

Welcome to Adventist Outdoors North New South Wales.

What follows is some basic information to help run Adventure Activities that are fun, safe and engaging for everyone involved.



General Advice for Adventurer Clubs Regarding Risk

1. All adventurer meetings and outings need to be signed off by the church board. This is a check and balance for you as the leader and also ensures that you fall under the churches insurance if any issues did arise.
2. Make sure each adventurer has a parent or legal guardian with them on any activity that is outside your normal church board approved place of meeting. The conference requests that every adventurer is accompanied by a parent or legal guardian for the entirety of those activities. This is a check and balance for yourself as a leader particularly in the area of child safety.
3. Adventurers are not involved in higher risk activities. The definition of high-risk activity is;
 - a. travel into a relatively undeveloped area of the country in which vehicle contact is difficult and/or uncertain.
 - b. confrontation with natural environmental challenges requiring greater reliance upon personal resources than would normally be required in day-to-day life. (E.g. requirement to carry food water and a first aid kit.)
 - c. less than normal contact by person or by telephone, with medical and other public services available in normal day-to-day life (more than 2 hours from any of those public facilities)
 - d. exposure to the natural elements with less than the normal physical protection provided in day-to-day life

If you enter into any of these ~~high~~ ~~risk~~ activities, you need to
complete a risk assessment and,
An activity notification and send it to the youth department.
You can do both of these via the Pathfinder webpage.

For all other non-high risk activities outside your normal church board approved place of meeting, you need to complete a risk assessment and file it with your club records.

The local church board is your check and balance and as long as your church board is satisfied with what you are doing then the Adventurer activity is fine.