

ADVENTURER CLUB EVALUATION

Club Name: _____

Director's Name: _____

INSPECTION ITEMS	NOTES	10	9	8	7	6	5	4	3	2	1
1. Attitude & Participation		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. Awards/Chips/Stars		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. AY Classwork		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. Counselors		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. Opening Exercises		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6. Spiritual Tone		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7. Uniforms		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8. Attendance		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9. Church Board Attendance		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10. Club Objectives		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
11. Current Medical Forms		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
12. Emergency Contact List		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
13. Monthly Reports		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
14. Point/Merit System		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
15. Prepared Budget		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
16. Projected Schedule		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
17. Parent Networking		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
18. Public Relations		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
19. Staff Background Checks		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
20. Staff Meetings		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
21. Yearly Registration		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
22. Camp Ins		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
23. Fun Day		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
24. Induction Ceremony		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
25. Investiture		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
26. Leadership Convention		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
27. Special Events		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
28. SYF Activities		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
29. Unit Activities		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30. Banner		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
31. Care of Facilities		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
32. Flags		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
33. Reference Materials		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
34. Trophy Case		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Total Points											

*10 = always, 5 = usually, 1 = never

ADVENTURER CLUB EVALUATION

Guidelines

A Club Evaluation will be arranged mutually between the Club Director and the Area Coordinator or Adventurer Coordinator. It will be held on the usual meeting night by the Area Coordinator or Adventurer Coordinator.

The purpose of the Club Evaluation is to be an aid to the Adventurer Director in helping them to bring their club up to the highest standard possible. There are four main areas that will be assessed. They include club operations, administration, club events, and club equipment.

DEFINITIONS OF INSPECTION ITEMS ON THE INSPECTION SHEET.

- 1. ATTITUDE & PARTICIPATION...** There should be a positive attitude and complete participation by all Adventurers and Staff.
- 2. AWARDS/CHIPS/STARS...** Awards/Chips/Stars should be taught each month. The Conference requires that at least one (1) award/chip/star is taught during each month.
- 3. AY CLASSWORK...** The focus here is on a regular on-going program with some type of participation in the AY Classwork each month, i.e., Little Lamb, Eager Beaver, Busy Bee, Sunbeam, Builder, Helping Hand, or Advanced Helping Hand.
- 4. COUNSELORS...** There should be one counselor for each unit/squad.
- 5. OPENING EXERCISES...** Include the Adventurer Pledge and Law, Adventurer Song, Pledge of Allegiance, worship, and prayer.
- 6. SPIRITUAL TONE...** Include worship for every Adventurer meeting and the spiritual tone of the whole meeting.
- 7. UNIFORMS...** The standard for this is 100% in the uniform that is designated by the Director for that particular night. The club should be in Full Dress Uniform for the Club Evaluation.
- 8. ATTENDANCE...** Based on the percentage attending Adventurer meetings. The minimum Conference requirement is 80%.
- 9. CHURCH BOARD ATTENDANCE...** The SDA church manual states that all Adventurer Clubs are to have a representative on the church board. NAD strongly recommends that your club director attend these.
- 10. CLUB OBJECTIVES...** All staff members should be aware of the Adventurer Ministries Ministry Statement as found in the Adventurer Staff Manual beginning on page XVII. This should be the basis for the club objectives.
- 11. CURRENT MEDICAL FORMS...** There must be a current copy, within the last 12 months, on every Pathfinder and Staff. This form can be found on page 326 of the Adventure Staff Manual.
- 12. EMERGENCY CONTACT LIST...** A copy of the emergency contact list must be presented.
- 13. MONTHLY REPORTS...** The Conference requires only ten (10) monthly reports for the year. If there are meetings or activities year round, the points will be added in as extra.
- 14. POINT/MERIT SYSTEM...** Show a copy of the point/merit system.
- 15. PREPARED BUDGET...** Present a copy of the prepared yearly budget, which should include the money earning projects (fundraisers).

- 16. PROJECTED SCHEDULE...**Present a copy of the projected schedule/calendar. This should be a minimum of two (2) months ahead.
- 17. PARENT NETWORKING...**There needs to be an active Parent Networking group within the club.
- 18. PUBLIC RELATIONS...**With church, pastoral staff, and the local news. Present copies of communications between Adventurer Clubs, parents, and others.
- 19. STAFF BACKGROUND CHECKS...**A background check must be submitted on all new staff. Background checks must be updated every 3 years.
- 20. STAFF MEETINGS...**One (1) per month is the standard.
- 21. YEARLY REGISTRATION...**The Adventurer Club must turn in their yearly Little Lamb, Eager Beaver, Adventurer, and Staff registration forms by the due date listed on the form.
- 22. CAMP INS...**How often? What kind? Percentage of participation? The Conference requires a minimum of one (1) a year.
- 23. FUN DAY...**The criteria for this is 5 points for attendance at Fun Day and 5 points for participating in the events at Fun Day.
- 24. INDUCTION CEREMONY...**Does the club have a yearly induction ceremony for all new Adventurers?
- 25. INVESTITURE...**Does the club have a yearly investiture program to pass out all of the award patches, chips, stars, and Classwork pins earned throughout the year?
- 26. LEADERSHIP CONVENTION...**Each Adventurer Club should have at least one (1) staff person who attends the Leadership Convention.
- 27. SPECIAL EVENTS...**Outings, field trips, etc... How often, what kinds, and the participation by Adventurers and staff. The monthly reporting system requires at least one (1) outing a month.
- 28. SHARE YOUR FAITH ACTIVITIES...**How many and what kind for each month. The focus here is to have an on-going program. The monthly reporting system requires at least one (1) SYF activity a month.
- 29. UNIT/SQUAD ACTIVITY...**What type, how often, and percentage of participation. The standard is an on-going program for each unit, i.e., each unit/squad going on an outing with their adult counselor.
- 30. BANNER...**Every Club should have a club banner to be carried in parades or displayed at Fun Day.
- 31. CARE OF FACILITIES...**Everything should be clean, neat, and well maintained.
- 32. FLAGS...** The requirement is an American flag, an Adventurer flag, Pledge and Law banners, and the care of each.
- 33. REFERENCE MATERIALS...**Each Adventurer Club should have a library of reference books and materials. Included in this should be the Adventurer Staff Manual.
- 34. TROPHY CASE ...**Every Club should have a trophy case for the display of trophies.

ADVENTURER CLUB EVALUATION

CLUB NAME: _____

CHURCH REPRESENTED: _____

DIRECTOR(S): _____

DATE: _____ TIME: _____

AREA COORDINATOR: _____

TOTAL SCORE: _____ # OF POINTS: _____

<u>SCORE</u>		<u>POINTS TOWARDS TROPHY</u>
306-340	OUTSTANDING	50 POINTS
272-305	EXCELLENT	45 POINTS
238-271	GOOD	40 POINTS
1-237	FAIR	35 POINTS

COMMENTS: _____
