

YOUTH ORGANIZATION

	FRIEND	COMPANION	EXPLORER	RANGER	VOYAGER	GUIDE
I.	LEADERSHIP (Optional)					
A.	Learn the names of your club leaders or Sabbath School leaders and tell how they work together.	Plan and lead a devotional service for your unit, club, or Sabbath School.	Lead out in your club's opening exercises or Sabbath School program.	Meet with your club staff or Sabbath School leaders in a planning session.	Plan and lead out in a Pathfinder club or Sabbath School activity.	Attend a conference-sponsored basic Pathfinder Leadership course.
B.	Take a 3-hour or 5-mile (8 km) hike and identify track and trail signs along the way. Discuss how the activity was planned.	Help your unit plan a half-day or 10-mile (16 km) orienteering hike, and lead out in the activity.	Participate in and evaluate a weekend campout.	Help plan and participate in a weekend campout.	Plan and teach two requirements in each of the following honors:** 1. Camping Skills #1 Honor 2. Camping Skills #2 Honor	Plan and teach two requirements in each of the following honors:** 1. Camping Skills #3 Honor 2. Camping Skills #4 Honor
II.	CLUB AWARENESS (Optional)					
A.	Discuss with your counselor your involvement in the total Pathfinder Club program, OR for AJY Societies, invite a Pathfinder expert to speak to your group.*	Discuss with your counselor your unit's involvement in the total Pathfinder Club program, OR for AJY Societies, invite a Pathfinder expert to speak to your group.*	Discuss with your club director your club's involvement in the total Pathfinder Club program, OR for AJY Societies, invite a Pathfinder expert to speak to your group.*	Discuss with your counselor and your parents/guardian the family involvement in the total Pathfinder Club program, OR for AJY Societies, invite a Pathfinder expert to speak to your group.*	Discuss with your club staff the club-church involvement in the total Pathfinder Club program, OR for AJY Societies, invite a Pathfinder expert to speak to your group.*	Discuss with your club staff the club-community involvement in the total Pathfinder Club program, OR for AJY Societies, invite a Pathfinder expert to speak to your group.*
III.	PATHFINDER PROGRAMMING (Optional)					
A.	Take part in three of the following: 1. Induction 2. Club meeting 3. Pathfinder Sabbath 4. Investiture service 5. Quarterly scheduling 6. Club campout	Take part in and rate your club unit in four of the following: 1. Induction 2. Club meeting 3. Pathfinder Sabbath 4. Investiture service 5. Quarterly scheduling 6. Club campout	Help plan, participate in, and evaluate your club in five of the following: 1. Induction 2. Club meeting 3. Pathfinder Sabbath 4. Investiture service 5. Quarterly scheduling 6. Club campout	Help plan, participate in, and evaluate the role of the Pathfinders' families in the following: 1. Induction 2. Club meeting 3. Pathfinder Sabbath 4. Investiture service 5. Yearly scheduling 6. Club campout	Plan, participate in, and evaluate your church participation in the following: 1. Induction 2. Club meeting 3. Pathfinder Sabbath 4. Investiture service 5. Yearly scheduling 6. Club campout	Plan, participate in, and evaluate your Pathfinder club's involvement in the community in the following: 1. Induction 2. Club meeting 3. Pathfinder Sabbath 4. Investiture service 5. Yearly scheduling 6. Club campout
B.	Complete requirements 1 and 4 of the Drilling and Marching Honor.**	Complete requirements 3 and 6 of the Drilling and Marching Honor.**	Complete the requirements of the Drilling and Marching Honor.**	Complete requirements 1, 4 and 5 of the Advanced Drilling and Marching Honor.*	Complete requirements 2, 3, and 6 of the Advanced Drilling and Marching Honor.*	Complete the requirements for the Advanced Drilling and Marching Honor.**

Requirement: Do Section I and select either Section II or III for the standard class requirements. Do Sections I, II, and III for the advanced classes.

* See Instructor's Manual for qualifying requirements.
 ** See AY Honors Handbook for requirements.

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Content Statement: Typical of youth is the desire to belong to a special group of peers. As the only completely voluntary organization for their age group found in the church, Pathfinders, AJY, or AY is uniquely qualified to fill this need. This is accomplished for a very broad range of interests and can be as in-depth as desired.

TASKS	CRITERION REFERENCED MEASURES
I. LEADERSHIP	
<p style="margin-left: 40px;">A.</p> <p style="margin-left: 40px;">B.</p>	<p>Submit to the examiner a current Pathfinder, AJY, or AY membership card and verification from an authorized club officer, signed and dated, to indicate that you have satisfactorily completed the requirements for your class.</p> <p>Keep and submit to the examiner a journal of the activities required. This should be compiled during the time of the activity and include any interesting observations or conclusions you make during this time.</p>
II. CLUB AWARENESS	
<p style="margin-left: 40px;">A.</p>	<p>These requirements relate to involvement in listed activities. These involvements must include you personally in an active role, not as an observer or in a theoretical activity. Present the examiner with a report of this involvement and the activity itself.</p>
III. PATHFINDER PROGRAMMING	
<p style="margin-left: 40px;">A.</p>	<p>Submit to the examiner a report of your role in this activity and have it signed and dated by your club director.</p>