

# PHILOSOPHY OF CHRISTIAN RECREATION

The Pathfinder Club program of activities provides a positive alternative to the many alluring amusements that surround youth. Prevention and creating viable Christian alternative to recreation is the approach which the youth department is taking.

Sources of inspired instruction are helpful to leadership who today must meet most difficult situations. Basic principles found in scripture and in the writings of Ellen G. White are the ideal for which to aim. Notice the following definition:

"There is a distinction between recreation and amusement. Recreation, when true to its name, re-creation, tends to strengthen and build up. Calling us aside from our ordinary cares and occupations, it affords refreshment for mind and body, and thus enables us to return with new vigor to the earnest work of life. Amusement, on the other hand, is sought for the sake of pleasure and is often carried to excess; it absorbs the energies that are required for useful work, and thus proves a hindrance to life's true success. --EDUCATION, p. 207.

Pathfinders need guidance in learning the distinction between the positive and negative in this matter. Pathfinder leaders need guidance, too. They should study such materials as EDUCATION, pages 207 - 222; COUNSELS TO PARENTS AND TEACHERS AND STUDENTS, pages 321 - 354; TESTIMONIES FOR THE CHURCH, Volume I, pages 514 - 520; and THE ADVENTIST HOME, pages 293 - 350.

It is not always easy to explain what is wrong with a particular activity, to determine when a thing ceases to be a worth-while recreation and becomes a worthless amusement. For example, the messenger of the Lord says, "I do not condemn the simple exercise of playing ball; but this, even in its simplicity, may be overdone." -- THE ADVENTIST HOME, p. 499.

Game activity reaches the overdone stage when it glorifies the individual star or when teams play more for the sake of winning than for the joy of group recreation. In such cases, the boy or girl who is less adept in a particular sport is left out. For most games it is well for Pathfinder Clubs to make up teams or sides irrespective of units and to reorganize frequently. The "work-up" games can often be just as enjoyable as team games. The important thing to remember is that the activity includes the whole club, leader, counselors, and all the Pathfinders.

The Pathfinder recreation program must offer something more than can be found in any corner lot or gymnasium. It must be magnetic enough to pull the TV addict out of the house into the fresh air and sunshine. It must appeal to the short or tall, the fat or lean, the weak or strong. And that is where group field games come in -they include everyone.

Are activities such as field games worth the extra planning and supervision required? This is like asking whether our boys and girls are worth saving. "While sinful amusements are condemned, as they should be, let parents, teachers, and guardians of youth (Pathfinder leaders) provide in their stead innocent pleasures, which will not taint or corrupt the morals." -- COUNSELS TO PARENTS AND TEACHERS, p 355.

See also I Cor. 6:19,20; and Phil. 4:8. et al.



# THE PATHFINDER CAMPOREE

## WHAT IT IS

What is a Camporee? Camporees provide fun for all Pathfinder Club members. Organized by a conference/mission the Camporee gathers Pathfinder Clubs together for a weekend or several days at an accessible, centrally located site. A specified program of activity and events provides opportunity for everyone to participate. It is both a reward to those who have been taught camping and Pathfinder skills and a learning situation to initiate and inspire new members.

Camporees mean lots of fun for Pathfinders and hard work for their leaders! And because learning occurs best, in a non-threatening, affirming and pleasant environment, few settings are more conducive to instruction than the outdoors. Impressionable youth are brought in touch with the Creator in His creation. This is the first purpose of Pathfinding.

## HOW OFTEN AND HOW BIG OR SMALL

Organize **Conference/mission camporees** on an **annual basis** at the beginning or the end of the Pathfinder calendar year. "Training by example" the Camporee stimulates growth and development in new or isolated clubs by bringing them in contact with established clubs and their experienced leaders.

**Union conferences/missions** usually conduct camporees less frequently. **Once in 3 to 5 years** is probably sufficient. If carefully co-ordinated with the conference schedule, the union Camporee may become a high point in the Pathfinder experience. The union youth director leads out with the help of the constituent conferences. If a union Camporee is to be held in a designated year the conferences should not schedule one locally.

In recent years Pathfinder Clubs have grown to the level of maturity where divisions have conducted **International Camporees**. These camporees incorporate the Pathfinder Club delegations from within their division territory and those from neighboring divisions.

## CAMPOREE OBJECTIVES

Because the Pathfinder Camporee is planned to help Pathfinders become better acquainted with God and others, it should:

1. Provides spiritual refreshment, exploration, adventure, growth, and fun through activities and social fellowship in God's natural world.
2. Give each Pathfinder an opportunity to develop outdoor knowledge and skills by participating in the scheduled events and sharing the camp chores and duties of the weekend.
3. Provide a challenge for mental and physical excellence based on a reachable goal in objective individual competition.

# ADVANCED PLANNING

## A. LOCATION AND SITE SELECTION:

Selecting a suitable location and approving a camporee site is often a crucial factor contributing to the success of the event.

Observe the following comments on --

### 1. Locating the Camporee

- a. Rotate the location so that all clubs eventually benefit financially from its proximity. Keep track therefore of where it has been held before.
- b. Involve club directors and area co-ordinators in the decision. Use a survey form (see sample) to discover potential sites.
- c. Follow the democratic process.
- d. Think of the cost per unit member. Planning a great program will ensure that selecting the same inexpensive but accessible location, is new to Pathfinders every year.
- e. If cost is not a factor, vary the location to suit the theme or emphasis.

### 2. Site Selection

The conference/mission site selection report should observe prevailing site features such as:

**Terrain** -- flat, hilly, mountains.

**Access** -- road, footpath, track, freeway

**Ground Cover** -- cut grass, low scrub, pine forest, cedar breaks, sand

**Wildlife** -- birds, animals, reptiles, insects

**Weather** -- dry, occasional thunderstorms, intermittent sunshine

**Nearest Water** -- river, sea, lake

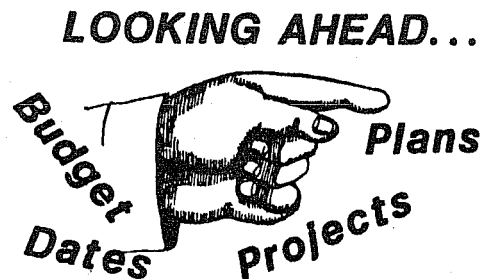
**Portable Water** -- on site water wagons, city water, bring your own

**Points of Interest** -- historical, natural

**Hiking Potential** -- trails

**Poisonous Plants** - none

**Reptiles** - none



## B. SETTING THE DATE

Setting the date to hold the camporee is determined by some of the following questions.

a. Is the event primarily a training program for initiating new clubs at the beginning of the Pathfinder calendar or an opportunity to test and demonstrate skills learned during the club year or simply a motivator?

- 1) What is on the school(s) and conference/mission, and church calendar?
- 2) Will the club staff most likely take time off from work to attend?
- 3) Is the weather suitable?



