



South Bahamas Conference
Pathfinder Camporee 2019



June 27-30, 2019

PATHFINDER CAMPOREE

#TIME2STAND

BAHAMAS YOUTH CAMP

REGISTER WITH YOUR CLUB DIRECTOR!

EVENTS INCLUDE:
HONORS FAIR, FESTIVAL OF CLUBS,
CRAFTS RALLY,
DRILL EXHIBITIONS, MISSION PROJECT
PATHFINDER BIBLE CONNECTION FINALS
& MORE...

REGISTRATION FEES:

Early Bird:
\$35
before
april 30th

Late Bird:
\$45
after
May 1st

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GENERAL INFORMATION:

- TYPE OF CAMPOREE: Disciplinary Skills
- VENUE: Bahamas Youth Camp
- DATE: Thursday, June 27- Sunday, June 30, 2019
- THEME: “TIME TO STAND”
- THEME SONG: Stand by John P. Key
- PRAYER SONG: My Worship
- BIBLE CHARACTER : Book of Esther
- BIBLE VERSE: “And who knows but that you have been

called to your royal position for such a time as this?” **Esther 4:14**

- PARTICIPANTS: Pathfinder clubs from local churches/districts.
**Clubs can camp as local churches or districts.*
**Family island clubs may camp with Nassau Clubs.*

GENERAL OBJECTIVE:

Offer an opportunity for the integral development of disciplinary skills in the areas of spirituality, unity, leadership & community service with the worldwide vision of Pathfinder Ministries.

DAILY MEMORY VERSES:

FRIDAY 28th - Nehemiah 4:14

SABBATH 29th - Esther 4:12-14

SUNDAY 30th - Nehemiah 13:14

LIST OF CAMPERS BASED ON CLUBS:

*NUMBERS BASED ON INTERNATIONAL PATHFINDER INSURANCE

CLUB/CHURCH	CAMPERS expected
South Andros	15
Good News: "Chariots"	20
Grant's Town: "Northern Stars"	20
Breath of Life: "Golden Eagles"	13
Hillview	34
Maranatha: "Maranatha Saints"	14
Ephesus:	16
Francophone	20
Johnson Park	22
Message of Hope	10
Centreville	15
Bethel	12
Berea	10
New Englerston	10
Philadelphia "Warriors For Christ"	20
New Providence "Giants"	19
TOTAL	270

*Incentives for clubs that register their full quota as reported maybe one of the following:

1. A tent for the club
2. An igloo for the club
3. 50% of the Union Camporee 2020 Registration fee waived and paid for by the S.B.C. Youth Department.

REGISTRATION:

a) Distribution of Camporee registration payments:

Camporee Registration	Costs:
Early Bird: before April 30 th	\$35.00
Late Dove: after May 1 st	\$45.00
REGISTRATION DEADLINE:	JUNE 3RD, 2019

NOTICE:

EARLY BIRD SPECIAL IS EXTENDED TO **MONDAY, MAY 6TH, 2019.**

b) The registration fee includes:

- ✓ Access to the facilities
- ✓ Bracelet ID & Manual
- ✓ Camporee Pin
- ✓ Camporee T-Shirt
- ✓ Camporee Backpack
- ✓ Camporee Hat
- ✓ Honors

- ❖ Availability subject to timely payments of registration fees.
- ❖ All payments should be made to the Treasury Department of the South Bahamas Conference.
- ❖ There will be no refund of registration fees paid. All clubs attending must register previously, on designated dates. Any club that has failed to meet this requirement will not be accepted.
- ❖ Club staff (directors, counsellors, cooks etc.) attending the Camporee that desire the Camporee T-shirts, backpack, hat & pin must pay the registration fee.

c) The registration costs does **NOT** include:

- ❖ Food- In harmony with the Pathfinder Administrative Manual (P.A.M.) & to encourage T. M. I. each pathfinder club will be responsible for the preparation of meals for their campers. (**Options:** on site cooking with portable gas stoves **ONLY** or catering services).
- ❖ Accommodation- On instruction of the P.A.M. (each club is to possess their own tents for camping. Assistance will be given to family island clubs/small clubs).
- ❖ Ground transportation- For family island clubs transportation assistance will be made.

d) The Bahamas Youth Camp will be for the exclusive use of the pathfinders and staff. Therefore, extra people or visitors will not be allowed entry that have not made the corresponding arrangements.

