/Pathfinder Classes and School

The Pathfinder club, Sabbath School, home and school work closely together to help the Pathfinders complete their class requirements. The school can sponsor memory work and the reading of the required books, and the club can help with the skill requirements. The school can easily help the

Pathfinder get a needed honor in connection with regular class work. The club can help in getting other honors which are hard for the school to complete. See *AY/Pathfinder Class Instructor's Manual* for sample division of requirements between club, home, Sabbath School and school.

The most difficult requirement to complete in the class work is swimming. Even though this makes it difficult for kids who want to complete their classwork, it is a very important skill and one they should learn. The club can take the initiative and arrange for swimming lessons during the year so that this requirement can be completed.

The club director needs to make arrangements with the school, home and Sabbath School to coordinate classwork. Investiture services are to be arranged with the school where there is both a school and Pathfinder club.

AY/Pathfinder Advanced Classes

The Advanced Classes such as Trail Friend, Trail Companion, Frontier Explorer, Frontier Ranger, Wilderness Voyager, and Wilderness Guide are an extension of the standard AY/Pathfinder classes. These classes are best suited to the Pathfinder Club. To enjoy the outdoors and also meet emergencies, these skills should be taught by every club. Concepts and Educational Objectives

Class Concepts and Educational Objectives

Achievement

Major Concept: Young people need to experience successful completion of worthwhile tasks with a sense of purpose.

Educational Objectives: As a result of this learning experience I want my AY/Pathfinders to:

1. Know that the joy of achievement is the fruit of faithful effort.
2. Feel the satisfaction of achievement.
3. Respond by setting high personal goals, and by faithfulness in performance.

Responsibility

Major Concept: Young people should learn to accept and faithfully carry responsibility in accordance with age and experience.

Educational Objective: As a result of this learning experience I want my AY/Pathfinders to:

1. Know that fulfilling and discharging responsibility is an important part of life, is pleasing to God, and brings us joy.
2. Feel willing to accept responsibility.
3. Respond by faithfully and cheerfully performing their duties.

Respect for Authority

Major Concept: Young people need to understand and accept the principle of authority.

Educational Objective: As a result of this learning experience I want my AY/Pathfinder to:

1. Know that respect for authority is a Biblical principle, that God's laws come first, and that just rules enhance their happiness.
2. Feel comfortable and secure in accepting and relating to authority.
3. Respond by showing respect for authority; by obeying God, parents, teachers and those in authority.

Instructor's Manual and Curriculum

The Instructor's Manual contains the application and explanation of the AY/Pathfinder Class Curriculum. The manual is packed with over 200 illustrated, fun-filled activities for youth in grades 5 through 10.

The manual provides an overview and indepth study of the AY/Pathfinder Class Curriculum.

The Curriculum subjects are:

Personal Growth: Involvement, Commitment, Growth

Spiritual Discovery: Scripture, Church Heritage, Christian Heritage

Serving Others: One to One, Group Witness, Community Outreach

Making Friends: Building Relationships, Christian Lifestyle, Good Citizenship

Health and Fitness: Health Principles, First Aid/ Safety, Fitness/Exercise

Youth Organization: Leadership, Club Awareness, Pathfinder Programming

Nature Study: Spiritual Lessons, Nature Appreciation, Nature Honor

Outdoor Living: Outdoor Skills, Outdoor Activity

Honor Enrichment: AY Honors

AY/Pathfinder Class Testimonials

"I have had opportunity to examine closely the *AY/Pathfinder Instructor's Manual* with my child. She has certainly gotten a lot out of it. We both found this manual to be complete, clear and well organized. I recommend it to parents and urge teachers and pastors to use it as well."

-Parent

"The *AY/Pathfinder Instructor's Manual* is fantastic. It really makes my job as a parent easier. If all parents and teachers study this manual each child (as well as the parent or teacher) should be drawn closer to Jesus."

-Parent

"The *AY/Pathfinder Instructor's Manual* contains a wealth of excellent resource materials. With strong teacher input into its development, it contains comprehensive spiritual lifestyle curricular activities for students in the classroom. The activities encourage character building and will act as a stimulus to your worship, Bible, science and health classes. The materials can also be used as a framework for school programs. This manual will be a valuable addition to any teacher's library."

-Gilbert L. Plubell
Director of Education, NAD

"This program really gives value to the purpose of the Adventist Youth classes. If the leaders and teachers study the manual, each child should be drawn closer to Jesus as well as the leader."

-Elsie Robinson, Teacher

"The *AY/Pathfinder Instructor's Manual* seems most comprehensive, the rotation through Personal Involvement, Commitment and Growth areas, Spiritual Discovery, including scriptural and nature exploration, along with Christian Heritage, provides a basis for thoughtful theological reflection."

-V. Bailey Gillespie, Ph.D., Teacher

Order your copy of the *AY/Pathfinder Instructor's Manual* today! You'll also receive an audio-cassette tape which provides a brief explanation of the *AY/Pathfinder Instructor's Manual*. The manual is available through the NAD Pathfinder Distribution Center, 5040 Prescott Avenue, Lincoln, NB 68506.

NAD President Supports the AY/Pathfinder Class Program

Dear Friend of Youth:

The NAD Church Ministries Department has developed the AY/Pathfinder instructor's Manual to meet the developmental needs of the early and late adolescent young people. This outstanding tool will—

- Provide opportunities for each participant to learn that God loves and cares for all people.
- Help each participant realize that Christ is the greatest revelation of God.
- Encourage an awareness within each participant that the church is interested in him/her as an individual.
- Allow each participant to experience personal growth and development through interpersonal relationships within selected activities.
- Enlarge each participant's vision of the needs of his/her community and help him/her find ways of tending to those needs.
- Assist each participant to experience achievement of worthwhile tasks with a sense of purpose.

The AY/Pathfinder Instructor's Manual is a church tool used by pastors, classroom teachers and Pathfinder leadership to make a strong support system for parents to "train up the child in the way he should go." Proverbs 22:6. I support this manual, which contains 500 pages of more than 200 illustrated fun-filled, exciting activities.

I encourage parents, and church members alike to become involved in demonstrating to youth that they belong to the church by participating with them in fellowship, worship and outreach of the church.

In support of your ministry,

Alfred C. McClure, President
North American Division

NAD Ministerial Director Supports the AY/Pathfinder Class Program

Dear Friends,

The NAD Church Ministries Department has developed the AY/Pathfinder Instructor's Manual to meet the developmental needs of the early and late adolescent young people. This outstanding tool will—

- Provide a resource support base to assist parents in training their children.
- Provide a spiritual growth atmosphere.
- Motivate youth for service.
- Enable youth to make life-shaping decisions on the basis of Biblical principles.

Yours in Christ

Bill Scales, Ministerial Director
North American Division

AY Honors

"As a rule, the exercise most beneficial to the youth will be found in useful employment. . . .

"It is essential for every youth to have a thorough acquaintance with everyday duties." (*Education*, pp. 215-217.)

