

# LeaderShop

Oct 18-20, 2024



This packet is designed to be a resource to you as you lead your club this year—specifically as you prepare for the year-end Pathfinder Fair event—and will equip you for attaining this year’s 200 Club trophy.



# LeaderShop Weekend Schedule

## Weekend Theme: The Crossroads

### Friday

5:00pm Registration

7:00pm Welcome

7:10pm Topic 1: The Crossroads at Which We Stand

8:30pm Ice Breaker

10:30pm Curfew

### Sabbath

8:30am Breakfast

9:45am Topic 2: Brainstorming and the Creative Process

10:45am Break

11:00am Topic 3: Review the Outcomes

12:30pm Lunch

2:00pm Time to Visit/Network

3:30pm Topic 4: Sorting, Arranging, Evaluating Outcomes

3:30pm TLT Activity

4:30pm Topic 5: Mission Setting

5:30pm Dinner

7:00pm Topic 6: Goal Setting

8:00pm Game

11:00pm Good Night

### Sunday

7:00am Directors' Meeting (Pathfinder/Adventurer Tracks)

8:00am Breakfast

9:00am Area Meetings

10:00am Topic 7: Action Plan and Task Assignments

11:00am Clean Up/Head Out



### **This Weekend's Speaker**

Glen Milam is the first lay Pathfinder Coordinator for the North American Division and chairperson of the Pathfinder Ministries Resource and Leadership Development Focus Group. Glen is the primary developer of the new Adventist Youth Ministries Training Curriculum (AYMT). He presents at about a dozen leadership events a year. He and his wife Darlene are the original authors of the Teen Leadership Training (TLT) program and the producers of the NAD drill video. They have served as local Adventurer Directors and Conference Executive Adventurer Coordinators. At their local church of Willow Brook in Boonsboro, MD, they serve as local Pathfinder club directors and Sabbath School leaders. In their spare time, they have planned and led over two dozen week-long study tours for middle schoolers and summer study tours for teachers.

## Year-in-Review Videos

Total points possible: 100

Some categories are black and white (all or nothing), some are graded on a scale.

Categories:

1. Submitted digitally by May 1 (will not receive blue ribbon if late)
  - a. 20pts: Turned in on or before April 15
  - b. 0pts: Not turned in on or before April 15
2. Time
  - a. 14pts: Between 3 and 7 minutes
  - b. 0pts: Less than 2 minutes, greater than 8 minutes
3. At least six activities are shown and labeled clearly (preferably digitally)
  - a. 14pts: Yes, labels are clear and obvious
  - b. 0pts: No, not labeled
4. Full club participation
  - a. 14pts: All pathfinders in the club are visible throughout video
  - b. 0pts: Only a select few are visible throughout video
5. Music is appropriate (Christian or instrumental, and fits the video), and must fade at moments when subjects are talking.
  - a. 14pts: All of the above
  - b. 0pts: None of the above
6. Slideshow or video
  - a. 14pts: While there are pictures, at least 50% is moving video
  - b. 0pts: This is a video slide show only
7. Marketing impact (subject to Conference leadership judgment)
  - a. 10pts: This video would make others want to join Pathfinders
  - b. 0pts: This video would not make others want to join Pathfinders

Send videos to: [zpayne@wi.adventist.org](mailto:zpayne@wi.adventist.org)

Video can still count toward 200 club if submitted before Pathfinder Fair.

Blue Ribbon: 86 – 100 points

Red Ribbon: 70 – 85 points

White Ribbon: 55 – 70 points

Participation: less than 55 points

## **The Pathfinder Parade**

We are having our parade on Sabbath morning of the Pathfinder Fair and will march into the pavilion for our Sabbath morning program. Clubs only have to dress in class A on Sabbath morning except for those participating in the march and drill on Saturday night. Club uniform inspection will take place on Sabbath morning prior to the parade.

## **Fair Events**

Sunday morning of the fair, we will not be in class A uniforms, but field uniforms. We will have worship, breakfast and then participate in the 3 field events.

1. Trebuchet Contest
2. First Aid Relay
3. Books of the Old Testament Relay

## **March & Drill Demonstration**

On Saturday night we will have the annual March and Drill demonstration. **Please see the attached forms giving details on this event.** Here is a note of clarification from Jody Marsh regarding the marching order and evaluation:

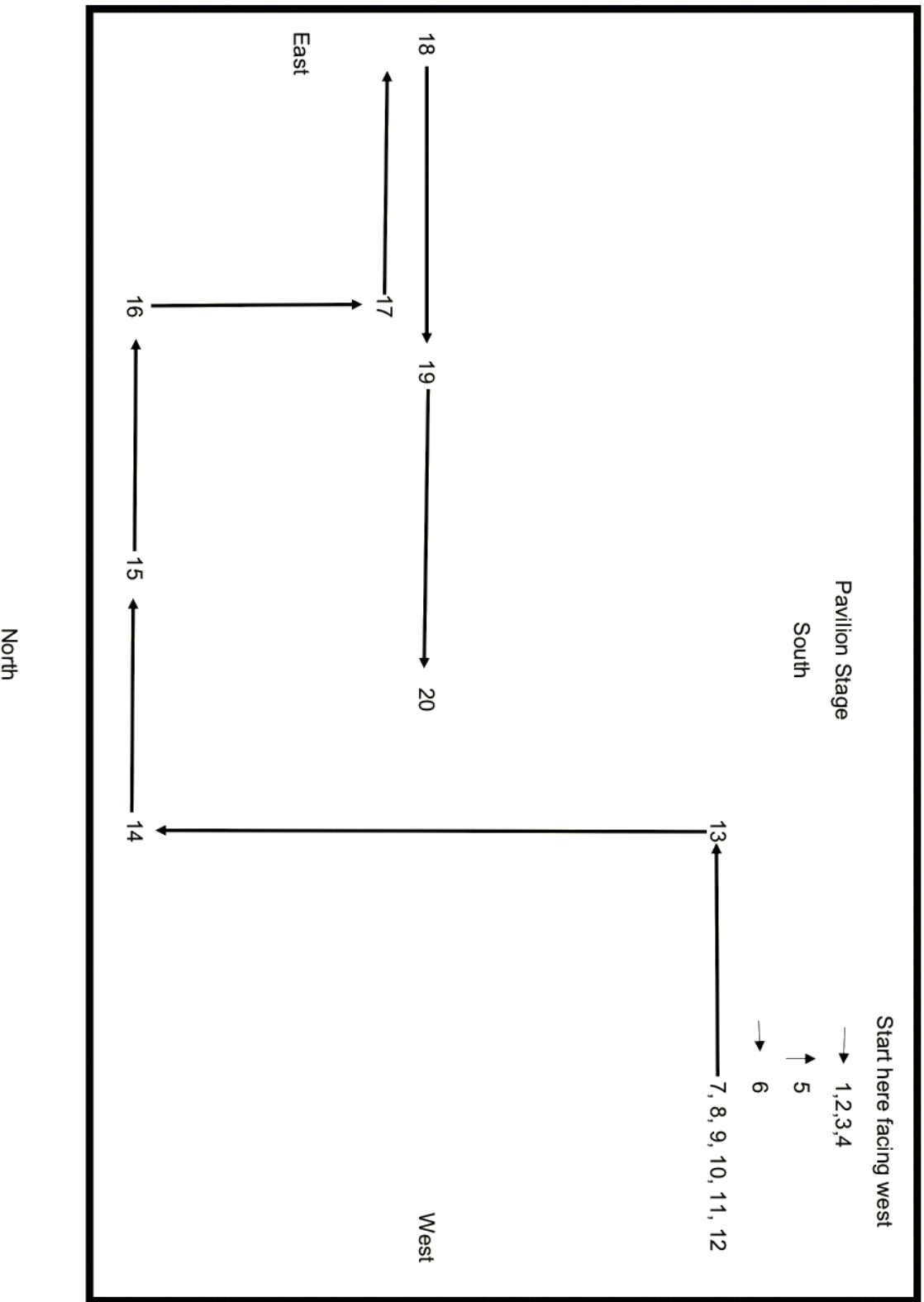
*According to the instructions (#4) for the rubric, clubs may insert commands between the commands listed on the rubric. To prevent confusing the judges, this should be done as infrequently as possible. The club can insert items between two commands. – Jody Marsh*