UNIFORM:

Camporee Class A uniform is required by the standards of the Inter American Division Youth Ministries Uniform Regulations Handbook, pages 66-71.

Thursday night- The **Class A** Uniform will be used during the opening ceremony.

Friday night- The **Class B** Uniform (club T-shirt) will be used during the Festival of Clubs.

Sabbath Morning-The **Class A Uniform** will be used for Sabbath Morning Inspection & Divine Worship.

Sabbath Afternoon- Only Pathfinder Bible Connection contestants must use their **Class A Uniform!** Club members may wear their **Class B** uniforms.

Sunday-The **Camporee T-Shirt** will be used on Sunday, for closing ceremony.

*The **Class A** Uniform will be inspected based on the regulations of the Inter-American Division, Youth Ministries Uniform Regulations Handbook, 1st Edition, November 2012.

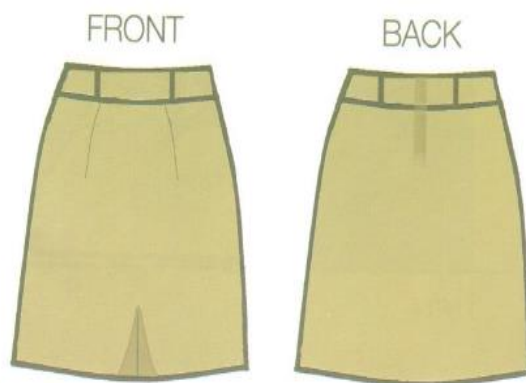
*The **Class B** Uniform and **Camporee T-shirt** should always be accompanied with the Pathfinder Scarf.

Guidelines:

1. Female Pathfinder uniform (ages 10 to 15).

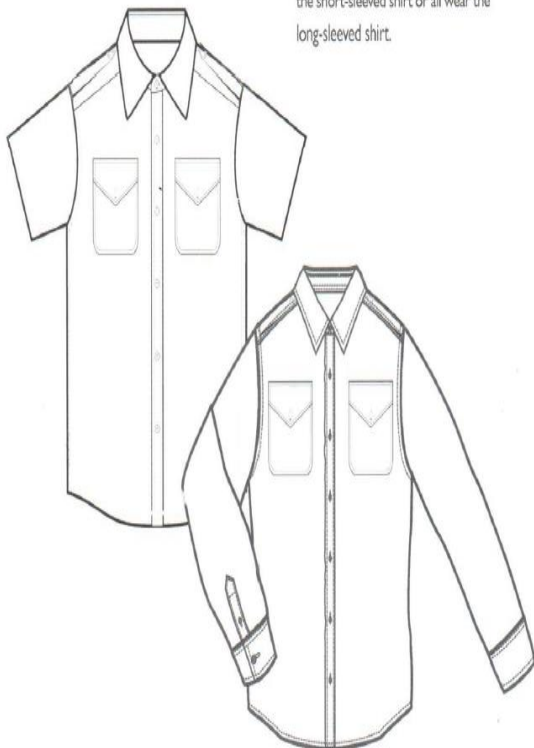
- a. Skirt according to the model shown, in khaki color, of polyester and cotton blend. (An exception is made in the Dominican Republic, where National Police regulations prohibit the use of the color khaki; thus ol-

ive green is used instead). Must have a pleat, fold, or crease at the front; a rear zipper; belt loops, with two pleats each at the front and back, and reach knee length. The use of internally-hidden pockets on the side seam is optional. (Skort or culotte use is left at the discretion of each union).



