



# How To Guide Pathfinder Bible Experience

All the information you need to prepare your  
PBE team



North  
American  
Division  
Pathfinder  
Ministries

*Created by the North American Division Youth Ministries Department.*

*Design by Christal Gregerson  
PBE Logo designed by Ornan Anthony*

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# The Pathfinder Bible Experience

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# Introduction for Leaders

**P**athfinders from across North America are committing to memory verses, chapters and books of the Bible as part of *The Pathfinder Bible Experience* (PBE). PBE is a wonderful starting point for Bible study and a life-changing relationship with Jesus Christ. But memorization is just the beginning.

*The Pathfinder Bible Experience* was developed to help Pathfinders and young people meditate and reflect on what the Bible says and how it applies to their lives. It features ideas for application to help Pathfinders use what they study and apply it to their daily experience at home, school and church.

There are two objectives for this guide: 1) Pathfinders can learn more about the passages they are studying as part of PBE, examine their lives and grow stronger spiritually; and 2) Pathfinders can use these guides to become involved in outreach by leading out in small group Bible studies with their friends and peers in Pathfinders or at school. The goal is to see young people grow spiritually both in their personal walk with Jesus and as they minister to others.

This resource has the potential to revolutionize Pathfinders' lives. Help them take advantage of it. Use it. Go beyond the reading and memorizing—go deeper. Get into the application and be ready to experience what a difference God can make in them and through them. Show Pathfinders that they don't just need to memorize Scripture—they can also live it.

W. Gene Clapp

North American Division Pathfinder Bible Experience Coordinator

Armando Miranda

North American Division Youth/Young Adult Ministries Associate Director

*For whatever things were written before were written for our learning, that we through the patience and comfort of the Scriptures might have hope.*

—ROMANS 15:4 (NKJV)

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## Purpose

The purpose of *The Pathfinder Bible Experience* is to promote and encourage in-depth Bible study and memorization by Pathfinders, so their understanding of scripture will increase and their relationship to Christ will grow.

*Sanctify them by Your truth. Your word is truth.*

— JOHN 17:17 (NKJV)

*Above all, you must understand that no prophecy of Scripture came about by the prophets' own interpretation. For prophecy never had its origin in the will of man, but men spoke from God as they were carried along by the Holy Spirit.*

— 2 PETER 1:20-21 (NIV)

*It is not safe for us to turn from the Holy Scriptures with only a casual reading of their sacred pages... Rein the mind up to the high task that has been set before it, and study with determined interest, that you may understand divine truth. Those who do this will be surprised to find what the mind can attain. The mind must be restrained and not allowed to wander. It should be trained to dwell upon the Scriptures and upon noble, elevating themes. Portions of Scripture, even whole chapters, may be committed to memory to be repeated when Satan comes in with his temptations.*

— ELLEN G. WHITE  
*MIND, CHARACTER, AND PERSONALITY,*  
VOL. 1, PAGE 95

*Your word is a lamp to my feet and a light to my path.*

— PSALMS 119:105 (NKJV)

## How to Use this Resource

King David didn't have a Bible and he never sat on a hillside reading a devotional book. He probably couldn't even read—and yet he knew God as well as anyone who ever walked the face of planet earth. In fact, most people you read about in the Bible were illiterate so they memorized large portions of scripture as they listened to it being recited by their parents and read by priests and scribes in the local synagogues and sanctuary. David learned to love the Bible through listening and memorizing it for himself. Throughout Psalms David talks about how much he loves the sanctuary and God's law—he even says he meditated on it day and night.

The most important passage of scripture in ancient Jewish culture is the Shema:

Hear, O Israel: The Lord our God, the Lord is one.

Love the Lord your God with all your heart and  
with all your soul and with all your strength.

These commandments that I give you today are to be  
on your hearts.

Impress them on your children.

Talk about them when you sit at home  
and when you walk along the road,  
when you lie down and when you get up.

When Pathfinders participate in *The Pathfinder Bible Experience* they are following in the footsteps of the ancient Israelites and Jesus Himself. Memorizing scripture locks it in their minds where no one can take it from them, but if all they do is memorize it, it does little good—they must allow it to guide them as they walk through life every day.

This guide will help Pathfinders in this journey of understanding scripture and living it. The chapter guides are not comprehensive. They do not cover every detail of each chapter—that would take a few hundred pages. Each chapter guide chooses a few key points to help Pathfinders start thinking differently about scripture—to get beyond memorization and on to internalization.

