



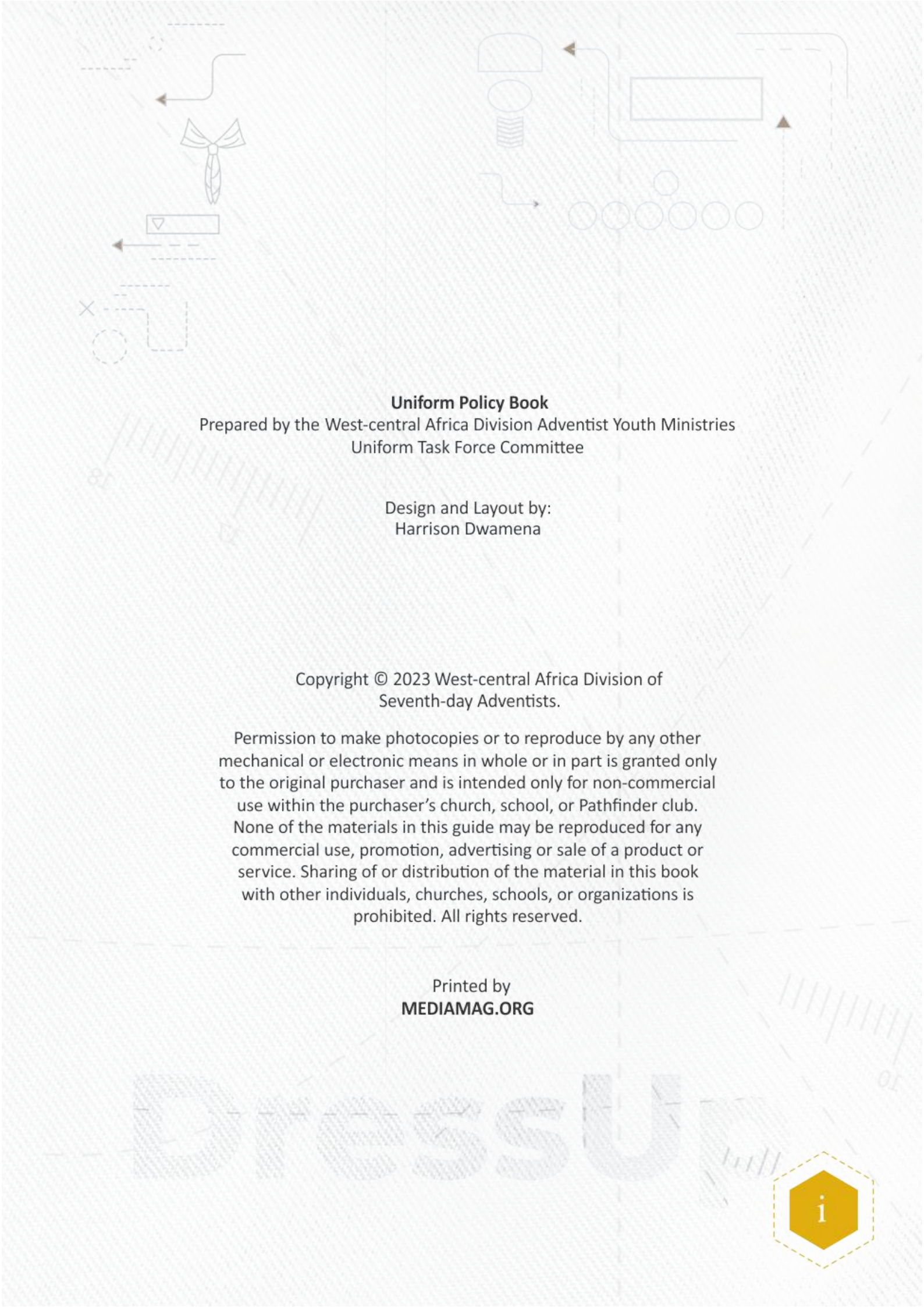
WAD UNIFORM POLICY BOOK

SECOND EDITION



DressUp

English Version



Uniform Policy Book

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

Design and Layout by:
Harrison Dwamena

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CONTENTS

1

Youth Directors Message.....	iii
The Uniform.....	1
Theological Justification.....	3
7 reasons we wear uniform.....	5
Uniform History.....	5

