



NEW MEMBER BOOKLET

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WHAT IS PATHFINDERS?

Pathfinders was first established in Australia in the early 1950's. There are now over 3000 Pathfinders in Australia and over 2 million Pathfinders worldwide.

Pathfinders is an activity based organisation especially designed for 10 – 16 year olds.

It is an international organisation that is sponsored by local Seventh-day Adventist churches, and operated by trained volunteers.

The program provides the opportunity for Pathfinders to develop their self-worth in a fun, safe and caring environment. They also develop an appreciation for Christian spirituality and its role in their lives.

It aids in the development of leadership and positive group skills, teamwork and fun problem-solving experiences.

Pathfinders has a focus on developing skills in the outdoors through practical camping, hiking, nature study and other outdoor adventure activities.

Pathfinders are also exposed to a broad range of skills, crafts, arts and other practical pursuits.

Pathfinders will experience the joy in serving others by meeting community needs.

Pathfinders will also be encouraged to live a healthy lifestyle so that they can become all that God intended them to be.





PATHFINDER PLEDGE

Both the Pathfinder Pledge and Law are an important part of Pathfinders.

Thousands of Pathfinders each year learn and commit to the Pathfinder Pledge and Law for the sole purpose of growing closer to God and to others.

Loving the Lord my God I will:

Daily seek His presence,
Show friendship to others,
Keep the Pathfinder Law,
And honour my country.



PATHFINDER LAW

The Pathfinder Law is for me to:

Look for the good in others,
Aim to do my best,
Love and respect my family,
Be thankful for what I have,
Preserve God's creation,
Take care of my health,
Be involved in my church,
And go where He sends.



PATHFINDER CLASSES

Pathfinders are separated into different class groups based on the age of the child.

One class is completed each year.

The local club will achieve the class outcomes through one of three different methods; Traditional, Specialty or "Way to Go".

LEVEL 1



FRIEND

10 YEARS OLD

COMPANION

11 YEARS OLD

LEVEL 2



EXPLORER

12 YEARS OLD

RANGER

13 YEARS OLD

LEVEL 3



VOYAGER

14 YEARS OLD

GUIDE

15 YEARS OLD



PATHFINDER INVESTITURE

Investiture takes place during a church service run by the Pathfinders and is usually held in late November or early December each year.

Each child is encouraged to achieve the requirements so they can advance to the next level.

To be invested, Pathfinders must participate in at least 75% of prepared activities and attend at least 75% of their club's annual program. This includes hall nights (if applicable), campouts, Pathfinder days, camporee, expedition, Pathfinder fair, community projects and fundraising.

Children must complete at least two honours, learn and understand 10 Bible texts and exhibit the spirit of Pathfinders.

It is necessary for the leaders to adhere to this in order to make it fair on those who do attend and put in the required effort.

We trust that you will work with your child in this endeavour with transport to events, encouragement and support.

PATHFINDER HONOURS



Pathfinders derive a great deal of satisfaction in obtaining honours.

There are hundreds of honours to choose from. Each honour is designed to teach Pathfinders a specific skill in areas such as; arts and craft, outdoor activities, nature, sport, home skills and personal development.

For a Pathfinder to earn an honour they must complete all the

requirements to the best of their abilities.

If you as a parent have a skill in a particular area and have time to share your skill, we would love to hear from you as we are always looking for a new challenge for the Pathfinders.

On completion of an honour, Pathfinders receive a small patch token. This is then sewn onto the dress uniform sash.





PATHFINDER UNIFORM

A uniform is worn at all Pathfinder events.

There are two types;
Dress Uniform and Field Uniform.

DRESS UNIFORM

Dress uniform is used for formal occasions like Pathfinder day, investiture day and camporee opening parade.

The uniform provides identification and acknowledgement of Pathfinder honours, events and class work that has been completed.

The sash is where honours, badges and Conference patches are sewn and help provide a record of achievement while they are in Pathfinders.

There are two variations of the dress uniform. Your club will let you know which dress uniform you will need.

FIELD UNIFORM

For all club activities, the field uniform must be worn.

This consists of a club T-shirt, comfortable pants, shorts or skirt, and comfortable walking shoes/sneakers.



EQUIPMENT

Camping and hiking gear can be expensive. Gear needs to be chosen carefully in order to get best value for money. The following guide takes into account cost and efficiency.

SHOES/BOOTS

A decent pair of sturdy boots or shoes is necessary for both safety and comfort. Thongs or sandals are not appropriate for the Australian bush.



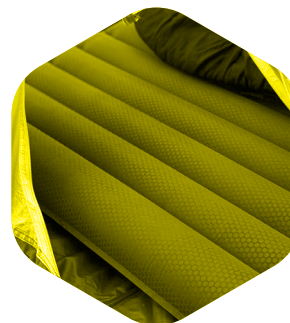
BACKPACK

It is very important that a proper-fitting, well-constructed backpack be obtained. You may be looking at around \$100 for something that is suitable.



