



Registration Event

1. Advertise as much as you can before the registration event

2. Prepare the location accordingly

Decoration in the Sanctuary

Flags: American Flag Master Guide Flag, AY Flag, Pathfinder Flag, Adventurers Flag, and the Christian Flag

Posters: AY Law and Pledge

Decoration in a visible area with high traffic

Table or board with pictures, honors, badges, etc. that shows the events or participations in the Ministry.

3. Program

Have a good Song Service

Platform (have the participants to wear the class A uniform)

Sing the Master Guide Song

Have a Bible Verse

Conduct a Prayer

A. Welcome and introduction to the Master Guide Ministry (In the sanctuary - 40 minutes)

- Explain the organization of the Club and introduction of the Ministry.
- Present the schedule for at least 6 months and things that stand out of the same like Camporee, classes, events, training, missionary work, workshops, etc.
- Explain the use and requirements of the uniform
- Explain the inscription cost and the weekly quota if any, and what it is used for.
- Explain the plan to have the group invested in the recommended time.
- Explain when the meeting will take place and the duration, etc.
- Explain the importance of the Youth Ministry and give a testimony of the Youth Ministry changing lives.
- Invite the young and adults to see what really all is about.

B. Organization of the Club

The Master Guide will lead the interested young and adults to a separate room while the pastor, elder or someone will continue with the program in the sanctuary. 20 minutes

I) in the separate room:

- Hand out the general rules and explain them.
- Give the basic information such the uniform, hymn, law, etc.
- Fill the applications.
- Introduce the new members to their leader (in large clubs to the unit leader).
- Give the director's minute
- Close with a prayer and return to the sanctuary if necessary

II) The group in the sanctuary:

The Pastor or Elder will have a message about the Youth Ministry.

C. Close the program with a song and a pray.

4. Make plans to have social after the program.