

Bowmanville Archers Pathfinder Club



est. November 2015

Club Handbook

**BOWMANVILLE SEVENTH-DAY ADVENTIST CHURCH
2058 Durham Regional Road, Highway 2
Bowmanville, ON, L1C 3K5**



Dear Archers Pathfinder Family,

We are excited that you have chosen to enroll your youth in our mentoring program. Our team has one purpose in working with them—the desire to help lead them into a deeper experience with Jesus Christ. The pathfinders will be involved in a fourfold program of spiritual, mental, recreational and social activities.

Pathfinders is an incredible opportunity for any 10-15 year old who wants to have fun and develop meaningful relationships while exploring the truths about God. It's a great opportunity to be guided in their character growth.

We pray that their experience in the Bowmanville Archers Pathfinder Club is a spirit-filled and spirit-led experience. There is no greater way for a child to learn than to walk and learn from those who had gone before them. Pair them with an individual like this and engage in a lot of fun activities at the same time? We believe that's an equation for success.

Let's work together for God's Kingdom!

Blessings,

Sharon Ennis
Club Director

Carlos Allen
Club Deputy Director

Philosophy of Pathfinders

The Seventh-day Adventist Church is committed to understanding young people and training its youth for leadership and service to humanity.

The Pathfinder Club is a church-centered spiritual-recreational-activity program designed for young people 10 to 15 years of age. Pathfinding appeals to this age group because its program features activities that meet their needs and interests. Much of the Pathfinder Club program is built around physical action. This is because youth from 10 to 15 years of age are in a fast-growing physical stage of development. It is filled with action, adventure, challenge, group activities, and provides opportunities for the development of new attitudes and skills that produce personal growth, team or community spirit and a sense of loyalty and respect for God, His Creation, and His church.

While the Pathfinder Club exists primarily for youth, one of its basic purposes is to also bring together parents and church members through active involvement with the club and its members. Here the so-called generation gap disappears as young and old worship, work, and play together in a bond of common experience. Meaningful relationships are forged as leaders and counselors join with Pathfinders in sharing, building confidence, and working together.

The whole philosophy of Pathfinding is built on the premise that "children learn best by example, rather than precept." As they see leaders and parents model spiritual and social values, they too will aspire to develop high moral principles, loving and caring attitudes, and determination to excel in all their various pursuits.

Young people learn most effectively in a positive, happy, and secure atmosphere. The attitude of the club leaders is therefore a vital ingredient in guaranteeing the success and effectiveness of this ministry to youth. A failure to listen to and understand the needs of the young people will only erect barriers to real spiritual growth and development and may prove to be a contributing factor in making the church and its mission unattractive to the youth.

Objectives of Pathfinders

This philosophy is an integral part of the club. The Pathfinder Club curriculum of six classes and over 350 Honours lies at the heart of the program. The following objectives can be achieved as the club leaders seek to fulfill these.

- **Help the young people to understand that God and His church love them, care for them, and appreciate them.** As Pathfinders are accepted and affirmed they will begin to appreciate the love of God revealed through the church and its ministry, and feel a need to be more committed to and involved with its program.
- **Encourage Pathfinders to discover their own God-given potential** and to use their gifts and abilities to fulfill God's expectations for them and the part they can play in the great plan of salvation.
- **Inspire young people to give personal expression of their love for God** by uniting them together in various outreach activities.
- **Make the number one priority of our club program the personal salvation of every Pathfinder.** The Pathfinder age is a time when many decisions are being made that will affect the youth's future relationships and his or her own personal development. The peak time for discovering and making a relationship with God seems to be around 12 years of age.
- **Build into a Pathfinder's life a healthy appreciation and love for God's creation by enjoying outdoor activity** (campouts, nature walks, nature honors, etc.). Pathfinders will experience a sense of wonder and worship as they observe and explore the beauty, the majesty, and the creative power in nature. Fellowship with God will become more meaningful.
- **Teach Pathfinders specific skills and hobbies that will make their lives more meaningful** and will occupy their time with profitable accomplishments. Young people experience satisfaction and delight as they use their hands to fashion useful articles from wood, plastic, steel, clay, felt and yarn and as they discover how things work and operate.
- **Encourage the Pathfinder to keep physically fit.** This is one important way to safeguard against idleness and boredom. Teach children to care for their body and establish habits that will provide for their future happiness and usefulness.
- **Give opportunity for the development of leadership** by encouraging club members to work together and share in leadership responsibility. This will teach them to learn the lessons of obedience, discipline, resourcefulness, patriotism and the processes of group dynamics.
- **Seek to foster the harmonious development of the physical, social, intellectual, and spiritual life** of the Pathfinder. The invigoration of mind and body, the fostering of an unselfish spirit, the attention to recreational and cultural activities, will provide stimulus for personal growth and act as an outlet for that restless energy, which is so often a destructive source of danger to the young person.