Sample #1

# **CAMPOREE LOCATION and SITE SELECTION**

Place \_\_\_\_\_

- ON THE BACKSIDE: 1) Draw a map showing how to get there, and  
2) Draw a sketch of the area's layout

Permission to Use:

Nearest hospital available:

Name \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Address \_\_\_\_\_

Phone \_\_\_\_\_

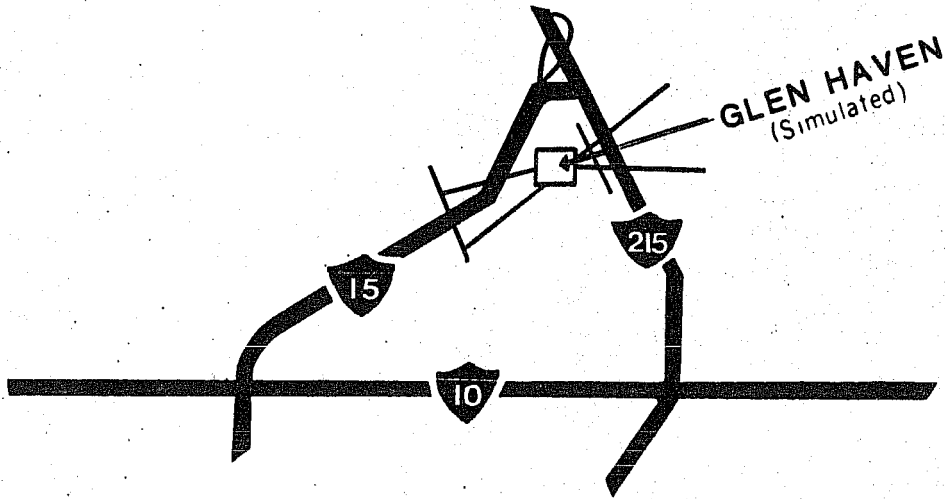
Phone \_\_\_\_\_

Briefly describe the following:

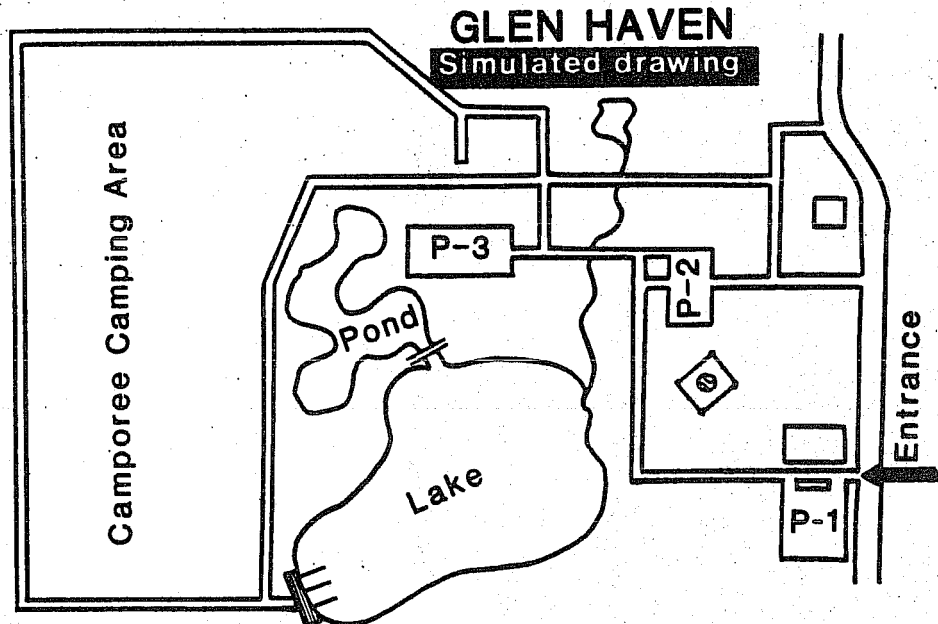
- |                                |  |
|--------------------------------|--|
| 1. Terrain                     | 11. Owners bordering area property             |
| 2. Flora                       | 12. Accessibility for most vehicles            |
| 3. Open area's ground cover    | 13. Accommodations:                            |
|                                | a. Potential number of people area could hold: |
| 4. Wildlife                    | b. Places for:                                 |
|                                | 1. Parking                                     |
| 5. Weather during fall of year | 2. Events                                      |
| 6. Points of Interest          | 3. Campfire bowl                               |
| 7. Hiking potential            | 4. Latrine facilities                          |
|                                | 5. Sabbath walk                                |
| 8. Nearest water               | 6. Registration                                |
| 9. Nearest portable water      |  |
| 10. Firewood availability      |  |

\*Club directors and area coordinator who wish to submit a suggestion for locating the camporee use this form.

Draw a map showing how to get there from a major highway:



Draw a sketch of the area's layout:



# CONFERENCE/MISSION YOUTH DIRECTOR'S CAMPOREE PLANNING WORKSHEET

I T E M	Days	Completion Date	Person Responsible
1. Select theme/type of camporee	-210		
2. Select location	-210		
3. Visit location (if possible)	-210		
4. Verify location (permit, permission, etc.)	-180		
5. Develop anticipated budget	-150		
6. Select special guest for Vespers/Church	- 150		
7. Contact special guest and confirm	- 150		
8. Select following chairmen	- 150		
Sabbath School			
Church			
Afternoon activities			
Campfires			
Events			
Traffic control			
9. Order awards (if desired)	- 120		
10. Camporee brochures to printer	- 120		
11. Camporee brochure mailed	- 90		
12. Bids on latrines	- 90		
13. Finalize budget	- 90		
14. Publicity (Union paper)	- 90		
15. Events selected	- 90		
16. Prepare physical arrangements	- 45		
Checklist			
What to bring			
Things to do			
17. Latrines scheduled (arrival/departure)	- 25		

## CAMPOREE WORKSHEET Cont.

ITEM	Days	Completion Date	Person Responsible
18. Decide on registration procedures when clubs arrive at camporee site	- 30		
19. Secure fire permits (if needed)	- 30		
20. Informational letter to special guest	- 30		
21. Mail newsletter promotion	- 30		
22. Club pre-registrations due in office (if desirable)	- 21		
23. Camporee schedule printed	- 14		
24. Double-check latrine arrangements	- 10		
25. Arrange ambulance service to nearby hospital	- 10		
26. Review checklists -- guests	- 7		
<b>27. PATHFINDER CAMPOREE</b>	0		
28. Publicity	+ 1		
29. Follow-up Thank-You letters Reports/evaluation Budget	+ 7 - 10		
30. Equipment needs	- 21		



# PATHFINDER CAMPOREE

## SUGGESTED CHECK LIST FOR:



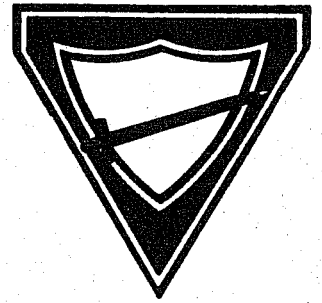
### DISTRICT/AREA COORDINATORS

- 1. Date and location from conference/mission
- 2. Inform club directors by mail/telephone/area directors meetings
- 3. When visiting a club promote the camporee
- 4. Keep in touch with the conference/mission for developing details
- 5. Coach Pathfinder Club directors in club preparedness for events.