<b>Wisconsin Pathfinder Fair Regular Basic Award Rubric</b>					
	0	1	2	3	4
Fall In					
Dress Right Dress-Ready Front					
Cover-Recover					
Present-Order Arms					
Left Face					
Right Face					
About Face					
Parade Rest					
Stand at Ease					
Attention					
Hand Salute					
Forward March					
Column Left March					
Column Right March					
Half Step March					
Right Flank March					
Left Flank March					
Rear March					
Mark Time March					
Halt					
Dismissed					
<b>Total Drill Routine (84 possible)</b>					
<b>Dress Uniform Inspection (16 possible)</b>					
<b>Total (Drill + Dress) (100 Possible)</b>					
4 = Every member executes the command perfectly and in unison					
3 = Some members execute the command sharply (but not perfectly) or a fraction of a second early or late. The mistake is barely noticeable					
2 = Some members execute the command sloppily or way too early or late. The mistake is obvious					
1 = Some members execute the command improperly (For example: right instead of left, flank instead of column)					
0 = Total breakdown of the drill or not observed					
Ribbon Award	<b>All commands must be performed in the above order</b>				
85-100 First Place					
70-84 Second Place					
55-69 Third Place					
0-54 Participant					

## Notes on March & Drill Judging

- The first drill team will have their uniforms inspected by a team of uniform judges. See the attached rubric for details.
- After the first drill team has their uniforms inspected they will begin their routine. The second team will then be inspected while the first team marches. This will continue until all teams have been inspected and marched.
- Marching judges will use the attached rubric to grade drill teams.
- To make judging easier, commands must be given in the order on the rubric. (When commands are not given in order, there is not time for the marching judges to find the command on the rubric and rate it before the next command.) Exception: commands may be inserted between the commands listed to prevent the drill team from marching out of the marching area. To prevent losing points, return to the list as soon as possible
- Ribbons for basic drill will be awarded based on the scale on the rubric.
- Points for basic drill for the 200 club will be awarded for participation.
- There is no rubric for fancy drill. Ribbons will be awarded subjectively by the marching judges based how “wowed” we are.
- Points for fancy drill for the 200 club will be awarded for participation.
- We hope the rubrics make the judging fair and fun for everyone.

# One Way to Complete Required Marching and Not Get Trapped in a Corner





**Pathfinder Uniform Colors / Pictures** -- The basic descriptions of the parts of the Pathfinder Uniform (along with appropriate colors), along with a picture that helps you see how the uniform should look when worn.



### **Colors**

The official colors for the NAD Pathfinder Uniform are: Shirt/Blouse - Khaki (Suntan)

Pants / Skirt -- Black

Socks / Hosiery -- Black

Shoes -- Black

Sash - Black, with length no longer than the tip of the fingers on the left hand Neck tie -- Black (available from Adventsource)

Is available for both men and women. This is part of the adult Class "A" uniform.

### **Pathfinder Bottoms (slacks, skirts, pants...) Authority**

The NAD Class-A Uniform Policy, relating to the "lower half" of the uniform, authorizes the recognized local conference Pathfinder leadership organization to determine the exact style approved for use in their conference. Conferences also have the right to delegate this authority to their local clubs, allowing each club to set its own policy based on their needs. It should be noted that often females are given the personal choice of slacks or skirts based on their own personal belief as to what is appropriate wear, especially in a church sanctuary.

### **Females**

Authorized (Stocked by AdventSource) Slacks\* – Black, straight leg, pleated front, belt loops, no cuff.  
Skirt – Black, A-line, pleated front, belt loops (No length set, but typically the hem should be at or just below the knee).

### **Males**

Authorized (Stocked by AdventSource) Slacks\* – Black, straight leg, pleated front, belt loops, no cuff.  
Slacks have internal pockets, so this precludes jeans, cargo pants and BDU's.

Modesty precludes leggings, yoga pants, and other tight fitting clothing.

Athletic pants and sweatpants are not slacks.

Color Guards or other distinctive groups might choose to use BDU's or some other (kilt, sarong, etc.) style as approved by the appropriate leadership.

PBE policy states that at Union and Division level PBE events, adherence to the team's home conference Class A uniform policy satisfies the PBE uniform requirement.

Drill events have their own set of uniform rules. Check with the event officials to make sure you are in compliance.

