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# PROGRAMMING AIDS

# CHAPTER 1: GENERAL PROGRAMMING

## 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.

Again we read: "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.

Planning the destiny of youthful lives, guiding them 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 and plan it well. Make your program a balanced program with emphasis on spiritual, physical, mental and social endeavors. If perfect in each part it will be perfect as a whole.

Every plane, public or private, that takes off from an airport is required to file a flight plan. This plan states clearly the destination and the route the pilot has selected. It is just as important that a Pathfinder Club set a goal to reach in a given time. A plan needs to be outlined and followed with care. This we call programming. 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 paralleling 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?
2. What do the Pathfinders themselves want to do?
3. Seasonal events, such as Pathfinder Day, Halloween, Thanksgiving, Christmas,

vacations, New Year's, Pathfinder Camporee, Pathfinder Fair, an Investiture ceremony, camp meeting, and summer camp should be considered.

4. The Pathfinder enjoys surprises, variety, action, achievement, and fun.
5. The constant and steady advancement of Pathfinders in the JMV Classes as well as the Advanced JMV Classes should influence programming.
6. Consult your conference youth director, for he will no doubt have some program suggestions from the General and union conference youth departments.
7. A specific theme will serve as a focus for yearly or quarterly planning. Whatever the theme try to create happy Christian Pathfinders.
8. The Pathfinder program should have a balance in the following fields: character education; service projects; developing skills in camping, nature, and crafts; health and safety.
9. In the last analysis, every club must have a program that is designed to fit the particular conditions and needs of that club.
10. You, as the leaders, must show you believe in the Pathfinder program.

## JMV CLASSES

In considering a Pathfinder program, there are many areas to become involved in for the development of a well-rounded Pathfinder.

### JMV 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 messages that the JMV Classes were developed, and all the requirements for these classes are based on this instruction. They include, therefore, Bible and nature study, the learning of useful and helpful things to do about the home, out-of-door activities, first aid, personal and home hygiene, physical fitness, and service to others.

All of this helps the youth to find true happiness in Share Your Faith endeavors and to become a member of a great army of Missionary Volunteers whose talents and energies are committed to Christ. They will be those whose hands are ready to grasp any emergency and turn it to the glory of the great Master Guide. The JMV Classes include Friend, Companion, Explorer, and Ranger.

One of the main objectives of the Pathfinder Club is to prepare the youth for life with its emergencies and help the youth to become useful to both God and man. The JMV Class program has been set up with this in mind. It therefore seems important to guide the Pathfinder into this program of self-improvement.

### JMV CLASSES AND SCHOOL

The first question that comes forward is what part does the club play in this

achievement? The Pathfinder Club and the school teacher should work closely together in helping the Pathfinders to be able to finish 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. Then the club can help in getting other honors which are hard for the school to complete. See chart for sample division of requirements between club and school.

The most difficult requirement to complete in the class work is the swimming skills. Even though this stands in the way of many youth who desire to complete their class work it is a very important skill and one that all should enjoy. The ability to handle oneself in water in an emergency could be the means of saving a life. Now in view of this the club may take the initiative and arrange for swimming lessons during the year so that this requirement can be completed.

The club director should go to the school and make arrangements to work together in the class work, then continue to keep in touch with the school in the progress of the JMV Class work. All Investiture services are to be arranged through the school if at all possible.

#### JMV ADVANCED CLASSES

The Advanced Classes such as Trail Friend, Frontier Companion, Range Explorer, and Wilderness Ranger are based on outdoor skills. These classes are not to be done in the school, but are best suited to the Pathfinder Club. To be able to enjoy the out of doors and to be able to meet emergencies are good reasons why these skills should be taught by every club.

#### MV HONORS

"As a rule, the exercise most beneficial to the youth will be found in useful employment. The little child finds both diversion and development in play; and his sports should be such as to promote not only physical, but mental and spiritual growth. As he gains strength and intelligence, the best recreation will be found in some line of effort that is useful. That which trains the hand to helpfulness, and teaches the young to bear their share of life's burdens, is most effective in promoting the growth of mind and character . . .

"It is essential for every youth to have a thorough acquaintance with everyday duties. If need be, a young woman can dispense with a knowledge of French and algebra, or even of the piano; but it is indispensable that she learn to make good bread, to fashion neatly fitting garments, and to perform efficiently the many duties that pertain to homemaking. . ."--Education, pp. 215-217.

During the Pathfinder years youth love to work on MV Honors and display them

after they have been earned. This is a time for real enthusiasm in this area. There are, however, some things that have worked against this early enthusiasm. The overall time has been too long, the requirements have not been met thoroughly and so interest has waned. The following thoughts on this subject will help in organizing an enthusiastic program of honor classes:

- A. Definite termination date. When the class is started, plan to finish the work within the trimester. If it goes over into the next four-month period interest will wane and it will be harder to complete. This gives the student that enthusiasm needed to know that the class is moving along and going some place.
- B. Make the class work worthwhile. If interest is to be kept at a high level the class work must not only be fun but also informative and helpful. Too often the requirements are glossed over lightly and the student gets the idea that the honor doesn't amount to much. Those that receive the honor should take a test and know the answer to all questions. They must do all that they are told to do to fulfill the assignment.

A class notebook is helpful in keeping up interest and it also gives the student something to take home which can be a source of reference in the work done. Parents also feel that the child is really getting something worthwhile.

- C. Waiving requirements. In some of the class requirements there are things that cannot be done. No club should decide that this cannot be met in their area and therefore waive the requirement. This should be addressed to the youth director of the conference for his approval. When this approval has been gained the club is then free to change or waive the requirement.
- D. Meeting MV Honor requirements. The following guidelines will serve in checking MV Honor requirements.

1. The work must be actually performed. Each question and requirement must have been met. Honors should not be given on the idea that the person could easily do the requirement.
2. All honors must be signed for by a teacher, conference youth director, Master Guide, or Pathfinder leader of the church on the special form provided by the conference.

Many MV Honors can be earned in any one of the following categories:

- Arts and Crafts
- Household Arts
- Mechanics

Missionary Endeavor  
Nature  
Outdoor Industries  
Recreational Pursuits

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.

After completion of the seven honors in one category, the Pathfinder should tell his Pathfinder director, who will contact the conference youth director to secure the Master Award patch or medal.

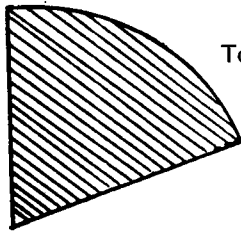
For additional information and a complete list of honors, see Youth Leaders Handbook, Part Three.

- E. Investiture Services. There is nothing more discouraging than to be ready to be invested or to receive an honor and then not get it. This has discouraged more youth in times past than any other thing. 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 youth director of the conference prior to Investiture time. Records are kept in the conference office of all who receive certificates, honors and pins. See Part Three, Chapter 2 for additional information on Investiture.

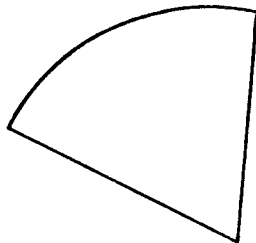


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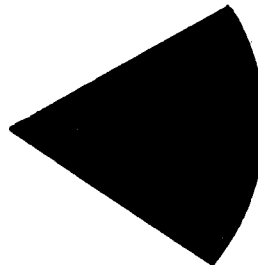
# MV CLASS WORK



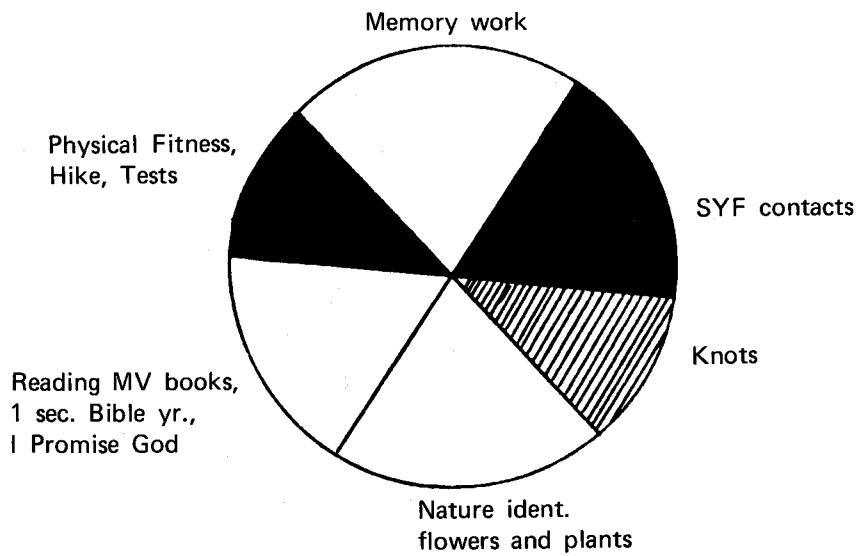
To be done by Pathfinders



To be done by the school

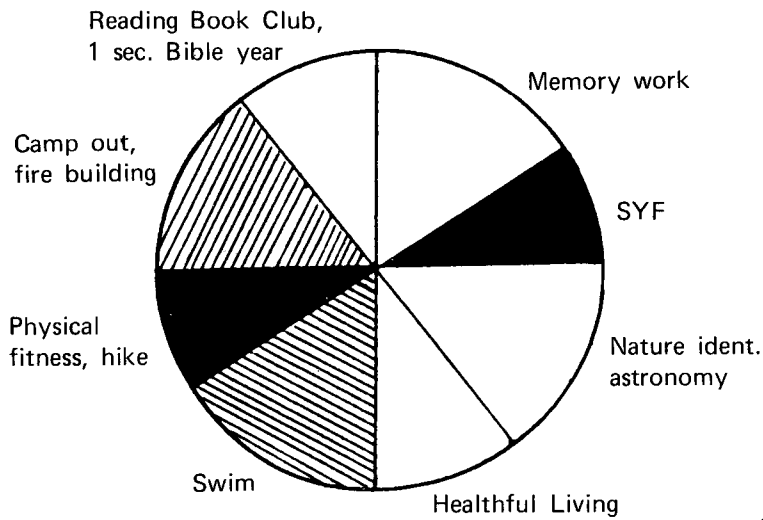
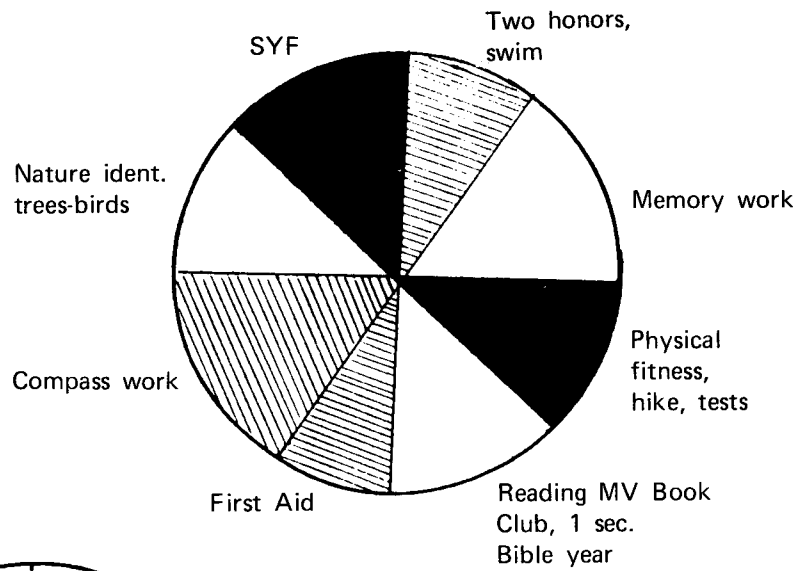


