



# WAD UNIFORM POLICY BOOK

SECOND EDITION

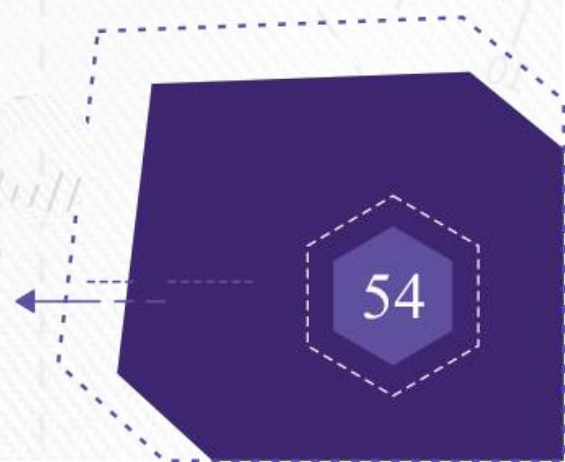


# DressUp

English Version



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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:

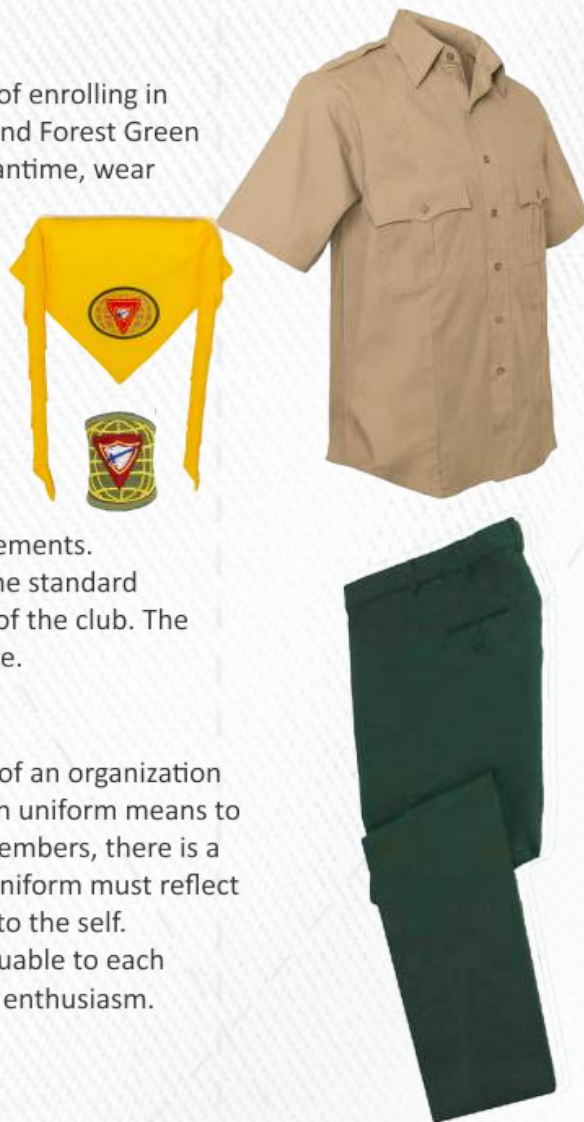
New Members must obtain the uniform within 6 months of enrolling in the Master Guide Program. Do not wear the White shirt and Forest Green trousers/skirts without all the insignia in place, in the meantime, wear the following:

### 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 on 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 pocketed 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

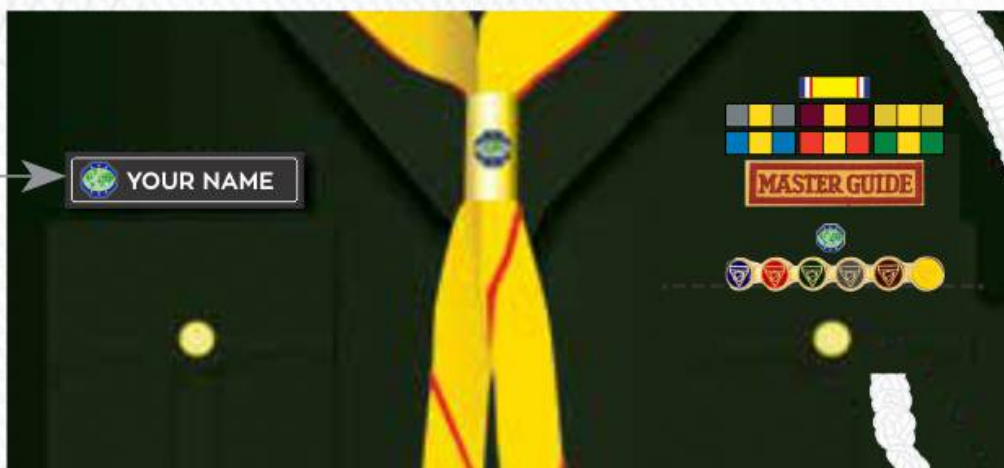
There is no official uniform jacket for staff.

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.