This booklet includes guides for each chapter featured in the 2017-2018 *Pathfinder Bible Experience*. Once Pathfinders have finished studying a chapter, you can share the corresponding chapter guide with them. Allow Pathfinders to answer questions verbally or by writing their answers in a journal and then discussing them with the group.

May Jesus Christ Himself bless you richly as you embark on this journey to making God's Word a living and vital part of who you are.

# Introduction for Pathfinders

**P**athfinders from across North America are committing to memory verses, chapters and books of the Bible as part of *The Pathfinder Bible Experience* (PBE). PBE is a wonderful starting point for Bible study and a life-changing relationship with Jesus Christ. But memorization is just the beginning.

*The Pathfinder Bible Experience Guide* was developed to help Pathfinders and young people meditate and reflect on what the Bible says and how it applies to life today. It features ideas for application to help you use what you study as part of *The Pathfinder Bible Experience* and apply it to your daily experience at home, school and church.

There are two objectives for this application guide: 1) you can learn more about the passages you are studying as part of PBE, examine your life and grow stronger spiritually; and 2) you can use these guides to become involved in outreach by leading out in small group Bible studies with friends and peers in Pathfinders or at school. The goal is for you to grow spiritually both in your personal walk with Jesus and as you minister to others.

This resource has the potential to revolutionize your life. Go beyond the reading and memorizing—go deeper. Get into the application and be ready to experience what a difference God can make in you and through you. You don't just need to memorize Scripture—you can also live it.

# About the Pathfinder Bible Experience

**T**he *Pathfinder Bible Experience* is a team based challenge that tests the group's knowledge of sections of scripture. Each year a new block of scripture is assigned and excited Pathfinders commit to immersing themselves in those passages of God's Word.

Then in February, after months of study, they gather together with other teams in their area to test their knowledge against a set of questions drawn from the scriptures they have been covering.

If they answer a high enough percentage of the questions correctly, they advance to a conference level event, then union level, and finally a division level event, typically held in April.

Each team competes against a standard, and all who perform to the designated percentage advance. Meeting together adds a sense of excitement and an additional level of adrenaline that spurs participants on to higher levels of recall. Yet any and all can advance, based solely on their efforts.

# Scripture

## Translations

- English: New King James (Thomas Nelson Pathfinder Edition recommended)
- Spanish: Reina Valera 1995 (RVR1995)
- French: Version Louis Segond en Français

## Scripture Coverage

The NAD *Pathfinder Bible Experience* team will assign a book, books or sections of books of the Bible, totaling between 40 and 50 chapters per year. *The Pathfinder Bible Experience* also includes the relevant introductory text in the *SDA Bible Commentary* for the scriptures covered.

## Questions

The questions for each level of *The Pathfinder Bible Experience* will be distributed by the NAD *Pathfinder Bible Experience* Coordinator to the appropriate individuals at each participating conference and union.

All questions are prepared by persons appointed by the NAD Pathfinder Director. Questions are developed from the Pathfinder Edition of the New King James Version of the Bible and the latest edition of the *SDA Bible Commentary* book introductions for the associated scriptural passages. Less than 10% of the questions will come from the commentary.

Questions are written to stand alone and be able to be answered individually. Most 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.

The NAD *Pathfinder Bible Experience* Coordinator will coordinate the translation of all the questions into Spanish and French.

All questions will be in harmony with the beliefs of the Seventh-day Adventist Church.

*Sanctify them by Your truth. Your word is truth.*

— JOHN 17:17 (NKJV)

*Above all, you must understand that no prophecy of Scripture came about by the prophets' own interpretation. For prophecy never had its origin in the will of man, but men spoke from God as they were carried along by the Holy Spirit.*

— 2 PETER 1:20-21 (NIV)

*It is not safe for us to turn from the Holy Scriptures with only a casual reading of their sacred pages... Rein the mind up to the high task that has been set before it, and study with determined interest, that you may understand divine truth. Those who do this will be surprised to find what the mind can attain. The mind must be restrained and not allowed to wander. It should be trained to dwell upon the Scriptures and upon noble, elevating themes. Portions of Scripture, even whole chapters, may be committed to memory to be repeated when Satan comes in with his temptations.*

— ELLEN G. WHITE

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*Your word is a lamp to my feet and a light to my path.*

— PSALMS 119:105 (NKJV)



# 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 on 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)

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## Sample Question

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

**A:** Simon.

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## Audio Bible Sources

Check these websites to find audio NKJV bibles.

