

## Ceremonies

### INDUCTION:

Shortly after enrollment, the club holds an Induction Ceremony, to dedicate both the parents and child. Prerequisites to being inducted are:

- Be properly enrolled and have attended a minimum of 2 meetings.
- Own a Dress uniform and wear it proudly
- Attend the Induction service.

At this program, the children will be awarded the Adventurer scarf to wear with the uniform. This service is usually held on the first Sabbath afternoon in October. Check the calendar for the date.

### INVESTITURE:

This is a special program at the end of the year when the children are awarded the class pins, signifying their achievements. Please invite friends and family to this program. This service is usually held on the first Sabbath afternoon in June, prior to the annual Vacation Bible School. Check the calendar for the date.

### Director:

**Emmelynn Rosenthal**

**714 423-8283**

**Emmelynn@joimail.com**

**Jeff Rosenthal, Senior Pastor**

**714 522-5280**

**Ira Barksdale, Youth Pastor**

**626 912-7232**

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**2991 Randolph St.**

**Huntington Park, CA 90255**

**323 377-8502**

**Lyndene@wrightpublications.org**

## Adventurer Program

## Handbook

**For children in 1st-4th Grades**



**Meets on the 2nd & 4th Monday of the month**

**2nd Monday: 4:15 p.m.-5:45 p.m.**

**4th Monday: 6:30 p.m.-8:00 p.m.**

**Children's Ministry Director**

**Kim Dee**

**310 920-4283**

**AY Club Coordinator**

**Lyndene Wright**

**323 377-8502**

**E-mail: Lyndene@wrightpublications.org**

## **Adventurer Pledge**

**Because Jesus loves me, I will always do my best.**

## **Adventurer Law**

**Jesus can help me to:**

**Be obedient**

**Be pure**

**Be true**

**Be kind**

**Be respectful**

**Be attentive**

**Be helpful**

**Be cheerful**

**Be thoughtful**

**Be reverent**

## **Adventurer Song**

**We are Adventurers!**

**At home, At school, At play**

**We are Adventurers!**

**We're learning every day**

**To be honest, kind and true**

**To be like Jesus through and through**

**We are Adventurers!**

## **Parental Responsibility**

Parental involvement is the key to a child's success. The volunteer staff takes its responsibility to guide the Adventurers to higher goals seriously, and therefore expects the parents to understand the importance of the program. The Adventurer Club is not a baby-sitting organization, nor is it a playtime to be granted or denied as a reward or punishment. It is a fully integrated spiritually based educational program designed to supplement your child's regular school. It is expected that parents will support their child's consistent attendance and will attend the Sabbath Parent programs to show their support of their children's achievements.

Parent pins are awarded at investiture to parents who have fulfilled all the expectations of the club. Check the parent folder for parental responsibilities.

## **Fees**

The club is supported by member fees, supplemented by subsidies from the church and private donations. All staff members are volunteers who donate not only their time, but also countless personal resources to the club.

Because commitment is a necessary part of the Adventurer philosophy, Adventurers are expected to contribute financially to the club. The current fee is:

\$30.00 Semi-Annually for Rolling Hills Members

\$60.00 Semi-Annually for Other Church & Community Members

A one-time (per club not per year) fee is charged to partially offset the cost of the scarf and slide for induction. Uniforms are sold separately, and not included in the above fees. There may be additional fees for special events.

## **Insurance**

Each Adventurer is covered by secondary accident insurance through the Southern California Conference of Seventh-day Adventists. Completion of the Health Record will be required at registration.

In compliance with our insurance guidelines, your child is fully supervised at all times. In order to provide adequate supervision, enrollment is limited by the current staff ratio. Because of insurance guidelines, all staff members must be members of the Rolling Hills Seventh-day Adventist church in good standing, and have been screened by the conference by submitting a Volunteer form.

# Uniforms

## **FULL DRESS UNIFORM:**

Boys: The Full Dress Uniform consists of navy blue pants (#1004\*), a light blue short-sleeved dress shirt (#1021\*) with the proper patches, black dress shoes and black or navy blue socks.

Girls: The Full Dress Uniform consists of a navy blue jumper (1046\*), a light blue peter-pan collar blouse (#1040\*) with proper patches, navy blue tights and black or navy blue dress shoes.

These items are purchased directly from frenchtoast.com

A maroon Adventurer scarf will be awarded at Induction and sashes may be purchased at anytime to hold the awards.

Dress uniforms are to be worn for the first Sabbath church services, Adventurer Sabbath Rally, and Sabbath at Family Camp.

## **CLUB SHIRT:**

Adventurers have a maroon t-shirt and optional sweatshirt that are to be worn to the Monday meetings. These are purchased through the club. Tote bags are also available for purchase.

