

Start or revitalize a ministry in your church

QUICK START GUIDE



ADVENTURER CLUB DIRECTOR



Quick Start Guide for the Adventurer Club Director

Available from:
AdventSource
5120 Prescott Avenue
Lincoln, NE 68506
402.486.8800
AdventSource.org

Manuscript created for the Youth Ministries Department of the North American Division of the Seventh-day Adventist Church

Author: Deena Bartel-Wagner
Designer: Liv Jacobson

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Introduction

Welcome to the ministry leadership team for children in your church and community. The nominating committee has prayerfully considered the position of Adventurer Club Director and you have been asked to fill this important role. Thank you for sharing your time and talents to minister to some of your church family's youngest members. Your ministry will influence young lives for the kingdom of God.

The Adventurer Club is for children in pre-kindergarten through fourth grade. Membership is open to boys and girls from the church and community. To some members of your church, an Adventurer Club may not seem as important as other church programs. However, leading children to Christ is an integral part of the Adventurer program. When children are well grounded in their beliefs at a young age, they are more likely to remain in the church as teens and adults.



Getting Started

As Adventurer director, your many areas of responsibility will include selecting staff, organizing the club, choosing goals and objectives, planning club meetings and a yearly calendar, evaluating the club's progress, and communicating with the conference, club members, parents, and the community.



One of the first items on your to do list is to contact your local conference office. They will provide you with materials and guidance for operating your club. You will also receive support, training, and organizational ideas from the conference Adventurer, Pathfinder, children's ministries, or youth director.

If your church does not have an existing Adventurer Club, you will need to submit plans to the church board for authorization to organize a club. When you present to the church board, remember to share how an Adventurer Club can help your church minister to children.

Once you have board approval, plan an organizational meeting and invite the church family to attend. You may wish to invite an experienced Adventurer leader or the conference Pathfinder or youth ministries director to come and share how this club ministers to children. You can also choose to plan an entire church service highlighting children's ministries and make a special focus on the Adventurer program.

Everyone interested in joining or helping with the Adventurer Club should attend your organizational meeting. This would include Adventurer-age children and their parents/guardians, prospective staff, children's Sabbath School teachers, and Master Guides. You may want to invite Adventurers from a nearby club to demonstrate their skills and show their uniforms.

As with the church board, you should once again explain how an Adventurer Club helps the church minister to children and how it can be part of your church's evangelistic efforts.

At this time you should also invite people to volunteer to help with the club. Take every opportunity to recruit staff. If someone would like to volunteer but can't commit to attending every event, encourage them to teach an Adventurer award class.

Adventurer Brochure



This attractive color brochure provides an introduction to the world of Adventurers. It outlines the goals of your club for parents and children. This brochure is ideal for use in recruiting and handing out at Adventurer registration. Sold in packages of 100.

English	Product #001175
Spanish	Product #001191
French	Product #001193

Available at AdventSource.org or 402.486.8800.

ADVENTURER CLUB OBJECTIVES

- Providing spiritual, recreational, and social instruction.
- Teaching children about nature and a Creator God.
- Reaching out to both Adventurers and their parents to strengthen family bonds.
- Allowing children to learn by example through the leadership of club personnel.
- Showing children that they are an important part of their church family.
- Providing groundwork to help children understand Jesus' love for them.
- Preparing Adventurers to make a decision for baptism.
- Demonstrating good health through exercise and hygiene.
- Teaching the skills of self-discipline and teamwork.
- Developing Adventurers' creative talents.

Register Your Club with the Local Conference

It's important to register your club with the local conference office. Registration provides several benefits:

- You will receive a calendar of conference events your club can attend throughout the year.
- Your staff can attend conference leadership training events.
- Your club will be assigned an area coordinator. This person will have extensive experience with the Adventurer program and can assist you with programming and other details.

When you contact your conference, they will send all the necessary paperwork for you. Your pastor and several church officers may need to sign the registration materials.

