



WAD UNIFORM POLICY BOOK

SECOND EDITION



DressUp

English Version



Uniform Policy Book

Prepared by the West-central Africa Division Adventist Youth Ministries
Uniform Task Force Committee

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Dear Colleagues,

The West-central Africa Division, is looking to re-establish the highest standards in Youth Ministry including the uniform work.

We have observed that there is too much variance in Adventurer, Pathfinder, Master Guide, and Adventist Youth Uniforms. Most of the problems associated with the uniform arise out of a lack of knowledge while some of it relates to blatant disregard for standards.

In addition, we have received instructions from the higher organization to bring our uniform code and standards into conformity with the General Conference as a whole.

It is essential to maintain the standard of uniform. In many of the most successful organizations a positive work ethic is supported by a smart, business-like appearance. Uniform is symbolic of the ideals of the uniform work. Each time it is worn, it represents the organization, the Church and God. Each uniformed person becomes an important representative of the ideals that the uniform represents.

In consultation with the General Conference and the Union Youth Directors, the WAD Uniform task force have compiled and prepared a Division Uniform Policy Book consistent with Division standards. Please take note of the changes it brings to bear. In order to bring about this alignment of the uniform with the rest of the GC Department has instituted an incremental change everyone else is expected to be fully aligned by January 1, 2024.

Please note that if clubs wish to implement this change immediately they may do so.

I thank you for your understanding and support in this matter.

May God continue to bless you!

Sincerely,

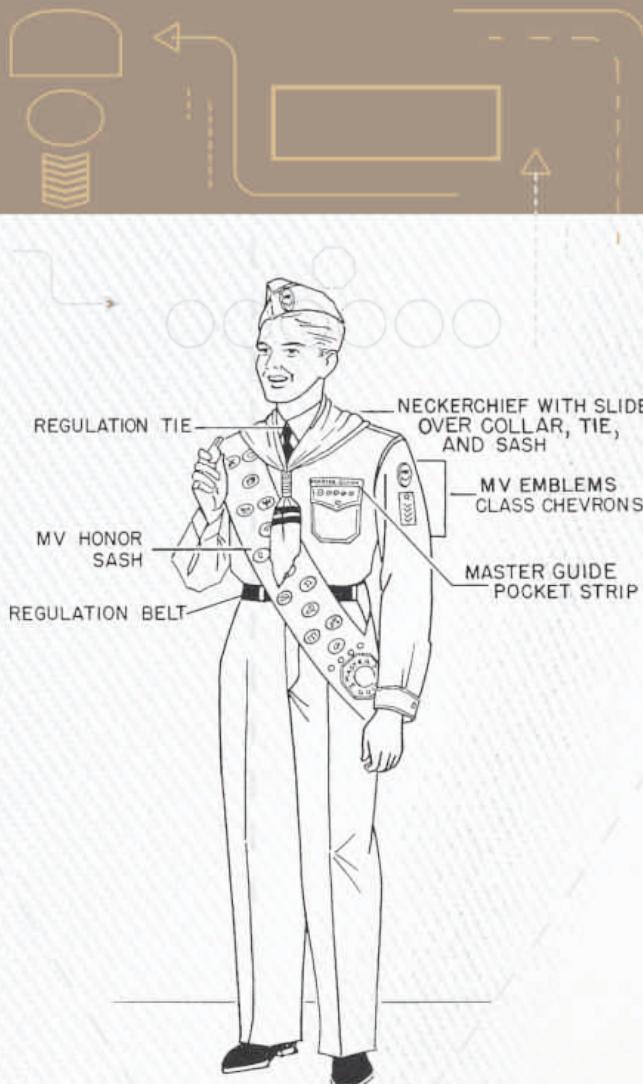
Pr. Dr. Alfred Kwasi Asem
Youth Director
West-central Africa Division

The Uniform

The official uniform for the Adventurer, Pathfinders, Ambassador and Young Adults is stipulated by the General Conference of Seventh-day Adventist® Youth Ministries Department and endorsed by the Divisions and Unions. Any deviation or changes, including, but not limited to, the uniform's style and color, must first be authorized by the General Conference of Seventh-day Adventist® Youth Ministries Department.

The various Uniforms of the Seventh-day Adventist Youth Ministries make the organization real and visible. We have distinctive uniforms that can be recognised throughout the world even though there are national variations. The core elements are emblems, scarf and sash. It is symbolic of the ideals of the uniform work. Each time it is worn, it represents the organisation, the Church and God. Each uniformed person becomes an important representative of the ideals that the uniform represents.

Uniforms are emblematic and representative of the worldwide ideal and standard. Each individual member becomes a very vital representative of the organization, and wearing the uniform will help to provide a consciousness of belonging to a club that rightly represents the Adventist youth of today. If the uniform is worn as ordinary clothing it will have failed in its purpose. It should stimulate loyalty toward that standard by building morale and binding members into closer fellowship. It also appeals to those not already members to join. The uniform becomes a builder of club spirit. The uniform should be neat and clean. It should be worn with dignity.



WHEN THE UNIFORM SHOULD BE WORN

The uniform should be worn on the following occasions:

1. Regular Adventurer, Pathfinder, Ambassador, or Young Adults meetings.
2. Camporee parades and fairs
3. Public and national celebrations etc.
4. Any public gathering where Pathfinders (Youth) act as messengers, ushers, guard of honour or colour guard.
5. When specified by the club Director, Area Coordinator or Conference youth official
6. Special services such as Inductions, Adventurer/Pathfinder Day, or Investiture Services.
7. Conference/Mission events such as Fair Day, Parades, and Rallies
8. When engaged in service to the community such as ADRA appeal, special visit to a hospital or old people's home, letter boxing etc.



BASIC UNIFORM

Basic uniform should include the appropriate insignias and the appropriate scarf for the category or class achieved. Other insignia and styles of uniforms are determined by each Division in keeping with the norms and economic conditions of the fields under their care.

The descriptions contained herein represent the standard of the **West-central Africa Division**. There is no other standard in this Division.

WHEN THE UNIFORM SHOULD NOT BE WORN

Uniforms should not be worn:

1. By non-members
2. When engaged in selling or solicitation for personal profit, or for commercial or political purposes
3. At any time or place when it's wearing discounts the organization or casts reflection upon the uniform and lowers its dignity and esteem.

FIELD UNIFORMS

The local club/society develops its own unique field T-shirt or polo shirt that reflects their club and often the area that they come from. These are used when the club is involved in an activity that does not warrant the full or ceremonial uniform.

THE INSIGNIA

While the uniform of the Pathfinder Club varies in regions or even countries around the world, the insignia and where they are placed are well nigh universally the same. Designing and setting the position of the insignia and/or working any changes or additions is the responsibility of the World Pathfinder Director and the General Conference in consultation with the Divisions. Clubs, Conferences, and Unions may make no exceptions or variations without the definite permission from the World Pathfinder Headquarters through the West-Central Africa Division Youth Ministries.

The insignia are divided into two categories:

1. Identification Insignia are the group of emblems that signify the organization to which the person belongs.
2. Recognition/award Insignia are emblems indicating class achievement, position, or special achievements in conduct or service.



THEOLOGICAL JUSTIFICATION FOR YOUTH UNIFORM AND DRESSING

Thus, from biblical point of view, the use of specific kind of dress or garment (uniform specification) for service or worship especially the holy priesthood garments, and soldiers are made known and described. In some instances, the colours or shades of the selected material or tunics are specially specified. For example, "white apparel or garment" used by God and angels. Hence uniform prescription and specifications for the Adventist Youth Ministries which is soldier-like are given below:

1. Genesis account (Gen 3:7, 21) records that immediately after the fall of man in the Garden of Eden, the LORD God himself made tunics of skin and clothed the "naked" couple (Adam and Eve) instead of their sewed fig leaves made by themselves as covering for themselves against their nakedness.
2. In Exodus (Exod 28:1-43) and Leviticus (Lev 8:1-2) God Himself directed and prescribed garments for the Levitical priesthood starting from Aaron. "And you shall make holy garments for Aaron your brother, for glory and for beauty." (Exod 28:2)
3. Paul also in the book of Ephesians (Ephes. 6:10-11,13-17) exposit on the putting on of a "uniform or the same" whole armor of God by Christians (which include belt, socks, headgears, swords etc. so that they may be able to stand against the wiles of the devil. Though this passage is more of spiritual connotation, it can be applied literally and physically as we see of military men and their outfits
4. 2 Timothy 2: 3-4 describes faithful Christians (including Adventist youth) as good soldiers of Jesus Christ who therefore must endure hardships. As soldiers and athletes competing, they (Adventist youth) must do so according to the rules including prescriptions before they can be crowned victors.
5. 1 Peter 2:9 expresses that we are "a chosen generation, a royal priesthood, a holy nation, His own special people." In light of this Adventist youth are to dress accordingly to suit their priesthood and royalty.



6. In the book of Revelation, Christ assures the overcomers and the redeemed with white garments or robes (which also signifies the holiness, purity and righteousness of God bestowed upon them) which will cover their nakedness and show their victory (Rev 3:5; 7:9)
7. **“Therefore, whether you eat or drink, or whatever you, do all to the glory of God.” 1Cor.10:31.**
8. **Let all things be done decently and in order.” 1Cor.14:40.**

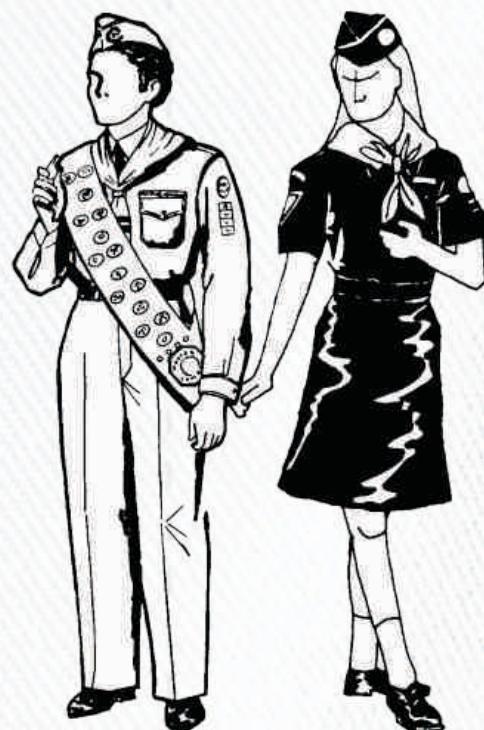
The principle of Adventist Youth uniform reflects Christ standards of neatness and simplicity.

UNIFORM AND MILITARISM

The use of a uniform in Pathfinder Club Ministry provides many positive results. It meets certain psychological needs of the Pathfinder age group; it encourages positive behavior; and it provides a sense of cohesiveness.

In some countries the Pathfinder uniform resembles official military uniforms. While the Pathfinder uniform may be acceptable, Pathfinder leaders must be careful to keep militarism out of the ministry. The use of military discipline and other military-style practices could create confusion for those who do not know what the Pathfinder Club represents. In addition, governments around the world are sensitive to the existence of paramilitary organizations. What your club does may have a negative effect on other clubs. When wearing your uniform remember to avoid the appearance of militarism:

- Avoid camouflage, combat boots, “blousing” of pant legs, and other similar military practices.
- No military insignia is allowed.
- The Pathfinder or Master Guide scarf should always be worn as part of the Class A uniform to distance it from traditional military uniforms.
- Weapons such as swords, bayonets, machetes, or guns, even if they are fake ones, are not allowed.



Avoid Camouflage

It is critical that Pathfinders avoid the use of camouflage in their uniforms, including Drill Teams, Drum Corps, and field uniforms. Pathfinder Club Ministry has been banned in several countries because of photographs taken in the North American Division representing Pathfinders as a paramilitary organization. Camouflage clothing can be useful on campouts and in nature observation, but special care should be taken even in these settings to avoid standing by Pathfinder flags, banners and people in Pathfinder uniform. Pathfinder insignia should never be placed on camouflage clothing.



The use of side pockets can not be used in the class 'A' uniform specification.

SEVEN REASONS WHY WE WEAR YOUTH UNIFORMS

1. To Set Us Apart as Representatives of Jesus.

Youth uniforms complement our goal of preparing our youth for a lifetime of service to God and their community.

2. Reduced Bullying

Uniforms cut down on bullying. By requiring everyone to wear the same set of clothes, we reduce opportunities for kids to make fun of each other based on their clothing choices.

3. Less Peer Pressure

Clothing is often a subject of peer pressure, with kids pressuring one another to wear certain Outfits. With uniforms, this is not a possibility.

4. Identification

Uniforms help club staff identify club members. This is particularly important when involved in community events.

5. Intruder Identification

Besides identifying Pathfinders, staff can identify intruders as those who are not wearing uniforms.

6. Improved Discipline

Uniforms help establish a sense of discipline, making kids less likely to act out or break other rules.

7. Increased Expectations

Uniform patches and pins help Pathfinders set goals and give them confidence as they accomplish those goals.

UNIFORM HISTORY

The Pathfinder Club uniform started as the Missionary Volunteer (MV) uniform. In 1931 the Columbia Union Visitor noted that the Ohio Junior MV Camp made the recommendation for girls to wear a khaki dress or blouse and divided skirt. Boys were to wear a khaki suit or trousers and a blouse (May 21, 1931).

By 1946 the Master Comrade Manual showed a full uniform including a neckerchief with slide, vocational honor scarf, and the MV emblem and class chevron patches on the sleeve.

In 1962 the Pathfinder Field Guide showed a full khaki uniform for boys and green for girls. Boys in the 7th and 8th grades added special green epaulets and girls wore white blouses.

In 1981 uniforms were standardized with both boys and girls wearing khaki blouses/shirts and green skirts/pants.

In 2016 the change was made from green to forest green skirts/pants and Brown or Tan Shirts.





ADVENTURER





ADVENTURER CLUB LOGO

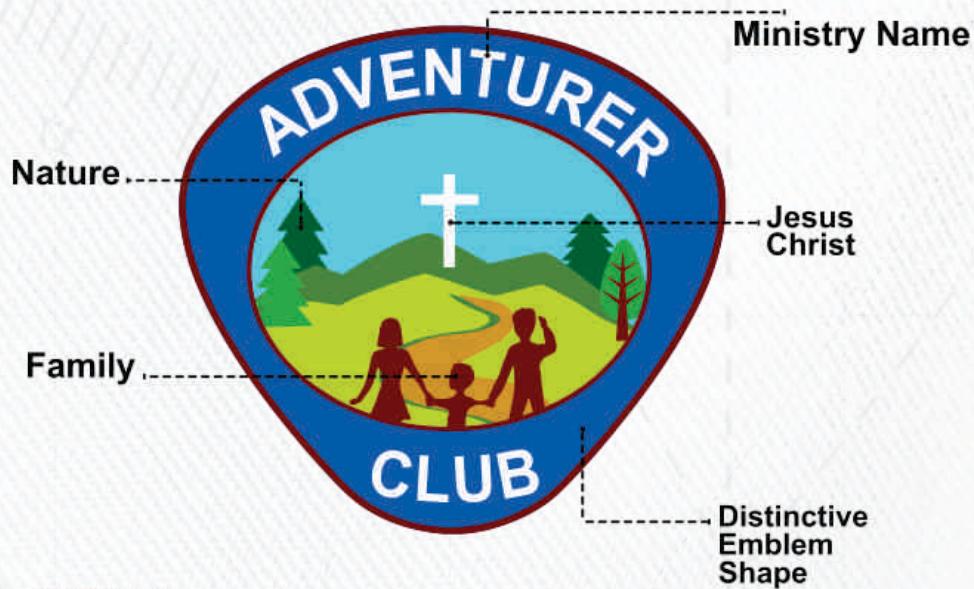


The Adventurer Ministry has been created to assist parents in their important responsibilities as a child's primary teachers and evangelizers. The program aims to strengthen the parent/child relationship and to further the child's development in spiritual, physical, mental, and social areas.

Through the Adventurer Ministry, the church, home, and school can work together with the parent to develop a mature, happy child.

The Adventurer Club logo exists in both a full-color and one color version. While the full color option is the preferred logo, use of either the full-color or one color versions should be determined according to their suitability for the layout.

The use of just one section of the logotype is not permitted. There is one full-color option of our logo. There are also options available for single color reproduction on color and black/white backgrounds.



Symbol: Family
The Adventurer Ministry is designed to
STRENGTHEN THE FAMILY

A journey where parents and children
actively follow Jesus together



Symbol: Cross
In the Adventurer Ministry
JESUS IS THE CENTER

The cross at the center means that **Jesus**
should be the core of the Adventurer's life



Symbol: Nature
The Adventurer Ministry recognizes God
THROUGH HIS CREATION

Parents and children **engage with nature** to
learn more about Jesus

Helping Hand		Maroon
Builder		Blue
Sunbeam		Orange
Busy Bee		Yellow
Early Bird		Green
Little Lamb		Sky Blue



ADVENTURER UNIFORM

The adventurer uniform provides an easy way for people in our church and community to immediately identify children as Adventurers. The uniform makes Adventurers seem real to kids and their adults. It also helps promote unity and identity. It helps the Adventurers see that they are part of a global community.

HISTORY

Started in 1990, the Adventurer club Program is a youth program for children 4 - 9 years. It is operated by local Seventh-day Adventist churches and is the forerunner to the Pathfinder Club. This program was designed to strengthen parent and child relations and further the child's spiritual, mental, physical and social development.

Purpose of the Uniform

1. To set Adventurers apart from the world as representatives of Jesus.
2. To teach Adventurers and Staff that uniformity in the club is very important. It promotes fairness and allows no one person to look or dress better than another. It also discourages unwanted dress (i.e. rude T-shirts, short shorts, bike shorts, etc). It sets precedence for other clubs to look sharp as well.
3. To display Discipline not only in actions, but also in attire.
4. That the Uniform be durable, flexible, affordable and available.

DESCRIPTION OF THE UNIFORM

The WAD Adventurer Uniform is based on GC Adventurer Uniform standards. It is the desire of the Division to have every union and conference Adventurer dress in the regulation Uniform. The following is a description of each element of the WAD Adventurer Uniform as it pertains to male and female members.





CLASS "A" UNIFORM FOR THE ADVENTURER BOY AND GIRL



The following is a description of each element of the Adventurer Uniform as it pertains to male and female members.

GIRLS:

■ NAVY BLUE SKIRT.

Skirt with Pleated folded to the knee length. Belt loops (optional).



■ SHIRT:

White/Sea blue short sleeves shirt with shoulder straps and two breasted pockets.



White Shirt for ceremonial Activities.

Sea Blue Shirt (Regular) for all other club activities.

■ SCARF / NECKERCHIEF:

Burgundy with White piping edge.



The Adventurer scarf is part of the uniform worn with an Adventurer slide.



■ SHOES:

Patent Black shoes: uniform within club.

White socks: uniform within club.



Girls Patent Black Shoes & White Socks

■ AWARD SASH:

The sash is navy blue and part of the uniform.



NOTE: For Adventurers, having the white shirt, navy blue trousers/Skirts, and black shoes are all that is required. This is especially important as Adventurers grow very quickly. In this way, uniformity is achieved across the club. This is the basic dress uniform.

■ GARRISON CAP:

Navy Blue Garrison Cap: White piping with embroidered logo on left side.



■ LANYARD:

Burgundy single twisted lanyard.



■ WEB BELT:

Black Belt (buckle with logo optional)





CLASS "A" UNIFORM FOR THE ADVENTURER BOY AND GIRL

BOYS

■ SHIRT:

Sea blue shirt (Regular) for all other club activities.
White shirt for ceremonial activities with collar.
Two breasted pocket and shoulder straps.



Sea blue Shirt
(Field)



White Shirt
(Ceremonial)

■ NAVY BLUE TROUSERS:

The Navy blue flat front Trousers must have a flat hem, belt loops, two internal rear pocket without flap and two diagonal front pocket one on each side.



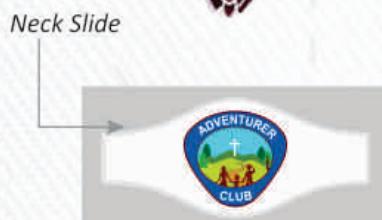
■ NECKERCHIEF:

Burgundy with White piping edge.
The Adventurer Neckerchief/scarf is part of the uniform worn with an Adventurer slide.



■ SHOES:

Black Lace up Shoes: Uniform within club.
White socks: uniform within club.



■ WEB BELT:

Black Belt (buckle with logo optional)



■ AWARD SASH:

The sash is navy blue and part of the uniform.



■ LANYARD:

Burgundy single twisted lanyard.



■ GARRISON CAP:

Navy Blue Garrison Cap: White piping with embroidered logo on left side.





CLASS "A" UNIFORM FOR THE ADVENTURER STAFF / MASTER GUIDES



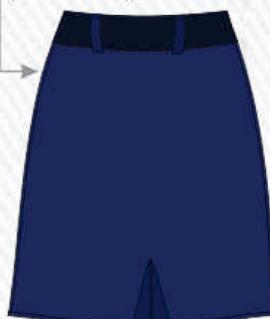
NON-MASTER GUIDE

Parents, Young Adults and Adults working with Adventurers.

MEN/LADIES:

- White Shirt (Short or Long Sleeves)
- Navy Blue Skirt/Trousers
- Adventurer Neckerchief with White piping edge and Adventurer world emblem printed or embroidery
- Black Shoes & Black Socks/stockings
- Black Beret or Garrison cap with Adventurer cap crest
- Black belt
- Navy blue Sash
- Burgundy Braided Shoulder Cord (Lanyard)
- Black Tie (Adventurer logo on Tie; optional)

A-shape Navy blue skirt
(Back view)



White Shirt Long Sleeve
with Insignias



Neckerchief

AWARD SASH: Worn diagonally across chest, from right shoulder.

Name Tag on Sash: It should be placed about the same level of the right pocket on the sash. All the Pins for the completed Adventurer Classes will be placed above the adventurer awards (beginning with the Little Lamb Pin at the extreme right hand side to the Helping Hands Pin at the extreme left hand side of the sash). The rest of the sash is reserved for stars, chips, and awards. Items from previous "Camp Outs/Camporee", and other **insignias** related to the Adventurer Program can be placed in the sash in a creative manner.

