



Adventurer Conduct and Participation Agreement

1. Adventurers should be on time to all club meetings and events. Chronic tardiness will be taken into account when evaluating an Adventurer's personal performance.
2. Field Uniform (club tee shirt, knee-length shorts or jeans, tennis shoes) will be worn at all club meetings and informal activities and functions unless otherwise specified, including campouts. Open toe shoes are not allowed at club meetings.
3. Complete Class A or B Uniform will be worn at all formal club activities and designated club meetings. Class A uniform consists of: white shirt with all patches and pins, navy blue dress slacks (boys) navy blue jumper (girls), navy blue socks (boys) white socks (girls), black dress shoes (closed toe), sash, scarf, and uniform slide. Class B uniform is all of the above without the sash, scarf and slide.
4. Jewelry: We as members of the Seventh-Day Adventist Church believe that the wearing of jewelry and the display of wealth that it implies is inconsistent with the principles of Adventuring. Therefore we request that no visible jewelry be worn to any Adventurer function. This also prevents the loss of valuable items.
5. Adventurers should attempt to participate in all activities for their class level and maintain good conduct.
6. Adventurers will show respect at all times to the Adventurer Staff, their fellow adventurers, as well as all other people. Adventurers are expected to follow directions of Adventurer staff. Adventurers will be a "Servant of God" and a "Friend to man" at all times, whether during club meetings or events at home, church, school or in the community.
7. During club meetings or events Adventurers will stay together with a counselor or instructor. If an Adventurer needs to leave the group area they must have permission from a counselor, sign-out as instructed (if applicable), and travel using the buddy system.
8. On campouts, Adventurers are expected to help out with set up, take down, kitchen patrol or any other necessary duties; we must work as a team. Adventurers should not expect to go home until all equipment is cleaned and put away.
9. Adventurers will abide by the Pathfinder's Camping Code of taking only pictures/memories and leaving only footprints while camping. Remember that nature is God's first published book.
10. New Adventurers will be put in class levels according to age and grade level. To join the Adventurer Club, a child must be between Pre-K and 4th grade. If a child is moving to the club at any point during the year, they should bring their records from their previous club.

Agreed to by:

Adventurer's Signature

Date

Parent's Signature

Date