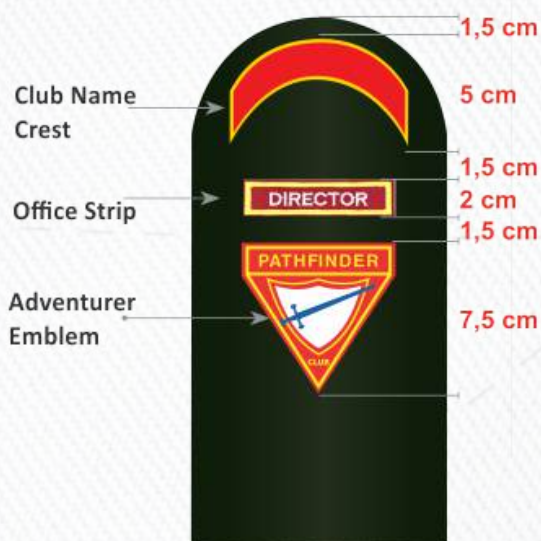
### Name Tag



### 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.

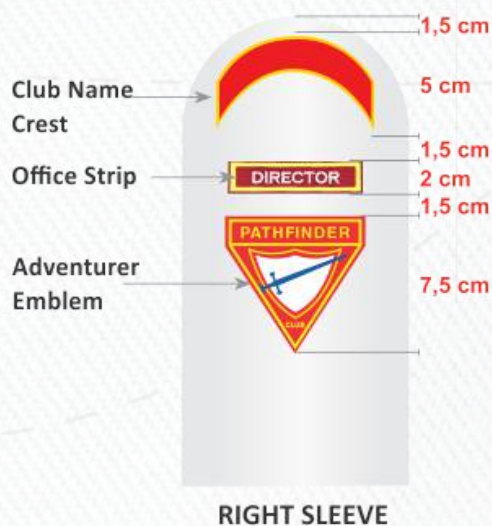
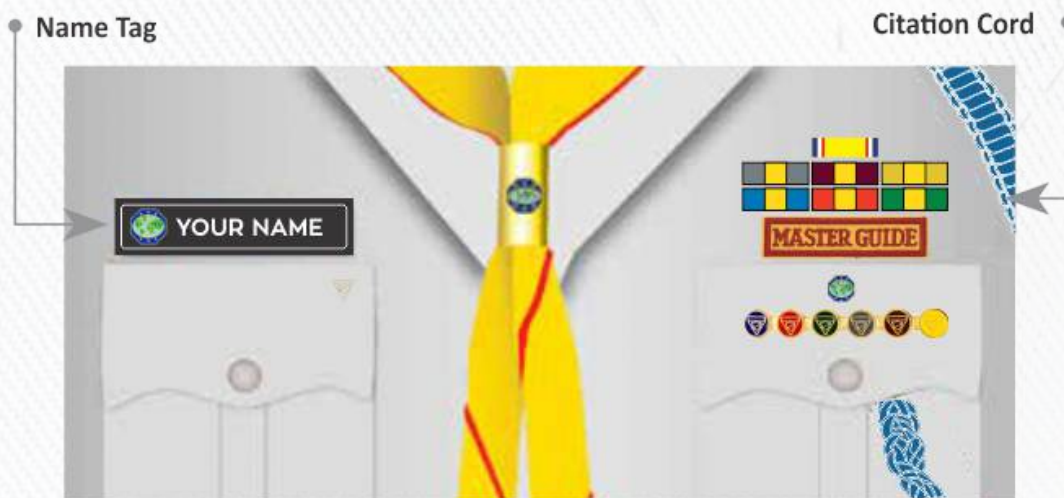
### THE UNIFORM WILL CONSIST OF:

- Full Class 'A' Pathfinder Staff Uniform
- Pathfinder Staff Jacket/Blazer
- 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 ¼" 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 ¼" 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



MEN'S FULL JACKET



LADIES JACKET

Front View



Back View

Pathfinder Button



### 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.**

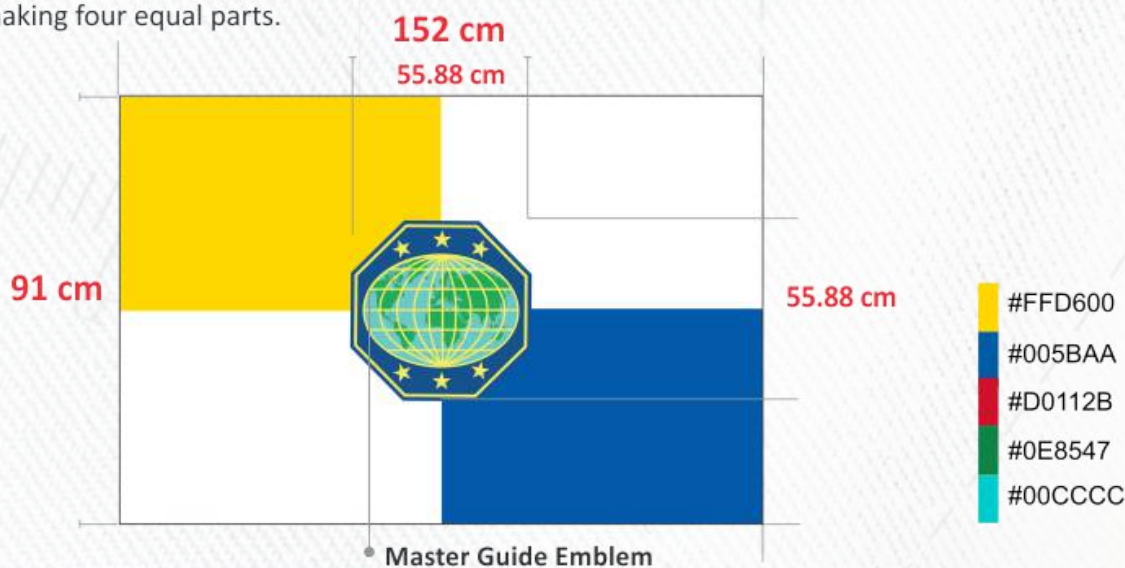


## MASTER GUIDE FLAG & LOGO

### 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.

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.



## 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.