### PATHFINDER CLUB DIRECTORS

- 1. Firm date and location in hand from area coordinator or conference/mission youth director
- 2. On the club executive agenda - club leadership informed
  - a. decision to attend/or not (who and how many staff?)
  - b. Approve - camporee events schedule
  - c. Select units/persons to participate in specific events
  - d. Schedule practice in club time and other
  - e. Decide on cost per Pathfinder
- 3. Take decision to club (who and how many can/will attend?)
- 4. Inform parents by written proposal with full details, dates, time, cost
- 5. Plan executive preparation
  - Food - menus planned, food purchased and prepared and allocates on site responsibility.
  - Equipment - sorted, checked, inventoried
  - Transportation - secured and qualified driver
  - Finances - collected, receipted, accounts paid.
  - Permission slip which includes medical release from every parent
- 6. Arrange necessary additional Insurance



Sample #2 **PATHFINDER CAMPOREE  
PRE-REGISTRATION FORM**

Conference/mission \_\_\_\_\_

Name of Club \_\_\_\_\_ Regular club membership \_\_\_\_\_

Approximate number of months or years your club has been organized \_\_\_\_\_

Director in charge at camporee \_\_\_\_\_

Number of Units: \_\_\_\_\_ Girls \_\_\_\_\_ Boys \_\_\_\_\_

List individual counselors in charge of units:

Girls

Number in unit

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Boys

Number in unit

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Total number of Pathfinders in attendance \_\_\_\_\_ Staff \_\_\_\_\_

I hereby state that to my knowledge the above Pathfinders have met the basic requirements for attendance at the camporee, and I will serve as liaison between headquarters and my counselor staff, and will direct them in the activities being planned at the camporee, seeing to it that they meet the appointment schedule and conduct themselves at all times in harmony with the Pathfinder Law.

\_\_\_\_\_  
 Director



Sample #3

# PATHFINDER CAMPOREE

## PERMISSION and MEDICAL RELEASE FORM

DATE: \_\_\_\_\_

I, \_\_\_\_\_, hereby give my consent  
for emergency medical care to be provided for my child (children) \_\_\_\_\_

\_\_\_\_\_

while (He, she, they) is (are) in the care of the \_\_\_\_\_  
Pathfinder Club.

Physician \_\_\_\_\_

Address \_\_\_\_\_

Phone \_\_\_\_\_

Hospital \_\_\_\_\_

In the case of emergency, I can be reached at:

\_\_\_\_\_  
\_\_\_\_\_

In case I cannot be reached please call the following person(s):

\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
(Signature of Parent/Guardian)

\_\_\_\_\_  
(Address)

\_\_\_\_\_  
(Telephone)

Sample #4

# CAMPOREE ATTENDANCE



## REGISTRATION FORM

ITEM	ATTENDANCE	COST	TOTAL
PATHFINDERS	_____	\$ _____	\$ _____
STAFF	_____	\$ _____	\$ _____
Attendance of non-Pathfinder personnel:			
	_____	\$ _____	\$ _____
<b>GRAND TOTAL</b>			\$ _____

COST OF REGISTRATION \$ \_\_\_\_\_

DIRECTOR \_\_\_\_\_ CLUB \_\_\_\_\_

\*\*\*\*\*

Patches will be given to the club director upon his arrival after the registration fee has been paid in full.

PAID \$ \_\_\_\_\_

CASH \_\_\_\_\_ CHECK \_\_\_\_\_

RECEIPT # \_\_\_\_\_

Patches Given \_\_\_\_\_ Initials \_\_\_\_\_ INITIALS \_\_\_\_\_

\*\*\*\*\*

TIME	VEHICLE	DRIVER	PASSENGERS	
			PATHFINDERS	STAFF
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

\*\*\*\*\*

CLUB \_\_\_\_\_ DISTRICT \_\_\_\_\_

Sample #5

# PATHFINDER CAMPOREE APPLICATION



Name of conference/mission or division \_\_\_\_\_

Director \_\_\_\_\_ Club membership \_\_\_\_\_

Club \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_ Yes \_\_\_\_ No Our club plans to participate in the camporee

\_\_\_\_ Yes \_\_\_\_ No We would like additional information as to what is available for our club to do at \_\_\_\_\_  
(Place)

\_\_\_\_ Yes \_\_\_\_ No We plan to arrive \_\_\_\_\_ (time) \_\_\_\_\_ (day)  
\_\_\_\_\_ (date)

\_\_\_\_ Yes \_\_\_\_ No Parents of Pathfinders will be coming to help with transportation. List:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

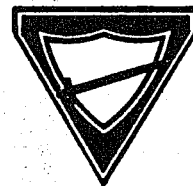
1. Number of staff planning to attend: \_\_\_\_\_

2. Number of Pathfinders planning to attend: \_\_\_\_\_

PLEASE RETURN THIS BY \_\_\_\_\_ (date) to:

Conference/mission of SDA  
Youth department  
Address

# CAMPOREE REQUIREMENTS



Sample #6

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.
2. All Pathfinders must camp by units.
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 of all girls or all boys. Units cannot be mixed. Girls and boys will camp in different areas.
6. 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. Campers 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 boys and girls 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.

### REQUIREMENTS FOR EACH UNIT

1. Bring unit guidon.
2. Have one shovel.
3. Bring one ax and two hatchets.
4. Provide adequate shelter for each Pathfinder -- may be pup tents, tepee-type tents, trail tents, etc.
5. Properly prepare a fire area for unit cooking.
  - \* Types of fire
  - \* Propane
  - \* Coleman
6. Fire Extinguisher
7. First aid and safety - Medical personnel
8. Have a table lashed together and made by the Pathfinders. This could be prepared prior to the camporee if possible.
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, school teacher, 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 scout-type knife.
8. Have a flashlight.
9. Include a Bible and Sabbath School quarterly.,
10. Bring toilet articles, including toilet tissue, wash cloth, towel, comb, tooth brush and paste, etc.
11. Have adequate underclothes and coats according to the local climate, such as raincoat, rain hat, rubbers, or boots, etc.
12. Bring mess gear such as knife, fork, spoon, cup, plate, etc.
13. Include a plastic ground cover for sleeping bag.

### ADDITIONAL CAMPOREE ITEMS OF IMPORTANCE

#### Fires

1. Fires should be built in camping areas only. (When applicable)
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. Follow your government recommendations for wilderness waste disposal: e.g. The US Forest Service recommends the following:
  - a. Select a suitable spot at least 50 feet 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 disposed 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 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 AY Honors in these areas are recommended.



# PATHFINDER CAMPOREE

## ADMINISTRATION

For the one who is directing the camporee it is extremely important that the following procedures be followed:

1. Thorough preparation is done.
2. Responsibilities are delegated.
3. Each person is thoroughly briefed and understands what they are supposed to do and how to do it and who will help them. Co-ordination of the event becomes the main work of the conference youth director.

Leadership shared with the area coordinator and or club directors develops --

1. Mutual respect
2. Greater efficiency
3. Leadership ability

The conference youth director is responsible for directing the program. The following main categories, or departments, or functions must be cared for:

1. **On Site Preparation:** Includes setting up the camp layout designating club camping locations, also some or all of the following: water, electrical outlets, sanitation units, garbage disposal, supply depot, headquarters, public address equipment, stages and meeting facility and signs giving directions. Anything that should or can be done before hand is the responsibility of the on-site preparation team.