Pathfinder Pledge and Law

The Pathfinder Pledge & Law is an important part of Pathfinders. Thousands of Pathfinders each year learn and choose to abide by the requirements of the Pathfinder Pledge and Law for the sole purpose of growing closer to their fellow men and women, and to their Creator. Pathfinder must know from memory the Pledge, Law, Aim and Motto and Song before their Induction Service in November.

AIM: The Advent Message to all the world in this generation.

MOTTO: The love of Christ constrains us.

PLEDGE:

By the grace of God,

I will be pure and kind and true.

I will keep the Pathfinder Law.

I will be a servant of God

and a friend to man.

LAW:

The Pathfinder Law is for me to:

- Keep the morning watch.
- Do my honest part.
- Care for my body.
- Keep a level eye.
- Be courteous and obedient.
- Walk softly in the sanctuary.
- Keep a song in my heart.
- Go on God's errands.

Explanation -- Aim

My relationship to Jesus Christ is of such a nature that it compels me to share with any who will receive it, the gospel—the good news of His soon return.

Explanation -- Motto

I am drawn to Him by His exemplary life, the symbolic act of His crucifixion, His conquering resurrection, and His promise of an earth made new in the pattern of the original creation. The closer I find myself to Him, the closer I find myself identifying with the needs of my fellow human beings.

Explanation -- Pathfinder Pledge

By the grace of God	Only as we rely on God to help us can we do His will.
I will be pure	I will fill my mind with everything that is right and true and spend my time in activities that will build a strong, clean character.
I will be kind	I will be considerate and kind, not only to my fellow man, but also to all of God's creation.
I will be true.	I will be honest and upright in study, work and play and can always be counted upon to do my very best.
I will keep the Pathfinder Law.	I will seek to understand the meaning of the Law and will strive to live up to it's spirit, realizing that obedience to law is essential in any organization
I will be a servant to God	I will pledge myself to serve God first, last, and best in everything I am called upon to be or do.
I will be a friend to man.	I will live to bless others and do unto them as I would have them do unto me.

Explanation -- Pathfinder Law

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

Pathfinder Song

Oh, we are the Pathfinders strong,
the servants of God are we.
Faithful as we march along,
In kindness, truth, and purity.
A Message to tell to the world,
A truth that will set us free!
King Jesus the Savior's coming back,
For you, and me!



Pathfinder Flag

The Pathfinder Club has a flag, bearing the Pathfinder's Club Emblem. The flag is flown at local and conference Pathfinder programs and activities.



Meaning of the Pathfinder Club Emblem

Red (Sacrifice): (John 3:16) (Rom. 12: 1)

Three sides: Completeness of the Trinity -- Father, Son, Holy Spirit

Gold (Excellence) (Rev. 3:18)

Shield (Protection): (Gen. 15:1) (Eph. 6:16)

White (Purity): (Rev. 3:5)

Blue (Loyalty): It is the purpose of the Pathfinder Club to help teach us to be loyal to: God, parents, church

Sword (Bible): (Eph. 6:17)

Inverted Triangle: The inverted order of importance Jesus taught which is contrary to that taught by the world.



Club Membership Requirements

- To be considered for Pathfinder Club membership the applicant must be at least 10 years of age and no more than 15 years of age.
- Application forms for membership available from the club director must be completed and returned to the club for consideration and induction as a club member.
- All members must pay membership and insurance fees
- Each Pathfinder will have to wear the complete Pathfinder “Type-A dress” uniform and a club “Type-B field” uniform where applicable. Pathfinders must come to meetings and club-sponsored events in the uniform as indicated by the club director.
- Members must be faithful in attendance.
- Pathfinders must learn and keep the Pledge and Law.
- Club activities include crafts, outings, regular club meetings and classwork, campouts, outreach activities, honours, and other activities. The Pathfinder must agree before joining the club to participate and cooperate in these activities.
- The Pathfinder’s parents must be willing to cooperate with the regulations and activities of the club. At times they will be asked to supply money and time to support their child’s membership.