School and Pathfinders should divide these requirements



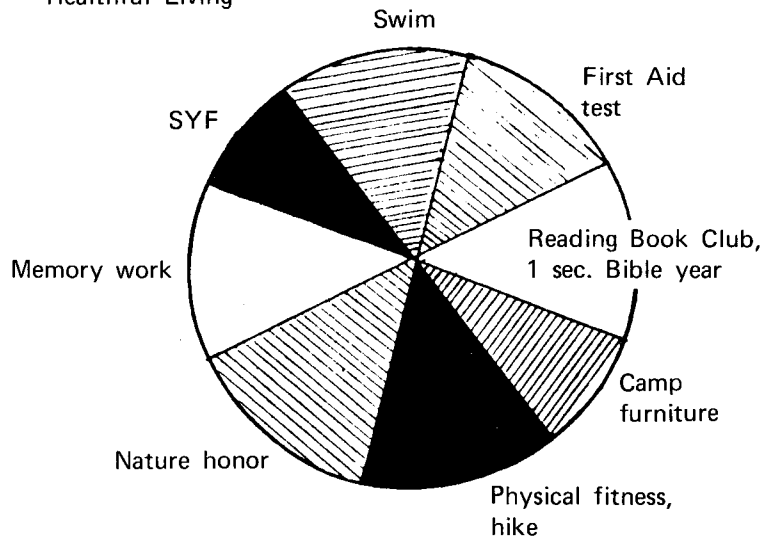
*Friend*

**Companion**



**Explorer**

**Ranger**



## ASK THE PATHFINDERS

If you discover any lagging in the Pathfinders' interest, find out from them what is the matter.

Or, even better, find out before the interest is on the downgrade.

This, of course, doesn't mean that you should stand up at the next Pathfinder meeting and say, "You Pathfinders don't seem to like what's going on. What's the matter?" You will not get much of a picture through that approach.

Here are some ways to go about it:

1. Tell the club that, "We are all interested in having the best possible club. What do you think we can do to make our club better? Have a good talk about it in your unit powwow so that when the club leaders get together next week at the staff meeting, we'll be able to do some real planning to do the job right." Then, at the staff meeting, let the counselors open up into a frank discussion. Lay all the cards on the table and let the chips fall where they will. Believe in free discussion of problems and best ways of solving them.
2. Talk with as many individual Pathfinders as possible. Make these talks friendly, informal chats when opportunities present themselves--on a hike, playing ball, before meetings, treats at the A&W, etc.
3. You may develop a sheet of questions that will have a bearing on the situation, have it mimeographed and use it sometime at a club meeting as a quiz game. Each Pathfinder will check his sheet and turn it in unsigned. By tallying the answers, you will be able to find the weak points of the club and then set out to strengthen your Pathfinder Club.
4. Set up a suggestion box to find out what the Pathfinders want to do.
5. Talk to the parents of Pathfinders and they will tell you what the children like to do.

It is impossible to say what you will find to be the strong or weak points of your club. But, for building for a strong future, facts will have to be met face to face, and then look at your progress as of now.

## SAMPLE CLUB PROGRAM No. 1

### THEME—LAW

<u>TIME</u>	<u>ACTIVITY</u>	<u>LEADER</u>
7:00	Opening Ceremony Fall in by units Color Guard Flag Salute (music background) Pledge of Allegiance Pathfinder Pledge Prayer	Director
7:08	Attendance Record Late comers fall in	Unit Captains
7:12	Uniform Inspection	Director
7:15	Unit Meeting 1. MV Class work (check) 2. 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 (Emphasize the importance of keeping the law of the Pathfinder code.) Pathfinder Law Prayer	Director Deputy Director  Director Pastor
8:27	Club meeting dismissed	Director
8:30	Leave for home	Counselor

- NOTE:
1. The Pathfinder is in full dress uniform (honor sash, MV neckerchief, etc.), 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.

## SAMPLE CLUB PROGRAM No. 2 CRAFT AND HONOR ACTIVITIES

<u>TIME</u>	<u>ACTIVITY</u>	<u>LEADER</u>
7:00	Opening Ceremony Fall in by units Color Guard Flag Salute (Music Background) Pledge of Allegiance Pathfinder Pledge Prayer	Director
7:08	Attendance Record Late comers fall in	Unit Captains
7:12	Personal Inspection	Director
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 Director Pathfinder Captain
8:30	Dismissed	Director

- NOTE:
1. The Pathfinder uniform need not be worn at all club meetings. This night we worked on crafts; therefore, the uniform was not worn and we had personal inspection.
  2. The night theme was crafts and honors. Therefore the night was spent on the theme.
  3. Whatever you have for your time schedule, be sure to stay with it.
  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.

IMPORTANT:

1. Keep on time.
2. Keep the staff informed.
3. Keep program filed for reference.

### SAMPLE CLUB PROGRAM No. 3

<u>TIME</u>	<u>ACTIVITY</u>	<u>LEADER</u>
7:00	Opening Ceremony Fall in by units Color Guard Flag Salute (Music Background) Pledge of Allegiance Inspection	Director
7:10	New Member Ceremony	Director
7:15	Craft and Honors	Deputy Director
8:20	Closing Ceremony Announcements Director's Minute Pathfinder Pledge and Law Prayer	Director Director Counselor Director Unit Leader
8:29	Dismiss	Director

## SAMPLE CLUB PROGRAM No. 4

<u>TIME</u>	<u>ACTIVITY</u>	<u>LEADER</u>
7:00	Opening Ceremony	Director
7:10	Unit Meeting Progressive 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 Director Counselor
8:29	Dismiss	Director

## SAMPLE CLUB PROGRAM No. 5

<u>TIME</u>	<u>ACTIVITY</u>	<u>LEADER</u>
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 be seated Pathfinder Song Devotional thought or lesson	Director  Scribes Captains  Deputy Director  Guest Speaker
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 Leader

# JUNIOR PATHFINDER PROGRAM 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.

<u>FIRST QUARTER</u>	<u>PATHFINDER PROGRAM OUTLINE</u>	<u>FOCUS</u>
January	C - Enrollment Night C - Craft Classes, Drill C - Craft Classes C - General Activity, Induction of new members	Progressive Class Rank Honors: Basketry Campcraft
February	C - Craft Classes, Drill C - Craft Classes C - Unit Night Activity C - Craft Classes	Prepare for Investiture Prepare for Campout Physical Fitness Visit Each Home
March	C - Physical Fitness Class C - Physical Fitness Class W - Campout C - Physical Fitness Class C - General Activity (Visitors Night)	Promote 2nd Quarter Prepare for Fair
<u>SECOND QUARTER</u>		
April	C - General Activity, Enrollment, Drill SU - Pathfinder Fair C - Craft Classes C - Craft Classes, Induction	Start New Honors Plan Mother's Day Program Plan 3rd Quarter Honors: Fishes Laundering Woodworking
May	C - General Activity, Drill W - Campout C - Craft Classes C - Special Event "Tribute to Mothers"	Plan June Campout Plan for Summer Camp Promote Conference Camp

June	C - Craft Classes	Promote 3rd Quarter
	W - Campout	Banquet
	C - Father's Day Banquet, Awards	
	C - General Activity (Visitors Night)	

THIRD QUARTER

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 MV Honors:
	C - General Activity	Trees
	SA - Pathfinder Day	Stars
	C - General Activity (Visitors Night)	

FOURTH QUARTER

October	C - General Activity, Enrollment	Finish Tree Study
	C - Craft Classes	Annual Picnic
	W - Camporee	Plan Next Year's
	C - Craft Classes	Program
	SU - Pathfinder-Parent Picnic, Induction	
	C - Craft Class	

November	SA - Special Event	Crafts
	C - Collect Food for Thanksgiving	Plan Next Year's
	C - Craft Class	Budget
	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 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.