Conferences often require a registration fee. These fees are typically used to fund conference-level Adventurer activities. The fee is usually minimal, but it is necessary to include the amount in your yearly budget.

Organizing and Training Staff

The average Adventurer leadership team consists of a director, one or more associate directors, unit counselors, and instructors. The director and associate director(s) are selected by the nominating committee and voted into office by the church body. As director, you will need to meet with your associate director and determine who to ask to fill the other positions. Make sure to check with your pastor first, however, because the church board may need to approve each person selected to serve on the leadership team.



As you choose your leadership team, remember that counselors and instructors should work well with children. They should also be committed Seventh-day Adventists who demonstrate a growing friendship with Jesus.

Each staff member and instructor needs to fill out a volunteer form (see *Adventurer Club Director's Guide* for a sample form). Then send these forms to your local conference, where the staff will keep them on file. Each team member must also comply with your local conference and union's screening and training requirements. Check with your conference for more information.

Director

The most important thing you can do as Adventurer Club director is to spend regular time in prayer for your staff, your Adventurers and their families, and the club's ministry. Although planning and preparation are important, prayer is the vital component that must be part of every Adventurer Club.

As director, you will be a member of the church board. You will need to work with the pastor and other church leadership to keep everyone informed about the Adventurer Club's activities.

You will also be responsible for planning and chairing club staff meetings, unless you appoint your associate director to handle this responsibility.

Although you do not need to be in charge of every aspect of the entire Adventurer program for the year, you will need to lead the planning and ensure that others complete their assigned duties. You will also need to oversee all Adventurer meetings and activities.

You will need to communicate regularly with the parents of the Adventurers as well. You can achieve this through email, a monthly newsletter, a calendar of events, or whatever else works best for your situation. In addition to the parents, you must let the entire church membership know what is happening in your Adventurer Club. Make sure your activities are listed in the bulletin and on the church website. You also need to keep in contact with the conference Pathfinder, Adventurer, children's ministries, or youth director and submit monthly reports.

As you work with the club staff, be aware of any friction and handle it as quickly as possible. A staff working together with a common goal has more influence on the young lives they are trying to touch.

Associate Director

The role of associate director is to assist the director in whatever areas need to be covered. If the director has to be absent from a meeting, the associate director will be in charge.

A club can have more than one associate director. If this is the case, you can divide various duties among them. These might include providing transportation, assisting with public relations, and planning outreach activities, nature activities, recreation, and crafts.



ABOUT ADVENTURERS

Physical Attributes

- This age group is full of energy and is always on the go.
- Although they want to do everything, their coordination is still developing and they can sometimes become frustrated with small motor skill activities.

Mental Attributes

- Adventurers want to know about everything. They ask questions and want answers that are more simple than complex.
- They learn best by doing.
- Adventurers have good imaginations and need to learn constructive ways to use them.
- Adventurers can memorize easily. This is a good time to instill Bible verses and songs.
- Adventurers like variety. They need to see and experience things in many different ways.

Socio-emotional Attributes

- Adventurers are developing their social skill set.
- Excitement can easily get out of control with this age group. Impulsive actions are not uncommon.
- Interacting with friends is an important activity.
- Although they still think their parents can do no wrong, Adventurers are becoming more independent.
- Adventurers need approval.

Spiritual Attributes

- Adventurers want to know right from wrong.
- Adventurers are ready to learn as much about Jesus as they can.
- Adventurers look out primarily for themselves. Direct them to think of others in their actions and the way they use their words.



Unit Counselors

Unit counselors are key members of the Adventurer staff. Each counselor is assigned a unit of four to eight Adventurers, with a male counselor for boys and a female counselor for girls.

Counselors work more closely with individual Adventurers than any other member of the Adventurer leadership team. They stay with their unit through all club meetings and activities and are familiar with each child's parent or guardians, home situation, and social, emotional, and spiritual needs.