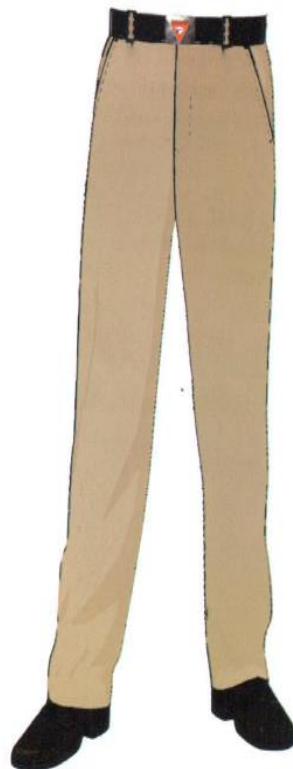
flap is buttoned. Over each shoulder should be an epaulette, sown on one end and but-

Note: The Club will be considered to be in uniform when all girls wear the short-sleeved shirt or all wear the long-sleeved shirt.



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FRONT



2. Male Pathfinder uniform (ages 10 to 15).

- a. Dress pants in khaki color, of polyester and cotton blend. (An exception is made in Dominican Republic, where National Police regulations prohibit the use of the color khaki; thus olive green is used instead). Must have a flat hem, belt loops, two internal rear pockets without a flap or button and two diagonal front pockets, one on each side.

BACK

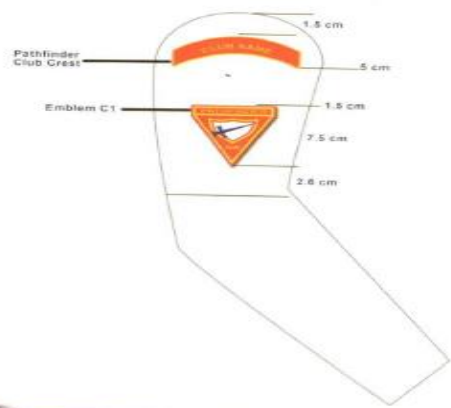


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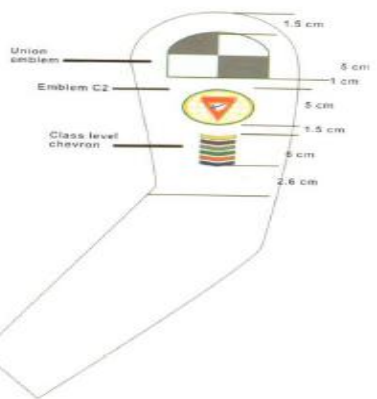
Position of emblems, insignias, pocket tabs, sleeve strips, and pins