Black Tie
(Men)



Neck Tie
(Ladies)



Web Belt
with Adv. Buckle



Black Beret

OR
Garrison Cap



Black Lace up Shoe



Award Sash



LANYARD / SHOULDER CORDS:

Burgundy for non-Master Guide Staff

HOW WORN: It shall be worn on the wearers left shoulder, looped under the arm with the top part of the cord placed under the Uniform Shirt Straps.
See page 26



CLASS "A" UNIFORM FOR THE ADVENTURER STAFF / MASTER GUIDES



MASTER GUIDE

MEN/LADIES UNIFORM:

- White Shirt (Short or Long Sleeves)
- Navy Blue Skirt / Trousers
- Black Shoes: Uniform within club
- Black Socks/Stockings:Uniform within club
- Black Beret or Garrison cap with Adventurer cap crest
- Black belt
- Navy blue Sash
- Burgundy Braided Shoulder Cord (Lanyard)
- Black Tie

NECKERCHIEF:

Adventurer Master Guide Neckerchief represents the identity of the Club Adventurers at the leadership level.

Description: The scarf is made of cotton fabric burgundy color with white piping edge, according to the picture. Triangle shaped isosceles, containing the Adventurer MG emblem at the bottom and lines of four classes, in the original colors.

Uses: Over class A & B uniform or everyday clothes.

HOW WORN: The neckerchief shall be rolled down from the top of the scarf 3 revolutions inward (backside of the Scarf). The Neckerchief shall then be placed around the neck with the bottom point of the Neckerchief pointing down the wearers back. An Adventurer MG Slide shall be placed over the two ends of the Neckerchief and positioned approximately 3"- 4" above the ends of the Neckerchief.

SASH:

The Sash is navy blue and worn at appropriate times. Pathfinder club honours are NOT to be used on the Adventurer sash.

JACKET/BLAZER:

Navy blue type Suit/Coat. All Conference/Union staff, including Directors, Coordinators, and other council members, must wear a jacket/blazer. This is not optional.

- All invested Master Guides may wear the jacket/blazer as an option.
- No non-invested Master Guide may wear the jacket/blazer.

The Award or Honour Sash are NOT to be worn over the Jacket/Blazer. See page 24





CLASS "A" UNIFORM FOR THE ADVENTURER STAFF / MASTER GUIDES

MASTER GUIDE EMBLEM:

This is given at the Investiture of a Master Guide, or purchased later. The patch is typically worn on the Sash or printed on the Master Guide Neckerchief.

Uses: Neckerchief, neckerchief slide and beret or cap.



MASTER GUIDE PIN:

Upon investiture as a Master Guide, a Master Guide Pin will be issued for placement on the uniform.

SHIRTS:

According to the picture, White/Sea blue, in Bi-stretch, poly-cotton fabric, with transparent buttons, short or long sleeves (the Club must have a pattern), in the case of short sleeves, the hem must have 2.6 cm, with external seam, with shoulder straps (with interlining of the armhole seam to the base of the neck), two pockets with a 3 cm vertical overlapping fold and a 4 cm wide rectangular flap. The pocket flap must be closed at all times.



SKIRT:

According to the picture, Navy blue, A-Line, pleated front, made of Cotton or Gabardine fabric, four to six belt loops. Invisible side pockets are optional. It is mandatory to wear the skirt at or below the knee.



TROUSERS:

According to the picture, Navy blue pleated front, in Cotton fabric, with six belt loops, two inset back pockets and with buttons. Two diagonally forward pockets.

LANYARD / SHOULDER BRAIDED CORD:

Burgundy and White: Adventurer Club Director.

Burgundy - Master Guide and Non-Master Guide staff

a. Regulation: For the Adventurer Club Staff.

b. Description: Shoulder braided Cords shall be "Army Style" type and shall be of cord type material. Shoulder braided Cords shall be of specific color representing the coordinating Adventurer Program/Office Level.

HOW WORN: When worn, the Shoulder braid cord shall be worn on the wearers left shoulder, looped under the arm with the top part of the Shoulder Braid placed under the Uniform Shirt Epaulet/Straps. *See page 26*





CLASS "B" UNIFORM FOR ADVENTURERS AND STAFF / MASTER GUIDES



FIELD UNIFORM (CLASS B)

Field uniform for the Adventurers and staff is a T-shirt and Navy blue Skirt/blue jeans. Each club may create its own design for field uniform T-shirts and sweatshirts. A few suggestions for designs on T-shirts are:

- Adventurer logo
- Local club logo
- Adventurer and local club logo



Baseball cap



FIELD VEST/JACKET

Description: Vest – The vest is in navy blue or wine fabric, should have the adventure Logo on the left chest of the vest, Leaders or clubs directors, instructors and counselors can wear the vest for clubs field activities such as excursions, adventurer day outs, adventurer camporees.

Master Guides can have the embroidered Adventurer Master Guide emblem on the left chest of the vest in its original colors. Pockets are optional, in front or back. Special adventurer patches, Pins, Name tag, Club name or event patches can be placed on the vest.

Adventurer Awards or badges are not allowed to be placed on the vest.

Uses: Over the class 'B' activity uniform, or everyday clothing as long as it is in accordance with Christian modesty. CAN NOT be worn with the class A dress uniform. The Adventurer neckerchief can be worn over the vest.



Field Vest for pin trading



CLASS "A" UNIFORM ADVENTURER INSIGNIA DESCRIPTION

CAUTION:

Only Adventurer awards earned should be worn on Adventurer sash. Master Guide patch may be worn on sash
No Pathfinder honors to be worn on Adventurer sash
No Pathfinder class badge on Adventurer sash

THE INSIGNIA

West-Central Africa Youth Department, as a world Division of the General Conference of Seventh-day Adventist reserve the right to choose its uniform. However, the insignia of the Adventurer Club, are to be won in harmony with the guidelines as prescribed by the General Conference Youth Department. These insignias placement guidelines must be followed as stipulated. No Club, Conference/Mission or Union has the right to make exception or to modify it in any way without permission from the General Conference Youth Department through the West-central Africa Youth Department.

No Union, Conference/Mission, Area, District or Local Church Club is permitted to produce any material of the Adventist Youth Ministries without approval and permission of the West-Central Africa Youth Department.

The insignia are divided into two categories:

1. Identification Insignia: This refers to the group of emblems that indicate the organization/club to which the person belongs.

2. Recognition/award Insignia: This refers to emblems that show class achievement, position, or special achievements in conduct or service.

IDENTIFICATION INSIGNIA

- Adventurer World Emblem
- Adventurer Club Emblem
- Club Name Crest
- Adventurer Neckerchief & Slide
- Name Tag
- Conference / Union Patch
- Staff Rank stripe

RECOGNITION/AWARD INSIGNIA

- Adventurer Awards
- Class Pocket Strip
- Combined Class Chevron
- Ribbon Bar

All Adventure insignias in the West-central Africa Division should have burgundy piping around the edge.



Adventurer World Emblem



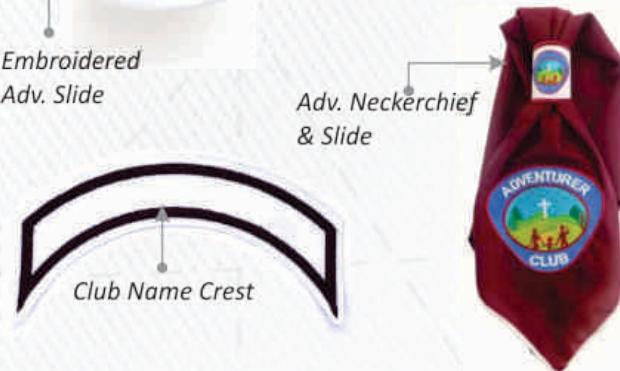
Adventurer Club Emblem



Embroidered Adv. Slide



Metallic Adv. Slide



Adv. Neckerchief & Slide



Club Name Crest



Combined Class Chevron

Adventurer Awards



DESCRIPTION OF THE CLASS "A" ADVENTURER UNIFORM INSIGNIAS



BASIC INSIGNIAS

ADVENTURER EMBLEM / LOGO:

- a. **Regulation:** The Adventurer Logo is a required insignia of the basic Adventurer Uniform.
- b. **Description:** The Adventurer Logo depicts the Adventurer Logo in the center of the insignia. The background of the insignia is white with burgundy piping around the edge. c. The words "ADVENTURER CLUB" appears on the insignia in blue lettering.
- d. **How worn:** The Adventurer Logo shall be worn on the wearer's right sleeve, $\frac{1}{4}$ " below the shoulder seam of the Adventurer Uniform shirt. *See page 19*



ADVENTURER WORLD EMBLEM:

- a. **Regulation:** The Adventurer World Emblem is a required insignia of the basic Adventurer Uniform.
- b. **Description:** The Adventurer World Emblem depicts an Adventurer Logo centered with yellow longitude and latitude lines on the background. The Adventurer World Emblem shall have burundy piping along the edge of the insignia. c. **How worn:** The Adventurer World Emblem shall be worn on the wearers left sleeve, $\frac{1}{4}$ " below the Conference Patch on of the Uniform Shirt. *See page 19*



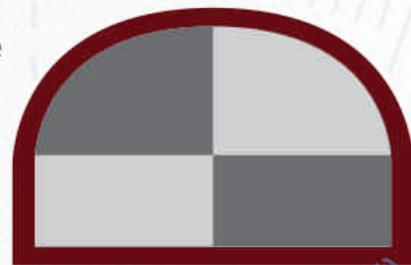
ADVENTURER CLUB CREST:

- a. **Regulation:** The Adventurer Club Crest is a required insignia of the basic Adventurer Uniform.
- b. **Description:** The Adventurer Club Crest is the shape of a crescent. The background of the insignia is the color white. The Adventurer Club Crest shall have burgundy piping around the edge of the entire insignia. On the white background, the name of the club (or affiliation) shall be depicted. The name of the club (or affiliation) shall be burgundy in color. (1). An individual may be affiliated to a Conference by special vote of the Adventurer Council. This shall allow the individual to wear an Adventurer Club Crest with the affiliation name of "Conference" on the Adventurer Club Crest. (2). It shall be noted that even if the club name has not been applied to the insignia, a blank Adventurer Club Crest shall be worn until the time that the Adventurer Club Crest with the club (or affiliate) name can be affixed to the Uniform Shirt.
- d. **How worn:** The Adventurer Club Crest is to be worn on the wearer's right sleeve, $\frac{1}{2}$ " below the shoulder seam. The Adventurer Club Crest Insignia is to be centered on the crease of the Adventurer Uniform shirt sleeve.



CONFERENCE PATCH:

- a. **Regulation:** The Conference Uniform Patch is a required insignia of the basic Adventurer Uniform.
- b. **Description:** The Conference Uniform Patch should depicts the conference. The Conference Patch shall have burgundy piping along the edge of the insignia.
- c. **How worn:** The Conference Patch is to be worn on the wearers left sleeve, $\frac{1}{2}$ " below the shoulder seam on the Uniform Shirt.
The Conference Uniform Patch is to be centered on the crease of the Adventurer Uniform shirt sleeve.





DESCRIPTION OF THE CLASS "A" ADVENTURER UNIFORM INSIGNIAS



ADVENTURE CLASS POCKET STRIP:

a. Regulation: The Class Pocket Strip is not a required insignia for the basic Adventurer Uniform. Class Pocket strip represent the levels of study that an Adventurer has been invested in and shall be worn on the Adventurer Uniform shirt upon the specified class investiture.

b. Description: The Class Pocket Strip depicts the class level and the color associated to which Class of study represents.

e. How worn: The pocket strip is Centered just above the left pocket of the shirt or blouse. *See page 21*



NAME TAG:

a. Regulation: A Name tag is a required insignia of the basic Adventurer Uniform for all Adventurers and Staff members.

b. Description: The Name tag shall be burgundy piping with White background in color with the individual's full name written in Blue lettering. The Adventurer Logo may appear on the left side of the Name tag.

c. How worn: The Name tag is to be worn directly above the wearer's right uniform shirt pocket, centered, or on the Honor Sash equivalent. *See page 21*



CLASS LEVEL PINS:

a. Regulations: Adventurer Class Level Pins are not required insignia for the basic Adventurer Uniform. Class Level Pins represent the levels of study that an Adventurer has been invested in and shall be worn on the Adventurer Uniform shirt upon the specified class investiture.

b. Description: The Adventurer Class Level Pins are circular in shape. Each Class Level Pin depicts the logo of the class level on the face. The color of the Pin reflects the association to which Class of study the Pin represents. **c. How worn:** The Adventurer Class Level Pins shall be worn $\frac{3}{4}$ " below the top of the wearers left pocket flap. The Adventurer Class Level Pins shall be worn in ascending order in which the Adventurer earned each Pin. The first Adventurer Class Level Pin that is earned shall be placed in the upper left corner of the pocket flap (nearest the Uniform Shirt buttons), when facing the Uniform Shirt. Each Class Level Pin earned there after shall be placed on the pocket flap according to rank. Higher ranking classes shall be added to the right of the first Class Level Pin. Lower ranking Class Level Pins shall be placed to the left, moving the first Class Level Pin earned to the right.



ADVENTURER MASTER GUIDE COMBINE CHEVRON:

a. Regulation: The Adventurer Master Guide Combine Chevron is not a required insignia for a basic Adventurer Uniform. **b.** It may be worn by Master Guide that has been invested in all four Adventurer Class Levels.

c. Description: The Adventurer Master Guide Combine Chevron depicts a yellow star above the six different colored (adventurer/standard) Class Level Chevrons on a white background and burgundy piping around the edge.

d. How worn: The Adventurer Master Guide Combine Chevrons is to be worn on the wearers left sleeve, $1/2$ " below the Adventurer World Emblem.





ADVENTURER UNIFORM INSIGNIAS PLACEMENT & MEASUREMENT



ADVENTURER MASTER GUIDE STAR INSIGNIA:

- a. **Regulation:** The Adventurer Master Guide Star Insignia is not a required insignia for the basic Adventurer Uniform.
- b. The Adventurer Master Guide Star Insignia may be worn by any Master Guide that has not been invested in all four of the basic Adventurer levels of study (Busy Bee – Helping Hands).
- c. **Description:** The Adventurer Master Guide Star Insignia depicts a yellow star on a white background and burgundy/maroon piping around the edge.
- d. **How worn:** The Adventurer Master Guide Star is to be worn on the wearers left sleeve, $\frac{1}{4}$ " below the Adventurer World Insignia. Class Level Chevrons that are earned shall be placed according to rank, starting $\frac{1}{2}$ " below the Adventurer Master Guide Star Insignia. The Adventurer Master Guide Star Insignia is to be centered on the crease of the Adventurer Uniform shirt sleeve.
- e. **Attachment:** The Adventurer Master Guide Star Insignia shall be worn in coordination with the Adventurer Master Guide Class Level Pocket Tab and the Master Guide Class Level Pin.



ADVENTURER OFFICE SLEEVE STRIP (STAFF)

- a. **Regulation:** The Adventurer Office Sleeve Strip is a required insignia of the basic Adventurer Uniform for all Adventurer Staff members.
- b. **Description:** The Adventurer Office Sleeve Strip is rectangular in shape. The background of the insignia is white in color. The Adventurer Office Sleeve Strip shall have burgundy piping around the edge. On the white background, the position or office that the individual holds shall be depicted. The name of the position or office shall be blue in color.
- c. Office Sleeve Strips may identify any office within an Adventurer Club.
- d. **How worn:** The Adventurer Office Sleeve Strip shall be worn on the wearers right sleeve, $\frac{1}{4}$ " below the points of the standard Adventurer Club Crest. *See page 19*



THE GOOD CONDUCT RIBBON BAR:

- a. **Regulation:** The Good Conduct Ribbon Bar is not a required Ribbon Bar of the basic Adventurer Uniform.
- b. The Good Conduct Ribbon Bar is awarded to an Adventurer for good conduct during the Adventurer year as outlined in the Adventurer Staff Handbook.
- c. An Adventurer shall receive a Good Conduct Ribbon Bar only for the first year the Adventurer fulfills the requirements of the award.
- a. Only one Good Conduct Ribbon shall be worn on the Adventurer Uniform shirt.
- b. Upon earning the Good Conduct Ribbon Bar, the Ribbon Bar should be worn on the Adventurer Uniform shirt.
- d. **Description:** The Good Conduct Ribbon Bar is a standard size ribbon. The colors of the Good Conduct Ribbon Bar are: Red field with vertical blue and white stripes on each side of the Ribbon Bar. In the center is a red strip. The Good Conduct Ribbon Bar is symmetrical in color.
- e. **How worn:** The Good Conduct Ribbon Bar shall be placed directly above the Adventurer Class Pocket Tab Insignia, centered.

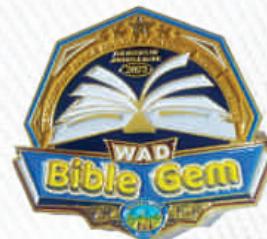




ADVENTURER CLUB STAFF UNIFORM INSIGNIA PLACEMENT

WAD ADVENTURER BIBLE GEM PIN (ABG)

a. Regulation: The WAD Adventurer Bible Gem pin is not a required Pin of the basic Adventurer Uniform. **b. Description:** The insignia is a metal pin with an open bible in the black circle. (1) The WAD ABG Pin is awarded to Adventurers of a clubs' Bible Gem team that participated in a Adventurer Bible Gem Event. (2) Upon earning the ABG Pin, the Pin should be worn on the Adventurer uniform shirt. **c. How worn:** The WAD ABG Pin is to be worn on the wearer's left pocket flap, on the left side of the button. (1) Any Adventurer or Staff that has previously received this award may continue to wear it on the Uniform Shirt as described above or on the honour sash.



RIGHT SLEEVE

The Adventurer Club Name Crest is to be worn $\frac{1}{2}$ " below the shoulder seam. The Adventurer Club Emblem is to be worn $2\frac{1}{2}$ " down from the shoulder seam.

The Adventurer Office Sleeve Strip is a required insignia of the basic Adventurer Uniform for all Adventurer Staff members.

ADVENTURER



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam
 $\frac{1}{2}$ " (1.27cm)
between club
name and
Ad. Triangle

STAFF



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam
 $\frac{1}{2}$ " (1.27cm) between club
name and Staff strip
 $\frac{1}{2}$ " (1.27cm)
between staff strip
and Ad. Triangle

CLUB NAME



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam
 $\frac{1}{2}$ " (1.27cm)
between club
name and
Ad. Triangle

CLUB NAME



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam
 $\frac{1}{2}$ " (1.27cm) between club
name and Staff strip
 $\frac{1}{2}$ " (1.27cm)
between staff strip
and Ad. Triangle



ADVENTURER CLUB STAFF UNIFORM INSIGNIA PLACEMENT



LEFT SLEEVE

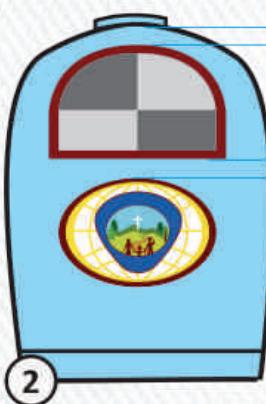
The Adventurer World emblem is to be worn on left sleeve $1\frac{1}{2}$ " below the shoulder seam. The Conference Patch or National Flag is to be worn on the wearers left sleeve, $\frac{1}{2}$ " below the shoulder seam and above the Adventurer world emblem on the Uniform Shirt. The Conference Uniform Patch is to be centered on the crease of the Adventurer Uniform shirt sleeve.

It shall be noted that even if the conference patch has not been done, the country flag can be used.

ADVENTURER



Example 1:
Emblem and Flag

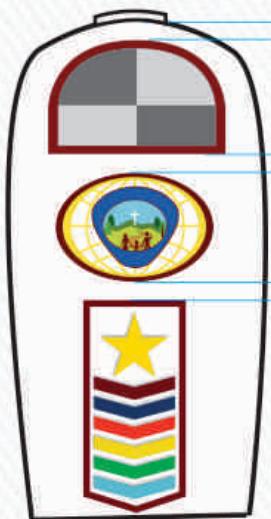


Example 2:
Conference patch and Emblem



Example 3:
Emblem Only

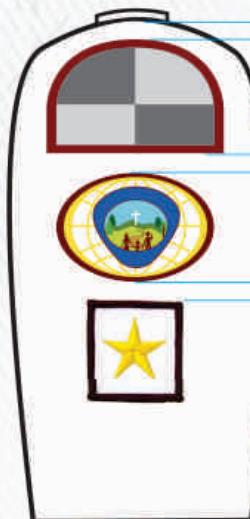
STAFF



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam
 $\frac{1}{2}$ " (1.27cm)
 $\frac{1}{2}$ " (1.27cm)



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam
 $\frac{1}{2}$ " (1.27cm)
 $\frac{1}{2}$ " (1.27cm)



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam
 $\frac{1}{2}$ " (1.27cm)
 $\frac{1}{2}$ " (1.27cm)



ADVENTURER CLUB UNIFORM SHIRT INSIGNIA PLACEMENT

- **LEFT POCKET**
Class Name Strip
Adventurer Pin
Class Level Pins
Good conduct bar

- **RIGHT POCKET**
Name Tag



RIGHT POCKET:

The Name Tag shall be burgundy piping edge with White background in color with the individual's full name written in Blue lettering. The Adventurer Logo may appear on the left side of the Name Tag. **Direction:** The Name Tag is to be worn directly above the wearer's right uniform shirt pocket, centered, or on the Honor Sash equivalent.

Note: No other insignia or pin should be added to the right pocket

LEFT POCKET:

Adventurer Class Level Pins are not required insignia for the basic Adventurer Uniform. Class Level Pins represent the levels of study that an Adventurer has been invested in and shall be worn on the Adventurer Uniform shirt upon the specified class investiture.

