How to Organize a Pathfinder Club

1. Counsel with the Conference Youth Ministries personnel, i.e. Youth Director, Pathfinder Coordinator, Area Coordinator
2. Meet with the Pastor and Conference Youth Ministries personnel.
3. Present your plans to the Church Board. Church Board authorizes the organization of the Pathfinder Club. Familiarize Board members with the Pathfinder philosophy, aims, and objectives.
4. Second meeting of the Church Board (or Nominating Committee) to elect Pathfinder director and assistant director.
5. Inform congregation during Worship Service about Pathfinder Club, its objectives and program.
6. Pathfinder officers elect remaining Pathfinder Executive Committee members.
7. First meeting of Pathfinder Executive Committee to elect remaining Pathfinder staff as needed.
8. Pathfinder officers and staff attend Conference Pathfinder Basic Staff Training Course.
9. Call Pathfinder Executive Committee meeting to plan yearly program.
10. Present all plans at a Pathfinder Staff Meeting.
11. Advertise the program at least six weeks before opening night.
12. Write letters or personally contact the potential Pathfinder families.
13. Enrollment night - completion of Pathfinder Club applications, medical forms, and image releases.
14. Home visitation by Pathfinder counselors, if applicable.
15. Induction Ceremony - Pathfinder scarf/slide presented.
16. Establishing church and community interest.
17. Evaluation.

Kentucky-Tennessee Pathfinder Club Membership Requirements

1. To be considered for Pathfinder Club membership the applicant must be in the 5th grade and no more than the 12th grade. Where two clubs exist; children in 5th-6th grade will join the junior pathfinders and those in the 7th -8th grades will join the teen pathfinders. High school grades (9th-12th) will join the Varsity club. (In some conferences age is used as the guidelines).
2. Application forms for membership available from the club director/secretary must be completed and returned to the club staff committee for consideration and induction as a club member.
3. All members must pay membership and insurance fees as required by the club executive committee.
4. Each Pathfinder should have and regularly wear the complete Pathfinder dress uniform and a club field uniform where applicable.
5. Pathfinders must come to meetings and club-sponsored events in the uniform as indicated by the club director.
6. Members must be faithful in attendance. Many clubs establish limits on absences and tardiness, and Pathfinders who do not comply with these regulations may be placed on probation or be asked to withdraw from club membership.
7. Pathfinders must learn and keep the Pledge and Law.
8. Club activities include crafts, outings, regular club meetings and Classwork, fund raising, camp-outs, outreach activities, honors, and other activities. The Pathfinder must agree before joining the club to participate and cooperate in these activities.
9. The Pathfinder’s parents must be willing to cooperate with the regulations and activities of the club. At times they will be asked to supply money and time to support their child’s membership.
10. All elected directors and regular staff are members of the club by virtue of their office.

Pathfinder Chart Organization

* Pathfinder Club Members
* Counselors & Instructors
* Deputy Directors & other support staff
* Club Director
* Local Church Board
* Area Coordinators
* Local Conference Pathfinder Coordinator
* Local Conference Youth Director
* Union Pathfinder Director
* Division Pathfinder Director
* General Conference Pathfinder Director

The Pathfinder Club has a flag, bearing the Pathfinder’s Club Emblem. The flag is flown at local and conference Pathfinder programs and activities. There is a specially designed full-dress uniform and also a field uniform. The Pathfinder Club has a Pledge and Law, highlighting the spiritual basis on which the club is built. The club operates on a 9, 10, 11, or12 month calendar year, with a weekly or biweekly program of at least 1½, 2, or 3 hours' duration. Within this 1½, 2, or 3-hour period the Pathfinders perform drill and marching, crafts and/or hobbies and games, as well as taking part in devotional activities and class work. There are seven classes, with given names, which begin at the 5th grade and conclude at the 12th grade. Each class is represented by a chosen color as listed.

* Friend – 5th grade - Blue
* Companion – 6th grade - Red
* Explorer – 7th grade - Green
* Ranger – 8th grade - Silver
* Voyager – 9th grade - Burgundy
* Guide – 10th grade – Gold
* Master Guide – 11th-12th grades – must be 16 yrs. old to begin & at least 18 yrs. old to be invested.

At the completion of the classwork requirements, the Pathfinder receives insignia as an award consisting of a pin, Pathfinder Class pocket strip and chevron at a special Investiture service.

Our Mission

To lead young people into a saving relationship with Jesus Christ

 and help them embrace

His call to discipleship.