

PATHFINDER

SPECIALTY

PROGRAM

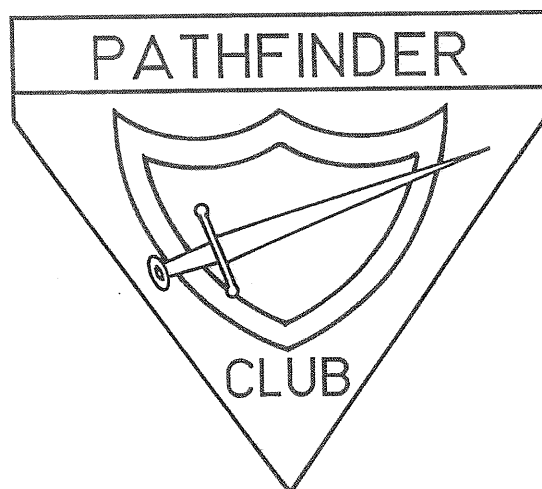


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FIRST AD ✓

DAIRY & CANNING ✓

MARKING ✓

WILDERNESS LIVING ✓

BUSHCRAFT ✓

COMPASSING ✓

2 COMMUNITY ✓

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PREFACE

'Let every true Christian work for the children and youth, presenting before them the matchless loveliness of Jesus.'

~1 SM 319 ~

As parents, teachers and leaders we have a responsibility for the spiritual, physical, mental and social development of the young people placed in our charge. We cannot take this responsibility too lightly and should do all in our power to see that our young people are not neglected.

The Pathfinder organisation is one avenue that uses activities in a controlled environment to help fulfil these responsibilities.

The Pathfinder Specialty Program is an alternative to the existing Pathfinder Program and is not a replacement. It is a program designed for clubs who have sufficient expertise and staff and who desire to do a little more for their teen Pathfinders. This program, while extracting from the existing program the essential activities, is a far more practical/physical program. While introducing more practical activities, it still caters for those young people who are not particularly attracted to outdoor physical activities. The Pathfinder Specialty Program introduces Teen Group Activities in contrast to Teen Class Activities. It also introduces more activities for the club to do as a total group. The program has been designed not only with Pathfinders in mind, but the Staff members as well, with a reduction in the total number of meeting commitments.

All Pathfinder Classes from the existing program have been changed in some way as to the type of activities covered, the content of the activities, how and where the activities are done, and the amount of learning content. The Junior Pathfinders will complete most of their activities in the usual class groups, but the teens, by participating in the Specialty Program, will select their own specialties.

It is hoped that the Pathfinders and Staff who embark on the Pathfinder Specialty Program will find it rewarding and that through these activities will discover a closer relationship with their personal Saviour, Jesus Christ.

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The committee wishes to acknowledge the valuable contributions that the following people have made in the preparation of this program and resource material.

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INTRODUCTION

The Pathfinder Specialty Program is an alternative to the main stream Pathfinder Program. It requires the Pathfinders to attend 10 'Hall' meetings, 5 campouts, 1 outreach activity, 1 community service activity, 50% of the local Conference events, and to participate in the Adventist Appeal each year.

All the 'basic' Pathfinder skills are taught in the Junior units (Friend to Explorer) while the Teens operate as a group or as mixed units and are able to select certain activities. Activities selected by the teens allow them to 'specialise' in areas of interest or to experience and develop new skill activities.

Specialty Program activities are grouped into four categories:

a) Activities completed as a club. Activities that were common to all main stream Pathfinder classes ie. memory gem, outreach, community service, Church heritage, temperance, etc have been taken out of the class activity. It can now be completed as an entire club. It is therefore the responsibility of the local Pathfinder Executive to organise these activities.

b) Activities completed at the club hall. These activities are predominantly practical or hands on type. The Juniors have a predetermined set of activities, while the Teen Pathfinders select for themselves from a set of specialties or honours. Some club hall activities also require campout activity time.

c) Activities completed at a campout. These activities comprise both practical and learning types. Again the Juniors have a predetermined set of activities. The Teens continue with activities as determined by their selection. The Teen Pathfinders have a core list of activities, some of which are required to be completed at each campout. These core activities are predetermined, and are Spiritual and Personal Development group discussion type activities.

d) Advanced Activities. Advanced activities are completed by the Pathfinders under their own initiative at home with the encouragement of their unit counsellor.

Juniors to be invested, must complete all club, hall and campout activities. To be invested for Advanced, they must complete at home, the advanced set of activities based on their unit.

Teens to be invested, must complete all the club activities, the campout core activities, and the selected specialty or honours of their activity group. Teens are invested according to their unit, ie Ranger, Voyager, and Guide. To be invested for Advanced, they must complete at home the advanced set of activities based on their unit.

DEFINITIONS

Club: Some activities of the Specialty Program are completed as a Club. Activities completed as a Club count towards the investiture of the individual Pathfinder irrespective of which Unit they belong to.

Units: Pathfinders are placed into Units based upon their age or peer group. They may be either single or mixed gender Units. In these Units the Pathfinders participate in Club Parades, Club outings, Club required activities and advanced activities. Pathfinders are invested according to their Unit. These Units are Friend, Companion, Explorer, Ranger, Voyager, and Guide.

Activity Groups: These are the groups into which the Pathfinders are placed in order to complete the majority of the activities required for investiture. For the Junior Pathfinders, these Activity groups are the same as the Units, ie. Friend, Companion, Explorer and the Counsellor doubles for the activity group leader. However the Teen Pathfinder Activity groups are not based upon the Units but rather are comprised of Teen Pathfinders from any of the three Teen Units (Ranger, Voyager or Guide). These Activity groups could include Teens doing their choice of a specialty or an honour. Teen Unit Counsellors may double as specialty or honour coordinators.

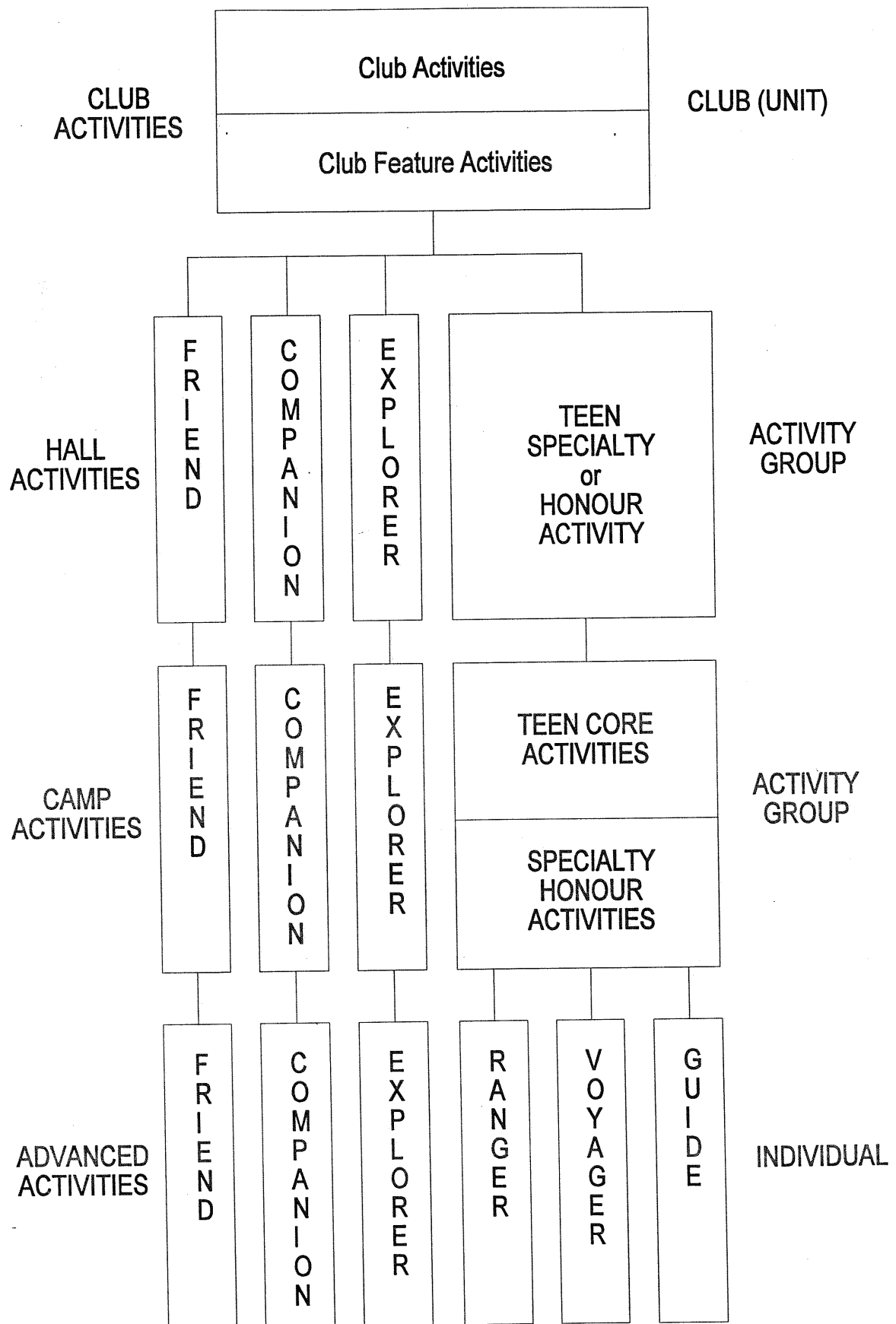
Teen Specialty: This is a group of activities that the Teen Pathfinder can select to complete in order to receive a specialty award. Specialties are selected by the teens from a list of three offered by the local Pathfinder Executive. Specialty activities are completed in six month blocks.

Teen Club Selected Honour: In addition to the three specialties offered to the Teens, the Pathfinder Executive also selects two club honours which the Teens may complete instead of doing a specialty activity. Two honours are completed in each six month block.

Teen Core Activities: In addition to the specialties or honours that the Teens select, there is a core set of activities each year that the Teens need to complete. This core is a predetermined set of activities that are completed on the four activity group camps.

Club Features: These are selected by the club executive committee, from the list of activities and given where possible by special guest presenters to the entire club. There are four features to be covered annually. Each feature consists of six presentations, therefore in the six years of a Pathfinder's career, they receive all the information. Because there are five periods allocated each year to club features, you may extend one of these features over two periods or use the additional period for a review of all four previous features.

MODULAR ACTIVITY STRUCTURE



CLUB ACTIVITIES

These are activities that the Club has to accomplish in order for the Pathfinders to be invested, and are done outside the two activity periods of the regular club program. They are therefore the responsibility of the Pathfinder Executive Committee to organise and not the Unit Counsellor.

1. Ensure that all Pathfinders hold two current Memory Gem Certificates. (These are based on exams taken half yearly consisting of six memory gems from the existing slips so that one memory gem corresponds to each hall meeting and campout conducted.)
2. As a club take part in the Adventist Appeal with 50% of the Club participating.
3. As a club be involved at least once a year on a community service project in which 80% of the club participates.
4. As a club take part in at least one outreach program (other than Adventist Appeal), with 80% of the club participating.
5. Throughout the year have your Pathfinders invite visitors to a Pathfinder meeting, Club Camp or local church Pathfinder day. The total number of visitors must be greater than or equal to 15% of your Pathfinder membership.
6. Attend at least 50% or more of your local conference Pathfinder events conducted during the Pathfinder year.
7. Conduct a 30 minute club special feature each hall meeting. At each of the ten regular club programs, there are 30 minutes given alternately for either drill activities or club features. This period therefore will be used five times for drill activities and five times for club features. The club features are to be on church heritage, camping, ceremonies and health. Because there are five periods allocated each year to club features, you may extend one of these features over two periods or use the additional period for a review of all four previous features.

