



WAD UNIFORM POLICY BOOK

SECOND EDITION

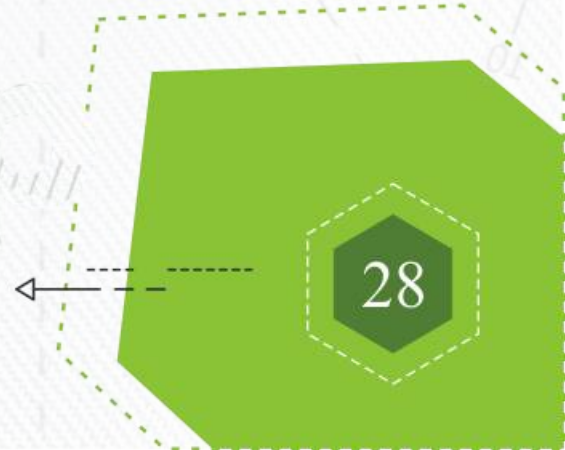


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English Version



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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. Pathfinding appeals to this age group because its program features activities that meet their needs and interests.

Much of the Pathfinder Club program is built around physical action. This is because youth from 10 to 15 years of age are in a fast-growing physical stage of development. It is filled with action, adventure, challenge, group activities, and provides opportunities for the development of new attitudes and skills that produce personal growth, team or community spirit and a sense of loyalty and respect for God, His Creation, and His church.

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).



Ministry Name

PATHFINDER CLUB

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



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)

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.

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)

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.

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.

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-heel 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.

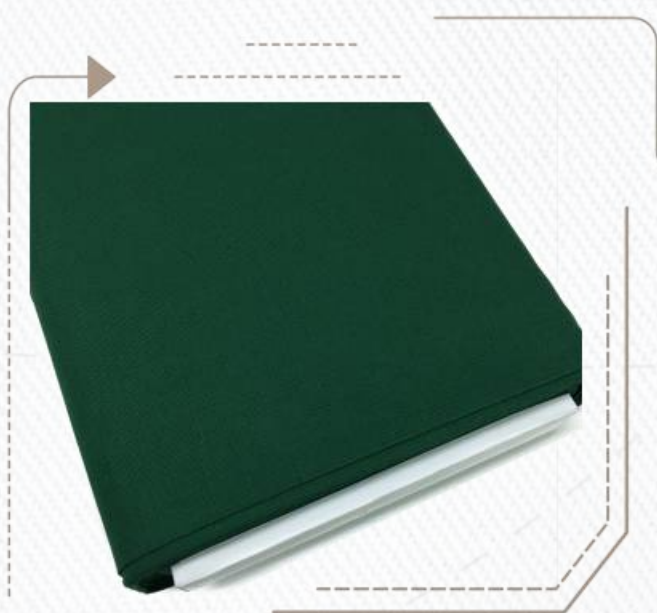
PATHFINDER UNIFORM

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.

Full Dress uniform TAN Top (Field).
Appropriate for: Pathfinder meetings where they will not be damaged in the outdoor Activities, Outreach or Fundraising activities.

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 on 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.



Dress uniform Shirt
WHITE TOP

Dress uniform Shirt
TAN TOP (Brown Khaki)

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.

GIRLS SKIRT:
According to the Images, Forest Green, made of poly-cotton poplin blended fabric, A-shap design back opening 'slit' (15 or 20 cm, from the base of the skirt according to the height of the person) centered, and loop with four to six belt loops. Invisible side pockets are optional. It is mandatory to wear the skirt at or below the knee.

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.



1
Class 'A'
Dress Uniform
WHITE
(Ceremonial)

2
Class 'A'
Dress Uniform
TAN
(Field)

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 pipping 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.



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.





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.