Pathfinders enjoy working on AY Honors, and they like to display them after they have been earned. There are some things that cause enthusiasm to wane. The following suggestions will help in organizing an enthusiastic program of honor classes:

1. Definite termination date.

The class needs to be finished within the trimester. If it goes on any longer the Pathfinder will lose interest.

2. Make the class work worthwhile.

The classwork must not only be fun but informative and helpful. If the requirements are glossed over lightly the student gets the idea that the honor doesn't mean much.

A class notebook keeps the Pathfinder's interest and gives them something to take home as a source of reference. Parents also feel that the child is learning something worthwhile.

3. Waiving requirements.

Some of the class requirements may be difficult to do in certain situations. No club should decide to waive the requirement without first talking to the conference Pathfinder director for approval.

4. Meeting AY/Pathfinder Honor requirements.

The following guidelines check AY/Pathfinder Honor requirements.

- a. The work must be actually performed. Each question and requirement must have been met. Honors are not given on the idea that the person could easily do the requirement.
- b. All honors are verified by a teacher, conference Pathfinder director, Master Guide, or Pathfinder staff member of the church on the special form provided by the conference.

Many AY/Pathfinder Honors can be earned in any one of the following categories:

Arts and Crafts
Household Arts
Nature
Outdoor Industries
Outdoor Ministries
Recreational
Vocational

A Pathfinder may earn a Master Award by completing seven honors in a given category. The Master Award can be awarded at a club meeting, campout, school, church, or Investiture. See the *AY Honors Handbook*.

After completion of the seven honors in one category, the Pathfinder tells the Pathfinder director, who contacts the conference Pathfinder director to secure the Master Award patch or medal.

For additional information and a complete list of honors, see *Youth Leaders Handbook*, Part Three.

5. Investiture Services.

It is the responsibility of teachers and Pathfinder directors to request the conference to conduct the service and to keep all records up to date. All who are to be invested must be able to present their class card to be signed by the Pathfinder director of the conference prior to the Investiture time. See Part Three, Chapter 2 for additional information on Investiture. There is nothing more discouraging than to be ready to be invested or to receive an honor and then not get it.

AY Honors Handbook is available through the NAD Pathfinder Distribution Center, 5040 Prescott Avenue, Lincoln, NB 68506.

Sample Club Program No. 1

Theme - Law

Time	Activity	Leader
7:00	Opening Ceremony Fall in by units Color Guard Flag Salute (music background) Pledge of Allegiance Pathfinder Pledge Inspection Devotional and Prayer	Director Pathfinder
7:15	Attendance Record Latecomers fall in	Unit Captains
7:15	Unit Meeting AY/Pathfinder Class work (check) Unit Programming	Counselors
7:30	Committee report on coming banquet program	Deputy Director
7:35	Games: (Emphasize the importance of obeying the rules. Have one Pathfinder already chosen to break the rules and help him to be a good sport and obey the rules.)	
7:50	Guest Speaker: Chief of Police "Importance of the Law." (Demonstrate the mechanics of his car or motorcycle, etc.)	
8:15	Announcements	Director
8:18	Closing Ceremony Director's Minute (Emphasizing the importance of keeping the law of the Pathfinder code.)	Director
	Pathfinder Law Prayer	Deputy Director Pathfinder Pathfinder
8:27	Club meeting dismissed	Director
8:30	Leave for home	Counselor

Notes

1. The Pathfinder is in full class A dress uniform because of the guest speaker.
2. Every program should have a purpose. Tonight's program was to help us see we have to live by a law (man's law, recreational laws, God's law and the Pathfinder law).

3. Keep on time according to schedule provided.
4. All adult staff members should have a copy of the program.
5. Where possible permit Pathfinder participation in leadership roles.

Sample Club Program No. 2

Craft and Honor Activities

Time	Activity	Leader
7:00	Opening Ceremony Fall in by units Color Guard Flag Salute (Music Background) Pledge of Allegiance Pathfinder Pledge Personal Inspection Devotional Prayer	Director Pathfinder Pathfinder Unit Captains
7:15	Attendance Record Latecomers fall in	
7:15	Story	Guest
7:25	Craft and Honor classes	Deputy Director
8:20	Closing Ceremony Announcements Director's Minute Pathfinder Law Prayer	Director Director Counselor Pathfinder Pathfinder Captain
8:30	Dismissed	Director

Notes

1. The Pathfinder uniform need not be worn at all club meetings. This night was on crafts; the uniform was not worn and there was personal inspection.
2. The night's theme was crafts and honors.
3. Stick with your time schedule.
4. Be sure that every adult staff member has the program schedule for the night.
5. When the weather permits, have the opening exercise outdoors and the closing ceremony indoors.
6. Select an honorable Pathfinder to bring in the U.S. flag.
7. File all program schedules for reference purposes.

8. Where possible permit Pathfinder participation in leadership roles.

Important:

- Keep on time.
- Keep the staff informed.
- Keep program filed for reference.

Sample Club Program No. 3

Time	Activity	Leader
7:00	Opening Ceremony Devotional and Prayer	Director Special Guest
7:15	Unit Meeting AY/Pathfinder Class work Unit Programming	Counselor
7:30	Committee Reports on Coming Field Trip	Deputy Director
7:35	Games	
7:50	Guest Speaker: Commercial Airline Pilot	
8:15	Closing Ceremony Announcements Director's Minute Pathfinder Pledge and Law Prayer	Director Director Director Law Pathfinder Counselor
8:29	Dismiss	Director

Sample Club Program No. 4

Time	Activity	Leader
7:00	Opening Ceremony Fall in by Units Prayer Record taken by Scribes Captains Report Flag Ceremony Pledge and Law March into Devotion area and beseeated Pathfinder Song Devotional thought or lesson	Director Scribes Captains Deputy Director Guest
7:30	Unit Meeting	Counselor
7:40	Craft and Honors	Instructor
8:40	Fall in by Units Drill or Inspection	Director Deputy Director Drill Instructor
8:55	Director's Minute	Director
8:57	Announcements	Director
8:59	Benediction and Dismissal	Unit Captain

Junior Pathfinder Year Calendar No. 1

Sample One-year Outline

Code

C = Club Night

W = Weekend

SA = Sabbath

SU = Sunday

Focus: Items to execute and plan for near future.