### Check List

1. Prepare campfire bowl/meeting area
  2. Prepare and set up headquarters and locating and sleeping areas
  3. Prepare and set up First Aid station
  4. Prepare and set up storage area
  5. Arrange for latrines
  6. Locate garbage pick-up areas
  7. Locate parking areas
  8. Assign club camping areas
  9. Locate program and activity areas -- Sabbath afternoon rotation areas, events etc.
  10. Parking for emergency vehicles -- fire trucks, etc.
  11. Set up directional and informational signs
  12. Hang flags and banners at entrance
  13. Set up directional signs from last major known location.
  14. Set up registration area.
2. **Registration** -- is usually done on site at a designated camporee headquarters. The conference youth director, secretary or an area coordinator who assists have the camporee applications at their disposal. As the clubs arrive:
    1. their camporee fees are settled
    2. attendance record is updated
    3. medical releases verified

They may receive --

- a. Map indicating their club camping area
- b. Camporee commemorative patch
- c. Camporee program
- d. Any additional special instructions

3. **Communications** -- Getting the message out to all clearly is essential for an efficient program. Design a system suitable to the size of the event and terrain on which it is held. The type of equipment and budget available may determine what you are able to do.

a. In touch with leadership

- 1) Walkie-Talkies are handy for the administrative group in large camporees.
2. Daily briefings in the morning seem most productive: Review and correct program, double check assignments, make announcements and establish a spiritual base out of which to operate by prayer and study.

b. In touch with Pathfinders

- 1) PA System: Carefully managed is an asset in major events especially the large meetings e.g. Sabbath Services.
- 2) Hand-held bullhorns are frequently sufficient for most camporees.

**CHECK LIST**

- 1. Appointed persons
- 2. Equipment options
  - Telephone
  - CB
  - Walkie Talkie
  - PA system
  - Hand held bullhorns
  - Batteries
  - Power supply
  - Emergency procedures
  - Flow chart

4. **Security Arrangements** -- The location and environment will determine the extent to which security measures should be taken. Poor security is negligence. High visibility security may raise unnecessary fears among the Pathfinders parents. Proper security does not indicate lack of faith. It is a demonstration of responsible leadership. Camporees are conducted in areas that require careful security arrangements. Still losses occur routinely. Pilfering of personal items and camping equipment or tampering with facilities is

disappointing and sometimes disruptive. Tents and vehicles left unattended are highly vulnerable to criminal attack even in remote areas. Observe the following:

- a. Seek to raise the level of consciousness in clubs concerning --
  - 1) Counselor responsibility for the personal safety of unit members.
  - 2) Member responsibility for personal items.
- b. Provide for security for assigning an appropriate number of persons to patrol the camping area day and night where necessary.
- c. Advertise and insist that any valuables be left at home or be properly secured when not in use. e.g. A safe deposit facility may be provided by the club or camp.
- d. Report Suspicious actions by unit members or strangers in the camporee area.

Check to see that there is:

- a. Adequate insurance coverage
- b. Develop a well defined plan in the case of medical, criminal, military or insurgent emergency. e.g. alarm signals etc.
- c. Provide properly trained personnel and equipment to meet emergency needs. e.g. at least a basic First Aid outfit and fire equipment.

**CHECK LIST**

- \_\_\_ Personnel appointment
- \_\_\_ Regulations re: designated areas
- \_\_\_ Patrols -- schedules
- \_\_\_ Enforcement procedures
- \_\_\_ Local police contact

**5. Campsite Inspection - (see sample # 10)**

Youth directors should direct the clubs to understand clearly the purpose of the camporee. If it is early in the Pathfinder Calendar, it is less likely that the clubs will be practiced well enough for a careful scrutinizing type inspection. Whereas if the camporee is held after several months of training the clubs may well appreciate a critical survey to see how they measure against the standard.

A more general and generous approach is appropriate at the average camporee. The purpose of campsite inspection is to place emphasis on safety, sanitation, order and decorum.

Philosophically camporee inspection is to encourage rather than point out deficiencies since they will be apparent without special emphasis.

Sample #7

# CAMPOREE INSPECTION FORM

## TENTS

Properly pitched	7 points
Rope tied properly	3 points
Arrangement	<u>10 points</u>
	20 possible

## TENT (INSIDE)

Beds made neatly	10 points
Arrangement of suitcases	10 points
Bible	<u>5 points</u>
	25 possible

## AREA

Neatness	15 points
Fire equipment	<u>10 points</u>
	25 possible

## FLAG AND GUIDON DISPLAY

National Flag	4 points
Pathfinder Flag	4 points
Unit Guidons	<u>2 points</u>
	10 possible

## CAMPERS' RESPECT

Courtesy	5 points
Uniform	<u>15 points</u>
	20 possible

**TOTAL POSSIBLE** 100 points

## 6. Camporee Site Clean-up

Most often camporee camp sites are rented. Usually the contract includes stipulations about garbage disposal and sanitation. Following these instructions is the minimum requirement for restoring a site to its original condition.

Frequently Pathfinders leave a site in better condition than when they came. This constitutes a valuable witness which may open doors to redemptive relationships in the community worth following up on.

### Consider:

- a. proper (follow legal requirements) disposal of refuse. e.g. separating metal and plastic from bio-degradable when necessary.
- b. Remove all casual traces of the camp on the site. e.g. candy wrappers etc.
- c. Replace turf in drain, fire areas, or around tents.
- d. Repair or report any breakage to permanent on-site installations or equipment.
- e. Each club site should be checked by clean-up crew before departure.

### **CHECK LIST**

1. Areas taken down
  - Campfire
  - Events
  - Flags
  - Signs
  - Tents and
  - Banners
  - Registration
  - Headquarters
  - Trail
2. Trash pick up and haul to dump
3. General & personal inspection of each campsite (all fires out)
4. All vehicles used -- returned
5. Latrines removed by company
6. Site owners checked courtesy call or final inspection.

## 7. Follow Up

"Gathering up the fragments" is consistent with the goals and objectives of the camporee and indeed Pathfindering.

Look for the following during the camporee and note for future reference. --

### a. Pathfinder Club leadership

1) Responsiveness to leadership by Pathfinder staff. These persons are possible area coordinators in the future.

2) The "squeaky wheel" may indicate a real need for your attention by a visit or a trouble spot.

3) Unprepared, poorly organized or ill equipped clubs give rise for concern and your special attention.

4) Inappropriate or unwise relationships or decisions toward members, and or program -- demands a personal visit with Pathfinder Club director concerned and with the pastor or area coordinator involved.

b. Units and unit members

1) Decisions at devotional meetings -- record and follow with a personal letter. Send copies to the pastor and club director suggesting an appropriate follow-up.

2) Send out awards, honor tokens or whatever has been you promised promptly.

c. General

1) Get the news out to the conference/mission, union or division. A well-taken photo story with captions is good publicity.

2) Report to the conference president by memo and if possible in person.

3) Prepare an evaluation review document for the next camporee planning meeting.