# Behavior

## **SABBATH OBSERVANCE:**

Adventurers will conduct themselves, in both speech and action, in a manner that demonstrates reverence and respect for God during the Sabbath hours. Discussion of non-spiritual topics will be discouraged.

## **GENERAL BEHAVIOR:**

Adventurers will:

1. Respect the religious ideals of the Seventh-day Adventist Church.
2. Behave in an orderly manner during organized meetings and reverently during religious services.
3. Respect the rules, staff, and guests of the Adventurer club.
4. Respect the property of others.
5. Obtain permission before leaving any function or class.
6. Use pure language.

# Objectives

1. **To assist parents in leading their children into a close relationship with Christ and the Church.**
2. **To assist parents as they guide their children into active missionary service.**
3. **To provide a positive church-centered program.**
4. **To develop good character and citizenship in our Adventurers.**
5. **To promote Adventurer Class activity.**
6. **To promote Adventurer Awards.**
7. **To give guidance in physical, mental, social, and spiritual growth.**

# Information

The Rolling Hills Adventurer Club is a non-profit youth organization operated by the Rolling Hills Seventh-day Adventist Church. The club is financed by member fees, church subsidies and private donations.

## **MEMBERSHIP:**

Membership is open to all boys and girls, ages 6-10, (grades 1-4, on a space available basis, regardless of race, religion or national origin. Please contact the coordinator as soon as possible to have your child's name placed on the waiting list.

## **ENROLLMENT:**

The Adventurer year is divided into two sessions. Enrollment takes place in July and December. The first meetings of these sessions are the 2nd Monday in August and January.. Children will only be admitted to the program at these times. There is no enrollment mid-session.

## **ATTENDANCE:**

Every Adventurer is expected to attend all Monday meetings, Sabbath activities and conference events. He/She is part of a unit that works together to make top unit.

## **MEETINGS:**

Meetings are held on 2nd and 4th Mondays of each month in the Primary Sabbath School room.

2nd Monday 4:15 p.m. to 5:45 p.m.

4th Monday 6:30 p.m. to 8:00 p.m.

The first Sabbath of the month is dress uniform Sabbath. Once a quarter each club (Discovery, Adventurer, Pathfinder) presents the program. Also on the first Sabbath Afternoon of the month, there is a bonus program from 2:00 p.m.—3:30 p.m. for 3<sup>rd</sup> and 4<sup>th</sup> graders to earn additional awards. In addition the club will hold a Sabbath Share-Your Faith Activity and a Sunday field trip. Check calendar for dates;

## **CONFERENCE EVENTS:**

The Adventurer Program is part of the world-wide Adventurer Club of the Seventh-day Adventist church. Our club will participate in all Conference Events. These usually include a Sabbath Afternoon Rally, a Sunday Fun Day, and a Family Camp at Cedar Falls. Check the calendar for the dates.

# Recognition

## **ADVENTURER CLASSES:**

Class work is used to encourage young people to develop a well-rounded Christian outlook The classes are as follows:

Busy Bees	1st Graders	or 6 year olds with Eager Beaver Pin
Sunbeams	2nd Graders	or 7 year olds with Busy Bee Pin
Builders	3rd Graders	or 8 year olds with Sunbeam Pin
Helping Hands	4th Graders	or 9 year olds with Builder Pin
Adv. Helping Hand	4th Graders	Who have completed all other pins

**5th Graders are promoted to Pathfinders**

Each level consists of four tracks: My God, My Self, My Family, and My World. The teachers will be presenting the teaching many of the requirements, but the curriculum is designed to enhance parent child interaction. There will be appropriate home assignments, designed to help you interact and teach your child. It is your primary responsibility to see your child has completed the work. Pins will be awarded at induction.

## **ADVENTURER AWARDS:**

Awards are earned in various categories to enhance your child's learning. Some are required for the completion of the Adventurer class, and others are bonus awards that provide additional learning opportunities. Patches are awarded throughout the year and will be worn on the adventurer's sash.

## **POINT SYSTEM:**

Points are given at each meeting for being on time, in uniform, bringing your Bible and activity book, returning the Parent sheet and completing the assignments. Points are also awarded for conduct. Points are the basis of the recognition system.

## **ADVENTURER AND UNIT OF THE YEAR:**

Special Recognition is given to all Adventurers who maintain 90% of the possible points in both sessions. A recognition pin is awarded that becomes a permanent part of the Adventurer's uniform. Units with combined points of 90% also are recognized. Special surprise gifts and/or outings may be offered to those who maintain 90% of their points to encourage consistency.