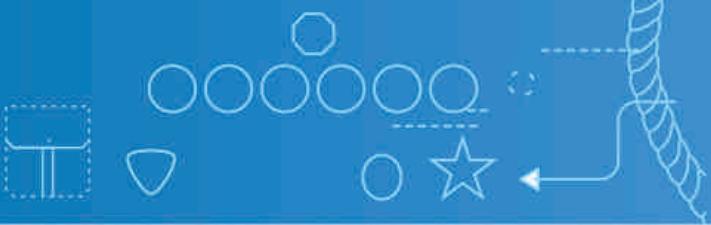
Direction: The Adventurer Class Level Pins shall be worn $\frac{3}{4}$ " below the top of the wearer's left pocket flap. The Adventurer Class Level Pins shall be worn in ascending order in which the Adventurer earned each Pin and should be centered.

B. Class 'A' Uniform (Shirt) with Award Sash



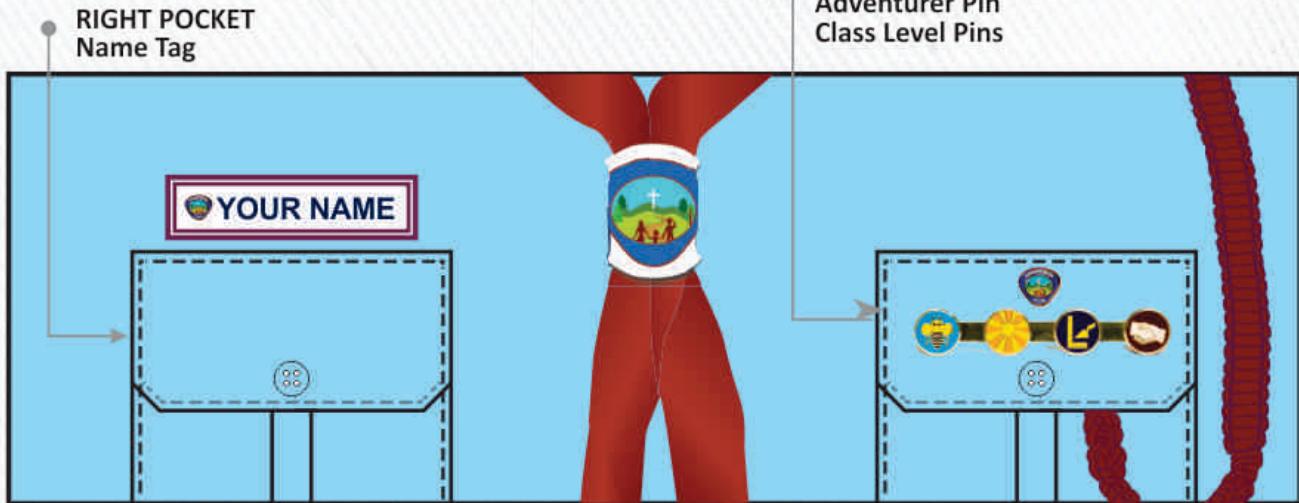


ADVENTURER CLUB UNIFORM SHIRT INSIGNIA PLACEMENT



NON-MASTER GUIDE STAFF

A. Class 'A' Uniform (Shirt) without Award Sash



RIGHT POCKET
Name Tag

LEFT POCKET
Adventurer Pin
Class Level Pins

Navy Blue Honor Sash:

Worn diagonally across chest, from right shoulder. Name Tag placed about the same level, above the right pocket. Little Lamb and Eager Beaver Pins placed right above the Name Tag. All the Pins for the completed Adventurer Classes will be placed above the Little Lamb and Early bird Pins (beginning with the Busy Bee Pin at the extreme right hand side to the Helping Hands Pin at the extreme left hand side of the sash). Above the Pins for the Adventurer Classes, place the Little Lamb Patch and the Early Bird Patch right next to it. The rest of the sash is reserved for stars, chips, and awards. Items from previous "Camporee Patches or Pins", and other insignias and items related to the Adventurer Program can be placed on the sash in a creative manner.

Note: The shirt/blouse can either be long sleeve or short sleeve, as long as it is consistent or uniform with the rest of the club.

B. Class 'A' Uniform (Shirt) with Award Sash



Award Sash

Name Tag

Adventurer Award

Lanyard



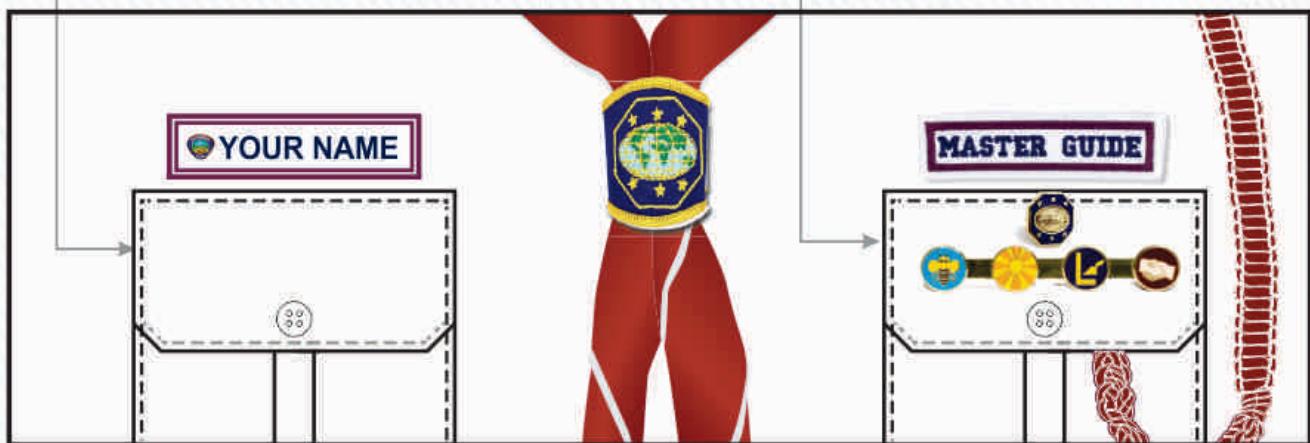
ADVENTURER CLUB UNIFORM SHIRT INSIGNIA PLACEMENT

MASTER GUIDE STAFF

A. Class 'A' Uniform (Shirt) without Award Sash

- RIGHT POCKET
Name Tag

- LEFT POCKET
Adventurer MG Pin
Class Level Pins
MG Name Strip
Baptismal Pin



LEFT POCKET:

Pin for Highest Class Achieved on the Extreme Right hand side, Adventurer Pin right above the Highest Class Achieved Pin. Baptismal Pin to the Extreme Left hand side, (for Master Guides & Leaders.).

The highest earned investiture Achievement level or Master Guide Name Strip is centered above the pocket.

All earned Investiture Achievement level Pins are worn centered across the top of the pocket flap. The highest class pin is to the wearer's left. If a level is skipped, fill in the space with the next higher pin. Do not leave gaps for unearned levels. If earned, the Master Guide Pin is worn above the Investiture Achievement Level Pins, and in the center of the pocket flap.

B. Class 'A' Uniform (Shirt) with Award Sash





ADVENTURER CLUB UNIFORM SHIRT INSIGNIA PLACEMENT



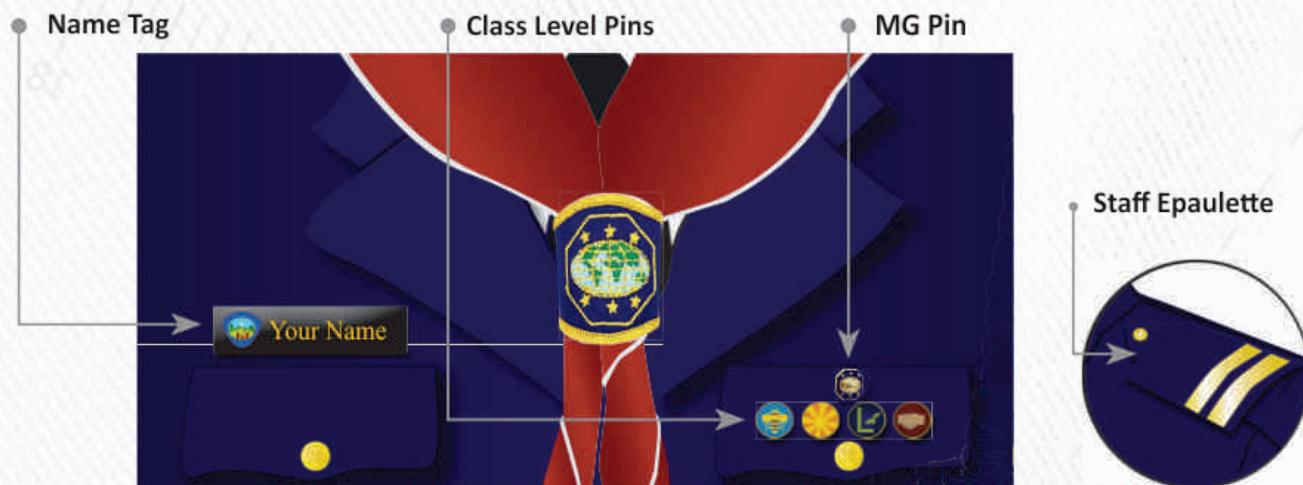
MASTER GUIDE STAFF JACKET

JACKET/BLAZER:

Navy blue type suit coat. All Conference/Union staff, including Directors, Coordinators, and other council members, must wear a jacket/blazer. This is not optional.

- All invested Master Guides may wear the jacket/blazer as an option.
- No non-invested Master Guide may wear the jacket/blazer.

The Award or Honors Sash are NOT to be worn over the Jacket/Blazer.





ADVENTURER CLUB UNIFORM (SPECIAL CEREMONY JACKET)

WEDDING CEREMONY WITH THE UNIFORM

Special uniform and Exclusive for wedding. This uniform will be worn only once and exclusively on the day of the wedding. The Master Guide who is active in the Local Adventurer Club or Youth Ministry may request in written authorization through the Local Directorate of the church, which will be send to the Conference and Union. The necessary documentation must reach the Union up to 90 days before the ceremony.

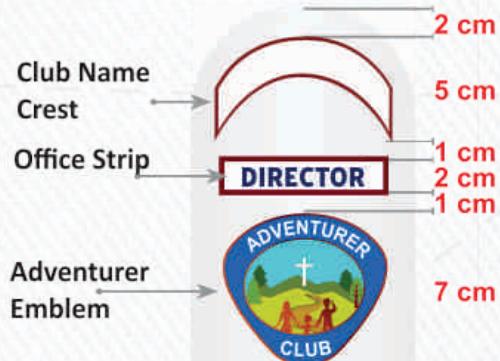
The uniform will consist of:

- Full Class 'A' Adventurer Staff Uniform
- Adventurer Staff Jacket/Blazer
- Special Ceremony All White Jacket/Blazer With White shirt, black tie, MG Adventurers neckerchief and Slide. The Special ceremony jacket with the regular buttons silver color, must have the adventurer emblems, insignia, badges, strips and chevron placed in the same position as those used on the shirt, all according to the level of leadership in which he acts.

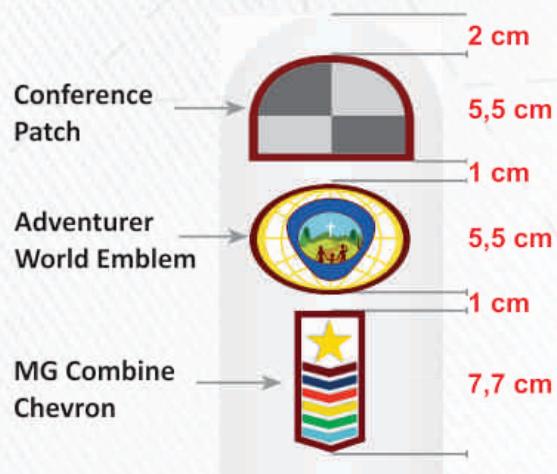


NOTE 1

**The
ADVENTURER
AWARD SASH
are not to be
worn over the
Jacket/Blazer**



RIGHT SLEEVE



LEFT SLEEVE



ADVENTURER CLUB UNIFORM SHIRT INSIGNIA PLACEMENT



DIRECTORS EPAULETTES

The Adventurer Staff Epaulette Identifies the level of performance. It is made of navy blue Cotton or Gabardine fabric, with White or Gold embroidered symbols or strips, according to the drawings. It is worn on the dress uniform: right and left shoulder straps of the shirt/blouse/blazer.

Local Adventurer Club Director		Embroidery Adventurer Emblem
District / Area Club Cordinator		1 Gold strip
Conference / Mission Youth Director		2 Gold strips
Union Youth Director		3 Gold strips
Division		4 Gold strips
General Conference		5 Gold strips

CITATION CORD / LANYARD

BRAIDED SHOULDER CORD/CITATION CORD

HOW WORN: When worn, the Shoulder Braid shall be worn on the wearers left shoulder, looped under the arm with the top part of the Shoulder Braid placed under the Uniform Shirt Epaulet/Straps. **NOTE: The Citation cord with pencil tip is only reserved for union, Division and GC Directors and Associates.**

Fixed under left strap

BRAIDED SHOULDER CORD

Burgundy	Burgundy & White	White	Black	Sea Blue
■ Adventurers	■ Club Director	■ District / Area Club Coordinator	■ Pastor	■ Conference /Mission Director
■ Staff				
■ Master Guides				

Braided Shoulder Cords are worn by Adventurers, Adventurer staffs, Master Guides, Local Club Directors, District/Area Coordinators, Pastors and Conference/Mission Directors.





ADVENTURER CLUB FLAG COMPOSITION AND MEASUREMENT

ADVENTURER CLUB FLAG

The official Flag of the Adventurers Club in fabric is measures 152 x 91 cm, and divided into four equal parts; the upper left and bottom right in Dark Maroon and the other two parts in White color. With the Adventurer emblem in the center, with 55.88 x 55.88 inches in its original colors. The NAME OF THE CLUB must be embroidered or printed in white at the bottom right in Arial Black font with 8 cm high x 50 cm long. The flag must be placed on a pole 200 cm high and 3.5 cm in diameter.



ADVENTURER GUIDON FLAG



GUIDON FLAG:

It Identifies the unit of the Adventurer club. According to the drawing, the Guidon is made of fabric, 63.5 cm wide and 35.5 cm high. Closing from top to bottom with an open "v" towards inside. Made up of two different parts, one Dark Maroon colored and the other white. On the left side a vertical rectangular stripe in color came 35.5 x 15.2 cm, with the 11.4 x 11.4 cm Adventurer emblem placed at 5cm below the top left, divided between the Dark Maroon part and white, and the name of the club from bottom to top in white and Arial Black font. On the right side in white, the unit design should be placed centered and below the name of the unit in Dark Maroon in Arial Black font. It must be placed on a pole 170 cm high and 3 cm wide diameter.



PATHFINDER

PATHFINDER



PATHFINDER CLUB LOGO



The Seventh-day Adventist Church is committed to understanding young people and training its youth for leadership and service to humanity. The Pathfinder Club is a church-centered spiritual recreational-activity program designed for young people 10 to 15 years of age. Pathfindering appeals to this age group because its program features activities that meet their needs and interests.

Meaning of the Pathfinder Club Emblem

RED (SACRIFICE)

Reminds us of Christ. "For God so loved the world, that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life." (John 3:16) "Present your bodies a living sacrifice, holy, acceptable unto God" (Rom.12:1).



SHIELD (PROTECTION)

In the Scripture God is often called the shield of His people. (Protection) "Fear not... I am thy shield" (Gen. 15:1) "Above all, taking the shield of faith, wherewith ye shall be able to quench all the fiery darts of the wicked." (Eph. 6:16)

WHITE (PURITY)

"He that overcometh, the same shall be clothed in white raiment" (Rev. 3:5). We desire to have the purity and righteousness of Christ's life in our lives.



SWORD (BIBLE)

The sword is used in warfare. A battle is always won by offense. We are in a battle against sin, and our weapon is the Word of God. The sword of the Spirit is the Word of God. (see Eph. 6:17)

BLUE (LOYALTY)

It is the purpose of the Pathfinder Club to help teach us to be loyal to: Our God in heaven. Our parents. Our church. Loyalty is defined as a reflection of the character of our True Master Guide.



Ministry Name

PATHFINDER CLUB

The Pathfinder Club is one of the organizations of the world youth ministry of the Seventh-day Adventist Church.

GOLD (EXCELLENCE)

"I counsel thee to buy of me gold tried in the fire, that thou mayest be rich" (Rev. 3:18). Standard of measurement. The Pathfinder Club has high standards to help build strong character for the kingdom of heaven.



THREE SIDES

Completeness of the Trinity — Father, Son, Holy Spirit. Tripod of education: Mental Crafts and Honors Physical Campouts, work bee, health focus Spiritual Outreach and personal spiritual development.

INVERTED TRIANGLE

The inverted order of importance Jesus taught which is contrary to that taught by the world. Sacrificing of one's self by placing the needs of others ahead of our own.



PATHFINDER UNIFORM

HISTORY

Although Pathfinders is an organization open to all who wish to join, we are sponsored by and enjoy upholding the Christian standards of the Seventh-day Adventist Church. The General Conference of Seventh-day Adventists has put forth the Church Manual as a guide in Doctrine and moral conduct. Many aspects of the rules that regulate activity, appearance, and behavior, are as a direct result of this book.

Pathfinder activities will always be conducted in uniform unless the project is of a nature that it requires work clothes that may be ruined. Pathfinders will always be neat, clean, and well groomed. For young men this means wrinkle-free pants and shirts that are clean and stain free, properly combed hair of a conservative length and style, as well as clean faces and hands. No Jewelry of any sort is allowed.

For young ladies, the same conservative nature applies. Clothing should be well kept, clean, and wrinkle-free at all times. If skirts are part of the uniform, a length no shorter than the top of the knee, when standing, is appropriate. Footwear is to be low-heal and closed toe with stockings or socks as defined by the Pathfinder Uniform Guide. Hair should be worn in appropriate styles that portray a conservative nature. Clean faces and hands are expected. For those teen girls who wear make-up, conservative skin tones that do not draw attention to one's self may be used in appropriate quantities. No Jewelry of any sort is allowed. Staff members will be held to the same standards of grooming as the Pathfinder. Married staff members may wear a conservative wedding ring, as may be the social custom in your culture.



Pathfinders is a Christian-centered scouting-type program for both boys and girls grades 5-8. It also provides leadership opportunities for grades 9-12. Interaction with nature through activities such as hiking, camping and backpacking is an integral part of achieving these objectives.

Hair must be clean and well groomed, as well as finger nails; they must be neatly cut and natural. The only jewelry items that are accepted with the uniform are: Wristwatch, wedding band, or engagement ring. No other jewelry is accepted with the Uniform.

Uniformity within each club is very important. Even in the optional items, there must be uniformity within the club; example: if the club wears the sash, everyone in the club must wear it. If the club wears berets, everyone in the club must wear it.





PATHFINDER UNIFORM

The pathfinder uniform makes the organization real and visible. It represents an ideal and a standard. One of the ways to set up a standard and bring the members of an organization up to that standard is through the uniform.

It should stimulate loyalty toward that standard by building morale and binding members into closer fellowship. It also appeals to those not already members to join. The uniform strengthens club spirit.

The uniform should always be clean and neat.

Wearing one that fits properly will go a long way to make it look sharp. The uniform should be worn with "humble pride." We should remember that it acts as a visual announcement of Pathfinder ministry, and should draw questions from observers concerning the meaning of each patch and symbol.

UNIFORM

UNIFORM SHOULD BE WORN

It is recommended that those having uniforms wear them on the following occasions.

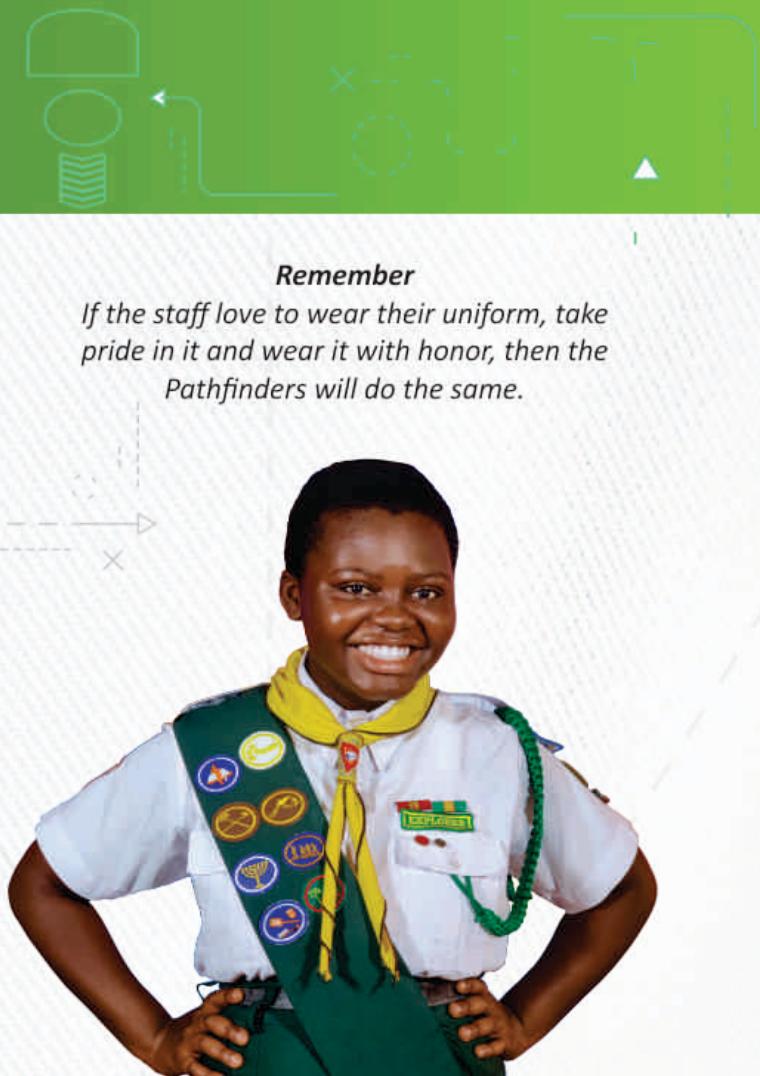
- At Pathfinder meetings
- At special programs (Pathfinder Day, Induction, Investiture, etc.)
- At any public gathering when any or all act as
- Messengers
- Ushers
- Guards of honor
- First-aid details
- Color guards
- On occasions as specified by Pathfinder staff
- While engaging in missionary outreach activities, such as; Ingathering, distributing food baskets, gifts, literature, or church announcements, and while visiting nursing homes, shut-ins and community organizations.