[adventistbookcenter.com](http://adventistbookcenter.com)

[christianbook.com](http://christianbook.com)

[amazon.com](http://amazon.com)

[biblebible.com](http://biblebible.com)

[learnoutloud.com](http://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.

# The Program

## Registration

In early January the club should send their registration form to the local conference.

Your conference may determine a different way to register, or they may send you the form in the mail or as an e-mail attachment in late December or early January.

## Levels

Play takes place at four levels: area, conference, union, and division. After participation in the local area event, all teams holding a first place finish advance to the next level. After participation in the conference event, all teams holding a first place finish advance to the union level, and so on. That means that a team could participate in up to four different levels at four different locations.

### Area Level

Conferences across the division use several different names and methods of dividing their territory into smaller geographic regions. Some call them regions, some federations, some sections, but most call them areas, so that is the term we use. Area level events bring together teams from within a portion of a conference. Obviously you want at least two teams and preferably more in an area event. Ideally an area event would include two to ten teams, but it is possible to have more.

Within the conference, there could be as few as two areas or many areas. Each team registers with the conference. The conference coordinates the running of area level events based on the number and location of teams registered to participate.

The conference or a coordinator arranges a venue for each area level event. Ideally the location would rotate over the years to the various churches in the area represented by the participating teams. This encourages church participation and adds some home team spirit.

### Single team in an area

In some cases, there might only be one team participating from an area in a conference. If this is the case, then multiple areas should be combined so there are at least two teams in the event.

In extreme cases you might have to join with teams from an entirely different conference or union to compete at this level.

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## Forms

All forms are available online at [pathfindersonline.org](http://pathfindersonline.org)  
click on PBE

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## How to Progress

1. A team participates in an area level event. If they earn a first place standing they advance to the conference level event.
2. At the conference level event, all teams earning a first place standing advance to the union level event.
3. At the union level event, all teams earning a first place standing advance to the division level event.
4. At the division level event, all teams earning a first place standing will be acknowledged appropriately!

Not all teams who earn a first place standing choose to go to the next level due to other obligations or to the expense of travel.

### **Conference Level**

All teams with first place scores are eligible for participation in the conference level event.

A large enough facility, such as a large church, church school or academy that is centrally located would be chosen to host the number of first place teams that would be participating in this level. First place teams from the area do not need to register for the conference but they do need to confirm that they will be participating.

#### **Single team in a conference**

In some cases, there might be only one team in an entire conference. In this case the team will need to make arrangements to participate in a neighboring conference so that there are at least two teams in the event.

In extreme cases you might have to join with teams from an entirely different union to compete at this level.

### **Union Level**

All first place teams from the conference event are eligible to participate in the union level event.

A large enough facility, such as a large church, academy or college that is centrally located would be chosen within the union to host the event.

At this level each conference will need to register their first place teams with *The Pathfinder Bible Experience* Union Coordinator so proper arrangements can be made.

There may be anywhere from one to several conferences participating.

If there is no union youth director to lead out in the program, then one of the conference directors or a conference coordinator may coordinate this level so the various conferences may participate at this level and all first place teams will be able to move on to the division level.

#### **Single team in a union**

In some cases, there might be only one team in an entire union. In this case the team will need to make arrangements to participate in a neighboring union so that there are at least two teams in the event.

### **Division Level**

All first place teams from the union event are then eligible to participate in the division level event. Those attending the division *Pathfinder Bible Experience* have placed first in all three prior levels: area, conference, and union. You cannot skip a level; you must participate at all levels. Each conference will need to register their first place teams from the union event with *The Pathfinder Bible Experience* Division Coordinator.

A large enough facility, such as a large church, academy or college would be chosen to host the event.

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### **Official Dates for Testing**

**Area** The first Sabbath in February

**Conference** The first Sabbath of March

**Union** The last Sabbath in March

**Division** The third Sabbath in April

The local conference and union may alter the date forward or backward a week according to their unique scheduling needs.

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# The Event

This section outlines the organizational needs and tasks of coordinators at all levels of *The Pathfinder Bible Experience*.

## Coordination

See *The Program; Levels* on page 8 for details.

