

Adventurer Evangelism Patch

REQUIREMENTS

1. Be an Adventurer or an Adventurer staff member (recommended for Builder and Helping Hand levels).
2. Attend at least ten meetings (evangelistic meetings, Daniel or Revelation seminars, etc.). If less than ten are conducted, attend at least two-thirds of them.
3. Participate at each of the meetings attended.
4. Wear your Adventurer uniform (including scarf and sash) while participating.
5. Participate in at least four of the following:
 - a. Be an usher.
 - b. Pick up the offering.
 - c. Have Scripture or prayer.
 - d. Assist in the set-up/take-down of the meeting hall.
 - e. Hand out the evening programs, brochures, etc.
 - f. Give a testimony of what Jesus has done for you recently.
 - g. Be a greeter.
 - h. Help operate an Adventurer booth showing what the church has for its young people.
 - i. Invite a guest who is not a member of your church to attend the meetings and host them throughout the evenings.
 - j. Contact at least ten individuals by phone or in person, inviting them to attend the meetings.
 - k. Assist in the children's meetings, if available.

RECOGNITION

1. Patches will be presented to each Adventurer and staff member who completes the requirements. This should be done at an appropriate time, such as:
 - a. During the last evangelistic meeting
 - b. A follow-up baptism Sabbath
 - c. At Investiture
 - d. Another appropriate time
2. During this time, an invitation could be extended to all parents of children of Adventurer age to join the club.



Order from your local conference
or **adventsource.org**.