UNIFORM SHOULD NOT BE WORN

- If not a member
- For work or play
- When engaged in selling for personal profit, in selling for commercial or political purposes, or in personal solicitation
- At any time or place when its wearing discounts the organization, or casts any reflection upon the uniform, lowers its dignity and esteem, and makes it commonplace.

Remember

If the staff love to wear their uniform, take pride in it and wear it with honor, then the Pathfinders will do the same.



Hair must be clean and well groomed, as well as finger nails; they must be neatly cut and natural. The only jewelry items that are accepted with the uniform are: wristwatch, wedding band, or engagement ring. No other jewelry is accepted with the Uniform.

Uniformity within each club is very important. Even in the optional items, there must be uniformity within the club; example: if the club wears the sash, everyone in the club must wear it. If the club wears berets, everyone in the club must wear it.



PATHFINDER UNIFORM

DESCRIPTION OF THE UNIFORM

The West-central Africa Division Pathfinder Uniform is based on General Conference Pathfinder Uniform standards. It is the desire of the Division to have every Union Pathfinder dress in the regulation Uniform. The following is a description of each element of the WAD Pathfinder Uniform as it pertains to male and female members.



Pathfinder class 'A' Tan soft ring spun poly-cotton poplin blend fabric. For Pathfinder Men Shirt, Girls Shirt.



Pathfinder Class 'A' Forest green soft ring spun poly-cotton poplin blend fabric. For Pathfinder Men Trousers, Girls Skirt, Garrison Cap and Sash.



TYPES OF CLASS 'A' DRESS UNIFORM

The WAD Youth Ministry has approved of 2 types of Pathfinder class 'A' dress uniforms;

1. Class 'A' Uniform 1 (Ceremonial):

White Shirt, Forest Green down, black shoe, white socks, Garrison cap/Beret, Honor sash, and all pathfinder insignias well fixed with Pathfinder neckerchief.

2. Class 'A' Uniform 2 (Field):

Tan Shirt, Forest green down, black shoe, black socks, Garrison cap/Beret, honor sash, and all pathfinder insignias well fixed with Pathfinder Neckerchief



CLASS 'A' UNIFORM FOR THE PATHFINDER BOY AND GIRL



CLASS 'A' UNIFORM

Full Dress uniform WHITE Top (Ceremonial).

Appropriate for: Pathfinder meetings where they will not be damaged in the meetings activities, Special Ceremonies, Inspections, and Induction Service.



Dress uniform Shirt
WHITE TOP



Dress uniform Shirt
TAN TOP (Brown Khaki)

BASIC UNIFORM

Should include the Pathfinder Insignias and the Pathfinder Neckerchief.

IMPORTANCE OF THE UNIFORM

A uniform is a set of standard clothing worn by members of an organization while participating in that organization's activities. To be in uniform means to be matching, whether in clothing or in manner. Among members, there is a sense of commonality and solidarity. The Pathfinder uniform must reflect Christ's standards of neatness without drawing attention to the self. Furthermore, the Pathfinder program should be so valuable to each member that the uniform will be acquired and worn with enthusiasm.

GIRLS:

GIRLS SHIRT:

Shirt: According to the Images, White/Tan poly-cotton poplin blended fabric, with transparent buttons, short or long sleeves (the Club must have a standard), with shoulder straps, two pockets with a 3 cm vertical overlapping fold.



①

Class 'A'
Dress Uniform
WHITE
(Ceremonial)

②

Class 'A'
Dress Uniform
TAN
(Field)

PATHFINDER NECKERCHIEF:

This is yellow in color with the World Pathfinder emblem as the logo embroidered or printed on the back which is accompanied with the pathfinder slide. This may be worn by all inducted Pathfinders and Non-Master Guide Staff.



CLASS 'A' UNIFORM FOR THE PATHFINDER BOY AND GIRL



NECKERCHIEF, PATHFINDER

This is yellow in color with **Forest Green Edge** piping/or No color edge piping with the World Pathfinder emblem as the logo on the back embroidery/printed which is accompanied with the pathfinder slide. This may be worn by all inducted Pathfinders and Non-Master Guide Staff.

NECKERCHIEF SLIDE:

Used to hold the neckerchief. It can be made of embroidered green-colored fabric, with thick green border edge (green piping edge) with world Pathfinder emblem. A metallic woggle is also an option. Both with the pathfinder club emblem centered, in its original colors.

SHOES:

All black dress shoes or boots with fully closed toe and heels. Heels of no more than 2 inches. If the shoes have laces, the laces must also be all black. (It is noted that style variations should be allowed by a director if financial hardship plays a significant role).

LACE UP SHOES:

Black shoes: uniform within club;
White socks: uniform within club.

SOCKS:

White Socks for class 'A' White Shirt

Black Socks/Stockings for class 'A' Tan Shirt.

No designs or patterns.

HEAD GEAR:

GARRISON CAP :- Forest-Green with white edge piping and embroidered Pathfinder cap Triangle (flash).

BLACK BERET: - The slope of the beret slants down to the right and should be on an angle such that a continuation of the arm and hand would be in line with the slant while rendering a proper salute. The beret is worn so that the headband (edge binding) is straight across the forehead and level, 1 inch above the eyebrows. The emblem, known as the "flash," is positioned level over the left eye and the excess beret material is draped over to the right ear. The adjusting ribbon should be secured with a knot and tucked inside the edge binding at the back of the beret once proper size is obtained.



Pathfinder
Neckerchief
With
No Piping Edge



Fabric
Neck Slide Metallic
Neck Slide



Pathfinder
Neckerchief
With Green
Piping Edge



White Socks

WEB BELT:

Black, web style with silver Pathfinder logo buckle. The location of the belt buckle should be adjusted so that about one inch of the tail of the web is visible once it has been passed through the buckle. Plain all black leather belt with no ornamentation is acceptable.



Web belt with
PF Buckle



Garrison Cap/Boat
Forest Green



Black Beret



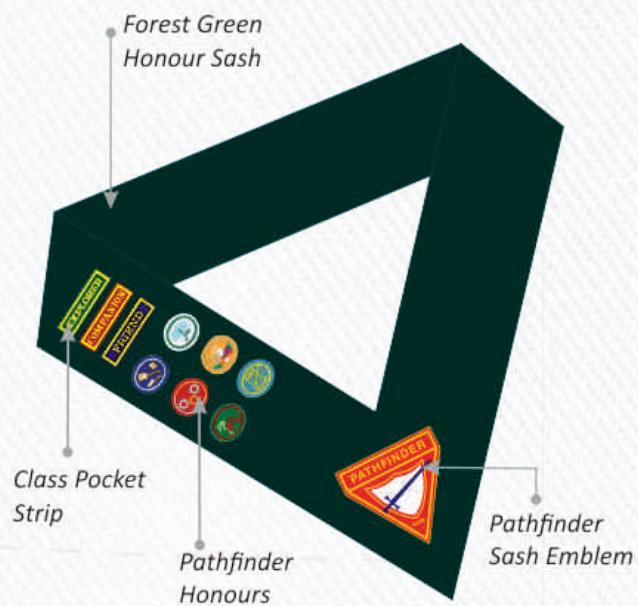
CLASS 'A' UNIFORM FOR THE PATHFINDER BOY AND GIRL

PATHFINDER HONOUR SASH:

The sash is the personal club history of the Pathfinder. It is worn over the right shoulder, under the neckerchief and preferably under the epaulet.

- Forest Green fabric, may be wide enough for up to 2 or 3 honors and as long as the fingertips on the left hand when standing at attention.
- It serves as a collecting point for Honour patches and all other Pathfinder related emblems the wearer has earned.
- Only one sash is to be worn as part of the uniform.
- Items to be worn on the sash include optional name plate, honours, camporee and fair patches, Pathfinder pins, Adventurer level pins (but not Adventurer Awards).

NOTE: Traded items such as Pins & Patches are not to be included or worn on the honour sash.



BRAIDED SHOULDER CORD/LANYARD:

Green single or double twisted/braided shoulder cord for pathfinders.



35



Class A Ceremonial Uniform (Girls)

Head Gear:

Garrison Boat



Honour sash without patches



Honour sash with patches



GLOVES:

Not mandatory except for Specialty Teams. May be worn by Honour/Colour Guard while performing duties. (i.e. Pathfinder days)

White Poly-cotton Gloves





CLASS 'A' UNIFORM FOR THE PATHFINDER BOY AND GIRL

BOYS:

SHIRT:

Shirt: According to the Images, white/Tan cotton-poly fabric, with transparent buttons, short or long sleeves (the Club must have a standard), with shoulder straps, two pockets with a 3 cm vertical overlapping flaps.



TROUSERS:

According to the Images flat front trousers, Forest Green, made of cotton-poly fabric, must have a flat hem, belt loops, two internal back pocket and two diagonal front pocket one on each side.



PATHFINDER NECKERCHIEF:

This is yellow in color with the World Pathfinder emblem as the logo embroidered or printed on the back which is accompanied with the pathfinder slide. This shall be worn by all inducted Pathfinders and Non-Master Guide Staff.



SHOES:

Lace up Shoes

Black shoes: uniform within club.

White Socks for Class A Ceremonial

Black Socks for Class A Field: uniform within club.



WEB BELT:

Black Belt (buckle with logo optional)



LANYARD:

Green single twisted lanyard.



HEAD GEAR:

GARRISON CAP:

Forest green Garrison Cap: White piping with embroidered logo on left side.

BLACK BERET.





CLASS 'A' UNIFORM FOR THE PATHFINDER BOY AND GIRL

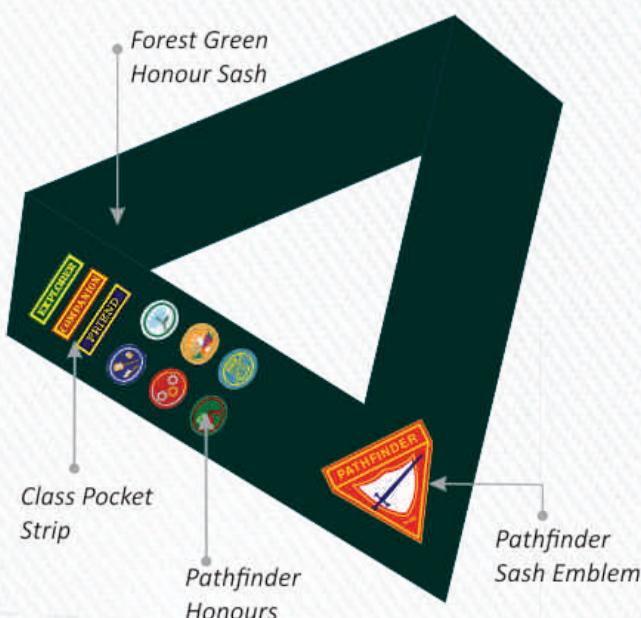
PATHFINDER HONOUR SASH:

The sash is the personal club history of the Pathfinder. It is worn over the right shoulder, under the neckerchief and preferably under the epaulet. ·Green fabric, may be wide enough for up to 3 honors and as long as the fingertips on the left hand when standing at attention.

It serves as a collecting point for Honour patches and all other Pathfinder related emblems THE WEARER HAS EARNED.

·Only one sash is to be worn as part of the uniform. ·Items to be worn on the sash include optional name plate, honors, camporee and fair patches, Pathfinder pins, Adventurer level pins (but not Adventurer Awards).

NOTE: Traded items such as Pins & Patches are not to be included or worn on the honor sash.



BRAIDED SHOULDER CORD/LANYARD:

Green single or double twisted/braided shoulder cord for pathfinders. See page 52



Class A Ceremonial Uniform (boys)

Head Gear:
Garrison Boat/Beret



GLOVES:

Not mandatory except for Specialty Teams. May be worn by Honor/Color Guard while performing duties. (i.e. Pathfinder days)

White Poly-cotton Gloves





CLASS "A" UNIFORM FOR THE PATHFINDER STAFF / MASTER GUIDES

NON-MASTER GUIDE

Parents, Young Adults and Adults Working with Pathfinders.

MEN/LADIES:

- White/Tan Shirt (Short or Long Sleeves)
- Forest Green Skirt/Trousers
- Pathfinder Neckerchief with green or no piping edge and Pathfinder world emblem printed or embroidered.
- Black Shoes & Black Socks/stockings
- Black Beret or Garrison cap with Pathfinder cap crest (Flash): Uniform within club
- Black belt
- Forest Green Sash
- Green and White shoulder braided Cord
- Black Tie (optional)

RIGHT SLEEVE:

Club Name Crest, Position Strip, and the Pathfinder club Emblem

LEFT SLEEVE:

Conference Patch, Union Patch, Pathfinder World Emblem, class level chevrons

LEFT POCKET:

Pin for Highest Class Achieved on the Extreme Right hand side, Pathfinder Pin right below the Highest Class Achieved Pin. The Baptismal Pin to the Extreme Left hand side.

HONOUR SASH:

Worn diagonally across chest, from right shoulder.

NOTE: Traded items such as Pins & Patches are not to be included or worn on the honour sash.

Items related to the Pathfinder Program can be placed in the sash in a creative manner.

LANYARD / CITATION CORDS:

(Green & White) Non-Master Guide Staff

HOW WORN: When worn, the Cord shall be worn on the wearers left shoulder, looped under the arm with the top part of the cord placed under the Uniform Shirt Epaulet/Straps. See page 52





CLASS "A" UNIFORM FOR THE PATHFINDER STAFF / MASTER GUIDES

MASTER GUIDE

MEN/LADIES UNIFORM:

- White/Tan Shirt (Short or Long Sleeves)
- Forest Green Skirt / Trousers
- Black Shoes: Uniform within club
- Black Socks/Stockings:Uniform within club
- Black Beret or Garrison cap with Master Guide cap crest/Flash: Uniform within club
- Black belt with MG logo (optional)
- Forest Green Sash with Embroidered MG sash emblem.
- Green and White Braided Shoulder Cord.
- Black Tie (optional)

Forest Green Trousers



Full Class A Shirt
(Tan)



NECKERCHIEF:

The Master Guide Pathfinder Scarf with Class Level Strips is yellow in color with red piping on the perpendicular edges of the scarf. The top edge of the scarf shall have no piping. The Master Guide emblem shall be depicted on the scarf, located 3-3/8 inches above the bottom point of the Pathfinder Scarf. A band of six colors representing the six basic Pathfinder Class Levels shall be affixed to the scarf, 5½ inches above the bottom point of the scarf, being 1 inch wide and running the length of the scarf, parallel to the top of the scarf.

Uses: Over class A & B uniform or everyday clothes.

Master Guide
Neckerchief



MG Neck Slide



Honour Sash
with MG Crest



HOW WORN: The neckerchief shall be rolled down from the top of the scarf 3 revolutions inward (backside of the Scarf). The Neckerchief shall then be placed around the neck with the bottom point of the Neckerchief pointing down the wearers back. A Pathfinder MG Slide shall be placed over the two ends of the Neckerchief and positioned approximately 3"- 4" above the ends of the Neckerchief.

SASH:

The sash is part of the class 'A' uniform. Sash is forest green and worn at appropriate times. Adventurer club Awards are NOT to be worn on the Pathfinder Master Guide sash.

NOTE: Traded items such as Pins & Patches are not to be included or worn on the honour sash.

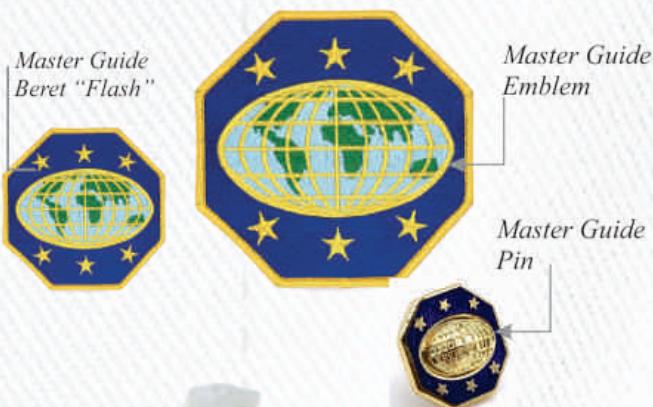


CLASS "A" UNIFORM FOR THE PATHFINDER STAFF / MASTER GUIDES

MASTER GUIDE EMBLEM:

This is given at the Investiture of a Master Guide, or purchased later. The patch is typically worn on the Sash or printed on the Master Guide Neckerchief.

Uses: Neckerchief, neckerchief slide and beret or cap.



MASTER GUIDE PIN:

Upon investiture as a Master Guide, a Master Guide Pin will be issued for placement on the uniform.

SHIRTS:

According to the picture, white/Tan (Brown Khaki), in Bi-stretch, poly-cotton fabric, with transparent buttons, short or long sleeves (the Club must have a pattern), in the case of short sleeves, the hem must have 2.6 cm, with external seam, with shoulder straps (with interlining of the armhole seam to the base of the neck), two pockets with a 3 cm vertical overlapping fold and a 4 cm wide rectangular flap.



SKIRT:

According to the picture, Forest Green, A-Line, made of Cotton or Gabardine fabric, four to six belt loops.

Invisible side pockets are optional. It is mandatory to wear the skirt at or below the knee.



TROUSERS:

According to the picture, Forest Green, in Cotton fabric, with six belt loops, two inset back pockets, with cover, and with buttons. Two diagonally forward pockets.

LANYARD / CITATION CORDS STAFF:

- **White and Blue:** Pathfinder Club Director.
- **White and Green Braided Shoulder Cord:** Master Guide staff

a. Regulation: For the Pathfinder Club Staff.

b. Description: Citation Cords shall be "Army Style" type and shall be of cord type material. Citation Cords shall be of specific color representing the coordinating Pathfinder Program/Office Level.



HOW WORN:

When worn, the Citation Cord Braid shall be worn on the wearers left shoulder, looped under the arm with the top part of the Shoulder Braid placed under the Uniform Shirt Epaulet/Straps.



CLASS "B" UNIFORM FOR PATHFINDERS AND STAFF / MASTER GUIDES



FIELD UNIFORM (CLASS B)

Field uniform for the Pathfinders and staff is a T-shirt and Forest Green Skirt/blue Jeans. Each club may create its own design for field uniform T-shirts and sweatshirts. A few suggestions for designs on T-shirts are:

- Adventurer logo
- Local club logo
- Adventurer and local club logo



Baseball cap



FIELD VEST/JACKET

Vest – The vest is in Green or Tan fabric, should have the Pathfinder Logo/Master Guide Logo on the left chest of the vest, Leaders or clubs directors, instructors and counselors can wear the vest for clubs field activities such as excursions, Pathfinder fairs, Day outs, Pathfinder camporees. Master Guides can have the embroidered Master Guide emblem on the left chest of the vest in its original colors. Pockets are optional, in front or back. Special Pathfinder patches, Pins, Name tag, Club name or event patches can be placed on the vest. **Pathfinder honors or badges are not allowed.**



Uses: Over the class 'B' activity uniform, or everyday clothing as long as it is in accordance with Christian modesty. CAN NOT be worn with the class A dress uniform. The Pathfinder/Master Guide neckerchief can be worn over the vest.



Field Vest
for pin trading



CLASS "A" UNIFORM PATHFINDER CLUB INSIGNIAS

CAUTION:

Only Adventurer awards earned should be worn on Adventurer sash.

Master Guide patch may be worn on sash

No Pathfinder honors to be worn on Adventurer sash

No Pathfinder class badge on Adventurer sash

THE INSIGNIA

West-Central Africa Youth Department, as a world Division of the General Conference of Seventh-day Adventist reserve the right to choose its uniform. However, the insignia of the Adventurer Club, are to be won in harmony with the guidelines as prescribed by the General Conference Youth Department. These insignias placement guidelines must be followed as stipulated.

No Club, Conference/Mission, Union or Divisions has the right to make exception or to modify it in any way without permission from the General Conference Youth Department through the West-central Africa Youth Department.

No Union, Conference/Mission, Area, District or Local Church Club is permitted to produce any material of the Adventist Youth Ministries without approval and permission of the West-Central Africa Youth Department.

The insignia are divided into two categories:

1. Identification Insignia: This refers to the group of emblems that indicate the organization/club to which the person belongs.
2. Recognition/award Insignia: This refers to emblems that show class achievement, position, or special achievements in conduct or service.

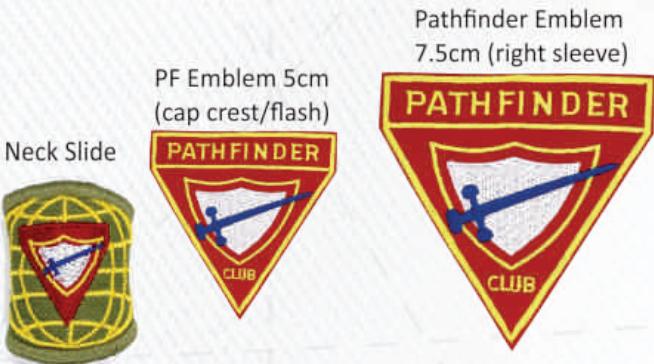
IDENTIFICATION INSIGNIA

- Pathfinder World Emblem
- Pathfinder Triangle/Emblem
- Club Name Crest
- Pathfinder Neckerchief & Slide
- Name Tag
- Conference / Union Patch
- Staff Rank stripe

RECOGNITION/AWARD INSIGNIA

- Pathfinder honors
- Class Pocket Strip
- Combined Class Chevron
- Ribbon Bar

Basic Pathfinder insignias in the West-central Africa Division should have Green piping/No edge piping around the edge.