First Quarter		Pathfinder Program Outline	Focus
January	C	Enrollment Night	AY/Pathfinder Class Rank
	C	Craft Classes, Drill	Honors: Basketry, Campcraft
	C	Craft Classes	Honors: Basketry, Campcraft
	C	General Activity, Induction of new members	Prepare for Camporee
February	C	Craft Classes, Drill	Prepare for Campout
	C	Craft Classes	Physical Fitness
	C	Unit Night Activity	Visit Each Home
	C	Craft Classes	
March	C	Physical Fitness Class	
	C	Physical Fitness Class	
	W	Campout	
	C	Physical Fitness Class	
	C	General Activity (Visitors Night)	
Second Quarter		Pathfinder Program Outline	Focus
April	C	General Activity, Enrollment, Drill	Plan Mother's Day Program
	SU	Pathfinder Fair	Plan 3rd Quarter
	C	Craft Classes	Honors: Fishes, Laundering, Woodworking
	C	Craft Classes, Induction	
May	C	General Activity, Drill	Plan June Campout
	W	Campout	Plan for Summer Camp
	SA	Investiture	
	C	Craft Classes	Promote Conference Camp
	C	Special Event, "Tribute to Mothers"	
June	C	Craft Classes	Promote 3rd Quarter
	W	Campout	Banquet
	C	Father's Day Banquet, Awards	
	C	General Activity, (Visitors Night)	
Third Quarter		Pathfinder Program Outline	Focus
July	C	General Activity, Enrollment	Beginning Swimming
	SU	Special Event	Hiking
	C	Craft Class	Birds
	C	Craft Class	Plan 4th Quarter
	C	Special Event, Induction	
August	C	Recreation, Drill	Plan Pathfinder Day
	C	Craft Class	Visit Each Home
	C	General Activity	
	C	Unit Night	
	W	Campout	
	C	Craft Class	

September	C	No Meeting	New AY Honors:
	C	General Activity	Trees
	SU	Pathfinder Special Event	Stars
	C	General Activity, (Visitors Night)	
Fourth Quarter		Pathfinder Program Outline	Focus
October	C	General Activity, Enrollment	Finish Tree Study
	C	Craft Classes	Annual Picnic
	W	Camporee	Plan Next Year's Program
	C	Craft Classes	
	SU	Pathfinder-Parent Picnic, Induction	
	C	Craft Class	
November	C	Collect Food for Thanksgiving	Plan Next Year's Budget
	SA	Pathfinder Day	
	C	Craft Class	Crafts
	C	Craft Class	Visit Each Home
December	C	General Activity, Drill	Ingathering
	C	Christmas Party	Promote Next Year's
	C	Craft Class	Program membership
	SU	Christmas Caroling	Honor Pathfinder—
	C	General Activity (Visitors Night)	Good Conduct

Junior Pathfinder Yearly Calendar No. 2

Sample One-year Outline

Code
 C = Club Night
 W = Weekend
 SA = Sabbath
 SU = Sunday

Focus: Items to execute and plan for near future.

First Quarter		Pathfinder Program Outline	Focus
January	C	Enrollment Night	AY/Pathfinder Class Rank
	C	Craft Classes, Drill	Honors: Dogs, Model Cars, Textile
	C	"Sunshine" Units (Faith in Action)	Paint
	C	Craft Classes	
	C	General Activity, Induction of new members	Induction, Plan 2nd Quarter
February	C	Craft Classes, Drill	Prepare for Investiture
	C	Craft Classes	Prepare for Campout
	C	Unit Night Activity	Prepare for Campcraft
	SA	"Mystery Service", (Faith in Action)	Visit Each Home
March	C	Campcraft Class	Campcraft Class
	C	Campcraft Class	Promote 2nd Quarter
	W	Campout	Prepare for Fair
	SA	"Love Letters" (Faith in Action)	
	C	Film, Drill	
	SU	Campcraft Class, Prepare for Fair	
	C	General Activity (Visitors Night)	

Second Quarter		Pathfinder Program Outline	Focus
April	C	General Activity, Enrollment	Start New Honors
	W	Spring Campout	Plan Mother's Day Program
	C	Prepare for Fair, Drill	Plan 3rd Quarter
	SA	"Guess Who", (Faith in Action)	Honors: Mammals, Flower Culture
	SU	Pathfinder Fair	Wood Handicraft
May	C	Craft Classes, Induction	
	C	General Activity, Drill	Plan June Campout
	C	Special Event, "Tribute to Mother"	Plan June Banquet
	SA	Investiture	Promote Conference Camp
	C	Craft Classes	
June	SU	Field Adventure	
	C	Craft Classes	Promote 3rd Quarter
	W	Campout	Banquet
	C	Father's Day Banquet, Awards	
	SA	"Remember Me", (Faith in Action)	
	C	General Activity, (Visitors Night)	
Third Quarter		Pathfinder Program Outline	Focus
July	C	General Activity, Enrollment	Classes: Moths and Butterflies, Insects
	C	Craft Classes	
	C	Craft Classes	
	SA	"Trim & Cultivate", (Faith in Action)	
	C	Special Event, Induction	Plan 4th Quarter
August	C	Recreation, Drill	Plan Pathfinder Day
	C	General Activity	Visit Each Home
	C	Unit Night	
	W	Campout	
	C	Craft Classes, "My Own Gift"	
September	C	No Meeting	New AY/Pathfinder Honors: Cycling
	C	General Activity, Prepare for Camporee	
	SU	Pathfinder Special Event	
	C	General Activity, Fall, Promote 4th Quarter, Quarter Enrollment, Honor Recognition	
	SU	Prepare for Camporee, Camping Skills	
	C	General Activity, (Visitors Night)	
Forth Quarter		Pathfinder Program Outline	Focus
October	C	General Activity, Enrollment	Finish Honors
	C	Camping Skills	Annual Picnic
	W	Pathfinder Camporee	Plan Next Year's Program
	SU	Pathfinder-Parent Picnic, Induction	
	C	"Treat Instead of a Trick"	
November	C	Craft Classes	
	SU	Special Event	Honors: Glass Painting, Tumbling & Balancing
	C	Craft Classes	
	SA	Pathfinder Day	
	C	Craft Classes	Plan Next Year's Budget
December	C	"With Love"	Visit Each Home
	C	Craft Classes	
	C	General Activity, Drill	Ingathering
	SU	Christmas Party	Promote Next Year's Program membership
	C	Craft Class, "Fun with Toys"	Honor Pathfinder—Good Conduct
	C	Christmas	
	C	General Activity, (Visitors Night)	

Teen Pathfinder Yearly Calendar No. 1

Sample One-year Outline

Code

C = Club Night

W = Weekend

SA = Sabbath

SU = Sunday

Focus: Items to execute and plan for near future.

First Quarter	Pathfinder Program Outline	Focus
January	C Enrollment and Activity C Honor Classes (Unit Prayer Bands) SA "Hope and Joy Bands" C Field Adventure SU Honor Class C Induction C Honor Classes and Drill	Pioneering Wilderness Living Stars Photography Baking Leathercraft Faith in Action, Operation "Visit"
February	C Unit Night (Ancient History Adventure) SA "Seek and Share" C Honor Classes (Unit Prayer Bands) SU Field Adventure	Unit Fellowship, Faith in Action Campout Plan 2nd Quarter
March	C Honor Classes C Honor Classes (Unit Prayer Bands) SA "Roses and Words" SU Field Adventure (Games, Skills, Lunch) C Honor Classes, Drill C Special Event	Lashing Contest Baked Goods Display Faith in Action Rope Making, Animal & Bird Leathercraft Display Axemanship
Second Quarter	Pathfinder Program Outline	Focus
April	W Spring Campout C Enrollment and Activities SU Pathfinder Fair SA "Silent Pal" C Honor Classes, (Unit Prayer Bands) C Honor Classes, Drill	Faith in Action Prepare for Investiture Camp Cookery Cacti Ferns, Flower Arrangement Hiking, Dressmaking, Prepare for
Fair		
May	C Induction C Honor Classes (Unit Prayer Bands) SA "Temperance Teams" C Honor Classes, Drill SU Field Adventure (Games, Skill, Lunch) SA Investiture C Honor Classes C Unit Night, "United We Are"	Investiture Service Faith in Action, Fire Building Wild Edible Plants Plan 3rd Quarter Sleepout, Campfire, Promote Conference Camp
June	C Honor Classes SA "Forget Me Not" C Special Event SU Field Adventure C Honor Classes (Unit Prayer Bands)	Feature Campmeeting Father-Son Banquet Faith in Action Promote 3rd Quarter Survival Kit