<u>FIRST QUARTER</u>	<u>PATHFINDER PROGRAM OUTLINE</u>	<u>FOCUS</u>
January	C - Enrollment Night C - Craft Classes, Drill C - "Sunshine" Units (Faith in Action) C - Craft Classes C - General Activity, Induction of new members	Progressive Class Rank Honors: Dogs Model Cars Textile Paint Induction Plan 2nd Quarter
February	C - Craft Classes, Drill C - Craft Classes C - Unit Night Activity SA - "Mystery Service" (Faith in Action) C - Craft Classes	Prepare for Investiture Prepare for Campout Prepare for Campcraft Visit Each Home
March	C - Campcraft Class C - Campcraft Class W - Campout SA - "Love Letters" (Faith in Action) C - Film, Drill SU - Campcraft Class, Prepare for Fair C - General Activity (Visitors Night)	Campcraft Class Promote 2nd Quarter Prepare for Fair
<u>SECOND QUARTER</u>		
April	C - General Activity, Enrollment W - Spring Campout C - Prepare for Fair, Drill SA - "Guess Who" (Faith in Action) SU - Pathfinder Fair C - Craft Classes, Induction	Start New Honors Plan Mother's Day Program Plan 3rd Quarter Honors: Mammals Flower Culture Wood Handicraft

May C - General Activity, Drill Plan June Campout  
 C - Special Event, "Tribute to Mother" Plan June Banquet  
 SA - "Listen Friend" (Faith in Action) Promote Conference Camp  
 C - Craft Classes  
 SU - Field Adventure

June 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

July C - General Activity, Enrollment Classes: Moths and  
 C - Craft Classes Butterflies  
 C - Craft Classes Insects  
 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 MV Honors: Cycling  
 C - Gen. Activity, Prepare for Camporee  
 SA - Pathfinder Day,  
 C - General Activity, Fall Quarter Promote 4th Quarter  
 Enrollment, Honor Recognition  
 SU - Prepare for Camporee, Camping Skills  
 C - General Activity (Visitors Night)

### FOURTH QUARTER

October C - General Activities, 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"  
 C - Craft Classes

November

- SU - Special Event
- C - Craft Classes
- C - Craft Classes
- C - "With Love"
- C - Craft Classes

Honors:

- Glass Painting
- Tumbling & Balancing
- Plan Next Year's Budget
- Visit Each Home

December

- C - General Activity, Drill
- SU - Christmas Party
- C - Craft Classes, "Fun With Toys"
- C - Christmas
- C - General Activity (Visitors Night)

Ingathering

- Promote Next Year's  
Program membership
- Honor Pathfinder--
- Good Conduct

# TEEN PATHFINDER PROGRAM 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 Tracks Leathercraft Display Axemanship Promote 2nd Quarter Mother-Daughter Banquet MV Week of Prayer

### SECOND QUARTER

April	W - Spring Campout C - Enrollment and Activities SU - Pathfinder Fair SA - "Silent Pal"	Faith in Action Prepare for Investiture Camp Cookery Cacti
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	C - Honor Classes (Unit Prayer Bands)	Ferns
	C - Honor Classes, Drill	Flower Arrangement
		Hiking
		Dressmaking
		Prepare for Fair
May	C - Induction	Investiture Service
	C - Honor Classes (Unit Prayer Bands)	Faith in Action
	SA - "Temperance Teams"	Fire Building
	C - Honor Classes, Drill	Wild Edible Plants
	SU - Field Adventure (Games, Skill, Lunch)	Plan 3rd Quarter
	C - Honor Classes	Sleepout, Campfire
	C - Unit Night, "United We Are"	Promote Conference Camp
June	C - Honor Classes	Feature Campmeeting
	SA - "Forget Me Not"	Father-Son Banquet
	C - Special Event	Faith in Action
	SU - Field Adventure	Promote 3rd Quarter
	C - Honor Classes (Unit Prayer Bands)	Survival Kit

### THIRD QUARTER

July	C - Enrollment and Activity Night	Faith in Action
	C - Honor Classes (Unit Prayer Bands)	Cycling
	SU - Field Adventure	Shells
	SA - "Shovel and Hoe Religion"	Communications
	C - Honor Classes, Drill	Gardening
	W - Honor Trip (Very Special Campout)	Archery
	C - Induction Ceremony	Indian Arts & Crafts
	C - Honor Classes, Drill	Water Skiing
		Achievement Recognition
August	SU - Cycle Trip (50 miles)	Plan 4th Quarter
	C - Honor Classes (Unit Prayer Bands)	Build Public Relations
	C - Game Night	Organize Field Trips
	W - Pathfinder-Parent Campout	Faith in Action
	SA - "My Sacrifice"	Operation "Visit"
	C - Honor Classes	Pathfinder Day
	C - Hobby Show, Exhibition Drill Demonstration	
September	C - Open Night	Faith in Action
	SA - "This I Believe"	Strive to complete
	C - Honor Classes (Unit Prayer Bands)	honors
	SA - Pathfinder Day	Unit & Club Fellowship

- C - Honor Classes, Drill
- C - Enrollment & Activities
- SU - Field Trip

Promote 4th Quarter

FOURTH QUARTER

- |          |  |   |
|----------|--|---|
| October  | <ul style="list-style-type: none"> <li>C - Honor Classes (Unit Prayer Band)</li> <li>C - Honor Classes &amp; Prepare for Camporee</li> <li>C - Honor Classes, Drill</li> <li>C - Field Adventure &amp; "We Treat You"</li> <li>C - Induction</li> </ul>  | <ul style="list-style-type: none"> <li>Pathfinder Camporee</li> <li>Faith in Action</li> <li>First Aid</li> <li>Preserving</li> <li>Radio</li> <li>Weather</li> <li>Ceramics</li> <li>Orienteering</li> <li>Cross Country Guide</li> <li>Collect cans--</li> <li>"Halloween Helpers"</li> </ul> |
| November | <ul style="list-style-type: none"> <li>C - Honor Classes, Drill</li> <li>C - Pathfinder Banquet &amp; Program</li> <li>C - Honor Classes, (Unit Prayer Bands)</li> <li>SA - "Love Gifts"</li> <li>W - Wilderness Campout</li> <li>C - Honor Classes</li> </ul>   | <ul style="list-style-type: none"> <li>Plan Next Year's Program</li> <li>Pathfinder Banquet</li> <li>Faith in Action</li> <li>Camp Cookery</li> <li>Pioneering</li> </ul>   |
| December | <ul style="list-style-type: none"> <li>C - Honor Classes, Drill</li> <li>C - Christmas Party</li> <li>SA - Share</li> <li>SU - Field Adventure</li> <li>SU - Unit Night, "Go Get Them"</li> <li>C - Honor Classes, (Unit Prayer Bands)</li> <li>SA - "Toys of Joy"</li> <li>SU - Family Night--Potluck Supper</li> <li>Program Review</li> <li>Group Activities</li> <li>W - Winter Campout</li> </ul> | <ul style="list-style-type: none"> <li>Operation "Visit"</li> <li>Ingathering</li> <li>Promote Next Year's Program</li> <li>Faith in Action</li> <li>Honor Pathfinder of the Year</li> <li>Good Conduct</li> <li>Complete Honors</li> </ul>   |

## TEEN PATHFINDER 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 OUTLINES

#### 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 & Share" C - Unit Night, Valentine C - Honor Classes, Drill C - Craft and Honor Classes	Basketry Cooking Plan for 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 MV Week of Prayer Prepare for Investiture

#### SECOND QUARTER

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
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May	C - General Activity, Induction	Tumbling and Balancing
	C - Special Event	Textile Painting
	SA - "Temperance Teams"	Birds
	C - Honor Classes, Prayer Bands	Drawing & Painting
	C - Honor Classes, Trail Friend Recognition	Mother-Daughter Banquet
	C - Unit Night, Progressive Party	Plan 3rd Quarter Promote Conference Camp

June	C - Honor Classes, Prayer Bands	Feature Campmeeting
	SA - "Forget Me Not"	Father-Son Fellowship
	C - Father-Son Banquet	Promote Summer Program
	C - Honor Classes	Promote 3rd Quarter
	C - Cycle Pack Trip	Class: Track & Trail
	SU - General Activity, Frontier Companion Recognition	

THIRD QUARTER

July	C - General Activity, Swim Activity (RE 11)	(RE1 = Range Explorer Requirement #1, etc.)
	SA - Midnight Hike (RE 6, 8)	Begin PR, 7 Set Standard
	C - Honor Class, Prayer Bands, (RE2,3)	Pack Trip
	SA - "Shovel & Hoe Religion"	Gold Award
	SU - Exploratory Hike (RE 8)	Wood Handicraft
	W -- Pack Trip (RE 5, 9, 12, 14)	
	C - Miniature Golf Tournament	
	C - Honor Class, Drill (RE 13)	

August	C - Honor Class, Prayer Bands	Wilderness Living
	C - Special Event	Leathercraft
	W - Pathfinder-Parent Campout	Communications
	C - Honor Class	Complete RE 2
	SA - "My Sacrifice"	Visit Each Home
	C - General Activity Night	Flower Fungi

September	SA - "This I Believe"	RE 10
	SU - Unit Night, Prayer Bands	Pathfinder Day
	C - Special Event	Entertainment
	SA - Pathfinder Day	Prepare for Camporee
	C - General Activity, Fall Quarter Enrollment, Range Explorer Recognition	New Club Members Promote 4th Quarter
	C - Honor Class, Drill	

## FOURTH QUARTER

October	W - Pathfinder Camporee	Banquet
	C - Honor Class, Prayer Bands	Plan Next Year's Program
	C - Honor Class	Visit Each Home
	C - Pathfinder-Parents' Banquet, Induction	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
	C - Honor Class	Textile Painting
	C - General Activity, Deliver Food Baskets, "Love Gifts"	Food Baskets
	W - Camporee Teen	Wilderness Campout
	C - Honor Class	Next Year's Budget, Staff
		Plan Next Year's Program
December	C - Honor Class, Prayer Bands	Complete Honors
	SU- Unit Night	Ingathering
	C - Christmas Party	Promote Next Year's
	C - Share "Toys of Joy"	Program, membership
	C - General Activity, Year in Review Parent Night, Wilderness Pioneer Recognition	Honor Pathfinder of the Year, Good Conduct
		Plan 1st Quarter

## SUGGESTED FIELD TRIPS

### FIRST 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

### SECOND 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 tailors shop or a dress manufacturing plant

### THIRD 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

### FOURTH 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

## ADD SPARKLE TO YOUR PATHFINDER CLUB

### BULLETIN BOARD

Build or buy an attractive bulletin board, preferably 3 x 5 or 4 x 6 feet in size. Assign a staff member with selected Pathfinder helpers to change the material on the board weekly. Nature items, pictures of club activity, reports, short stories, poems, and announcements can add a sparkling dimension to your club. For the greatest success, change it regularly.

### FLAG CEREMONY

A well-planned, accurately executed, and colorful flag ceremony can help transform a "don't much care club" into an enthusiastic, well-disciplined, "do care club." Have your color guard march in from a position to the rear or side of the club formation. Have white helmets, white gloves, and white belts where possible for the color guard. With the roll of drums (live or recorded) have them march forward while the Pathfinders are ordered to present arms. The captains present arms with the guidons. Following the roll of drums a portion or all of the "Battle Hymn of the Republic" or the "Star Spangled Banner" can be played by record or tape followed immediately by the bugle call "To the Colors." The Pathfinders then repeat the pledge of allegiance followed by the color guard placing the colors in their bases and the director or assigned staff member giving the order to "order arms." The color guard is then directed to "post." (Return to ranks.)