Class Pocket Strips





CLASS "A" UNIFORM PATHFINDER CLUB INSIGNIAS

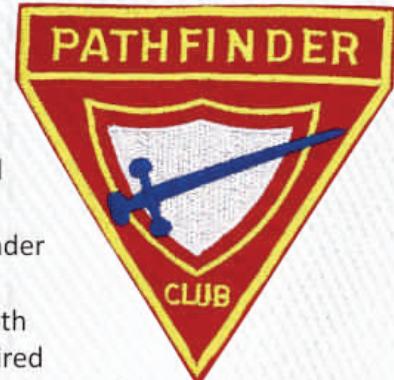


BASIC INSIGNIAS

PATHFINDER TRIANGLE EMBLEM

The Pathfinder Triangle Patch is the official logo of Pathfinder Ministry.

Description: The Pathfinder Triangle is triangular in shape. The background of the insignia is the color red. Outlining the red background is a yellow border, and no piping/merrowed edge. On the red background, the Pathfinder Shield and Sword are depicted. Across the top of the insignia is the word "PATHFINDER" and below the shield is the word "CLUB" in smaller type, both written in the color yellow. **a. Regulation:** The Pathfinder Triangle is a required insignia of the basic Pathfinder Uniform. **b. How Worn:** The Pathfinder Triangle is to be centered under the name crest.



PATHFINDER WORLD INSIGNIA

a. Regulation: The Pathfinder World Insignia is a required insignia of the basic Pathfinder Uniform.

- (1) This Insignia shall be worn by all Pathfinders.
- (2) This Insignia shall be worn by all Master Guides who have not been invested in a P.L.A. or P.I.A. leadership level.
- (3) The Insignia shall be worn by all Pathfinder Staff members.



b. Description: The Pathfinder World Insignia depicts a red Pathfinder Shield Logo centered with yellow longitude and latitude lines on the background. The Pathfinder World Insignia shall have a dark-green piping/merrowed edge.

c. How worn: The Pathfinder World Insignia is to be worn on the wearers left sleeve, 3-½" below the shoulder seam of the Uniform Shirt. *See page 48*

PATHFINDER CLUB NAME CREST

Description: The Pathfinder Club Name Crest is the shape of a crescent.

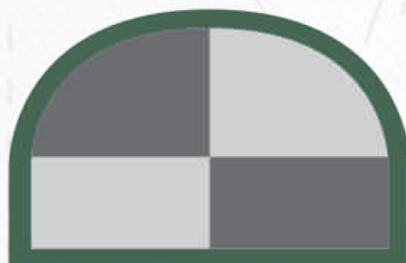
The background of the insignia is the color red. Outlining the red background is a yellow border, and with no piping/merrowed edge. On the red background, the name of the club (or affiliation) shall be depicted. The name of the club (or affiliation) shall be white or yellow in color. **a. Regulation:** The Pathfinder Club Name Crest is a required insignia of the basic Pathfinder Uniform. **b. The Club Name Crest** identifies the local church/club of the wearer. Crests are custom made for each club using their church and/or club name limited by the number of characters that fit on the crest. **c. How worn:** The Pathfinder Club Name Crest is to be worn on the wearer's right sleeve ¾ inch below the shoulder seam. *See page 48*



CONFERENCE PATCH

a. Regulation: The Conference Patch insignia is a required insignia of the basic Pathfinder Uniform.

Description: Conference patch insignia should the conference territory landmarks or ideals. It should have the shape as shown on the right image with piping/merrowed edge.



b. How worn: The Conference Uniform Patch is to be worn on the wearers left sleeve, ½" below the shoulder seam of the Uniform Shirt. *See page 48*



CLASS "A" UNIFORM PATHFINDER CLUB INSIGNIAS



CLASS POCKET STRIP INSIGNIA

a. Regulation: The Class Pocket Tab Insignia shall be worn by any Pathfinder invested in a Pathfinder Class Level.

(1) The highest class level earned shall be worn on the Pathfinder Uniform shirt.

b. Description: The Class Pocket Tab Insignia is rectangular in shape. Each class level reflects the color association on the background. Class Pocket Tab Insignia do not have any type of piping/merrowed edge; therefore, if the insignia should become frayed or tattered, it shall be replaced at the earliest convenience.

c. How worn: The Class Pocket Tab Insignia is to be worn directly above the wearer's left uniform shirt pocket, centered.

(1) For young Pathfinders, it shall be acceptable to wear the Adventurer "Helping Hands" Class Pocket Tab Insignia until he or she is invested in the next successive Pathfinder class. **d. Attachment:** The highest Class Pocket Tab Insignia worn on the Pathfinder Uniform shirt shall coordinate with the highest Class Level Pin and Class Level Chevron worn on the Pathfinder Uniform.

MASTER GUIDE

GUIDE

VOYAGER

RANGER

EXPLORER

COMPANION

FRIEND

NAME TAG (STAFF)

a. Regulation: A Name Tag is a required insignia of the basic Pathfinder Uniform for all Pathfinder Staff members, representing a club.

b. Description: The Name Tag shall be black in color with the individual's full name written in white lettering. The office or position held in the Pathfinder Club and club affiliation may also appear on the Name Tag, but is not required. The Pathfinder Logo may appear on the left side of the Name Tag.

c. How worn: The Name Tag is to be worn directly above the wearer's right uniform shirt pocket, centered, or on the Honor Sash equivalent.



CLASS LEVEL PINS

a. Regulations: Class Level Pins are not required insignia for the basic Pathfinder Uniform.

(1) Class Level Pins represent the levels of study that a Pathfinder has been invested in and shall be worn on the Pathfinder Uniform shirt upon the specified class investiture.

b. Description: The Class Level Pins are circular in shape. Each Class Level Pin depicts a Pathfinder Shield on the face. The color of the Pin reflects the association to which Class of study the Pin represents.



c. How worn: The Class Level Pins shall be worn $\frac{3}{4}$ " below the top of the wearer's left pocket flap.

(1) The Class Level Pins shall be worn in ascending order in which the Pathfinder earned each Pin.

(2) The first Class Level Pin that is earned shall be placed in the upper left corner of the pocket flap (nearest the Uniform Shirt buttons), when facing the Uniform Shirt. Each Class Level Pin earned thereafter shall be placed on the pocket flap according to rank. Higher ranking classes shall be added to the right of the first Class Level Pin. Lower ranking Class Level Pins shall be placed to the left, moving the first Class Level Pin earned to the right.

(3) The Master Guide Class Level Pin shall be placed **above** the class level pins $\frac{1}{4}$ " below of the wearer's left pocket flap, centered over the pocket button.



CLASS "A" UNIFORM PATHFINDER CLUB INSIGNIAS



PATHFINDER BAPTISMAL PIN

a. Regulation: The Pathfinder Baptismal Pin is not a required pin for the basic Pathfinder Uniform. Any baptized Pathfinder may wear a Pathfinder Baptismal Pin, whether he or she was baptized as a Pathfinder or prior to becoming a Pathfinder.

b. Description: The Pathfinder Baptismal Pin is a small, black and gold shield with a gold cross and the letters "S D A".

c. How worn: The Pathfinder Baptismal Pin shall be worn on the wearers left pocket flap, in the bottom left corner (right pocket flap, lower right corner when facing the uniform).



PATHFINDER SHIELD PIN

a. Regulation: The Pathfinder Shield Pin is not a required pin for the basic Pathfinder Uniform.

b. Description: The Pathfinder Shield Pin is the shape of a triangle. The color of the Pin is red, with a white Pathfinder Shield and the words "PATHFINDER CLUB" are written in gold lettering.

c. How worn: If worn, the Pathfinder Shield Pin shall be placed on the wearers left pocket flap, lower right corner (right pocket flap, lower right corner when facing the uniform) Not all members of the club are required to wear the Pathfinder Shield Pin in order to be uniform within the club.

d. Attachment: The Pathfinder Shield Pin shall not be worn if the Pathfinder Staff Service Star Pin is worn.



UNIT LEADERSHIP PLATE

Unit Captains and Unit Scribes have name plates that identify their role within the unit. These name plates are pins to facilitate ease of rotation between members of the unit based on the clubs election or appointment rotation or routine.

How worn: The Captain/Scribe Badge Insignia is to be worn in center on the left pocket below pocket flap, or on sash equivalent.



MASTER GUIDE PIN (HIGHEST CLASS LEVEL PIN)

a. Regulation: The Master Guide Class Level pin is the highest-class level to be awarded after completion of the Master Guide class curriculum.

b. Description: The Master Guide Pin is a small octagon (8 sides) with gold trim. Navy blue background with 3 stars on top and 3 stars on the bottom with a gold world in center of octagon. Stars represent all Pathfinder class levels.

c. Worn: The Master Guide Class Level Pin shall be placed above the pathfinder class level pins, $\frac{1}{4}$ " below the wearers left pocket flap, centered over the pocket button.

d. The Master Guide Class pin is placed above the other class pins and is centered above the button. Pathfinder class pins should be placed horizontally across the center of the pocket flap in the order seen below.



To avoid gaps for incomplete classes, all other pins should be spaced out evenly.



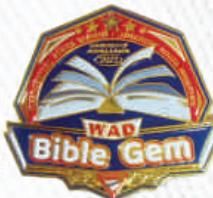
CLASS "A" UNIFORM PATHFINDER CLUB INSIGNIAS



WAD PATHFINDER BIBLE GEM PIN

a. Regulation: The WAD Pathfinder Bible Gem pin is not a required Pin of the basic Pathfinder Uniform.

b. Description: The insignia is a metal pin with an open bible in the middle black circle.
 (1) The WAD PBG Pin is awarded to Pathfinders of a club Bible Gem team that participated in a Pathfinder Bible Gem Event.
 (2) Upon earning the PBG Pin, the Pin should be worn on the pathfinder uniform shirt or honour sash. **c. How worn:** The WAD PBG Pin is to be worn on the lift pocket flap on the right side of the wearer, below the class level pins between the pathfinder pin and the flap bottom. See page 50



GOOD CONDUCT AWARD

The Good Conduct Award Ribbon Bar is awarded to Pathfinders recognized by the staff for their conduct. Criteria are outlined in the Pathfinder Staff Manual. Bronze stars are available for each additional year the Pathfinder achieves the Good Conduct Award. Up to five of these stars are attached to the award bar. Staff should not wear the Good Conduct Award Ribbon Bar on their uniform, but may wear it on their sash if they earned it as a Pathfinder.



ADVANCED CLASS RIBBON BARS

a. Regulation: The Advanced Class Ribbon Bar(s) is not a required Ribbon Bar of the basic Pathfinder Uniform.
 (1) An Advanced Class Ribbon Bar is awarded to a Pathfinder for successful completion of all the requirements of a Class Level.
 (2) Upon earning an Advanced Class Ribbon Bar, the Ribbon Bar should be worn on the Pathfinder Uniform shirt.

b. Description: Bar is a standard size ribbon. Each Advanced Class Ribbon Bar is associated to the Pathfinder Class that it represents by the color.

c. How worn: The Advanced Class Ribbon Bars shall be worn above the Class Pocket Tab Insignia. (1) The Advanced Class Ribbon Bars shall be worn no more than three ribbon bars wide on any row. The first Ribbon Bar that is earned shall be placed directly above the Class Pocket Tab Insignia, centered.



OFFICE SLEEVE STRIP INSIGNIA (STAFF)

a. Regulation: The Pathfinder Office Sleeve Strip is a required insignia of the basic Pathfinder Uniform for all Pathfinder Staff members.

b. Description: The Office Sleeve Strip is rectangular in shape. The background of the insignia is the color red. Outlining the red background is a yellow border, and no piping/merrowed edge. On the red background, the position or office that the individual holds shall be depicted. The name of the position or office shall be white in color. (1) Office Sleeve Strips may identify any office within a Pathfinder Club.

c. How worn: The Office Sleeve Strip is to be worn on the wearers right sleeve, 2 $\frac{3}{4}$ " below the shoulder seam, or $\frac{1}{4}$ " below the points of the standard Pathfinder Club Crest. The Office Sleeve Strip Insignia is to be centered on the crease of the Pathfinder Uniform shirt sleeve.

DEPUTY DIRECTOR

DIRECTOR

COUNSELOR

JR. COUNSELOR

INSTRUCTOR



CLASS "A" UNIFORM PATHFINDER CLUB INSIGNIAS



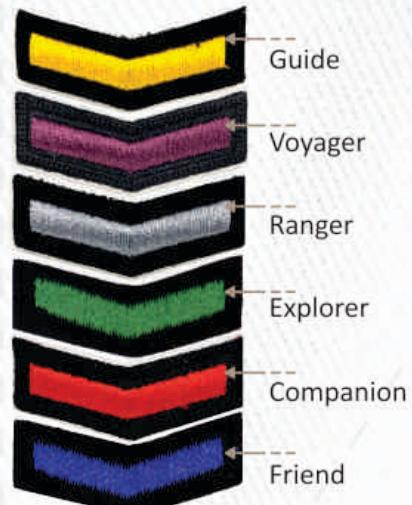
CLASS LEVEL CHEVRON INSIGNIA

a. Regulation: The Class Level Chevrons are required insignia of the basic Pathfinder Uniform in coordination with the Class Level Pins.

b. Description: Class Level Chevrons represent the levels of the Pathfinder Program. There are six basic levels of study for the Pathfinder Program, starting with Friend and progressing through Guide. Each Class Level Chevron corresponds in color to the Class Level that it represents. Each Class Level Chevron shall have a black border around the color field.

c. How worn: Class Level Chevrons are to be worn on the wearers left sleeve, starting with the placement of the bottom point of the Friend Class Chevron $5\frac{1}{2}$ " below the Pathfinder World Insignia. No spacing shall be placed between the Class Level Chevrons due to the size of the Pathfinder Uniform Shirt Sleeve. If a class level is not earned and the Pathfinder completes a higher class level than the one not earned, a spacing of $3/8$ " shall be left uncovered on the Pathfinder Uniform shirt sleeve for each class level not completed.

d. Attachment: The Class Level Chevron Insignia shall be worn in coordination with the Class Level Pins.



MASTER GUIDE STAR INSIGNIA

a. Regulation: The Master Guide Star Insignia is not a required insignia for a basic Pathfinder Uniform. (1) The Master Guide Star Insignia may be worn by any Master Guide that has not been invested in all six of the basic Pathfinder levels of study (Friend – Guide).

b. Description: The Master Guide Star Insignia depicts a yellow star on an olive-colored background and dark-green piping/merrowed edge.

c. How worn: The Master Guide Star is to be worn on the wearers left sleeve, $1/2$ " below the Pathfinder World Insignia. Class Level Chevrons that are earned shall be placed according to rank, starting $1/2$ " below the Master Guide Star Insignia. The Master Guide Star Insignia is to be centered on the crease of the Pathfinder Uniform shirt sleeve.

d. Attachment: The Master Guide Star Insignia shall be worn in coordination with the Master Guide Class Level Pocket Tab and the Master Guide Class Level Pin.



MASTER GUIDE COMBO STAR with CHEVRONS INSIGNIA

a. Regulation: The Master Guide Combo Star with Chevrons Insignia is not a required insignia for a basic Pathfinder Uniform.

(1) The Master Guide Combo Star with Chevrons Insignia may be worn by any Master Guide that has been invested in all six Pathfinder Class Levels.

b. Description: The Master Guide Combo Star with Chevrons depicts a yellow star above the six different colored Class Level Chevrons on an olive-colored background and dark-green/merrowed edge.

c. How worn: The Master Guide Combo Star with Chevrons is to be worn on the wearers left sleeve, $1/2$ " below the Pathfinder World Insignia.

d. Attachment: The Master Guide Combo Star with Chevrons Insignia shall be worn in coordination with the Master Guide Class Level Pocket Tab, the Master Guide Class Level Pin and all six Class Level Pins.





CLASS "A" UNIFORM PATHFINDER CLUB INSIGNIA PLACEMENT



RIGHT SLEEVE

The Pathfinder Club Name Crest is to be worn $\frac{1}{2}$ " below the shoulder seam. The Pathfinder Club Emblem is to be worn $2\frac{1}{2}$ " down from the shoulder seam.

The Staff Sleeve Strip is to be centered under the name crest and worn on the right sleeve $\frac{1}{2}$ inch below lowest point on the Club Name Crest. The Pathfinder Triangle is to be centered under the name crest. Worn by Pathfinders $\frac{1}{2}$ " below the lowest points on the Club Name Crest and by Pathfinder staff, $\frac{1}{4}$ " below the sleeve strip.

PATHFINDER



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam

$\frac{1}{2}$ " (1.27cm)
between club
name and
Pathfinder
Emblem

STAFF



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam

$\frac{1}{2}$ " (1.27cm) between
club name and
Staff strip

$\frac{1}{2}$ " (1.27cm)
between staff strip
and Pathfinder Emblem

PATHFINDER



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam

$\frac{1}{2}$ " (1.27cm)
between club
name and
Pathfinder
Emblem

STAFF



$\frac{1}{2}$ " (1.27cm)
below the
shoulder seam

$\frac{1}{2}$ " (1.27cm) between
club name and
Staff strip

$\frac{1}{2}$ " (1.27cm)
between staff strip
and Pathfinder Emblem



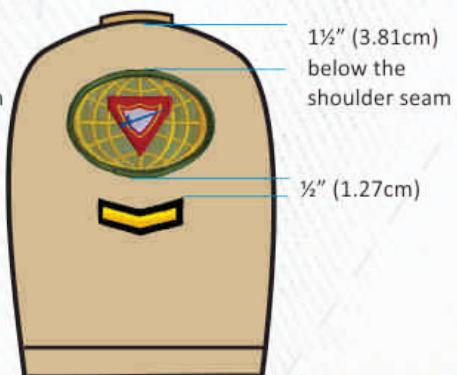
CLASS "A" UNIFORM PATHFINDER CLUB INSIGNIA PLACEMENT



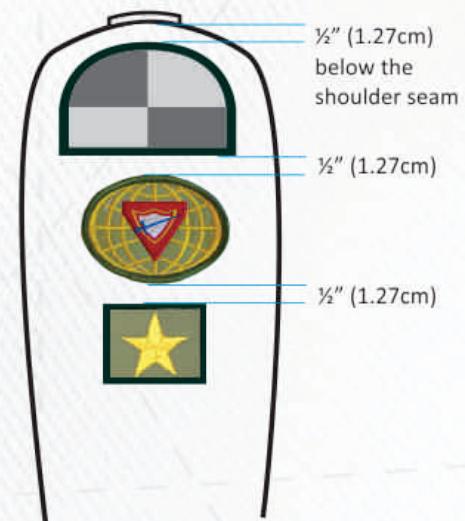
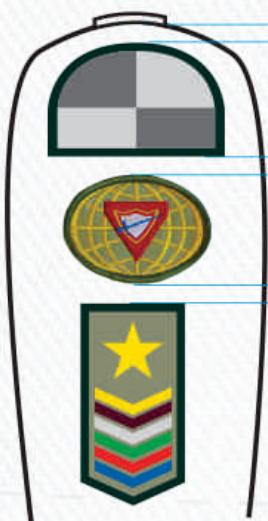
LEFT SLEEVE

The Pathfinder World emblem is to be worn on left sleeve $1\frac{1}{2}$ " below the shoulder seam. The Conference Patch or National Flag is to be worn on the wearers left sleeve, $\frac{1}{2}$ " below the shoulder seam and above the Pathfinder world emblem on the Uniform Shirt.

PATHFINDER



STAFF



LEFT SLEEVE

The Conference Patch is optional and is of standard size (4" wide, 2 1/2" high) worn on left sleeve, 1/2" below shoulder seam and above the Pathfinder world.

The Pathfinder World Patch is worn 1/2" below conference patch. If no Conference Patch is used, then the Pathfinder World Patch is worn 1 1/2" below the shoulder seam and centered on the sleeve.

The IA Level Chevrons are worn starting 1/2" below the Pathfinder world. As levels are earned, prior levels are moved down, so the highest level is on top. No space should be left between chevrons. Even if a level is skipped, no space should be left between chevrons. If used, the Union Patch is worn directly below the Conference Patch with minimal space between them. The Master Guide Star Patch is for the

Master Guide having earned only the Master Guide without completing all of the Pathfinder class levels. It is worn on the left sleeve 1/2" below the Pathfinder world.



PATHFINDER CLUB CLASS "A" UNIFORM SHIRT INSIGNIA PLACEMENT

PATHFINDER BOY/GIRL

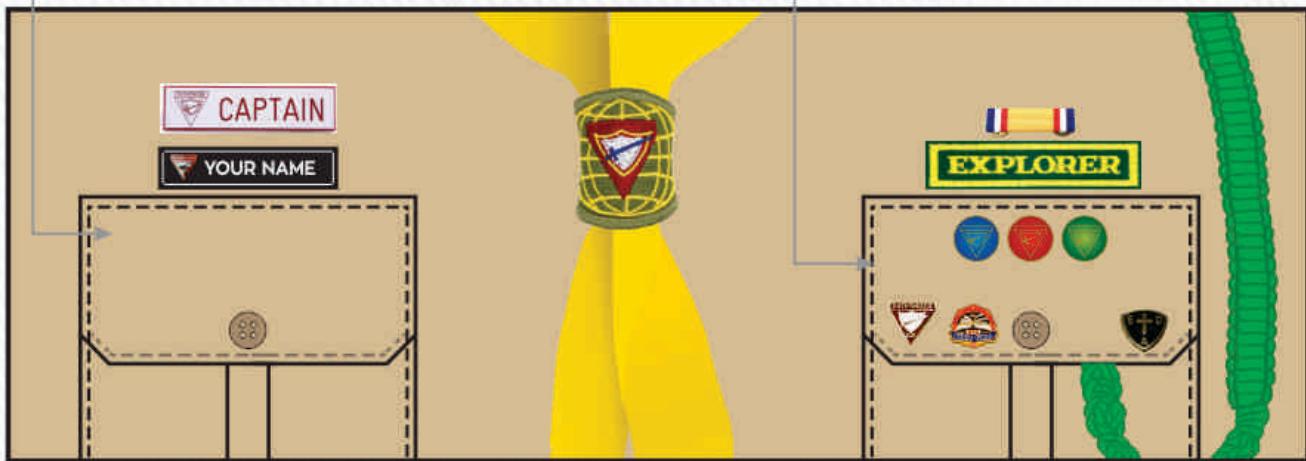
A. Class 'A' Uniform (Shirt) without Honour Sash

RIGHT POCKET

Name Tag
Captain/Scribe Badges

LEFT POCKET

Class Level Pins
Pathfinder Pin
Class Name Strip
Baptismal Pin
Bible Gem Pin*
Good conduct bar
Advance Ribbon Bar



RIGHT POCKET:

Right Sleeve: The optional Name Tag and Position Strip is centered just above the right pocket or in the same position on the sash since the sash covers its location on the blouse/shirt. For safety reasons it should only be worn by staff

Direction: The Name Tag is to be worn directly above the wearer's right uniform shirt pocket, centered, or on the Honor Sash equivalent.