## Question Distribution

Participating conferences will receive a copy of the questions in time for their area and conference levels. Participating unions will receive a copy of the questions in time for their level. Each level will have a new set of questions that would increase in difficulty as the levels increase.

## Event Flow, Play & Details

Times listed are approximate. Remember, the more teams participating, the more time will be required.

### Event Preparation by the Event Staff - 1:00 PM

1. Arrive at the site far enough ahead of the starting time to have set up complete before the teams arrive.
2. Confirm that the building is open, lights are on, temperature is set, and rest rooms are accessible.
3. Set up the equipment.
4. Set up the tables and chairs for the QUIZ MASTER, CLERK and the three APPEAL JUDGES.
5. Set up seating for the participating teams. Six members plus a GRADER.
6. Set up chairs near the teams for their COURIER. One COURIER for every four teams.

### Event Preparation by the Team - times vary according to distance

1. Be dressed in full dress uniform.
2. Arrive at the site on time.

### Staff Briefing - 2:00 PM

- The PBE COORDINATOR meets with the event staff to review policies and answer questions and has prayer with them.

### Team Check-in - 2:15 PM

- As the team checks in they are assigned a circle of chairs.
- They are given their answer cards and their pen.
- They are introduced to the GRADER
- Team members turn over all electronic devices, Bibles, and notes in their possession to club staff or attending parents.

### Welcome - 2:30 PM

- The QUIZ MASTER welcomes the group and introduces the staff and the participating teams.

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## Equipment & Supplies Needed

Each location hosting *The Pathfinder Bible Experience* event will need to have certain equipment and supplies on hand.

- A large projection screen
- An LCD projector
- A computer loaded with Microsoft PowerPoint, and a power cord
- A PowerPoint presentation of the proper level questions and answers
- A projector stand
- A table for the computer
- Cables to connect the computer to the projector
- A table for the APPEAL JUDGES
- Three chairs for the APPEAL JUDGES
- A podium and microphone for the QUIZ MASTER
- A table for the CLERK (the QUIZ MASTER may also sit at the table rather than stand at a podium)
- Two chairs, one for the CLERK and one for the QUIZ MASTER
- A stop watch or other method of keeping accurate track of seconds of time for the CLERK
- 100 sheets of pre-numbered paper or card stock per team on which the team members will write their answers
- A marker per team for writing answers
- A score card and pen for each team GRADER

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## Scribe

The scribe is whoever is writing the answer to the question. Because there will be team members who are most knowledgeable over specific segments of the Bible Study Book, the pen/pencil and answer sheet may be passed to that person on the team to write the answer. It is not required that the scribe be only one designated person on the team.

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## Response Timing

Following the second reading of the question, the teams will be given a specified amount of time, depending on the point value of the question, without regard to whether the time is for discussion or writing. A 10 second warning will be given prior to expiration of time. At the end of the specified time, time will be called and the scribe will hand their completed answer sheet to the grader to determine points awarded. No additional time will be granted.

Discussion/Response times are as follows:

- 1 pt = 25 seconds
- 2 pts = 30 seconds
- 3 pts = 35 seconds
- 4 pts = 40 seconds
- 5 pts = 45 seconds
- 6 pts = 50 seconds
- 7 pts = 55 seconds
- 8 pts = 60 seconds

## Opening Exercises - 2:35 PM

- Prayer
- Pledge and Law
- Pathfinder Song

## Song Service (Optional) - 2:40 PM

- Two or three songs

## Instructions - 2:45 PM

- The QUIZ MASTER reviews the rules of play listed under Quiz Part 1. The rules should be projected on the screen while the QUIZ MASTER reviews them.
- They also review the grounds for disqualification and expulsion as listed in the manual and remind them that no one on the team may have any electronic device on their person during the event.
- Remind the audience and the teams that Christian decorum is expected of all present.