One section (eg a or b or c etc) of each feature, must be presented each year. The sections may be taught in any order, however only ONE section may be taught in any one year.

Ensure your selected topics are recorded in the Club Activities Register for future reference.

CLUB FEATURES

CHURCH HERITAGE

Show the prepared audio/visual, or have a presentation by a guest speaker on one of the following topics. Have the Pathfinders complete a work sheet for the topic presented.

Slides & Cassettes

- a. The Great Controversy
- b. The Midnight Cry
- c. Tell it to the World
- d. Spread of the Advent Message
- e. Role of Ellen White in SDA Church Development
- f. Study the History of Your Local Church

"Keepers of the Flame" Videos

The Apostasy
The Great Expectation
After the Disappointment
The Reformers
Either A Lesser Light,
A Healing Ministry,
OR Ellen The Woman
Division or Union Session Video
eg Pitcairn Harvest

CAMPING

Have Pathfinders participate in a presentation to the club on one of the following:

- a. Sleeping Equipment
- b. Cooking Equipment
- c. Search and rescue operations
- d. Camp Clothing
- e. Back Packs
- f. Bush fire emergency

CEREMONIES

Have Pathfinders participate in a presentation to the club on the use of one of the following:

- a. National Flag
- b. National Anthem
- c. Club Flag
- d. Pathfinder Song
- e. Club Guidon
- f. Flags on the March

HEALTH

Have Pathfinders participate in a club activity on one of the following:

- a. Smoking
- b. Alcohol
- c. Drugs
- d. Diet/Nutrition
- e. Exercise/physical fitness
- f. Adventist Lifestyle

JUNIOR PATHFINDER ACTIVITIES

Junior Pathfinder Activities are divided into three sections. Those done at the Club Hall, those done in a campout situation and those for advanced achievement.

To be invested for a Junior award, the Pathfinders must complete both the hall activity and the campout activity sections.

The advanced activities are those that are done by the Pathfinders to be invested for the Advanced Class awards. It is recommended that these be done through the Pathfinders own initiative, under the guidance and encouragement of their unit Counsellor. Upon completion of each activity the unit counsellor will assess their achievement and authorise it as satisfactory.

In the following Activity groups the coding before each activity ie /2/1/ indicate the number of hall and campout activity periods that are assigned to each activity. In the above example there would be two hall activity periods and one campout activity period assigned for the completion of that activity.

FRIEND

To be invested for Friend a Pathfinder must:

- a. Be at least 10 years of age or in year 5.
- b. Be an active member of a Pathfinder club.
- c. Participate in at least four club campouts.
- d. Complete all club organised activities.
- e. Successfully complete the following list of activities.

Hall Activities:

Some of these activities require campout time as well.

1. /1/0/ Memorise and explain the pathfinder Pledge and Law.
2. /1/0/ Know how to purify water and consider Jesus as the water of life.
3. /1/0/ Discuss the temperance principles in the life of Daniel, or participate in a presentation or role play on Daniel 1. Sign an appropriate pledge card.
4. /1/0/ Learn the principles of a healthful diet and prepare a chart on the basic food groups.
5. /4/0/ Complete one of the following honours: Cats, Dogs, Mammals, Seeds, Bird Pets.
6. /1/3/ Identify 10 wildflowers and 10 insects in your area.
7. /1/0/ Know how ropes are made and demonstrate how to care for ropes in the correct manner.
8. /4/0/ Tie and know the practical use of the following knots: overhand, granny, square, slip, double bow, two half hitches, figure of 8 and a bowline.
9. /2/0/ Pass a test in general safety.
10. /1/0/ Know 10 hiking rules.
11. /1/0/ Know what to do when lost.
12. /1/2/ Learn the signs of track and trail. Be able to lay a 2 km trail that others can follow, and be able to track a 2 km trail.
13. /1/0/ Know how to properly use a knife or axe, and know 10 safety rules in their use.

Campout Activities:

These activities are in addition to those hall activities that require campout activity time.

14. /0/1/ Watch a demonstration on how to build a camp shelter and consider Jesus as our refuge place.
15. /0/1/ Hike 3 kms in one hour.
16. /0/1/ Demonstrate baking, boiling and frying of camp foods.
17. /0/1/ Participate in a one hour nature appreciation walk and observe nature objects that relate to Bible passages.
18. /0/1/ Pitch and strike a tent.
19. /0/1/ As a group make a camp bed from natural materials.
20. /0/1/ Know how to build and light a fire, using natural material, and keep it going.
21. /0/4/ Memorise the New Testament books of the Bible and know the four areas into which the books are grouped. Demonstrate your ability to find a given book.
22. /0/4/ Participate in at least 4 club campouts.

Advanced Friend Activities:

1. Be invested for Friend.
2. Participate in the club required Community Service project for the year.
3. Complete the Pathfinder Honour in Beginners Swimming.
4. Identify an additional five wildflowers and five insects.
5. Start a fire with one match using natural materials and keep the fire burning.
6. Attend at least one Conference event.

COMPANION

To be invested for Companion a Pathfinder must:

- a. Be at least 11 years of age or in year 6.
- b. Be an active member of a Pathfinder club.
- c. Participate in at least four club campouts.
- d. Complete all club organised activities.
- e. Successfully complete the following list of activities.

Hall Activities:

Some of these activities require campout time as well.

1. /1/0/ Learn about the detrimental effects of smoking on health and fitness, and write your own pledge of commitment to abstaining from the use of tobacco.
2. /1/0/ Learn how to keep a log.
3. /4/0/ Complete one of the following honours: Birds, Domestic Animals, Ferns, Insects, Poultry, Shells, Trees and Shrubs.
4. /3/0/ Complete section 1. -the Map, of the Map and Compass honour.
5. /2/1/ Complete section 3. -Direction without the aid of a compass, of the Map and Compass honour.
6. /1/0/ Know at least six points for the selection of a good camp site.
7. /2/0/ Review the friend knots.
8. /3/0/ Tie and know the practical use of the following knots: sheet bend, sheepshank, fisherman's knot, timber hitch, taut line hitch.
9. /2/2/ Pass a test in Companion First Aid.
10. /1/0/ Discuss the safety rules in lighting a fire.

Campout Activities:

These activities are in addition to those hall activities that require campout activity time.

11. /0/1/ Discuss with your leader physical fitness and regular exercise as they relate to healthful living.
12. /0/1/ Hike 8kms and keep a log.
13. /0/1/ Participate in a nature game or participate in a one hour nature appreciation walk.
14. /0/3/ Identify and describe ten birds and ten trees.
15. /0/3/ Learn the four basic lashings: square, diagonal, sheer and continuous, and as a group build an article of camp furniture.
16. /0/2/ Build five different fires and describe their use.
17. /0/1/ Cook a camp meal without the aid of utensils.
18. /0/2/ Read the gospel of Matthew in any translation, and commit to memory the Lord's Prayer. Matthew 6:9-13
19. /0/4/ Memorise the Old Testament books and know the five areas into which the books are grouped. Demonstrate your ability to find any given book.
20. /0/4/ Participate in at least 4 club campouts.

Advanced Companion Activities:

1. Be invested for Companion.
2. Participate in the club required Community Service project for the year.
3. Complete the Pathfinder Honour in Advanced Beginners Swimming.
4. Commit to memory any one of the following:

Beatitudes	Matthew 5:3-12
Christ's Return	Matthew 24:4-7, 11-14
Gospel Commission	Matthew 28:18-20
5. Identify an additional five birds and five trees.
6. Prepare a knot board with at least fifteen knots.
7. Attend at least one Conference Event.

EXPLORER

To be invested for Explorer a Pathfinder must:

- a. Be at least 12 years of age or in year 7.
- b. Be an active member of a Pathfinder club.
- c. Participate in at least four club campouts.
- d. Complete all club organised activities.
- e. Successfully complete the following list of activities.

Hall Activities:

Some of these activities require campout time as well.

1. /1/1/ Be able to identify Achernar, the Southern Cross, the Pointers, and Orion. Know the significance of Orion as told in "Early Writings."
2. /1/0/ View an audio/visual or participate in a discussion on the physical effects of the drug alcohol on the body. Write and sign a pledge card choosing a life style free from alcohol.
3. /2/1/ Identify three planets, five stars, and five constellations.
4. /4/0/ Complete one of the following honours: Amphibians, Birds, Flowers, Stars, or Weather.
5. /1/0/ Review the points of a good camp site.
6. /4/0/ Pass a test in Explorer First Aid.
7. /1/2/ Complete one recreational honour not previously earned, or one nature honour in addition to activity 4.

8. /2/0/ Review the Friend and Companion Knots and learn the tape knot.
9. /1/0/ Plan a menu for a three day camping trip for four people.
10. /1/1/ Have a basic knowledge of the use of a two way radio.
11. /2/1/ Complete section 2 -The Compass, of the map and compass honour.

Campout Activities:

These activities are in addition to those hall activities that require campout activity time.

12. /0/1/ Complete section 4 - Practical, of the map and compass honour, and keep a log.
13. /0/3/ Identify six tracks of animals or birds. Make a plaster cast of two tracks.
14. /0/1/ Plan and cook two camp meals.
15. /0/1/ Review the four basic lashings and as a group build one article of camp furniture.
16. /0/2/ Read the Gospel of John in any translation, and discuss in your group any one of the following:

John 13:12-17	Humility
John 14:1-3	Lord's Promise
John 15:5-8	Vine and Branches
17. /0/1/ Understand and be able to explain the meaning of Proverbs 20:1 and Proverbs 23:29-32
18. /0/1/ Become familiar with the use of a Concordance.
19. /0/4/ Participate in at least 4 club campouts.

Advanced Explorer Activities:

1. Be invested for Explorer.
2. Participate in the club required Community Service project for the year.
3. Commit to memory any one of the following:

John 13:12-17	Humility
John 14:1-3	Lord's Promise
John 15:5-8	Vine and Branches
4. Make two additional plaster casts of birds or animal tracks.
5. Complete one additional honour not previously earned.
6. Attend at least two Conference events.

TEEN PATHFINDER ACTIVITIES

To be invested for a Teen award the Pathfinder must complete both a core set of activities and a selective set of activities. The core set of activities are to be completed in a camping situation and it is recommended that these activities be the basis for a Spiritual theme for each camp. The selective activities are to be completed in both the hall and campout situations.

Advanced activities are those done by the Teen Pathfinder to be invested for the Advanced Class awards. These advanced activities are to be done through the Pathfinders own initiative in their own time, under the guidance and encouragement of their unit Counsellor. They are not club organised activities. Upon completion of each activity the unit counsellor will assess the teen's achievement and pass it if satisfactory. The Club Director or Deputy Director will then question the Pathfinder on the activity and sign it as being completed.