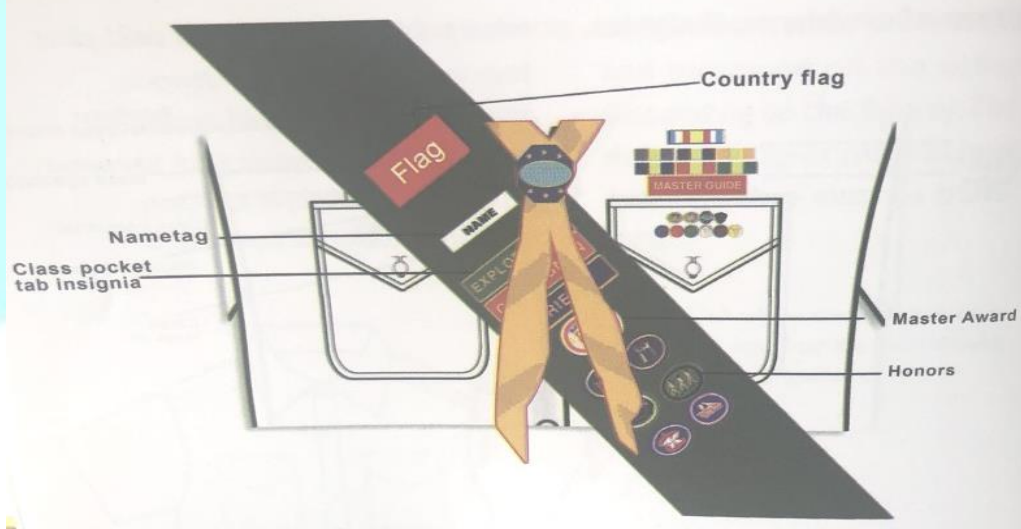
Right sleeve



Left sleeve



Youth Ministries Uniform Regulations Handbook



FIRST AID:

The Camporee will have a central medical post which will attend to cases that require it. Each Club should have a first-aid kit for minor cases.

Clubs with members who have special conditions or are using specific drugs (asthmatics, epileptics, diabetics, etc.), must carry adequate medication supply, in addition to bringing daily prescription drugs. They shall also disclose such conditions on the registration form and to the medical team of the Camporee.

SCORING AND AWARDS:

Awards will be given based on 3 categories:

1. Club of Honor-to those who obtain more than the 85% of the total points.
2. Club of Participation - less than 84%
3. Events Awards- 3 highest scorers in each event.

SPECIAL CEREMONIES:

a) **Baptism:** provisions for a baptismal ceremony will be made during the Camporee for clubs that confirm candidates prepared for baptism. Upon their baptism, pathfinders will receive a Bible and Baptismal pin.

(b) **Investiture:** Clubs are invited to bring candidates to be invested in their respective pathfinder classes that were not invested last year. Master Guides in Training that have completed their coursework will be invested during the Camporee.

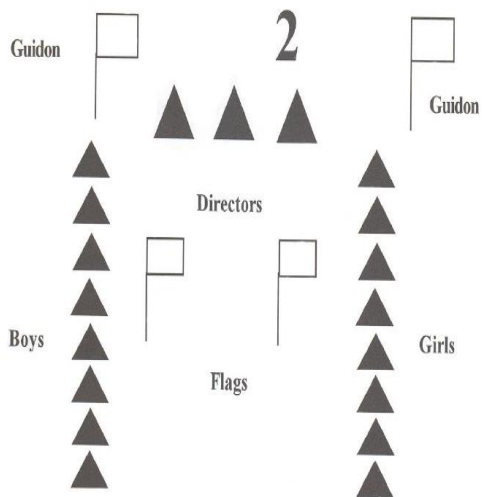
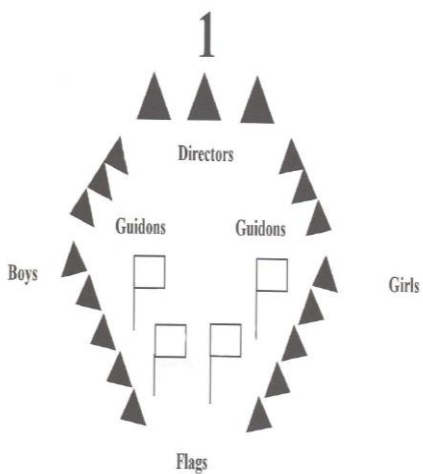
CAMPING GROUND:

1. Each Club will be assigned an area adequate for the number of campers participating.
2. No person will be allowed to camp without being previously registered.
3. Each Club will camp in (tents) and places separated for both sexes. (Include map)
4. Each Club will have a space for camping that should be:
 - Defined (fencing, decorating, club banner etc.)
 - Identified (name of the club).
 - Clean (observing the rules of environmental conservation).
 - Monitored (taking care of their safety and belongings).

Possible points	100
Decoration/Club Banner	40
Organization of gender sex	0
Cleanliness of grounds	30

SUGGESTED CAMP LAYOUTS

These are only suggested ways of making your camp look neat and uniform. Use your own plan, but make it look sharp.