4) Pay your bills.

5) Write letters of appreciation to staff, clubs and special guests.

**CHECK LIST**

\_\_\_ 1. BUDGET - Accounting for expenses

\_\_\_ 2. Courtesy correspondence

\_\_\_ 3. Pastoral contact

\_\_\_ (refer decisions made for Baptism/studies etc.)

\_\_\_ 4. Preparation of articles and photo stories for conference, union and division, GUIDE or newspapers.

\_\_\_ 5. Evaluation to president and union youth director  
summary of staff and visitors

\_\_\_ 6. Decision card

**8. Discipline**

The Youth director is the final authority at the camporee. In the camporee bulletin any special instruction or discipline should be published as may be deemed necessary. There should be few well defined enforceable regulations.

Pathfinder Clubs which follow the chain of command, discipline becomes less of an emotional issue. The purpose of discipline is to enable all participants equal opportunity to enjoy the events. It is therefore the responsibility of each club to prepare each unit and member to reach an acceptable level of control.

Normally the club director and staff are responsible for discipline of their club during the entire camporee event. They accompany the club and maintain contact with them at all times not only for discipline but also for safety and instruction and leadership. Orders issued by the camporee director are implemented by the area coordinator and/or the club directors who delegate to the deputies, counselors and unit captains and finally the individual member.

Irregularities containable within the club must be dealt with there. Observed infractions of regulations are to be brought to the attention of the club director who may, after counsel, with the conference/mission youth director and area-coordinator recommend certain action.

It is essential that order and discipline are be maintained at a camporee which is viewed as the standard of excellence toward which the clubs strive.

Directors who hesitate to enforce published regulations lose the respect of the club leadership and their influence is lost. Counsel to such director should come from the camporee administrative staff.

## **CAMPOREE SABBATH KEEPING**

**PATHFINDER DIRECTIONS:** A strong positive example is set for Pathfinders by having the camp in order well before sundown, ready to welcome the Sabbath. This means clubs should arrive in plenty of time for adequate Sabbath preparation.

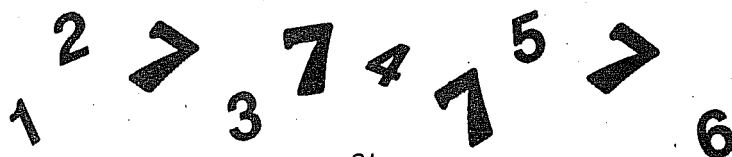
**DURING SABBATH HOURS:** Guard against wood cutting, rock rolling, knife throwing, secular games, rowdiness, etc.

**SABBATH** Activities planned should include Friday evening campfire, Sabbath School, church service, Sabbath afternoon, Sabbath vespers, and Saturday night program. The program may be varied to expose the young people to nature and make it more informal.

Counselors should always plan to have material along to take care of the unit and club time of the Pathfinders in emergencies such as rain delay or program cancellation.

**CLOSING HOUR:** The closing hours of the Sabbath often are the most critical to keep sacred at a camporee and each club must plan carefully for this time. Sundown vespers will be conducted in the main campfire area.

**MEETINGS:** Counselors are urged to sit with their units during all general meetings. All unit members must attend the meetings. Remaining behind in the tents should be permitted only in case of sickness.



**CAMPOREE SCHEDULE NO. 1****FRIDAY (Sunset 7:15 p.m.)**

1:00 - 4:45	Registration and prepare campsite
4:45 - 5:30	Sabbath preparation
5:30 - 5:45	Club worship
5:45 - 6:30	Supper
6:30 - 6:45	Club leaders meeting, headquarters
6:45 - 7:00	Prepare for campfire
7:00 - 8:30	Campfire devotions
8:30 - 9:15	Prepare to retire
9:15	Taps, silence

**SABBATH**

7:00	Reveille
7:30 - 7:45	Morning devotions
7:45 - 8:00	Flag Ceremony
8:00 - 8:30	Breakfast
8:30 - 8:45	Club leaders meeting, headquarters
8:45 - 9:15	Prepare for camp and personal inspection
9:15 - 9:30	Inspection and preparation for Sabbath School
9:30 - 10:45	Sabbath School
10:45 - 11:00	Club time
11:00 - 12:00	Church Service
12:00 - 12:45	Prepare noon meal
12:45 - 1:45	Noon meal
1:45 - 2:15	Rest period
2:15 - 2:30	Prepare for Pathfinder activity
2:30 - 5:30	Pathfinder activity
5:30 - 6:00	Prepare for evening meal
6:00 - 6:45	Evening meal
6:45 - 7:00	Flag Ceremony
7:00 - 8:30	Campfire and vespers
8:30 - 9:30	Club campfire
9:30 - 10:00	Prepare to retire
10:00	Taps, silence

**SUNDAY**

7:00	Reveille
7:30 - 7:45	Morning devotions
7:45 - 8:00	Flag Ceremony
8:00 - 8:45	Breakfast
8:45 - 9:00	Club leaders meeting, headquarters
9:00 - 9:45	Prepare for inspection of area
9:45 - 10:15	Inspection
10:15 - 10:45	Prepare for events
10:45 - 12:00	Camporee events
12:00 - 12:15	Award time
12:15 - 12:30	Directors meeting, events field
12:30 - 1:30	Noon meal
1:30	Pack up and have a safe trip home!



Sample #9

## CAMPOREE SCHEDULE NO.2



### FRIDAY (Sunset 6:30 p.m.)

2:00	Registration and preparation of camp
5:00	Plan for sack lunch from home
6:30	Campfire and vespers
8:30	Prepare for taps
9:00	Taps

### SABBATH

7:30	Reveille
7:45	Morning devotions by clubs
8:30	Breakfast
9:00	Prepare for inspection by counselors
9:30	Inspection
9:45	Sabbath School
11:00	Break
11:15	Church
1:00	Dinner
2:00	Rest
2:30	Nature hike
4:00	Pathfinder activity
5:00	Supper
6:15	Sunset worship and campfire activity
7:30	Games or moonlight hike
8:30	Prepare for taps
9:00	Taps

### SUNDAY

6:30	Reveille
7:25	Morning devotions by clubs
7:30	Breakfast
8:15	Camp clean up; prepare for inspection
8:45	Inspection
9:15	Field Events
12:30	Dinner
2:00	Farewell

**BE SURE THE CAMP IS SPOTLESS WHEN YOU LEAVE**

Sample #10

# CAMPOREE SCHEDULE NO.3



## THURSDAY

2:00	Register and set up campsite
5:30	Supper
7:30 - 9:00	Campfire and vespers
9:00 - 9:30	Directors meeting
9:30	Taps

## FRIDAY

7:00	Reveille
7:30 - 7:45	Morning Watch, Flag Ceremony
7:45 - 8:30	Breakfast
8:30 - 12:30	Visit point of special interest in the area
1:00 - 2:00	Lunch
2:30 - 5:30	Camporee events
6:00 - 7:00	Supper
7:00 - 7:30	Prepare for Sabbath
7:30 - 7:45	Flag Ceremony
7:45 - 9:00	Campfire
9:00 - 9:30	Prepare for bed
9:00 - 9:30	Directors meeting
9:30	Taps