\*All information taken from <http://www.pathfindersonline.org/uniform>

# Wisconsin Conference Uniform Inspection Sheet

Club: \_\_\_\_\_

Director: \_\_\_\_\_

Inspector: \_\_\_\_\_

Date: \_\_\_\_\_

<b>Pathfinder Class 'A' Uniform</b>	<b>Points</b>	<b>No</b>	<b>Comments</b>
(2) Khaki Pathfinder Shirt/Blouse			
(2) Regulation Black Slacks/Skirt			
(1) Neckerchief w/Slide			
(1) Club Crescent (Right Sleeve)			
(1) Triangle (Right Sleeve)			
(1) Conference Patch (Left Sleeve)			
(1) World (Left Sleeve)			
(1) Class Insignia (Left Sleeve)			
(1) AY Class Patches (on Sash or Right Pocket Area) Start w/Friend class items above name tag moving up.			
(1) Black Sash w/Honors Earned			
(1) Belt w/ Pathfinder Buckle			
(1) Black Socks / Hosiery			
(2) Black Shoes (no boots, open toes, sandals, or flip-flops)			
Name Tag (Black & White w/Pathfinder Logo) (optional)			
<b>Additional Accessories for TLT Uniform</b>	<b>Yes</b>	<b>No</b>	<b>Comments</b>
TLT Sleeve Strip			
Cord, Red & Black			
TLT Pin			
TLT Patch on Sash Bottom Center			
Black Tie (optional at club's discretion)			
<b>Additional Accessories for Staff Uniform</b>	<b>Yes</b>	<b>No</b>	<b>Comments</b>
Staff-Office Sleeve Strip			
Leadership Cord (optional)			
Director's Star			
Black Tie (Tuxedo Tie for Women)			
<b>Master Guide Uniform</b>	<b>Yes</b>	<b>No</b>	<b>Comments</b>
Master Guide Suit (Green)			
Scarf w/Slide			
Chevron (Combination or Star)			
Master Guide Pin			
Master Guide Hexagon Patch on Sash Bottom Center			
Pocket Name Strip			
Baptismal Pin			
Basic Pathfinder Insignia (Club Crescent, Triangle, Conference and Union Patch, World, Name Tag, Tuxedo Tie/Black Tie)			

# Fair Events

## Trebuchet contest

This event is for the whole club

Overview: The club will design and make a trebuchet out of rope & wood poles. Then throw a water balloon as far as you can.

### Materials:

- Rope,
- Wood Poles 3in diameter Max & pre cut to the length your design needs.
- Rocks (or a counter weight of your choice)
- A piece of leather or canvas (for the water balloon sling)
- Water balloons will be provided the size of tennis balls

### Rules:

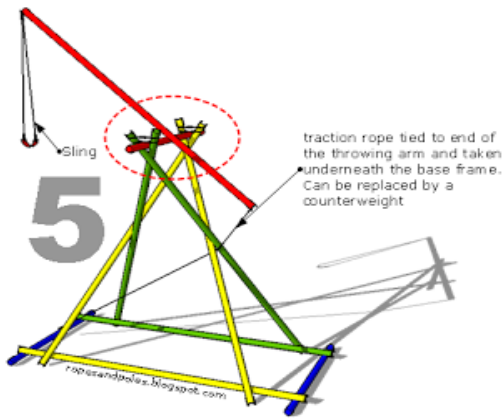
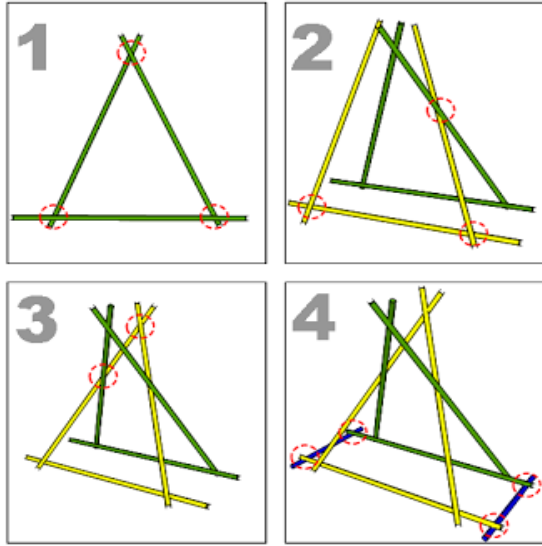
- All materials to be brought with you and be taken home when the weekend is over.
- Your wood poles start tied in a bundle.
- Throwing arm no longer than 10 ft (wood arm, not counting sling or counter weight)
- Staff may only coach (only the Pathfinders and TLT's can touch the materials).
- Teams will wait their turn to fire their balloon.
- ANY TEAM THAT FIRES ON THEIR OWN WITHOUT PERMISSION WILL BE ELIMINATED FROM THE COMPETITION WITH NO POINTS
- All materials must come with the bundle of poles and leave with the bundle of poles.
- Team of up to 8. (Large clubs may enter more than one team.)

### Judging:

- Time: of setting up (from start to ready to fire)
- Knots/lashings: tied well, knowledge of their names, why you used them.)
- Distance: Best of 3 launches
- Overall:

### Time line:

- Clubs to designs and test trebuchet at club meetings.
- Bring your bundle of materials to start line on the range.
- On the whistle, time will begin.
- Unbundle your poles and lash your trebuchet. Then have a pathfinder retrieve water balloons and signal the judge when ready to fire.
- Time will be recorded. and Trebuchet knots will be judged.
- Firing will then start. Each team will fire their water balloon when the judge gives the signal. Then the judges will record the distance.
- ANY TEAM THAT FIRES ON THEIR OWN WITHOUT PERMISSION WILL BE ELIMINATED FROM THE COMPETITION WITH NO POINTS
- After all 3 balloons have been fired Trebuchet is to be untied & rebundled.
- Bundle will go home with the club and not thrown away at the camp.



The Internet & Books have many trebuchet designs. Boy scouts do these all the time and have some great resources as well.  
Here is a very basic design.

Placement as followed:

For the Trebuchet

- 1st best time with knot secure and any club that is within 29 seconds of the best time
- 2nd place is 30-59 seconds of the best time
- 3rd place is 60-90 seconds of the best time

For the launch each clubs best distance

- 1st place is the farthest and any club that is with in ten feet of the farthest balloon
- 2nd place is any club's balloon that is 11-20 feet of the farthest balloon
- 3rd place is any club's balloon that is 21- and more feet from the farthest balloon

# Judging sheet for Trebuchet contest

Name of pathfinder Club and team if multiple:

\_\_\_\_\_

Time for building Trebuchet: \_\_\_\_\_

Name of knots used in construction of Trebuchet:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

Waited until commanded to fire.

Distance of farthest water balloon: \_\_\_\_\_

## First Aid Relay

Ideally, each club will have seven (7) Pathfinders to run the relay. If the club has less than 7, one or more Pathfinders can run twice.

Supplies:

6 Triangular bandages

2 splints of proper length plus padding (can use two towels)

2 poles approx. 6' long and a strong blanket

Pathfinders all start at Start line and all equipment is at Action line.

All knots and bandages must be tied correctly.

Pathfinder #1 – Runs to action line as “injured patient”, lies down, raises hands.