2

Adventurer Club.....	6
Adventurer Uniform.....	8
Adventurer Staff Uniform.....	11
Adventurer Insignias.....	15
Insignia Placement.....	19
Adventurer Flag Composition.....	27



3

Pathfinder Club.....	28
Pathfinder Uniform.....	30
Pathfinder Staff Uniform.....	38
Pathfinder Insignias.....	42
Insignia Placement.....	48
Pathfinder Flag Composition.....	53



4

Master Guide.....	54
Master Guide Uniform.....	55
Insignia Placement.....	58
Award Insignias.....	61
Master Guide Jacket.....	63
MG Flag & Logo Composition.....	64



5

Ambassador Club.....	65
Ambassador Uniform.....	67
Ambassador Flag Composition.....	70



6

Young Adults.....	71
Young Adults Logo.....	72
Young Adults Uniform.....	73
Young Adults Flag Composition.....	76



7

Senior Youth Leadership.....	77
Senior Youth Awards.....	78
Senior Youth Leadership Uniform.....	80
SYL Flag Composition.....	81





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,

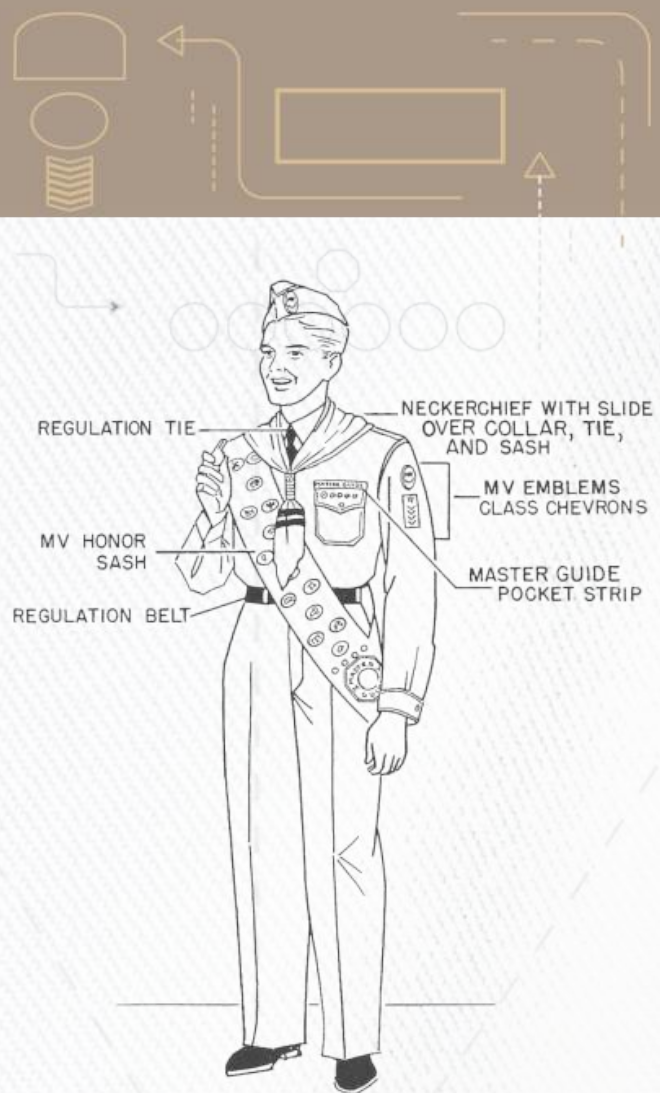
Pr. Dr. Alfred Kwasi Asiem
Youth Director
West-central Africa Division

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



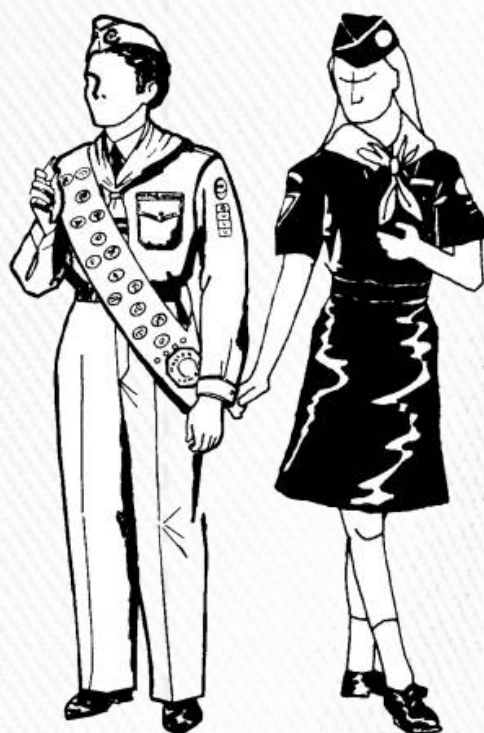
Thus, from biblical point of view, the use of specific kind of dress or garment (uniform specification) for service or worship especially the holy priesthood garments, and soldiers are made known and described. In some instances, the colours or shades of the selected material or tunics are specially 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." 1 Cor.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 use 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