## SABBATH

7:00	Reveille
7:30 - 7:45	Morning Watch and Flag Ceremony
7:45 - 8:30	Breakfast
8:30 - 9:00	Prepare for camp and personal inspection
9:00 - 9:45	Inspection and preparation for Sabbath School
9:45 - 10:45	Sabbath School
10:45 - 11:00	Club time
11:15 - 12:15	Church Service
2:00 - 3:00	Club picture creations with native materials
3:00 - 3:30	Picture tour
3:45 - 5:15	Round Robin or nature hike
5:30 - 6:45	Supper
7:15 - 7:30	Flag Ceremony
7:30 - 9:00	Campfire and vespers
9:00 - 9:30	Prepare for bed
9:00 - 9:30	Directors meeting
9:30	Taps

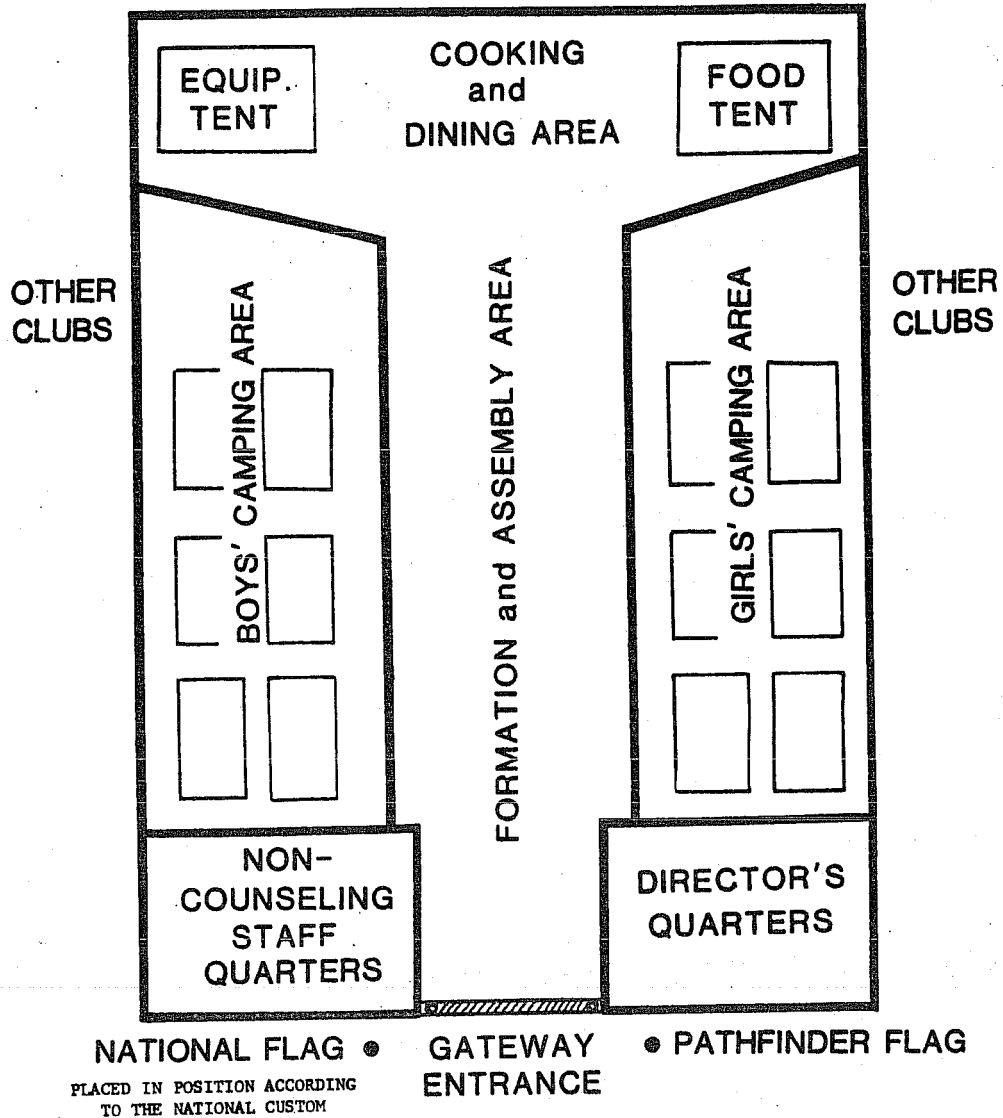
## SUNDAY

7:00	Reveille
7:30 - 7:45	Morning Watch and Flag Ceremony
7:45 - 8:30	Breakfast
8:30	Break camp and clean up grounds

# SUGGESTED INDIVIDUAL CLUB CAMP LAYOUT AT CAMPOREE

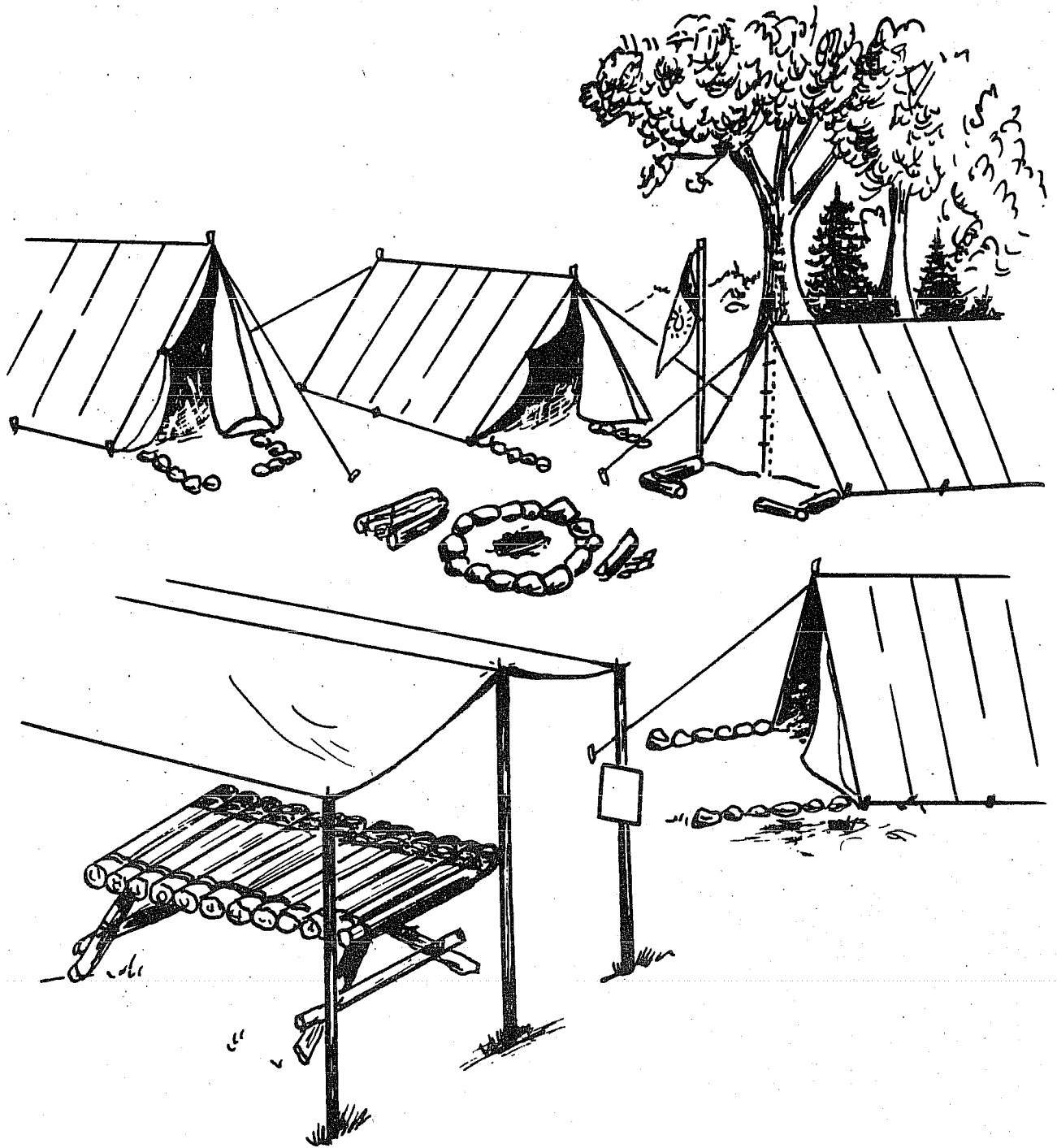
These are only suggested ways of making your camp look neat and uniform. Use your own plan, but make it look sharp.

