

INTRODUCTION

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PREFACE

With the introduction of this Policy Book, The Southeastern California Conference Pathfinder leader will have two volumes of basic information on Pathfinder Leadership:

- a. **The PATHFINDER STAFF MANUAL**, also produced by the General Conference Youth Department, contains an immense wealth of information and ideas for making a club successful.
- b. The **SOUTHEASTERN CALIFORNIA CONFERENCE PATHFINDER POLICY BOOK**. It is designed to provide the Pathfinder leader with information unique to this conference. It is suggested that each club own a current Pathfinder Policy Book although all the information contained is also available on the Youth Ministries website: www.seccyouth.com.

Since the Policy Book will need constant revision, we would appreciate your written suggestions for improvements.

We hope this Policy Book will help you plan your Pathfinder year in the most efficient and productive way.

NOTE: The **Youth Leaders' Handbook** is out of print; however we have an office copy which you are welcome to come and look at or have portions reproduced. Most of the same information can be found in the **Drill Manual, Director's Journal Guide, Master Guide Teachers Resource Manual, The Pathfinder Staff Manual, and The Southeastern California Conference Pathfinder Policy Book**, all of which are for sale at the Youth Ministries Office.

OBJECTIVES OF THE PATHFINDER CLUB

- To lead our boys and girls to Christ and hold them loyal to the church.
- To demonstrate the attractiveness of Christian ideals in an active program.
- To guide our boys and girls into active missionary service.
- To provide a positive church centered program.
- To develop good character and citizenship.
- To promote the Adventist Junior Youth achievement class activity.
- To give guidance in physical, mental, social and spiritual growth.

PATHFINDER CLUB GOALS

The primary purpose of Pathfinder ministry in the Seventh-day Adventist church is to instill in its membership a committed relationship with Jesus Christ through:

- Christian love and fellowship.
- Pride in beginning and completing projects.
- Training and reaching future Christian leaders.
- Service/Outreach within the club and community.





PLEDGE OF ALLEGIANCE TO THE FLAG

I pledge allegiance to the flag of the United States of America,
and to the Republic for which it stands, one nation under God,
indivisible, with liberty and justice for all.



AY 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.

AY 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 errands

ADVENTIST YOUTH AIM

The Advent message to all the world in my generation.

ADVENTIST YOUTH MOTTO

The love of Christ constrains us all.

Blank musical score template with four systems of staves and lyrics.

The score is organized into four systems, each consisting of three staves (treble, middle, and bass clef) and a corresponding line of lyrics. The lyrics are represented by black rectangular boxes, indicating redacted text.

System 1: The first system of music, featuring a treble clef staff, a middle staff, and a bass clef staff, with lyrics below.

System 2: The second system of music, featuring a treble clef staff, a middle staff, and a bass clef staff, with lyrics below.

System 3: The third system of music, featuring a treble clef staff, a middle staff, and a bass clef staff, with lyrics below.

System 4: The fourth system of music, featuring a treble clef staff, a middle staff, and a bass clef staff, with lyrics below.

We Are His

Words and Music by Jeff Wood

The first system of the song is in 4/4 time with a key signature of three flats (B-flat, E-flat, A-flat). It features a vocal melody in the treble clef and piano accompaniment in the grand staff (treble and bass clefs). The piano part begins with a series of eighth-note chords in the right hand and a steady eighth-note bass line in the left hand. The vocal line starts with a whole rest, followed by a repeat sign, and then the lyrics "We are His" on two lines.

We are His
We are His

The second system continues the melody and accompaniment. The vocal line has the lyrics "hands eyes to touch the world a-round us, we are His" on two lines. The piano accompaniment continues with similar rhythmic patterns, including some chords in the right hand.

hands eyes to touch the world a-round us, we are His
eyes to see the need in o-thers, we are His

The third system includes a section change symbol (a double bar line with a stylized 'S' or '8' shape) above the vocal line. The lyrics are "feet voice to go where He may lead, and We are" on two lines. The piano accompaniment features a more active right hand with eighth-note chords and a consistent bass line.

feet voice to go where He may lead, and We are
voice to tell of His re-turn

The fourth system continues the song. The lyrics are "His love burn-ing in the dark-ness We are" on two lines. A triplet of eighth notes is marked with a '3' above it in the piano right hand. The vocal line has a long note on "dark-ness" and a whole note on "We are".