The flag ceremony can be varied to fit your club and your need. Make it snappy, and accurately executed. Practice helps make perfect.

### UNIT GUIDONS

The unit captain has the privilege of handling the unit guidon. With just a little practice the captains can learn to handle and execute efficiently the movements with the guidon. This will add real sparkle to your club as well as giving the captain more responsibility. You will find directions as to the use of the guidon in Part Two, Chapter 5.

### CLUB BUGLER

If your club has a Pathfinder or a staff member who can play the bugle, have him learn the various bugle calls and play them for your meetings and campouts. Records of the bugle calls can be purchased from record stores or ordered through your conference youth director.

## PATHFINDER EMBLEM STANDARDS

Large 1 1/2 to 2 foot hand-painted Pathfinder emblems, advance class bars, or honor tokens can be placed on masonite or plywood backing and attached to 7 to 8 foot poles for display in the club meeting area. One of these can be brought to the front and center each week to be spotlighted. An explanation of its value and purpose can be shared with the Pathfinders. This will add color as well as sparkle to your club and the Pathfinders will enjoy helping to make the many emblems and tokens.

## UNIT SHIFT

Teach your Pathfinders to make a unit shift after they are called into ranks and you give a command (director or assigned drill master) "Attention." At that command all units take two steps forward and snap to attention next to their guidon flags. This means that they will fall in ranks two steps back from their guidons at a predetermined and marked position. They will look snappy and sharp when they step forward together and come to attention. Just another method of adding sparkle to your club.

## AUTOMATIC GROUP CADENCE

Teach your Pathfinders a variety of drill movements that can be executed automatically one after the other as they call out cadence. This could be performed periodically at club meetings. It takes practice but once they have learned it they will develop beautifully in self-discipline and control. The spirit of teamwork and club enthusiasm is the outgrowth of this type of training. Make your drill periods short (15 to 20 minutes) and have them more often. More sparkle will be added to your club.

## PATHFINDER CODE IN ACTION

The Pathfinder code (pledge and law) has a fuller meaning than most Pathfinders or church members realize. Make plywood or heavy cardboard signs with the various portions of the pledge or law on them (such as "Do my honest part"), place this on a standard and have a Pathfinder Code Guard (3 or 4 Pathfinders or a unit), bring this forward and explain its fuller meaning at the time the pledge and law are repeated. Present a different portion weekly or periodically.

A sparkling club will catch on fire and draw other boys and girls into its activities. A new morale will be developed that will help to build character and develop personality.

## CHAPTER 2: SPECIAL PROGRAM FEATURES

### ENROLLMENT NIGHT PROGRAM

The enrollment night program should introduce all new parents and youth to the entire program of the Pathfinder Club--its goals and objectives, its work and accomplishments, its activities and plans, both secular and religious. Careful planning is necessary, for it is possible that a family from the neighborhood or church school may be in attendance who would accept an invitation to a church program. The program should begin on time and stay within club hours, and may be held on a regular club night.

New members should be admitted in the Pathfinder Club at the beginning of each Pathfinder quarter and/or at three or four definite points throughout the year. A Pathfinder who has been enrolled in the Junior Pathfinder Club at the beginning of or during the school year, may not be admitted into the Teen Pathfinder Club until the beginning of the following school year.

Boys and girls who are in the fifth grade or ten years old are eligible to join the Junior Pathfinder Club. Those who are in the seventh grade or thirteen years old may join the Teen Pathfinder Club.

#### SUGGESTED PROGRAM

Welcome and Introduction to Pathfinder Club (Parents and Pathfinders)

1. Uniform needs and requirements explained. Show Pathfinder uniform.
2. Dues explained--what they are used for.
3. Program highlights shared.
4. Staff organization explained and staff members introduced.
5. Applications filled out, signed and turned in.

Pathfinder Organization

1. New applicants placed in units.
2. Deputy director takes charge of Pathfinders for a game period.

Parents' Meeting (Director and parents only, while Pathfinder organization is taking place)

1. Discuss responsibilities.
2. Give parents rules and regulation sheet and explain.
3. Serve refreshments if desired.

Closing

1. All Pathfinders and parents reassemble for Director's Minute.
2. Benediction

## PATHFINDER DAY

### PURPOSE

The General Conference each year designates a Sabbath in September as Pathfinder Day to be observed in all SDA churches with the following objectives.

1. To give official recognition and encouragement to the Pathfinder Club in the local church.
2. To acquaint the congregation with the scope of possibilities afforded by the Pathfinder Club in the development of our junior youth.
3. To encourage greater cooperation and support of the local Pathfinder Club by the congregation.
4. To recruit additional Pathfinder staff members.
5. To give the Pathfinder Club members a greater sense of belonging to the church by their active participation in the worship hour.
6. To give an opportunity for the church to provide more financial assistance for the club by giving a special Pathfinder Club offering during the worship hour. By vote of the local church board the church offering on this day may be appropriated to the local Pathfinder Club.

### PLANNING THE PROGRAM

For Pathfinder Day to meet the above objectives, planning the program in every detail is a must. Here are some hints and ideas to better the program.

1. Most pastors are long range planners. Arrange with the pastor for a Pathfinder Day weeks or months in advance.
2. Discuss Pathfinder Day with the club staff and decide on the best program. Work as a team.
3. Present the program to the pastor with a complete outline. Ask for his suggestions and cooperation.
4. Apply to the church board to have the Pathfinders receive the offering and do the ushering.

5. Notify parents, church members, and the church press secretary.
6. Begin training participants, color guard, speakers, etc. Remember the Pathfinder Club is on parade.
7. Most church members do not know the Pathfinder song, pledge or law. Therefore, make a bulletin insert with the Pathfinder song, pledge of allegiance to Bible and flag, and the JMV Pledge and Law.
8. Indicate in the bulletin when the congregation is to stand. Also announce during the lay activities period that a change has been made in the order of service.
9. Program should be snappy--no lagging. While the next part of the program is being announced, have the participants on the way.
10. Practice at least one dry run of marching in, taking places, reciting pledges, posting colors, and marching out.
11. Places where groups or individual participants stand should be marked with masking tape.
12. Color guard ought to be dressed up with white gloves, belts, and leggings.
13. Secure good equipment: flags, standards, banners.
14. Full dress with sashes and scarves is a must. The more color, the greater the impression.
15. Pathfinder offering prayer should write it out to avoid meaningless repetition. Minds sometimes "jelly" when they get up in front. All presentations should be outlined and checked by the club director. Leaders, too, need outlines.
16. Take music to the church organist or pianist at least a week in advance, preferably two weeks before the program.
17. As the program develops, the pastor should be kept in touch.
18. A good report on "Pathfinder happenings" should cover past year's activities and boys and girls should be used to tell the story.
19. Let the boys and girls have full participation on the program. This is not an occasion to show off, but to present to the church what the Pathfinder Club

can do for the juniors of the church. They do not want to see leaders speaking, but their own children.

20. The "needs of our club" section must have specifics. Tell the congregation exactly what the club needs by way of funds. A dollar per person will allow the club to do such and such. A campaign may be launched for a room, headquarters for the club, tents for camping and so forth.
21. Leaders should have confidence in the presentation of the program. Apologies reveal lack of preparation.
22. Invite a good speaker to present the message. The local conference youth director will be thrilled to be invited. He probably schedules speaking appointments months ahead, so invite him six months or a year ahead of time. It may be necessary to hold Pathfinder Day on another Sabbath. Work closely with your pastor on this part of the program.

Each year a Pathfinder Day program is available from the conference youth department, but on the following pages are several detailed program outlines, one of which should fit your church. Success is guaranteed if instructions are followed faithfully.

## PATHFINDER DAY CHURCH SERVICE No. 1

Prelude

Ministers Enter

Silent Prayer

\*Doxology

\*Invocation

\*Presentation of Colors

1. Pathfinders march in and take places
2. Pledge of allegiance
3. Post Flags
4. Honor Guard returns to seats
5. Congregation and Pathfinders seated

Scripture Reading -- I Timothy 4:12

Hymn No. 587 -- "Under His Wings"

Congregational Prayer

Offering

Special Music

Pathfinder Report -- Pathfinder Director

Sermon -- Pastor

Hymn No. 589 -- "Anywhere With Jesus"

Benediction

Postlude

\*Congregation Standing

## PATHFINDER DAY CHURCH SERVICE No. 2

Prelude	
Lay Activities Period	Pathfinder Missionary Experiences
Processional	Ministers, Directors, Pathfinders
Introit	(Ministers and Directors Kneeling)
	Choir
Doxology	
Invocation	Club Director
Post Colors	Color Guard
Welcome	Pastor
Scripture Reading--I Timothy 4:12	Counselor
Hymn No. 587--"Under His Wings"	
Prayer	Two Pathfinders
Pathfinder Song	Pathfinders
Pathfinder Happenings	Directors
Pledge and Law	Pathfinder Choir
Song or Instrumental Selection	Pathfinders
Pathfinder Objectives	Directors
Offering	
Sermon	Pastor
Hymn No. 589--"Anywhere With Jesus"	
Benediction	
Recessional	1. Ministers and Directors
	2. Color Guard
	3. Staff
	4. Pathfinder Units and Counselors
	5. Congregation

## PATHFINDER DAY CHURCH SERVICE No. 3

Prelude	
Lay Activities Period	
Ministers 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 Director)	Pastor
Scripture--I Timothy 4:12	Deputy Director
Pathfinder Song	Pathfinders and Congregation
Prayer	
Special Music	Pathfinder Choir
"Pathfinder Happenings" (A report)	Director
Pledge	Pathfinders
"What Pathfinding Means to Me"	Pathfinder
Law	Pathfinders
"Why I am a Pathfinder"	Pathfinder
Objectives and Needs of Club	Directors or Counselors
Offering	
Special Music	Pathfinders
Sermon	Pastor, Director or Guest Speaker
Hymn No. 587--"Under His Wings"	
Benediction	
Recessional--"Onward Christian Soldiers"	Organ and Piano
Marching Order:	
Ministers and Directors	
Color Guard	
Staff	
Pathfinder Units and Counselors	
Congregation	
*Congregation standing	

## 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 Colors. Color guards post themselves on floor in front of pulpit. All stand when Colors enter and remain standing until Colors are posted on platform.