Third Quarter	Pathfinder Program Outline	Focus
July	C Enrollment and Activity Night C Honor Classes (Unit Prayer Bands) SU Field Adventure SA "Shovel and Hoe Religion" C Honor Classes, Drill W Honor Trip (Very Special Campout) C Induction Ceremony C Honor Classes, Drill	Faith in Action Cycling, Shells Communications Gardening Archery Indian Arts & Crafts Water Skiing Achievement Recognition
August	SU Cycle Trip (50 miles) C Honor Classes (Unit Prayer Bands) C Game Night W Pathfinder-Parent Campout SA "My Sacrifice" C Honor Classes C Hobby Show, Exhibition, Drill Demonstration	Plan 4th Quarter Build Public Relations Organize Field Trips Faith in Action Operation "Visit" Pathfinder Day
September	C Open Night SA "This I Believe" C Honor Classes (Unit Prayer Bands) SU Pathfinder Speial Event C Honor Classes, Drill C Enrollment & Activities SU Field Trip	Faith in Action Strive to complete honors Unit & Club Fellowship Promote 4th Quarter
Forth Quarter	Pathfinder Program Outline	Focus
October	C Honor Classes (Unit Prayer Bands) C Honor Classes & Prepare for Camporee C Honor Classes, Drill C Field Adventure & "We Treat You" C Induction Orienteering Cross Country Guide Collect cans—"Halloween Helpers"	Pathfinder Camporee Faith in Action, First Aid Preserving Radio, Weather Ceramics
November	C Honor Classes, Drill SA Pathfinder Day C Pathfinder Banquet & Program C Honor Classes, (Unit Prayer Bands) SA "Love Gifts" W Wilderness Campout C Honor Classes	Plan Next Year's Program Pathfinder Banquet Faith in Action Camp Cookery Pioneering
December	C Honor Classes, Drill C Christmas Party SA - Share Adventure SU Unit Night, "Go Get Them" C Honor Classes, SA "Toys of Joy" SU Family Night—Potluck Supper, Program Review, Group Activities W Winter Campout	Operation "Visit" Ingathering Promote Next Year's SU -Field Program Faith in Action Honor Pathfinder of the Year Good Conduct, Complete Honors

Teen Pathfinder Yearly Program No. 2

Sample One-year Outline

Code

C = Club Night

W = Weekend

SA = Sabbath

SU = Sunday

Focus: Items to execute and plan for near future.

First Quarter	Pathfinder Program Outline	Focus
January	C Enrollment Night C Honor Classes, Prayer Bands SA "Hope and Joy Bands" C Honor Classes C General Activity, Induction	Auto Mechanics Fossils Sand Airplane Modeling, Adv. Weather
February	C Honor Classes, Prayer Bands SA "Seek and Share" C Unit Night, Valentine C Honor Classes, Drill C Craft and Honor Classes	Basketry Cooking Plan 2nd Quarter Visit Each Home Trail Friend
March	C Honor Classes, Prayer Bands C Honor Classes SA "Roses and Words" SU All day field adventure (Hike, Lunch) C Special Event C General Activity, Trail Friend Recognition	Fire Building Camp Cookery Promote 2nd Quarter Participate in AY Week of Prayer Prepare for Investiture
Second Quarter	Pathfinder Program Outline	Focus
April	W Spring Campout C General Activity, Enrollment SU Pathfinder Fair SA "Silent Pal" C Honor Classes, Prayer Bands C Honor Classes, Drill	Rocks and Minerals Frontier Companion Baking Home Nursing Housekeeping Investiture Service
May	C General Activity, Induction C Investiture SA "Temperance Teams" C Honor Classes, Prayer Bands C Honor Classes, Trail Friend Recognition C Unit Night, Progressive Party	Tumbling and Balancing Textile Painting Birds Drawing and Painting Mother-Daughter Banquet, Plan 3rd Quarter Promote Conference Camp
June	C Honor Classes, Prayer Bands SA "Forget Me Not" Promote Summer Program C Father-Son Banquet Promote 3rd Quarter C Honor Classes Class: Track & Trail C Cycle Pack Trip SU General Activity, Frontier Companion Recognition	Feature Campmeeting, Father-Son Fellowship

Third Quarter		Pathfinder Program Outline	Focus
July	C	General Activity, Swim Activity	Hiking Honor
	SA	Midnight Hike	
	C	Honor Class, Prayer Bands	Promote Club Membership
	SA	"Shovel & Hoe Religion" Wood Handicraft	
	SU	Exploratory Hike	
	W	Pack Trip	
	C	Miniature Golf Tournament	
August	C	Honor Class, Drill	
	C	Honor Class, Prayer Bands	Wilderness Living
	C	Special Event	Leathercraft
	W	Pathfinder-Parent Campout	Communications
	C	Honor Class	
	SA	"My Sacrifice"	Visit Each Home
September	C	General Activity Night	Flower, Fungi
	SA	"This I Believe"	
	SU	Unit Night, Prayer Bands	Pathfinder Day
	C	Special Event	Entertainment
	SU	Pathfinder Special Event	Prepare for Camporee
	C	General Activity, Fall Quarter Enrollment, Range Explorer Recognition	New Club Members, Promote 4th Quarter
	C	Honor Class, Drill	
Forth Quarter		Pathfinder Program Outline	Focus
October	W	Pathfinder Camporee	Banquet
	C	Honor Class, Prayer Bands	Plan Next Year's Program
	C	Honor Class	
	C	Pathfinder-Parents' Banquet, Induction	Visit Each Home, Wilderness Pioneer
	W	Wilderness Campout	Bird Pets
	C	Special Event, Field Adventure, "We Treat You"	Fishes, Grasses
November	C	Honor Class, Drill, Prayer Bands	Spiders, Textile Painting
	SA	Pathfinder Day	
	C	Honor Class	Food Baskets
	C	General Activity, Deliver Food Baskets, "Love Gifts"	Wilderness Campout, Next Year's Budget, Staff
	W	Camporee Teen	
	C	Honor Class	Plan Next Year's Program
December	C	Honor Class, Prayer Bands Complete Honors	
	SU	Unit Night	Ingathering
	C	Christmas Party	Promote Next Year's Program, membership
	C	Share "Toys of Joy"	Plan 1st Quarter
	C	General Activity, Year in Review, Parent Night, Wilderness Pioneer Recognition	

Suggested Field Trips

Pathfinder Quarter

- Visit Scout camp, observe pioneering technique.
- Visit observatory for star study.
- Visit bakery and tour plant.
- Visit photography studio or camera store.
- Visit leather processing plant or cattle ranch.
- Enjoy forest hike and nature study.