Counselors are responsible for unit members' attendance and completion of Adventurer curriculum requirements.

Instructors

Instructors are responsible for the curriculum levels from Little Lamb through Helping Hand. They may also teach awards. Instructors can come from the church, or you can use specialists in certain fields from the community.

Staff Preparation

Adventurer staff must familiarize themselves with the curriculum and learn about the characteristics of Adventurer-age children. Your local conference offers an Adventurer Staff Leadership Training seminar which every staff member should attend. Contact your conference for details about the next seminar. This weekend event also provides a time to strengthen the bonds of your leadership team.

The seminar covers the following topics:

- History, Philosophy, and Purpose of the Adventurer Club
- Understanding the Adventurer
- Club Leadership
- Club Organization
- Club Programming
- Adventurer Curriculum
- Adventurer Awards
- Adventurer Family Network
- Resources

Master Guides

You do not need to be a Master Guide in order to work with Adventurers. However, you and your staff are welcome to work toward this goal. Achieving Master Guide status signifies that one has dedicated time to personal development and learning new skills.



If a number of your staff members have not obtained Master Guide status, you could organize a class and encourage everyone to participate.

Planning the Adventurer Club Year

The Adventurer Club year may correspond with the calendar year or the school year. Check with your conference for their master schedule.

Take time before the Adventurer year begins to create your calendar. Schedule a time when you can meet with your staff for several hours to plan events, programs, and other activities. Consider planning a weekend retreat so your staff can get to know one another while spending time in prayer and planning. If a weekend retreat isn't possible, plan at least an afternoon to meet together.

When you meet with your staff, consider the following questions:

- What do we want to accomplish this year?
- How can we meet these goals?
- What events do we want to plan?
- When will each event take place?
- Who will be responsible?
- How will we communicate with Adventurers, parents, church members, and the community?
- How often should the club meet?
- How often should the staff meet?
- How will we evaluate our programs?

Be sure to include the following on your calendar:

- Weekly meetings
- Induction
- Adventurer Sabbath
- Crafts
- Conference-sponsored activities
- Nature activities
- Curriculum requirements
- Adventurer Fun Day
- Investiture



It's important to include Adventurer awards when planning your calendar. Choose awards, crafts, and activities that will appeal to both boys and girls. Consider who can teach the various classes on your schedule and find outside helpers who can contribute to the Adventurer program. This will keep your staff members from taking on more than they can handle.

The church board must approve the Adventurer Club's annual calendar, including field trips and other off-site activities. This will build support and put the club in a better position to ask for budget considerations when the board develops the annual church budget. The local church board must also approve all off-site activities in order for insurance coverage to be effective.

Planning for an entire year may seem like a lot of work. However, your time is an investment. Annual planning creates a roadmap for the entire Adventurer year. Your team will work more efficiently when they can see the big picture.

Early planning on your part also allows families to plan their schedules around Adventurers and eliminate scheduling conflicts. This will help attendance stay strong throughout the Adventurer Club year.

Recruiting Adventurers

During the summer months, your leadership team can visit in the homes of prospective Adventurers. Meet with children and their parents/guardians and tell them about the club and activities. Use this time to build relationships and get to know the families who want to join your club.

Four weeks before registration, begin placing announcements in the church bulletin with all the details parents and Adventurers will need. You can also post information on the church bulletin board, website, and social media accounts. Remind parents that their attendance is important because their signature is required on several forms.

Send a letter or email to prospective Adventurer families, encouraging them to join the club. This is a good time to let them know about uniform costs and club dues.

Because not all families will be able to afford the cost of Adventurer club fees, you could recruit sponsors to help defray expenses. You could also consider purchasing uniforms to rent to Adventurers each year.