Pathfinders

Led by a Pathfinder

Pathfinder Song

Pledge of Allegiance

Posting of Colors

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

Pathfinder

Prayer

Welcome and Director's Report

Counselor

Pathfinder director reports on year's activities, goals for 1973-74 and presents any recognitions and awards.

Pathfinders

Director

Pathfinder

Director and six Pathfinders

Deputy Director (Taken by Pathfinders)

Pathfinder or Pathfinders

Pastor

Special Music

"I Am a Pathfinder Club"

"Why I Am a Pathfinder"

"How Did it All Begin?"

Offering

Special Music

Sermonette

Hymn No. 420--"Jesus, Friend of Little Children"

Counselor

Benediction

Postlude

## **PLEDGE OF ALLEGIANCE TO FLAG**

"I pledge allegiance to the flag of the United States of America and to the Republic for which it stands, one Nation under God, indivisible, with liberty and justice for all."

## **PLEDGE OF ALLEGIANCE TO BIBLE**

"I pledge allegiance to the Bible and to the Gospel for which it stands, one Saviour crucified, risen and coming again, with life and liberty to all who believe."

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## INDUCTION CEREMONY

A Pathfinder membership induction ceremony is used to admit a boy or girl to membership in a local club. It should be dignified, simple and brief, but should be an impressive occasion that will inspire the Pathfinder candidate with the high ideals of the Pathfinder Club organization. An induction ceremony using candles is given as a sample of what can be done to help impress upon the candidate the seriousness and responsibility of becoming a Pathfinder.

### PREPARATION

Place a table at the induction ceremony site. Center a large Pathfinder emblem directly behind the table, with a JMV Pledge banner on the right of the emblem and a JMV 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 four 10-inch blue, red, green and silver (black, if silver not available) candles, representing the four JMV Classes. In front of these four colored candles place a candle-holder for the candidate's candle to be placed during the ceremony. In front of the JMV 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 JMV Pledge banner.

Display an American flag to the right (as persons face the audience) of the table and a Pathfinder flag to the left of the table.

Seat the Pathfinder Club by units in a "V" formation facing the table with the candles. The candidate(s) sits in the center of the formation. The director stands to the right of the table (facing the club) and the deputy director stands to the left of the table (facing the club).

### 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 which I now light represents this spirit. It is the Spirit of Adventure, Fun, Learning, Comradery, 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."

The director then calls the name of the deputy director who lights the five foundation candles while giving the appropriate meaning for the class represented by the candle being lit.

"JMV 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.

"JMV 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.

"JMV Explorer Class is a course of study that will help one to find new adventure in exploring God's Word and His created works.

"JMV 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."

As soon as the four JMV Class candles have been lighted, the director replaces the "spirit of Pathfinding" candle in its original position. He then explains to the candidate(s) that the large candle is symbolic of the good things 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 JMV Law candles.

Eight of the highest-ranked Pathfinders, previously chosen, are to light the JMV Law candles. Their selection is on the basis of JMV Class, club office, club record, good conduct ribbon, etc. In turn, each of the eight Pathfinders marches smartly to the front, presents himself to the director with a hand salute, takes the "spirit of Pathfinding" candle and lights one of the JMV Law candles. After he replaces the "spirit of Pathfinding" candle he again salutes the director and repeats, "Sir, on behalf of the candidate(s), we pledge to--(repeats the following according to the candle he has lighted)."

1. "Keep the Morning Watch," which means I will have prayer and personal Bible study each day.
2. "Do my honest part," which means by the power of God I will help others, and do my duty and my honest share, wherever I may be.
3. "Care for my body," which means I will be temperate in all things and strive to reach a high standard of physical fitness.

4. "Keep a level eye," which means I will not lie, cheat or deceive, and will despise dirty talk or evil thinking.
5. "Be courteous and obedient," which means I will be kind and thoughtful of others, reflecting the love of Jesus in all my association with others.
6. "Walk softly in the sanctuary," which means in any devotional exercises I will be quiet, careful and reverent.
7. "Keep a song in my heart," which means that I will be cheerful and happy and let the influence of my life be as sunshine to others.
8. "Go on God's errands," which means I will always be ready to share my faith and go about doing good as did Jesus.

When the JMV Law candles have been all lighted, the deputy director declares, "On behalf of the candidate's representative and on behalf of the candidate's declaration, we accept the pledge and vow to the JMV Law."

The director then calls for the lighting of the JMV Pledge candles. The same procedure as used in the lighting of the JMV Law candles is followed by seven high-ranking Pathfinders. After each candle is lighted, the Pathfinder repeats to the director, "Sir, on behalf of the candidate, we pledge--(repeats the following according to the candle he has lighted)."

1. "By the grace of God" means that only as we rely on God to help us can we do His will.
2. "I will be pure" means 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.
3. I will be "kind" means that I will not only be considerate and kind to my fellow men but also to all of God's creation.
4. I will be "true" means that I will be honest and upright in study, work and play and can always be counted upon to do my very best.
5. "I will keep the JMV Law" means that I will seek to understand the meaning of the JMV 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" means that 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" means that 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 JMV Pledge candles, the deputy director declares, "On behalf of the candidate's representatives and on behalf of the candidate's declaration, we accept the vow to the JMV Pledge."

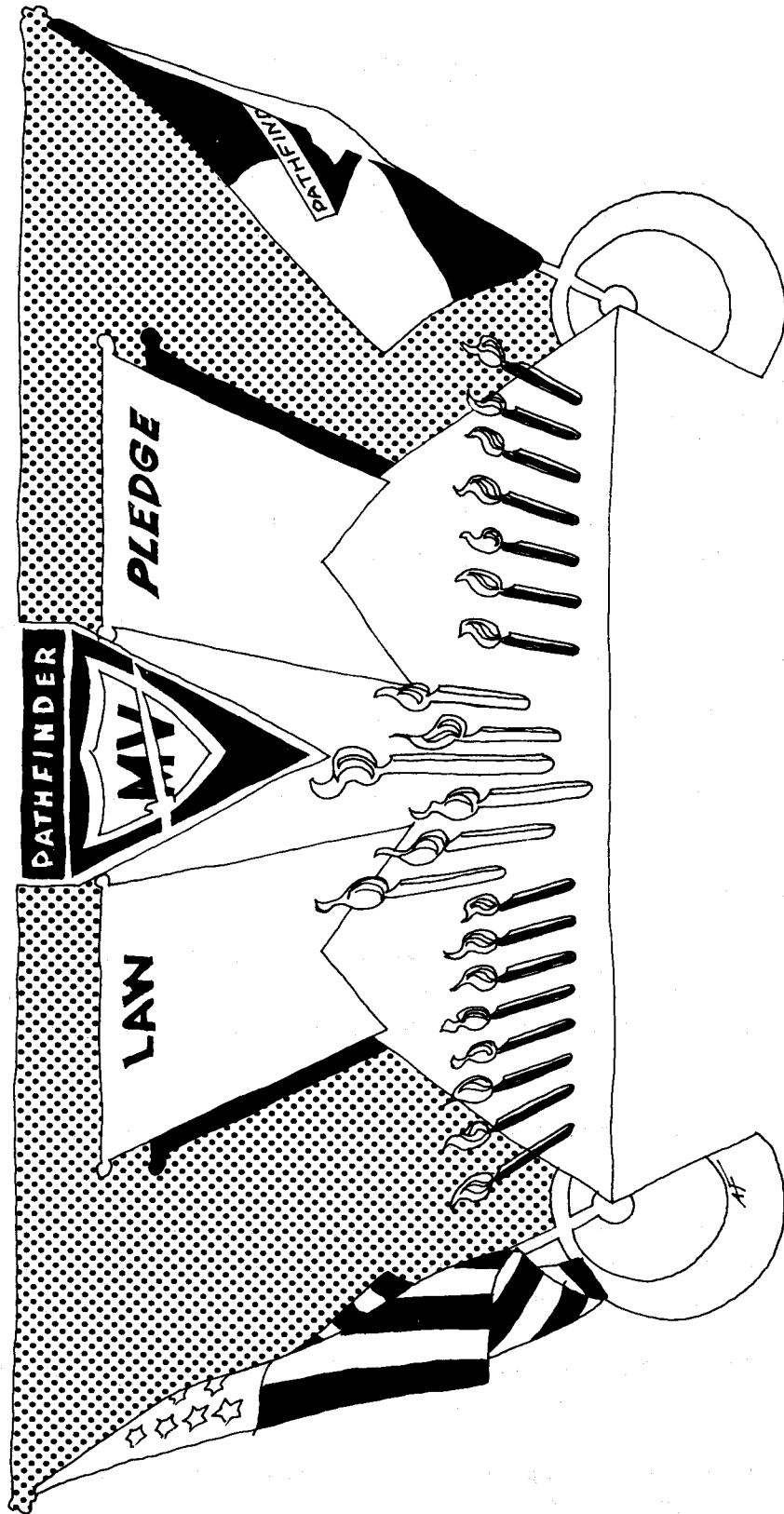
The director then asks the club members to stand, and the candidate(s) for membership is called forward to take his position in front of the table between the deputy director and the director. He faces the club members and stands at attention. The director then asks him to affirm his dedication to the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

Following the repeating of the JMV 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 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 his candle from large 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."

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

If a club does not desire to use candles, a similar procedure may be followed using only flags and banners. The candidate may place his hands on the staff of the Pathfinder flag during the induction oath. The Pathfinder flag in this instance would be removed from its stand and the staff held in a horizontal position by the deputy director during the taking of the induction oath.



## INVESTITURE

The Investiture service is one of the most honored and protective programs sponsored by the youth department of the local, union and the General Conference. It is a program honoring the youth studying one of the JMV Classes, in presenting to him a token of membership in fulfilling the requirements as listed in the Youth Leaders Handbook, Part Three.

The study of the JMV Class requirements trains the person for leadership, but more than that, character is developed better preparing him to enlist in the Lord's army of youth.

For better understanding the Investiture program and its requirements, see the Youth Leaders Handbook, Part Two, chapters 5-10.

The following outline will help you know your responsibility as you become related to the Investiture program.

### INVESTITURE SPONSOR

This is a conference appointee representing the local conference youth department.

