

# **SOMERSET CARDINALS PATHFINDER/ADVENTURES CLUB**

## **CLUB RULES**

### **RESPECT / ATTITUDE/ BEHAVIOR**

The Pathfinder/Adventurer club represents God, our church, our country, our community, our family, and most importantly, ourselves. Our conduct to each other is reflective of the ministries that Jesus taught through his interactions with people. We will follow the golden rule and treat others as we would want to be treated.

(Matt. 7:12; Luke 6:31)

- Each Pathfinder/Adventurer is to have a pledge and law-abiding behavior, to follow each rule described, to have respect and friendly behavior towards the club staff and fellow Pathfinders and Adventurers.
- Cell phones are to be in the Pathfinder/Adventurer bag and only to be used before or at the end of the club meeting. Cell phones are to be either turned off or on vibrate during club meetings
- Each Pathfinder/Adventurer is not to distract the staff or other club members with their behavior. Electronic devices and toys should not be brought to activities unless expressed by staff or the director.
- No gum or candy is to be brought to club meetings.
- A Pathfinder/Adventurer will be dismissed early, and parents will be asked to collect their child if his or her conduct at club events, church activities, school, or community projects is not consistent with the Pathfinder/Adventurer Pledge and Law. In addition, their name will be put on the probation list, and if the conduct continues, they will be asked to vacate the club.

### **ORGANIZED / PROFICIENT**

- Must learn pledge, law, and song.
- Must respond to the director or staff when instructed with a positive attitude.
- Must come prepared with the correct items/materials needed for the activity
- Homework or any given assignment must be completed and turned in on time when due.

### **DRESS**

- Must have a clean and complete field or dress uniform. Pathfinder/Adventurer should take pride in their uniforms, who it represents, and what it represents.
- Must be groomed and ready for that specific activity
- Must not be wearing jewelry or any non-uniform accessories

### **TIME**

- Pathfinder/Adventurer must be on punctual/on time to activities. Coming 15 mins early is advised.
- If tardy the Pathfinder/Adventurer has to report to the Director and be acknowledged before joining with the club.
- Parents must collect their children on time after events or communicate with the director or staff any change is their pickup plan. Parents must communicate clearly who will pick up their child as protection of the children is our highest priority.
- We will be respectful of your time and communicate with parents any changes in a timely manner.

**Thank you in advance for your cooperation and goodwill! WELCOME TO OUR CLUB!!**

# Pathfinder and Adventurer

## Aim, Mission, Pledge & Law

### AY, Pathfinder, & Adventurer Aim:

The Advent Message to All the World in My Generation

### AY, Pathfinder, & Adventurer Motto:

The Love of Christ Compels Me

### AY MISSION:

The salvation of youth through Jesus Christ. We understand youth ministry to be that work of the church that is conducted for, with, and by young people.

### AY PLEDGE:

Loving the Lord Jesus, I promise to take an active part in the youth ministry of the church, doing what I can to help others and to finish the work of the Gospel in all the world.

### Adventurer

#### Pledge and Law:

##### Adventurer Pledge

Because Jesus loves me, I will always do my best.

##### Adventurer Law

Jesus can help me to:

- Be obedient
- Be pure
- Be true
- Be kind
- Be respectful
- Be attentive
- Be helpful
- Be cheerful
- Be thoughtful
- Be reverent

### Pathfinder

#### Pledge and Law:

##### Pathfinder Pledge

By the grace of God, I will be pure, and kind, and true. I will keep the Pathfinder Law. I will be a servant of God and a friend to man.

##### Pathfinder Law

The Law is for me to:

Keep the morning watch  
 Do my honest part  
 Care for my body,  
 Keep a level eye  
 Be courteous and obedient  
 Walk softly in the sanctuary,  
 Keep a song in my heart,  
 Go on God's errand.

The Adventurer curriculum is divided into six levels.

- The **Little Lamb** is for pre-kindergarten or 4 year olds.
- The **Eager Beaver** is for kindergarten or 5 year olds
- The **Busy Bee** level is for first-grade.
- The **Sunbeam** level for second-grade.
- The **Builder** for third-grade.
- The **Helping Hand** for fourth-graders

There are six classes, with given names, which begin at 10 years of age and conclude at 15 years.

- **Friend** - 10 years - Blue
- **Companion** - 11 years - Red
- **Explorer** - 12 years - Green
- **Ranger** - 13 years - Silver
- **Voyager** - 14 years - Burgundy
- **Guide** - 15 years - Gold