His love burn-ing in the dark-ness We are

16

1.

His love shin - ing in the night.

19

2. 3 D.S. a 3rd ending Play after repeated chorus

night. And We are His love shin - ing

23

in the night. rit.

Smile, You're A Pathfinder

Pathfinder 25th Anniversary Song

Words and Music by Lowell Linon

The musical score is written for voice and piano in 4/4 time, featuring a key signature of two flats (Bb and Eb). The score is divided into systems, with measures numbered 1 through 15. Chord symbols are placed above the vocal line, and lyrics are written below the vocal line. The piano accompaniment consists of chords in the right hand and a bass line in the left hand.

System 1 (Measures 1-4):

- Chords: Bb, Eb, Bb, Eb, Bb, F7
- Vocal: Path - find - ers north and south, Path - find - ers east and west; The
- Lyrics: Path - find - ers ev' - ry - where Fol - low - ing God's com - mand; The

System 2 (Measures 5-8):

- Chords: F9, 1. F7
- Vocal: turned up cor - ners of each Path - find - er's mouth Show the world we'll do our
- Lyrics: gos - pel mes - sage we will hap - pi - ly share as we

System 3 (Measures 9-12):

- Chords: Bb, 2. F7, Bb, Gm
- Vocal: best. go to ev' - ry land. So smile, just
- Lyrics: best. go to ev' - ry land. So smile, just

System 4 (Measures 13-15):

- Chords: Eb, C7, F, D7, Gm, F7, Bb, Cm, Bb, Gm, Dm, F7, Bb
- Vocal: smile, - - wheth - er skies be - sun - ny or gray; Just
- Lyrics: smile, you're a Path - find - er; A smile will light the way.

Pathfinder Marching Song

Brad Braley

Path - finders lo - yal and true, - - faith - ful in all we do. - - Serv - ing our neigh - bor each

day, - - help - ing in ev' ry way. - - We give our strength to the task, - - pledg - ing to

God our love. - - When the work here is done, we will march with the One who's pre - par - ing our home a - - bove. -

SUGGESTED CLUB MEETING SCHEDULE

Plan and organize your Pathfinder Club Meeting in such a way as to make the best use of your time and energy. Make a schedule and follow it so that each area of the club meeting may be productive.

The following suggested club meeting schedule may be adapted to fit the needs of your Pathfinder club. At least two meetings a month are required for full monthly points. If you are meeting on Tuesday nights, you may wish to meet the first three Tuesdays and on the fourth have a staff meeting - same time, same place.

- 6:10 pm Wherever you are, please pray, for your Pathfinder Club
- 6:15 pm Set up of Pathfinder room including chairs, tables, pledge, law, flag, and club banner
- 6:20 pm Open doors - greet Pathfinders with a smile!

Always start on time

- 6:30 pm Opening exercises: Pledge, Law, Flag salute
Pathfinder Song and worship
- 6:50 pm Record taken: Captain and Scribes take record and collect dues
- 7:00 pm AY Classes: Friend, Companion, Explorer, Ranger, Voyager and Guide
- 7:15 pm Drill and Marching: Beginning, Intermediate and Advanced group if needed
- 7:30 pm Honor Classes: Teach classes that fit age, interest and ability listed in the AY Honors Book
- 8:20 pm Clean Up: Work together to clean up and put away all supplies
- 8:25 pm General Assembly: Announcements, Instructions

Always close on time

- 8:29 pm Dismissal: Prayer - pass out take home papers

Watch to insure safety as Pathfinders leave the area.

See Pathfinder Staff Manual page 58.

PATHFINDER DRILL

Pathfinder clubs are encouraged to teach and practice basic drill and marching movements. Drill and marching is an important part of the Pathfinder club. Learning to listen and follow commands helps your club have an atmosphere where it's fun and easy to learn. Drill encourages listening which assists with discipline. Young people who are properly disciplined will have confidence in their own abilities and are more apt to achieve their goals.

Obtain THE PATHFINDER CLUB DRILL MANUAL and teach your club the proper movements using correct commands.

Whenever possible, have your staff learn and drill with the club. Working together will strengthen your club and help to build club unity and camaraderie.

Use drill downs, games, and practice to sharpen your marching knowledge and skills.

See the PATHFINDER CLUB DRILL MANUAL.