Pathfinder Quarter

- Visit the desert and a greenhouse.
- Visit a lowland area where ferns are abundant or a flower show.
- Visit a furniture factory or a new subdivision with half built homes.
- Visit a local laundry.
- Visit a new subdivision and watch the electricians on the job.
- Visit a power plant.
- Visit a floral shop.
- Visit a tailor shop or a dress manufacturing plant.

Pathfinder Quarter

- Take a fifty-mile cycle trip and cook out with another Teen Pathfinder Club.
- Take an ocean trip to collect shells and invertebrates.
- Visit a garden store or truck garden farm.
- Visit a radar station, airport control tower, or telegraph office.
- Take a trip to an archery manufacturer, or watch a professional archer shoot.
- Take a trip to an Indian reservation and observe their craftsmanship.
- Take a trip to find Indian relics.

Pathfinder Quarter

- Visit a radio electronics store or a radio station.
- Visit a map-making company or a surveyor's office.
- Visit a weather station or a coast guard lighthouse.
- Visit Red Cross Headquarters or a hospital and emergency room.
- Take a trip to a canning factory or a cider mill.
- Visit a local college or university to see a tumbling team in action.
- Visit a ceramic studio and store or an Indian pottery factory.

Formation for Opening Exercises (USA)

(Preparatory Commands are in CAPITALS;
Commands of Execution are in **BOLD CAPITALS**.)

1. The director takes his position, blows a whistle, and commands: **PATHFINDERS, FALL IN**. The Pathfinders find their places in formation and assume position of attention.
2. The director then commands: **AT CLOSE INTERVAL**, and/or **DRESS RIGHT, DRESS**. When the club has been aligned, the director commands: **READY, FRONT**, followed by: **PARADE, REST**, and "Let us pray", unless a devotional period will follow opening ceremony. If the club uses hats, he then commands: **CAPS OFF**. All men and boys remove their caps and hold them in their right hand while resuming the position of parade rest. All bow their heads during prayer. At the conclusion of the prayer the director commands: **CAPS ON**. Men and boys put their caps on and resume position of parade rest.
3. The director then commands: **PATHFINDERS, ATTENTION**.
4. The director then commands: **DIRECTORS, TAKE RECORD**.
 - a. At this command the deputy directors face their divisions and command: **AT EASE**. The scribes, having obtained their materials before formation, now step out of ranks and proceed down the line of their unit marking the attendance record and collecting and recording the dues. The counselor assists if needed. When the task is completed, they quietly notify the unit captain of the attendance report and take their places in line.
 - b. When all scribes are again in line, the deputy director commands: **SCRIBES, FALL OUT AND FORM LINE ONE STEP IN FRONT OF ME**. The scribes take one step backward, face to the left, and move forward until they are one step clear of the left flank of the division, where they execute a face to the right in marching and move forward to a point one step in front of the deputy director. Here they again execute a face to the right in marching and halt so that the middle of their formation is centered on the deputy director. The scribe of the first unit then commands: **SCRIBES, LEFT, FACE**. The scribes face to the

left and in unison execute a hand salute, holding the salute until it is returned by the deputy director. The deputy director then moves down the line collecting the records and dues.

At this point the club secretary moves down the line of deputy directors and collects the records and dues and checks the records and money. Any mistake or discrepancy is reported to the deputy director at the first opportunity, who in turn checks with the scribe and counselor.

Note: Some clubs may collect dues and take record as the Pathfinders arrive at the meeting.

- c. Resuming position, the deputy director then commands: **SCRIBES, LEFT, FACE: FORWARD, MARCH.** The file of scribes moves forward to the point one step to the left flank of the division where the leading scribe executes a face to the left in marching. All other scribes execute the same movement, in turn, on the approximate same point as the leading scribe. Each scribe executes a face to the left in marching when (s)he reaches a point one step to the rear of his/her unit and halts directly behind his/her position in the unit. They then execute a left face and step forward into their position and assume the position of at ease.
- d. When all scribes are in place, the deputy director commands: **DIVISION, ATTENTION** followed by **REPORT.** At the command the unit captain of the first unit, looking straight to the front, executes a hand salute and reports with "All present" or "Pathfinder(s) (name or names) absent." The captain holds his/her salute until the deputy director accepts the report and returns the salute. They both lower their arms in unison. The captain of the second unit reports in the same manner, followed by a third, etc.
- e. When all units have reported, the deputy director faces about. (Should it be evident that there will be a considerable time before the other divisions will be ready to report, the deputy director may command: **AT EASE**, being careful to bring the division to attention when the other divisions are ready to report.) When all deputy directors are facing front the director, commands: **REPORT.** At the command the deputy director of the first division turns his/her head and

eyes toward the director, salutes, and reports either "All present," "(One, two, etc.) Pathfinder(s) absent" or "All present or accounted for." The deputy director holds the salute until it is returned by the director and both lower their arms together. The deputy director of the second division then reports in the same manner, followed by the third, etc.

5. The director then commands: **PARADE, REST.**
6. The club having been formed, the flag ceremony and Pathfinder Pledge and Law ceremony follow. (See Pathfinder Drill Manual for other suggested flag ceremonies.)
 - a. Flag ceremony (where flags are carried by an honor guard).
 - 1) The director designates a unit to be honor guard and directs the counselor of that unit to take charge of the unit.
 - 2) The counselor of the honor guard unit calls the unit to attention, moves them backward one step, faces them to the left, and moves them to the place where the flags are kept. There the counselor designates the captain to take the national flag and another Pathfinder to take the Pathfinder flag. Reforming the unit with the flags in the center of the unit (national flag to the right of Pathfinder flag with unit in line) and the counselor on the right of the unit in line, the counselor marches the unit, always with the national flag in front of the Pathfinder flag if marching in file, to a position between the first and second division (between second and third if there are four divisions).
 - 3) The honor guard unit being in position, the director brings the club to attention and commands: **PRESENT, ARMS.** At this command the captain maintains the national flag at the normal near-vertical position and the Pathfinder carrying the Pathfinder flag dips it so that its staff assumes an approximate 45 degree angle. If there is a bugler present, they play "To the Colors" followed by the pledge of allegiance with the director or designee leading.
 - 4) At the conclusion of the pledge of allegiance the director commands: **ORDER, ARMS.**

- b. Pathfinder Pledge and Law ceremony. The director leads in the Pathfinder Pledge and Law or designates a deputy director, staff member, or a unit to lead.
7. After the official opening of club meeting, a short devotional should be held.
8. The director then announces the next activity (unit meeting, craft period, etc.) and commands: **FALL OUT**. The honor guard unit returns the flags to the place where they are kept.

Keep Club Morale High

It is important to have members join the Pathfinder club, but it is more important to keep them coming. Morale, or club spirit, is the intangible element that determines the interest of the members of the club. The following steps are to be implemented to help keep the morale high.