In the selective section the Teen Pathfinder can select from a list of specialties offered by the club. Each of these specialties requires ten regular club activity periods. As the club year has ten regular club meetings with two activity periods in each, you have twenty activity periods to use. That means you can complete two specialties each year. A printed certificate and a cloth token, to be worn on the Pathfinder sash, is available upon completing each specialty. The certificate is available from your Conference Youth Ministries Department or can be copied from this manual and filled in with the Pathfinder's name, specialty completed and date of completion.

All Pathfinder specialties are categorised based on similarity, into one of six groups. These Specialty Groups are:

- Arts and Crafts
- Camping
- Nature Awareness
- Community Building
- Recreation
- Personal Development

A list of the currently available specialties in each of the groupings can be obtained from your Conference Youth Ministries Department, and will be updated at least once a year. The activities list for each specialty is in Appendix A at the end of the Administrative section of this manual (page 53). The Resource package for each Specialty is available from the local Conference Youth Ministries Department.

CURRENT SPECIALTIES AVAILABLE

(30 January 1996)

Arts and Crafts
Craft ?

Camping ✓
Campcraft ✓
Hiking ✓
Bushcraft ✓
Wilderness Living ✓

Nature Awareness ✓
Nature ✓

Community Building ✓
First Aid ✓
Drill and Marching ✓

Recreation ✓
Recreation ✓

Personal Development ✓
Communications and Personal Development ✓

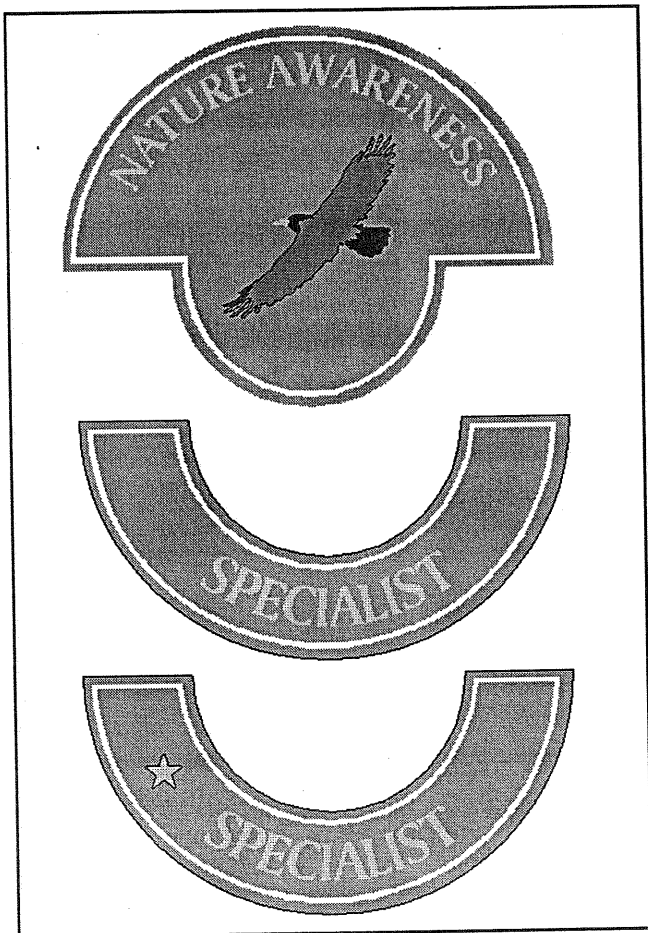
Honours awarded for Specialty Activities

In some instances honours may be awarded for the completion of specialties. In these cases the list of honours that can be obtained, is found in the front of the resource material. Examples of honours that can be awarded with specialties are:

Drill and Marching Honour - Complete - Drill and Ceremony Specialty
Knot Tying Honour - Complete - Bushcraft Specialty
Campcraft Honour - Complete - Campcraft Specialty
Christian Grooming and Manners
Complete - Communications and Personal Development Specialty
Fire Building and Camp Cooking
Complete - Bushcraft Specialty
- Campcraft Specialty
Pioneering Honour
Complete - Bushcraft Specialty
- Campcraft Specialty
- Wilderness Living Specialty
Hiking Honour - Complete - Hiking Specialty (including 11.c)

SPECIALTY TOKENS

The following specialty token example, uses the token from the Nature Awareness specialty.



This is the basic token given to the Pathfinders for completing their first specialty from a specialty group. Any specialty from the group can be completed in order to receive the token.

An add-on token is given to the Pathfinders for completing a second specialty from a specialty group.

An add-on star is given to the Pathfinders for each subsequent specialty completed within a specialty group. As many stars can be earned as there is specialties within a group.

If the teen Pathfinder does not wish to do any of the specialties offered they can do club selected honours.

Each year, the Teen Pathfinders can choose to do any of the following combinations in order to complete the selective set of activities:

- * 2 specialty activity groups
- * 1 specialty activity group and 2 club selected honours
- * 4 club selected honours

For the Teen Pathfinder to be invested, they must be involved in at least 75% of club activities.

TEEN CORE ACTIVITIES

Group One of the Three year Teen cycle

- * 1. Memorise and understand the Adventist Youth Aim, Pledge and Motto.
- * 2. Discover from group discussion, the forces involved in becoming a Christian. What is the Gospel and how does that apply in my life?
- * 3. Through discussion and creative group work, demonstrate your answers on "How Do I Find God?"
- 4. With your group make plans for a social activity at least once during the year.
- * 5. In group discussion and by personal inquiry examine your attitude to one of the following topics:
 - self-confidence
 - friendship
 - social graces
 - willpower
- * Suggested Spiritual themes for Club Camps.

Group Two of the Three year Teen cycle

- * 1. Study the personal work of the Holy Spirit as it relates to mankind and discuss his involvement in spiritual growth.
- 2. Discuss and prepare a flow chart on local church organisation, and the departmental functions.
- * 3. Organise a health party with your group.
- * 4. In group discussion and by personal inquiry examine your attitudes toward one of the following topics:
 - self concept
 - human relationships-parents, family, and others
 - earning and spending money
 - peer pressure
- * 5. Discuss at least one aspect of your choice on the Second Coming.
- * Suggested Spiritual themes for Club Camps.

Group Three of the Three year Teen cycle

- * 1. Through creative study and discussion become familiar with the Bibles' emphasis on the stewardship of time, health and possessions.
- 2. Following discussion, prepare a flow chart on denominational organisation, with special details of the South Pacific Division.
- 3. With your group make plans for a social activity at least once during the year.
- * 4. In group discussion and by personal inquiry, examine your attitudes to one of the following topics:
 - choosing your career
 - moral behaviour/Aids
 - sex and dating
 - choosing your life partner
 - homosexuality
 - handling separation and divorce
- * 5. Participate in an activity on the Old Testament Sanctuary Service and discuss how it points to the cross and the personal ministry of Jesus.
- * 6. Learn at least two creative ways of studying the Bible.
- * Suggested Spiritual themes for Club Camps.

SPECIALTY RESOURCE MATERIAL

Resource material is available from your Conference Youth Director for all Teen Specialties. This resource material is to supplement the existing knowledge of the specialty coordinators. In most cases, more resource material is supplied than is required for a 40 minute activity period. Therefore, the specialty coordinator must glean from the material enough information to supplement his/her own, and to fill the activity period time.

Resource material is supplied for each individual activity. Some activities are required to be completed both in the hall and on a campout, therefore the resource material should be spread throughout both situations. Activities that have a campout component, are indicated by a '+' in front of the activity in the specialty activity list provided at the beginning of each specialty. Within the resource material provided, is a copy of the activity 'requirement' and an outline. The outline is the author of the specialties suggestion on how to best approach the activity using the provided material. Whether this suggestion is followed or not and whether the provided resource material is used or not, it is important to ensure that the activity 'requirement' be completely achieved.

For most activities, handout sheets are provided. These handout sheets are designed to help the specialty coordinator, and may be work sheets, which the Pathfinders have to complete, discussion sheets or sheets containing topical information. It is intended that the specialty coordinator make copies of these handout sheets for each teen doing the activity, and that they be kept by the Pathfinders as personal resource material for the specialty that they have completed, and that a binder be provided to the Pathfinders for them to store these handout sheets.

SPECIFICATIONS FOR WRITING A PATHFINDER SPECIALTY

Clubs and individuals are encouraged to develop teen specialties and submit them to their Conference Youth Ministries Department who will then forward them onto the Division Youth Ministries Committee for refereeing and grouping into a specialty group. Following is an outline of key points required for writing a specialty. Studying this outline in-conjunction with an already published specialty, will ensure that the new specialty material provides the desired information.

SPECIALTY ACTIVITY LIST

- All activities must be able to be completed within one activity period (ie 35 minutes).
- Activities must be provided for 10, 35 minute hall meetings, and activities for a minimum of one and a maximum of 2 campouts. Hall meeting activities may have a campout component.
- Mark campout activities or activities that have a campout component with an '+' after the activity number.

SPECIALTY RESOURCE MATERIAL

- The first page of the specialty resource material is the specialty title page, naming the specialty and the month and year of the writing of the material.
- On the second page, list all the activities for the specialty in the order that the author feels they should be completed.
- The third page of the specialty resource material, contains a bibliography of the source material used by the author in writing the specialty. The bibliography should have the following format:

AUTHOR SURNAME, FIRST NAME (or initials), Name of book(or article title), year of publication, publisher(or journal name if an article), edition(or volume number)

- Also on this page, list the honours that author feels can be awarded to the Pathfinders on completing the specialty.
- Sequential pages contain the resource material in the activity order as outlined on page three of the resource material. The resource material for the individual activities should consist of the following:
 - * Activity title lists the activity number and the activity.
 - * Outline is the author of the resource materials idea on how the resource material should best be used to achieve the activity aim. This should only be a paragraph.
 - * Resource material is to support the activity leaders current knowledge of the activity. Enough resource material should be provided so that the leader can easily occupy the 35 minute activity period. The resource material should be as practical as possible involving demonstrations and Pathfinder involvement
 - * Hand-out sheets should be provided for every activity and should be placed at the end of the resource material for the activity. The hand-out sheets may be work sheets required for the activity, key points, or a list of highlights about the activity. These sheets are given to the Pathfinders during the activity to maintain their involvement, and can be incorporated into their personal specialty folders.

ADVANCED TEEN ACTIVITIES

Advanced activities are those done by the Teen to be invested for the Advanced Class awards. It is deemed that these advanced activities be done through the Pathfinders own initiative, in their own time, under the guidance and encouragement of their unit Counsellor. Upon completion of each activity the unit counsellor will assess the Teen's achievement and authorise it as satisfactory. The Club Director or Deputy Director will then question the Pathfinder on the activity and sign the activity as being completed.

Advanced Ranger

1. Be invested for Ranger, at least 13 yrs of age or in year 8.
2. Participate in the club Community service project.
3. Attend over 50% of Conference events.
4. Write a 200 word essay on why you believe in Creation rather than Evolution.
5. Complete an additional honour not previously earned other than a Nature honour.

Advanced Voyager

1. Be invested for Voyager, at least 14 years of age or in year 9.
2. Participate in the club Community service project.
3. Participate in the club organised Outreach program.
4. Attend over 50% of Conference Events.
5. Complete at least the skills or service project of the AY Silver Award.