PATHFINDER CLUB DRILL: CLARIFICATIONS

The age of technology has opened up a vast source of information for us. If we don't know something...we can "google it!" Unfortunately, sometimes a good thing can have an adverse effect. Over the last few years, we have noticed a slight breakdown in the consistency of the Pathfinder Drill in our conference. Therefore, the following observations are an attempt to bring to light some areas that in the past have been brought into question.

Myth: Pathfinder Drill is different than the Military

- Some believe that there is only one drill and ceremony manual that all branches of the military follow, but there is no such manual. Actually, each branch of the military has their own D&C manual and sometimes there are slight differences in commands.
- I grew up hearing and believing that, "Pathfinders have their very own style of drill". But, according to page 2 of the Pathfinder Club Drill Manual, "The instructions given here are taken from the 1986 drill manual of the United States Army, yet modified so they fit the Pathfinder Club." In other words, Pathfinder drill is based on the US Army drill manual.
- Some believe that the Pathfinder Drill Manual is worded differently than the US Army Manual. If you compare the 1986 US Army Drill Manual with the Pathfinder Drill Manual, you will find that it is word for word. The following are the only differences:
 - The word "soldier" is replaced with "Pathfinder".
 - The length of step for Pathfinders is 24 inches and 12 inches as opposed for the soldier it is 30 inches and 15 inches.
 - Prayer Attention is the only command specifically for Pathfinders.

- Actually, the 1986 US Army Drill Manual is a great resource for learning more commands to help your club. It is quite thick, so just jump to the relevant sections. You can find a free on-line version of the manual.
- If your Drill Instructor has a military background, hold on to them for as long as you can. They are a great resource! Make sure that they have a copy of the Pathfinder Drill Manual and that they confirm that the commands and executions of the commands are in concordance with the Pathfinder Drill Manual.

Myth: I have the new Pathfinder Club Drill Manual

- Southeastern CA Conference Pathfinders uses the North American Division Pathfinder Club Drill Manual. It can only be purchased through the conference office or Advent Source.
- There have been no revisions to this manual since 1986. It is the same now, as it was back then!
- You can't find an on-line version of the manual because NAD has not released it to be posted on the internet.
- Any Pathfinder Drill manuals that you find on the internet are specific to the conference or union that put them out; they are not adopted by our conference.

Areas of Emphasis

- Every May, many Pathfinders take part in the Pathfinder Fair Drill Down Competition. Please make sure that they understand that this competition emphasizes "Basic Drill" and not "Drill Team" commands and executions.
- The Drill Down Competition will emphasize the requirements for the Drilling & Marching Honor.
- The Pathfinder Club Drill Manual is the basis for this competition. Therefore anything stated in this manual is fair game.
- The following are a few areas to keep on eye on. We will only address some areas of concern. For more details please refer to the Pathfinder Drill Manual.
 - o Cadence
 - o Prayer Attention
 - o Quick Time (Full Step March)
 - o Quick Time (Half Step March)
 - o Double Time March
 - o Eyes Right
 - o Columns

Specifics

Cadence:

- It's the uniform rhythm in which movement is executed, or the number of steps per minute.
- Quick Time = 120 steps per minute
- Double Time = 180 steps per minute

Prayer Attention:

- p. 7---"This movement is unique to the Pathfinder Clubs...The movement is done only from Parade Rest and is the same as Parade Rest, except that the heads are bowed for prayer."
 - o First the command PARADE REST is given and then the command PRAYER ATTENTION.
 - o At this time, the head is bowed, but hands stay at the Parade Rest position; hands do not come down.
 - o Males use their right hand to remove their headgear and hold it in their right hand behind their back and resume the position of Parade Rest with their head bowed.
 - o When "Amen" is stated, all automatically resume the position of Parade Rest.
 - o When "Amen" is stated, Males automatically replaces their headgear by using both hands and then resume the position of Parade Rest.

Quick Time (Full Step, March):

- This is a 24-inch step.
- p. 6---"Quick time is the cadence of 120 counts or steps per minute."
- p. 10---"All marching movements are executed in the cadence of quick time (120 steps per minute), except when the 24-inch step is executed in the cadence of 180 steps per minute on the command DOUBLE TIME, MARCH.
- p. 11---"Being at the halt, to march with a 24-inch step in the cadence of quick time, the command is FORWARD, MARCH...Swing your arms easily in their natural arcs 9 inches straight to the front and 6 inches to the rear of the seams of your trouser or skirt. Do not allow your arms to bend at the elbow; keep your fingers curled as in the position of attention, and just clearing your trousers or skirt when swinging."
 - o The command is FORWARD, MARCH.
 - o This is executed at a Full Step (24-inch step) and at the Quick Time cadence of 120 steps per minute.
 - o Don't forget to swing your arms.
 - o All marching movements can be executed from the Full Step March.