#### Responsibilities:

1. The local conference youth department will look to the Investiture sponsor for the follow through and completion of the JMV and Pre-JMV standard and advanced classwork with local church school, Pathfinder Club and junior youth of the church.
2. Assist the local church school teacher in the organization of the Investiture service.
3. See that all materials involved in the Investiture meeting have been ordered and received from the local conference youth department by the use of the Investiture Requisition order blank.
4. Arrange with the church school teacher and pastor a place, a date and time of the Investiture program.
5. Promote the Investiture program among the parents of the youth involved and the total local church membership.

## CHURCH SCHOOL TEACHER

### Responsibilities:

1. Work with the Investiture sponsor in the scheduling of the Investiture program.
2. Organize the Investiture program involving those being invested, each student in church school, local church school teachers, and the Pathfinder membership.
3. Order Investiture materials with the cooperation of each teacher and Pathfinder director from the local conference youth department, using the Investiture Requisition as your order blank.
4. Involve the local Pathfinder director, staff and membership in the Investiture program.
5. Register the local Investiture program date with the local conference youth department.
6. Lead the church school students into an inspired program of JMV and in completing the JMV Class work according to the grade level of the student:

#### Pre-JMV Classes

- Busy Bee - grade 1
- Sunbeam - grade 2
- Builder - grade 3
- Helping Hand - grade 4

#### JMV Classes

- Friend - grade 5
- Companion - grade 6
- Explorer - grade 7
- Ranger - grade 8

#### MV Classes

- Guide - grade 9
- Master Guide - grade 10 or 16 years of age or older.

7. Obtain a JMV Class Achievement Book for each student.

## PATHFINDER DIRECTOR

### Responsibilities:

1. Assist the local church school teacher in organizing the Investiture program

and schedule date.

2. Involve the Pathfinder staff and club membership with the Investiture program.
3. Promote JMV Class work; Friend, Companion, Explorer, Ranger, Guide, and also the Advanced MV Classes; Trail Friend, Frontier Companion, Range Explorer, Wilderness Ranger, among the Pathfinder Club members.
4. Order Investiture materials needed by the Pathfinder NOT in the church school by using the Investiture Requisition order blank.
5. Promote the Investiture program among the parents of the Pathfinders, and the sponsoring church members.
6. Assist the church school teachers in the completion of any one JMV Class requirement, helping keep a record in the JMV Class Achievement Books.

#### PATHFINDER COUNSELORS

##### Responsibilities:

1. Assist the Pathfinder director and Investiture sponsor in planning for the Investiture program.
2. Lead your Pathfinder NOT attending church school into an inspired program of Junior Missionary Volunteering and in completion of the JMV Class and Advanced JMV Class requirements.

##### JMV Classes

- Friend - grade 5
- Companion - grade 6
- Explorer - grade 7
- Ranger - grade 8

##### JMV Advanced Classes

- Trail Friend
- Frontier Companion
- Range Explorer
- Wilderness Ranger

3. Junior Missionary Volunteer and Advanced JMV requirement cards and materials are available to you from the local conference youth department.

#### LOCAL CONFERENCE PERSONNEL

A conference youth director, Educational Department secretary or a minister of the local conference will be present at the Investiture program.

### Responsibilities:

1. Represent the local conference in being present and participating in the program as outlined by the Investiture sponsor and church school teacher.
2. Promote youth evangelism and the conference summer MV camp program.
3. After the Investiture program return to the local conference youth department the completed form of the Investiture Requisition blank indicating:
  - a. Names of those invested
  - b. An account of materials to be billed to the local church school or Pathfinder Club.

### PROGRAM IDEAS

1. Displays
2. Skits
3. Presenting materials learned
4. Pathfinder camporee activities

### PROGRAM SITES

1. Campfires
2. Garden
3. City or state park
4. Church
5. Church school auditorium

## SUGGESTED INVESTITURE PROGRAM No. 1

Organ Prelude	
Song Service	Choruses
Special Music	Students
Scripture	Student
Welcome	One or more students
Prayer	Student
JMV Pledge	Given by all candidates (Have a student give his interpretation)
JMV Law	Given by all candidates (Have eight students give own interpretation of one of the eight points)
Special Music	Students
Memory Work	Any or all grades
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	Principal, Teacher, Pathfinder Director, or Pastor
Challenge to Junior Youth	Conference Youth Director, Pastor, or qualified Master Guide
The Charge and Presentation of Insignia	Conference Youth Director
Consecration and Prayer of Dedication	Pastor
Announcements	Summer Camp, Camp Meeting, etc.
Benediction	Pathfinder Director

NOTE: This is only a suggested program. We do hope that you will plan a short program (20-30 minutes) at which time those being invested can have a part. (A song can include everyone!)

## SUGGESTED INVESTITURE PROGRAM No. 2

Scripture  
Song  
Special Music  
Prayer  
Sermonette  
Symposium by Candidates  
    Memory Work  
    JMV Pledge and Law  
    Practical Demonstrations  
Certification of Candidates  
Charge and Presentation  
Consecration Prayer  
Camp Film (Promotion for summer camping)  
Song  
Prayer

## PATHFINDER CLUB FORMAL INSPECTION

A formal inspection must be announced to the club at least a week in advance. It will usually be held when there is an inspection visitor from the General, union or local conference youth department. A Pathfinder director, however, may conduct a formal inspection at any time he desires.

The purpose of the inspection is not a proficiency inspection of the leader; nevertheless, it will be a reflection on a director's leadership. This, in itself, should be an aid to a Pathfinder director in helping him to bring his club up to a high rating.

### INSPECTION ITEMS ON INSPECTION SHEET

1. Formation. For a formal inspection, the Pathfinders will form in ranks by the club as a whole. Instruction on this may be found in the Pathfinder Club Drill Manual.

To prepare the club for inspection so that the inspecting party can pass between the ranks, the club will be given open ranks. (Pathfinder Club Drill Manual )

The inspecting visitor may hold the club at attention throughout the inspection or he may direct the leader to give at ease to units or ranks as they wait to be inspected. These units or ranks, however, will be called back to attention by the club director when the inspecting visitor begins inspecting them.

2. Uniforms. Since the Pathfinders will be notified of a formal inspection a week or more in advance, it will be expected that their uniforms will be cleaned, ironed or neatly pressed and that the uniform will be a complete official Pathfinder Uniform. (Refer to Part Two, Chapter 5)

Sashes with honor tokens and neckerchiefs will be worn by those who have earned them. This will encourage the obtaining and the wearing of these items in the club.

Every Pathfinder will have the required insignia sewed on correctly. If Pathfinders have earned other insignia such as pins and pocket strips, they should be worn in the correctly designated positions. (Refer to Part Two, Chapter 5.)

3. Personal Appearance. This area of the inspection will include the neatness and personal appearance of each Pathfinder. Face, hands, and fingernails

will be clean. Hair will be neatly cut or shaped. Posture will be correct when standing at the position of attention.

4. Courtesy. When the inspection is being made, it will be well to ask some of the Pathfinders questions to see how they answer. All questions answered by the Pathfinders should be followed by "Sir" or "Ma'am." There will be absolutely no talking during any formation while the Pathfinders are at the position of attention or at ease.

Throughout the entire inspection of the club, not just during the formation, watch for the courtesy of Pathfinders to their leaders and to one another. Are they polite and considerate of one another?

5. Drill. Right after the inspection in ranks before they are dismissed, have them run through a few of the simple drill movements. In many clubs the drill area may be limited. However, the following movements should be done correctly and precisely: (Consult Pathfinder Club Drill Manual.)
  - a. Dress right dress
  - b. Hand salute and Present arms
  - c. Parade rest and Stand at ease
  - d. Right and Left Face
  - e. About face

6. Discipline. Watch to see if the Pathfinders obey orders promptly and cheerfully. Visit their classes and watch to see if they are attentive and whether or not they listen to instructions and other information that is given. During any devotional part of the program, Pathfinders should be especially reverent.

7. Crafts. Visit the craft classes and watch for neatness. Do the Pathfinders put their craft tools and supplies away? Do they clean up after their class is over? Do the Pathfinders adapt themselves to the craft, or is the craft above them? Are they interested in the craft, or have they lost interest in it? Is their proficiency in the craft up to the standard it should be?

8. Club Meeting Program. The club program should be well planned and balanced and should go off as scheduled. The meeting should open and close on time, and all other segments should begin and stop at the appointed period.

The following should be included in every club meeting:

- a. Opening prayer
- b. Flag ceremony
- c. JMV Pledge and Law
- d. Director's Minute
- e. Closing prayer

9. Club Flag. Each club, if at all possible, should have a Pathfinder flag and should receive credit in the inspection for having it at the inspection.
  
10. Unit Guidons. Each unit in the club, if at all possible, should have a guidon and should receive credit in the inspection for displaying it. The unit guidons should be displayed correctly and the "Manual of the Guidon" followed.  
(See Pathfinder Club Drill Manual and Youth Leaders Handbook.)

## PATHFINDER CLUB FORMAL INSPECTION SHEET

INSPECTION ITEMS	NOTES	POINT EVALUATION											
		10	9	8	7	6	5	4	3	2	1		
1. Formation													
2. Uniforms													
3. Personal Appearance													
4. Courtesy													
5. Drill													
6. Discipline													
7. Crafts													
8. Club Meeting Program													
9. Club Flag													
10. Unit Guidons													
	Sub Total												
	Complete Club Total												

- 95 - 100 Excellent
- 85 - 94 Good
- 70 - 84 Fair
- 0 - 69 Needs Improvement

Club \_\_\_\_\_

Inspector \_\_\_\_\_

Director \_\_\_\_\_

Date \_\_\_\_\_ 19 \_\_\_\_\_



## PATHFINDER CAMPOREES

The Pathfinder Camporee is a demonstration of camping skills by trained, prepared units from two or more clubs. This is an occasion when self-contained units come together for a period of two or more days and demonstrate their ability in camping skills. Each unit should have complete equipment to take care of themselves over the designated period--tent, bedrolls, cooking utensils, food and other equipment which they need. This is the culmination of training which progresses to the point where a unit becomes able to take care of itself independently.

The area for a camporee should be clear ground with water accessible and at least the possibility of sanitary facilities and garbage disposal which can be set up quickly by the campers. The units should bring everything they will need and be assigned a space of ground upon which to place their camp equipment. Demonstrations of fire building, cooking, signaling, first aid, knot tying, marching and drill may be enjoyed. Good campfire fellowship will be a highlight, and religious services will bind the group together in a spiritual mold. This is probably the high point of the Pathfinder activities. It should be the objective of every unit of every club to be prepared to participate in a Junior Missionary Volunteer Pathfinder Camporee.

