

Planning the Adventurer Sabbath Program

PURPOSE

The NAD each year suggests a Sabbath in October or November as Adventurer Day to be observed in all Seventh-day Adventist churches with the following objectives:

1. To give official recognition and encouragement to the Clubs in the local church.
2. To acquaint the congregation with the scope of possibilities afforded by the Clubs in the development of our youth.
3. To encourage greater cooperation and support of the local Clubs by the congregation.
4. To recruit additional staff members.
5. To give the Club members a greater sense of belonging to the church by the active participation in the worship hours.
6. To give an opportunity for the church to provide more financial assistance for the clubs by giving a special offering during the worship hour. By vote of the local church board the church offering on this day may be appropriated to the local Clubs.

PLANNING THE PROGRAM

For the Adventurer Sabbath to meet the above objectives, planning the program in every detail is a must. Here are some hints and ideas to better the program.

1. Most pastors are long range planners. Arrange with the pastor for an Adventurer Sabbath weeks or months in advance.
2. Discuss event with the club staff and decide on the best program. Work as a team.
3. Present the program to the pastor with a complete outline. Ask for his suggestions and cooperation.
4. Apply to the church board to have the Clubs receive the offering and do the ushering.
5. Notify parents, church members, and the church press secretary.
6. Begin training participants, color guard, speakers, etc. Remember the Clubs are on parade.
7. Most church members do not know the Adventurer songs, Pledge or Law. Therefore, make a bulletin insert with this information.
8. Indicate in the bulletin when the congregation is to stand. Also, announce during the lay activities period that a change has been made in the order of service.
9. Program should be snappy – no lagging. While the next part of the program is being announced, have the participants on the way.
10. Practice at least one dry run of marching in, taking places, and reciting pledges, posting colors, and marching out.
11. Places where groups or individual participants stand should be marked with masking tape.
12. Secure good equipment: flags, standards, banners, etc.
13. Full dress uniform with sashes and scarves is a must. The more color, the greater the impression.

14. The offering prayer should be written out to avoid meaningless repetition. Minds sometimes "jelly" when they get up in front. All presentations should be outlined and checked by the club director. Leaders, too, need outlines.
15. Take music to the church organist or pianist at least a week in advance, preferably two weeks before the program.
16. As the program develops, the pastor should be kept in touch.
17. A good report on "Adventurer happenings" should cover past year's activities and the Adventurers themselves should be used to tell the story.
- 18. LET THE ADVENTURERS HAVE A FULL PARTICIPATION ON THE PROGRAM. This is not an occasion to show off, but to present to the church what the Clubs can do for the youth of the church. They do not want to see leaders speaking, but their own children.**
19. The "needs of our clubs" section must have specifics. Tell them exactly what the clubs need by way of funds. A dollar per person will allow the club to do such and such. A campaign may be launched for a room, headquarters for the clubs, tents for camping, etc.
20. Leaders should have confidence in the presentation of the program. Apologies reveal lack of preparation.
21. Invite a good speaker to present the message, or better yet, have one or more of the Adventurers present the sermon. The Conference Youth Ministries Director or Youth Ministries Assoc. Director will be thrilled to be invited. He probably schedules speaking appointments months ahead, so invite him six months or a year ahead of time. It may be necessary to hold Adventurer Sabbath on another day. Work closely with your pastor on this part of the program.