## Quiz Part 1 - 2:50 PM

- Half of the questions will be asked during part 1.
- The first question is projected on the screen and the QUIZ MASTER reads it twice. If the question is worth more than one point the QUIZ MASTER will announce the point value before reading the question. For example, "For two points, name Adam's first two sons."
- When the QUIZ MASTER has read the question twice, the CLERK starts the stop watch and runs it for the designated time for that question. During this time the team discusses, determines and writes the answer. The CAPTAIN makes the final decision and tells the SCRIBE what to write.
- At 10 seconds from expiration of time the CLERK will call "10 seconds." The SCRIBE must write the answer on the pre-numbered paper for that question.
- At expiration of time the clerk will say "show your answer", by which time The SCRIBE will have handed the grader the team answer sheet.
- Answers may be written before time is called.
- After an appropriate pause of about 3 seconds the QUIZ MASTER will change the slide and read the answer twice.
- At this time the GRADER will determine if the team correctly answered the question and writes the question score on the score card and keeps a running total of the team's complete score. If the team did not provide an answer when "time" was called, they do not receive points for that question.
- If the team feels that the GRADER scored them incorrectly, they say to the GRADER, "Challenge." The GRADER then takes the answer card and gives it to a COURIER, who walks the card to the APPEAL PANEL. The APPEAL PANEL JUDGES consider the answer and determine the final point value of the answer, writing the score on the card. Their decision is final. No additional appeal is allowed. The COURIER then returns the card to the GRADER who adjusts the score per the APPEAL PANEL instructions.



Regular play continues while appeals are being made.  
GRADERS may not refuse a challenge.

The APPEAL PANEL may deny a team the right to appeal if the team is felt to be challenging every wrong answer they submit. However the APPEAL PANEL should be very cautious in their decision to deny a team further appeals, just as the team should be reasonable in the frequency of their challenges.

- At the end of the half the QUIZ MASTER announces intermission.
- The GRADER writes in the total score for the half on the scorecard.

### **Intermission - 3:35 PM**

- 5 minutes
- During this time the GRADER double checks the running totals.
- During intermission, a team may choose to replace one of their team members with their designated alternate.

### **Quiz Part 2 - 3:40 PM**

- The second half of the questions are asked.
- Play proceeds in the same manner as outlined in Quiz Part 1.
- At the end of play, the GRADER writes the second half total on the score card and also the total for both halves.
- The GRADER double checks the second half total and the final total.
- The GRADER then takes the score card to the CLERK.

### **Devotional (Optional) - 4:25 PM**

- A 10 minute devotional based on the section of scripture that is being covered.
- This also gives the CLERK time to finalize the awards.

### **Offering (Optional) - 4:35 PM**

- The collection of an offering is at the discretion of the PBE COORDINATOR. If one is collected, the funds should be used to defray the expenses of the program or to provide travel support to the teams moving on to the next level.

### **Presentation of Awards - 4:40 PM**

- The PBE COORDINATOR or the QUIZ MASTER will present the awards earned during the event. Every team receives an award, as all are winners as the children of God.
- To lessen the competitive spirit, exact points are not given or stated publicly during the program. Only the place standings are announced.
- Standings are announced by calling the clubs in alphabetical order and stating their standing. It is PBE policy that specific scores are never announced or released.
- Each team receives a certificate of participation.
- Each individual participant receives a PBE pin with the year and level.

### **Closing Prayer - 4:50 PM**

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## **Variations of NKJV**

There are at least two different manuscripts for the New King James Version of the Bible. The variations are minor and infrequent, but they do exist. Teams are encourage to bring along the actual Bible with which they studied.

Pathfinders should be encouraged to use the latest edition of the Pathfinder Bible.

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## **Language Variations**

It is recognized that some participating teams may include members with different first languages. A team may answer an individual question in whatever language they are most comfortable, but the entire answer for that question must be in the same language. If multiple languages are used, the answer will not be accepted. The language of the submitted answer will determine the official Bible translation used to judge the answer.

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## **Forms**

All forms are available online at [pathfindersonline.org](http://pathfindersonline.org) click on PBE

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## **PBE Pins**

Pathfinder Bible Experience pins, year and level bars are available from AdventSource at [www.adventsource.org](http://www.adventsource.org) or 402.486.8800.

**Note:** The PBE pins may only be purchased by conference or union leadership.



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## Standings

90 questions will be asked at each level of play. Points are awarded for correct answers. Rankings are established by grading on the curve.

Ranking is as follows:

- A score of 90% or above, as compared to the top score earned at the event, earns the team a first place standing.
- A score of 80-89%, as compared to the top score earned at that event, earns the team a second place standing.
- A score of 79%, as compared to the top score earned at that event, or below earns the team a third place standing.