Advanced Guide

1. Be invested for Guide, and at least 15 years of age or in year 10.
2. Participate in the club Community service project.
3. Participate in the club organised Outreach program.
4. Attend over 50% of Conference events.
5. Complete at least the Personal Improvement or the Physical Fitness section of the AY Silver Award.

PATHFINDER SPECIALTY PROGRAM

This Certificate is awarded to

**for successfully completing the required
activities for the**

Pathfinder Specialty

(date)



Director

**Youth Department
South Pacific Division
Seventh-day Adventist Church**

YEARLY CALENDAR

The following calendar activities are essential in order for a club to obtain an 'A' grade.

10 Hall/Indoor Meetings	1 meeting a month, February - November. - each hall meeting to include two periods for work on specialties and one period for club group activity.
+	
5 Campouts	- 1 Club camp (fun camp or Conference camp) - 4 Unit camps (work camps)
+	
1 Community Service Activity.	Depending on the type of Community Service, this could be done on the same day as a hall meeting.
+	
1 Outreach activity.	This also could be done as above.
+	
Local Conference Events.	Attendance at over 50% of all local conference events conducted during the Pathfinder year. These events may include: <ul style="list-style-type: none">- Rally- Expedition- Fair/Camporee- Orienteering Day- Teen Wilderness etc

SUGGESTED HALL/INDOOR MEETING PROGRAM

All the items of the following program are compulsory for every hall meeting and the suggested times are the minimum times. The order of the program may be changed, and the times may be increased to suit the local situation. Additional program activities may be added to the program, but not at the expense of any other activity. The exception to this rule is that a craft activity can be substituted for the games activity. To do this additional time will be needed. However it is recommended that this be the only activity to replace the games.

Opening Parade - Flag Ceremony, Inspection	(10 min.)
Devotional - Songs, Memory Gems, Spiritual Lesson	(30 min.)
First Unit/Specialty Activity or Honour Period	(40 min.)
Club Feature or Drill (alternate meetings)	(30 min.)
Second Unit/Specialty Activity or Honour Period	(40 min.)
Games/Craft	(25 min.)
Closing Parade - Flag Ceremony	(5 min.)
Total	180 min.

Opening/Closing Parade

An opening and closing parade should be conducted in accordance with the procedures outlined in the South Pacific Pathfinder Staff Manual and adapted to suit the local hall situation. As full uniform should be worn at all hall meetings, it is recommended that an inspection be carried out during the opening parade.

Devotional

The thirty minute devotional is an important part of the program and is the responsibility of the club Chaplain. It consists of three, ten minute sections:

- a song service - of inspirational songs
- memory gems - practical instruction and testing of the memory gem
- spiritual object lesson - a practical demonstration of a Spiritual Theme

First/Second Unit/Specialty Activity or Honour Periods

This is the time allocated to the groups to complete activities of their unit (Juniors) or of the chosen specialty or honour (Teens).

Club Feature or Drill

5 of the 10 hall meetings are dedicated to the four club features:

Church Heritage, Camping, Ceremonies & Health - (any one of these topics may take 2 weeks to cover - using up the 5th meeting)

5 of the 10 hall meetings are dedicated to drill at the halt and on the march.

SAMPLE CALENDAR OUTLINE

Following are examples of how you can plan your Teen Specialty Program over a one or three year period. These outlines provide for larger clubs who may want to operate up to three specialties at the one time. Where this occurs then the advantage of developing a three year specialty plan as presented ensures that each Pathfinder is exposed to a specialty twice in their three year stay in teens, allowing them to complete two specialties that may have been presented to them to choose from at the same time.

As there are two activity periods to each club program then activity period 10 would bring you to the end of June (5 months) and activity period 20 to the end of November.

Notice that in those five month periods, you can complete 2 honours (periods 1-4 and 6-9) or one specialty (periods 1-10). The letters a,b,c, etc represent the various specialties First Aid, Bushcraft, Campcraft etc. While the numbers beside the letters stand for the activity number of that specialty that should be dealt with during that activity period.

ONE YEAR CYCLE EXAMPLE

		Year 1			
Meeting 1	Period 1	H	A1	B1	D1
	Period 2	H	A2	B2	D2
Meeting 2	Period 3	H	A3	B3	D3
	Period 4	H	A4	B4	D4
Meeting 3	Period 5	-	A5	B5	D5
	Period 6	H	A6	B6	D6
Meeting 4	Period 7	H	A7	B7	D7
	Period 8	H	A8	B8	D8
Meeting 5	Period 9	H	A9	B9	D9
	Period 10	-	A10	B10	D10
Camp-out 1		(H)	A1, A3	B11	D2, D4
Camp-out 2		(H)	A6, A7	B14	D6, D7
Meeting 6	Period 11	H	R1	P1	N1
	Period 12	H	R2	P2	N2
Meeting 7	Period 13	H	R3	P3	N3
	Period 14	H	R4	P4	N4
Meeting 8	Period 15	-	R5	P5	N5
	Period 16	H	R6	P6	N6
Meeting 9	Period 17	H	R7	P7	N7
	Period 18	H	R8	P8	N8
Meeting 10	Period 19	H	R9	P9	N9
	Period 20	-	R10	P10	N10
Camp-out 3		(H)	R5, R7	P11	N1-N5
Camp-out 4		(H)	R8-R10	P12	N7-No

KEY

H = Club selected honour

A = First Aid specialty

B = Bushcraft specialty

D - Drill and Ceremony specialty

P = Wilderness Living specialty

R = Recreation specialty

N = Nature specialty

THREE YEAR CYCLE EXAMPLE

	Year 1				Year 2				Year 3			
Period 1	H	A1	B1	D1	H	X1	A1	P1	H	N1	R1	X1
Period 2	H	A2	B2	D2	H	X2	A2	P2	H	N2	R2	X2
Period 3	H	A3	B3	D3	H	X3	A3	P3	H	N3	R3	X3
Period 4	H	A4	B4	D4	H	X4	A4	P4	H	N4	R4	X4
Period 5	-	A5	B5	D5	-	X5	A5	P5	-	N5	R5	X5
Period 6	H	A6	B6	D6	H	X6	A6	P6	H	N6	R6	X6
Period 7	H	A7	B7	D7	H	X7	A7	P7	H	N7	R7	X7
Period 8	H	A8	B8	D8	H	X8	A8	P8	H	N8	R8	X8
Period 9	H	A9	B9	D9	H	X9	A9	P9	H	N9	R9	X9
Period 10	-	A0	B0	D0	-	X0	A0	P0	-	N0	R0	X0
Period 11	H	R1	P1	S1	H	D1	C1	N1	H	B1	S1	C1
Period 12	H	R2	P2	S2	H	D2	C2	N2	H	B2	S2	C2
Period 13	H	R3	P3	S3	H	D3	C3	N3	H	B3	S3	C3
Period 14	H	R4	P4	S4	H	D4	C4	N4	H	B4	S4	C4
Period 15	-	R5	P5	S5	-	D5	C5	N5	-	B5	S5	C5
Period 16	H	R6	P6	S6	H	D6	C6	N6	H	B6	S6	C6
Period 17	H	R7	P7	S7	H	D7	C7	N7	H	B7	S7	C7
Period 18	H	R8	P8	S8	H	D8	C8	N8	H	B8	S8	C8
Period 19	H	R9	P9	S9	H	D9	C9	N9	H	B9	S9	C9
Period 20	-	R0	P0	S0	-	D0	C0	N0	-	B0	S0	C0

NB When there are more than 10 activities, the extras are to be done on campouts

H = Club selected honour

A = First Aid

B = Bushcraft

C = Campcraft

D = Drill and Ceremony

N = Nature

P = Wilderness Living

R = Recreation

S = Hiking

X = Communication and Personal Development

- = available for honour if required

EXAMPLE CALENDAR OVERVIEW

	Club Activities	Club Feature Activities	Teen Core Activities	Additional Comments
Meeting 1		Church Herit 'Tell it to the World'		
Meeting 2		Parade Drill		
Camp 1			Year 1, Activity 1&4	
Meeting 3	Community service (start 2½ hrs early)	Ceremonies Presentation 'National Flag'		
Camp 2			Year 1, Activity 3	
Meeting 4	Pathfinder Day (Church)	Drill at the Halt		
Meeting 5	Memory Gem Exam	Camping Presentation 'Sleeping Equipment'		Teens select next specialties etc.
	Conference Expedition or club fun camp			
Meeting 6		Drill at the halt & on the march		
Meeting 7	Visitors day	Drill games		
Camp 3			Year 1, Activity 2	
Meeting 8	Adventist Appeal (start 2½ hrs early)	Health Presentation 'Smoking'		
	Pathfinder Rally			
Meeting 9	Outreach Activity (start 2½ hrs early)	Health Presentation 'Smoking'		D.D. check
Camp 4			Year 1, Activity 5	
Meeting 10	Memory Gem Exam	Club Drill team championships		Teens select next years specialties etc
	INVESTITURE DAY			

EXAMPLE CALENDAR IN DETAIL

Following is a full year Pathfinder calendar demonstrating how all the activities of the program can be achieved before investiture. All the activities can be achieved by utilising only 17 week-ends per year (including investiture). As well as Unit and Activity Group activities, the calendar allocates time for all club activities. As an example Teen Wilderness Living, First Aid and Communications and Personal Development Specialties have been selected. Only the first line of each activity has been included along with its number. Remember there are two activity periods each hall meeting hence there are two activities listed e.g. Friend 1 & 6.

Meeting 1 Club Feature *Church Heritage; 'Tell it to the World'*

- | | |
|-------------|---|
| Friend | 1. Memorise and explain the Pathfinder Pledge and
6. Identify 10 wildflowers and 10 insects in your area |
| Companion | 2. Learn how to keep a log
10. Discuss the safety rules of lighting a fire |
| Explorer | 3. Identify three planets, five stars, and five con
9. Plan a menu for a three day camping trip for four |
| Specialty 1 | Wilderness Living
p1. Know the possible dangers of eating edible native
p2. Be able to estimate the time during the day |
| Specialty 2 | First Aid
a1. Know and be able to apply the following
a2 Be familiar with the principles of first aid |

Meeting 2 Club Feature *Drill - 'Parade Drill'*

- | | |
|-------------|--|
| Friend | 3. Discuss the temperance principles in the life of Daniel
5. Complete one of the following honours: Cats, Dogs, |
| Companion | 3. Complete one of the following honours: Domestic
7. Review the Friend knots |
| Explorer | 1. Be able to identify Achernar, the Southern Cross, the
3. Identify three planets, five stars, and five con |
| Specialty 1 | Wilderness Living
p3. Find and identify a min. of 20 useful plants
p4. Be able to estimate the time during the nig |
| Specialty 2 | First Aid
a3 Be able to recognise and provide first aid for
a4 Know how to recognise and treat an uncon |

- | | | |
|--------|--------|--|
| Camp 1 | Friend | 6. Identify 10 wildflowers and 10 insects in your area
16. Demonstrate baking, boiling and frying of camp
20. Know how to build, light and maintain a fire, using
21. Memorise the New Testament books of the Bible and |
|--------|--------|--|