PREVIOUS EVENTS

PRE-EVENT 1	PARTICIPATING
Baptismal class	All the clubs

Procedure:

Each Pathfinder Class is a Baptismal Class. Clubs can in addition, organize a baptismal class to cater to those pathfinders that still are not baptized. In case of not having non-Adventist members, the pathfinders can support in the baptismal class of their local Church. It is not necessary that all pathfinders are involved in the class at the same time. They can take turns and participate as instructors, help visitors to find Scripture passages, presenting a lesson, organize a meal for visitors or detect and bring new members to the class. Points will be rewarded to clubs that have had baptisms already for the year 2019, and clubs that bring candidates for baptism at the Camporee.

Possible points	100
Participation	100

Evaluation:

PRE-EVENT 2	PARTICIPANTS
Champions in the service of God	All members of the Club

Procedure: Each Club must support at least 3 activities of their local church. It can be any of the following options: evangelistic campaigns, youth week of prayer, youth Sabbath, global youth day, Pathfinder day, children's day, Mission transform, visitation or any other option selected in consultation with their Pastor's district. Each club will report on their activities during the Festival of Clubs.

Possible points	100
Participation	EXTRA
3 activities	100
In 2 activities	75
In 1 activity	50

Evaluation:

Note: To evaluate this event, local clubs should prepare a video of pictures of their activities to be presented during the Festival of Clubs. The video should be no more than 2 minutes of duration.

EVENTS FOR THE CAMPOREE

EVENT 01	PARTICIPANTS
National Geographics	Friend and companion classes

Note: Event materials will be provided by the Camporee.

Aim: Encourage friends and companions to learn history and biblical teachings of the books of Nehemiah and Esther through the study of the Bible.

Materials: Images to organize.

Description: All pathfinders should previously study the books of Nehemiah and Esther. During the Camporee, in the place of the event, each club will choose two Pathfinders belonging to the classes of **friend** and **companion** (10 and 11 years). These children will organize the history of the Books of Nehemiah and Esther using images (provided by the judges) alluding to the same.

Possible points	100
Participation	20
Accurate Organization	80
Note:	5 points will be deducted for every mistake.

Evaluation:

EVENT 02	PARTICIPATING
Crossword Puzzles	Explorer and Ranger classes

Aim: Motivate Explorers and Rangers to learn history and biblical teachings of the books of Nehemiah & Esther through the study of the Bible.

Materials: Pencils, soups of letters.

Description: Each local club, will choose two Pathfinders from the **Explorer** and **Ranger classes** (12 and 13 years). At the time and place indicated, these Pathfinders will find in the word search words that are related to the story of Nehemiah & Esther. The soup of letters will be provided by the judges.

Possible points	100
Participation	20
Words found	80

Evaluation:

EVENT 03	PARTICIPANTS
Draw Swords	Voyager and Guide Classes

Aim: Encourage Voyagers and Guides to learn history and biblical teachings from the books of Nehemiah and Esther.

Materials: Bibles

Description: All of the class of Voyager and Guide members will study the book of Nehemiah and Esther. In the event, the clubs will choose two Pathfinders from each class. These Pathfinders will compete in finding the chapter and verse of the story shown on a card. One of the participants/team mates will have to explain what took place in the story and personal meaning to them.

Possible points	100
Participation	20
Correct Bible Chapter/verse	40
Explanation	40

Evaluation:

EVENT 04	PARTICIPANTS
Pathfinder Bible Connection	All the clubs

Aim: Aid Pathfinders to achieve an in-depth study of the book of Nehemiah and Esther.

Materials: bells and timers.

Description: This event will be held in four stages listed below.

Stage 1: All Pathfinders should study the books of Nehemiah and Esther, using King James Version. Each Club shall elaborate and apply a test to all its members. The exam should consist of 50 multiple choice questions. The highest 2 scorers will advance to the next stage.

Stage 2: Each local club can advance 1 team of 2 pathfinders to represent their club in the Conference final of the Pathfinder Bible Connection during the Camporee.