## Optional Ideas

- Arrange to have a photographer present to take historical and promotional pictures that can be used in the conference or union paper or website. You may need to have everyone sign a photo release, though in most cases like this you are not required to as it is a public event and the photos will be used for editorial rather than commercial purposes.
- Have canned or live music playing in the event area as the teams and audience arrive. However, sometimes this contributes to ever increasing noise levels.
- Have programs printed that list the details of the event, the rules and the teams participating. You could also list the next level event, date, and location.
- Provide blank answer sheets to audience members so that they can test their own knowledge of the scriptures.

## Disqualification

### Individual Disqualification

A team member will be disqualified if they are not wearing the complete dress uniform or if they are not qualified to be a team member.

COACHES are to see that each team member is in proper uniform.

### Team Disqualification

Because the same questions are used in all areas, conferences, and unions, teams are prohibited from communicating with other teams in regards to any official question being used and at any level of *The Pathfinder Bible Experience* program that year.

If this kind of contact takes place and is discovered the team would be disqualified from any further participation and would forfeit all standings from prior participation that year.

Each team member must sign an *Integrity Pledge* at each level affirming amongst other things, that they have not had usage of official questions except during the event itself. The *Integrity Pledge* is available online.

### Point Disqualification & Team Expulsion

Any points earned during play, while being coached, commented to, or prodded by an audience member through any channel or method will be revoked.

A second instance during the same day of play will result in the team being expelled from play, and makes them ineligible to participate in any higher levels that year.

# Personnel & Their Duties

Personnel are appointed by the PBE COORDINATOR for the level at which they will be working. For example, the CONFERENCE PBE COORDINATOR would appoint the QUIZ MASTER, CLERK, GRADERS, JUDGES and COURIERS for the conference level event.

## Quiz Master

The QUIZ MASTER acts as host and MC for the event, and reads the questions. They read each question twice. It is recommended that the PBE COORDINATOR not be the QUIZ MASTER so that they may deal with issues that may arise during play.

They can be the YOUTH DIRECTOR, CONFERENCE PATHFINDER DIRECTOR, a PASTOR, an AREA COORDINATOR or even a LOCAL PATHFINDER DIRECTOR.

## Clerk

The CLERK, with the use of a stopwatch or other technology, regulates the time period while the team determines the answer that would be recorded. The time begins after the question is read twice by the QUIZ MASTER.

The CLERK will call the end of time loud enough for all the participating teams to hear.

The CLERK receives the completed score cards from each GRADER and tabulates final team standings.

The CLERK is appointed by the PBE COORDINATOR at each level. They should be an adult with no specific club affiliation.

## Grader

Each team needs an adult GRADER. They must be from a different club than the one they are grading. The GRADER should be in class A uniform.

The GRADER's job is to determine if the answer given by the team is correct or not. Once they have made the determination they record the score.

The GRADER keeps track of the team's answer score and cumulative score on the team's score sheet.

At intermission and at the end of the round they will double check the running total for accuracy.

It is also the GRADER's duty to watch for inappropriate communication between team members and anyone in the audience. Any points earned during play, while being coached, commented to, or prodded by an audience member through any channel or method will be revoked by the GRADER, and reported to the PBE COORDINATOR.

## PBE Coordinator

The person responsible for *The Pathfinder Bible Experience* at each level is the PBE COORDINATOR.

At the area level this would normally be the AREA COORDINATOR or their designee.\*

At the conference level this would normally be the CONFERENCE YOUTH DIRECTOR, CONFERENCE PATHFINDER DIRECTOR or their designee.\*

At the union level this would normally be the UNION YOUTH DIRECTOR, UNION PATHFINDER DIRECTOR, UNION PATHFINDER COORDINATOR, their designee or a person appointed to that role by the CONFERENCE YOUTH DIRECTORS in that union.

At the division level this would normally be the a person designated by the DIVISION YOUTH DIRECTOR.

The PBE COORDINATORS responsibilities are:

- to oversee organization of at least one level of the program, from registration through completion. A conference level coordinator will most likely oversee all area levels as well as the conference level.
- to arrange for the needed personnel in a timely manner
- to arrange for the meeting venue
- in the case of conference and union level coordinators, to act as contact with the DIVISION PBE COORDINATOR

\*If a club wishes to participate in the PBE program, but their conference does not wish to participate, the club PBE COACH should contact the DIVISION PBE COORDINATOR directly for further instructions.

A second instance of coaching, etc. during the same day of play will result the in the team being disqualified from that level and any future level that year.