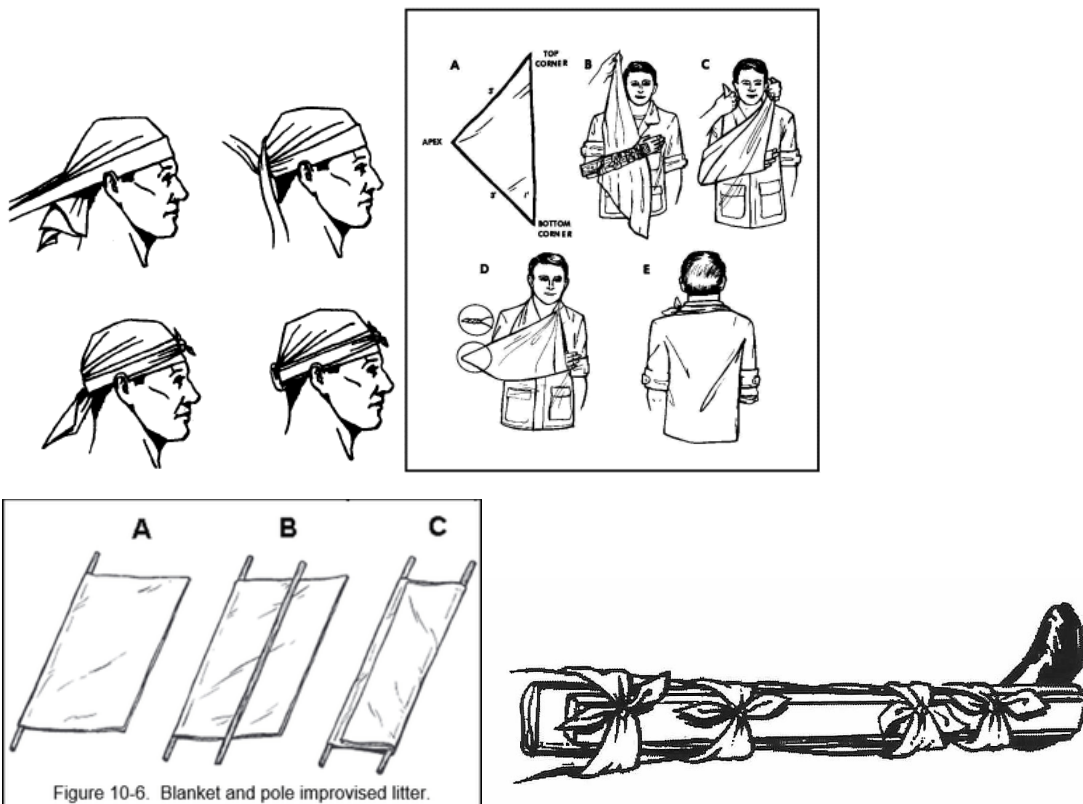
Pathfinder #2 – runs to action line and puts a proper head bandage on PF 1, runs to start line.

Pathfinder #3 – When tagged by PF 2, runs to action line ties proper arm sling on PF 1, runs to start line.

Pathfinder #4 & #5 – When tagged by PF 3, run to action line and puts on proper lower leg splint restraint, runs to start line.

Pathfinder #6 & #7 – When tagged by PF 4, run to action line and assembles a proper blanket litter. They then help PF #1 onto litter and carry PF 1 to Finish Line

Time is measured from start of Pathfinder #1 until litter is across finish line. Ten seconds will be added to relay time for every wrong knot and or bandage mistake. Placement TBD:



## Books of Old Testament relay

Participants: 3 Pathfinders - entire club

Equipment:

- 24-30 inch square piece of plywood painted white with old testament group names on with finish nails for book name blocks to be placed over
- 40 identical block each with a old testament book name on them that will fit easily over the nails

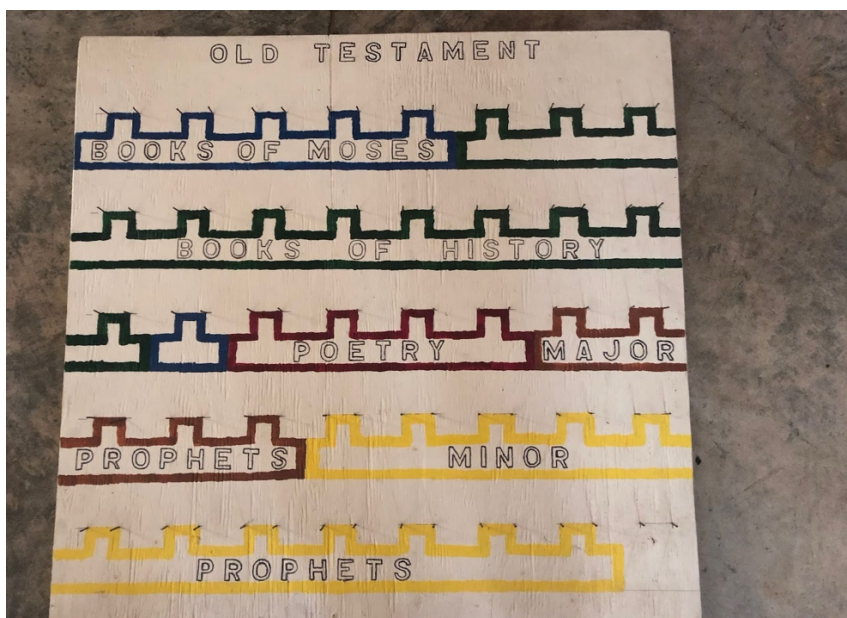
Procedure: Board will be placed at the action line with old testament book name blocks facing down. Each club will have a judge/ time keeper at the action line who will mix the blocks and be ready to start timer when whistle blows. Pathfinders will be in a single file line 25 feet away at the start line. When the start whistle sound the first pathfinder will run to action area and pick up one block and place in correct location on board then return to start line and tag next pathfinder in line. Repeating until all blocks are on board and last runner has crossed the start line, then the timer will stop the clock.

If a runner picks up a block and there is already one in its place on the board they may remove the incorrect one and place it face down in the draw pile then they may place their block on the board in its place.

Placement as follows

- 1st place is the best time and any club that is 29 seconds of the best time
- 2nd place is any club that is 30-59 seconds from the best time
- 3rd place is any club that is 60-90 seconds from the best time
- Participation is any club that participated and is 91 seconds and beyond from the best time

Any block that is in the wrong place at the end will add 10 seconds to the final time



## Pathfinder 200 Club Scoring Form 2024-2025

### Monthly Reports

Report in by 10 <sup>th</sup> of the month (or otherwise stated)	___/2 points
Service project or participation in church service	___/1 point
Minimum of two club meetings held each month	___/2 points
<u>Minutes</u> of monthly staff meeting	___/1 point
Craft or honor class taught	___/1 point
Investiture classwork taught during club meetings (or arranged otherwise by director, at home on their own doesn't count)	___/4 points
Total points per month	___ <b>/11 points</b>

**Total of Monthly Reports** (10 best months out of the year) **\_\_\_ 110 points**

Annual total will be based on 10 months of reporting throughout the year. You will always have 2 months of grace. All reports must be submitted before the fair.