RECRUIT ADVENTURERS BY:

- Visiting prospective Adventurers and their parents at home
- Making announcements in the bulletin
- Sending letters to prospective Adventurers and their parents
- Posting announcements on church bulletin board
- Promoting the Adventurer Club on your church website



The Adventurer Year Begins

Adventurer Registration

The first official event of the Adventurer year is registration. By this time you'll have done lots of legwork; now your recruiting efforts will pay off. Below are several ideas for helping registration run smoothly.

Choose a time when you know most people will be able to attend. If you schedule registration for your regularly scheduled meeting time, it will help parents know when they need to drop off their children each week. Adventurer registration can also coincide with Pathfinder registration, though you will probably want to pick different locations within the church.

Set up a welcome station where you can greet Adventurers and parents and distribute registration materials. From here, Adventurers and parents/guardians will need to:

- Complete an Adventurer Club membership application. (A sample is included in the *Adventurer Club Manual*.)
- Complete a medical consent form. (A master copy is included in the *Adventurer Club Manual*.)
- Be measured and place a uniform order. Assign someone familiar with taking measurements to this station.
- Receive a class level assignment.

Provide parents with a calendar of events, at least for the first part of the Adventurer year. The calendar should include weekly meetings, Induction, Adventurer Sabbath, field trips, campouts, Investiture, and any other events. This will help families plan their schedule around Adventurer activities.

Most clubs generally hold registration in the fall when the Adventurer year begins. You may need to hold a second registration in January if more children wish to join your club. Adding new Adventurers halfway through the year may be difficult. By joining the club late, they may be behind in their curriculum requirements and may not be ready for Investiture in the spring. Your leadership team will need a plan for late registrations.

Induction

Induction is a special ceremony where both new and returning Adventurers are dedicated to the Lord. You should schedule it three to four weeks following club registration. By waiting a few weeks to hold the Induction ceremony, Adventurers have time to learn the Adventurer pledge, law, and song. Adventurers should wear their dress uniforms for this ceremony.



The Induction service may include:

- Flag ceremony
- Pledge to American flag
- Pledge to Christian flag
- Pledge to Bible
- Adventurer theme song
- Adventurer pledge and law
- Invocation and welcome
- Homily
- Recognition of parental responsibility
- Dedication song
- Dedication prayer



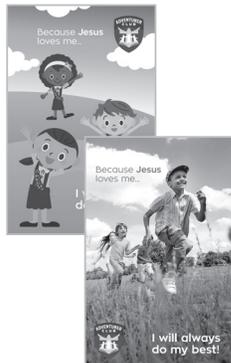
Weekly Meetings

The director's responsibilities include the following:

- Arriving early to prepare for the meeting. You will also need to unlock the building before staff and Adventurers begin to arrive.
- Arranging for a worship speaker each week. It is always advisable to have something prepared in case the planned speaker is not available.

RESOURCE

Adventurer Bulletin Covers



Use these bulletin covers during the Induction ceremony or the Investiture service, or to promote the Adventurer ministry in your weekly church service. Sold in packages of 100.

- | | |
|-----------------------|-----------------|
| Illustrated (English) | Product #001197 |
| Illustrated (Spanish) | Product #001297 |
| Photo (English) | Product #001198 |
| Photo (Spanish) | Product #001298 |

Available at AdventSource.org or 402.486.8800.

- Ensuring that all units are adequately supervised. If a unit counselor is unable to be present, you will need to step in or delegate someone else to supervise the unit.
- Beginning meetings on time.
- Helping Adventurers and staff transition smoothly between activities.
- Dealing with any discipline problems in a way that won't alienate the misbehaving Adventurer, but will bring the situation under control.
- Ending meetings on time so both parents and children can stay on schedule. This is especially important if your club meets on school nights.

PERMISSION FORMS

For insurance purposes it is essential that the church board approve all outings, and that parents/guardians complete a separate permission form prior to each outing.