Unit Leadership Position Strip: This denotes the captain or scribe. It is placed on the top of Name tag center of the pocket.

Note: No other insignia or pin should be added to the right pocket area

LEFT POCKET:

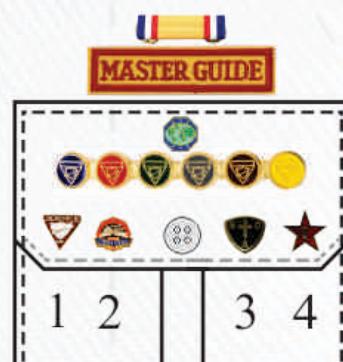
There are four designated positions for other pins on the pocket flap. This includes two on the left side of the button and two on the right side of the button. They are identified as position 1,2,3 and 4. Only one pin should be worn in each position at a given time. Normally the highest level pin is worn.

- Position 1: Pathfinder Pin
- Position 2: Pathfinder Bible Gem Pin
- Position 3: Baptismal Pin
- Position 4: Staff Service Star or Gold Award

LEFT POCKET:

Pathfinder Class Level Pins are not required insignia for the basic Pathfinder Uniform. Class Level Pins represent the levels of study that a Pathfinder has been invested in and shall be worn on the Pathfinder Uniform shirt upon the specified class investiture.

Direction: The Pathfinder Class Level Pins shall be worn $\frac{3}{4}$ " below the top of the wearers left pocket flap. The Pathfinder Class Level Pins shall be worn in ascending order in which the Pathfinder earned each Pin and should be centered. Pathfinder Pin on the extreme right below, and the Pathfinder Bible Gem Pin to the left hand side of the Pathfinder Pin. The Baptismal Pin to the Extreme Left hand side, (as indicated on graphic).

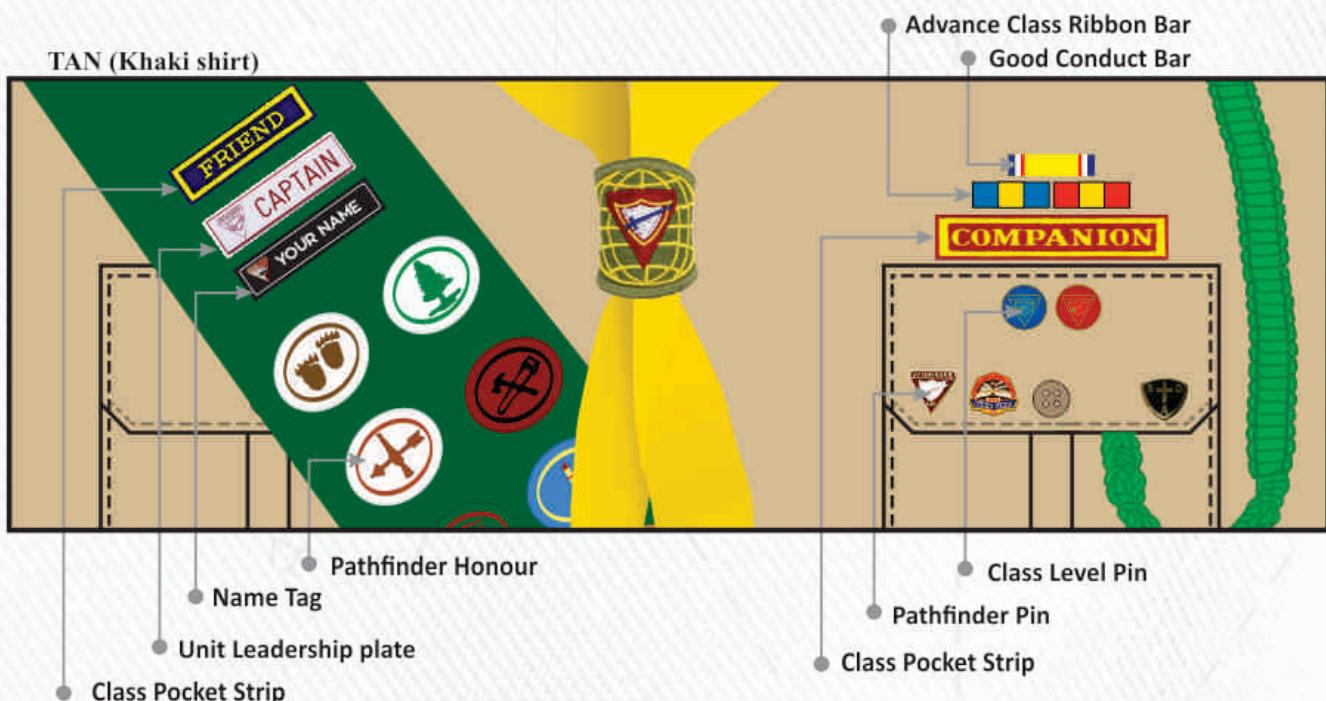




PATHFINDER CLUB CLASS "A" UNIFORM SHIRT INSIGNIA PLACEMENT



B. Class 'A' Uniform (Shirt) with Honour Sash



NOTE: The Advanced Class Ribbon Bar(s) is not a required Ribbon Bar of the basic Pathfinder Uniform. After completing the basic class level requirement, Pathfinder can chose to complete the advance class level requirement to earn the Advance Class Ribbon bar.

An Advanced Class Ribbon Bar is awarded to a Pathfinder for successful completion of all the requirements of the Advance Class Level Requirement.



PATHFINDER CLUB CLASS "A" UNIFORM SHIRT INSIGNIA PLACEMENT



DIRECTORS AND STAFF EPAULETTES

The Pathfinder Epaulette Identifies the level of performance. It is made of forest-green Cotton or Gabardine fabric, with white and yellow/gold embroidered symbols or strips, according to the drawings. It is worn on the dress uniform: right and left shoulder straps of the shirt/blouse/blazer.

Local Pathfinder Club Director		• Embroidered Pathfinder Emblem
District / Area Club Coordinator		• 1 Gold strip
Conference / Mission Youth Director		• 2 Gold strips
Union Youth Director		• 3 Gold strips
Division		• 4 Gold strips
General Conference		• 5 Gold strips

CITATION CORD / LANYARD

PATHFINDERS & MASTER GUIDES:

Pathfinders, Club staffs and Master Guides are to wear braided shoulder cords.

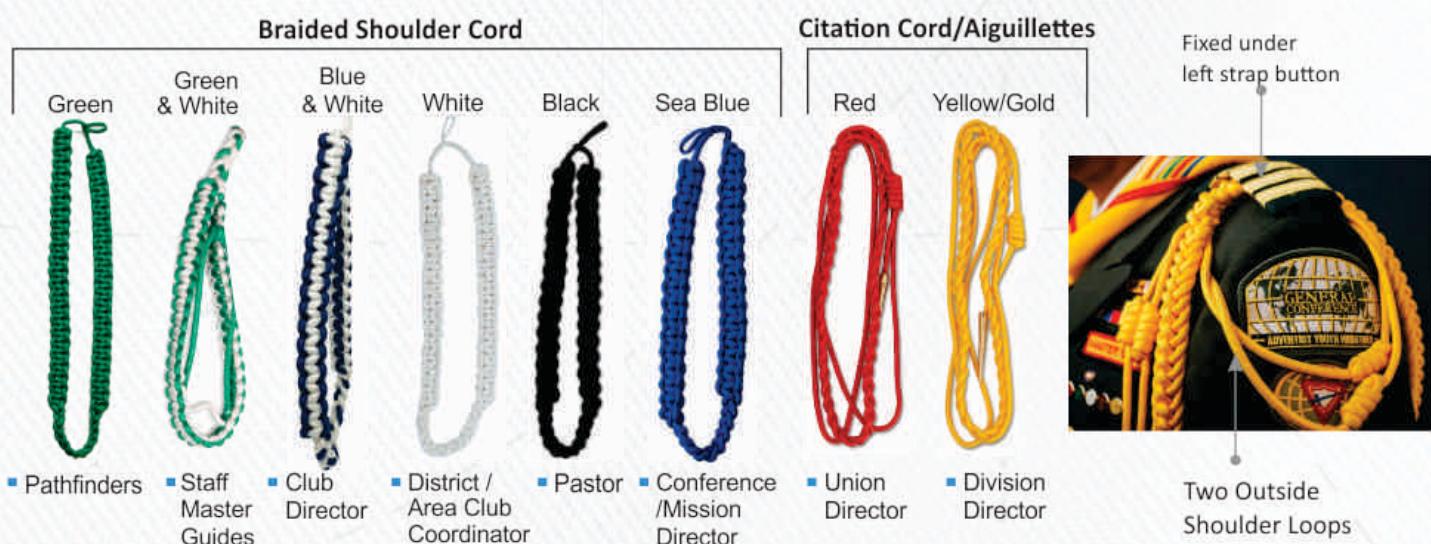
- You may only wear one and it is worn on the left shoulder.
- It should consist of a braided main cord with no metallic tip.

DIRECTOR:

Union and Division Directors wears Citation Cords.

It should consist of:

- A braided main cord
- Two outside shoulder loops without ornamentation
- One gold/silver metallic tip drop (pencil device)



HOW WORN: When worn, the Shoulder Braid shall be worn on the wearers left shoulder, looped under the arm with the top part of the Shoulder Braid placed under the Uniform Shirt Epaulet/Straps. The Citation cord is used by Directors, Associates and Secretary

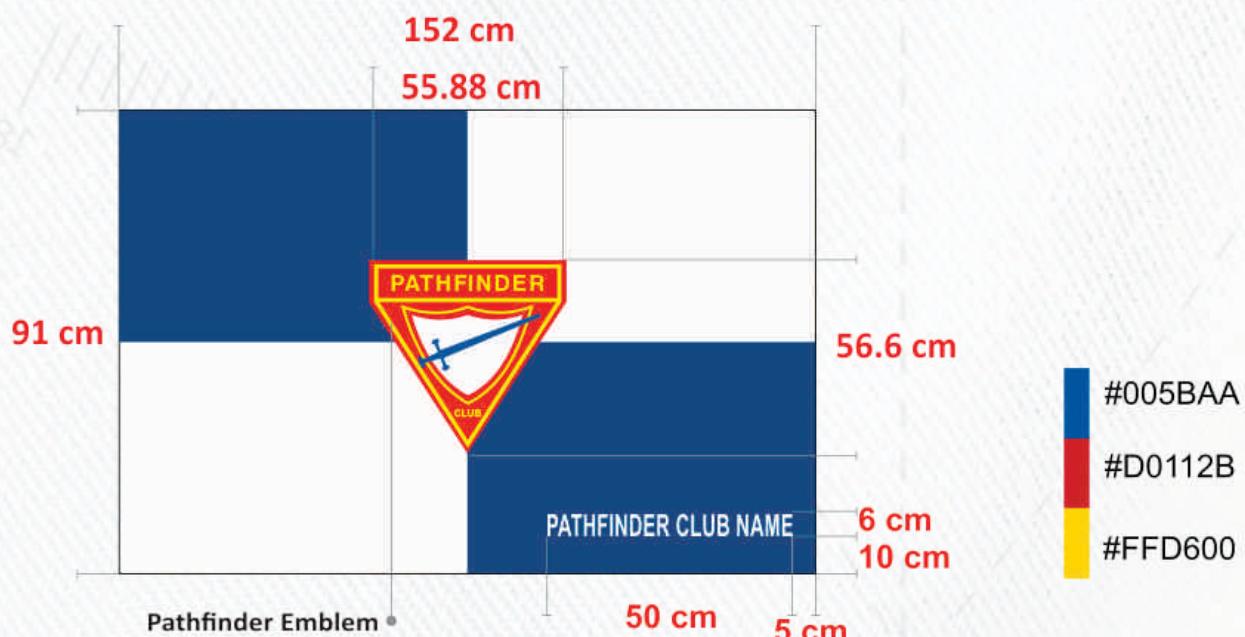


PATHFINDER CLUB FLAG COMPOSITION AND MEASUREMENT



PATHFINDER CLUB FLAG

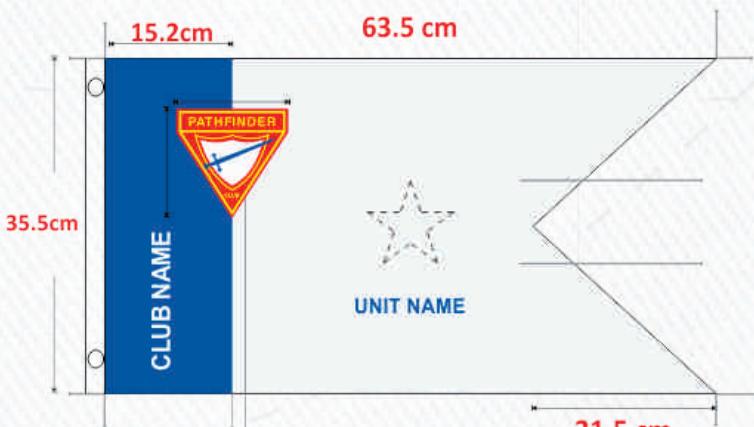
The Pathfinder club flag is the official flag to be displayed by each Pathfinder club. The flag is made from one of several materials measures 152 cm x 91 cm, cotton, rayon, or nylon, and is divided through the center vertically and horizontally making four equal parts. The upper left and bottom right in Royal blue color and the other two parts in White color. With the Pathfinder emblem in the center, with 55.88cm x 56.6cm in its original colors. The NAME OF THE CLUB must be embroidered or printed in white at the bottom right in Arial Black font with 6 cm high by, at most, and 50 cm long. The flag must be placed on a pole 200 cm high and 3.5 cm in diameter.



GUIDON FLAG

GUIDON FLAG:

It Identifies the Unit of the Pathfinder club. According to the drawing, the Guidon is made of several material fabric, 63.5 cm wide and 35.5 cm high. Closing from top to bottom with an open "v" towards inside. Made up of two different parts, one Royal blue-colored and the other white. On the left side a vertical rectangular stripe in color came 35.5 x 15.2 cm, with the 11.6 x 11.4 cm Pathfinder emblem placed at 5cm below the top left, divided between the royal blue part and white, and the name of the club from bottom to top in white and **Arial Black font**. On the right side in white, the unit design/logo should be placed centered and below the name of the unit in blue **Arial Black font**. It must be placed on a pole 170 cm high and 3 cm wide diameter.

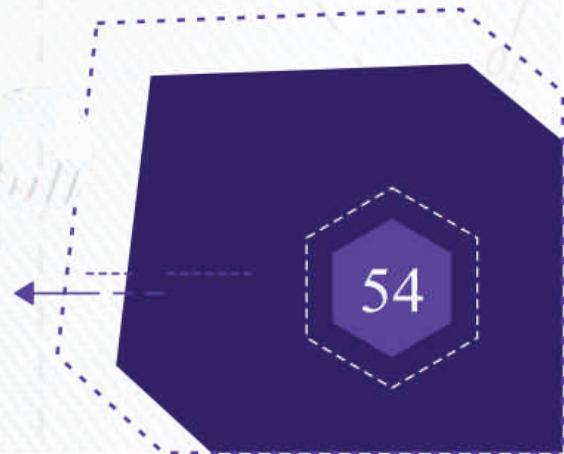




MASTER GUIDE



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MASTER GUIDE UNIFORM



IMPORTANCE OF THE UNIFORM:

A uniform is a set of standard clothing worn by members of an organization while participating in that organization's activities. To be in uniform means to be matching, whether in clothing or manner. Among members, there is a sense of commonality and solidarity. The Master Guide uniform must reflect Christ's standards of neatness without drawing attention to the self. Furthermore, the Master Guide Club program should be so valuable to each member that the uniform will be acquired and worn with enthusiasm.

As a Master Guide, you belong to a special group of people. You give service to your church and your community, and you have made a promise to do your best in everything. Wearing your uniform is a way of announcing this commitment to everyone who sees you. Wearing the uniform will also help to remind you that you belong to a club that rightly represents the Adventist Youth.

The Master Guides have two sets of uniforms, a Dress Uniform or Class A and a Field Uniform or Class B. The Dress Uniform is the Master Guide's official uniform. The field uniform is used during most club meetings, campouts, community service, and special activities.

UNIFORM AND MILITARISM

In most regions the official uniform adopted in many ways resembles local military uniforms, as local laws will or will not allow. While this is acceptable to a degree, those who have decision-making authority must be careful not to create nor allow militarism to creep into the Master Guide Club ministry. Militarism is defined as the use of military discipline and the wholesale adoption of military style uniforms that would create confusion in the minds of those who do not know what the Master Guide Club represents.

Around the world there are governments that are sensitive to the existence of paramilitary organizations.

- Camouflage, combat boots, "blousing" of pant legs, and other similar military practices in uniforms should not be used at all.
- No military insignia is allowed.
- The Master Guide scarf should always be worn as part of the dress (Class A) uniform to distance it from the traditional military uniform.
- Attaching weapons to dress uniforms such as swords, bayonets, machetes, or guns, even if they are fake ones, should not be allowed even in drill ceremonies.



Master Guide
Belt Buckle
(Optional)

NOTE 1

THE MASTER GUIDE SCARF should always be worn as part of the dress (Class A) uniform to distance it from the traditional military uniform.



Master Guide Neckerchief (Pathfinder Staff) Master Guide Neckerchief (Adventurer Staff)



MASTER GUIDE UNIFORM



UNIFORM GUIDELINES

- The uniform should always be neat and clean.
- The uniform is required for all Division/Conference/Area leaders and club members and will be provided by everyone.
- The uniform must fulfill the requirements established by the Division/Conference, and only the official patches and insignia can be used on it.
- The official patches and insignia of the conference are property of the conference.
- The official patches and insignia of the Club are property of the Club.
- If the Master Guide decides not to be a member anymore, or in the event he is expelled, he should return the official patches and insignia to the director.
- After an event, change out of your uniform completely. Do not wear part of the uniform, as it diminishes its presentation. Either wear a complete uniform or no uniform at all.
- New Members must obtain the complete uniform within 6 months of enrolling in the Master Guide Program.

UNIFORMS SHOULD BE WORN:

- At all meetings or special activities when the Conference leaders, Director, and/or Associate Directors request it. These activities should be properly approved.
- At any public gathering when any or all act as: Messengers, Ushers, Honor Guards, Color Guards, etc.
- On occasions as specified by the Master Guide Club Director.
- At special Master Guide services
- While engaging in witnessing activities or community service, such as Ingathering, or while distributing food baskets, flowers, literature, etc.

UNIFORMS SHOULD NOT BE WORN:

- By those who are not members of the club.
- By people not registered with the Division/Conference.
- When engaged in selling or soliciting for personal profit, or for commercial or political purposes.
- At any time or place when wearing the uniform casts a negative light on the organization or the uniform, or lowers its dignity and esteem, or makes it commonplace.

NOTE 2

If the Master Guide decides not to be a member anymore, or in the event he is expelled, he should return the official patches and insignia to the director.



Master Guide
Men's Staff Jacket/Blazer



MASTER GUIDE UNIFORM



UNIFORM FOR NEW MEMBERS:

New Members must obtain the uniform within 6 months of enrolling in the Master Guide Program. Do not wear the White shirt and Forest Green trousers/skirts without all the insignia in place, in the meantime, wear the following:

Dress uniform:

- Forest Green Trousers/skirts
- Khaki/Tan, Shirts/Blouse with Basic Pathfinder Insignias
- Pathfinder Neckerchief & Slide
- Black shoes
- Black belt
- Black tie (men)
- Socks/hosiery, that conform to standard uniform requirements.

The choice of trousers or skirts for women should meet the standard requirements. Shirt sleeve lengths should match the rest of the club. The cuts and styles of all pieces should be as similar as possible.



A uniform is a set of standard clothing worn by members of an organization while participating in that organization's activities. To be in uniform means to be matching, whether in clothing or in manner. Among members, there is a sense of commonality and solidarity. The Master Guide uniform must reflect Christ's standards of neatness without drawing attention to the self. Furthermore, the Master Guide program should be so valuable to each member that the uniform will be acquired and worn with enthusiasm.

PATHFINDER STAFF/MASTER GUIDE

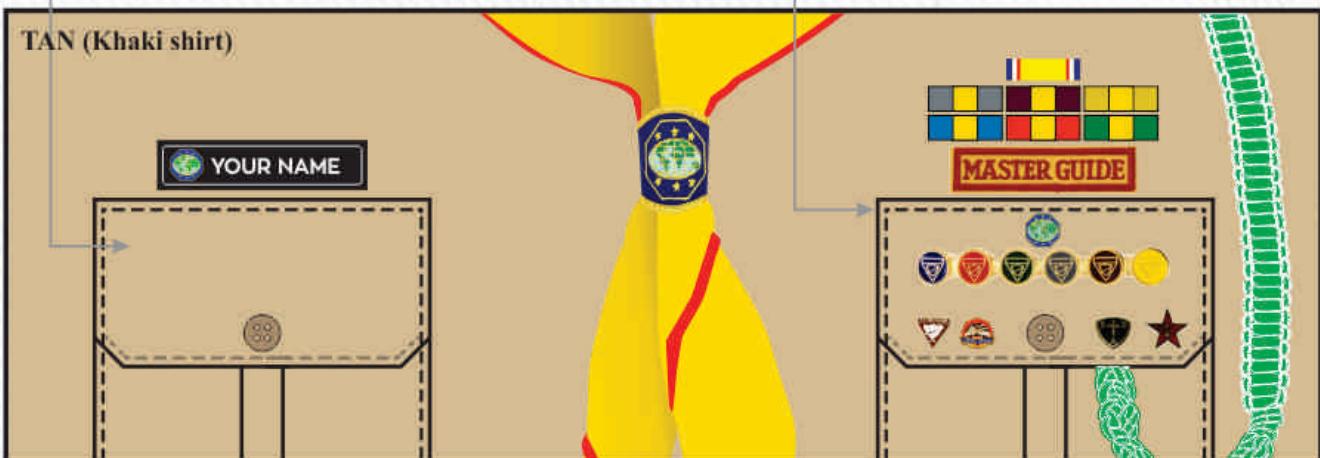
LEFT POCKET:

1. Master Guide Name Strip is centered above the pocket flap.
2. Master Guide Pin must be placed on the center of the flap Area (as shown in graphic).
3. Pathfinder Achievement level Pins are placed below the Master Guide Pin pocked flap.
4. Pathfinder pin on the bottom right corner of the flap, followed by the PBG Pin. The Baptismal Pin to the Extreme Left hand side (as indicated on graphic). If the newly invested Master Guide has served as a Staff of a Pathfinder Club for several years, he/she may wear a Years of Service Red Star Pin, to the left of the Baptismal Pin.
5. Advance Class Ribbon Bars are placed above the Class Name Strip (it must correspond with pin on left pocket area).
6. Good Conduct Ribbon, above the Advance Class Ribbon Bars (as indicated on graphic).

