

## Tips on Starting an Adventurer Club

**1. Adventurer Director's Guide.** It is highly recommended that your church purchases an Adventurer Manual. You can order this manual from our office or you can send your order to [AdventSource.com](http://AdventSource.com).



**2. Club Organization.** In the Director's Guide in Section 2, page 7-20, you will find the basic information on starting and running an Adventurer Club. The Director's Guide also has important information on curriculum, club meetings and special services, Adventurer Stars, chips and awards, budgeting, registration and most everything you need to plan an Adventurer year. Class Leader Guides contain the actual curriculum planning for all class meetings. You may substitute activities or add other awards so long as you keep the required awards as part of the class curriculum.

**3. Club Registration.** Each Club will register using the online registration that will be emailed to the director annually.

**4. How many leaders do you need in order to start an Adventurer Club?** You will need at least 4 leaders—one for each curriculum, (depending on the age groups that you need to provide for). If you will 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.

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

**6. Biannual Reports.** Clubs are asked to send a biannual report to our office that is used to communicate with your conference leader your success and your challenges. It helps the conference director understand how she can serve your club leadership better.

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

**8. Advisory Committee.** Our Adventurer program has an Advisory Committee that meets 2 or 3 times a year to plan and discuss Adventurer Clubs issues and events. You, as the leader, are a member of this Advisory Team and your attendance at the meetings is very important.

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

If you have any further questions in regards to the information, you can call the Adventurer department at 503-850-3521 or email [daniel.ortega@oc.npuc.org](mailto:daniel.ortega@oc.npuc.org).