Quick Time (Half Step, March):

- This is a 12-inch step.
- p. 6---"Quick time is the cadence of 120 counts or steps per minute."
- p. 10---"All marching movements are executed in the cadence of quick time (120 steps per minute), except when the 24-inch step is executed in the cadence of 180 steps per minute on the command DOUBLE TIME, MARCH.
- p. 11---"To march forward with a 12-inch step from the halt, the command is HALF STEP, MARCH...allow your arms to swing as with a 24-inch step.
- p. 11---"To alter the march to a 12-inch step while marching with a 24-inch step in quick time, the command is HALF STEP, MARCH...Allow your arms to swing as with a 24-inch step.
- p. 12---"While marching at the Half Step, MARK TIME, MARCH; FORWARD, MARCH; EXTEND, MARCH; and HALT are the only commands that may be given. The element may be marched for short distances from a close

interval line formation.”

- o This is a 12-inch step but the cadence remains the same.
- o The cadence is Quick Time (120 steps per minute), the same as a Full Step March.
- o Do not speed up your cadence when you go into a Half Step March.
- o Don’t forget to swing your arms. Remind your Pathfinders to swing their arms because many are holding on to the seam of their pants and keeping their arms from swinging.
- o I was very surprised to learn that only four commands may be given while marching at a Half Step. This means that Flanks, Rears, Columns, and all other commands being executed while marching at a Half Step are out of compliance.

Double Time (Double Time, March):

- This is a 24-inch step.
- p. 6---“Double time is the cadence of 180 counts or steps per minute.”
- p. 14---“The command DOUBLE TIME, MARCH is given from a halt, or as either foot strikes the ground while marching a quick time.”
- p. 14---“...At the command MARCH, raise your forearms to a horizontal position, with your fingers and thumbs closed, knuckles out, and simultaneously step off with your left foot. Continue to march with 24-inch steps at the cadence of double time. Let your arms swing naturally, straight to the front and rear, but keep your forearms horizontal.”
- p. 14---“HALT, QUICK TIME, COLUMN HALF RIGHT (LEFT), and COLUMN RIGHT (LEFT) are the only movements which can be executed while double timing.
 - o This is a full step march.
 - o Looks like a slow run.
 - o This is the only marching command that speeds up in cadence (180 steps per minute).
 - o This is to be used when you need to get your group from point A to point B quickly, therefore only a limited amount of movements can be executed while double timing.

Eyes Right:

- Execution depends on whether you are stationary or marching.
- p. 23---“At the halt, all Pathfinders, on the command EYES RIGHT, turn head and eyes to the right 45 degrees. Their heads and eyes follow the reviewing official until they are looking directly to the front. Only the club director renders the hand salute.”
- p. 23---“When marching,...When the command EYES, RIGHT is given, each Pathfinder except the right file, turns head and eyes to the right at an angle of 45 degrees while marching until the command FRONT is given. At the command FRONT, heads and eyes again face front.”
- p. 23---“At the command EYES, RIGHT, the club director turns his head and eyes right and renders present arms. The guidon bearers execute present guidon and the Pathfinder flag is dipped to a 45 degrees angle. The national flag is never dipped.
 - o If stationary, all turn their heads to the right and eyes follow the reviewing official.
 - o If marching, only the right file continues to look forward while all

other turn their heads to the right.