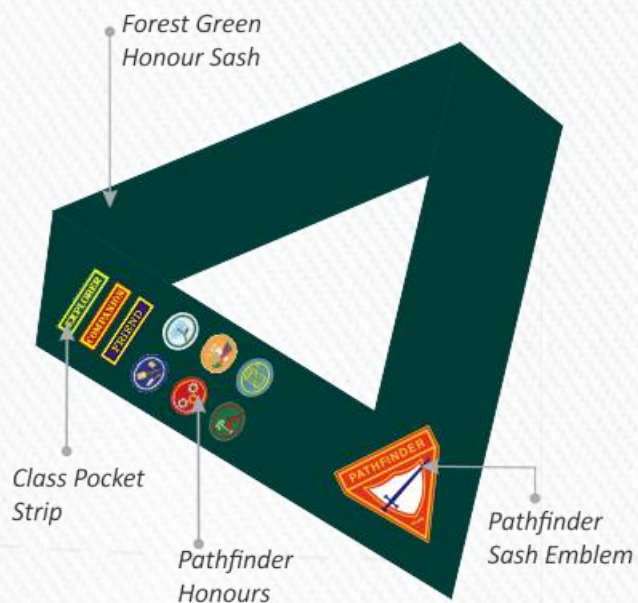
Class A Ceremonial Uniform (Girls)
Head Gear:
Garrison Boat



Honour sash without patches



Honour sash with patches



BRAIDED SHOULDER CORD/LANYARD:

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



Green Braided Shoulder Cord

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.



1 Dress uniform Shirt short sleeves WHITE TOP

2 Dress uniform Shirt Long sleeves TAN TOP (Brown Khaki)

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.



Plain front

Back View

Two internal back pocket with buttons with no flaps

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 field Uniform (boys)
Head Gear:
Garrison Boat/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.

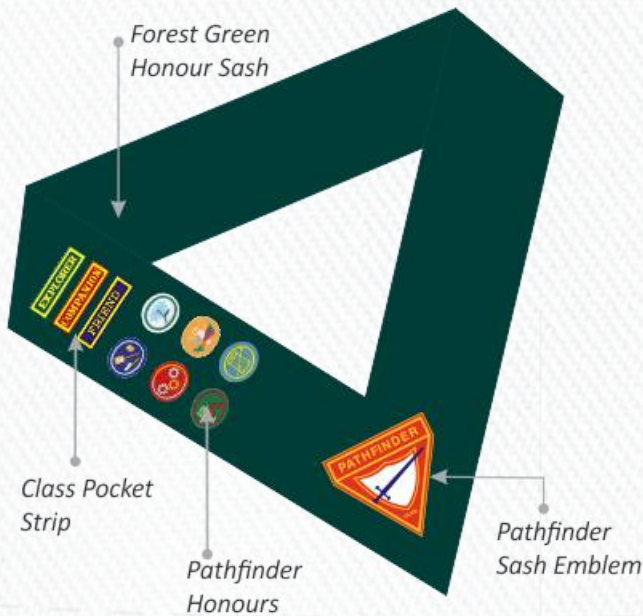
Class A Ceremonial Uniform (boys)
Head Gear:
 Garrison Boat/Beret



1 Honour sash without patches



2 Honour sash with patches



BRAIDED SHOULDER CORD/LANYARD:

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



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)

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, 5 1/2 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.

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.

Forest Green Trousers



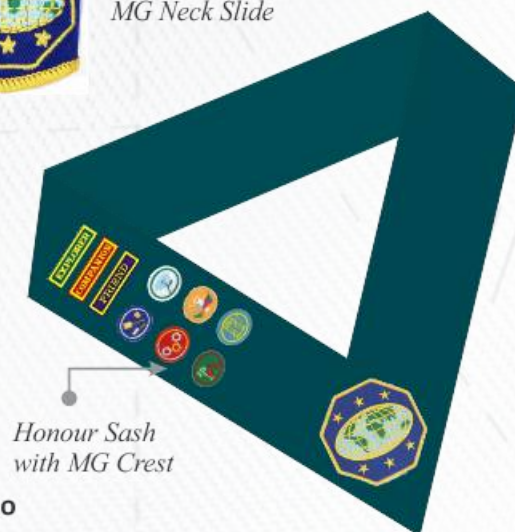
Full Class A Shirt (Tan)



Master Guide Neckerchief



MG Neck Slide



Honour Sash with MG Crest

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

TAN (Brown)

Green



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.

