

FAIR

The Pathfinder Fair is a special day organised by the conference youth director for the Pathfinder clubs of a conference or district. It is generally a full-day program from early morning until mid to late afternoon. The club members are invited to come in uniform, bring hobbies and exhibits, prepare various demonstrations, march in a parade and participate in various skill events.

The Fair is an opportunity to see the following.

1. **Standards Maintained.** The conference youth director will, through the Fair program, seek to maintain a high standard of Pathfinding.
2. **Skills Demonstrated.** The clubs can demonstrate in a fun atmosphere the skills that have been learned in classwork and in club activities.
3. **Fellowship.** Staff and Pathfinders can mix with other clubs and learn new ideas.
4. **New Clubs.** New clubs will gain a great deal of inspiration and a host of new ideas to take back, and start implementing in their clubs.
5. **Team Spirit Developed.** Pathfinders learn to work together as a team to solve problems, not against other clubs, but against the judging standard and the clock.
6. **Parents Appreciation.** Parents and other church members can observe and appreciate the work of the Pathfinder staff and the Pathfinder skills demonstrated.
7. **Church Program.** Pathfinders realise that they are a part of a large organisation, and that their church is interested in them.
8. **Community Involvement.** Opportunity is given to introduce the Pathfinder organisation to the local community by involving local community leaders.
9. **Pathfinder Award of Excellence.** Pathfinders may receive their Award of Excellence.
10. **Club Awards.** Appreciation can be shown for the hard work that Pathfinder staff put into Pathfinding. The year's awards may be given out. All clubs present should get some award, even for being there. Participants should strive toward a personal standard and not be competing against each other. It is possible for all clubs to receive awards.

Features of a Pathfinder Fair

1. **Theme.** Sometimes the Pathfinder Fair has a theme and all the activities, events and displays are built around that theme.

2. **Registration.** Clubs should arrive by the designated time and report to the conference or district director for registration and allocation of parade site and display/food stall area.
3. **Uniforms.** All Pathfinders and staff members are required to wear full uniform for the opening ceremony. Field uniform is to be worn during the events and maybe for the final parade.
4. **Flags and Guidons.** Clubs should bring their club flag and unit guidons. They are carried by the club on parade and the club flag is posted in the flag stand during the events.
5. **Food Stalls.** Space may be provided for club food stalls. Clubs will furnish food and all necessary equipment such as hot plates, freezers, extension cords, generators etc. Food should be available at reasonable prices and each club should notify the youth ministries office of the food they plan to sell. All food should be vegetarian and according to the Adventist lifestyle.
6. **Parade.** The parade is the first item of the program. The Pathfinder clubs receive specific instructions as to all the formality and commands to be given at the Fair, including the march past. Refer to Part II of this Manual dealing with Drill and Flag Ceremonies.
7. **Club Displays.** Each club may be asked to prepare a display that highlights some of the club activities and the Honours and crafts that they have completed. It may include battery-operated mechanical exhibits. The display may include a section that reflects the Fair theme.
8. **Events.** The events are the main feature of the day and give the local club an opportunity to demonstrate their skills in a wide range of activities. For example, pioneering, first aid, camping, coordination, problem solving, orienteering etc.
9. **Judging.** This is a very important aspect of a Fair. The youth director will select competent judges, chosen from and by the district directors, and will present them with a complete sheet of instructions. They will receive advice on how to judge each event.
10. **Pathfinder Fair Manual.** Several months before the Fair the local conference will forward to each club a detailed manual of events.

11. **Suggested Schedule of Events for a Pathfinder Fair.**

8.00 am	Registration and setting up of club display/food stall
9.00 am	Club directors meet with the conference youth director and parade marshal
10.00 am	March-past and opening ceremony
11.00 am	Events
12.30 pm	Lunch and inspection of displays
1.30 pm	Events
3:00 pm	Presentation of awards, closing ceremony

RALLY

Pathfinder Rallies are times when clubs in a district or conference come together on a Sabbath for fellowship and spiritual inspiration. The Rally is conducted once each year, and is usually held in a large public hall, church or auditorium. The Rally is organised by the conference youth director, who liaises with the district directors in making plans for the event. The conference youth director should be present and when possible union or division youth directors should be invited as guests. All Pathfinders and leaders should be in full uniform and bring their club flag, to be presented in the opening ceremony. This is an ideal time for parents, friends and church members to share the inspiration of Pathfinders.

Features For a Full-Day Pathfinder Rally

1. **Opening Ceremony.** Clubs assemble outside the hall, ideally in a park nearby, under the direction of a district director. The clubs will march into the hall and take up their position in the assigned area. The club flag bearer should be near an aisle.