1. **Check the Attendance Record**
An attendance record close to 100% indicates that the club morale must be in good shape. If the attendance consistently shows 50% or less, this is a danger signal. (A member who cannot be present for a club meeting should notify his/her counselor in advance.) Club counselors and leaders should find out why a Pathfinder is absent. An appropriately timed visit to a member who has been absent can change the situation and help him/her return with enthusiasm. Club meetings should be well announced so that every Pathfinder will know the time and place.
2. **Make a Schedule**
It is good practice to send a schedule home with your Pathfinders so that both parents and Pathfinders are well aware of the appointments for club meetings, campouts, fairs, camporees and field trips.
3. **Get Pathfinder Feedback**
Take time during Pathfinder club meetings to have a discussion on the question, "What do you think we can do to make our club better?" Encourage the Pathfinders to express themselves in regard to activities they would like to see built into the program. As you have opportunity to talk with individual Pathfinders, draw them out in regard to what they would like to do at the club. Perhaps these comments will help you see why some Pathfinders have dropped out, if indeed they have.

4. **Unit Captains' Council**
Occasionally plan a unit captains' council meeting. Let the captains speak freely for their units and what they would like to do. Urge them to help plan the program for the future.
5. **Make Every Member Welcome**
New members should be impressed with the responsibility of carrying out the ideals of the club. They should also be impressed with the warmth of fellowship offered by both fellow members and the staff.
6. **Put Friends Together.**
Wherever possible, assign members to a unit where he/she has friends.
7. **Review the Counselors' Work.**
The club director and the club executive committee should occasionally review the work of the counselors. Pathfinders like leaders they can look up to, who are fair, who are not too strict nor too easy, who have a sense of humor, and who understand kids and like them. If a counselor is acting in a dictatorial way and failing to have the friendly, the director should do what he can to help that counselor change or make adjustments that will be for the best interests of the club.
8. **Plan a Balanced Program**
Lead the Pathfinder into achievement and the learning of skills. The Pathfinder wants to do active things. Be sure the program is giving the Pathfinder this opportunity and that you carry out promised activities. The meetings should be carefully balanced—not too much sitting and listening, not too much drill, not too much craft time, and the right kind of games. Don't scold and nag. Have plenty of variety.
9. **Develop Unit Loyalty**
Do the units have opportunity to develop unit loyalty and individuality? A small group of six or seven forms a natural "gang" which satisfies the desire for group identity so prominent in 10 to 15-year-olds.
10. **Spiritual Objectives**
The spiritual objectives of the Pathfinder club are a wonderful advantage. Use them wisely to weld the members together. The counselor will have opportunity to talk confidentially with each Pathfinder about his/her spiritual questions. Each member ought to feel that there is at least one adult who is concerned with his/her spiritual welfare. Providing attractive activities and a warm social environment will help your Pathfinders find satisfaction for their physical, mental, and

spiritual needs within the church. To each leader comes this challenge: Be the kind of leader you would have chosen for yourself during the Pathfinder age.

Club Discipline

In a Pathfinder club good discipline provides an environment that is conducive to cheerful attitudes and cooperative behavior. It emphasizes guidance rather than restraint and is constructive rather than destructive. It is not crippling, it is enabling. It encourages self-control and purposeful activity and discourages punishment.

The best kind of discipline is present but not seen. It teaches the Pathfinder to do the right thing at the right time in the right way. Good discipline prevents trouble. It can be compared to the cultivation of a garden. If discipline is neglected, the garden will be filled with weeds, but the cultivated garden will be filled with flowers.

A Pathfinder who is happy and fulfilled is not likely to get into trouble. (S)he will be willing to cooperate to add to his/her happiness. The disposition of the club will reflect the disposition of its leaders. If there is a glow of happiness and personal satisfaction among the staff, Pathfinders will learn that it is a joy to be a Christian—that it is fun to serve Jesus.

A busy Pathfinder is also not likely to get into trouble. The Pathfinder club must offer each member plenty of opportunities to keep active—guiding stored up energies into worthwhile channels.

A well-planned program avoids many problems and mistakes. Order and system inspire confidence. Pathfinders learn by the example of their leaders that God is a God of order. In a well-disciplined club, the program starts on time, the whole staff is there early, and the program runs smoothly to its conclusion.

The goal in disciplining Pathfinders is to guide them as sons and daughters of God; to show them love and understanding; to teach them God's character as revealed in order and discipline throughout the universe; to make them useful members of the church and their country; and to help them respect their leaders and their parents.

Prevention of Discipline Problems

The focus should be on prevention rather than cure. Here are some preventative measures:

1. Plan an extensive program of activities.
2. Never come to the meeting unprepared.
3. Set up democratic standards of conduct—not just rules.
4. Make friends with your Pathfinders.
5. Be democratic in your dealings but remember you retain the final authority.
6. Keep a sense of humor.
7. Never use sarcasm or ridicule.
8. Beware of faultfinding. You must be aware of faults but work in a positive way to correct them.
9. Be fair and impartial; don't play favorites.
10. Maintain your self-control; practice patience.

What Is Discipline?

Discipline is not punishment or chastisement. Before the need of punishment, discipline can play its most important role. It is to be used as a training tool.

Webster defines discipline as (1) "Training which corrects, molds, strengthens or perfects." (2) "To develop by instruction and exercise." (3) "To train in self-control or obedience to given standards."

Discipline is important, and can help prevent infractions of the rules. Pathfinders are taught the standard of law and order and then encouraged to exercise them.

The successful leader finds that diligence is essential in achieving discipline—in self, the club, and the staff. The leader perseveres in training which corrects, molds, strengthens and perfects character.

Proper and Improper Administration of Discipline

1. Using force tends to crush or break the spirit of the person.
 - a. The spirit is very valuable—care for it.
 - b. The spirit must be channeled not broken.
 - c. The crushed spirit will develop
 - 1) Distrust
 - 2) Evasiveness
 - 3) Hatred for authority

- d. "Continual censure bewilders, but does not reform. With many minds, and often those of the finest susceptibility, an atmosphere of unsympathetic criticism is fatal to effort." (*Education*, p. 291.)

2. Administer discipline with love and kindness.
 - a. Win your Pathfinders' confidence.
 - b. Show them you love them by kindness, but that you expect their loyal cooperation.
 - c. This type of discipline develops
 - 1) Trust
 - 2) Compliance
 - 3) Cooperation and love

"Lead the youth to feel that they are trusted, and there are few who will not seek to prove themselves worthy of the trust." (*Education*, p. 290.)

Balanced Discipline

Avoid discipline problems by:

1. The establishment of fair rules and regulations.
 - a. Setting up a point system
 - b. Listing other regulations
2. The instruction and enforcement of such rules.
3. Being consistent.

"Rules should be few and well considered, and when once made, they should be enforced. Whatever it is found impossible to change, the mind learns to recognize and adapt itself to." (*Education*, p. 290.)
4. Presenting devotional guidelines on discipline, explaining the AY/Pathfinder Pledge and Law.
5. Counseling and praying with Pathfinders before administering disciplinary action.
6. Counseling with indifferent parents.