Dressup



ADVENTURER CLUB LOGO

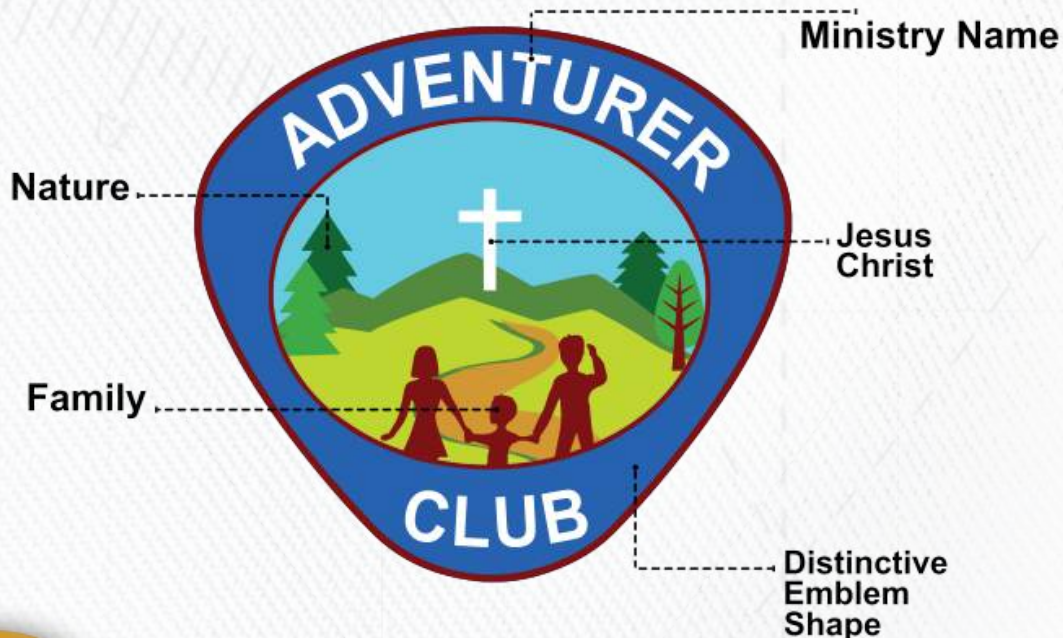


The Adventurer Ministry has been created to assist parents in their important responsibilities as a child's primary teachers and evangelizers. The program aims to strengthen the parent/child relationship and to further the child's development in spiritual, physical, mental, and social areas.

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



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.



Navy blue Fabric





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).

Navy blue
Pleated skirt



White Shirt
(Ceremonial)



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.

Neckerchief



Sea Blue Shirt
(Regular)



SHOES:

Patent Black shoes: uniform within club.

White socks: uniform within club.



Girls Patent Black Shoes
& White Socks



Neck Slide



GARRISON CAP:

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



AWARD SASH:

The sash is navy blue and part of the uniform.



LANYARD:

Burgundy single twisted lanyard.



WEB BELT:

Black Belt (buckle with logo optional)



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.





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.

Navy blue Trousers



■ NECKERCHIEF:

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

Neckerchief



Neck Slide



Metallic
Neck 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)

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.

