

Team Requirements

Teams are made up of two to six Pathfinders from a single club. Clubs may have multiple teams participate, so long as each team has at least four unique Pathfinders on each team. In certain instances where a club has a small number of eligible Pathfinder team members, they may join with another Pathfinder club in a similar situation, within the Conference, and form a participating PBE team.

Teams should be as complete as possible. For example a club would not be allowed to field three teams of four participants, but they could field two teams of six participants from that club.

Each team is comprised of the following:

- Two to six currently enrolled, and inducted Pathfinders. May include TLT's.
 - A TEAM CAPTAIN
 - Up to five additional team members
- An alternate
- A non-playing COACH

Each team will be made up of the same members who began the PBE testing at the Area/District Level. If a club has multiple teams and at one of the levels of testing a club team does not advance, no member of the non-advancing team may be added to or replace any team member of the team that does advance. No team member from any source may be added to or replace anyone on the team roster after the first level of official testing, except in rare or extreme circumstances. The Conference PBE Director must be consulted and will be the final arbiter in those situations.

Team Member Eligibility

Pathfinders are eligible to participate on a PBE Team as long as they are a duly inducted Pathfinder member for that club. This includes Junior, Teen and TLT Pathfinders. However, the Pathfinder is no longer eligible if they turn 19 or after January 1 of the testing year..

Team Captain

During play, it is the duty of the TEAM CAPTAIN to listen to the consultation of the team and then determine what answer will be written by the team member with the answer sheet.

It is also the duty of the TEAM CAPTAIN to determine if the team wishes to challenge the decision of their GRADER after an answer is scored.

Alternate

Each team is encouraged to have an alternate participant ready to fill in if a regular team member is unable to attend an event, or becomes ill during an event. The alternate may also switch out with a regular team member at the intermission of the game. A switch is only allowed once per team, per game.

Coach

A club staff member, pastor, or committed parent acts as the team's COACH. Their role is to coordinate training and to motivate the team. Additional adults are welcome to assist with training, but there should be one official or "chief" coach per club in charge of coordinating the PBE efforts of the club.

Uniform Requirements

All team members must be in full dress uniform as described by the latest version of the *NAD Pathfinder Staff Manual* in order to participate at any level event. This uniform normally includes: dress uniform shirt with proper insignia, dress uniform pants or skirt, authorized socks or stockings, authorized shoes, Pathfinder belt, Pathfinder scarf and slide, and Pathfinder Sash.

Board Approval

As with all Pathfinder events, the church board, or a board-appointed body, must vote participation approval as well as acknowledgement of the specific event dates for inclusion on the local church calendar.

Preparation

Decide to Participate

Participation in *The Pathfinder Bible Experience* should not be made lightly or at the last minute. For you to achieve the purpose of the event, the Pathfinders need to have made a serious commitment to Bible study. To be fair to them, this means an early start and thorough preparations.

In September you need to be encouraging participation and promoting the event. Study should begin soon thereafter.

Club staff are encouraged to use the selected scripture as a thematic focus for meeting worships, outreach events and other activities as this will help reinforce the content, as well as connect non-participating Pathfinders with those who are studying for *The Pathfinder Bible Experience*.

Practice Questions

During the fall of the year, have various individuals prepare practice questions covering the sections of scripture for the year and the related book introductions from *The SDA Bible Commentary*. Ask your pastor, teachers, Sabbath School leaders, parents and regular church members. You might even arrange to share practice questions with other clubs in your area or conference.

Questions must stand alone and be able to be answered individually. Most should require single word or short phrase answers. *The Pathfinder Bible Experience* does not use multiple choice questions. There should be limited use of true and false questions.

Questions should always include the scriptural reference.

Reading and Memorization

Each team member should read the full text multiple times.

Many find it helpful to break the text into several blocks and have participants focus on smaller sections so that you have two specialists on each third of the material, but make sure that each one covers all of it as well.

Scripture

Therefore, whether you eat or drink, or whatever you do, do all to the glory of God.

— 1 CORINTHIANS 10:31 (NKJV)

Sample Question

Q: From Acts 8:9, what was the name of the sorcerer who boasted that he was someone great?

A: Simon.

Audio Bible Sources

Check these websites to find audio NKJV bibles.

adventistbookcenter.com
christianbook.com
amazon.com
biblebible.com
learnoutloud.com

The age of Pathfinders allows them to be masters of memorization. While it takes lots of work, it is an extremely effective method of preparation for the challenge.

Audio Learning

The NKJV is available from several companies on tape, CD, and as a digital download. Listening to the readings can dramatically improve a participant's recall abilities later. They can be played in a vehicle while traveling to a campout, or as a worship, or even on headphones while doing chores at home or community service projects with the club.

The club could also make their own recordings of the book and share them amongst the team members.

Dramatized versions are also available. These make it even more interesting and the Pathfinders can then see the verses in their minds when the questions are asked.

Practice Events

During December and January, provide several opportunities for the Pathfinders to practice against other teams from within the club or special practice teams made up of church members.

Have the Pathfinders take turns acting as scribe and writing out the answers. You may find that some are more skilled at this than others.

You may wish to get other Pathfinder Clubs together to hold practice events to encourage everyone to reach the highest level. This way you can share practice test questions as well as get a feel for what the real event will be like.

Meeting Frequency

If the team is to truly succeed they will need to meet together more often than for a few minutes during each weekly Pathfinder meeting. Most top teams will need to meet several hours a week in the fall to study together, and two or three times a week during January and early February. They will need to continue to meet a couple of times a week if they want to continue in first place at more advanced levels.

Other Creative Ideas

- Encourage the team—in fact, the entire club—to read the assigned scriptures during private and family worship.
- Enlist the help of the Sabbath School departments to play games and have activities that will cover the assigned scriptures.
- Have a mock event with the entire church.

Team Selection

At some point in late fall, the COACH, in consultation with the club staff and the interested Pathfinders, will need to establish specific team(s) that will participate.