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

Green Edge piping



BLACK EDGE piping/merrowed edge is not allowed in all WAD territories.

No Edge piping



Pathfinder Emblem 7.5cm (right sleeve)



PF Emblem 5cm (cap crest/flash)



Neck Slide



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

Honours



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*

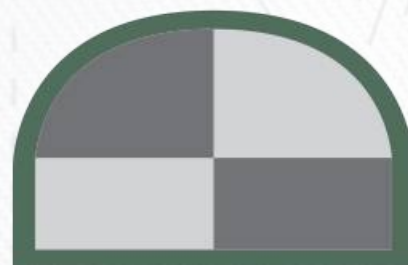


CONFERENCE PATCH

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.

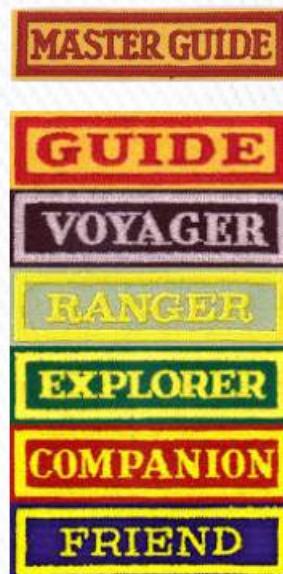
(1) The highest class level earned shall be worn on the Pathfinder Uniform shirt.

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.



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 wearers 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 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.

(3) The Master Guide Class Level Pin shall be placed **above** the class level pins $\frac{1}{4}$ " below of the wearers 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, ¼" 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

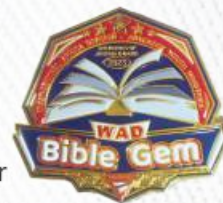
participated in a Pathfinder Bible Gem Event.

(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.

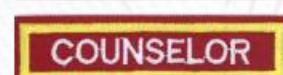


OFFICE SLEEVE STRIP INSIGNIA (STAFF)

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 3/4" below the shoulder seam, or 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.



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 ½" 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 ½" 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, ½" 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.



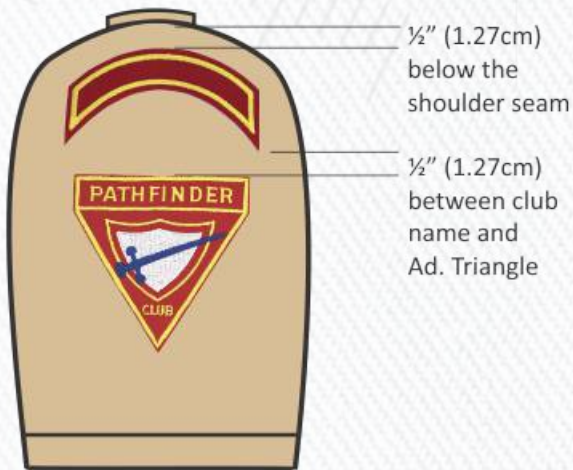
CLASS "A" UNIFORM PATHFINDER CLUB INSIGNIA PLACEMENT

RIGHT SLEEVE

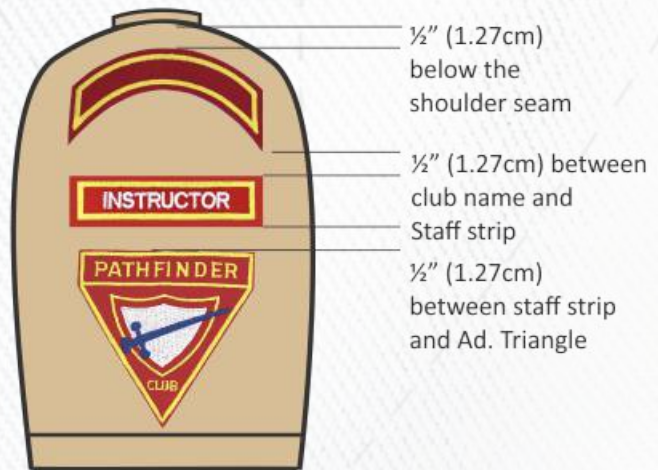
The Pathfinder Club Name Crest is to be worn 1/2" below the shoulder seam. The Pathfinder Club Emblem is to be worn 2 1/2" down from the shoulder seam.