Companion	<p>11. Discuss with your leader physical fitness and</p> <p>14. Identify and describe 10 birds and 10 trees</p> <p>17. Cook a camp meal without the aid of utensils</p> <p>19. Memorise the Old Testament books and know the</p>
Explorer	<p>13. Identify six tracks of animals or birds. Make a</p> <p>14. Plan and cook two camp meals</p> <p>17. Read the Gospel of John in any translation, and</p> <p>19. Be familiar with the use of a Concordance</p>
Specialty 1	<p>Wilderness Living</p> <p>p2. Be able to estimate the time during the day</p> <p>p3. Find and identify a min. of 20 useful plants</p> <p>p11 Participate in a search and rescue operation</p>
Specialty 2	<p>First Aid</p> <p>a1. Know and be able to apply the following</p> <p>a3. Be able to recognise and provide first aid for</p>
Teen Core	<p>Group 1, 1. Memorise and understand the Adventist Youth</p> <p>Group 1, 4. With your group make plans for a social</p>

Meeting 3 Special Activity *Community Service (Start Early)*

Club Feature *Ceremonies; 'National Flag'*

Friend	<p>7. Know how ropes are made and demonstrate how to</p> <p>12. Learn the signs of track and trail. Be able to lay</p>
Companion	<p>3. Complete one of the following honours: domestic</p> <p>7. Review the Friend knots</p>
Explorer	<p>5. Review the points of a good camp site</p> <p>8. Review the Friend and Companion knots and learn a</p>
Specialty 1	<p>Wilderness Living</p> <p>p5. Be able to light a fire without a match</p> <p>p6. Explain how animals and their habits can</p>
Specialty 2	<p>First Aid</p> <p>a5. Be able to recognise and provide first aid</p> <p>a6. Know the principles of E.C.M. and be able</p>
Camp 2	<p>Friend</p> <p>6. Identify 10 wildflowers and 10 insects in your area</p> <p>12. Learn the signs of track and trail. Be able to lay</p> <p>18. Pitch and strike a tent</p> <p>21. Memorise the New Testament books of the Bible and</p>
Companion	<p>9. Pass a test in Companion First Aid</p> <p>14. Identify and describe 10 birds and 10 trees</p> <p>15. Learn the four basic lashings: square, diagonal</p> <p>16. Build five different types of fires and describe</p> <p>18. Read the gospel of Matthew in any translation and commit</p> <p>19. Memorise the Old Testament books and know the</p>
Explorer	<p>1. Be able to identify Achernar, the Southern Cross, the</p> <p>3. Identify three planets, five stars, and five con</p> <p>13. Identify six tracks of animals or birds. Make a</p> <p>15. Review the four basic lashings and as a group build</p> <p>18. Understand and be able to explain the meaning of</p>

Specialty 1	<i>Wilderness Living</i> p4. Be able to estimate the time during the night p5. Be able to light a fire without a match p6. Explain how animals and their habits can p12. Participate in a campout in which you have to construct
Specialty 2	<i>First Aid</i> a6. Know the principles of E.C.M. and be able a7. Be able to provide effective first aid for
Teen Core	<i>Group 1, 3. Through discussion and creative group work</i>

Meeting 4 Special Activity *Pathfinder Day (Church Service)*

Club Feature *Drill - 'Drill at the Halt'*

Friend	5. Complete one of the following honours: Cats, Dogs, 8. Tie and know the practical use of the following knots:
Companion	3. Complete one of the following honours: Domestic 8. Tie and know the practical use of the following knots:
Explorer	10. Have a basic knowledge of the use of a two way 11. Complete section 2. 'The Compass' of the Map and
Specialty 1	<i>Wilderness Living</i> p7. Discuss the importance of water to survival p8. Have a personal survival kit of 15 vital
Specialty 2	<i>First Aid</i> a7. Be able to provide effective first aid for a8. Be able to provide effective first aid for

Meeting 5 Special Activity *Memory Gem Exam (Devotional time)*

Club Feature *Camping; 'Sleeping Equipment'*

Friend	2. Know how to purify water and discuss "Jesus as the 8. Tie and know the practical use of the following knots:
Companion	3. Complete one of the following honours: Domestic 8. Tie and know the practical use of the following knots:
Explorer	7. Complete one recreational honour not previously 8. Review the Friend and Companion knots and learn
Specialty 1	<i>Wilderness Living</i> p9. Be familiar with the construction of a p10 List the procedures in a wilderness
Specialty 2	<i>First Aid</i> a9. Design your own personal first aid kit and a10. Discuss the importance of knowing the
Comments	<i>Teens select specialty or honour</i>

Conference Expedition or Club Fun Camp

Meeting 6 Club Feature *Drill - 'Drill at the halt and on the march'*

Friend	5. Complete one of the following honours: Cats, Dogs 9. Pass a test in general safety
Companion	4. Complete section 1. 'The Map' of the Map and Compass 8. Tie and know the practical use of the following knots:
Explorer	4. Complete one of the following honours: Amphibians, 6. Pass a test in Explorer First Aid
Specialty 1	Communications and Personal Development x1. Discover who you really are. x2. Discuss what makes us alike/different
Honour	Honour requirements

Meeting 7 Special Activity *Pathfinders Visitors Day*

Club Feature *Drill - 'Drill Games'*

Friend	8. Tie and know the practical use of the following knots: 10. Know 10 hiking rules
Companion	4. Complete section 1. 'The Map' of the Map and Compass 9. Pass a test in Companion First Aid
Explorer	4. Complete one of the following honours: Amphibians, 6. Pass a test in Explorer First Aid
Specialty 1	Communications and Personal Development x3. What are some good clothing rules x4. Discuss the relationship between diet and
Honour	Honour requirements

Camp 3

Friend	6. Identify 10 wildflowers and 10 insects in your area 14. Watch a demo on how to build a camp shelter 17. Participate in a one hour nature appreciation walk 21. Memorise the New Testament books of the Bible and
Companion	9. Pass a test in Companion First Aid 13. Participate in a nature game or a one hour nature 14. Identify and describe 10 birds and 10 trees 15. Learn the four basic lashings: square, diagonal 16. Build five different types of fires and describe 19. Memorise the Old Testament books and know the
Explorer	7. Complete one recreational honour not previously 10. Have a basic knowledge of the use of a two way 13. Identify six tracks of animals or birds. Make 16. Complete section 4. 'Practical' of the Map and Compass 17. Read the Gospel of John in any translation, and
Specialty 1	Communications and Personal Development x1. Who am I really? x3. What are some good clothing rules? x4. Discuss the relationship between diet and x10. Discuss the do's and don'ts of sexual morality

Honour	<i>Honour requirements</i>
Teen Core	<i>Group 1, 2. Discover from group discussion, the forces</i>

Meeting 8 Special Activity *Adventist Appeal (Start Early)*

Club Feature *Health; 'Smoking'*

Friend	<i>5. Complete one of the following honours: Cats, Dogs 13. Know to properly use a knife or axe, and 10 safety</i>
Companion	<i>4. Complete section 1. 'The Map' of the Map and Compass 9. Pass a test in Companion First Aid</i>
Explorer	<i>4. Complete one of the following honours: Amphibians, 11. Complete section 2. 'The Compass' of the Map and Compass</i>
Specialty 1	<i>Communications and Personal Development x5. Explorer the seven rules of conversation x6. Learn the power and the meaning of body</i>
Honour	<i>Honour requirements</i>

Conference Pathfinder Rally

Meeting 9 Special Activity *Outreach (Start Early)*

Club Feature *Health; 'Smoking'*

Friend	<i>8. Tie and know the practical use of the following knots: 9. Pass a test in general safety</i>
Companion	<i>5. Complete section 3. 'Direction without the aid of a 6. Know at least six points for the selection of a camp</i>
Explorer	<i>4. Complete one of the following honours: Amphibians, 6. Pass a test in Explorer First Aid</i>
Specialty 1	<i>Communications and Personal Development x7. Examine the three areas of face development x10 Discuss the do's and do nots of sexual morality</i>
Honour	<i>Honour requirements</i>
Comment	<i>D.D. Check</i>

Camp 4	Friend	<i>12. Learn the signs of track and trail. Be able to lay 15. Hike 3kms in one hour 19. As a group make a camp bed from natural materials. 21. Memorise the New Testament books of the Bible and</i>
	Companion	<i>5. Complete section 3. 'Direction without the aid of a 12. Hike 8kms and keep a log 15. Learn the four basic lashings: square, diagonal 18. Read the gospel of Matt. in any translation, and 19. Memorise the Old Testament books and know the</i>

Explorer	7. Complete one recreational honour not previously 11. Complete section 2. 'The Compass' of the Map and 12. Hike 16kms and keep a log 16. Complete section 4. 'Practical' of the Map and
Specialty 1	Communications and Personal Development x5. Explorer the seven rules of conversation x6. Learn the power and meaning of body x11. Examine the check list for person
Honour	Honour requirements
Teen Core	Group 1, 5. In group discussion and by personal inquiry

Meeting 10 Special Activity *Memory Gem Exam (Devotional time)*

Club Feature *Drill - 'Drill team championship'*

Friend	4. Learn the principles of a healthful diet and prepare 11. Know what to do when lost
Companion	1. Learn about the detrimental effects of smoking on 5. Complete section 3. 'Direction without the aid of a
Explorer	2. View an audio/visual or participate in a discussion on 6. Pass a test in Explorer First Aid
Specialty 1	Communications and Personal Development x8. Discuss and develop the principles of good x9. Discuss the etiquette of introducing people
Honour	Honour Requirements
Comment	Teens select specialty or honour

Pathfinder Investiture

ALTERED and ADDITIONAL STAFF DUTIES

1. District Director

The District Director will be required to visit the clubs in their area to check the following:

- a. Club attendance records.
- b. All club diary entries to ensure that all features are being covered.
- c. That a variety of specialties are being presented to the Pathfinders.

2. Club Director

The Club Director is responsible for overseeing all Pathfinder activities in the local situation. However they must take the personal responsibility of securing from the teen Pathfinders, before the end of each six month period, their choice from the Specialties and Honours offered - that they wish to do in the next six months. The local Pathfinder Executive committee must first decide upon what honours they wish to present. The Director must then present these and the Specialties to the Pathfinders for their choice. They must also make sure that all Teen Pathfinders are aware of all their choices. Once the Teen Pathfinders have made their choices the local Pathfinder Executive must then select the Specialty and Honour Coordinators as required.

The Club Director also has the responsibility of completing the Directors Diary and having it on hand when the District Director visits.

3. Unit Counsellor - Junior (Friend, Companion, Explorer)

Each Pathfinder unit must have a Unit Counsellor who is responsible for the supervision of his/her unit members during the following activities: parade, feature/drill segments, games at the hall meetings, the club campout, the community service and outreach projects, all Conference events and any special events that the local club might wish to undertake where his/her unit is involved.

In the Junior units the Unit Counsellor is also responsible for supervising the Pathfinders as they undertake their Activity Groups during the Activity Periods at the hall meeting and at the unit campouts. They are also responsible for maintaining and keeping the Pathfinder Record Books up to date for those Pathfinders in their group. Supervision of those pathfinders who undertake Advanced classes is also the responsibility of the unit counsellor.

4. Unit Counsellor - Teen (Ranger, Voyager, Guide)

Each Pathfinder unit must have a Unit Counsellor who is responsible for the Teens in his/her unit during the following activities: parade, feature/drill segments, games at the hall meetings, the club campout, the community service and outreach projects, all Conference events and any special events that the local club might wish to undertake where his/her unit is involved. Supervision of those pathfinders who undertake Advanced classes is also the responsibility of the unit counsellor.