Bowmanville Archers Pathfinder Club



Annual Club Fees

The annual club fee is for the Pathfinder year, based on the nine-month school year.

Registration fees can be paid in installments, but need to be paid in **FULL** before the Induction Service. Financial arrangements are to be made at the time of registration. We accept cash and cheques, payable to: "*Bowmanville Seventh-day Adventist Church*".

Registration fees will be used to finance the following:

- Club registration with the Ontario Conference of the Seventh-day Adventist Church
- Insurance for each registered staff and pathfinder
- Club and class insignias and honour badges
- Induction and Investiture supplies
- Any equipment that needs to be replaced
- Various fun club activities and field trips
- Type-B Shirt
- Club dues
- Scarf, slider, lanyard, name badge
- Class workbooks and materials

Club Meeting Schedule

Our Pathfinder Club operates from:

- September to June (during the school term months)
- Twice a month: Sundays: 10:00am – 1:00pm, Bowmanville Adventist Church
- Club sessions are the same dates with the Adventurer Club sessions

Club Break Schedule

Club will break from sessions for:

- Christmas Break
- March Break
- Summer Break

Special Needs & Autism

Special needs is an umbrella underneath which a staggering array of diagnoses can be placed. Children with special needs may have mild learning disabilities or profound cognitive impairment. Autism, or autism spectrum disorder, refers to a range of conditions characterized by challenges with social skills, repetitive behaviours, speech and nonverbal communication, as well as by unique strengths and differences. Each family has different concerns. Parents will need to meet with the club director to help put in place appropriate goals and assistance for their child's club experience. It's important for families to work with the club staff/teachers to ensure the proper resources are in place to deal with a child's learning, social or behavioural challenges. Opportunities are available and the club will work with parents to help tailor the curriculum and club activities to better suit a child with special needs.

Fundraising

The club takes whatever opportunities it can to participate in fundraising ventures to offset the cost of annual trips, such as Camporee or other activities. All Pathfinders are required to participate in fundraising events.

Pathfinder Calendar

Parents and pathfinders will be given a Pathfinder calendar at the Parent Orientation Meeting in September. The year will be quite busy for both Pathfinders and leaders. If your child is unable to attend an event for any reason, please let us know so that we can adjust our records. Dates are subject to change throughout the club year.

Vulnerable Sector Check (Adult Volunteers/ Counsellors/ Staff)

It's the Ontario Conference's policy and thereby mandatory, that all persons (16+) working with children is required to have a current Police Reference Check. This includes any activity by an individual that involves direct contact with children (i.e., Pathfinder meetings and activities). In complying with this policy, it's necessary for all staff and parent volunteers to obtain a Vulnerable Sector Screening Program-Police Reference Check. Please see the Club Director for more information if you are interested in working with the club as a volunteer.

Discipline

We follow the guidelines laid out in the Pathfinder Staff Manual with respect to discipline. The manual identifies a number of punishable offences including: offensive language, indecency, cheating/stealing, disrespect of leadership and other members and/or their property, bullying, etc.

Club Information

Our Pathfinder club has staff and pathfinders living throughout the Clarington/Durham area. It's difficult to personally deliver newsletters and forms to everyone. We ask that everyone provide an email address that is checked reasonably often (if you have one), or advise us if you require alternate means of receiving club information. If you change any contact details, including email address, mailing address and contact phone number, please let us know so that you don't miss out on any important information. Weekly email newsletters are sent to parents on Thursdays.

Pathfinder Uniform

The Pathfinder uniform helps make the Pathfinder program real and visible. It is emblematic and representative of the worldwide club's ideals and standards. Wearing the uniform will help to provide a consciousness of belonging to a club that rightly represents the Adventist youth of today. It is recommended that uniforms be worn on the following occasions for both staff and pathfinders at all pathfinder meetings, outreach activities, public gathering/occasions/services. The uniform should always be neat and clean.