Possible points	100
Local clubs that participate	100

Evaluation:

Incentives:

- A. Trophies for all finalists
- B. Top 3 highest scorers: monetary awards, cellphone or laptop

EVENT- 05	PARTICIPANTS
Comedy Fest	All clubs

Aim: Motivate our children and youth to become familiar with their leaders and show appreciation for the investment made in them.

Materials: Costumes.

Description: Each club will choose a charismatic and hilarious pathfinder to imitate the voice, dress, mannerisms, leadership of their club director or counsellor. Highlighting what they love and appreciate most about their pathfinder director or class counsellor.

Possible points	100
Local clubs that participate	100

Evaluation:

EVENT- 06	PARTICIPANTS
Honors Hour	All clubs

Aim: Motivate our children and youth to become familiar with acquiring skills through honors.

Materials: depends on the instructor.

Description: Each pathfinder will register for honors that interest them most during Honors Hour. Participate and complete the requirements of the honor. Honors will be available daily. It is anticipated that Campers can acquire at least 1 honor daily.

Possible points	100
Local clubs that participate	100

Evaluation:

EVENT- 08	PARTICIPANTS
Pathfinder Track & Field Olympics	All clubs

Aim: Motivate our children and youth to live an active and healthy lifestyle.

Materials: provided by the instructor.

Description: Each club should register at least 1 pathfinder for a track or field event. Pathfinder contestants will participate by classes. Awards will be given to the fastest and fittest pathfinders/teams of each class.

Track: 100 meters, 200 meters, Class relays, Combined relays.

Field: Egg and spoon race, Sack races, 3 leg races, water races.

Possible points	100
Local clubs that participate	100

Evaluation:

EVENT- 09	PARTICIPANTS
Festival of Clubs	All clubs

Aim: Motivate our children and youth to showcase their talents and highlight their activities.

Materials: Each club.

Description: Each club will be given **5 minutes** to feature:

- A. 1- minute club chant, slogan or jingle
- B. 1-minute video report
- C. 1- minute charge by a Pathfinder

Clubs can be creative with their dress, be it the class B uniform or cultural dress.

Possible points	100
Local clubs that participate	60
Time	10
Creativity	30

Evaluation:

EVENT-10	PARTICIPANTS
Drill Expo	All clubs

Aim: Motivate our children and youth to showcase their disciplines in drills & marching.

Materials: Each club.

Description: Each club will be given a maximum of 5-7 minutes to demonstrate at least 5 basic drilling routines and at least 3 creative formations. Failing to reach 5 minutes will result in a 5-point deduction. On the other hand, passing the 2 minute grace period, which is the 7-minute mark, will result in a 7 point deduction. In addition to using the Class A uniforms, clubs will be permitted to use gloves or hats for their presentation once all participants wear the same color.

Possible points	100
Local clubs that participate	10
Basic Drills	30
Creative Formations	40
Uniforms	20

Evaluation:

EVENT-11	PARTICIPANTS
Pathfinders Transform 242	All clubs

Aim: Motivate our children and youth to be missionaries for Jesus.

Materials: Each club.

Description: Each pathfinder will be asked to bring to the camporee, a used **toy/teddy bear or book** to give away to a child at the Children's Emergency Hostel.

Possible points	100
Local clubs that participate	100

Evaluation:

PHILOSOPHY OF PATHFINDER CAMPOREE

Pathfinder Administrative Manual, Page 193 –197

The Pathfinder Camporee is an occasion when clubs from an entire conference or a given district come together for a period of two or more days, for fellowship, inspiration, and for the exchange of ideas and experiences in camping skills and other activities of junior youth ministry. Each club should have complete equipment to take care of themselves over the designated period--tent, sleeping gear, cooking utensils, food and other equipment that they need. This is the culmination of training that progresses to the point where a club becomes able to take care of itself independently.