The official party should be on stage as the clubs enter. The national, state (where applicable) and conference Pathfinder flags should be in position.

The parade marshal (usually a district director) joins the rostrum party and hands over the clubs to the conference youth director.

At the command of the youth director, club flag bearers march to the front of the rostrum, then about face (facing the audience).

At this time Pathfinders sing the Pathfinder song, repeat the Pledge and Law, and prayer is offered. Flag bearers then about turn and place flags in holders either side of the stage at floor level, about turn again and return to their club.

2. **Sabbath School.** This may be organised and taken by one of the clubs. It should include plenty of singing and feature all members of the club in a creative way. It should go no longer than an hour.
3. **Church Service.** Have a guest speaker who can really relate with the Pathfinder age group. This time can also feature conference promotions, special awards - PLA, APLA, Investitures etc. This is a time when Pathfinders can be directed to commit their lives to Jesus Christ and His church.
4. **Afternoon Program.** This should be a fun time with plenty of good singing and special items from the Pathfinders. It is an opportunity to introduce all the clubs and find out the most interesting thing about them.
5. **Closing Ceremony.** The Rally concludes with the closing ceremony. Club flag bearers resume flags and present them before the closing prayer. Clubs are then dismissed.

CAMPOREE

The Pathfinder Camporee is an occasion when clubs from an entire conference or a given district come together for a period of two or more days, for fellowship, inspiration, the exchange of ideas and experiences in camping skills and other activities. It is planned that there will be a Camporee at least every two years, either local conference, or union/division.

The religious services are designed to challenge Pathfinders to make real and positive commitments to Jesus Christ and His church, and will bind the group together in a spiritual mould. This is probably the high point of the Pathfinder calendar. It should be the objective of every unit of every club to be prepared to participate in a Pathfinder Camporee. A Pathfinder club ought to build its program, keeping in mind the events and skills needed to participate in a Pathfinder Camporee.

The youth director of the conference is responsible for organising a Camporee and determining the place, events and activities. Instructions will be sent several months prior to the Camporee regarding the location, events and what the units can expect to do in order to participate in the program.

NOTE: Competition should be against a personal standard and not between clubs. A sense of participation where each strives toward a standard instead of against a fellow Pathfinder or another club, will avoid situations where only one club can take first place.

Features of a Camporee

1. **Theme.** The Camporee theme will be evident in all the spiritual and physical activities. Coming to a Camporee is like entering a different place and being actively involved in the events of a story. The Camporee will present Christ in a positive, practical way. Each spiritual event is programmed to leave a permanent effect upon every participant. Every Pathfinder should have an opportunity to come to know not only creation, but the God who created. Camporees provide opportunities to create special, positive memories that every participant will never forget.
2. **Skills.** One of the highlights of the Camporee is the events. Pathfinders should do their best for their club. The Camporee will involve the skills of pioneering, orienteering, marching, initiative, problem solving and working together. During the day there will be adventure activities that will challenge, teach and bring great enjoyment.
3. **Site.** The Camporee site will be a natural setting chosen to enhance the Camporee theme.

6. **Fellowship Meal.** Encourage the clubs to bring a basket lunch/tea to eat as a club or as a whole group.
7. **Evening Program.** A time for Pathfinders to meet other Pathfinders. It could be:
 - Water Olympics at a pool
 - Mini Olympics in a hall
 - Simulation games
 - Film evening
 - Outdoor program
 - Campfire
 - Evening concert
 - Other social program
8. **Music.** Have Pathfinders who can play different instruments come together as a band. A choir may be formed to help with the singing.