# We are Adventurers!

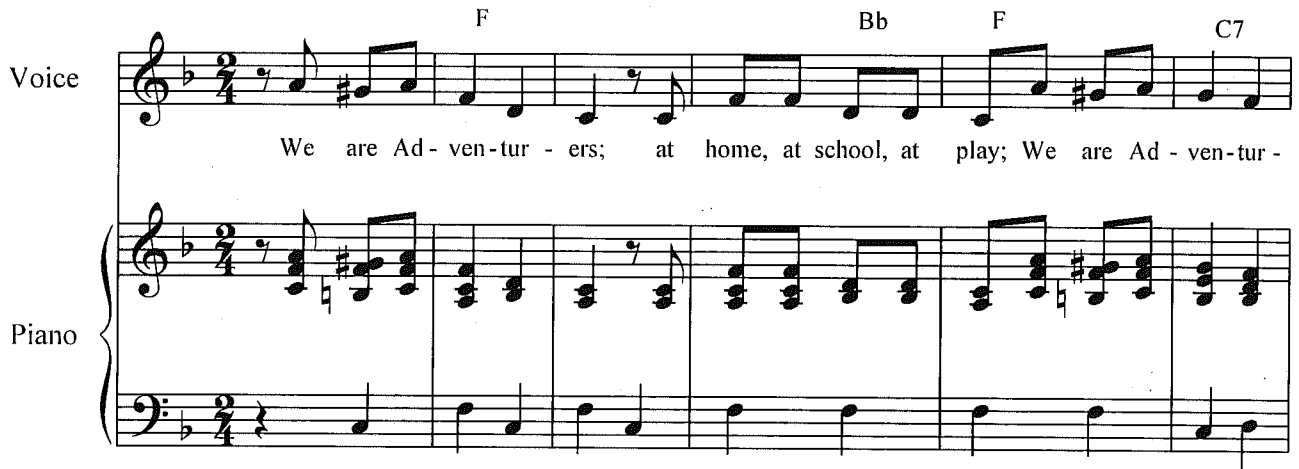
Copyright 2006 - Jomah Music and Publications

Music and Words by Joann M. Herrington

Chords: F, Bb, F, C7

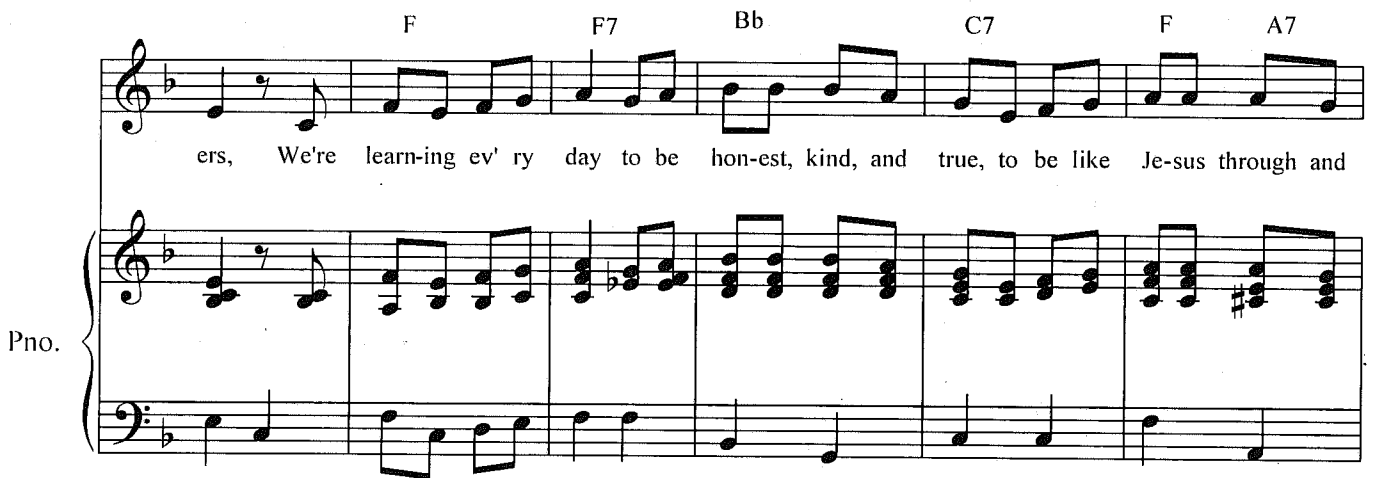
Voice: We are Ad-ven-tur-ers; at home, at school, at play; We are Ad-ven-tur-

Piano



Chords: F, F7, Bb, C7, F, A7

Pno. ers, We're learn-ing ev'ry day to be hon-est, kind, and true, to be like Je-sus through and



Chords: Dmin, Gmin, F, C7, F

Pno. through - - - We are Ad-ven-tur-ers!



# Oh, We Are the Pathfinders Strong

*Soy Conquistador Fuerte y Fiel*

*Nous Sommes les Explorateurs*

H. T. B.

Henry T. Bergh

capo on 1st fret

G

F#<sup>b</sup>/G

G

G

B7

C E7/B Am

Oh, we are the Path - find - ers strong, The ser - vants of God are we;  
*Soy Con - quis - ta - dor fuer - te y fiel, Un sier - vo de Dios yo soy;*  
*Nous som - mes les Ex - plo - ra - teurs, Les ser - vi - teurs du Sei - gneur;*

C

A7

D7

G

Faith - ful as we march a - long, In kind - ness, truth and pur - i - ty.  
*Fiel - es mar - cha - re - mos ya Por la sen - da del de - ber.*  
*Bons, loy - aux et purs, mar - chant Fi - dè - les à la vé - ri - té.*

G

F#<sup>b</sup>/G

G

G

B7

C

A mes - sage to tell to the world, A truth that will set us free,  
*Men - sa - je ten - e - mos que dar, Ver - dad que li - ber - tá - ra,*  
*Nous vou - lons an - non - cer à tous Un mes - sage li - bé - ra - teur*

C/E

Cm/E<sup>b</sup>

G

C

G/D

D7

G

King Je - sus the Sav - iour's com - ing back for you and me.  
*Je - sús muy pron - to re - gre - sa - rá por ti, por mí.*  
*Bien - tôt des cieux re - vient le Sau - veur Pour moi, pour vous.*