Parents may think they are defending their child because of love; yet, "It is not love but sentimentalism that palters with wrong-doing, seeks by coaxing or bribes to secure compliance, and finally accepts some substitute in place of the thing required." (*Education*, p. 290.)
7. Explaining club discipline to parents.

Normally, when they understand, they cooperate.

Types of Punishment

1. Withdrawal of points from honor system.
2. Withdrawal of privileges in club meetings.
3. Loss of rank or office.

4. Loss of campout privileges for a specified time.
5. Dismissal from the club for a specified period.

Discipline Procedures

1. If a Pathfinder is not obedient and cooperative;
 - a. The counselor tactfully talks to the Pathfinder.
 - b. The counselor explains what is expected of the Pathfinder as a member of the club.
 - c. The counselor has a private visit and prayer with the Pathfinder.
2. If the Pathfinder continues to be disobedient and uncooperative, the counselor solicits the help of the deputy director in charge of club discipline.
 - a. They talk privately with the Pathfinder.
 - b. They ask for the Pathfinder's cooperation.
 - c. They pray with the Pathfinder.
3. If it is necessary to approach the Pathfinder on a third occasion, the counselor, deputy director, and director meet with the Pathfinder privately.
 - a. They explain how important it is to have unity, cooperation, and understanding from every club member.
 - b. They convey the seriousness of the matter.
 - c. They pray with the Pathfinder.
 - d. They make an appointment to visit the home and counsel with the parents and the Pathfinder together.
4. If misbehavior continues, the counselor, deputy director, director and Pathfinder have another meeting together.
 - a. The offending Pathfinder's parents should be notified and he/she given a one-month vacation from the club.
 - b. The Pathfinder is visited at home by the counselor during the suspension period.

Remember that "The greatest wrong done to a child or youth is to allow him to become fastened in the bondage of evil habit." (*Education*, p. 291.) Disobedience and disrespect can be one of the most deadly habits.

Summary

Realizing the conditions that exist today and the need for Pathfinders to be firmly grounded in faith and obedience, the challenge comes to each parent, teacher, and leader to guide them carefully and diligently, with love, kindness and discipline.

(See also Merit System, later in this chapter.)

Do's and Don'ts of Club Discipline

Do

Personal Counsel.

Be master of the situation. Point out exactly what the Pathfinder did that was wrong and ask for an explanation of behavior. (S)he may even suggest a solution. Be friendly, but be sure (s)he leaves with the understanding that you still mean business.

Group Judgment.

By making the ideals of behavior a democratic process, foster group ownership and make the violation of the ideals an act against the group instead of against the leader.

Take Care of Individual Differences.

In planning discipline remember that everyone is different. Take into consideration their background, physical and mental makeup and the seriousness of the offense.

Expel if Necessary.

When a Pathfinder continues to misbehave and the above guidelines of confrontation have been followed, an ultimatum may have to be given for good behavior or loss of club membership. If the Pathfinder continues to misbehave, they should be expelled.

Don't

Punish in Anger.

Use Threats and Warnings.

Force Apologies—Especially in public.

Few children ever consider themselves entirely to blame, and they are probably not.

Detain after Club Meetings.

A poor policy because:

1. It causes the Pathfinder to dislike the club.
2. It is an unnecessary demand on the counselor's time.

Assign Extra Tasks.

The cause of the trouble may be that the Pathfinder already cannot keep up with the assigned tasks.

Use "Dunce-Cap" Punishment.

This is a relic of the past. This type of punishment only causes rebellion and resentment. Some children even enjoy the attention it gives them.

Use Corporal Punishment.

Because of the legal implications, leave this method to the parents.

Administration

The Pathfinder club gives the adult members of the church an excellent opportunity to work with their young people. For best results, the staff includes the Pathfinders in planning the Pathfinder club program.

Program.

Projected Outline.

The Pathfinder club staff is responsible for planning the program of the club. The director is chairman. Suggestions are welcomed from all sources. It is realistic to think of the Pathfinder year as paralleling the school year (September to August) in the U.S.A.; however, the calendar year (January to December) may also be used.

Budget.

The Pathfinder staff prepares and adapts a balanced budget showing projected income and expense of the planned Pathfinder club program prior to the new Pathfinder year and has it approved by the local church board.

Monthly Report

The Pathfinder leader reports club data and news every month to the local conference youth leader.

Church Board.

A Pathfinder Executive Council member (sponsor preferred) is appointed to represent the Pathfinder club on the local church board.

Club Staff

Director.

The Pathfinder club director is responsible for providing a program for the club that reaches the objectives successfully. The director of the Pathfinder staff council presides at the staff meetings. (S)he keeps in touch with the conference Pathfinder director and sends in reports as required. (S)he should be a person who understands kids, works well with a 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 director is a member of the church board.

Deputy Director.

Deputy directors accept assignments from the director and share in the leadership responsibilities of the club. The deputy directors keep records and compile regular reports for the conference. They can assume the responsibilities of the finance officer, secretary, and chaplain. In larger clubs a deputy can be added to plan camping activities and nature projects, supervise crafts, and plan special events.

Pathfinder Counselor.

The Pathfinder counselor is a key member of the staff. (S)he is assigned to a unit of four to eight members, a male counselor for boys, and a female counselor for girls. The counselor becomes acquainted with each member and share with the unit in the various activities. The counselor knows the parents and home conditions of each unit member and talks to unit members about social, emotional, and spiritual probblems. The counselor's friendship can mean a lot to Pathfinders during this time in their lives. The counselor is present at each club meeting and activity and plans any unit events that the staff authorizes. The adult counselor is responsible not only for the unit but also for the professional leadership growth of the junior counselor into a Pathfinder leader.

Teen Leadership Training (TLT)

A TLT works under an adult counselor and assists in all group activities.

Instructors.

Instructors for various classes and skills can be drawn from the staff, but specialists in certain fields may be selected from the church or community to conduct courses. The instructor's responsibility is to teach the class and reflect the Seventh-day Adventist Christian ideals.

Administrative Director.

The administrative director is the executive officer and adviser for the teen and junior Pathfinder clubs. The administrative director is the liaison between the directors of the two clubs and they should consult him/her on their programs and activities. When the two clubs meet together, the administrative director directs the activities. (S)he will have the responsibility to recruit new members and attend as many club meetings as possible. (S)he is a member of the church board representing the Pathfinder club organization. If a third person cannot be found to fulfill this responsibility, either the junior or teen director can assume the responsibility of an administrative director.

Uniforms.

The staff wears the official Pathfinder staff uniform, complete with all AY/Pathfinder club insignia and staff stripes—director, deputy director, counselor, instructor.

Finances**Club Fees.**

Every member pays a moderate amount per Pathfinder quarter or year as a part of membership obligations. The fee should not cause any prospective member to forego the privilege of membership, but each member must realize that everything worthwhile costs something.

Benefit Programs.