Investiture

The Adventurer year will pass faster than you can imagine. As the weeks and months slip by, the Adventurers will feel a sense of accomplishment as they complete class work and gain new skills through completing awards. With the end of the Adventurer year comes the Investiture service. If your church has a Pathfinder Club, you can choose to combine the Investiture service for both clubs.

This service is a time for recognition of work done well. Adventurers can share what they have learned so the church family can recognize their accomplishments. Adventurers will enjoy displaying their finished projects.

Elements to include in an Investiture service:

- Adventurer theme song
- Adventurer pledge and law
- Special music
- Memory work
- Practical demonstrations or skits
- Parental recognition
- Charge
- Presentation of Adventurer awards and certificates
- Closing song
- Closing prayer



Relating to Parents/Guardians

Successful clubs require the participation of every member's parent(s) or guardian in some capacity. Engaging parents in club activities will strengthen the overall program. If parents/guardians are unable to serve as staff members, encourage them to provide transportation for outings, teach an award, host Adventurer parties, etc.

As Adventurer director, make it a point to understand the families of children in your club. What is each child's home situation? Are their parents or guardians strict disciplinarians or overly permissive? What level of supervision do they expect from the Adventurer staff? How will they evaluate your program?

While most Adventurers in your club will probably come from Christian homes, you should also be prepared to minister to children and families from different backgrounds. Demonstrating a genuine interest in each child will help you win parents'/guardians' confidence. Below are some recommendations:

- Communicate regularly via email, phone, letters, in-person discussion, the Adventurer calendar, and the church website
- Make sure each parent/guardian has a clear understanding of the club's goals
- Recognize parent/guardian contributions on a monthly, quarterly, or annual basis

Finances

Before the Adventurer year begins, meet with your staff to plan the annual budget. Your club's funding will come from several sources. Each Adventurer will contribute annual dues. In addition, the church will provide a portion through the annual church budget. Donations may round out the budget.

Include the cost of the following in your budget:

- Adventurer awards
- Certificates
- Craft supplies
- Outreach projects
- Conference events
- Field trips
- Insurance
- Conference registration fee
- Transportation



Summary

Directing an Adventurer Club is a big job that will make a significant impact on children's lives. Thank you for taking on this important responsibility. May God bless you in this important journey. As you work to bring Adventurers and their families closer to Jesus, remember that God has a plan for you and each of the Adventurers that will be touched by your ministry.

Resources

The following resources are available from AdventSource. For a complete list, visit AdventSource.org or call 402.486.8800.

Adventurer Club Starter Kit

NAD Adventurer Ministries (AdventSource)

The Adventurer Club provides a complete age-appropriate curriculum for families with kids in pre-k through fourth grade. At each level kids learn more about the Bible, health, nature, how to get along with others, and more. The Adventurer Club also gives parents an opportunity to model Christian values while enjoying special activities with their children. Through the Adventurer Club, the church can support parents as they work to develop happy, healthy, mature kids.

Included in the starter kit:

- Director's Guide with complete instructions on programming, curriculum, uniform, and more
- Leader's Guides for Little Lamb, Eager Beaver, Busy Bee, Sunbeam, Builder, and Helping Hand levels
- Awards Poster with titles listed in English, Spanish, and French
- Music CD including the theme song for the Adventurer Club in English and Spanish
- Resource USB Flash Drive featuring award requirements, printable forms and certificates, and much more

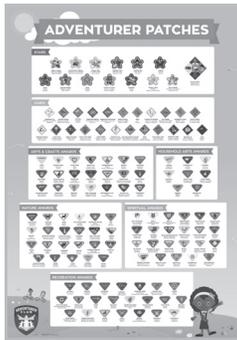
English Product #001049
Spanish Product #001051



Adventurer Club Pledge and Law Banner Set

Display the Adventurer pledge and law banners with pride. These 24" × 36" four-color banners featuring the Adventurer logo and fringe are a classy addition to your meeting room. Hang these banners in full view at every Adventurer meeting and at all Adventurer ceremonies. Includes hanging cords with tassels and end caps. (Club must supply 3/8" dowels for crossbars.)