### **Specific issues of grading**

Accurate spelling is not required, but the answer must be recognizable.

All answers for questions must be given to the GRADER before the answers are given by the QUIZ MASTER so they can be checked off one by one.

*The Pathfinder Bible Experience* questions are not multiple choice. Therefore, additional answers given beyond the number requested are not accepted. The team must cross off any answer they do not want in the list or the first answers will be the accepted ones.

Direct quotes from the Bible and fill-in-the-blanks must be exact words in the exact order.

### **Appeal Panel Judge**

Three adults serve as APPEAL PANEL JUDGES. APPEAL PANEL JUDGES determine the team's score for a grade they have challenged on a specific question.

APPEAL PANEL JUDGES should be individuals with biblical knowledge and a keen sense of fair play and justice. Pastors, church elders or Bible teachers would be excellent candidates for these positions.

The panel also meets one hour before the event to review the questions and confirm that they are as clear as possible. If there is any change made in a question, it must be modified on the JUDGES printed question list AND the electronic file the QUIZ MASTER uses.

If two languages are used, then there must be at least two judges per language for a total of four judges. There could be up to three judges per language.

If three languages are used, then again there must be at least two judges per language for a total of six judges. There could be up to three judges per language.

### **Specific issues on judging**

Direct quotes from the Bible with fill-in-the-blank answers must be exact words in the exact order.

The judges are to uphold the answers given by the QUIZ MASTER for each question. If the answer is different than the one given by the QUIZ MASTER, it can only be accepted if it is found to be correct in the printed version of the *New King James Version*, *Reina Valera 1995*, *Version Louis Segond en Français* and the *SDA Bible Commentary* book introductions.

### **Courier**

In case of a challenge, a COURIER walks the contested answer sheet to the APPEAL PANEL JUDGES. The PBE COORDINATOR will provide a COURIER for every four teams or fraction thereof. COURIERS can be non-playing Pathfinders or Adventurers. Once the APPEAL PANEL JUDGES have made a decision, the COURIER will return the contested answer sheet back to the team GRADER for grade updating.

### **Song Leader**

A SONG LEADER, pianist, guitarist, or praise team to lead a short song service at the beginning of the event.

### **Devotional Speaker**

Someone to give a 10 minute devotional based on the section of scripture that is being covered.

# Forms of Recognition

## Pins

Each participant will receive a PBE pin with the year and level. Pins, year and level bars are available from AdventSource at [www.adventsource.org](http://www.adventsource.org) or 402.486.8800.

**Note:** The PBE pins may only be purchased by conference and union leadership.

## Certificates

Each team participating receives a certificate indicating the level of play (area, conference, union, or division) and their standing (first, second, or third) in the event.

These certificates can be printed up before the event, except of course for their standing.

### Certificate Seal

The certificate has a foil seal that is attached at the end of the event to indicate the standing of the team at the finish of the level event.

### Authenticating Signature

Each certificate is signed by the PBE COORDINATOR for the level in which they are participating.

At the area level, this would typically be an AREA COORDINATOR, YOUTH DIRECTOR or CONFERENCE PATHFINDER DIRECTOR. At the conference level it would typically be the YOUTH DIRECTOR or CONFERENCE PATHFINDER DIRECTOR. The union it could be either the person in charge of Pathfinders for the union, the UNION PBE COORDINATOR or the UNION PRESIDENT. At the division it would be the DIVISION PBE COORDINATOR, the DIVISION YOUTH DIRECTOR, or the DIVISION PRESIDENT.

# Additional Notes

## Travel & Lodging Expenses

Travel to and from the event location is the responsibility of the club unless other arrangements are made by your conference. There is apt to be economic value for teams to travel together to union and division level events.

## Meals

Meals for the team are the responsibility of the local club. Sometimes the event host church, club or school will arrange a fellowship meal following the event.

At the union and division level, leadership is encouraged to prepare at least the evening meal if not lunch as well.

## Drivers & Insurance

All drivers are to be approved by your local church board also and each vehicle used to transport Pathfinders is to be insured according to your local conference guidelines.

## Make It Fun

As you lead your Pathfinders into *The Pathfinder Bible Experience*, be sure to keep it fun and enjoyable. The study of scripture is serious business, but if you become overbearing and ill tempered in the process, you will negate much of the blessing of the event.

## Typical Room Set Up

