

Ten Tips for Starting an Adventurer Club

1. The Adventurer Club presently consists of 6 class levels beginning with Little Lambs (preschool age), Eager Beaver (Kindergarten age), Busy Bee (1st graders), Sunbeam (2nd graders), Builder (3rd graders) and Helping Hand (4th graders). There is now one Adventurer logo that represents all six of those class levels and all levels use a maroon scarf and slide with this new logo. Club Uniform patches with the new logo are also available. If your church currently is using the old uniform patches and scarves, you may continue to do so but should aim at replacing these by the year 2020 at latest.

2. Church Board Approval- The first step in starting an Adventurer Club is to get the approval of your church board. If the Church board votes to begin a club, it will also discuss and decide on the amount the church will budget for supplies. Getting the support of the entire congregation will make organizing your club much easier.

3. Adventurer Manual - It is highly recommended that your church purchase an Adventurer Manual. You can order this Manual from our office or you can order through [AdventSource](#). The new manual published in 2015 consists of separate leader's guides for each class level. They are beautifully done and easy to use. A director's manual that covers the organizational aspects of the club will also be available as of 2016. You may continue to use the older manual if you prefer.

4. Club Registration - Each club needs to fill out a Registration Packet, [click here](#) to view registration forms. Fill out the forms and send them back to our office as soon as possible so that we can start the registration process. **Mail to:** Oregon Conference Children's Ministries, Attn: Gloria Beerman 19800 Oatfield Road, Gladstone, OR 97027 **Please note:** Clubs register with the conference on a yearly basis. New registration forms will be made available by email and on this website each September. Please fill out the form and mail it to our office by October 30th.

5. How many leaders do you need in order to start an Adventurer Club? - You will need one leader for each curriculum, (depending on the age groups that you need to provide for). If you start with all four curriculums - Busy Bee, Sunbeam, Builders and Helping Hands, then you need 4 leaders (one for each group), plus staff/volunteers to assist with each group. Often those volunteers can be parents of the children who are part of your club.

6. What is the child/adult ratio for each group? – It is required that two adults be present at one time in the group.

7. Reports - Clubs are required to send a biannual report to our office. The report is used to communicate with your conference leader your successes and your challenges. It helps the conference director understand how she can serve your club leadership better.

8. Advisory Committee - Our Adventurer program has an Advisory Committee that meets quarterly to plan and discuss Adventurer Clubs issues and events. The club director and associate director are members of this Advisory Team.

9. “Tip” Registration Party – Your church can start an Adventurer Club with a Registration Party! Do an award with the kids as they register!

10. Basic Training – It is the responsibility of each Adventurer staff person to experience the Adventurer Basic Staff Training course as sponsored by your conference.

- History, Philosophy, & Purpose of the Adventurer Club
- Understanding the Adventurer
- Providing for the Safety of Adventurer Children and Staff
- Club Leadership
- Club Organization
- Club Programming and Planning
- Adventurer Curriculum
- Adventurer Awards
- Adventurer Family Network
- Resources

If you have any further questions in regards to the information, you can call the Adventurer Department at **503-850-3535**.