MASTER GUIDE CLASS "A" UNIFORM SHIRT INSIGNIA PLACEMENT

A. Class 'A' Uniform (Shirt) without Honour Sash

- RIGHT POCKET
Name Tag



LEFT POCKET

PF Pin/PBG Pin/Baptism Pin/Service Star Pin
Class Level Pins
MG Pin
MG Name Strip
Advance Ribbon Class Bars
Good conduct bar

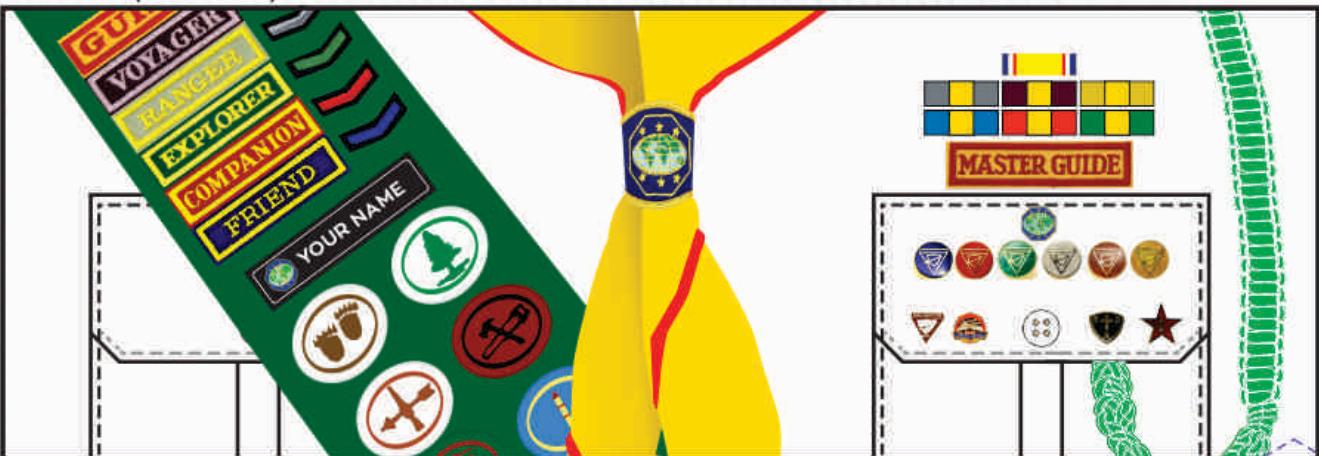
Master Guide Neckerchief (Scarf) with Master Guide Slide (different slides are accepted as long as they are Master Guide Slides/woggle; example: metal, cloth, wood slides).

RIGHT POCKET:

The Name Tag is to be worn directly above the wearer's right uniform shirt pocket, centered, or on the Honor Sash equivalent. (according to graphic)

B. Class 'A' Uniform (Shirt) with Honour Sash

WHITE (Ceremonial)



PATHFINDER CLUB CLASS "A" UNIFORM SHIRT INSIGNIA PLACEMENT



MASTER GUIDE STAFF JACKET

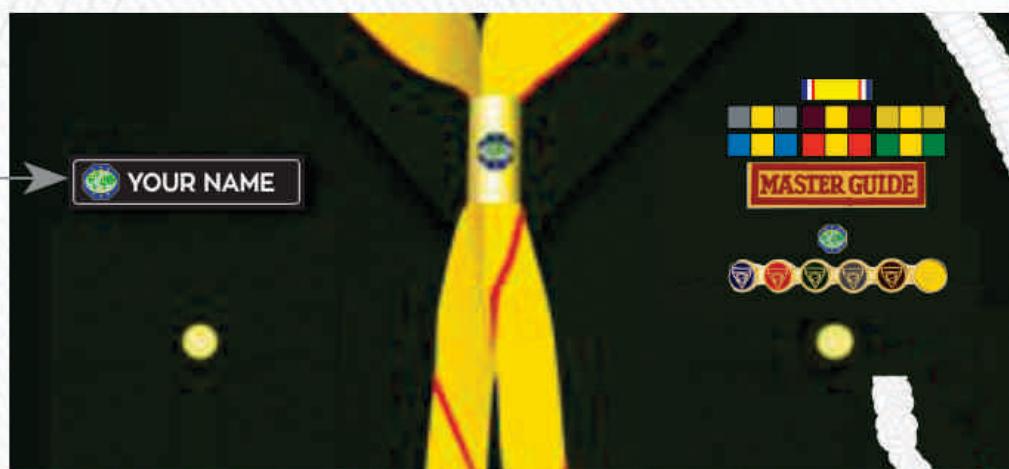
There is no official uniform jacket for staff.

All Conference/Union staff, including Directors, Coordinators, and other council members, must wear the Jacket/Blazer (This is not optional).

1. Master Guides who are working with Pathfinders (Club Directors and Deputies) may choose to wear the Forest Green uniform jacket with their Class A Pathfinder Uniform or to go without.

2. Non-Master Guides/non pathfinder staff can not wear the jacket/blazer. All standard Pathfinder Insignia should be in place on the jacket. The Master Guide Neckerchief and Slide is worn in place of the standard Pathfinder Neckerchief and Slide.

Name Tag



Staff Epaulette

The Honors Sash is NOT to be worn over the Jacket/Blazer.



RIGHT SLEEVE



LEFT SLEEVE

PATHFINDER CLUB CLASS "A" UNIFORM SHIRT INSIGNIA PLACEMENT

MASTER GUIDE STAFF JACKET

WEDDING CEREMONY WITH THE UNIFORM:

Special uniform and Exclusive for wedding. This uniform will be worn only once and exclusively on the day of the wedding. The Master Guide who is active in the Local Pathfinder Club or Youth Ministry may request in written authorization through the Local Directorate of the church, which will be send to the Conference and Union. The necessary documentation must reach the Union up to 90 days before the ceremony.

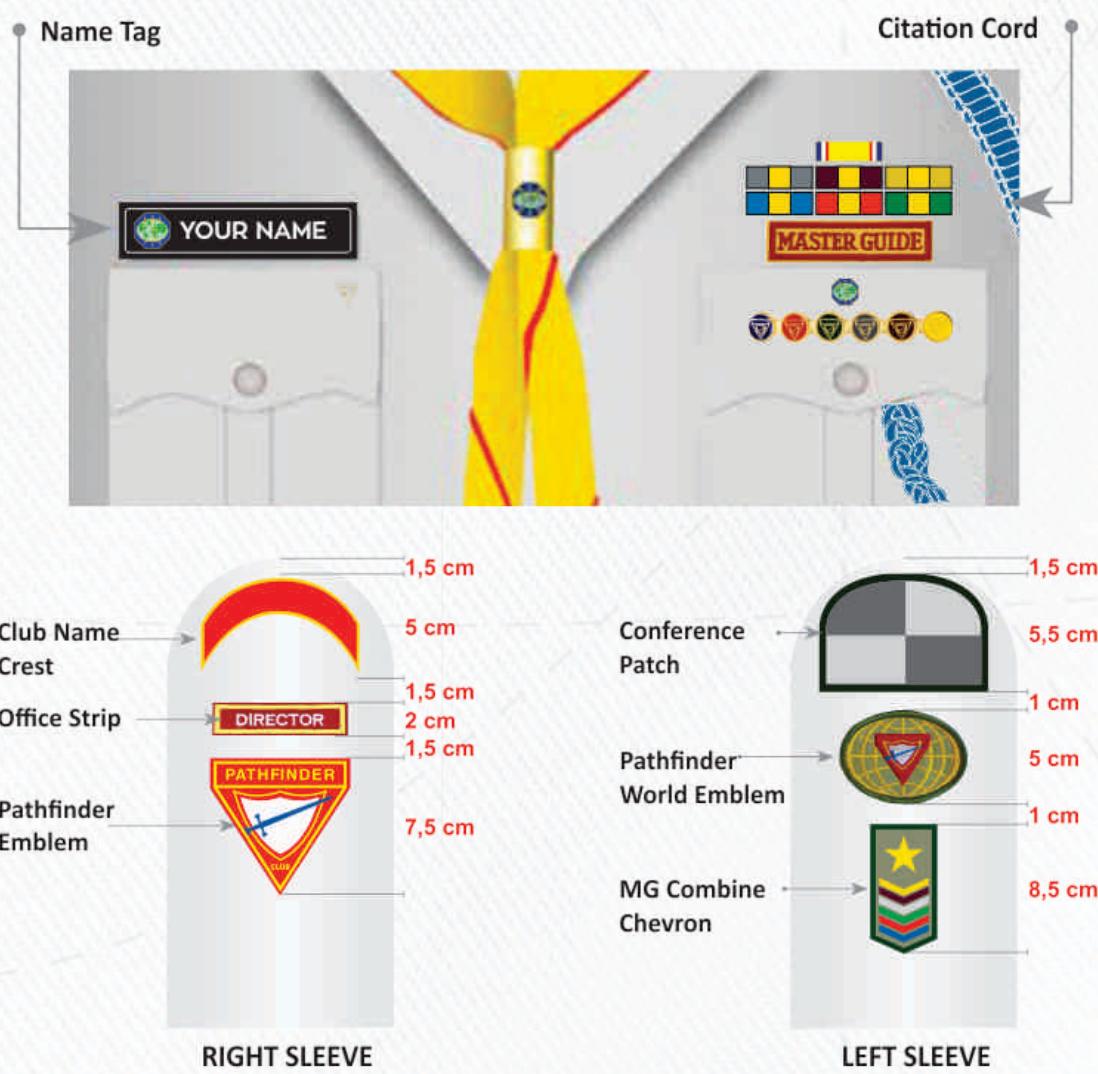
THE UNIFORM WILL CONSIST OF:

- a. Full Class 'A' Pathfinder Staff Uniform
- b. Pathfinder Staff Jacket/Blazer
- c. Special Ceremony All White Jacket/Blazer

With White shirt, black tie, MG Pathfinder neckerchief and Slide with the regular buttons silver color, must have the pathfinder emblems, insignia, badges, strips and chevron placed in the same position as those used on the shirt, all according to the level of leadership in which he acts.

- Citation Cord shall be according to the same leadership levels in which he acts.

The Award or honors Sash are NOT to be worn over the Jacket/Blazer.



MASTER GUIDE CLASS "A" UNIFORM SHIRT AWARD INSIGNIA



PATHFINDER LEADERSHIP AWARD INSIGNIA (P.L.A.)

a. Regulation: The Pathfinder Leadership Award Insignia is not a required insignia of the basic Pathfinder Uniform.

(1) The Pathfinder Leadership Award Insignia may be worn by any Master Guide that has been invested in the Pathfinder Leadership Award Program.

(2) Once an individual is invested in Leadership Program, the P.L.A. Insignia shall replace the Pathfinder World Insignia on the wearer's left Uniform Shirt sleeve.



b. Description: The P.L.A. Insignia depicts a red Pathfinder Shield Logo centered with yellow longitude and latitude lines on the background. On the shield is a silver 7-point star. The Pathfinder Leadership Award Insignia shall have brown piping/merrowed edge.

c. Attachment: The Pathfinder Leadership Award Insignia shall be worn in coordination with the Pathfinder Leadership Award Pin, the Master Guide Star or Master Guide Star Combine Chevrons and the Master Guide Pocket Tab Insignia.

PATHFINDER INSTRUCTOR AWARD INSIGNIA (P.I.A.)

a. Regulation: The Pathfinder Instructor Award Insignia is not a required insignia of the basic Pathfinder Uniform.

(1) The Pathfinder Instructor Award Insignia may be worn by any Master Guide that has been invested in the Pathfinder Instructor Award Program.



(2) Once an individual is invested in Instructor Program, the P.I.A. Insignia shall replace the Pathfinder Leadership Award Insignia on the wearer's left Uniform Shirt sleeve.

b. Description: The P.I.A. Insignia depicts a blue Pathfinder Shield Logo centered with yellow longitude and latitude lines on the background. On the shield is a yellow 7-point star. The Pathfinder Leadership Award Insignia shall have black piping/merrowed edge.

PATHFINDER LEADERSHIP AWARD PIN (P.L.A.)

a. Regulation: The Pathfinder Leadership Award Pin is not a required insignia pin for the basic Pathfinder Uniform.

(1) Upon completion of the Pathfinder Leadership Award Course, the Pathfinder Leadership Award Pin shall be worn on the Pathfinder Uniform shirt.



b. Description: The Pathfinder Leadership Award Pin is small, silver colored, oval shaped pin with a red Pathfinder Shield in the center.

c. How worn: The Pathfinder Leadership Award Pin shall be placed $\frac{1}{4}$ " below the top of the wearers left pocket flap and equally spaced between the center of the pocket and the left corner.

d. Attachment: The Pathfinder Leadership Award Pin shall be worn in coordination with the Pathfinder Leadership Award Insignia, Master Guide Class Level Pin, Master Guide Class Pocket Tab Insignia and the Master Guide Star or Master Guide Star Combine Chevrons.

PATHFINDER INSTRUCTOR AWARD PIN (P.I.A.)

a. Regulation: The Pathfinder Instructor Award Pin is not a required insignia pin for the basic Pathfinder Uniform.

b. Description: The Pathfinder Leadership Award Pin is a small, silver and blue colored, oval shaped pin with a blue Pathfinder Shield in the center.



c. How worn: The Pathfinder Instructor Award Pin shall be placed $\frac{1}{4}$ " below the top of the wearers left pocket flap and equally spaced between the center of the pocket and the right corner.

MASTER GUIDE CLASS "A" UNIFORM SHIRT AWARD INSIGNIA

INSIGNIA PLACEMENT FOR MASTER GUIDES WITH ADVANCE AWARDS:

A. Class 'A' Uniform (Shirt) without Honour Sash



LEFT POCKET FLAP

There are four designated locations for other pins on the pocket flap. Two on the left side of the button and two on the right side of the button. They are identified as locations 1, 2, 3, & 4. Only one pin should be worn in each position at a given time. Normally the "highest" level pin (typically the most recently earned) is worn.

Position 1: Baptismal Pin

Position 2: Pathfinder Bible Gem Pin or PLA Pin

Position 3: Pathfinder Pin or PIA Pin.

Position 4: Staff Service Star.



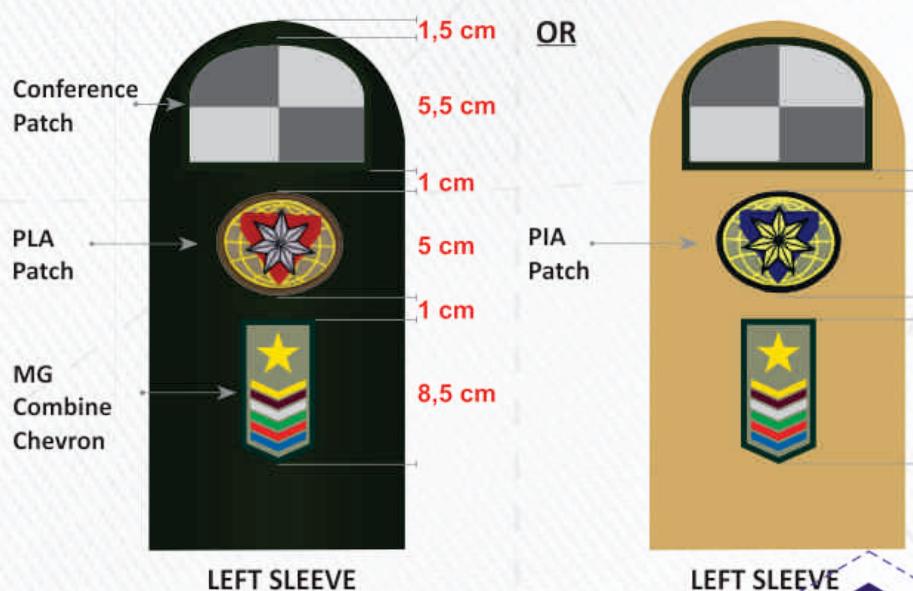
LEFT SLEEVE:

The Pathfinder Leadership Award Patch is for Pathfinder leaders who have completed the Pathfinder Leadership Award.

The patch is worn in place of the Pathfinder World Patch.

The Pathfinder Instructors Award Patch is for Pathfinder leaders who have completed the Pathfinder Instructors Award.

The patch is worn in place of the Pathfinder World Patch.



MASTER GUIDE CLASS "A" UNIFORM JACKET/BLAZER

DIRECTOR'S AND STAFF JACKET/BLAZER



Front View



Pathfinder Button



Back View

NOTE 3

It is not appropriate
TO WEAR THE SASH
OVER THE MASTER
GUIDE JACKET.

The sash should not
be worn over the
Master Guide jacket.
The sash should only
be worn over the
shirt without the
jacket.



The Master Guide Uniform must have proper jacket buttons placed on the jacket, **STANDARD MILITARY BUTTONS ARE PROHIBITED**. The jacket must also have shoulder epaulets and pocket flaps for each pocket. The length of the jacket is to be between the belt and the tip of the fingers when the arms are at his or her sides. **The Honor Sash is not to be worn over the jacket.**

MASTER GUIDE CLASS "A" UNIFORM SHIRT AWARD INSIGNIA



MASTER GUIDE FLAG & LOGO

FLAG:

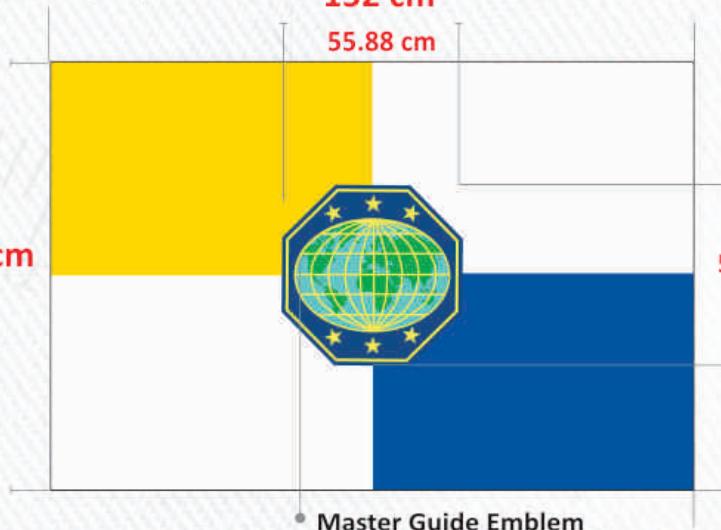
The Master Guide flag is the official flag to be displayed by Master Guides. The flag is made from one of several materials measures 152 cm x 91 cm, cotton bunting, rayon, or nylon, and is divided through the center both center vertically and horizontally making four equal parts.

152 cm

55.88 cm

91 cm

The upper left Yellow color and bottom right is Royal Blue and the other two parts in White color. With the Master Guide emblem in the center, with 55.88 x 55.88 cm in its original colors. The flag must be placed on a pole 200 cm high and 3.5 cm in diameter.



55.88 cm

#FFD600
#005BAA
#D0112B
#0E8547
#00CCCC

MASTER GUIDE EMBLEM

1. Blue (Loyalty) a. It is the purpose of the Master Guide Club to teach us to be loyal to:

- Our God in heaven.
- Our family
- Our church

b. Loyalty is defined as a reflection of the character of our true Master Guide.

2. Gold (Excellence)

a. "I counsel you to buy from me gold refined in the fire, that you may be rich" (Rev.3:18).

b. Standards of measurement. The Master Guide Club has high standards to help build effective Christian leaders, dependent on God, in order to complete the mission and return to our heavenly home.

3. Six Stars (AY Classes)

a. Representing the six AY levels: Friend, Companion, Explorer, Ranger, Voyager, and Guide. This is the original primary goal for the Master Guide ministry. However, without abandoning this objective, the Master Guide ministry is also intended to serve other classes (like Adventurer Club levels) and all ministries in the Seventh-day Adventist Church as needed.

b. About the stars symbol. Ellen White mentioned, "There will be no one saved in heaven with a starless crown. If you enter, there will be some soul in the courts of glory that has found an entrance there through your instrumentality." (Last Day Events, p. 282)

4. World (Missionary Field)

a. The Master Guide program originated in the Missionary Volunteer Society. The emblem of a hemisphere of the world with the letters M.V. overlaid on it is a symbol of the purpose and goals of the Missionary Volunteer Society, which was to spread the Advent message throughout the entire world.

5. Octagon (Multi-faceted)

a. It is possible that the use of an octagon on the Master Guide emblem resides in its multi-faceted areas of the Curriculum. The Master Guide program involves knowledge in many areas, in order to resolve multiple challenges and problems for help saving and serving others.



AMBASSADORS

65

AMBASSADOR CLUB LOGO

The Ambassador Ministry (ages 16-21). Designed to strengthen the current senior youth ministry of the church. It challenges them to experience and share a personal relationship with Jesus; helps them develop a lifestyle that is consistent with their belief system; provides training in diverse vocational interests; and provides them with a safe environment for the wholesome development of lifelong friendships.

