



How to start an Adventurer Club



An easy to follow step-by-step guide
for Arizona Conference
of 7th-day Adventist Churches

Revised October 18, 2017



Starting an Adventurer Club

1. **Counsel** with the conference Adventurer Specialist or Children's Ministries Director. The conference Adventurer specialist is responsible for guiding all clubs in the conference.
2. **Present** the plan to the pastor, church board, and parents. Upon the recommendation of the conference Adventurer specialist, make an appointment with the pastor. Explain the Adventurer Club ministry and how you plan to implement it in your church. Then submit plans to the church board for authorization to organize an Adventurer Club. The conference Adventurer specialist should be invited to attend. It is important that the parents of Adventurer-age children support the plan to organize an Adventurer Club.
3. **Inform** the congregation during the worship service. It is important that all church members be informed about the Adventurer Club's objectives and its program. A conference Adventurer person qualified by experience to speak in behalf of the Adventurer Club and the needs of children should present this information to the entire church, preferably during the worship hour on Sabbath.
4. **Call** a special organizational meeting. A special meeting, preferably on Sabbath afternoon, should be scheduled to bring together those who would be interested in organizing an Adventurer Club. Invite all Master Guides, all parents of Adventurer children, all teachers in the appropriate Sabbath School divisions, and others interested in working with children. During this meeting explain the details in regard to the Adventurer organization. A few Adventurers visiting from some neighboring club might demonstrate some of their accomplishments and display the uniform. An appeal should be made for volunteers to help in the Adventurer Club, and an informational questionnaire should be circulated.
5. **Teach** the basics of Adventuring. The Adventurer Basic Staff Training course should be taught to the club leadership personnel. Adventurer Club depends on an adequate number of trained staff. The conference Adventurer specialist is responsible to make available this course and necessary resource materials.
6. **Elect** a director and associate directors. The nominating committee/church board should become familiar with those who are best qualified to lead out in the Adventurer Club and recommend to the church a director and associate directors as needed.

7. **The Adventurer Club Executive Committee.** The Adventurer Club Executive Committee consists of the Adventurer Club leadership, pastor, primary Sabbath School leader, teachers of the involved church school grades, and an Adventurer mother and father. The Adventurer director is chairperson. This group sets major policies for the operation, goals, and objectives of the club, and selects counselors and instructors.
8. **Build the program.** This may be the most important step in the entire organizational process. Program building consists of long-range planning. The objectives of the club over a period of months and years should be brought into focus. The club activities should conform to these overall objectives. Each meeting should be planned in detail weeks in advance. Recognition of the characteristics of children will lead the staff to break the year's program into three or four segments, each with distinct activities and objectives. These segments give flexibility to the year's program, allowing new ideas and features to be introduced from period to period.
9. **Hold a guest program.** A guest program is a general activity approximately two or three weeks before enrollment. Each Adventurer may invite one of his special community friends to this "guest program" club meeting. The director should become acquainted with each visiting child. During the conversation the director should ask, "Would you like to join our Adventurer Club?" If the answer is "Yes", visit the home the very next week and explain the complete program, showing a willingness to work with the family about their spiritual faith or feelings. Additional guest programs may be held for the non-registered parent and child to attend and receive incentive to join.

10. Hold a Registration Meeting.

- A. Send letters to potential Adventurer families four weeks before enrollment night.
- B. Advertise Adventurer program.
- C. Receive membership application and health record forms.
- D. Train and uniform staff before enrollment night. The director, associate directors, counselors and instructors form the staff of the club. There should be a number of occasions when the staff comes together for training so that each person becomes familiar with his/her duties and the overall scope of the club activities. These staff members should secure uniforms and place insignia on the uniform properly.

- E. Publicity for the weeks before enrollment night.
 - 1. Four weeks before:
 - Church bulletin announcements
 - 2. Three weeks before:
 - Attractive bulletin boards
 - 3. Two weeks before:
 - Children's Sabbath School program
 - Church missionary period
 - Director's letter for parents of potential Adventurer
 - 4. One week before:
 - Pastor's letter to parents of potential Adventurer
 - Church service emphasizing program
11. **Implement a home visitation program.** Counselors should visit the home of each Adventurer in his/her unit immediately after registration, introducing himself/herself as the child's counselor.
- A. Finish filling out their application and health record.
 - B. Remind the family of club calendar appointments.
 - C. Answer all questions concerning uniforms, outings, etc. Before leaving emphasize the fact that as a counselor you want to help the parent in any way you can.
 - D. Once the Adventurer program has started, each home represented in club membership is to be contacted by the counselor a minimum of once per quarter.
12. **First club meeting.** It is important that this club meeting be one of fun and excitement, with members and staff involved in the activities.
13. **Hold an induction program** approximately three weeks after enrollment night.
14. **Community and church interest.** Once an Adventurer Club is established, appeal to church members and community friends that have not previously been interested. The director should make friends with every Adventurer family, assisting them in their family goals for their child. Help each non-Seventh-day Adventist Adventurer family to become acquainted with the pastor. These families can then be invited to hear what the church has to offer them. The Adventurer Club should be evangelistic.

Reference: Adventurer Manual, pp. 2-6.

ADDITIONAL RESOURCES

You can purchase the “Adventurer Club Starter Kit” from Adventsource. It includes everything you need to start your Adventurer Club.

Go to <https://www.adventsource.org/as30/store-productDetails.aspx?ID=38313> to order. It costs \$149.95 and it is also available in Spanish.

The screenshot shows the AdventSource website interface. At the top left is the "AdventSource" logo. To its right is a search bar with a magnifying glass icon and a "Search" button. Further right is a "HELP" link with a question mark icon. On the far right of the top navigation bar is a red button labeled "SHOP BY CATALOG #". Below this is a horizontal menu with orange tabs for "Adventurer Club", "Pathfinder Club", "Children's Ministries", "Youth Ministries", "Young Adults", "Adult Ministries", "Pastors' Resources", "Teachers' Resources", and "Sale". Below the menu is a breadcrumb trail: "You are here: Home / Store / Adventurer Club / New Leaders". The main content area features the product title "Adventurer Club Starter Kit". To the left of the text is an image of the kit's contents, including a box, several colorful activity cards, and a large map. To the right of the image, the product details are listed: Catalog: #009541, Author: NAD Adventurer Club Ministries, Publisher: AdventSource, Format: Multimedia Kit, Language: English and Spanish, Status: In stock, and Price: \$149.95. Below the price is a "Quantity:" label and a text input field containing the number "1". At the bottom of the product details is a black "ADD TO CART" button with a yellow plus sign. To the right of the main product details is a "Samples:" section with a link to "Director's Guide Sample (PDF, 9.0 MB)". Below that is a "Related items:" section listing five other guides: "Little Lamb Leader's Guide", "Eager Beaver Leader's Guide", "Busy Bee Leader's Guide", "Sunbeam Leader's Guide", "Builder Leader's Guide", and "Helping Hand Leader's Guide".

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You can also find helpful information on our website:

www.azsdayouth.com