Because the Teens choose Specialties or Honours each six months and these Specialty and Honour groups may be a combination of teens from Ranger, Voyager and Guide units, then a Unit Counsellor may or may not be with his/her unit members during the Specialty/Honour Activity Periods and campouts.

5. Teen Specialty Coordinator

The Teen Specialty coordinator is usually one of the Teen Unit Counsellors selected by the Pathfinder Executive Committee to coordinate the teaching of one of the Teen Specialties for its duration of six months.

It is the responsibility of this coordinator to organise teachers for the various activities within the Specialty both at the Club Meeting and on campouts and to supervise the Teens during all these activities.

It is also their responsibility to maintain and keep the Pathfinder Record Books up to date for the Pathfinders in their Specialty group.

6. Teen Honour Coordinator

The Teen Honour Coordinator holds the same position and responsibilities as the Teen Specialty Coordinator except that they are coordinating the Teen Pathfinder Honours.

7. Secretary

The club Secretary has the following responsibilities:

1. At every hall meeting, campout, Community Service project day, and Conference event; update the Pathfinder Attendance Record Sheet(s).
2. Complete the conference monthly report form and then post it to the Conference Office.
3. Keep a record of the Pathfinders attempting the Memory Gem.
4. Have all club reports up to date and available for inspection by the District Director on his/her visit.

PATHFINDER RECORD BOOKS

The Pathfinder Record book is designed for the recording of the activities for all activity groups, from Friend through to Guide. At the successful completion of each activity by the Pathfinder the activity leader signs and dates the book in the appropriate place. The Pathfinder Record Book keeps a record of all hall, campout and advanced activities, club feature activities, community service/outreach programs, honours and specialties that the Pathfinder completes. It is required at every Pathfinder meeting, and must be presented to the District Director when requested.

The Pathfinder Record book is also a diary requiring Pathfinder participation by having them comment directly into the book itself on activities that they have done. It is issued to the Pathfinders when they first start and remains with them throughout their Pathfinder years. The unit Counsellor hands out the record books at the beginning of each activity period so that the Pathfinders can complete any comment sections, but then they are collected at the end of the period. The Pathfinder record books remain the property of the Pathfinder Club until the Pathfinder finishes Pathfinders. At that time the Pathfinders are presented with the book as a record of their Pathfinder involvement. The Record Books are available from the Conference Youth Ministries Department.

DIRECTOR'S DIARY

The Director's Diary is the club's record of the Pathfinders, Staff and activities that were completed in a Pathfinder year. At the completion of each Diary it is recommended that it be placed into the local church library, catalogued in years, so that the church members and Pathfinders can refer to them if required. It may be that an 'old' Pathfinder may wish to remind themselves of the activities that they had done when they were in Pathfinders. The Diary is available from the Youth Department

The Director's Diary consists of three parts. The first part of the Diary is a *Directors Check List*. This list informs the Director of all the things that they has to ensure is accomplished, at the beginning of the Pathfinder year, from meeting to meeting, at the beginning of each six month block etc.

The second section of the Director's Diary is a *Club Activity Register* for the Director to complete and must be handed onto the next Director at the end of the Pathfinder year. It contains a register of all the club feature activities, teen core activities, and community service/outreach activities chosen each year. These registers are required to ensure that all the sections of the club feature activities and teen core activities are completed before the club begins the cycle again. These registers must be available to the District Director when requested.

The third section of the diary is the *Pathfinder Year* section and contains six years where a record can be kept of the Division, Union, Conference and local Pathfinder Staff. It also contains a record of the Pathfinder Activity Groups taught in that year, along with all the Pathfinder's and leaders names and if they were invested. This section also keeps a record of the club features that were presented, the honours that were taught, the community service/outreach programs that were done, the teen specialties that were completed, and which teen core activities were completed.

DIRECTORS CHECK LIST

Before Pathfinder year starts:

- Organise Pathfinders into units
- Organise the number and select the Jr/Tn counsellors
- Select Club Chaplain
- Set the following CALENDAR dates per year:
 - 10 Hall activity meetings
 - church heritage presentation
 - camping equipment presentation
 - ceremonies presentation
 - health presentation
 - 5 drill activities
 - 5 Club campout activities.
 - 1 Community service activities
 - 1 Outreach activity
 - Conference events
 - Adventist Appeal

Once a year activities:

- Complete the Pathfinder Statistical Report
- Complete the Director's Diary

Before each Teen six month block:

- Determine what club honour to be presented to the teens
- Allow teens to choose activities for the next six months
- Select Specialty Coordinators for selected specialties

From meeting to meeting:

- Ensure attendance records are kept.
- Ensure that conference reports are filled out
- Ensure that memory gems are done at each hall and camp activity
- Ensure record books are signed on activity completion
- Organise speaker for church heritage presentation if not completed
- Organise speaker for camping equipment presentation if not completed
- Organise speaker for ceremonies presentation if not completed
- Organise speaker for health presentation if not completed
- Organise community service project if not completed
- Organise outreach activity if not completed
- Organise club drill activities
- Organise hall game activities
- Complete Presentation registers

Club Director's CHECK LIST EXPLANATION

All the items on this list are decisions that are required to be made by the local Pathfinder Executive Committee. The Director's responsibility is to ensure that all these decisions are made and that they are carried out either personally or by the appointed person.

Before Pathfinder year starts:

Organise Pathfinders into units

Before the commencement of each Pathfinder year the local Pathfinder Executive Committee must meet and consider the young people that they expect to attend Pathfinders in the coming year in regard to their number, ages and current Pathfinder achievements, so that they can be placed into units/activity groups. This is normally an automatic exercise if the Pathfinder is continuing in Pathfinders. However this needs to be done so that the number of activity groups and the number of Pathfinders in each activity group can be determined. This then indicates the number of unit counsellors that will be required.

Organise and select sufficient Jr/Tn counsellors

Once the number of Friend, Companion, Explorer, Ranger, Voyager and Guide activity groups that are required has been determined, the counsellors can then be selected. Although the Teen activity groups do not do activities in their Ranger, Voyager and Guide groups, they still must be put into these groups and a unit counsellor selected for each group. The Teen counsellors are required for the supervision of the Pathfinders advanced activities, while they are on parade and on Conference events etc. It is also from this group of counsellors that specialty coordinators and teen club honour teachers are selected.

Select Club Chaplain

The Club Chaplain is responsible for the overall spiritual well being of all the Pathfinders. They are directly responsible for organising the club devotional activities. This involves a segment of inspirational songs, an object lesson and the memory gem. It should be pointed out that the Chaplain does not have to do this personally but is to organise/coordinate these activities. The Church Pastor or the Club sponsoring Elder could be considered for this position.

Select Other Staff

Staff need to be selected for the responsibilities of Club Secretary, Club Treasurer, and Club Equipment Supervisor.

Set the CALENDAR

A yearly calendar must be prepared to incorporate all Pathfinder activities. This calendar must then be approved by the local church ministries committee to ensure that the selected dates do not conflict with other church activities, and then distributed to all parents and church members. The following activities are essential inclusions on the calendar for the Pathfinder Specialty Program.

10 Hall activity meetings

The Pathfinder Specialty Program requires only 10 hall meetings per year. The format of these meetings is outlined in section 'Suggested Hall/Indoor Meeting Program' of this manual. For these 10 hall meetings, dates, guest speakers and a people responsible, need to be selected for the following club features and drill activities:

- church heritage presentation
- camping equipment presentation
- ceremonies presentation
- health presentation
- 5 drill activities

5 Club campout activities.

In addition to the 10 hall meetings the Pathfinder Specialty program requires 5 club organised campouts per year. One of these campouts is a full club camp which the Executive committee organises and runs. This is a fun camp and all activities on this camp are to introduce the Pathfinders to experiences in outdoor activities. This camp may be a water ski camp, cycling camp, beach camp, horse/trail riding camp, snow camp etc. Instead of a club camp you may choose to attend a conference or union camporee. The remaining 4 camps are unit or specialty group camps. It is on these camps that required activities are completed for the activity groups.

1 Community service activity

A club community service activity must be organised, and the date set for each pathfinder year. This activity is part of the Club Activities. It is possible, depending upon the type of activity conducted, to hold this activity on the same day as a hall meeting, thereby reducing the number of pathfinder date commitments. It must be remembered, that if this is done the community service activity is in addition to the hall activities, and not a replacement.

1 Outreach activity

One club outreach activity, in addition to the Adventist Appeal, must be organised, and date set for each pathfinder year. This activity is part of the Club Activities. It is possible to hold this activity on the same day as a hall meeting, thereby reducing the number of pathfinder date commitments. It must be remembered, that if this is done the outreach activity is in addition to the hall activities, and not a replacement.

Conference events

As part of the calendar activities for a club participating in the Pathfinder Specialty Program, the club must participate in over 50% of all local conference events conducted during the pathfinder year.

Adventist Appeal

One of the Club activities is for 50% of the club to participate in the Adventist Appeal. This date should be included on the club calendar.

Once a year activities:

Complete the Pathfinder Statistical Report

At the commencement of each Pathfinder year, the Pathfinder statistical report must be completed. This report is then to be forwarded to the conference office with the first conference monthly report.

Complete Director's Diary

In conjunction with the club secretary, the Director's Diary is to be completed. This is usually done at the end of the Pathfinder year.

Before each Teen six month block:

Determine what club honour is to be presented to the teens

As part of their selective set of activities, teen pathfinders are asked to choose activities from a specialty list or from a club selected honour. These club selected honours must first be determined by the Pathfinder Executive Committee before the Pathfinders can choose. These honours are selected by the Executive Committee, based on what they feel will best benefit their teens in their local situation. The Executive Committee may wish the teens to have the opportunity to select honours from the nature group, or from the recreational group, or from the outreach group, etc.

Allow teens to choose activities for the next six months

The teen pathfinders must be given the opportunity to select for themselves the activities that they wish to do for the next six months. The choices that they have is to choose a specialty from one of the three presented specialties (and thereby complete a specialty), or choose to do the pre-determined club selected honour (and thereby complete an honour). This choice must be made prior to the commencement of the six month block (ie in the last stages of the previous six months), so that activity group leaders can be organised and material prepared.

Select Specialty Coordinators for selected specialties

Once the teen pathfinders have made their choices as to the activities that they wish to do, activity leaders must be selected. A specialty coordinator must be selected for each specialty selected by the teens. An honour activity leader must be selected for each honour selected by the teens. These leaders are selected from the teen counsellors or from the directors.

From meeting to meeting:

Ensure attendance records are kept.

A Pathfinder attendance record must be updated at every hall meeting, campout, community service activity, outreach activity and conference event conducted during the Pathfinder year. This record is usually kept by the club secretary. An example of an attendance record sheet can be found in this manual.

Ensure that the conference monthly reports are filled out

A conference monthly report form is to be completed. These reports are usually completed by the club secretary at the end of each month and forwarded to the conference office by the tenth of the following month. The conference youth ministries office will provide you with a pad of report forms.

Ensure that memory gems are done at each hall and camp activity

A new memory gem is to be taught at every hall meeting and at every campout. During the hall meetings time is allocated for this in the devotional segment. Twice a year, at the end of each memory gem block, a memory gem exam must be sat and passed by the Pathfinders.