The Staff Sleeve Strip is to be centered under the name crest and worn on the right sleeve 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 1/2" below the lowest points on the Club Name Crest and by Pathfinder staff, 1/4" below the sleeve strip.

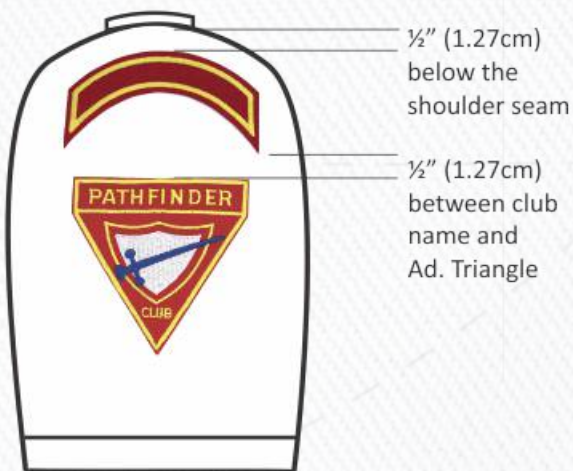
PATHFINDER



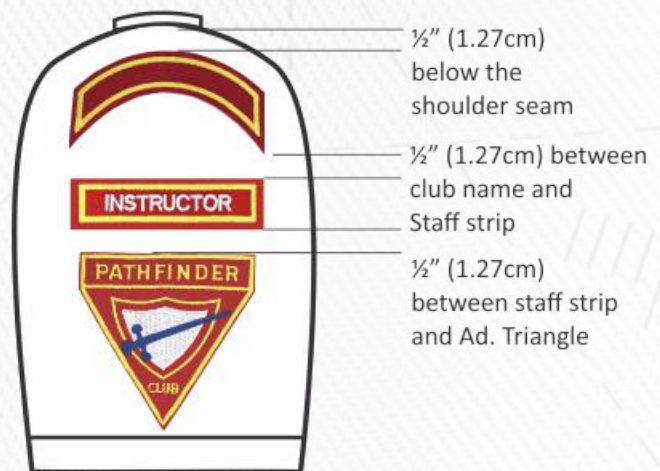
STAFF



PATHFINDER



STAFF



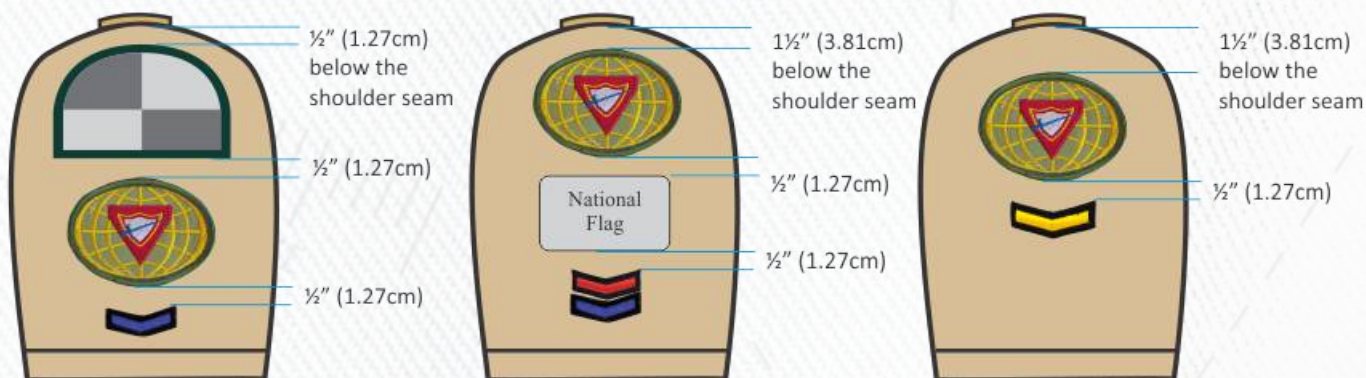
CLASS "A" UNIFORM PATHFINDER CLUB INSIGNIA PLACEMENT

LEFT SLEEVE