Pathfinder clubs may prepare a program, sponsor a supper, buffet luncheon, or banquet for parents, where tickets are sold or an offering is taken.

Sale of Items.

Listen, and other magazines, soap, jams, candy, cookies, peanuts, rummage sale items, etc., may be sold for profit to benefit the local Pathfinder club.

Contributions.

Friends and patrons can often be persuaded to contribute toward supplying specific needs in the Pathfinder club program. Booster membership cards are to be made available for each contributor.

Offerings and Appropriations.

A church offering or annual appropriation to benefit the club is to be worked out with the pastor and church board. The General Conference sets aside one Sabbath, known as Pathfinder Day, when this offering appeal can be made by approval of the local church board.

Staff Improvement.

The Pathfinder staff fortifies themselves with continued study to better their understanding of the adolescent age and Pathfinder programming methods.

Examples: Reading books on teens, camping methods, and programming; attending Pathfinder staff counseling courses, staff retreats, and conventions sponsored by the local union conference; and staff meetings with the conference Pathfinder director.

Time Standards**Calendar.**

The Pathfinder club year consists of a minimum of nine months.

Quarter.

A Pathfinder quarter consists of three or four calendar months.

Meetings.

Each club meeting is one and a half hours to two hours in length. The Pathfinder club staff provides a minimum of two regularly scheduled club meetings per month.

Publicity.

The church membership is kept informed concerning the local Pathfinder club by the use of a bulletin board and church bulletin announcements, letters to the church constituency, church board meetings, lay activity periods, AY meetings, personal home contacts, and the local newspaper.

Counselor Qualifications**Training Course.**

The Pathfinder Staff Manual is designed to help adult leaders working with Pathfinders. Each Pathfinder leader is a graduate of this course.

Within each club boys and girls are organized into units of four to eight Pathfinders with a counselor as their leader. All Pathfinder activity revolves around the unit.

The Pathfinder unit has frequent fellowship periods which are planned by and for the Pathfinder unit under the leadership of the unit captain and guided by the counselor.

1. Unit Captain.

The unit captain is chosen by the unit to encourage the group toward achievement and success by setting the example and using his/her influence to inspire each member to do his/her best. The term of service varies from a three-month rotation to one year, depending on the policy approved by the staff. During all club activities the captain wears a badge indicating the office.

The position of captain is an important one, and a captain not only be able to leads and directs, but exhibits a true Christian spirit.

The duties of the unit captain are:

- a. Assist the counselors and lead the unit when required.
- b. Carry and handle the unit guidon in the proper manner.
- c. See that the unit guidon is properly posted in front of the unit at all meetings and campouts.

- d. Carry the National or Pathfinder Flag during the flag ceremony when chosen.
- e. Report unit attendance at roll call.
- f. Drill the unit as assigned by the counselor.

2. Unit Scribe.

The unit scribe is chosen by the unit to fulfill a variety of special duties. The term of service varies from a three-month rotation to one year, depending on the policy approved by the staff committee. During all club activities the scribe wears a badge indicating the office.

The duties of the unit scribe are:

- a. Fulfill the captain's duties in his absence.
- b. Check to see that all unit equipment is returned following a campout (work with unit captain/counselor/deputy director). Needed repairs should be noted.
- c. Serve as a messenger between unit and director as requested by counselor.
- d. Give an excuse blank to any Pathfinder in the unit who has been absent, check with the absentee at the next meeting to be sure that the excuse has been received, and correct the records as instructed.
- e. Keep all unit records and, by invitation of the club secretary, help fill out the monthly report to the conference.

3. Other Officers.

Units have other active officers, such as: chow master, transportation agent, chief telephoner. These officers and others are elected by the unit, either on a long-term basis or as needed.

Efficiency

Club and unit activities are planned to be of interest to each Pathfinder. Sticking to the outlined program insures success of the Pathfinder program. Pay special attention to starting and stopping on time.

Home Contacts

Each home represented in the unit is contacted by the counselor a minimum of once per Pathfinder quarter.

Records

The club secretary keeps a permanent record of all club events, membership, finances, and other vital statistics.

The counselor has a list of all the members of the unit and their attendance at every regularly called Pathfinder meeting or outing.

A record of AY/Pathfinder class requirements fulfilled and unit activity information is kept in either a unit or club notebook.

Attendance

The directors and counselors are faithful in attendance at all club meetings and staff appointments called by the club director.

The Pathfinder

Becoming a member of the Junior or Teen Pathfinder club is not like joining another club. The Pathfinder lives by the Pathfinder code which is contained in the AY/Pathfinder Pledge and Law.

Attitude.

The Pathfinder club member demonstrates a positive attitude toward the planned Pathfinder Club program and feel it a privilege and honor to have membership in the club.

Participation.

The Pathfinder member is willing to participate in all programs, special events, campouts, and club meetings.

Official Uniforms.

Pathfinders wear the official Pathfinder uniform, complete with AY/Pathfinder insignias which include the AY/Pathfinder world emblem, Pathfinder triangle emblem, pocket tab, pins, chevrons for AY/Pathfinder Classes, and local club insignia. (See *Uniforms*, later in this chapter for complete description of all Pathfinder and AY/Pathfinder uniforms.)

Health and Insurance.

A physical examination of each Pathfinder Club member is recorded with the club secretary. No Pathfinder can be inducted into club membership without a current (within the last year) examination.

A physician, chosen by the Pathfinder club, examines each Pathfinder participating in any strenuous activity.

Pathfinder of the Year

1. Excellence Recognition Award. Recognition is given to the Pathfinder boy and girl who has excelled in fulfilling the Pathfinder requirements of the local club. A plaque or trophy may be awarded for this recognition.

2. Good Conduct Award Requirements

- a. Be an active member for at least one year.
- b. Have a complete official uniform with all insignia attached properly.
- c. Have a good record of faithful attendance.
- d. Have a conduct record consistent with the AY/Pathfinder Pledge and Law.
- e. Have a record of achievement and progress in AY/Pathfinder classes, AY honors, or other comparable activities.

Attendance

Have a goal of an average of 80% attendance at every Pathfinder club function.

Assembly Room

A well-ventilated room or club house is provided with proper spacing for work tables or benches. Chairs and tables are the proper size for the age group working on the project. There is ample storage space and all supplies are kept in order.

Appearance.

The Pathfinder assembly room is painted and decorated to contribute to Pathfinder morale. Ceilings are preferably flat white in color, walls light or pastel shades. The National and Pathfinder flags and Pathfinder Pledge and Law banners are on display at all times, where possible.

Lighting.

Natural and/or artificial lighting is evenly distributed and pleasing to the eye.

Ventilation and Heating.

The temperature of the assembly room is even and fresh air is supplied through deflectors, air vents, or air conditioning.

Storage.

Adequate space is provided for instructional and camping equipment.

Bulletin Board.

A bulletin board is in a conspicuous location so the Pathfinder club may keep the church informed of Pathfinder activities.

Equipment

Adequate equipment and supplies are necessary for the efficient running of a Pathfinder club.

Camping.

These may include outpost, pack, winter and survival camping.