The youth director of the conference is responsible for organizing a camporee and determining the events, place and activities. Instructions will come from his office as to the location, events and what the units can expect to do in order to participate in the program.

Every camporee has a theme and all activities are built around this theme so that each Pathfinder will remember the spiritual lessons from the Bible, from nature, history of the church, etc.

A Pathfinder Club ought to build its program, keeping in mind the events and skills needed to participate in a Pathfinder Camporee.

One of the highlights of the camporee is the events. Each Pathfinder wants to do his best for the club. Competition should be against a personal standard and not between clubs. To instill a sense of participation where each one will strive toward a standard instead of against a fellow Pathfinder or another club, the setting up of such personal standards will avoid situations where only one club can take first place. This allows the possibility of several persons or clubs achieving the sweepstake ribbon, trophy or whatever award is given by the conference. This will also avoid the unhealthy and unethical attitude which has at times developed in the past, not as much on the part of Pathfinders themselves, but on

the part of their leaders, who sometimes carry grudges and bad feelings into their clubs. This competitive attitude will destroy completely the spirit of the camporee, which is often the culminating event of the Pathfinder year. In many cases the events are done on Friday and the camporee ends on Saturday night with a spiritual and social climax. This is preferable and desirable. On Sunday everyone should have time for a safe journey back home.

A Pathfinder Camporee provides:

A time for camping, cooking and sleeping out in the great out-of-doors.

A time for fun, adventure and exploration.

A time for hikes and nature walks into the realms of God's natural world.

A time to learn skills and thrills of working, playing and fellowshiping together.

A time to draw near to God, the Great Creator of all that surrounds us.

## CAMPOREE REQUIREMENTS

### CLUB ORGANIZATION REQUIREMENTS

1. In most cases a camping fee for each Pathfinder and staff member is charged to help defray expenses of renting the camp with its facilities.
2. All Pathfinders must camp by units.
3. Each unit must have one adult counselor.
4. A complete unit should consist of not more than eight Pathfinders.
5. Units must be made up of all girls or all boys. Units cannot be mixed.
6. These units must belong to an active club that has been active from the beginning of the current year.
7. Each club is self-sustaining. This means that each club will have its own food, cooking equipment, bedding, tents, tables, and everything needed for the camporee. Campers and trailers are allowed only for staff and for cooking facilities.
8. Food preparation can be done by units or by club.
9. The camping arrangement is by clubs. Each club is responsible for its own arrangement of boys and girls to camp in separate sections.
10. A counselor must assume full responsibility for the boys and girls in his or her unit and should be with them at all times.
11. It is the responsibility of the youth director to supply detailed instructions and camping area assignments to the clubs upon their arrival at the camporee.
12. Inspection should be made of the camping areas. Tents and all equipment must be aligned in a neat and satisfactory manner.
13. Each club should be covered by accident insurance so that each Pathfinder and staff member is protected.
14. Clubs should bring their own Pathfinder and national flags.

15. The clubs are responsible for transportation to and from the camporee sight. Utmost caution should be exercised in selecting drivers who are mature and responsible. Equipment should be in good condition and overloading should be avoided. All vehicles and Pathfinders should be covered by adequate insurance.
16. Clubs should not bring pets or animals, motor bikes, motorcycles, buggies, etc., to the camporee.

#### REQUIREMENTS FOR EACH UNIT

1. Bring unit guidon.
2. Have one shovel.
3. Bring one ax and two hatchets.
4. Provide adequate shelter for every Pathfinder unit--may be pup tents, tepee-type tents, trail tents, etc.
5. Properly prepare a fire area for unit cooking.
6. Have a table lashed together and made by the Pathfinders. This could be prepared prior to the camporee if possible.
7. Provide an adequate supply of food for entire unit. Food should be planned and prepared to supply well-balanced meals. No flesh foods should be allowed in camporees. Meals should be cooked by unit groups or club. Counselor of unit should counsel and plan early with unit members on just how they want to prepare food and cooking. Pathfinders should be given definite responsibilities and kept within the time schedule for meals and camp duties.

#### INDIVIDUAL PATHFINDER REQUIREMENTS

1. Be a part of a complete unit.
2. Have complete uniform, including all insignia sewn properly.
3. Be a Pathfinder in good and regular standing, and a regular member of a Pathfinder Club for at least three months.
4. Maintain satisfactory standard of work and conduct at home, school, Sabbath School and Pathfinder Club; have this duly certified by parents, school teacher,

Sabbath School teacher, and Pathfinder Club counselor.

5. There will be cases when girls can wear field uniforms or slacks. Shorts should not be allowed. Pathfinder field uniforms are preferred.
6. Have a warm sleeping bag or a warm bedroll.
7. Bring a scout-type knife.
8. Have a flashlight.
9. Include a Bible and Sabbath School quarterly.
10. Bring toilet articles, including toilet tissue, wash cloth, towel, comb, tooth brush and paste, etc.
11. Have adequate underclothes and coats according to the local climate, like raincoat, rain hat, rubbers or boots, etc.
12. Bring mess gear such as knife, fork, spoon, cup, plate, etc.
13. Include a plastic ground cover for sleeping bag.

#### ADDITIONAL CAMPOREE ITEMS OF IMPORTANCE

##### Fires

1. Fires should be built in camping areas only.
2. Care must be given that Pathfinders strike matches only at campfire site.
3. A ten-foot circle should be cleared down to mineral earth before building a fire.
4. All refuse should be burned or placed in garbage cans.
5. All fires should be extinguished before leaving the campsite.

##### Nature Conservation

1. Pathfinders should leave camp with no trace of their permanency there.
2. The US Forest Service has the following recommendations for wilderness waste disposal:

- a. Select a suitable spot at least 50 feet from any open water.
- b. Dig a hole 8-10 inches in diameter and no more than 6-8 inches deep, to stay within the biological disposer layer of soil. Save the sod or dirt.
- c. After use fill the hole with loose soil and tramp the sod back in place.
- d. Nature will do the rest in a few days.

How to Camp and Leave No Trace, by Gerry Cunningham,  
p. 14, Outdoor Sports Industries, Inc., 1971.

3. Pathfinder directors should give consideration as to how the wood is provided, instructing Pathfinders not to destroy trees and camping area.
4. All Pathfinders should be instructed in environmental conservation and ecology. The MV Honors in these areas are recommended.

### Sabbath Keeping

1. Leader should know that the young people will look to them and will try to copy every word and action. They should not lead the youth to break the Sabbath by actions, words or example.
2. Care should be given to the edges of the Sabbath, which are very important to the Lord. Let us guard both as with our lives. When the sun goes down all tents ought to be set up and everything ready for Sabbath.
3. During the Sabbath hours the youth should be checked as far as rock throwing, knife throwing, secular songs, certain improper games, etc.
4. Activities should be planned to include Friday evening campfire, Sabbath School, church service, JMV, Sabbath evening campfire, etc. The program may be varied to expose the young people to nature and to make it more informal.
5. The club and units should plan for spare time--Friday and Sabbath sunset worships, Sabbath afternoon club activity like a nature hike, story time or some other interesting Sabbath activity.
6. All Pathfinders and staff members should be encouraged to participate in all meetings.
7. Counselors must be with their units during all meetings.

## SUGGESTED CAMPOREE POINTS

### REGISTRATION

Upon arrival	25 points
After sundown	10 points

### ATTENDANCE

100% - 90%	15 points	15 points
89% - 75%	9 points	
74% - 50%	5 points	
49% - 25%	2 points	

### UNIFORMS

100% - 90%	15 points	15 points
89% - 75%	9 points	
74% - 50%	5 points	
49% - 25%	2 points	

### INSPECTION

100 points

### EVENTS

3 events, 15 points each	45 points
--------------------------	-----------

CAMPOREE 200 points

## SUGGESTED CAMPOREE INSPECTION SHEET

### TENTS

Properly pitched	7 points
Rope tied properly	3 points
Arrangement	10 points
	<u>20 possible</u>

### TENT (INSIDE)

Beds made neatly	10 points
Arrangement of suitcases	10 points
Bible	5 points
	<u>25 possible</u>

### AREA

Neatness	15 points
Fire equipment	10 points
	<u>25 possible</u>

### FLAG AND GUIDON DISPLAY

American flag	4 points
Pathfinder flag	4 points
Unit guidons	2 points
	<u>10 possible</u>

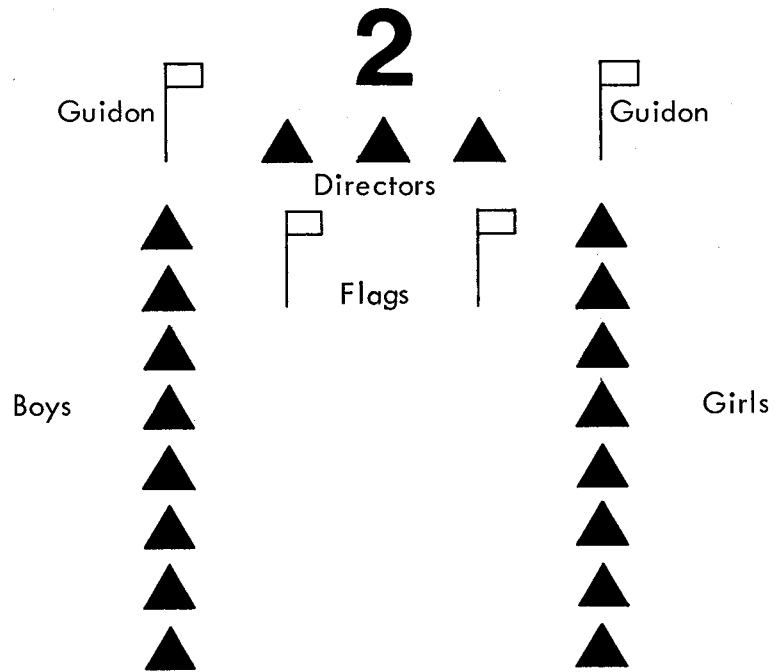
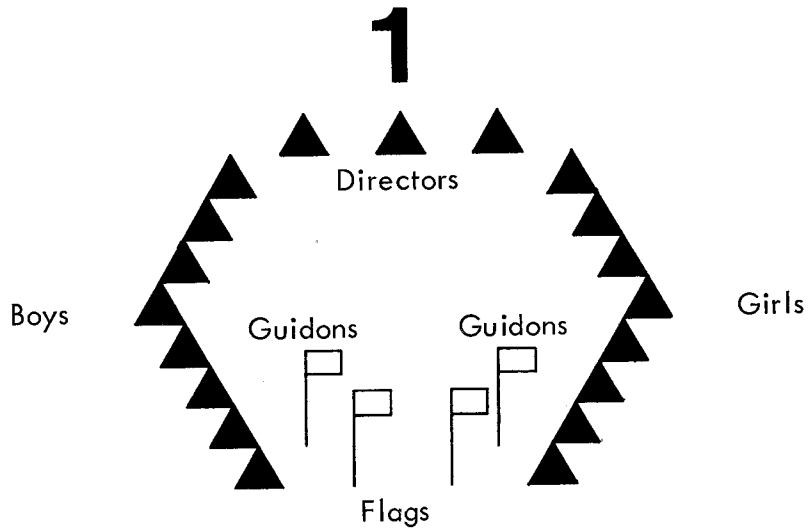
### CAMPERS' RESPECT

Courtesy	5 points
Uniform	15 points
	<u>20 possible</u>

TOTAL POSSIBLE 100 points

# SUGGESTED CAMPS

These are only suggested ways of making your camp look neat and uniform. Use your own plan, but make it look sharp.