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

A-shape Navy blue skirt
(Back view)



White Shirt Long Sleeve
with Insignias



Neckerchief



Black Tie
(Men)

Neck Tie
(Ladies)



Web Belt
with Adv. Buckle



Black Beret

OR
Garrison
Cap



Black Lace up Shoe



Award Sash

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

Navy blue Trousers
(Back)



White Shirt Long
Sleeve with Adv. MG
Insignias



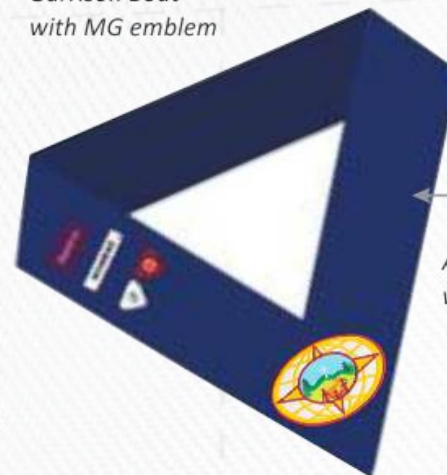
Adventurer
Master Guide
Neckerchief



Adventurer
Master Guide
Neck Slide



Garrison Boat
with MG emblem



Award Sash
with MG emblem



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



MASTER GUIDE ADVENTURE EMBLEM:

Master Guide Adventurer Emblem represents Adventurer leadership.

Description: The emblem is in white embroidered fabric and with a burgundy-colored border. Oval shape, with parallel axes and golden yellow meridians lines, star of four yellow tips and non-colored edge came in the center of the design with the Club's philosophy.

Uses: Neckerchief, neckerchief slide, Award Sash and beret or cap.



Adventurer
Master Guide
Emblem



Adventurer
Master Guide
Pin

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.



Pocket Flap



Shoulder Straps

Sea Blue Shirt
Long sleeves



White Shirt
Long sleeves



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.



Ladies Skirt

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.

Mens Trousers



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



Adventurers
Lanyard



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



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.

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

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



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 burgundy 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*



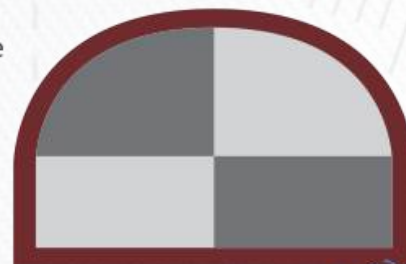
ADVENTURER CLUB CREST:

- 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, $\frac{1}{2}$ " 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.



WAD ABG Pin
position on the
left pocket flap

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



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

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



$\frac{1}{2}$ " (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

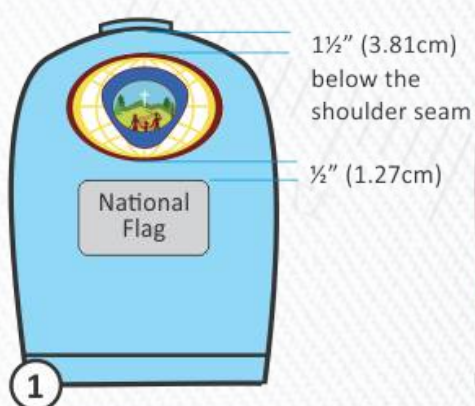


LEFT SLEEVE

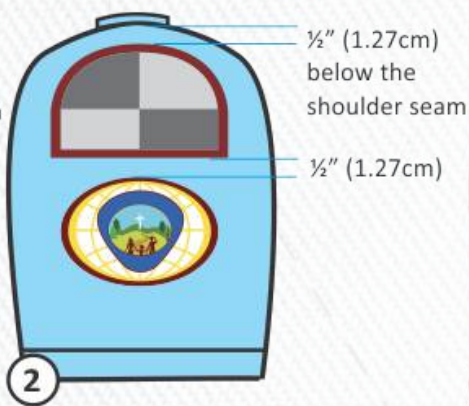
The Adventurer World emblem is to be worn on left sleeve $1\frac{1}{2}$ " below the shoulder seam. The Conference Patch or National Flag is to be worn on the wearers left sleeve, $\frac{1}{2}$ " below the shoulder seam and above the Adventurer world emblem on the Uniform Shirt. The Conference Uniform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

