



Purpose of Pathfinders

The purpose of the Pathfinder Club is to:

- 1) Lead its members into a growing, redemptive relationship with God
- 2) Build its members into responsible, mature individuals
- 3) Involve its members in active, selfless service

Pathfinder Objectives

- 1) Help each Pathfinder understand the Gospel and the steps of salvation and to work towards the personal commitment of every Pathfinder to the Lord.
- 2) Help each Pathfinder develop a balanced physical, mental, social and spiritual life
- 3) Help Pathfinders to understand that the church loves, cares for and appreciates them and needs them in its total program
- 4) Show Pathfinders what God has planned for their lives
- 5) Train Pathfinders for missionary service
- 6) Develop the Pathfinder's appreciation for nature
- 7) Teach Pathfinders specific skills and hobbies that will make their life meaningful and will occupy their time profitably
- 8) Help keep Pathfinders physically fit
- 9) Give opportunities for the development of leadership

The Pathfinder Club will encourage its members to belong to the church, confess their Christian faith, and take an active part in fellowship, worship, outreach and service. The Pathfinder Club will challenge its members in the mission and ministry of Christ through the church so that God's Word becomes meaningful and fruitful in their lives.

Policies

1. The pathfinder has to have the registration form filled out by the third meeting to continue participating in club events
2. Reward self discipline with earning points toward obtaining uniform

Code of Conduct

1. Pathfinder will respect leaders and counselors. Romans 13:5; Exodus 20:12
2. Pathfinder will listen for instructions and follow them the first time he/she is asked. Proverbs 16:20
3. Absolutely NO put-downs! John 13:34, Romans 12:10
4. Pathfinder will respect other club members. Romans 13:9-10, Galatians 5:13
5. Pathfinder will respect church/club property and the property of others. Philippians 2:4
6. Pathfinder will exhibit modesty in dress and appearance. 1 Timothy 2:9, 10, 1 Timothy 4:12
7. Pathfinder will keep a positive attitude and not bring others down with complaining. Proverbs 17:22, Philippians 2:14

8. Pathfinder will be obedient and cooperative. 2 John 6, Titus 3:1
9. Pathfinder will keep a Christian attitude. Philippians 2:5
10. Pathfinder will not engage in improper conduct with someone of the opposite sex. Ephesians 5:3 Our club maintains a hands-off policy with regards to relationships with those of the opposite sex.
11. Pathfinder will keep the Pathfinder Pledge and Law.

Discipline Procedures

Step 1 Warning

Step 2 Separated from group for 5-10 minutes

Step 3 Taken to director

Step 4 Director will bring issue to parents to discuss further action

If misbehavior is severe and/or continuous, suspension from club activities for a week or more may be necessary. Blatant and direct disobedience results in an automatic one week suspension.

Point System & Awards

Our club operates with a point system. A Pathfinder accumulates points each time they are present for a meeting. Points are awarded for attendance, punctuality, and coming prepared for meetings. The purpose of the point system is to encourage Pathfinders (and parents) to remain active and to promote accountability within the club.

Points are tallied after each meeting and a poster in the room allows each Pathfinder to track their progress. Excused absences are not counted in the totals. Before each camping trip, a review of the point totals will be made. Any Pathfinder with less than 80% of their total possible points will not be allowed to go on that trip.

Uniforms & Dress Code

Uniforms are required for all meetings and events unless specified otherwise by the Pathfinder director. We have 3 uniforms.

- 1) Club T-shirt
- 2) Class B uniform-dress shirt with dress pants or skirt, belt.
- 3) Class A uniform-full dress uniform including dress shirt, dress pants/skirt, sash, scarf and slide, belt.

The Class A & B uniform includes low-heel, black dress shoes, black socks.

Skirts must be worn for ceremonies and when required by club leadership.

Shirt & honor patches & pins are provided by the club. Patch & pin placement is important on the dress uniform. Please pay close attention to the diagram that is provided. Patches must be sewn on.

Dress code: We expect all Pathfinders to exhibit modesty in dress. No bare midriffs, no spaghetti straps or low-cut shirts, no high-cut shorts, no low-riding pants, no jewelry or heavy make-up.

Attendance & Participation

Regular attendance is necessary for a successful program. Pathfinders that are absent may not be able to complete projects, honors or Class Level requirements. They also miss information and important announcements.

Attendance at non-meeting events is also important. All Pathfinders are expected to participate in service projects, fundraisers and field trips.

Excused absences are granted for illness or vacation only. Please call your leader when you need to miss a meeting or other function (phone numbers are in the back). Please call before the event to be missed. This is especially important if you cannot make it to an off-site event.

Arrival & Dismissal

We have only a short time to accomplish our goals each meeting so we ask that Pathfinders be prompt to meetings and other functions. The regular meeting starts at 5 PM. The club meeting is over at 7:00 PM. We try to finish by this time and we ask that you arrive promptly to pick up your child.

Personal Electronics Policy

We do not allow any personal electronics at our club meetings, events or campouts. This includes ipods, MP3 players and related devices, cellphones, or video game devices. Occasionally, on long trips, we will allow them in vehicles only. If a parent is insistent that a Pathfinder keep a cell phone with them on a trip, it must be used to call parents only and should be kept with their gear. If it becomes a distraction, it can be taken away at the discretion of the director. Please keep these items at home.

Finances

Fees for Pathfinders include a \$20 registration fee to be paid upon entering Pathfinders. After that, Pathfinders will pay for camping trips and other events as they occur. A list of events and anticipated fees and due dates is below. Payment must be made before each trip and turned in with a permission slip. Usually, fees for trips are due the month before the trip is to be made. This is so we can pay fees to whoever is hosting the event.

Each Pathfinder must also have a club tee-shirt. The cost for a tee-shirt is \$15. A club sweatshirt is available for \$20 but it is optional.

Also, each Pathfinder is responsible for purchasing a dress uniform. The shirt, scarf & slide, sash, belt, and pants or skirt are available from AdventSource. A complete uniform should be

\$60-75. Catalogs will be provided at registration or you can order online at adventsource.org. All patches are provided by the club.