CAMPOREE REQUIREMENTS

REQUIREMENTS FOR EACH CLUB

1. Each club must have been active for at least one Pathfinder year.
2. A camping fee for each Pathfinder and staff member is charged.
3. Clubs are responsible for transportation to and from the Camporee site. Utmost caution should be exercised in selecting drivers who are mature and responsible. Equipment should be in good condition and overloading should be avoided. All vehicles must be covered by adequate insurance.
4. Each club is to be covered by accident insurance so that each Pathfinder and staff member is protected.
5. Clubs are not to bring pets or animals, bicycles, motorcycles, radios, cassette recorders etc. to the Camporee.
6. Clubs are to bring their Pathfinder flag, unit guidons and national flags.
7. Each club is to be self-sufficient. This means that each club will have its own food, cooking equipment, bedding, tents, tables and other items needed for the Camporee.
8. The camping arrangement is by clubs and each club is responsible for its own arrangement of boys and girls sections. The club should be divided into units that consist of not more than eight Pathfinders.
9. Each unit must have at least one counsellor who is fully responsible for the Pathfinders in the unit and is to be with them at all times.
10. Inspection will be made of the camping areas. Tents and all equipment must be aligned in a neat and satisfactory manner.
11. Have a camping item, such as a table lashed together by the Pathfinders. Materials should be obtained prior to the Camporee. (The wilful cutting of bush is discouraged. Conservation is an important part of our Pathfinder philosophy.)
12. Properly prepare a fire area for cooking.
13. Provide an adequate supply of food for the club. Food is to be planned and prepared to supply well-balanced meals. No flesh foods are allowed. Meals should be cooked by unit groups or club. If cooking in units, counsellor of unit should plan early with unit members on just how they want to prepare and cook food. Pathfinders should be given definite responsibilities and kept within the time schedule for meals and camp duties.

INDIVIDUAL PATHFINDER REQUIREMENTS

1. Be a part of a unit.
2. Have complete uniform, including all Insignia sewn in correct place.
3. Be an active Pathfinder member for at least three months before the Camporee.
4. Wear a Pathfinder field uniform for activities, except when specified.
5. Bring a warm sleeping bag or bedroll and groundsheet, torch with spare batteries and bulb.
6. Bring a Bible, lesson pamphlet, and Pathfinder Passport.
9. Bring toilet articles, washcloth, towel, comb, toothbrush and paste etc.
10. Bring adequate clothing appropriate to local climate.
11. Bring eating utensils such as knife, fork, spoon, cup, plate etc.

FIRES

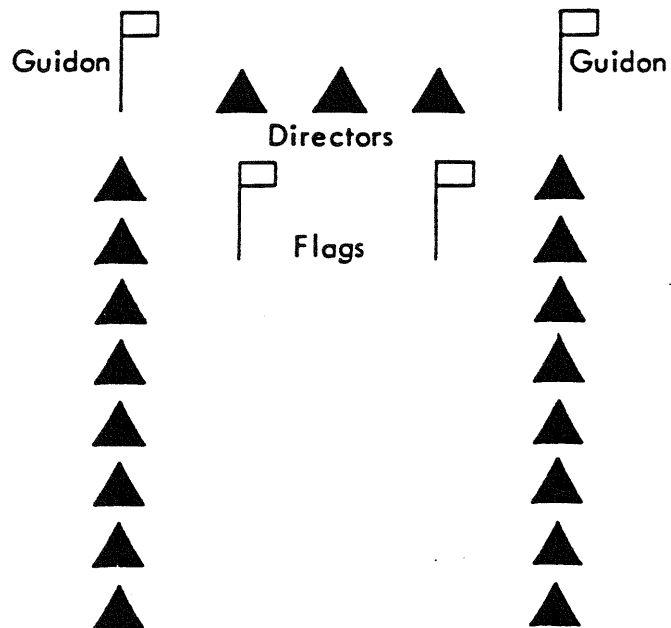
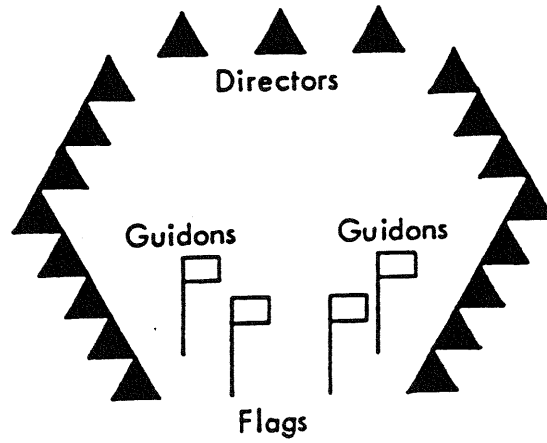
1. Fires should be built in designated areas only.
2. Care must be taken that Pathfinders strike matches only at campfire site.
3. A three-metre circle should be cleared before building a fire.
4. All rubbish should be placed in garbage bags and disposed of as instructed.
5. All fires should be extinguished before leaving the camp site and turf replaced.
6. The site should be left as it was found so other campers can enjoy camping there.

NATURE CONSERVATION

1. Club directors should give consideration as to how the firewood is provided, instructing Pathfinders not to destroy trees and camping area.
2. All Pathfinders should be instructed in environmental conservation and ecology. The Honours in these areas are recommended.