Ensure record books are signed on activity completion

It is important to ensure that the Pathfinder activities, for both Juniors and Teens are signed off and dated as soon as they are completed. All activities are found in the Pathfinder Record book. Make sure that all club activities are signed off as well.

Organise speaker for church heritage presentation

Make sure that the person responsible for organising this presentation has things well under control and that the guest speaker has been asked, is OK for the selected date, knows what time they will be required and how long they has to speak.

Organise speaker for camping equipment presentation

Make sure that the person responsible for organising this presentation has things well under control and that the guest speaker has been asked, is OK for the selected date, knows what time they will be required and how long they has to speak.

Organise speaker for ceremonies presentation

Make sure that the person responsible for organising this presentation has things well under control and that the guest speaker has been asked, is OK for the selected date, knows what time they will be required and how long they has to speak.

Organise speaker for health presentation

Make sure that the person responsible for organising this presentation has things well under control and that the guest speaker has been asked, is ok for the selected date, know what time they will be required and how long they have to speak.

Organise community service activity

Make sure that the person responsible for organising the community service activity is prepared with projects, times, tools etc., and that the Pathfinders are well informed about the activity as to time and place and that it is part of their required activities.

Organise outreach activity

Make sure that the person responsible for organising the outreach activity is prepared with the project, times, supplies etc., and that the Pathfinders are well informed about the activity as to time and place and that it is part of their required activities.

Organise club drill activities

At every alternate hall meeting a drill activity is to be conducted. Ensure that the Parade Marshal/s are ready and discuss with them what type of drill practice that will best benefit your particular club.

Organise hall game activities

In every hall meeting there is a game segment. To run smoothly this must be organised in advance so that equipment can be organised. It is a good idea to have a games roster of all Pathfinder staff. Remind the appointed person that they have the game segment at the next hall meeting.

Complete Presentation registers

At the completion of each of the club feature activities, community service project and outreach activity the presentation registers must be updated.

NEED TO MONITOR

1. Number of Club Meetings per year.
2. Number and type of Club and unit campouts per year.
3. Pathfinder and staff attendance at hall meetings, Campouts, Service project days, and Conference events.
4. Pathfinder Activity Achievements, for basic, advanced and specialty areas.
5. Teen Core Campout activities. (Ensure that all activities are covered in a three year cycle.)
6. Club Community Service Project. (Ensure that at least one Community Service day is conducted in the year and record the type of service.)
7. Club Outreach program. (Ensure that at least one Outreach program is conducted in the year and record the type of outreach.)
8. Adventist Appeal. (Ensure that your club participates in the Adventist Appeal.)
9. Club Church Heritage Presentations. (Ensure that all of the six presentations are covered.)
10. Club Camp Equipment presentation. (Ensure that all of the six presentations are covered.)
11. Club Health Presentations. (Ensure that all of the six presentations are covered.)
12. Conference Events. Monitor the attendance of the clubs to conference events.

CLUB ATTENDANCE RECORD

[illegible]

District Director _____

Date _____

District Director _____

Date _____

DISTRICT DIRECTORS VISITATION FORM

General Information	
Club: _____	Date: _____
Total No. of Pathfinder Staff: _____	Male: _____ Female: _____
No. of registered Pathfinders in club: _____	Male: _____ Female: _____
Total No. of NON-SDA's attending club: _____	Male: _____ Female: _____

Staff Information	MG	Basic	PLA	APLA
No. of Staff invest as highest award				
No. of Staff in training for				

Activity Information	Friend	Compa	Explor	Range	Voyag	Guide
No. in Club doing Basic:						
No. in Club doing Advanced:						
Awards:	Bronze	Silver	Gold	Honours conducted		
D of E				1		
AY				2		
Teen Specialties Conducted				3		
1				4		
2				5		
3				6		
4				7		

Attendance Records up to date. _____
Directors Diary Completed. _____
Checked Community Service Project Register. _____
Checked Teen Core Activity Register. _____
Checked Ceremony Presentation Register. _____
Checked Church Heritage Presentation Register. _____
Checked Health Presentation Register. _____
Checked Camp Equipment Presentation Register. _____

Program Comments			
Discipline:	Needs Growth	Effective	Excellent
Parade:	Needs Growth	Effective	Excellent
Uniform/appearance:	Casual	Effective	Smart
Atmosphere:	Adequate	Effective	Enthusiastic
Team Work:	Need Growth	Effective	Excellent
Object lesson:	Needs Growth	Effective	Excellent
Feature/Drill:	Needs Growth	Effective	Excellent
Games:	Needs Growth	Effective	Excellent

SETTING UP A SPECIALTY PROGRAM

Requirements:

1. Copy of South Pacific Division Pathfinder Staff manual
2. Copy of Specialty Program Administration Manual
3. Copy of Junior and Teen Teachers Resource Manuals
4. Copy of Specialty Resource material
5. A Directors Diary
6. Pathfinder Record Books
7. Yearly Specialty Activity Calendar
8. Hall or Indoor meeting program

1. South Pacific Pathfinder Staff Manual. This manual gives general information about Pathfinder organisation, staff, philosophy, parades, flags and guidons, membership and local club administration. It contains a drill and ceremony section and a listing of the available honours and their requirements.

2. Specialty Program Administration Manual. This manual explains in detail how the specialty program operates. It lists all the club, unit and activity group activities. It gives information about the teen specialty options, the specialties that are available and how the teen options are administered. It explains staff duties, the Directors Diary and the Pathfinder Record Book. These administration notes also provide a basic hall meeting program, and an example of a yearly calendar.

3. Junior/Teen Resource Manuals. Some of the activities of the Pathfinder Specialty Program are from or are modifications of requirements from the current program. Hence the Junior and Teen Resource Manuals are a good source of material. Where new activities have been included into the specialty program, additional material has been provided.

4. Specialty Resource Material. Resource material is provided for each teen specialty and is available from the conference youth ministries office. The resource material is provided in such a way as to supplement the specialty coordinator's own knowledge of the activity or to supply the specialty coordinator with enough information including work sheets and handouts, to conduct the activity.

5. Directors Diary. The Directors Diary consists of three parts. The first part of the Diary is a *Directors Check List*. This list informs the Director of all the things that they has to ensure is accomplished, at the beginning of the Pathfinder year, from meeting to meeting, at the beginning of each six month block etc. The second part, completed by the club director or club secretary, is a *record of the Pathfinder year*. It consists of a listing of all the Pathfinders that were involved in the club, what Units they were involved in, and if they were invested. It contains a listing of all the Pathfinder staff, (Directors, Counsellors, Teachers, Chaplain, etc.) District Director, Conference, Union and Division Youth Leaders. It also contains a record of all the honours, specialties, camps and special activities such as outreach and community service activities, completed during the year. It is recommended that this section of the Directors Diary when completed, be placed into the church library as a permanent record. The third part of the Directors Diary is an *Activity Register*. This records all the sections from the club features that are presented during the year, ensuring that all the sections are completed over the six year period.

6. Pathfinder Record Book. When each Pathfinder commences the Specialty Pathfinder program they receives a Pathfinder Record Book which they keep throughout his/her Pathfinder career. It is a record of all the activities and achievements made by the individual Pathfinder. It is more than just a record book, it is also a work book containing sections that the Pathfinder must personally complete. It is hoped that these sections will help develop a personal diary of individual experiences on which the Pathfinder can reflect in later years.

7. Yearly Activity Calendar. Before Pathfinders begins for the year the Pathfinder Executive Committee must meet and develop a yearly activity calendar. This calendar includes dates for all of the activities required to enable the Pathfinders to be invested. See the section entitled 'Yearly Calendar'.

8. Indoor Meeting Program. Before the program begins for the year the Pathfinder Executive Committee must meet and develop an indoor activity program. A basic program is provided for you to ensure that time is allocated to all the required activities. The Pathfinder executive can decide the order of the activities and on any additional activities ie craft, that they might like to undertake. The basic program and the recommended times for each activity are found in the section entitled 'Suggested Hall/Indoor Meeting Program'.

Appendix A

SPECIALTY ACTIVITIES LISTING

The following pages list out all the activities in each of the available Specialties.

Bushcraft Specialty Activities

+ Denotes a campout activity component

- b1.+ Demonstrate your ability to tie 10 of the following knots and know their common use and limitations. Add these knots to your knot board.

Thumb Knot	Overhand knot
Square knot	Double overhand
Slippery hitch	Bow knot
Half hitch	Two half hitches
Lariat loop	Overhand bow
Cat's paw	Clove hitch
Blackwall hitch	Granny knot
Carrick bend	Fisherman's knot
Lark's head	

- b2.+ Demonstrate your ability to tie 10 of the following knots and know their common use and limitations. Add these knots to your knot board.

Stevedore's knot	Killick hitch
Sheet bend	Double sheet bend
Timber hitch	Sheep shank
Miller's knot	Running knot
Bowline	Bowline on bight
Hitching tie	Rolling hitch
Chain hitch	Taut-line hitch
Fisherman's bend	Halyard bend
Surgeon's knot	Marlinspike hitch
Midshipman's hitch	

- b3.+ Revise the square and diagonal lashings and know how to do a locking clove hitch to finish a lashing.

- b4.+ Revise the shear and continuous lashings and build an article of camp furniture using them.

- b5.+ Be able to estimate the height of a tree and the width of a stream.

- b6.+ Demonstrate your ability to tie the following knots: tape knot, figure 8, double figure 8, alpine butterfly, prussik and a truckies hitch.

- b7. Demonstrate your ability to care for ropes.

- b8. Demonstrate your ability to finish a rope by doing whipping and a double crown knot.

- b9. Demonstrate your ability to do a back splice, long splice and eye splice.

- b10.+ Revise the safety rules for the use of an axe and knife and demonstrate the correct method for sharpening an axe and knife.

Campout

- b11.+ Demonstrate your ability to make a 2 metre piece of three-strand twisted rope by hand from native materials or twine.
- b12.+ Demonstrate two methods of water purification.
- b13.+ Attempt to start a fire with friction of flint and steel. Demonstrate your ability to start a fire on a rainy day or in snow by using natural material.
- b14.+ Construct one major project, eg bridge, tower etc.
- b.15+ Participate in an initiative game using bushcraft skills.

Campcraft Specialty Activities

+ Denotes a campout activity component

- c1. Participate in a discussion on the essentials of camp planning.
- c2. Participate in a discussion on the essentials of camp programming. As a group prepare a camp program for your next camp.
- c3. Give the guidelines for choosing a good campsite and conducting a good camp.
- c4. Know and be able to use the following:
Triangle bandage to the head Bandage to hand and foot
Arm sling Collar and cuff sling
- c5. Know and be able to use the following:
restrictive bandage bandage to the wrist or ankle
finger bandage
- c6.+ Be familiar with the use of a two way radio.
- c7.+ Discuss and put into practice the principles of camp sanitation and hygiene.
- c8.+ Explain how the following forces can be beneficial and/or dangerous in the area in which you live in summer and winter: wind, rain, and sun.
- c9. Know the first aid for the following camp emergencies:
bites and stings fractured collarbone
fractured lower arm fractured upper arm
food poisoning
- c10. Know the first aid for the following camp emergencies:
sprains and sprains blisters
burns shock
hypoventilation hypothermia
hyperthermia

Campout

- c11.+ State what health and personal relationship principles are essential when a group of people camp together.
- c12.+ Build and demonstrate the use of a reflector oven by cooking at least one article of food in it.
- c13.+ Revise the different types of cooking fires, including the advantages of using gas and fuel stoves, and cook a separate meal on four different types of fires.
- c14.+ Revise or learn eight things to do when lost.

