

# TEXAS CONFERENCE ADVENTURERS

## Induction

Guide to help with the planning of  
your Induction program



ADVENTURER CLUB

# *Adventurer Club*



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## List of Supplies needed for an Induction:

- 🎯 Flag: American, Texas or state (optional), Christian Flag, Adventurer
- 🎯 Bible
- 🎯 Banners: Pledge and Law
- 🎯 Alter
- 🎯 Battered Candles
- 🎯 Scarves and slides
- 🎯 Adventurer pin
- 🎯 Membership Cards
- 🎯 Name Labels
- 🎯 Law Labels
- 🎯 CD or sheet music (Adventurer song and additional music)
- 🎯 Refreshments (optional)



## **What is an Induction and why do I need to have one?**

An induction ceremony is the process or formal act of accepting someone into a group or job.

For the Adventurers and their families, the induction is a ceremony that signifies a commitment for new members, as well as, returning members, to dedicate themselves to the Lord. When planning an induction try to remember to give everyone a part. They do not all need to be speaking parts, but it is important to give everyone an opportunity to show their commitments and value to the club and the Lord.

### **Useful tips**

- The induction should be held within the first two months of the start of your Adventurer year. If your club is a first year club, everyone should be inducted into the club. For established clubs only new members are inducted. That would include Adventurers and staff joining your club from another club, such as a church transfers, etc.
- Children this age love pageantry, so if at all possible, allow the Adventurers their own induction time. This age group cannot sit through a long ceremony, so remember they are young and start to get restless quickly. You want them to remember the ceremony and its significance, as well as enjoy it.



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- It is important to have a practice of how the ceremony will “play out” with the Adventurers and staff, beforehand. Everyone will be more comfortable and at ease, if they have had time to practice and rehearse. Give those with speaking roles several weeks in advance, if possible, what you wish for them to say. No one likes to be put on the spot, at the last minute.
- We realize that in some cases this is not an options, or possible. But try to remember that Adventurers, Pathfinders, etc. are all separate club ministries and each of their ceremonies are special in their own rite and each one has different guidelines.
- Be sure to set a date and time with your church board’s approval, several weeks in advance. Determine where you will conduct your induction, it can be held in your classroom, Fellowship Hall, or Sanctuary, etc. It is your choice on where you have it, just make sure that you will have adequate space to set up your supplies and that the location is comfortable and convenient for everyone.
- Everyone should be in Dress A, from your club, for this ceremony. For those being inducted into the club for the first time, they should also be in their Dress A. The manual states to “present Adventurers with their scarf slide and sash before the ceremony”. However, it is nice to present them (the Adventurers) with their scarf, slide and Adventurer pin at the time they are inducted.
- Invite your Area Coordinator in advance so that they can have enough time to put it on the calendar and make



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arrangements to attend. They enjoy seeing the clubs grow and are always willing to assist you, when needed.

- Make sure you have all your supplies ready and set up ahead of time. Most of your supplies will need to be ordered from Advent Source, you will need to allow enough time for your supplies to arrive. It is helpful to have a few extra supplies at with you. Someone always forgets a slide, couldn't find a scarf, lost a slide, sash, etc. You will need to remember who you "loan" items to.
- Make programs for guests and staff to be able to follow along with the ceremony. They can be as simple as a typed program on white paper or typed on a bulletin, or as fancy as you wish. Everyone enjoys having a program to follow along with, and parents like the "keepsake".
- You will have a hundred loose ends to tie up at the last minute, so assign a staff member to be in charge of keeping up with loaned items. Give them the items and a list and have them keep track. You don't want to replace "lost" pieces to many times without having a way of remembering who received "replacements". Too many unaccounted for pieces can start adding up after a while.
- Remember to reserve the front rows, as many as you will need, for the Adventurers and staff to sit during the ceremony.
- Arrange for a "meeting place" for you and the Adventurers to meet before the ceremony begins. Make sure that everyone knows in advance where that meeting place is.