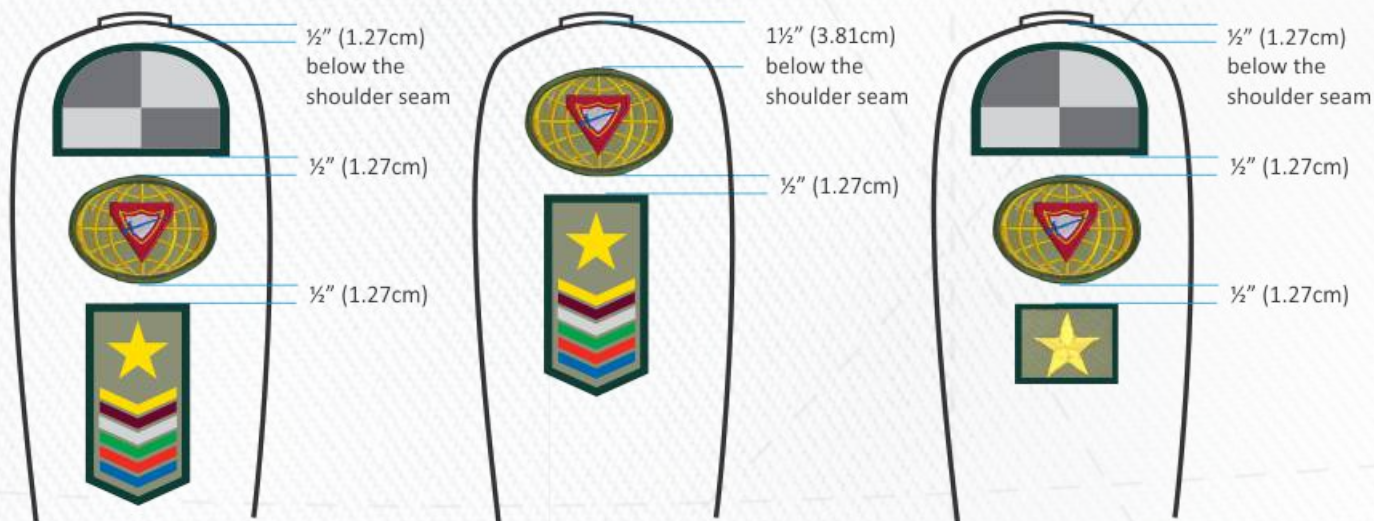
The Pathfinder World emblem is to be worn on left sleeve 1½" below the shoulder seam. The Conference Patch or National Flag is to be worn on the wearers left sleeve, ½" below the shoulder seam and above the Pathfinder world emblem on the Uniform Shirt.

The Conference Uniform Patch is to be centered on the crease of the Pathfinder Uniform shirt sleeve. It shall be noted that even if the conference patch has not been done, the country flag can be used.