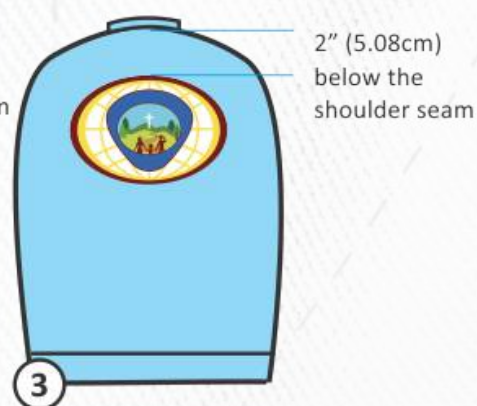
ADVENTURER



Example 1:
Emblem and Flag

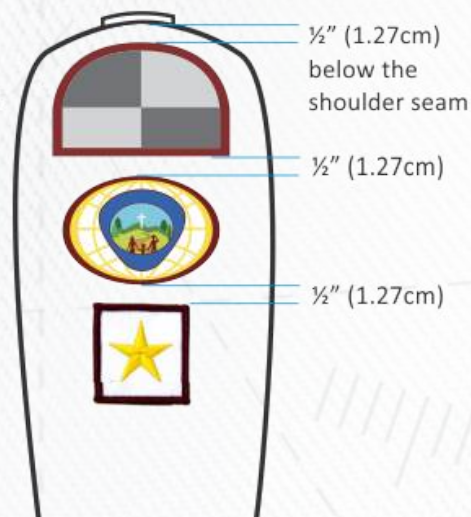
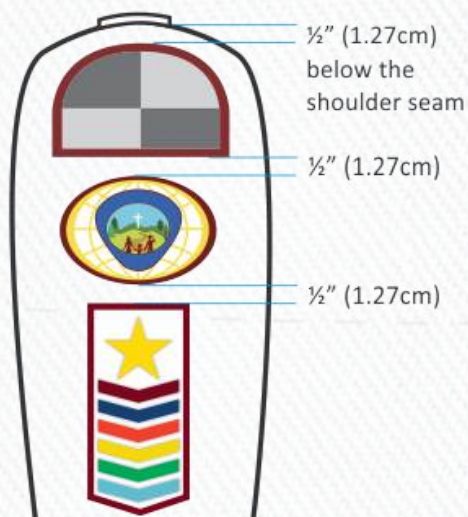


Example 2:
Conference patch and Emblem



Example 3:
Only Emblem

STAFF





ADVENTURER CLUB UNIFORM SHIRT INSIGNIA PLACEMENT



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



RIGHT POCKET
Name Tag

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

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 wearers 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