The area for a camporee should be clear ground with access to water and at least the possibility of sanitary facilities and garbage disposal that can be set up quickly by the campers. The clubs should bring everything they will need and be assigned a space of ground upon which to place their camp equipment. Demonstrations of fire building, cooking, signaling, first aid, knot tying, marching and drill may be enjoyed. Good campfire fellowship will be a highlight, and religious services will bind the group together in a spiritual mold. This is probably the high point of the Pathfinder activities. It should be the objective of every club to be prepared to participate in a Pathfinder Camporee.

The youth director of the conference is responsible for organizing a camporee and determining the events, place, and activities. Instructions will come from his office as to the location, events, and what the clubs can expect to do in order to participate in the program.

Every camporee should have a theme, and all activities should be built around this theme so that each Pathfinder will remember the spiritual lessons from the Bible, from nature and history of the church.

A Pathfinder Club ought to build its program keeping in mind the events and skills needed to participate in a Pathfinder Camporee.

Among the highlights of the camporee are the events. Each Pathfinder wants to do his best for the club. Competition should be against a personal standard and not between clubs. To instill a sense of participation where each one will strive toward a standard instead of against a fellow Pathfinder or another club, the setting up of such personal standards will avoid situations where only one club can take first place. This allows the possibility of several persons or clubs achieving whatever award is given by the conference. Events should not require pre-empting class and Honor work in the clubs weekly program. In most cases the camporee is conducted over a weekend. Where possible, clubs should be set up before Sabbath and concluded in time to allow safe return home.

A Pathfinder Camporee provides:

- A time for camping, cooking and sleeping out in the great out-of-doors.
- A time for fun, adventure and exploration.
- A time for hikes and nature walks into the realms of God's natural world.
- A time to learn skills and thrills of working, playing, and fellowshiping together.
- A time to draw near to God, the Great Creator of all that surrounds us.

Camporee Requirements:

Sending out camporee attendance requirements well in advance by a special Pathfinder Camporee bulletin eliminates organizational problems. The following is a typical set of detailed instructions and requirements. They may be adapted to fit each camporee environment.

Club Organization:

Requirements

1. In most cases a registration fee for each Pathfinder and staff member is charged to help defray expenses of renting the camp with its facilities and covering programmatic costs.
2. All Pathfinders must camp in units by clubs.
3. Each unit must have one adult counselor.
4. A complete unit should consist of not more than eight Pathfinders.
5. Units must be made up all of one gender, with no mixing of the sexes. The male and female tents must also be separated.
6. Each of these units must belong to an active club that has been active from the beginning of the current year. (Isolated Pathfinders may be attached to a club for the camporee or formed into conference/mission units.)
7. Each club is self-sustaining. This means that each club will have its own food, cooking equipment, bedding, tents, tables, and everything needed for the camporee. Motorized vehicles and trailers are allowed only for staff and for cooking facilities.
8. Food preparation can be done by units or by club.
9. The camping arrangement is by clubs. Each club is responsible for its own arrangement of youth to camp in separate sections.
10. A counselor must assume full responsibility for the Pathfinders in his or her unit and should be with them at all times.
11. It is the responsibility of the youth director to supply detailed instructions and camping-area assignments to the clubs upon their arrival at the camporee.
12. Inspection should be made of the camping areas. Tents and all

equipment must be aligned in a neat and satisfactory manner.

13. Each club should be covered by accident insurance so that each Pathfinder and staff member is protected.

14. Clubs should bring their own Pathfinder and national flags.

15. The clubs are responsible for transportation to and from the camporee sight. Utmost caution should be exercised in selecting drivers who are mature and responsible. Equipment should be in good condition and overloading should be avoided. All vehicles and Pathfinders should be covered by adequate insurance.

16. Clubs should not bring pets or animals, motor bikes, motorcycles, buggies, etc. to the camporee.

17. Each club should have a person in charge of medical needs and first aid. (Camporee headquarters also has medical staff for serious needs.)