English Product #000086
 Spanish Product #000078



Adventurer Patch Poster

This full color poster displays all the Adventurer patches at a glance. Hang this poster in your classroom so your children can see all the patches they can earn! Patches are listed in English, Spanish, and French.

Folded Poster Product #001505
 Rolled Poster Product #001506
 Laminated Poster Product #001507

Adventurer Uniforms

AdventSource is your complete source for Adventurer Club uniforms, award patches, and gear. To order uniforms for your staff and Adventurers, visit AdventSource.org or call 402.486.8800 and request a catalog.



Adventurer Club Director Ministry Description

Introduction

Jesus loved little children, and valued them highly. He empathized with the plight of sick children and their parents, and often went out of His way to heal a sick child (Matt. 5:35-43; Mark 7:25-30; Luke 9:38-42). He enjoyed interacting with the children in the temple (Matt. 21:15). When His disciples minimized the value of children by sending away the mothers who were seeking blessings for their children, Jesus reasserted their importance (Matt. 19:14).

Jesus clearly instructed His followers to reach out and minister to children: “He took a little child and had him stand among them. Taking him in his arms, He said to them, ‘Whoever welcomes one of these little children in my name welcomes me; and whoever welcomes me does not welcome me but the one who sent me’” (Mark 9:36, 37). The Adventurer Club is one way in which the church can welcome and care for His children.

God designed the family to be the primary place where children would learn to love and obey God. Religious instruction and devotion in the Old Testament centered around the home (Deut. 6:4-9; Ex. 12:21-27). In recent years, families have become increasingly fragmented and the church has taken over more of the spiritual education of children. In the end times, God will “turn the hearts of the fathers to their children, and the hearts of the children to their fathers” (Mal. 4:6). The Adventurer Club director will seek to involve parents in the ministry of the Adventurer Club.

Jesus trained His disciples by bringing them apart from the world and into a strong fellowship with Himself and each other. The club atmosphere can create a community of love and help protect children from the negative influences of worldly society.

Jesus chose a child to demonstrate the humility, trust, and lack of self-consciousness found in a member of His kingdom. (Matt. 18:2). He stated that, “From the lips of children and infants (God has) ordained praise” (Matt. 21:16). Our children have a tremendous capacity to witness for the Lord!

Duties of the Adventurer Club Director

The Adventurer Club Director will:

- 1. Communicate** with the church and community in order to promote the club. The conference Adventurer coordinator provides guidance in running the club, and may ask for regular reports to be sent to the conference office. A church Adventurer executive committee (including the pastor, primary Sabbath School leader, church school teachers, parent representatives, and Adventurer Club leadership) will help to set the major policies and goals for the Adventurer club. The church board should be consulted regarding major decisions.

2. **Staff** the Adventurer Club with caring, well-qualified adults and teens. The Adventurer director will seek out persons who are clearly growing in the love of Jesus, love children and work well with them. The director will see that each staff member is trained carefully and given a job which is appropriate to the interests of the club.
3. **Organize** the Adventurer Club by working with the executive committee and staff to identify what goals and objectives need to be accomplished in the coming year. The director and staff may choose the general types of activities to take place. Staff are assigned to lead out in each area. Then a budget is set up, based on the income from church appropriation, club dues, and fundraising. Finally, an amount is designated for each area of the club to spend.
4. **Plan** the club meetings and yearly calendar. Make a schedule of activities for each regular club meeting, and a yearly calendar which may include regular club meetings, special activity nights, family nights, Adventurer Family Network meetings, and yearly events such as Induction and Investiture.
5. **Evaluate** how well the club is reaching its goals. Take time at staff meetings to discuss ideas and concerns. Use what is learned to create a better, more effective club.