## SUGGESTED CAMPOREE MENU

### BREAKFAST

#1

Potatoes and eggs  
Chocolate  
Fruit, orange

#2

Dry cereal and milk  
Chocolate  
Scrambled eggs  
Toast, butter, jam  
Banana

#3

Oatmeal, milk  
Pancakes  
Syrup and butter  
Orange juice

### LUNCH

#1

Baked potatoes  
Entree, steaks  
Corn  
Carrot sticks  
Bread and butter  
Milk

#2

Spaghetti (canned)  
Green beans (canned)  
Choplets and gravy  
Milk  
Candy bar

#3

Macaroni and cheese  
Mashed potatoes  
Peas  
Tomatoes (canned)  
Milk  
Cookies

### SUPPER

#1

Vegetable soup (canned)  
Grilled cheese  
sandwiches  
Peaches (canned)  
Bread, butter  
Milk

#2

Vegemeat steaks in  
Gravy Quik  
Boiled potatoes  
String beans (canned)  
Bread, butter  
Milk  
Cookies

#3

Soup and crackers  
Peas (canned)  
Baked beans  
Milk  
Cookies

### OTHER SUGGESTIONS

#### Breakfasts

Eggs, boiled or scrambled  
French toast  
Applesauce  
Toast  
Nuts  
Cocoa

#### Lunches

Sandwiches  
Mixed or creamed vege.  
Boiled potatoes  
Potato salad  
Tossed salad  
Macaroni salad  
Coleslaw

#### Suppers

Fruit soup  
Sloppy joe sandwiches  
Tacos  
Vegelinks with buns  
Fruit, canned or fresh  
Dessert  
Drink

## SUGGESTED FOOD LIST No. 1

(To accompany Suggested Camporee Menu)

### INDIVIDUAL FOOD LIST (Adapt to individual use)

4 medium potatoes  
4 eggs  
1 small box chocolate mix  
3 oranges  
1 loaf bread  
3/4 lb. margarine  
3 boxes dry cereal or instant  
hot cereal  
1 small box powdered milk  
3 bananas  
1 small can orange juice  
1 can baked beans  
2 candy bars  
Cookies  
2 boxes (small) raisins  
2 apples

### SPECIAL FOOD LIST FOR COUNSELOR (With 6-8 in unit)

1 box salt  
1 large jar of peanut butter  
2 jars of jam  
1 box oatmeal  
1 box pancake mix  
Syrup  
2 cans whole kernel corn  
1 bunch carrots  
2 cans spaghetti  
2 cans green beans  
2 cans choplets  
3 pkgs. dehydrated mashed potatoes  
2 cans peas  
2 cans tomatoes  
2 lb. cans apricots  
1 box crackers  
2 large cans peaches  
3 pkgs. dehydrated tomato-vege. soup

## SUGGESTED FOOD LIST No. 2

This list is also prepared especially for club directors and officers who have had little experience in camping. Experienced campers may arrange their food list as they wish. Remember, all cooking is done by units or clubs, not as a camporee group together.

- \_\_\_\_\_ Tomato soup (one can)
- \_\_\_\_\_ Mushroom soup (one can)
- \_\_\_\_\_ Two packages soda crackers, taken from box. (This can be done with brands that divide contents into quarters, then separately wrap them.)
- \_\_\_\_\_ One banana
- \_\_\_\_\_ One apple
- \_\_\_\_\_ Two oranges
- \_\_\_\_\_ Cocoa and Postum (Probably best to bring by unit)
- \_\_\_\_\_ Cereal (At least one individual box)
- \_\_\_\_\_ Eggs (three)
- \_\_\_\_\_ Bread (Six slices or probably it would be best to bring by unit)
- \_\_\_\_\_ Orange juice (12 oz. can)
- \_\_\_\_\_ Spaghetti (15 1/2 oz. can)
- \_\_\_\_\_ Gluten steaks (two per Pathfinder)
- \_\_\_\_\_ Gravy Quik (For two meals)
- \_\_\_\_\_ Tomatoes (One per Pathfinder)
- \_\_\_\_\_ Peas (10 1/2 oz. can)
- \_\_\_\_\_ Raisins (Two small individual packs)
- \_\_\_\_\_ Potatoes (Two large)
- \_\_\_\_\_ Bisquick (Not recommended for a steady diet, but as a convenience in camping and probably would be best to bring by unit.)
- \_\_\_\_\_ Syrup (Best to bring by unit)
- \_\_\_\_\_ Two carrots
- \_\_\_\_\_ Two stalks celery (Best to bring by unit)
- \_\_\_\_\_ Onion (One small)
- \_\_\_\_\_ Proteena (One large can and is best to bring by unit because of size of can)
- \_\_\_\_\_ Creamed corn (#303 can)
- \_\_\_\_\_ 5¢ candy bar (One)
- \_\_\_\_\_ Salt (One Morton's individual shaker)
- \_\_\_\_\_ Margarine (one-half pound to be used for toast, pancakes and cooking)
- \_\_\_\_\_ Sugar
- \_\_\_\_\_ Milk (one can)
- \_\_\_\_\_ Pancake Mix (One large box and is best to bring by unit)
- \_\_\_\_\_ Baked Beans (One small individual can)
- \_\_\_\_\_ Apple juice (One small can)

- \_\_\_\_\_ Milk for drinking (One pint each and is best to bring by unit)
- \_\_\_\_\_ Canned peaches (One small can)
- \_\_\_\_\_ Instant vanilla pudding (One box and may be brought by unit)
- \_\_\_\_\_ Cooking oil (One small jar for pancakes and best to bring by unit)
- \_\_\_\_\_ Tin foil (For baking potatoes)

NOTES:

1. Above list is merely a suggestion. Use it as you feel will be most effective.
2. It should be remembered that the above list is for each member of the unit.
3. All counselors will be responsible for checking with their units to be sure cooking utensils are provided in addition to the individual Pathfinder eating equipment.
4. The food list is the maximum amount. Plan not to have an abundance of food left.
5. Remember, Pathfinders leave their cooking and camping area cleaner than they found it.

## CAMPOREE SCHEDULE No. 1

### FRIDAY (Sunset 7:15 p.m.)

1:00 - 4:45	Registration and prepare campsite
4:45 - 5:30	Sabbath preparation
5:30 - 5:45	Club worship
5:45 - 6:30	Supper
6:30 - 6:45	Club leaders meeting, headquarters
6:45 - 7:00	Prepare for campfire
7:00 - 8:30	Campfire devotions
8:30 - 9:15	Prepare to retire
9:15	Taps, Silence

### SABBATH

7:00	Reveille
7:30 - 7:45	Morning devotions
7:45 - 8:00	Flag ceremony
8:00 - 8:30	Breakfast
8:30 - 8:45	Club leaders meeting, headquarters
8:45 - 9:15	Prepare for camp and personal inspection
9:15 - 9:30	Inspection and preparation for Sabbath School
9:30 - 10:45	Sabbath School
10:45 - 11:00	Club time
11:00 - 12:00	Church service
12:00 - 12:45	Prepare noon meal
12:45 - 1:45	Noon meal
1:45 - 2:15	Rest period
2:15 - 2:30	Prepare for Pathfinder activity
2:30 - 5:30	Pathfinder activity
5:30 - 6:00	Prepare for evening meal
6:00 - 6:45	Evening meal
6:45 - 7:00	Flag ceremony
7:00 - 8:30	Campfire and vespers
8:30 - 9:00	Club campfire
9:00 - 9:30	Prepare to retire
9:30	Taps, Silence

## SUNDAY

7:00	Reveille
7:30 - 7:45	Morning devotions
7:45 - 8:00	Flag ceremony
8:00 - 8:45	Breakfast
8:45 - 9:00	Club leaders meeting, headquarters
9:00 - 9:45	Prepare for inspection of area
9:45 - 10:15	Inspection
10:15 - 10:45	Prepare for events
10:45 - 12:00	Camporee events
12:00 - 12:15	Award time
12:15 - 12:30	Directors meeting, events field
12:30 - 1:30	Noon meal
1:30	Pack up and have a safe trip home!

REMEMBER--Let's leave our campsite clean!

## CAMPOREE SCHEDULE No. 2

### FRIDAY (Sundown 6:30 p.m.)

3:00 p.m.	Registration and preparation of camp
5:30	Plan for sack lunch from home
6:30	Campfire and vespers
8:30	Prepare for Taps
9:00	Taps

### SABBATH

7:00	Reveille
7:45	Morning devotions by clubs
8:30	Breakfast
9:00	Prepare for inspection by counselors
9:30	Inspection
9:45	Sabbath School
11:00	Break
11:15	Church
1:00	Dinner
2:00	Rest
2:30	Nature hike
4:15	MV
5:15	Supper
6:30	Sundown worship and campfire activity
7:30	Games or moonlight hike
8:30	Prepare for taps
9:00	Taps

### SUNDAY

6:30	Reveille
7:15	Morning devotions by clubs
7:30	Breakfast
8:15	Camp clean up; prepare for inspection
8:45	Inspection
9:15	Field Events
12:30	Dinner
2:00	Farewell

Be sure your camp is spotless when you leave.