Requirements for Each Unit:

1. Bring unit guidon.
2. Bring one shovel.
3. Bring one ax and two hatchets (optional).
4. Provide adequate shelter for each Pathfinder--may be pup tents, tepeetype tents, trail tents, etc.
5. Properly prepare a fire area for unit cooking:
 - a. Types of fire
 - b. Propane
 - c. Coleman
6. Fire extinguisher.
7. First aid kit.
8. Have a table lashed together and made by the Pathfinders (Optional).

9. Provide an adequate supply of food for entire unit. Food should be planned and prepared to supply well-balanced meals. No flesh foods should be allowed in camporees. Meals should be cooked by unit groups or club. Counselor of unit should counsel and plan early with unit members on just how they want to prepare food and cooking.

Pathfinders should be given definite responsibilities and kept within the time schedule for meals and camp duties.

Individual Pathfinder Requirements

1. Be a Pathfinder in good and regular standing and a regular member of a Pathfinder Club for at least three months.
2. Have complete uniform, including all insignia appropriately placed.
3. Be a part of a complete unit.
4. Maintain satisfactory standard of work and conduct at home, school, Sabbath School and Pathfinder Club. Have this duly certified by parents, schoolteacher, Sabbath School teacher, and Pathfinder Club counselor.
5. There will be cases when girls can wear Pathfinder field uniforms or slacks. Shorts should not be allowed.
6. Have appropriate warm sleeping gear.
7. Bring a pocket knife.
8. Have a flashlight.
9. Include a Bible and Sabbath School quarterly.
10. Bring toilet articles, including toilet tissue, washcloth, towel, comb, toothbrush and toothpaste.
11. Have adequate underclothes and coats according to the local climate, such as raincoat, rain hat, rubbers and boots.
12. Bring mess gear such as knife, fork, spoon, cup, plate.

13. Include a plastic ground cover for sleeping bag.

Additional Camporee Items of Importance:

Fires-

1. Fires (when applicable) should be built in camping areas only.
2. Care must be given that Pathfinders strike matches only at campfire site.
3. A ten-foot circle should be cleared down to mineral earth before building a fire.
4. All refuse must be burned or placed in garbage cans.
5. All fires must be extinguished before leaving the campsite.

Nature Conservation-

1. Pathfinders should leave camp with no trace of their permanency there.
2. The following is recommended for waste disposal:
 - a. Select a suitable spot at least 50 ft from any open water.
 - b. Dig a hole 8-10 inches in diameter and no more than 6-8 inches deep, to stay within the biological disposal layer of soil. Save the sod or dirt.
 - c. After use, fill the hole with loose soil and tramp the sod back in place.Nature will do the rest in a few days.
3. Pathfinder club directors should give consideration as to how the wood is provided, instructing Pathfinders not to destroy trees and camping area.
4. All Pathfinders should be instructed in environmental conservation and ecology. The Honors in these areas are recommended.

Sabbathkeeping-

1. Leaders should know that the young people will look to them and will try to copy every word and action. They should not lead the youth to break the Sabbath by actions, words, or example.

2. Care should be given to the edges of the Sabbath, which are very important to the Lord. Let us guard both as with our lives. Before the sun goes down all tents ought to be set up and everything ready for Sabbath.
3. During the Sabbath hours the youth should be checked as to rock throwing, knife throwing, secular songs, certain improper games, etc. Control of this area is easier if schedule is full of other activity.
4. Activities should be planned to include Friday evening campfire, Sabbath School, church service, afternoon program, Sabbath evening campfire. The program may be varied to expose the young people to nature.
5. The club and units should plan for spare time--Friday and Sabbath sunset worships, Sabbath afternoon club activity like a nature hike, story time, or some other interesting Sabbath activity. A special effort should be made to make the Sabbath the highlight of the camporee, using creative worship ideas.
6. All Pathfinders and staff members should be encouraged to participate in all meetings and activities.
7. Counselors must be with their units during all meetings and activities.