SLEEPING MAT

Each child should have a sleeping mat that can be rolled up. This is essential for all campouts to insulate against cold ground and to provide a small amount of comfort.



EQUIPMENT

HAT & SUNSCREEN

Please ensure Pathfinders have a hat and sunscreen at every Pathfinder event. Your club will advise what style of hat should be worn.



SLEEPING BAG

We recommend you purchase a -5° rated bag. Anything lower will be too hot for summer and anything higher will not keep your child warm in winter. A sleeping bag liner (inner sheet) is also recommended as they keep the sleeping bag free from dirt, grease and sand, etc. It will also add warmth to a sleeping bag.



WET WEATHER GEAR

A nylon-type poncho is cheap, compact and required on all campouts regardless of the forecast.



COOKING EQUIPMENT

Each child will need to supply their own cooking equipment, including stove (eg. hexamine or gas) and utensils (cooking pot, plate, bowl, cutlery, etc.). Many stoves come as a kit that include a pot and utensils.



EQUIPMENT

TORCH

Each child must have a torch. We recommend a compact LED torch that is light for carrying on hikes. Head torches are great for setting up in the dark and for hiking, but are not compulsory.



TENT

The club will supply tents for all campouts including the expedition, but if you would like to buy your own tent, please see the leaders for advice.



THERMAL UNDERWEAR

Thermals make winter camping more comfortable — particularly on cold nights. We recommend polypropylene or woollen thermals.



WATER BOTTLE

A one litre water bottle is required for all campouts and Pathfinder activities. The club (unless otherwise notified) will supply water in drums for all campouts. The only exception is expedition when each Pathfinder is required to carry all their own water.



PATHFINDER ACTIVITIES

All activities for the year are outlined in the Pathfinder club calendar.

Campouts are usually held over both Friday and Saturday nights. They are generally held in a bush setting where Pathfinders cater for and prepare their own meals.

LEADERSHIP AWARD

The Pathfinder Leadership Award is training provided for Master Guides, Counsellors and Leaders.

Training is usually provided annually over one weekend and consists of a mix of nationally recognised subjects as well as Pathfinder-specific subjects.

There are also some practical components that are completed throughout the year at a local level.

Application forms which outline the topics to be covered are available at least one month prior to the training weekend.

Pathfinders takes child safety very seriously. Every leader is required to have the appropriate state based "Working With Children Check" and must also comply with the "AdSafe - Code of Conduct".

CONFERENCE EXPEDITION

The Conference expedition is a journey-based outdoor recreation event held once a year. Pathfinders are required to be completely self-sufficient on the expedition.

They are required to carry a pack with their own gear, food, sleeping bag and tent (shared between two or three people). The expedition is designed to allow people of all different abilities and experiences gain a personal achievement.

PATHFINDER CAMPOREE

A camporee is an event where Pathfinder clubs come together for a weekend camp or sometimes for 4-5 days to enjoy fellowship together and create memories through fun group activities.

At Camporees, Pathfinders have the opportunity to meet other Pathfinders from all across Australia.

These events happen every two years and are either run at a local Conference level (state-wide), or Australian Union level (Australia-wide).

A Camporee is a memorable event that Pathfinders will remember for the rest of their lives.



PATHFINDER COSTS

CLUB FEES

The club registration fee covers most of the materials for the year. It also covers the cost of honours and Conference badges.

CAMPOUTS

Each club determines the fee for each campout. Payment is required to be made before leaving for each campout.

EXPEDITION

The annual Conference expedition cost is determined by the Conference.

DRESS UNIFORM

A new dress uniform can vary in price from around \$70 to \$170 depending on which uniform your club has chosen to use.

Part of the uniform is a sash, which is where Pathfinders sew their badges. A new sash is required for each child.

Some clubs have a uniform pool from which you can borrow or buy second-hand uniform items.

Dress uniforms can be purchased in person or online from the Adventist Book Centre.

FIELD UNIFORM

A field uniform polo shirt is required for each child. This is provided at cost to you by the local Pathfinder club.

SPONSORSHIP

Sponsorship is sometimes available from local churches to assist and offset the cost to Pathfinders. Contact your club director for details.





HEALTH & SAFETY

All of our Pathfinder staff have a current "Working With Children Check" (WWCC) or equivalent for their state or territory. Each staff member has agreed to uphold the "Adsafe - Code of Conduct" and has also completed the "Adsafe - Safer Churches Awareness Training" in order to remain compliant.

Pathfinder activities are designed to be appropriate to the age group, as well as meaningful, enjoyable and active. Pathfinder safety is taken very seriously and is a high priority when planning club classes and events.

CONTACT DETAILS



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