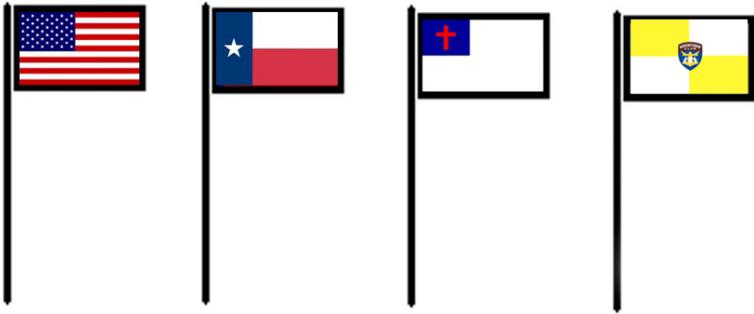


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It is a good practice to have everyone meet there, thirty minutes for the ceremony is to begin. Make sure everyone is present and knows their role. Have a prayer with them and ask God for His presence to be shown and to lead you and the Adventurers in this special ceremony.

## **Basic Program**

- Have the Adventurers and staff line up. Since the flags should be carried in for this ceremony, the American flag should always be first, and EVERYONE should stand upon its entrance. The state flag, is optional, but if used, should come in after the American flag, the Christian flag and Adventurer flag should follow. The Bible should be carried in immediately after the flags, and the Pledge and Law banners should follow. The Adventurers should file in after the flags and banners, according to class levels.
- There is always a little confusion about the placement of the flags and banners on the platform. Just remember that the American flag always goes to the right of the speaker, which will mean that the color guard will go to their own left. The flags are placed in order of significance, from left to right of the color guards entrance, they should be placed as follows, the American Flag, state flag, Christian, and then Adventurer flag. If you have any confusion on the placements, just look at Flag etiquette on your computer and everything will be explained there.



- The Pledge Banner should be on the same side as the American Flag and the Law Banner on the same side as the Christian Flag.
- The Bible can be placed in the middle. Please remember to bring the Bible in, as a Christian, it is really the most important symbol carried in. It is important to know that you cannot pledge to a flag or Bible if it is not there. If your club has the money, it is nice to purchase a special Bible for your club that can be used for your Pledge to the Bible, at your weekly meetings, as well as, your special ceremonies. But any Bible can be used.
- Whenever flags are carried in, they **must** be carried out.
- Upon the entrance of the flags and Adventurers have music playing. It is your choice as to if you have a pianist or a CD playing the Adventurer Song.





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- Everyone should still be standing after the entrance of the Adventurers and staff. Call the Adventurers to “attention” and to “present arms”. Since your club should be in Dress A, their right forefinger should come to their eyebrow. When the **pledge to the American flag** is over the order should be given “order arms”, at which they should be back at “attention” stance.
- Continue with the **pledge to the Christian flag, and Bible.** Have the Adventurers lead out in the pledges. **YOU WILL NOT SAY THE ADVENTURER PLEDGE AND LAW AT THIS TIME.**
- Have everyone sing the **Adventurer Song.**
- Call the Adventurers to “prayer attention”, in which the Adventurers should place their hands together behind their back with their legs apart, at shoulders width, and they should drop their head for prayer. Offer the **Opening Prayer;** this can be done by you or one of the Adventurers. After the prayer, they should be called back to “attention”, “at ease” and allow everyone to be seated. It sounds like a lot to remember, but if you practice it at the opening of all your weekly meetings, and then for your Induction practice, it will go very quickly and easily.
- As the Director, give a short opening **welcome** and thank everyone for attending and supporting the Adventurer Club.
- You would then start with your program, and the **significance of the altar** Light the candle in the center of



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the altar and begin with the induction. should be explained now. If you are having a guest speaker, be sure and let them know that the talk needs to be based on the importance of the altar and what it stands for, how Biblical figures used alters to dedicate their lives to the Lord, and how the Adventurers have constructed an altar to show their dedication to the Lord. Explain that the Adventurer altar's foundation is built on the Adventurer Law.



*Instructions for building an altar will be on page 77. You may also refer to the Adventurer manual on page 34.*

- Have the designated Adventurers to come forward and **explain what each of the “laws”** mean to them. If you have enough children in your club, assign one law to each kid, this is a good opportunity for the older classes. If you do not have enough kids, they double up on them or whatever is appropriate. After each Law is explained, have the Adventurer explaining it, place a label with that law printed on it, around the base of the altar.