Award Sash

Name Tag

Adventurer Award

Lanyard



ADVENTURER CLUB UNIFORM SHIRT INSIGNIA PLACEMENT

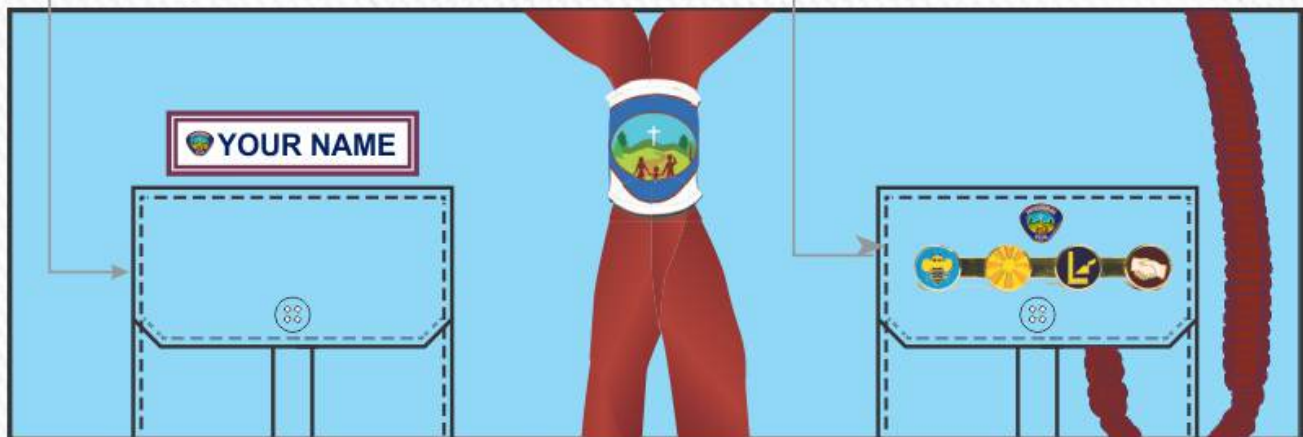


NON-MASTER GUIDE STAFF

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





ADVENTURER CLUB UNIFORM SHIRT INSIGNIA PLACEMENT

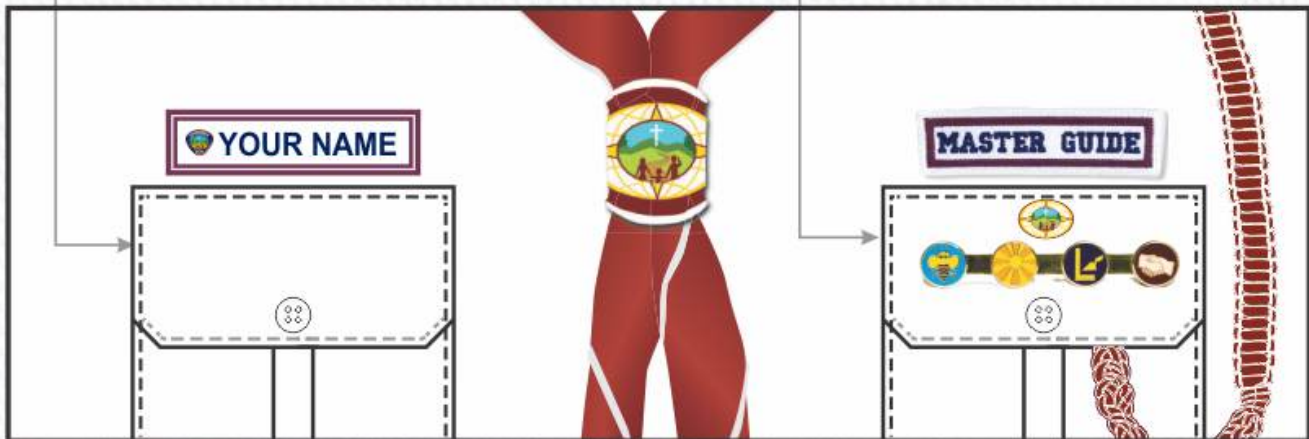


MASTER GUIDE STAFF

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



Award Sash

Name Tag

Adventurer Award

Lanyard



ADVENTURER CLUB UNIFORM SHIRT INSIGNIA PLACEMENT



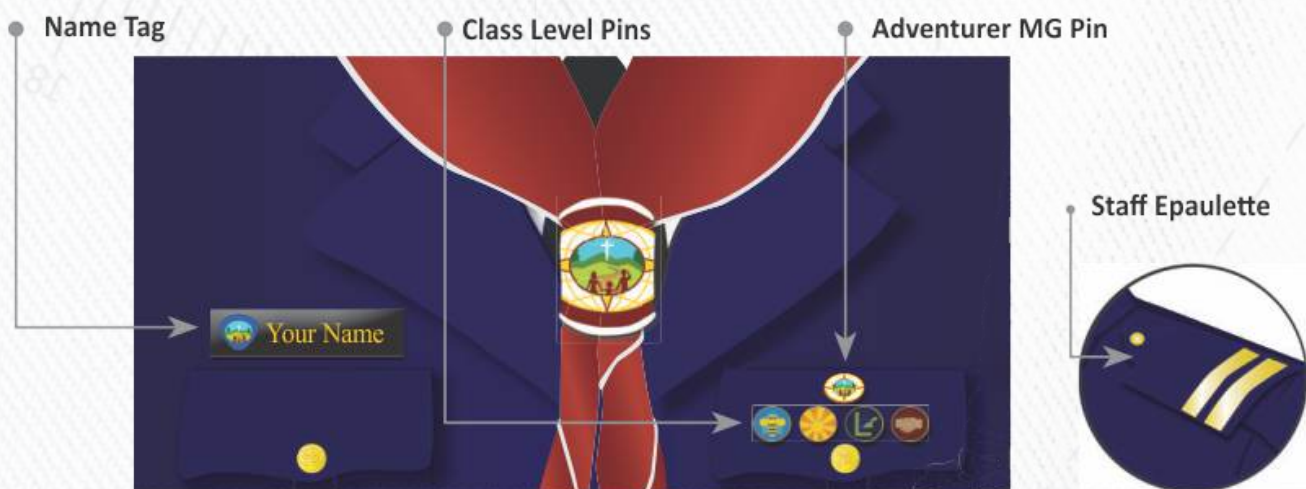
MASTER GUIDE STAFF JACKET

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)