### Special Events Points

LeaderShop Attendance (At least one staff required)	___/10 points
International Camporee	___/5 points
Local Club Campout	___/5 points
Winter Retreat	___/5 points
Pathfinder Day held at Local Congregation	___/5 points
Induction Ceremony	___/5 points
Investiture Ceremony	___/5 points
Camp Meeting Parade	___/5 points
Camp Meeting Cabin Coverage	___/5 points
<b>Total Special Event Points for year</b>	___ <b>50 Points</b>

### Pathfinder Fair

Attendance (Required)	___/5 points
Year-in-Review Video	___/15 points
Parade Participation w/Flags & Club Banner	___/5 points
Drill Demonstration	___/5 points
Fancy Drill	___/5 points
Class A Uniform Inspection	___/10 points
Participation in Fair Games (5 points per game)	___/15 points
<b>Total Points for Fair</b>	___ <b>/60 points</b>

**Grand Total for the Year (Monthly Reports + Special Events + Fair)** **\_\_\_ / 220 pts**

**Placement for Trophy** **\_\_\_ / 200 pts**





## What Do Excellent Pathfinder Clubs Do?

1. Excellent clubs register their club with the Conference and all staff complete required child safety training and background check. See next pages for directions and forms.
2. Excellent Pathfinder clubs meet regularly for at least ten months of the year. The best clubs meet once a week for 1.5-2 hours. You can get away with two longer meetings per month or one really long meeting per month, but learning something new when you only demonstrate it once or twice a month is really hard. We understand it might not be possible in all situations, and once or twice a month is better than zero times a month, but strive for once a week.
3. Excellent Pathfinder do the following things at their meetings: Opening exercises (prayer, worship, recite pledge and law), teach investiture requirements, teach honors, do service projects or share your faith activities, and prepare for special events.
4. Excellent Pathfinders clubs have regular planning meetings and report their activities to the Conference.
5. Excellent Pathfinder clubs send their leaders to the Conference LeaderShop. Important information for the upcoming year is discussed at LeaderShop. It is almost a must for leaders to attend.
6. Excellent Pathfinder clubs attend the yearly camporee at Camp Wakonda, LUC Conference, or NAD. Camping Skills Honor Investiture requirements will be taught by the Area Coordinators at Camp Wakonda on odd years, and other investiture requirements will be taught in even years. This will help directors get their Pathfinders invested. There will be a campsite inspection at all camporees. See the form on page 5 and 6.
7. Excellent Pathfinder clubs attend the Winter Retreat at Camp Wakonda. Winter Retreat also includes the Pinewood Derby in odd years and the Pop Pop Boats in even years, so these would be things to get ready for in preparation for the event.
8. Excellent Pathfinder clubs have a Pathfinder Day at their local church.
9. Excellent Pathfinder clubs have an Investiture ceremony in the spring.
10. Excellent Pathfinder clubs have an induction ceremony in the fall.
11. Excellent Pathfinder clubs will prepare early for PBE, and will participate in Area and Conference PBE. For helpful resources, please visit [nadpbe.org](http://nadpbe.org).
12. Excellent Pathfinder clubs participate in the Camp Meeting Parade.
13. Excellent Pathfinder clubs sign up to open the Pathfinder Cabin during Camp Meeting.
14. Excellent Pathfinder clubs produce a video showing their accomplishments for the year. See page 15-16 for requirements.

## Child Safety Training NEW REGISTRANT

If you are 18 years of age and older, it is North American Division church policy that you complete child protection training and a background check. If you are under 18 years of age, you will complete the child protection training only and no background check. The company that provides this service is Sterling Volunteers.

Below are the instructions that will walk you through the steps for completing the child protection training and background check screening. It is very important that you do not use Internet Explorer as your browser – it will not work. Use Google Chrome or Firefox.

1. Go to NCS Risk website: [www.ncsrisk.org/adventist/](http://www.ncsrisk.org/adventist/)
2. If you need to complete in Spanish, click on the “Español: Acceso O Inscricion” box
3. Click on FIRST TIME REGISTRANT
4. Be sure to write down your Username and Password for future reference
5. Select your “Union” and continue
6. Select your “Conference” and continue
7. After selecting the conference, you will be routed to the Registration Screen
8. Enter your full legal name
9. Fill out the necessary information including Location
10. Select your Role(s) – you must have at least one. Click “Save”
11. You will be routed to the Training page. This should be completed first before you proceed to the background check.
12. Once the training is completed, you will then complete the Background Check (if 18 and over) which will ask for your consent by checking all the boxes and entering your information. Click Submit.

## Child Safety Training RENEWAL

If you are 18 years of age and older, it is North American Division church policy that you complete child protection training and a background check. If you are under 18 years of age, you will complete the child protection training only and no background check. The company that provides this service is Sterling Volunteers.

Below are the instructions that will walk you through the steps for renewing the child protection training and background check screening. It is very important that you do not use Internet Explorer as your browser – it will not work. Use Google Chrome or Firefox.

1. Go to NCS Risk website: [www.ncsrisk.org/adventist/](http://www.ncsrisk.org/adventist/)
2. If you need to complete in Spanish, click on the “Español: Acceso O Incripcion” box
3. In the Login for Existing Accounts box, enter the Username and Password you set up previously. If you don’t remember or have them, click on “Need Login Information?” and follow the prompts to re-set them. Do not set up a second account.
4. Update information on the General and Contact tabs as needed, including new Location or Roles as applicable. If changes are made, click “Save”
5. Go to the Training page and complete the assigned training. This is to be done before you proceed with the background check.
6. Once training has been completed, you will then be routed to the Background Check which will ask for your consent by checking all the boxes and entering your information in order to submit your background check order. Click Submit.



# WISCONSIN CONFERENCE

## PATHFINDER CAMPSITE INSPECTION FORM

Club Name: \_\_\_\_\_ Inspector: \_\_\_\_\_

	YES	NO	Points Possible
<b><u>TENTS</u></b>			
Alignment (neat, not scattered) ropes & tie-downs installed properly.	<input type="checkbox"/>	<input type="checkbox"/>	<b>5</b>
Uniformity of doors and windows (doors must be open & screen closed).	<input type="checkbox"/>	<input type="checkbox"/>	<b>5</b>
Interior neat, items uniform within each tent, area swept. (NOTE: The only items that are to be seen in each individual tent are the Bible, flashlight, duffle bag/backpack/suitcase, sleeping bag/bedroll, & pillow).	<input type="checkbox"/>	<input type="checkbox"/>	<b>5</b>
Bible at head of bed with flashlight pointing towards it.	<input type="checkbox"/>	<input type="checkbox"/>	<b>5</b>
<b><u>UNIFORMS</u></b>			
Insignias sewn on neatly and in proper position.	<input type="checkbox"/>	<input type="checkbox"/>	<b>5</b>
100 % of Club in official Pathfinder dress uniform.	<input type="checkbox"/>		<b>15</b>
80 % of Club in official Pathfinder dress uniform.	<input type="checkbox"/>		<b>10</b>
50 % of Club in official Pathfinder dress uniform. (NOTE: New clubs in existence less than six months will be awarded 10 points if not in the official Pathfinder dress uniform but dressed similarly)	<input type="checkbox"/>		<b>5</b>
<b><u>CAMPSITE</u></b>			
Flags and guidons correctly posted, neat and clean.	<input type="checkbox"/>	<input type="checkbox"/>	<b>10</b>
Cleanliness, paper and trash policed. (10 yd radius)	<input type="checkbox"/>	<input type="checkbox"/>	<b>5</b>
Shovel and Fire extinguisher	<input type="checkbox"/>	<input type="checkbox"/>	<b>5</b>
<b><u>HEALTH FACILITIES</u></b>			
First-aid Kit available, well equipped, marked, and in plain sight.	<input type="checkbox"/>	<input type="checkbox"/>	<b>10</b>
Copy of medical consent forms for all Pathfinders & staff.	<input type="checkbox"/>	<input type="checkbox"/>	<b>10</b>