As Adventurer Club director, you will be ministering to children in grades one through four. These young “Christians-in-training” are active, fun-loving, little people who have the capacity to truly love Jesus. As you discover the needs of the children and families in your church and community, you will acquire a vision of what the Lord wants to do through your Adventurer Club. You will seek to bring together staff and programming to help the children become more closely acquainted with the love of Jesus and His plans for them. This will help them acquire the habits, skills, and knowledge to live for Him in today’s world. God has ordained parents to be their primary spiritual leaders, and you will seek to include and support them in every way you can through the Adventurer Club.

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CHILD PROTECTION PLAN RESOURCES

Seventh-day Adventist Church in North America



NAD - YOUTH/CHILDREN'S MINISTRY VOLUNTEER CODE OF CONDUCT

Acknowledgment

Because I want the best possible environment for our children and youth to grow up in, it is important that those working with children have guidelines for conduct in order to protect both themselves and those under their care. As a ministry volunteer, I want parents and others to feel comfortable and confident with me.

My Commitment to Volunteer Ministry

As a Youth/Children's Ministry Volunteer, I will:

1. Provide appropriate adult supervision at all times for the children for whom I am responsible.
2. Have at least one other adult, eighteen (18) years of age or older, to help with the supervision of children. If I find myself in a situation where I am the only adult present, under no circumstances will I allow myself to be alone with one child (the "two-person rule"). This protects the child as well as protecting the adult from possible allegations.
3. Ask a child's permission before physically touching him/her anywhere, even when responding to an injury or problem. This is especially true for any areas that would normally be covered by a T-shirt and/or shorts. If an injury is within this area, make sure another adult works with you as care is provided.
4. Refrain from physical and verbal attacks and corporal punishment which are inappropriate behaviors and should never be used as discipline. "Time outs" or "sit-in-that-chair" may be helpful discipline methods to use with children.
5. Affirm children with appropriate touching by keeping hugs brief and "shoulder-to-shoulder" or "side-to-side." I will keep hands at (not below) the shoulder level. For small children who like to sit on laps, I will encourage them to sit next to me.
6. Provide extra care when taking small children to the restroom. I will take another adult along, or leave the door open.
7. Be aware of conducting activities in rooms that do not have an interior viewing area, or I will leave the door open during the activity to allow easy observation by others.
8. Cooperate with the volunteer screening process and complete the Volunteer Ministry Information form, as required by the church.
9. Be aware of the signs and symptoms of child abuse and aware of the legal requirements for reporting suspected cases of abuse. In addition to any legally required reporting, I agree that if I become aware of any behavior by

another individual which seems abusive or inappropriate towards children I am supervising, I will report that behavior to the church pastor, elder, or directly to the Conference Treasurer's or Risk Management Director.

10. Cooperate with church leadership in conducting children and youth ministries by being a volunteer who is loving, kind, firm, and always a thoroughly professional person. Working with children and youth is not only a privilege; it is also a serious responsibility that must be approached with utmost care.
11. Participate in orientation and training programs conducted by the church.
12. Uphold the standards of the Seventh-day Adventist Church.

* In the event I find it impossible to comply with the above, I will comply as closely as possible with the Code of Conduct and act in good faith for the welfare of the people involved.

**Thank You for your service as a Youth/Children's Ministry Volunteer
Please retain a copy of this document and keep it for reference.**

Adventurer Club Director

This Quick Start Guide for Adventurer Club directors is full of important information to help you start or revitalize an Adventurer Club in your church. This guide contains a job description, instructions for getting started, tips for maintaining a successful ministry, troubleshooting suggestions, recommended resources, and more. Whether you're new to this ministry or a seasoned volunteer, this Quick Start Guide will inspire you with lots of great ideas you can immediately put to use in your church.

Other titles in the Quick Start Guide series:

- Pathfinder Club Director
- Children's Ministries Coordinator
- Primary Sabbath School
- Child Evangelism

For a complete list of Quick Start Guide titles visit AdventSource.org



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