CROSS:

The cross in the logo points to the fact that Jesus' sacrifice is the center of a relationship with Him. The cross on the earth is symbolic of His sacrifice, giving us hope of a new and better life both here on earth through the concept of servant leadership and through an earth made new at His return.



GradedColor
(Dawn of Eternal Life)



Cross

Open Book
Word of God

OPEN BOOK:

The open book is the Word of God, the foundation for our faith, knowledge, and lifestyle. It is open because it's a message for us to internalize as our constant guide and companion. It is also for sharing with all who will freely receive it.



GRADED COLORS:

The graded colors of yellow to orange represent the dawn of eternal life that follows the darkness of our temporal experience on this sinful earth.

AMBASSADOR CLUB UNIFORM



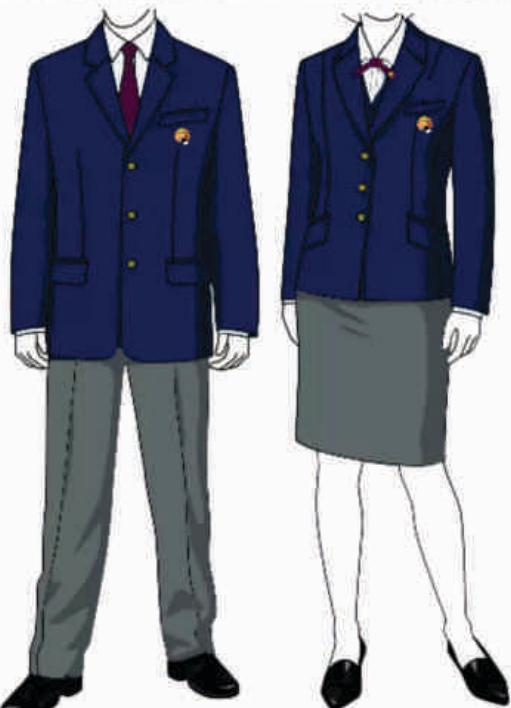
The distinction between the Pathfinder club and Senior youth.

The Senior youth (Ambassador and Young Adults) are not required to do the following:

- To do marching and drilling provided if they are Master Guides or MG candidates.
- To do the Pathfinder honors except if they are doing the Master Guide program or they do honors for recreation purposes.
- To attend Pathfinder events except if they are doing the Master Guide program.
- At senior youth events only the national and Ambassadors/AY flags should be hoisted.
- To sing the Adventurer and Pathfinder songs at senior youth events.

DESCRIPTION OF THE UNIFORM

The West-central Africa Division Ambassador Uniform is based on General Conference Senior Youth Uniform standards. It is the desire of the Division to have every Union Ambassadors dress in the regulation Uniform. The following is a description of each element of the WAD Ambassador Uniform as it pertains to male and female members.



AMBASSADOR CLUB UNIFORM

DRESS UNIFORM (CLASS 'A')

SHIRT:

White Shirt: long sleeve with left pocket flaps

TROUSERS/SKIRT:

Grey Trousers (for Men)

Grey Pencil Skirt (knee length)

NECKERCHIEF:

Dark raisin colour Neckerchief with embroidered Ambassador logo with orange and blue piping edge and neck slide

BELT:

Black Belt (buckle with logo optional)

SOCKS:

Black Socks for men

Black Socks/Stockings for ladies

SHOES:

Black Shoes (dressing shoe)

TIE:

Burgundy Tie with woven Ambassador logo

Burgundy Cravat with woven Ambassador logo

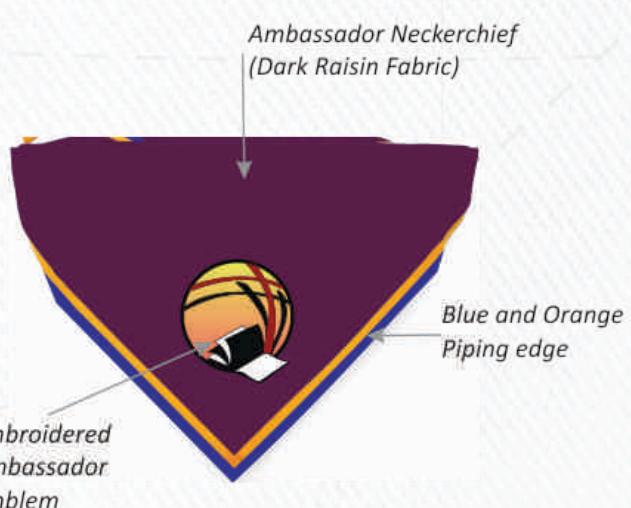
JACKET:

Navy blue Jacket/Blazer (optional)

BADGES

Ambassador badge on shirt and blazer (left pocket)

Ambassador pin



UNIFORM ITEM
FEMALE/MALE



AMBASSADOR CLUB UNIFORM

DRESS UNIFORM (CLASS 'A')



MALE FULL UNIFORM

Navy Jacket,
White Shirt,
Gray Pants,
Burbundy Tie



FEMALE FULL UNIFORM

Navy Jacket,
White Blouse,
Gray Skirt,
Burbundy Bow Tie

SENIOR YOUTH LEADERSHIP PIN:

Youth Leadership pin may be worn by anyone who has completed the proper requirements and been invested.



SYL PIN, MANDATORY

The SYL Pin is worn on the left lapel of the jacket



SYL PIN, MANDATORY

SYL pin is worn on a shirt.
Top of left pocket in the middle.



AMBASSADOR CLUB PIN:



AMBASSADOR CLUB UNIFORM



Ambassador Ladies Tie with embroidered Emblem



Ambassador Mens Tie with embroidered Emblem

FIELD UNIFORM (CLASS 'B')

Casual Uniform (Class 'B')

- Polo shirt with ambassador logo
- Jeans Skirt/Trousers
- Ambassador Neckerchief and slide
- Shoe or trainers
- Cap with ambassador logo



AMBASSADOR CLUB FLAG

The Ambassador flag is the official flag to be displayed by Ambassadors. The flag is made from one of several materials measures 152 cm x 91 cm, cotton bunting, rayon, or nylon, and is divided through the center both center vertically and horizontally making four equal parts. The upper left and bottom right is Coffee Brown color and the other two parts in White color.

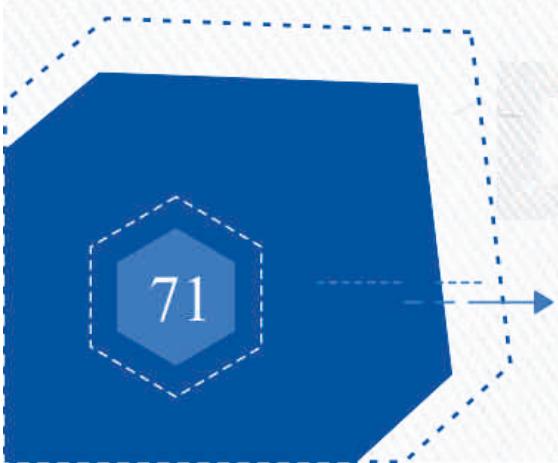


With the Pathfinder emblem in the center, with 55.88cm x 56.6cm in its original colors. The NAME OF THE CLUB must be embroidered in white at the bottom right in Arial Black font with 8 cm high by, at most, and 50 cm long. The flag must be placed on a pole 200 cm high and 3.5 cm in diameter.

#3F2500
#FFD600



YOUNG ADULTS

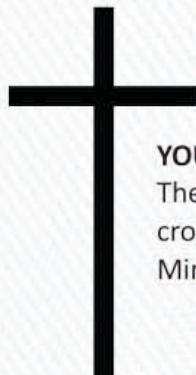


Jesus

YOUNG ADULTS LOGO

DRESS UNIFORM (CLASS 'A')

Young Adult Ministry (ages 22-30+) Engages the vitality of a generation sharing their living relationship with Jesus in work and life, recognizing the diverse demographic from those in education or work, married or single, and possibly parents. This critical ministry embraces empowering young adults for leadership, mentoring, evangelism, and healthy lives.



YOUNG ADULTS

The gospel of Jesus represented by the cross is at the center of Young Adult Ministry. Colossians 1:17



THREE ANGELS:

The three angels message of Revelation 14:6-12, represents an urgent plea to the world. A message to be carried by the Young adults to all the world in their generation.



YELLOW:

Yellow is the color of sunshine. It's associated with joy, happiness, intellect, courage and energy.



HALF GLOBE:

The half globe represents the world field that should receive the three angels message. The message is for every tongue, nation, kindred. NO discrimination.



BLUE:

Blue represents loyalty. It is the purpose of the Young Adult Ministry to teach loyalty to God, the mission and the church. Loyalty is defined as a reflection of the character of Jesus.

YOUNG ADULTS UNIFORM

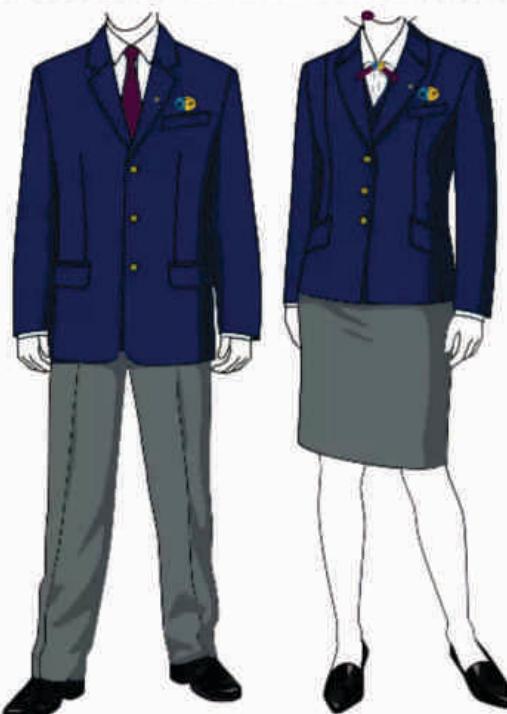
The distinction between the Pathfinder club and Senior youth.

The Senior youth (Ambassador and Young Adults) are not required to do the following:

- To do marching and drilling provided if they are Master Guides or MG candidates.
- To do the Pathfinder honors except if they are doing the Master Guide program or they do honors for recreation purposes.
- To attend Pathfinder events except if they are doing the Master Guide program.
- At senior youth events only the national and Ambassadors/AY flags should be hoisted.
- To sing the Adventurer and Pathfinder songs at senior youth events.

DESCRIPTION OF THE UNIFORM

The West-central Africa Division Young Adults Uniform is based on General Conference Senior Youth Uniform standards. It is the desire of the Division to have every Union Young Adults dress in the regulation Uniform. The following is a description of each element of the WAD Young Adults Uniform as it pertains to male and female members.



YOUNG ADULTS UNIFORM

DRESS UNIFORM (CLASS 'A')

SHIRT:

White Shirt: long sleeve with left pocket flaps.

UNIFORM ITEM
FEMALE/MALE



TROUSERS/SKIRT:

Grey Trousers (for Men)
Grey Pencil Skirt (knee length).

MALE
LIGHT UNIFORM
White Shirt,
Gray Pants



NECKERCHIEF:

Gray colour Neckerchief with embroidered Ambassador logo with yellow and blue piping edge and neck slide.

BELT:

Black Belt (buckle with logo optional).

SOCKS:

Black Socks for men.
Black Socks/Stockings for ladies (optional).

SHOES:

Black Shoes (dressing shoe).

TIE:

Burgundy Tie with woven Ambassador logo
Burgundy Cravat with woven Ambassador logo.

JACKET:

Navy blue Jacket/Blazer (optional).

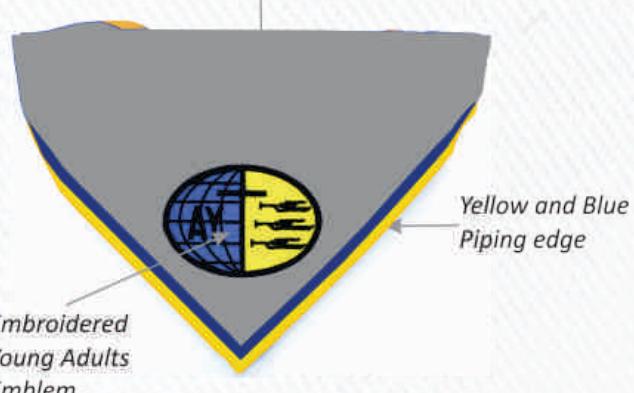
BADGES

Ambassador badge on shirt and blazer (left pocket)
Ambassador pin.

FEMALE
LIGHT UNIFORM
White Blouse,
Gray Skirt



Young Adults Neckerchief
(Gray Fabric)



YOUNG ADULTS UNIFORM

DRESS UNIFORM (CLASS 'A')



MALE FULL UNIFORM

Navy Jacket,
White Shirt,
Gray Pants,
Burbundy Tie



FEMALE FULL UNIFORM

Navy Jacket,
White Blouse,
Gray Skirt,
Burbundy Bow Tie

SENIOR YOUTH LEADERSHIP PIN:

Youth Leadership pin may be worn by anyone who has completed the proper requirements and been invested.



SYL PIN, MANDATORY

SYL pin is worn on a shirt.
Top of left pocket in the middle.



SYL PIN, MANDATORY

The SYL Pin is worn on the left lapel of the jacket.



YOUNG ADULTS PIN:



YOUNG ADULTS UNIFORM



Young Adults Ladies Tie with embroidered Emblem



Young Adults Mens Tie with embroidered Emblem

FIELD UNIFORM (CLASS 'B')

Casual Uniform (Class 'B')

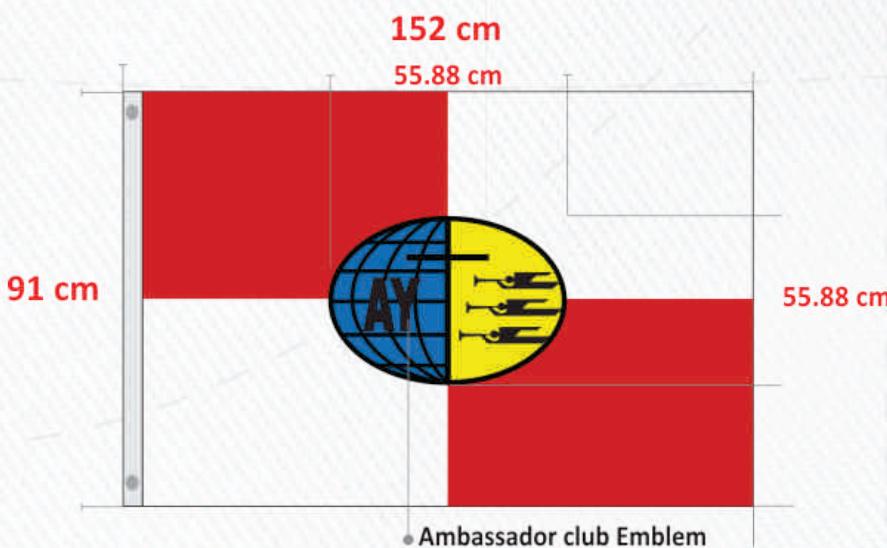
- Polo shirt with Young Adults logo
- Jeans Skirt/Trousers
- Young Adults Neckerchief and slide
- Shoe or trainers
- Cap with Young Adults logo



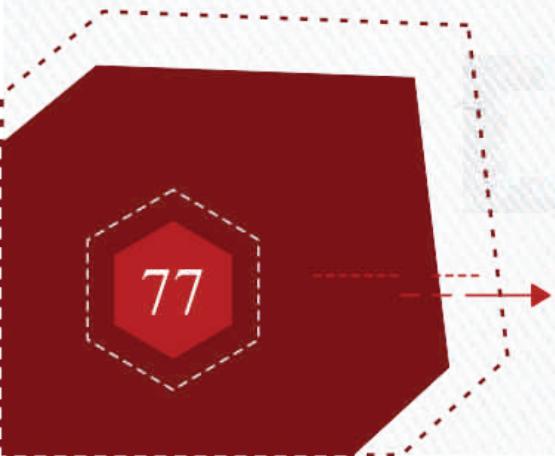
YOUNG ADULTS FLAG

The Young Adults flag is the official flag to be displayed by Young Adults. The flag is made from one of several materials measures 152 cm x 91 cm, cotton bunting, rayon, or nylon, or nylon, and is divided through the center both center vertically and horizontally making four equal parts.

The upper left and bottom right is Red color and the other two parts in White color. With the Young Adults emblem in the center, with 55.88cm x 56.6cm in its original colors. The flag must be placed on a pole 200 cm high and 3.5 cm in diameter.



#005BAA
#D0112B
#FFD600



MESSU

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SENIOR YOUTH AWARDS



AY GOLD AWARD

The AY Gold Award is presented to Young Adults under 31 years of age who have completed the Silver Award and who have demonstrated exceptional qualities of physical, mental and cultural development. Sponsored by the Youth Ministries Department, the plan gives Young Adults an opportunity to find satisfaction in worthwhile achievement. Membership in the Seventh-day Adventist Church is not a prerequisite. The sincere effort and perseverance required to qualify in the various activities will develop qualities of character much needed in today's generation.

The AY Gold Award recipient will be better prepared to take his place as a constructive member of his church and community. In these last days of earth's history, demands upon God's people will become increasingly intense. Only those youth who have a firm foundation on the Word of God and have chosen a moral platform which reflects the purity of Jesus Christ will be able to withstand the withering attack upon Christian standards. Good health, clear thinking, and keenness of spiritual perception are closely linked together. The AY Gold Award has been introduced to give strength to these important elements of life. Youth who earn the AY Gold Award will be youth of true distinction.



PRESENTATION

Application for the AY Gold Award to be presented to candidates who have completed their requirements is made to the union conference Youth Ministry Director. He will arrange for a special presentation ceremony when the award can be presented in an impressive way. Church and civic officials should be invited to the occasion. The presentation of the AY Gold Award should be the principle event on the program and should not be combined with a Pathfinder/Adventurer Investiture service.

The AY Gold Award medal and ribbon will be treasured by all who receive it. The name of the recipient should be etched on the reverse. (No AY Gold Awards should be presented without this personalized inscription.).



DIRECTION:

How worn: The AY Gold Award medal Insignia is to be worn on the right side of the wearers right pocket flap, below the Young Adults Pins.

- (1) The AY Gold Award medal Insignia shall be worn the at any time on the Senior Youth jacket (Suite).



SENIOR YOUTH AWARDS



AY SILVER AWARD

The AY Silver Award is presented to Christian youth in secondary through high school level who have demonstrated exceptional qualities of physical, mental and cultural development. Sponsored by the Youth Ministries Department of the Seventh-day Adventist Church, the plan gives teen-age youth an opportunity to find satisfaction in worth-while achievement. Each participant and AY Silver Award winner will be better prepared to take his place as a constructive member of his church and community. The sincere effort and perseverance required to qualify in the various activities will develop qualities of character much needed in today's generation.

The future of our church depends upon the ability and willingness of young people to serve their fellow men by living Christ-guided lives. Under God these Christian youth have a high destiny in the final climactic hours of history. Because demands upon God's people will be great, only those youth who have a firm foundation on the Word of God and have chosen a moral platform which reflects the purity of the Lord Jesus, will be able to stand. Good health, clear thinking, and keenness of spiritual perception are closely linked together. The AY Silver Award plan has been established to give strength to these important elements of life.

PRESENTATION

The presentation of the AY Silver Award should be an impressive occasion at which a General Conference, union conference, or local conference Youth Ministries Director should be in charge. Other officials of the church or community may be invited to participate in the ceremony. The presentation of the AY Silver Award should be a principal component of the program.

'The AY Silver Award medal and ribbon will be treasured by all who receive it. The name of the recipient should be etched on the reverse. (No AY Silver Awards should be presented which do not have this personalized inscription.)



DIRECTION:

How worn: The AY Gold Award medal Insignia is to be worn on the right side of the wearers right pocket flap, below the Young Adults Pins.

- (1) The AY Gold Award medal Insignia shall be worn the at any time on the Senior Youth jacket (Suite).



SENIOR YOUTH LEADER UNIFORM



The new Senior Youth Leader logo mirrors the Master Guide logo to ensure consistency with regards to the two leadership programs of Youth Ministries.

SYL PIN

- Mandatory
- Two stars: representing the two Ministries: Ambassadors and Young Adults
- World map: leaders are prepared serve the world field



SYL SCARF:

- Optional (Division to Determine)
- Yellow and Blue Lines to represent the Young Adult Colors
- Maroon and Black to represent the Ambassador Colors



SYL SCARF HOLDER

- Woggle





SENIOR YOUTH LEADER FLAG



SENIOR YOUTH LEADER FLAG

The Senior Youth Leader flag is the official flag to be displayed by Senior Youth Leader. The flag is made from one of several materials measures 152 cm x 91 cm, cotton bunting, rayon, or nylon, and is divided through the center both center vertically and horizontally making four equal parts.

The upper left is Yellow and the bottom right is Dark Maroon color. The other two parts in White color. With the Senior Youth Leader emblem in the center, with 55.88cm x 56.6cm in its original colors. The flag must be placed on a pole 200 cm high and 3.5 cm in diameter.



DEFINITIONS USED IN THIS MANUAL

The following definitions will be used in the descriptions Uniforms and Insignias.

- 1. Regulation** – This section denotes if the Insignia is a required element of the Uniform or if it is optional.
- 2. Description** - This section describes in detail the shape, color and letter that the Insignia reflects.
- 3. How Worn** - This section describes the exact location on the Uniform that the Insignia is to be worn.
- 4. Attachment** - This section denotes if the Insignia is to be worn in coordination with any other Insignia on the Uniform.
- 5. Source** - This section denotes the special reason for the placement of the Insignia on the Uniform.
- 6. Duration** - This section denotes the time frame that the Insignia may be worn on the Uniform Shirt/Staff Uniform.
- 7. Variation** - This section describes the difference in materials or colors of a specific Insignia.

May - This term denotes that an Insignia may be worn at the choosing and it is not required.

Shall - This term denotes that an Insignia shall be worn in order to be considered in a regulation Uniform.



Seventh-day
Adventist Church

WAD YOUTH

WADYOUTHMINISTRIES.ORG