## LAYOUT FOR CLUB CAMPSITE



CONFERENCE/MISSION ASSEMBLY AREA

# SUGGESTED CAMP LAYOUT

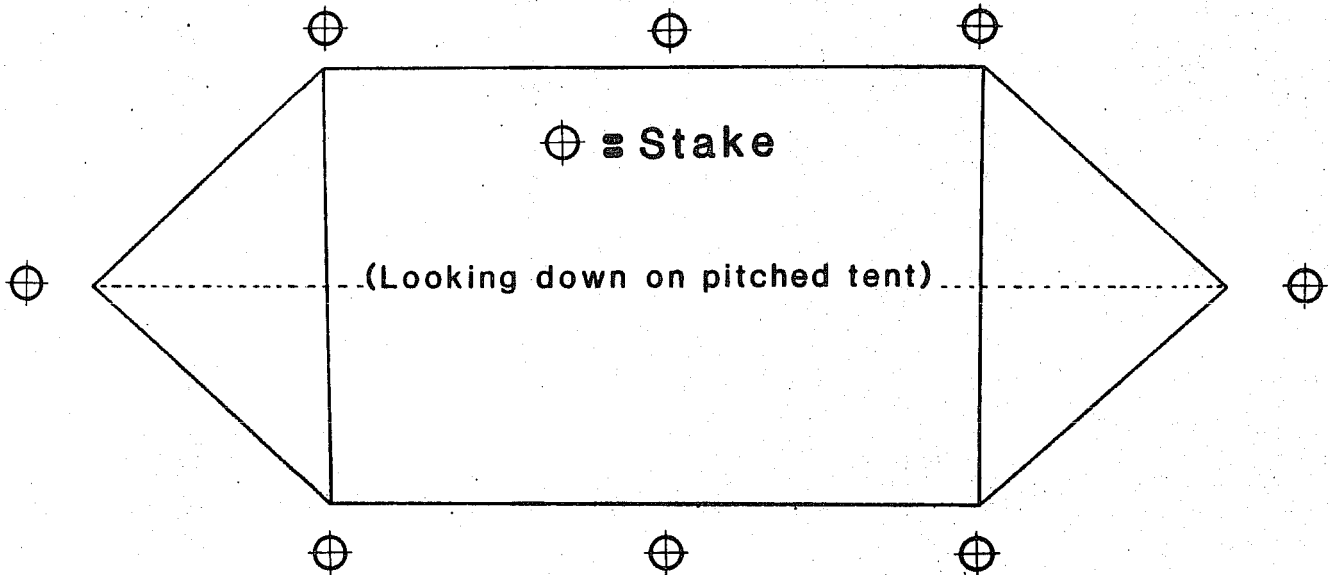


# SUGGESTED SHELTERS

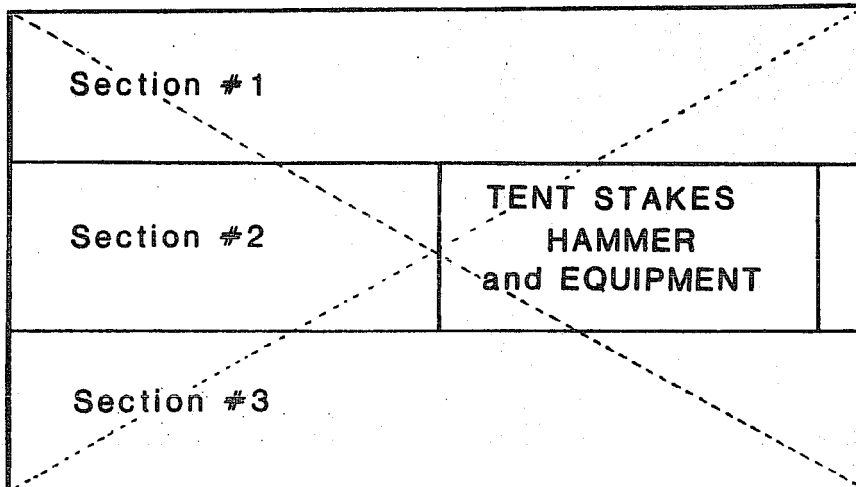


# HOW TO STAKE AND FOLD A TENT

## PUP TENT STAKING



## FOLDING A TENT



1. Lay #1 over #2
2. Lay #3 over #2
3. Roll, beginning with stake end
4. After rolled, encircle the roll once by one of the tent ropes, finalizing with a square knot

# ORGANIZING CAMPOREE EVENTS

Develop a program of non-competition between clubs and Pathfinders and have events chosen and operated by Pathfinders and leaders. Set up the scoring so that everyone can be a winner, based on his own initiative and determination. This program will produce the best atmosphere and most successful fair and camporee experience.

The role of the CONFERENCE/MISSION is to guide in the selection of the event theme, place for events, station numbers, score cards and award ribbons. The role of the CLUBS is to develop an individual-orientated event, supply materials and have it objectively scored in a system of 10 - 1.

At the time and place of events, station numbers are posted throughout the event area and the whole group assembled. Cards are given to each Pathfinder (see illustration) and name and club are recorded. This score card is numbered with the number of stations available. A brief description of each station is given and the Pathfinders are instructed that they may participate in the events in any order, but to try to get through all of them in the allotted time. If they complete all stations before the time limit, they may then go back to a station and try to improve their score.

The club leaders are then dismissed to supervise their club stations and when ready, the Pathfinders are dismissed. The role of the youth director is to mingle with the campers, announce stations with short lines, encourage and congratulate Pathfinders, answer questions and even participate in some events with them.