Columns:

- p. 25---"To change the direction 90 degrees, the command is: COLUMN RIGHT (LEFT), MARCH. On the command of execution MARCH, the base unit (right or left file) executes the movement as in unit drill except that the unit leader takes a 24-inch step then takes up the half step. The unit leader continues marching with the half step until the other unit leaders come abreast. The other unit leaders, while maintaining correct (offset) interval, execute a 45 degree pivot and continue marching in an arc. As they come abreast of the base unit leader, they take up a half step. When all unit leaders are abreast, they step off with a 24-inch step without command. all other club members march forward on the command of execution and execute the column movement at approximately the same location as their unit leaders and in the same matter."
 - o When COLUMN RIGHT, MARCH is called, the person in the front rank on the right makes a full step, tight pivot turn to the right by 90 degrees and then automatically continues marching forward at a Half Step.
 - o As he turns, the other members in his rank turn by making 45 degree pivots and either shorten or lengthen their step in order to remain in a straight line side by side of another.
 - o As they complete their turn and align themselves to the person at their right, they automatically march at a half step.
 - o Once the entire rank is facing 90 degrees to the right, they automatically continue marching forward in a full step.
 - o When the next rank reaches the same point that the turn was made by the front rank, that rank turns in the same manner that the first rank did.
 - o All ranks continue until the entire unit is marching in the same direction.
 - o Remember that as each rank completes their turn they automatically continue marching forward at a full step. They do not wait for the whole unite to complete the turn or for the Drill Instructor to command a full Step Forward March.
 - o When COLUMN LEFT, MARCH is called, the person in the front rank on the left makes a full step, tight pivot turn to the left by 90 degrees and then automatically continues marching forward at a Half Step. Then follow the same steps as above.
 - o According to page 19 of the Pathfinder Drill Manual this command may be called from a halt or when the unit is in marching.

Please remember that we will be focusing on Basic Drill & Marching honor requirements and please pay close attention to cadence. We only tried to clarify a few areas that often bring about questions. Please refer to your Pathfinder Drill Manual for more details on all other commands.

OUTINGS

Pathfinder outings are special times to get to know your young people better and a time to explore God's second book, the book of nature.

Don't try to compete with Magic Mountain, Disneyland, or other theme parks.

Present a fun, simple activity with the togetherness of friends and staff as your main drawing item. Play games, hike, camp, and work together to complete honors and learn Pathfinder skills.

- Be organized
- Plan ahead
- Expect the unusual
- Be prepared
- Be safe and sensible
- Have fun
- Learn of God through interesting and creative ways

Plan an activities calendar with Pathfinder staff, Teen Counselors, the church and church school.

Schedule weekend trips and one-day outings such as to an aquarium, museum, arboretum, the beach, or mountains. Plan a nature hike, field day, or picnic.

Weekend outings could include a camp out, backpack trip or cycling event. Plan well and have a safe time with your youth and staff.

Have staff outings such as: Sabbath picnics, family get together, celebrate birthdays and anniversaries together, day hikes, weekend outings, attend a special church program together.

ORGANIZED CLUB OUTINGS

TRANSPORTATION

Supervision is necessary on buses or in vans (at least one adult besides the driver). When using private vehicles, EACH passenger must have and use seat belts. Drivers must be over 21 years of age with insurance up to required standards with each driver having a safe driving record. Each vehicle is to carry: Participation Consent Release Form for each passenger. At least two vehicles should travel together. See the Insurance section for more information on transportation and trip planning.

FOOD

- Cook shack/chuck wagon for cooking or tarp area to cook on
- Keep hot food hot and cold food cold
- Well balanced, properly prepared, nourishing food - tastefully served taking cleanliness into consideration
- Serve small portions of desserts: heavy desserts=hyper campers
- Water containers filled with water
- Buckets to refill water from a faucet and a short hose
- Plenty of liquid for the weekend

SAFETY

- Camping permit/registration
- FIRE EXTINGUISHER, FIRST AID KIT, MEDICAL RELEASE FORMS
- Fire buckets with two gunnysacks, shovel, rakes, and brooms

SUPPLIES

Matches wood paper
Sticks for roasting hot dogs and marshmallows (for fire where allowed)
Rope for a clothesline for drying towels etc./ clothes pins
Tents poles stakes
Rope mallets tarp for shade
Trash can Trash bags brooms
Lanterns stoves/fuel connections/repair kit
Fry pans grill kettle pots/pans, cooking utensils
Plates bowls cups napkins utensils
Wash pans hand soap hand towels small mirror
Dishpan dishtowels dish soap scraper
Tables for serving food
Chairs/camp stools or tarp for sitting at meetings
Bulletin board for camp schedule and information
Bibles Worship Book Nature Book Honor Book
Policy Book Pathfinder Staff Manual AY Classes Instructor's Guide
Camping Manual US & Pathfinder Flags Guidons and stands