SUGGESTED CAMP LAYOUTS

These are only suggested ways of making your camp look neat and uniform. Use your own plan to make it look smart.



SUGGESTED CAMPOREE PROGRAM

FRIDAY (Sunset 7.15 pm)

1.00 pm - 4.45 pm	Registration and prepare camp site
4.45 pm - 5.30 pm	Sabbath preparation
5.30 pm - 5.45 pm	Club worship
5.45 pm - 6.30 pm	Tea
6.30 pm - 6.45 pm	Club leaders meeting, headquarters
6.45 pm - 7.00 pm	Prepare for campfire
7.00 pm - 8.30 pm	Campfire devotions
8.30 pm - 9.15 pm	Prepare to retire
9.15 pm	Silence

SABBATH 7.00 am

7.30 am - 7.45 am	Reveille
7.45 am - 8.00 am	Morning devotions
8.00 am - 8.30 am	Flag ceremony
8.30 am - 8.45 am	Breakfast
8.45 am - 9.15 am	Club leaders meeting, headquarters
9.15 am - 9.30 am	Prepare for camp and personal inspection
9.30 am - 10.45 am	Inspection and preparation for Sabbath school
10.45 am - 11.00 am	Sabbath school
11.00 am - 12.00 noon	Club time
12.00 pm - 12.45 pm	Church service
12.45 pm - 1.45 pm	Prepare lunch
1.45 pm - 2.15 pm	Lunch
2.15 pm - 2.30 pm	Rest period
2.30 pm - 5.30 pm	Prepare for Pathfinder activity
5.30 pm - 6.00 pm	Pathfinder activity
6.00 pm - 6.45 pm	Prepare for evening meal
6.45 pm - 7.00 pm	Evening meal
7.00 pm - 8.30 pm	Flag ceremony
8.30 pm - 9.00 pm	Campfire and vespers
9.00 pm - 9.30 pm	Club campfire
9.30 pm	Prepare to retire
	Silence

SUNDAY 7.00 am

7.30 am - 7.45 am	Reveille
7.45 am - 8.00 am	Morning devotions
8.00 am - 8.45 am	Flag ceremony
8.45 am - 9.00 am	Breakfast
9.00 am - 9.45 am	Club leaders meeting, headquarters
9.45 am - 10.15 am	Prepare for inspection of area
10.15 am - 10.45 am	Inspection
10.45 am - 12.00 noon	Prepare for events
12.00 pm - 12.15 pm	Camporee events
12.15 pm - 12.30 pm	Award time
12.30 pm - 1.30 pm	Club leaders meeting, headquarters
1.30 pm	Lunch
	Pack up and have a safe trip home!

EXPEDITION

Pathfinder Expeditions are organised by the conference youth ministries personnel, and are usually held over a long weekend. Back-packing and hiking skills are necessary, and often rock climbing and abseiling are included in the program. The Expedition is usually graded into levels of skill and fitness. Prior to the Expedition information is sent out from the conference, including a logbook, which has a medical and prelog section that must be completed before leaving home. Sabbath is usually a special time when all the groups come together.

AN EXAMPLE OF GRADINGS

A GRADE: Group members must have previous bushwalking experience with a high level of fitness and be capable of navigating competently in unfamiliar terrain. Careful navigation is required. Some night walking is usual. Overall distance is approximately 45 km.

B GRADE: Group members must have previous bushwalking experience and a reasonable level of fitness and map-reading skills. Difficult sections will be marked with control points. Some night walking is usual. Overall distance is approximately 35 km.

C GRADE: Group members must have previously completed one weekend pack camp. Most sections of the route will be marked with control points and no night walking is necessary. Overall distance is approximately 30 km.

D GRADE: No previous bushwalking experience necessary. Easy walking and navigation for beginners. No night walking. Overall distance is approximately 25 km.

GUIDELINES

1. The lower grade groups must have a responsible counsellor with them.
2. Logbooks must detail equipment, food etc. that each participant has packed. Medical information must be given and the logbook signed by parents or guardians. They must be brought to the Expedition and will be checked at registration.
3. All groups have a hike to their camp site on Friday afternoon, so early arrival is preferred.
4. All rubbish must be carried and taken home. No burying of rubbish is permitted. Fires are usually limited, and small stoves for cooking are recommended. Sufficient water must be carried. Water usually needs boiling or purifying before use. The organisers will give information of the availability of water, fire regulations etc. for the site chosen.
5. It is recommended that pack weight be kept to no more than 13 kg for all participants.
6. Sufficient warm clothes and wet-weather gear must be carried, as the program usually goes ahead regardless of the weather.