ADVENTURER



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 1½" 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

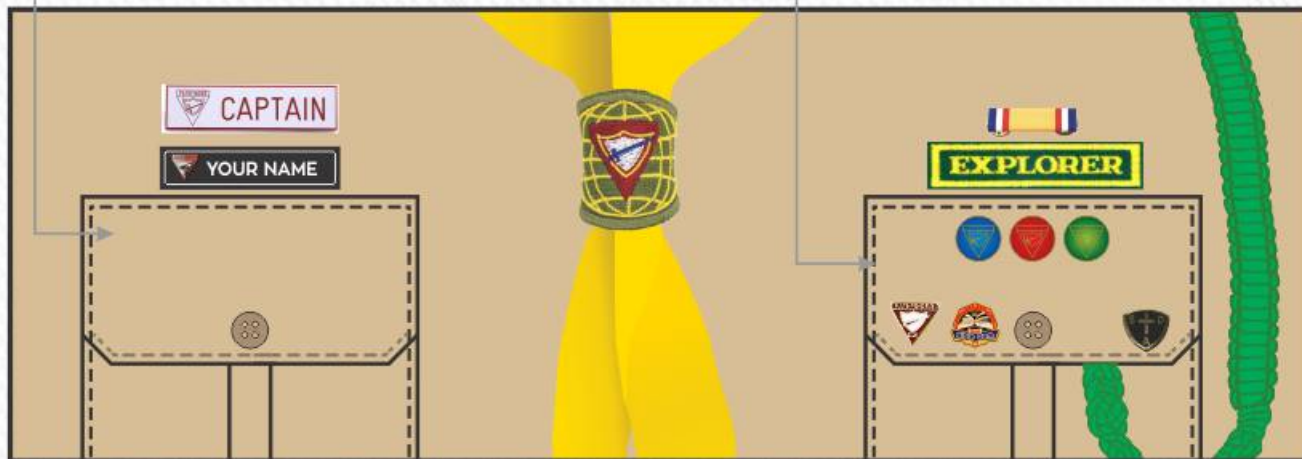
A. Class 'A' Uniform (Shirt) without Honour Sash

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).