**COOKING AREA**

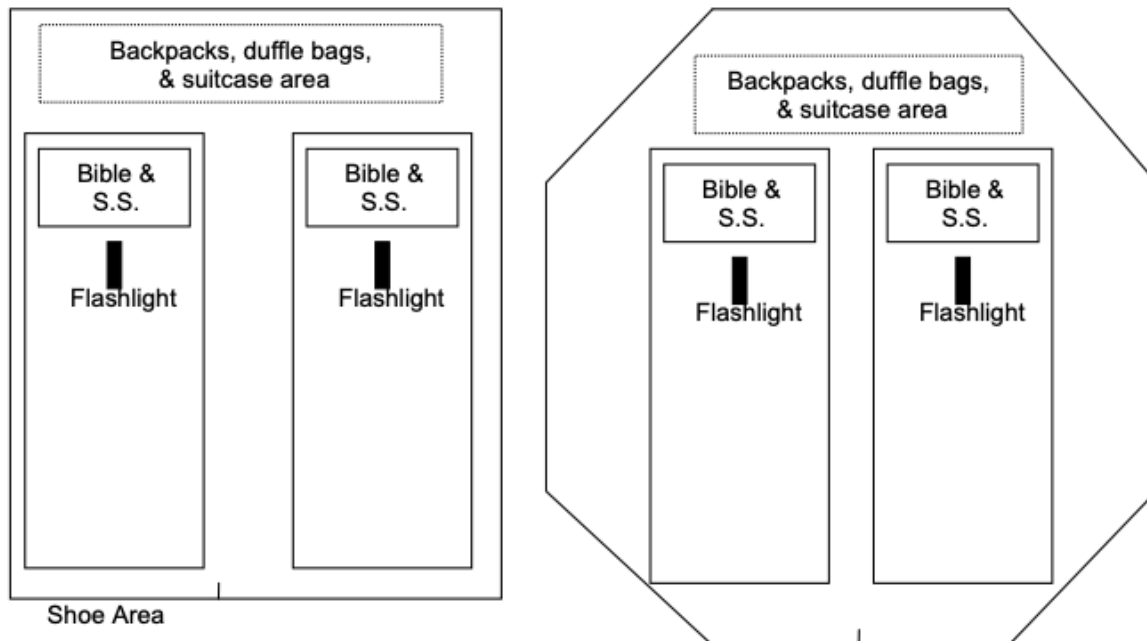
- Stoves clean, fires in safe condition away from tents   5
- Food & utensils stored properly, animal & insect free, clean.   5
- Proper trash & garbage storage area provided.   5
- Dish washing and clean-up area provided.   5

(100 Points Possible) **TOTAL POINTS** \_\_\_\_\_  
 -

**COMMENTS:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

The club director is to be presented a copy of this report, and is expected to make the necessary improvements by the next inspection.

**Typical Tent Setup**



## Possible Pathfinder Day Programs

### CHURCH SERVICE NO.1

Prelude

Ministers enter

Silent prayer

Doxology

Invocation

Presentation of Colors

    Pathfinders march in and take places

    Pledge and Law

    Post flags

    Honor Guard returns to seats

    Congregation and Pathfinders seated

Scripture reading: 1Timothy 4:12

Hymn No. 529, "Under His Wings"

Congregational prayer

Offering

Special music

Pathfinder report--Pathfinder club director

Sermon by pastor, child preacher, or guest

Hymn No. 508, "Anywhere With Jesus"

Benediction

Adult Sabbath School can also be directed by Pathfinders. 202 PATHFINDER DAY

CHURCH SERVICE NO.2

Prelude

Personal ministries period

Ministers, directors, pathfinders

Pathfinder missionary experiences Processional

Introit

(platform group kneeling) Choir

Doxology

Invocation

Pathfinder

Post Colors

Color guard

Welcome

Pastor

Scripture Reading: 1 Timothy 4:12 Pathfinder

Hymn no. 529 "Under His Wings"

Prayer

Two Pathfinders

Pathfinder Song

Pathfinders

Pathfinder Happenings

Teen

Pathfinder Pledge and Law

Pathfinder choir

Song of Instrumental Selection

Pathfinders

Pathfinder Objectives

Club director

Offering

Sermon

Pastor, child preacher, or guest

Hymn no. 508, "Anywhere With Jesus"

Benediction



PATHFINDER DAY CHURCH SERVICE NO.3

Prelude

Personal Ministries Period

Minister and platform personnel enter

Processional: "The Captain Calls for You" Organ, Piano, and Trumpets

Marching order: Color guard Directors Staff Pathfinder units

Pledge of allegiance to Bible and flag

Flags and guidons posted

Invocation

Welcome (Introduces Pathfinder club director)

Pastor

Scripture: 1 Timothy 4:12

Pathfinder

Pathfinder Song

Pathfinders&Congregation

Prayer

Special music

Pathfinder

"Pathfinder Happening" (A report)

Teen Pathfinder

Pledge

Pathfinder

"What Pathfinding Means to Me"

Pathfinder

Law

Pathfinder

"Why I am a Pathfinder"

Pathfinder

Objectives and needs of club Club

Director,Counselor

Offering

Special music

Pathfinders

Sermon

Pastor, director, guest speaker,

Hymn No. 529, "Under His Wings"

Benediction

Recessional: "Onward Christian Soldiers"

PATHFINDER DAY CHURCH SERVICE NO.4

Prelude, Ministers and platform personnel enter

Doxology and Invocation

Processional: "Onward Christian Soldiers" (Pathfinders march in led by the national and Pathfinder flags. Color guards post themselves on floor in front of pulpit. All stand when flags enter and remain standing until flags are posted on the platform.)

Pathfinder Song, Pledge, and Law

Pathfinders

Posting of Flags

Pathfinders

Scripture Reading: Proverbs 22:6 or Ephesians 6:1-4

Pathfinder Prayer

Pathfinder Welcome and Director's Report

Pathfinder Director

Special music

Pathfinders

"Why I Am a Pathfinder"

Pathfinder

"How did it all begin?"