Please refrain from wearing jewelry (earrings, studs, necklaces, bracelets), or loud nail polish while wearing the **Type A "dress" and Type B "field" uniforms**. We are abiding to the standards of the Ontario Conference Pathfinder Ministry uniform requirements.

Uniforms **should not** be worn by non-members and when engaged in selling or solicitation for personal profit, or for commercial or political purposes. At any time or place when it's wearing discounts the organization or casts reflection upon the uniform, lowers its dignity and esteem, and makes it commonplace. It's an Ontario Conference requirement that every member be in FULL Type-A dress uniform within 2 months of joining the club.

The "Type A" uniform is the Pathfinder "dress" uniform:

Shirt	Khaki (includes insignias)
Skirt	Black (one inch below knee)
Pants (male)	Black church dress
Hat	Black Beret with logo
Scarf w/ slider	Yellow
Socks/Sheer Nylons	Black, no designs
Shoes	Black dress church shoes, no open toe. Comfortable for marching.
Sash	Black
Staff Ties (male)	Black
Belt	Belt buckle w/ black belt
Staff Neck Ties (female)	Black
Lanyard	Yellow



It is asked that Pathfinders with long hair/braids have a secure ponytail bun so that they may stand at attention (when required) and not have to move (to brush hair aside, etc.) or may partake in other activities that require rapid movement (where hair might get in the way). A simple ponytail is appropriate. Hair must not hide the logo on the back of scarf when worn.

The "Type B" uniform is the Pathfinder "field" uniform:

The field uniform is used during every club sessions, and on camp-outs. Type-B uniform is a yellow T-shirt with the club's logo and name on it. The Pathfinders may wear jeans and running shoes so that they may be ready for any activity. Your Type-B shirt is part of your club registration.



When A Pathfinder Terminates Their Membership

It is always sad to see one of our members leave the club. When a pathfinder has decided to terminate their membership or is not planning on returning the following year, they will have to turn in various pieces to the Club Director. All insignas & scarves are the property of the club. The Pathfinder many wish keep all other uniform pieces, in case they want to rejoin or join another club.

Also a pathfinder who leaves a club can choose to donate their uniform pieces back to the club to help future members. (i.e., shirt, beret, belt)

The following (7) **mandatory pieces** that will be returned to the club are as follows:

Club name patch



Pathfinder Scarf



Conference patch



Pathfinder Slide



Pathfinder Triangle



Pathfinder World Patch



Yellow lanyard cord



Pathfinder Classes

Regular club session is defined as a scheduled meeting of approximately 3 hours duration to complete class requirements and/or honours. There are six classes, with given names, which begin at 10 years of age and conclude at 15 years. Each class is represented by a chosen color as listed:

- **Friend** (10 yrs.) Blue: Friends are Pathfinders in 5th grade.
- **Companion** (11 yrs.) Red: Companions are Pathfinders in 6th grade.
- **Explorer** (12 yrs.) Green: Explorers are Pathfinders in 7th grade.
- **Ranger** (13 yrs.) Silver: Rangers are Pathfinders in 8th grade.
- **Voyager** (14 yrs.) Burgundy: Voyagers are Pathfinders in 9th grade.
- **Guide** (15 yrs.) Gold: Guides are Pathfinders in 10th grade.
- **Master Guide** (+16 yrs.) The top award granted to pathfinder ministry. This indicates a person's commitment to the ideals of pathfinding and to the pathfinder organization. It often requires two years to complete.

At the completion of the classwork requirements, the Pathfinder receives insignias as an award consisting of a pin, pathfinder class pocket strip and chevron at a special Investiture service in June.



Induction Service

Archers Pathfinder Club Induction Services are to be held 2 months after registration day. The Induction is a special pathfinder service during which club members and their parents are formally dedicated to the Lord. Family members and other interested people are invited to attend.

Investiture Service

The Pathfinder Investiture Service is the annual service where Friend through Master Guide pins and awards are presented. Investiture is usually held at the end of the Pathfinder year when Pathfinders have had a chance to finish their class work. Pathfinders are encouraged to demonstrate skills and show items they have made. Investiture Service will be held in the month of June.

Please use these uniform specifications when sewing on your club patches and insignias.