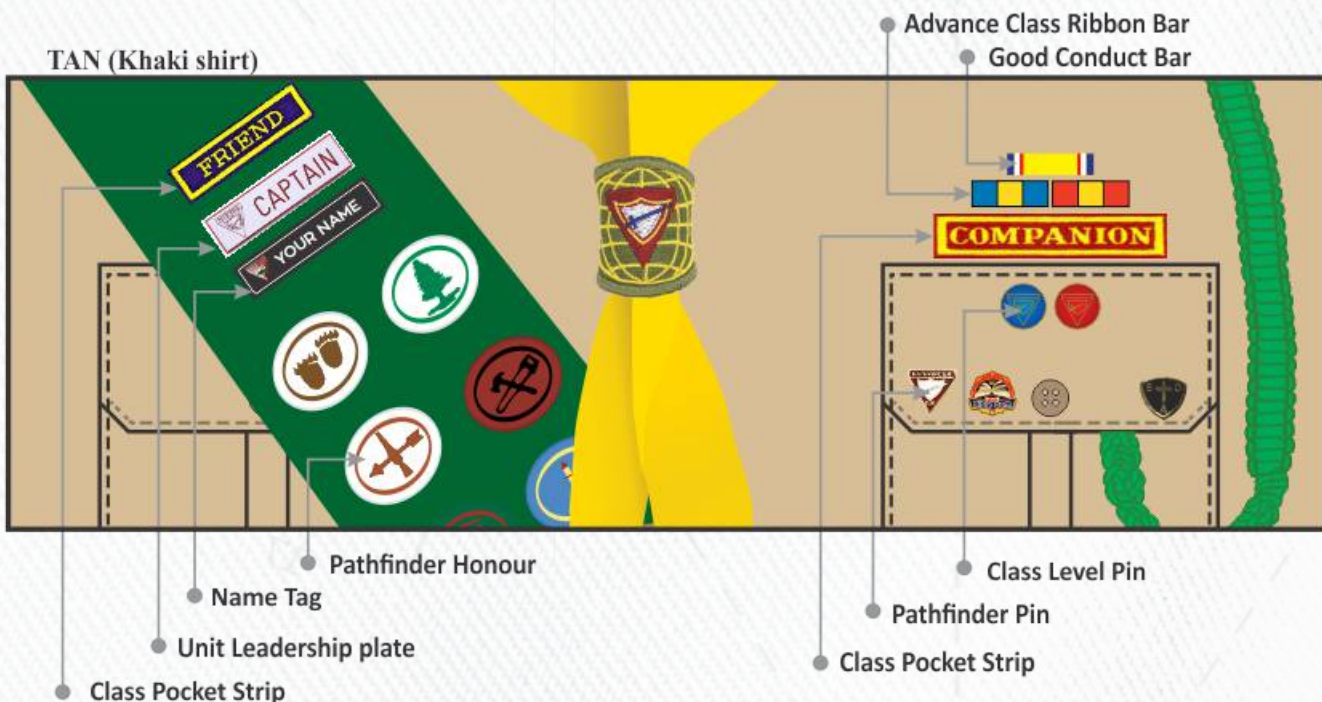


PATHFINDER CLUB CLASS "A" UNIFORM SHIRT INSIGNIA PLACEMENT



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

TAN (Khaki shirt)



WHITE (Ceremonial)



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)

Braided Shoulder Cord

					
Pathfinders	Staff Master Guides	Club Director	District / Area Club Coordinator	Pastor	Conference / Mission Director

Citation Cord/Aiguillettes

	
Union Director	Division Director

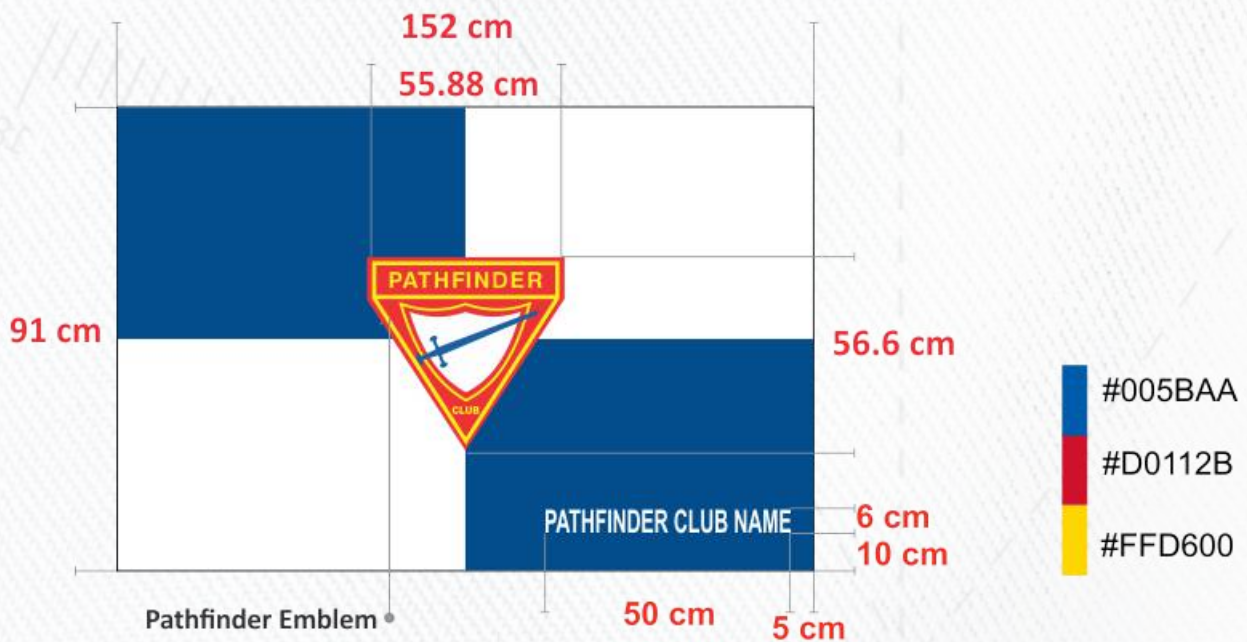


HOW WORN: When worn, the Shoulder Braid shall be worn on the wearers left shoulder, looped under the arm with the top part of the Shoulder Braid placed under the Uniform Shirt Epaulette/Straps. The Citation cord is used by Directors, Associates and Secretary

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.