## Awards - How to Establish Placing

At the conclusion of the event time --

1. Pathfinders turn their score card in to their director.
2. The staff quickly total the cards of their club\*, putting them in order starting with the highest score on top.
3. These are then returned to the reviewing stand and once the highest score is determined, that becomes the norm from which 1st, 2nd, 3rd and participation positions are set.
4. A percentage is pre-determined indicating for example that 90% and up of the highest score is 1st place, 75% - 89% is 2nd place, and 50% - 74% is 3rd place and anything under 50% is participation.

A large quantity of ribbons are on hand in all categories. The score cards of a specific club are then quickly divided into the 4 categories and the number of ribbons needed in each is attached. **Properly organized, this can be done within 10 minutes after the last club's set of cards are in.** This time can be filled with a special event and announcements and then the ribbons are awarded. The **Directors** or their designate are called up and presented with ribbons for their Pathfinders and they return and present them to their club members. In this way, every Pathfinder can go home with a ribbon and memento of their day. These ribbons and events in no way influence the clubs yearly points. The only points available at a camporee or fair are for club attendance.

# SUGGESTED CAMPOREE POINTS FOR CLUBS

## REGISTRATION

Upon arrival - before sundown Friday	25 points
Late arrival if during week	10 points

## ATTENDANCE

100% - 90%	15 points	15 points
89% - 75%	10 points	
74% - 50%	5 points	
49% - 25%	2 points	

## UNIFORMS

100% - 90%	15 points	15 points
89% - 75%	10 points	
74% - 50%	5 points	
49% - 25%	2 points	

INSPECTION (see next page)	100 points
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## EVENTS

3 events, 15 points each	45 points
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CAMPOREE	200 points
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# SAMPLE MASTER SCORE SHEET FOR CLUBS

Sample #11

Event or Award

Attendance	Uniforms Flag Guidons	Booth	Drill	Knot Tying	Pup:Tent Pitching	Fire Building	Special Events	Total Points Possible
10	10	30	10	10	10	10	10	100

Club Name

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_
13. \_\_\_\_\_
14. \_\_\_\_\_
15. \_\_\_\_\_

# UNIT EVENTS SCORE SHEET

Sample #12

DISTRICT \_\_\_\_\_

DATE \_\_\_\_\_

CLUB \_\_\_\_\_

UNIT \_\_\_\_\_

CAPTAIN \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

COUNSELOR \_\_\_\_\_

<u>Placements</u>	<u>Your Score</u>	<u>Your Placement</u>
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100 +	- 1st	
75 - 99	- 2nd	
50 - 74	- 3rd	

## UNIT EVENTS

	<u>Authorized Signature</u>	<u>Score</u>	<u>(10 possible)</u>
	1. Orienteering II	_____	_____
	2. Water relay	_____	_____
	3. Midnight pony express	_____	_____
	4. Orienteering I	_____	_____
.	5. OBS I	_____	_____
.	6. Kims game	_____	_____
.	7. Physical fitness	_____	_____
.	8. Stretcher relay	_____	_____
.	9. Horseshoe toss I	_____	_____
F	10. Horseshoe toss II	_____	_____
	11. OBS II	_____	_____
O	12. NITRO	_____	_____
	13. OBS III	_____	_____
L	14. Archery	_____	_____
	15. Rope bridge crossing	_____	_____
D	16. What's wrong with this camp?	_____	_____
.	17. OBS IV	_____	_____
.	18. Football kick	_____	_____
.	19. Map symbols	_____	_____
.	20. Nature ID - trees	_____	_____
.	21. Pup tent pitch	_____	_____
	22. Nature ID rocks & minerals	_____	_____
	23. Pup tent pitch	_____	_____
	24. Tent peg relay	_____	_____
	25. Boulder toss	_____	_____
	26. Drill down	_____	_____
	27. ORIENTEERING III - Cross country	_____	_____
	28. Frisbee golf I	_____	_____
	29. Frisbee golf II	_____	_____
	<b>TOTAL SCORE</b>	_____	_____

# SAMPLE MENU NO.1

## BREAKFAST

### No. 1

Potatoes & eggs  
(1 egg)  
Hot chocolate or postum  
Fruit (orange)  
Bread/Peanut Butter

### No.2

Dry cereal & milk  
Hot cocoa  
Scrambled eggs (2)  
Bread/peanut butter/jam  
Banana (1)

### No. 3

Oatmeal & milk  
Pancakes  
Syrup  
Orange juice

## DINNER

### No. 1

Baked potatoes  
Baked beans  
Whole kernel corn  
Raw carrot  
Bread/peanut butter  
Milk  
Fruit (apple, orange)

### No. 2

Spaghetti (canned)  
Green beans (canned)  
Bread/peanut butter  
Milk  
Choplets & gravy  
Fruit (apple or orange  
banana)

### No. 3

Dehydrated mashed  
potatoes  
Tomatoes (canned) or  
fresh  
Peas (canned)  
Bread/peanut butter  
Milk  
Cookies

## SUPPER

### No. 1

Dehydrated soup mix  
Canned peaches  
Bread/peanut butter  
Milk  
Cookies

### No. 2

Vegetable Soup (canned)  
Orange (1)  
Crackers  
Cookies  
Raisins

### No. 3

Canned apricots  
Baked beans  
Bread/peanut butter  
Hot chocolate or postum  
Cookies

\*\*\*\*\*

## FOOD LIST FOR INDIVIDUAL

Eggs - 3  
1 small box chocolate mix  
2 oranges  
1 loaf whole-wheat bread  
Peanut butter  
2 small boxes dry cereal  
2 cans spaghetti  
1 small box powdered milk  
2 bananas  
1 small can orange juice  
1 can vegetarian baked beans  
1 candy bar  
Cookies  
1 small box raisins  
Potatoes - 3 medium

## SPECIAL FOOD LIST FOR COUNSELOR WITH 6 - 8 IN HIS UNIT

1 box salt  
1 large jar peanut butter  
1 box oatmeal  
1 box pancake mix  
1 plastic bottle pancake syrup  
1 bunch carrots  
2 cans whole kernel corn  
2 cans green beans  
2 cans choplets  
3 pkgs. dehydrated mashed potatoes  
2 cans peas  
2 large cans apricots  
1 box crackers  
2 cans tomatoes  
2 large cans peaches  
3 pkgs. dehydrated tomato or vegetable soup  
Fruit (apple, orange, banana)

Sample #14

## SAMPLE MENU NO.2

	FRIDAY	SABBATH	SUNDAY
<b>B R E A K F A S T</b>		Scrambled eggs Cereal & milk Peaches English muffins Orange juice	Pancakes & syrup Saucettes Apple sauce Orange juice Hot chocolate
<b>L U N C H</b>	Sack lunch from home	<b>HAYSTACKS</b> Corn chips Beans Cheese Lettuce Tomatoes Olives Onions Fruit juice	<b>SANDWICHES</b> Bread Luncheon vegemeat Lettuce Tomatoes Mayonnaise Chips Fig bars Lemonade
<b>S U P P E R</b>	Vegetable stew Crackers Grilled cheese Milk Rice Krispie crunch	Linketts Bun Catsup & relish Mayonnaise Vegetarian beans Potato chips Carrot/celery sticks Cookies Fruit juice	