Pathfinders

Offering

Teen Pathfinder

Special music

Pathfinder or Pathfinders

Sermonette

Director, guest, Pathfinder

Hymn no. 543, "Jesus, Friend of Little Children"

Benediction

Pathfinder

Postlude

## Possible Investiture Programs

### Program Format Suggestion No. 1

Prelude

Song Service

Special Music

Scripture

Welcome

Prayer

Pathfinder/Pledge

Given by all candidates

(Have a student give his interpretation.)

Pathfinder/Law

Given by all candidates

(Have eight students give their interpretations, of one of the eight points, each student presenting one of the eight parts of the law.)

Special Music

Club members

Memory Work

Any or all class levels

Practical Demonstrations

Skits, Charades, Play, etc.

1. Favorite Bible Story

2. Knot tying

3. Nature nuggets

4. First aid\

5. Story of favorite pet

6. Hiking and camping

7. Honors earned

8. National Flag demonstration

9. Famous countrymen

10. Physical fitness

Certification of Candidates

Pathfinder director or pastor

Challenge of Junior

Youth Conference youth director, pastor, or qualified Master Guide

The Charge and Presentation of Insignia Coordinator.

Conference Youth Director or Area

Consecration and Prayer of Dedication

Pastor

Announcements

Summer camp, camp meeting, etc.

Benediction

Teen Pathfinder

### Program Format Suggestion No. 2

Scripture

Song

Special Music

Prayer

Sermonette

Symposium by Candidates

    Memory work

    Pathfinder Pledge and Law

    Practical demonstrations

Certification of Candidates

Charge and Presentation

Consecration Prayer

Camp Film (Promotion for summer camping)

Song

Prayer

### Program format suggestion No. 3

Musical prelude or song service

Pathfinders parade with or without flags into the church or hall singing or marching  
to the tune of the Pathfinder Song or Onward Christian Soldiers, etc.

Flags are placed according to regulation.

Pledge of Allegiance where necessary—all

Pathfinder Law, Pathfinder Pledge—by all Pathfinders

Welcome and Introductions

Pathfinder Song—by all

Prayer by Pathfinder

Scripture—recitation of memory work by Pathfinder

Special song

Practical demonstrations of various kinds—knot tying, witnessing, skit, etc.

Guest speakers—short remarks

Certification of candidates

Charge and presentation of insignia

Consecration prayer

Recessional—by marching

Photographs and report completion for Conference/mission

## Induction Ceremony

Suggested Induction Ceremony (The directions are worded for a Pathfinder Club inducting one candidate, but they may be adapted for any number of candidates.)

Preparation Materials needed: 1. Table 2. Pathfinder Emblem 3. Pathfinder Banners 4. Pathfinder Flag 5. National Flag 6. Candles—one 15" white; six 10" Pathfinder/AJY Class colors; eight 8" white for Law; and seven 8" white for Pledge.

Procedure Place a table at the induction ceremony site. Center a large Pathfinder Emblem directly behind the table, with a Pathfinder Pledge banner on the right of the emblem and a Pathfinder Law banner to the left of the emblem. In the center of the table directly in front of the Pathfinder emblem place a 15-inch candle representing the spirit of Pathfinding. In front of this candle place six 10-inch candles—blue, red, green, silver (black, if silver not available), burgundy, and gold, representing the six Pathfinder Classes. In front of these six colored candles place a candle-holder for the candidate's candle to be placed during the ceremony. In front of the Pathfinder Law banner on a line with the "Spirit of Pathfinding" candle, center eight white eight-inch candles. Place seven white eight-inch candles similarly in front of the Pathfinder Pledge banner.

Display the National Flag to the right (as participants face the audience) of the table and a Pathfinder Flag to the left of the table.

Seat the Pathfinders by units in a "V" formation, the open end toward the table with the candles. The candidate sits in the center of the formation. The director stands to the right of the table (facing the Pathfinders), and the deputy director stands to the left of the table (facing the Pathfinders).

Script for Ceremony. After the director has given a briefing of the program procedure to the candidates and special guests, he pronounces:

"I hereby declare the induction ceremony of the \_\_\_\_\_ Pathfinder Club now in order." (The room is darkened.)

The director lights the "Spirit of Pathfinding" candle while saying:

"For the light of our program we turn to the Spirit of Pathfinding. The candle that I now light represents this spirit. It is the spirit of adventure, fun, learning, camaraderie, awareness, and awakening, and above all, a spirit of reverence and a Spirit of Service to God and man. This light is of itself not complete or sufficient. To introduce the complementary lights we call on our deputy director, \_\_\_\_\_."  
(name)

While lighting each candle representing it, the deputy director defines the six Classes as follows: (Six Pathfinders may present the following as well.)

Pathfinder/ Friend Class is a course of study in learning, skills, and physical fitness that will help one to be a better neighbor now and a friend of God throughout eternity.

Pathfinder/ Companion Class is 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.

Pathfinder/ Explorer Class is a course of study that will help one to find new adventure in exploring God's world to secure true and genuine happiness.

Pathfinder/ Ranger Class is a course of study that will open up new areas of discovery in the natural and spiritual world to secure true and genuine happiness.

Pathfinder/ Voyager Class is a course of study in physical, mental, cultural, and spiritual development that challenges the teen to develop a wholesome self-concept and Christian life-style.

Pathfinder/ Guide Class is a course of study that emphasizes personal growth and spiritual discoveries and prepares the Pathfinder for development of new skills in leadership and survival techniques.

When the six Pathfinder Class candles have been lit, the director replaces the "Spirit of Pathfinding" candle in its original position. He then explains to the candidate that the large candle is symbolic of the Pathfinder program, emphasizing the high ideals for which the club stands and the growth that the Pathfinder will make as a club member. He then calls upon the Pathfinders to proceed with the ceremony of lighting the Pathfinder Law candles.

Eight of the highest-ranked Pathfinders, previously chosen, light the Pathfinder Law candles. Their selection is on the basis of Pathfinder Class, club office, club record, Pathfinder Excellence ribbon, etc. In turn, each of the eight Pathfinders marches smartly to the front, salutes the director with a hand salute, takes the "Spirit of Pathfinding" candle and lights one of the Pathfinder Law candles. (The director returns each salute.)

After the Pathfinder replaces the "Spirit of Pathfinding" candle he again salutes the director and repeats, "Sir, I represent the candidate who hereby vows to: (repeats one of the following definitions according to the candle he has lit.)"

1. "Keep the Morning Watch," meaning I will have prayer and personal Bible study each day.
2. "Do my honest part," meaning 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," meaning I will be temperate in all things and strive to reach a high standard of physical fitness.
4. "Keep a level eye," meaning I will not lie, cheat or deceive, and will despise dirty talk or evil thinking.
5. "Be courteous and obedient," meaning I will be kind and thoughtful of others, reflecting the love of Jesus in all my association with others.
6. "Walk softly in the sanctuary," meaning in any devotional exercise I will be quiet, careful, and reverent.
7. "Keep a song in my heart," meaning I will be cheerful and happy and let the influence of my life be as sunshine to others.
8. "Go on God's errands," meaning I will always be ready to share my faith and go about doing good as did Jesus.