Communication & Personal Development Specialty Activities

+ Denotes a campout activity component

- x1.+ Discover who you really are.
- x2. Discover how to deal with self-consciousness.
- x3.+ Discover some good clothing suggestions.
- x4.+ Discuss the relationship between diet and exercise in developing good health.
- x5.+ Explore some points for conversation making.
- x6.+ Learn the principles of good posture.
- x7. Discover the importance of facial care.
- x8. Discuss and develop the principles of good manners and etiquette.
- x9. Discuss the etiquette of meeting and greeting people.
- x10.+ Discuss sexual morality.

Campout

- x.11+ **Males** - Examine the techniques of personal grooming.
- x11.+ **Females** - Examine the techniques of good grooming.

CRAFT Specialty Activities

* This craft could be achieved on a campout

With your counsellors and Pathfinder group, select six craft activities that you wish to participate in from the following list, spending two activity periods on each, OR participate in two craft activities and as a group choose to complete one CRAFT HONOUR. One craft needs to be completed at a campout.

Textile Painting	Demonstrate your ability to paint one article with textile paints.
Glass Painting & Imitation Lead Lighting	Demonstrate your ability to paint one item with glass paint window paints.
Decoupage	Demonstrate your ability to create an item using the art of decoupage.
Bread Dough	Demonstrate your ability to make one article from bread dough.
Candle Making	Demonstrate your ability to make one candle of your choice.
Wood Burning	Try your hand at wood burning to make a lasting impression.
Folk Art/Tole Painting	Demonstrate your ability to paint a small object using the tole/folk art technique.
Bark Pictures*	Demonstrate your ability to make a picture using all natural materials.
Copper Art*	Demonstrate your ability to transfer a design onto copper sheet and mount for display purposes.
Free Choice	Demonstrate your ability to make one craft item of your own choice.

NB Participants should not be limited by the crafts listed above. Crafts which may be peculiar to an area or which may be limited in accessibility may be substituted with crafts which are more readily available (supplies and/or expertise.)

Further craft suggestions are:

Sculpturing, Braiding, Pottery, Rock painting*, Kites*, Boomerangs*, Ceramics, Silk Screening, Paper Toll, Dried flowers, Stamps, Stencilling.

Drill and Ceremony Specialty Activities

+ Denotes a campout activity component

- d1. Demonstrate how to fold a flag for breaking at the mast head and for storage. Know how and when to salute your national flag. Discuss when and how the national flag should be displayed.
- d2.+ Demonstrate the correct method of giving the following drill commands:
- | | |
|---------------|------------|
| attention | stand easy |
| stand at ease | dismiss |
| right turn | left turn |
| mark time | halt |
- d3. Describe your National, State and Pathfinder Flags.
- d4.+ Revise and demonstrate your ability to execute the following commands:
- | | |
|---------------|---------------|
| attention | stand easy |
| stand at ease | right incline |
| right dress | dismiss |
| forward march | |
- d5. Demonstrate and explain the following drill commands:
right (left) wheel, right (left) turn.
- d6.+ Revise and demonstrate your ability to execute the following commands:
- | | |
|-------------|-------------|
| hand salute | eyes right |
| right turn | left turn |
| about turn | change step |
- d7.+ List seven objectives of drill and define the following as they relate to drill and marching:
- | | |
|---------|-----------|
| cadence | formation |
| column | interval |
| cover | line |
| file | pace |
| flank | rank |
- d8. With a Unit Guidon, demonstrate the following:
- | | |
|---------------|----------|
| stand at ease | saluting |
|---------------|----------|
- d9. Demonstrate and explain the following drill commands:
- | | |
|-----------|-------------|
| mark time | quick march |
| slow time | double time |
- d10. With a Unit Guidon, demonstrate the following:
- | | |
|-----------|-----------|
| the order | the carry |
|-----------|-----------|

First Aid Specialty Activities (Revised 1995)

+ Denotes a campout activity component

- a1. Be familiar with the principles and practices of first aid and know 'The Sequence' to follow for patient care.
- a2. Know how to recognise and treat an unconscious patient and know the principles of EAR.
- a3.+ Have a basic knowledge of the anatomy/physiology of the Cardiovascular and Respiratory systems. Through this knowledge understand the principles of ECM and be able to perform effective CPR.
- a4.+ Know and be able to use the following bandages:
 - St John's sling
 - collar and cuff sling
 - triangular bandage to the head
 - triangular bandage to the hand
 - triangular bandage to the foot
 - simple spiral bandage to a limb
 - reverse spiral bandage to a limb
 - simple spiral bandage to a finger
 - figure eight bandage to the hand/wrist
 - figure eight bandage to the foot/ankle
 - compression bandage for stings and bites
- a5.+ Be able to recognise and provide first aid for the following fractures:

femur (upper leg)	lower leg
humerus (upper arm)	forearm/wrist
clavicle (collarbone)	rib/s
- a6. Be able to recognise and provide first aid for:

fits	poisoning
foreign body in the ear	foreign body in the eye
foreign body in the nose	
- a7.+ Be able to provide first aid for the following problems:

strains	sprains
cuts and abrasions	blisters
bites and stings	
- a8. Be able to provide effective first aid for the following problems:

hyperventilation	fainting
shock	
- a9. Design your own personal first aid kit and be familiar with the contents of the Club first aid kit.
- a10. Discuss the importance of knowing the medical history of your group. Make a medical profile of one other person in your group.

HIKING Specialty Activities

+ Denotes a campout activity component

1. Discuss the right type of clothing, including footwear, to wear on a hike.
2. Discuss the importance of keeping a log of your hikes. Set-up a log to use on your next hike.
3. Discuss and understand the following hiking techniques:
 - reaching your goal
 - lightweight walking
 - walking softly
 - pace
 - party size
 - private property
- 4.+ Demonstrate your understanding of topographical maps by explaining the following concept: Contour lines & Contour interval
 - Ground formations:- valley, ridge, spur, bluff or cliff, saddle, shoulder, escarpment, knoll, brow
 - Distance
 - Map scale
 - Grid reference system
 - Orienting the map
5. Other than clothing, discuss the essential equipment to taken on an overnight hike.
- 6.+ Understand the difference between a magnetic and true bearing, know when and how to use them. Demonstrate your ability to do a resection.
7. Be familiar with the hikers first aid for the following problems:
 - Hypothermia
 - Hyperthermia
 - Burns and scalds
 - Sprains
 - Blisters
 - Ticks
 - Leeches
 - Stinging tree and nettles
8. Determine the length of your stride and measure by pacing a distance of one kilometre. Discuss the rate of travel for different terrains.
9. Discuss the signs for assessing weather changes.
10. Know what to do when confronted with the following hiking hazards:
 - Bushfire
 - Water crossings
 - Electrical storms
- 11.+ Present a log book showing that you have walked:
 - a) 10 km a day, 2 days in one week
 - b) 25 km hike(If 'c' is completed, you can qualify for the Hiking Honour)
 - c) 15 k m a day, 2 days in one monthIncluding reports on flora, terrain, fauna, fatigue, food eaten, and approximate rate of hiking in kms per hour.

Nature Specialty Activities (Revised 1996)

+ Denotes a campout activity component

- n1,2.+ Utilising two activity periods be able to identify 25 examples in any one area of nature, such as: trees, rocks and minerals, wild flowers, butterflies, moths, shells, etc.
- n3.+ Be familiar with the principles of Natural History photography. As a group, make a 10 minute audio visual presentation on a nature topic of your choice.
- n4. Create a diagram outlining a simple scientific classification of the animal kingdom.
- n5.+ Learn the principles of bird watching and spend at least 3 hours in bird observance, recording the birds that you observe.
- n6. Participate in a presentation of a natural history collection.
OR
Participate in a presentation from an environmental or ecology group from your area and become familiar with the work that they are doing.
- n7.+ Select a nocturnal creature that is common to you area and discover its habits. Participate in and keep a log on a night hike to observe your selected creature.
- n8. Learn what to do to attract birds to your backyard.
- n9. Discover and make a list of some of the Endangered and Vulnerable plant and animal species found in your area.
- n10. Participate in an activity and/or view an audio/visual on creation. Discuss the arguments for evolution versus Biblical creation, and how life began.
- n11.+ Participate in an expedition into a wilderness area and keep a log, to study the flora and fauna with respect to the terrain. After the expedition and when the log books are completed, participate in a discussion with the group on your observations.

Recreation Specialty Activities

+ Denotes a campout activity component

- r1. Make a detailed survey of the past seven days of your life by completing a log of the time spent on each activity. eg sleep, watching television, attending school, study, worship, sport, leisure etc. Compare survey findings with other member of the group.
- r2. Participate in an activity on the topic of "Leisure and the Christian." Use activities such as role plays, skits, debate, speech etc.
- r3. Discuss the guidelines for Christians in relation to recreation and the wise and proper use of leisure time, including the use of television, videos, radio, movies, music etc.
- r3. View a segment of a major sporting event and discuss the positive and negative aspects of sport.
- r5.+ Pass the minimum physical-capacity test.
- r6. Prepare and run a Pathfinder social event for your Pathfinder Club.
- r7.+ Discuss the organisation of and the discipline necessary in running a games segment. Prepare a file of 10 games. Your file should include games suitable for indoors, outdoors, large groups and small groups. Use at least one of your games on a campout.
- r8.+ Plan with the group and assist in conducting a games segment for your club, using games from Activity 7.
- r9.+ Discuss the principles of Sabbath Recreational activities and then create an activity suitable for use on Sabbath. Conduct your activity as part of the Sabbath program on a campout.
- r10.+ Design and conduct at least one adventure activity for a campout.

Wilderness Living Specialty Activities

+ Denotes a campout activity component

- p1. Know the possible dangers of eating edible native plants and be familiar with simple tests in determining a 'safe' edible plant.
- p2.+ Be able to estimate the time during the day without the use of a watch.
- p3.+ Find and identify a minimum of 20 useful plants.
 - a. A minimum of 10 edible plants.
 - b. 10 plants useful for medicinal purposes, dyes, tools etc
- p4.+ Be able to estimate the time during the night without the use of a watch.
- p5.+ Be able to light a fire without a match.
- p6.+ Explain how animals and their habits can aid survival. Demonstrate principles of stalking and camouflage, and list animals you have stalked and tracked.
- p7. Discuss the importance of water to survival and be familiar with where to find water sources.
- p8. Have a personal survival kit of 15 vital items for backpacking and camping and know how to use each item.
- p9. Be familiar with the construction of a solar still, and know at least three other ways of obtaining water from nature, including the transpiration method.
- p10. List the procedures in a wilderness emergency such as being lost.

Campout

- p11.+ Participate in a search and rescue operation using two way radio, help to care for the patient, build and carry a stretcher, and follow directions from the leader.
- p12.+ Participate in a campout in which you have to construct your own shelter and furniture from natural material.