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The laws are explained in the manual, and can be used as a guideline. However, you do not have to use them if they are too much for the kids to remember, just have the Adventurer write out their own meanings and tell in their own words what each law means. If you choose to let them use their own, go over it with them before Induction, not the day of. That way you know that they understand the meaning, as well as what they will be saying.

- Upon finishing the explanation of the Adventurer Law, the director should call all the Adventurers and Staff to “attention”. The Adventurers should at this time stand and face the audience and **recite the Adventurer Pledge and Law.**
- **The Director should then state,** “We hereby declare these candidates to be accepted into the fellowship of the (your club’s name) Adventurer Club.”
- **The Area Coordinator** should follow by accepting the club into the conference.
- The **director starts by inducting** the newest members, explaining what it means to be inducted into the club. Even though you may only have a handful of new members, it is always a nice gesture to recognize every Adventurer during the induction. Start with the youngest class and have the entire class and teachers come forward. Present the new inductees of each class with their scarf, slide, Adventurer pin, and Area pin. Then present each person in the class with their new membership card and allow them to put their name label on the altar. When that class finishes, introduce them as a



North American Division  
of Seventh-day Adventists  
**ADVENTURER**  
**MEMBERSHIP CARD**

Name \_\_\_\_\_

Level \_\_\_\_\_

Club \_\_\_\_\_

Valid From \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Good Thru \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_  
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class and have them return to their seats. Continue the same way with the next class, until you finish all six classes.

- The director will then invite the parents and their Adventurer to come forward. Each family will be given a lit candle. The parents will stand behind their child as the director reads them the parent's pledge,

**“The child that stands before you needs warmth and security and the love of you, their parent. The Adventurer Club is to encourage you in your care of this child but not to take your place. Do you pledge your participation in fulfilling your child's pledge of commitment to the Adventurer Club?”**

Parent's response: **“We do!”**



*There are a variety of different candles on the market. It is your choice what type you use, just be mindful of everyone's safety.*



- Instruct the Adventurers to stand. Call them to attention and then prayer attention. Offer the closing prayer of dedication. Call the Adventurers back to attention. Have the Color Guard retrieve the flags and banners. File out in the same order as they entered.

**Congratulations, you have completed your Induction!**



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# Instructions for making an Altar.

### Materials:

- \* **Black Foam Board or plywood**—Black background provides a stone mortar effect. Can be obtained at an office supply or building supply store.
- \* **Floor Tile**—Armstrong Imperial Texture Standard Excelum Tile works well. You can get this tile in several shades at a Home Dept or other building supply store.
- \* Hot glue gun and glue or other adhesive.
- \* Paint or felt marker. Wire cutters, pliers, brad nails, hammer, braces (optional),

### Construction directions:

Use a utility knife and a straight edge to cut the foam board. Subtract the width of the walls for the floor (9 1/2" x 9 1/2"). Two sides need to be 1/2" shorter also. Use a felt marker or paint to blacken the white edges of the foam board, because they will show through.

Use the leftover board to internally brace the corners. Insert small brad nails to hold side together while the glue sets.

Break the tile into small pieces with pliers or wire cutters. Trim the tile to fit together and resemble stones. Start at one bottom corner, gluing different shapes and colors to give the altar a stone effect.

## Supplies"

AdventSource:

Scarf:	Child's	#003750
	Adult	#003751



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Slide: #002190



Sash: Small (21.5") #003711  
 Medium (24.5") #003712  
 Large (28") #003713  
 Extra Large (35") #003714



*Children sizes are small and medium. Adults are large and ex. large.*

Adventurer Uniform Pin #002930



Membership Card #001095

Pledge and Law banners #000086



Adventurer Music #000868

Adventurer Flag (Indoor) #000085



- \* You may create your own membership cards, using your club logo and Adventurer logo. Print them on a business card template.
- \* Candles may be purchased at any store.
- \* If you choose to serve refreshments, provide a signup sheet for parent's to help with the providing, as well as the set up.