When the Pathfinder Law candles have all been lit, the deputy director declares, "On behalf of the worldwide Pathfinder Club I accept the candidate's vow to observe the Pathfinder Law."

The director then calls for the lighting of the Pathfinder Pledge candles. The same procedure as used in the lighting of the Pathfinder Law candles is followed by seven high-ranking Pathfinders. After each candle is lit, the Pathfinder repeats to the director, "Sir, I represent the candidate, who pledges (repeats one of the following points according to the candle he has lit)."

1. "By the grace of God," meaning that only as I rely on God to help me, can I do His will.
2. "I will be pure," meaning I will not only be considerate and kind to my fellow men but also to all of God's creation.
3. "I will be kind" meaning that I will rise above the wicked world in which I live and keep my life clean with words and actions that will make others happy.
4. "I will be true," meaning 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," meaning I will seek to understand the meaning of the Pathfinder Law and will strive to live up to its spirit, realizing that obedience to law is essential in any organization.
6. "I will be a servant of God," meaning I will pledge myself 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," meaning I will live to bless others and do unto them as I would have them do unto me.

At the completion of the lighting of the Pathfinder Pledge candles, the deputy director declares, "On behalf of the worldwide Pathfinder Club I accept the candidate's vow to live by the Pathfinder Pledge."

The director then asks the club members to stand, and the candidate for membership is called forward to take position in front of the table between the deputy director and the director, facing the club members and standing at attention. The director then asks him to affirm dedication to the high principles of the Pathfinder Club and repeat the Pathfinder Pledge and Law. (If more than one candidate are presented, the Pathfinder Pledge and Law are repeated in unison.)

Following the repeating of the Pathfinder Pledge and Law by the candidate, the director states, "We hereby declare \_\_\_\_\_ (Name of candidate) accepted into the fellowship of the \_\_\_\_\_ Pathfinder Club of the \_\_\_\_\_ Conference/Mission of Seventh-day Adventists. You are now being presented with a candle, (deputy director hands candidate a four-inch white candle) which you may now light from the 'Spirit of Pathfinding' candle, and place in the candleholder on the front center of the table. (Pathfinder lights the candle from the 15-inch candle and places it in the candleholder.) Your light is now added to our club, and we charge you in the presence of these Pathfinders to let your light shine before others in the Spirit of Pathfinding. We shall now ask our deputy director to pray that God will give you strength to live up to the high ideals of our club and to be a faithful and loyal club member."

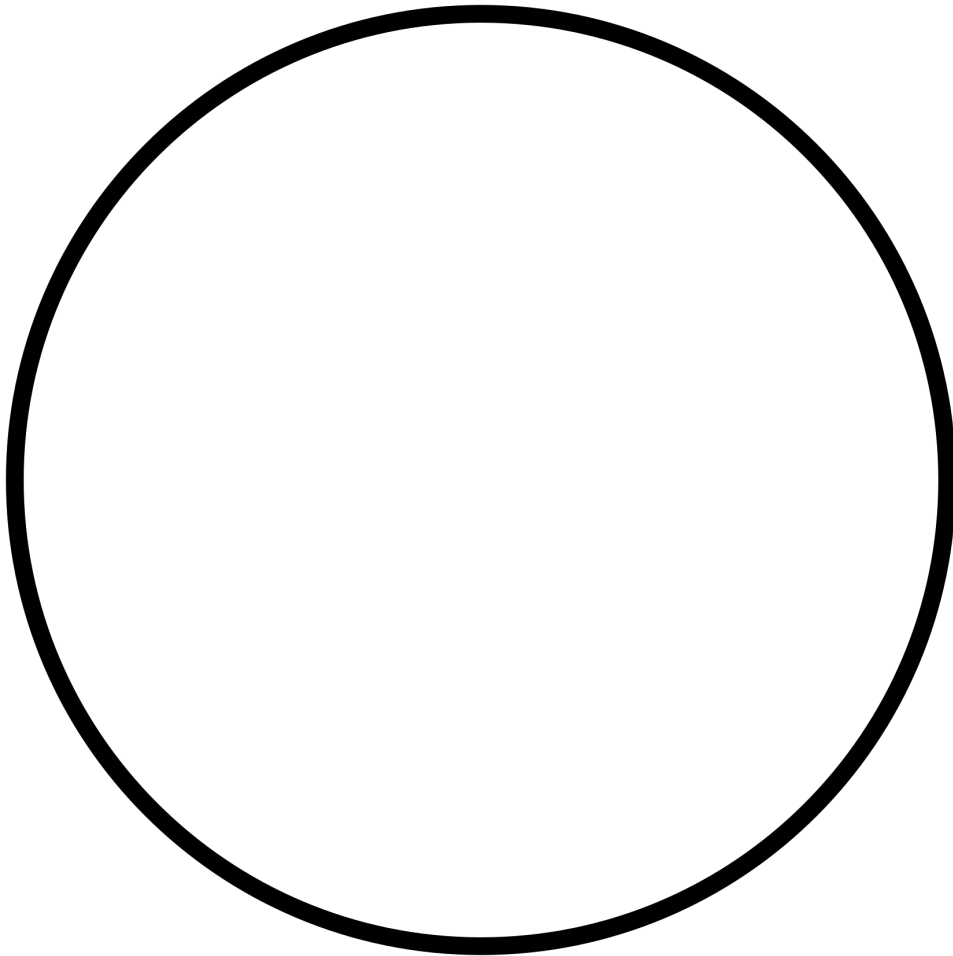
The deputy director leads out in a prayer of consecration for the new member(s), while the club stands at prayer attention.

The director then declares, " \_\_\_\_\_ " (name of new member), you are now a full-fledged member of the \_\_\_\_\_ Pathfinder Club."

1. The new member then presents himself to the director to receive the hand of fellowship and the Pathfinder scarf.
2. Next, the deputy director, counselor, and captain of his unit give the member of the right hand of fellowship.
3. The club scribe presents member with a Pathfinder membership card.
4. The counselor and captain usher member to assigned unit.
5. The club sings the Pathfinder Song, and the lights are turned on, which brings the induction ceremony to a close.



# PATCH DESIGN



Our 2025 Spring Fair theme is “Drawn to Jesus” and we’re looking to your Pathfinders to come up with our event patch design. We’ll be piloting the brand new Magnets Honor, so let that be your inspiration for design ideas. We’re just looking for the illustration: we will add the text to your design later (Drawn To Jesus: Wisconsin Pathfinder Fair 2025). The winning design will be announced at the Fair, and contest winner will receive a plaque of recognition.

Designs are due at Pathfinder Winter Retreat 2025! Feel free to use the circle on this page as the template for patch designs. To submit, you can either take a picture and text/email to Pastor Zack, or you can bring the physical paper to Winter Retreat.