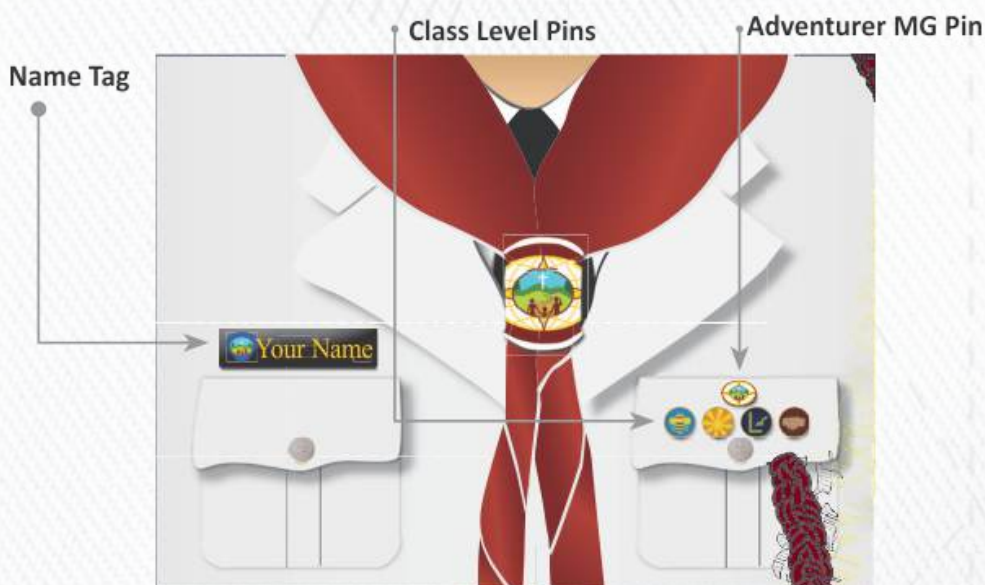


WEDDING CEREMONY WITH THE UNIFORM

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:

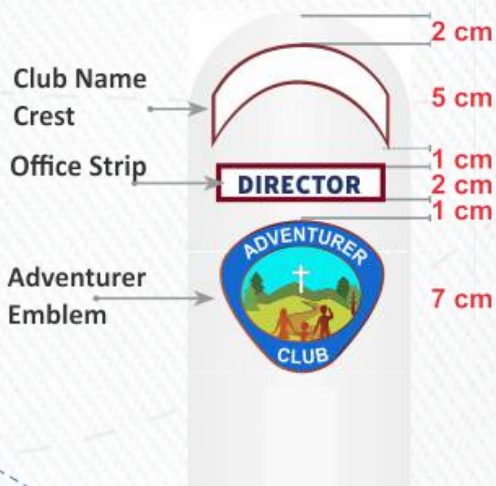
- Full Class 'A' Adventurer Staff Uniform
- Adventurer Staff Jacket/Blazer
- Special Ceremony All White Jacket/Blazer With White shirt, black tie, MG Adventurers neckerchief and Slide. The Special ceremony jacket with the regular buttons silver color, must have the adventurer emblems, insignia, badges, 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.



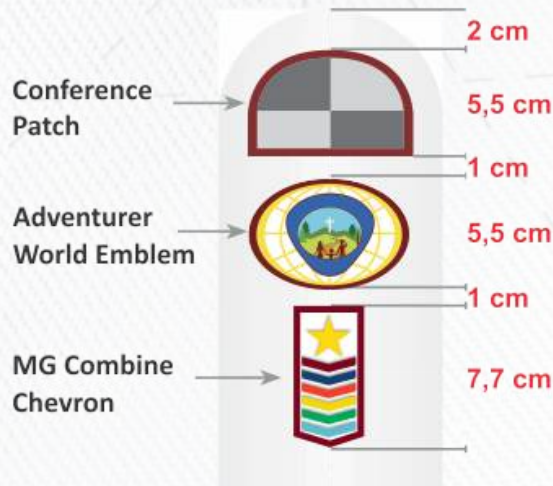
NOTE

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 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

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.**

BRAIDED SHOULDER CORD

Burgundy	Burgundy & White	White	Black	Sea Blue
<ul style="list-style-type: none"> Adventurers Staff Master Guides 	<ul style="list-style-type: none"> Club Director 	<ul style="list-style-type: none"> District / Area Club Coordinator 	<ul style="list-style-type: none"> Pastor 	<ul style="list-style-type: none"> Conference / Mission Director

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.

