

Uniform Regulations for All Pathfinder Functions

Class “A” – Full Dress Uniforms (Staff and Pathfinders)

Men/Boys Shirt:	Tan long sleeve or short sleeve, with full insignia
Ladies/Girls Blouse:	Tan short sleeve, with full insignia
Men/Boys Slacks:	Black (no jeans)
Ladies/Girls Skirt:	Black, A-line style skirt
Ladies/Girls Slacks:	Black (no jeans)
Belt and Buckle:	Black belt with Pathfinder Buckle
Black Tie:	Optional for Men
Ascot:	Optional for Women
Honor Sash:	Black
Neckwear:	The official Pathfinder scarf and slide for all non-Master Guide staff. A Master Guide scarf is available and worn with Master Guide slide.
Headwear:	Optional to wear Western hat, Pathfinder cap or beret, to be determined by club. The black beret and Pathfinder cap are available from Advent Source.
Shoes:	Solid black or brown dress shoes
Girls Knee Socks:	Optional is black

Class B Uniforms

Refers to the Class “A” uniform without the scarf and sash.

Field Uniforms

All: T-shirts and pants (as designated by Club Directors). No shorts except for specific directions stated by the director in charge of the functions. This will be stated prior to the activity and is not to be assumed. The only approved shorts are mid-thigh in length. Field uniforms should be attractive and properly portray the high standards of Pathfinding.

Drill Team or Color Guard Uniforms

All: All drill teams or color guards must use Pathfinder Class “A” uniforms as basic dress. The Drill Master may add hats of various types, gloves, leggings, boots, or other items to enhance the drill team’s appearance. Please stress the uniformity of the group. These accessories are only to be worn while participating with drill team or color guard.



Placement of Awards and Insignia

I. Left Pocket

A. Pathfinder Class Award (awarded upon completion of classwork)

1. Class Name Strip Position

Name strip (Friend, Companion, Explorer, Ranger, Voyager, Guide, Master Guide) to be centered and above left pocket.

2. Class Pin Position

AY class pins are to be worn centered across the top of the pocket. The order from the wearer's right is: Friend (blue), Companion (red), Explorer (green), Ranger (silver), Voyager (purple), Guide (yellow). The Master Guide pin would be placed in the center of the top of the pocket with pins of other classes in which the Master Guide has been invested centered in a row below.

3. Advanced Class Ribbon Bar Position

The advanced class ribbon bar is to be worn above the pocket flap, above the class name strip.

4. Good Conduct Bar Position

The good conduct bar is worn above the advanced class ribbon bar above the pocket flap.

5. Trail Blazer Award Position

Trail Blazer Award is centered above the good conduct bar; if multiple awards are earned then they should be in a straight line from right to left above the good conduct bar.

6. Commitment Pin Position

The Commitment pin (baptismal pin, service star – for staff) is to be worn centered to the left of pocket flap button of the wearer.

7. Pathfinder of the Year Class Pins

Pathfinder of the Year Class Pins are to be worn across the middle of the pocket according to the order of item #2 above, below the pin for that class.



II. Right Pocket

A. Pathfinder Name Tag

Pathfinder name tag is to be centered over the right pocket or its equivalent position.

B. Captain/Scribe Pin

Pathfinder leadership position Captain/Scribe pin is to be worn centered above the pocket and above the name tag.

(NOTE: Many clubs wear the Pathfinder Name Tag above the Advanced class bars and the Good Conduct Ribbon, and the Captain/Scribe pin above the name tag, since the sash covers the right pocket area when worn.)

III. Left Sleeve

A. New York Conference Patch

The New York Conference Patch is to be worn on the left sleeve and above the Atlantic Union Patch.

B. Atlantic Union Patch

The Atlantic Union Patch is to be worn ¼ inch below the New York Conference Patch.

C. Pathfinder World Patch

The Pathfinder World Patch is to be worn ¼ inch below the Atlantic Union Patch.

D. Pathfinder Class Insignia

The highest insignia patch is to be worn on the left sleeve ½ inch below the Pathfinder World Patch, spaced 1/8 inch apart. The order from top to bottom is: Master Guide (star), Guide (yellow), Voyager (purple), Ranger (silver), Explorer (green), Companion (red), and Friend (blue).

1. Chevron (available for each class, except Master Guide).
2. Master Guide Star is for the Master Guide who has earned only that level and has not completed all of the classes.
3. Master Guide Combination Patch is for Master Guides who have completed all of the AJY classes.



IV. Right Sleeve

A. Club Name Crest

Club name crest is to be centered and worn on the right sleeve, ½ inch below the shoulder seam.

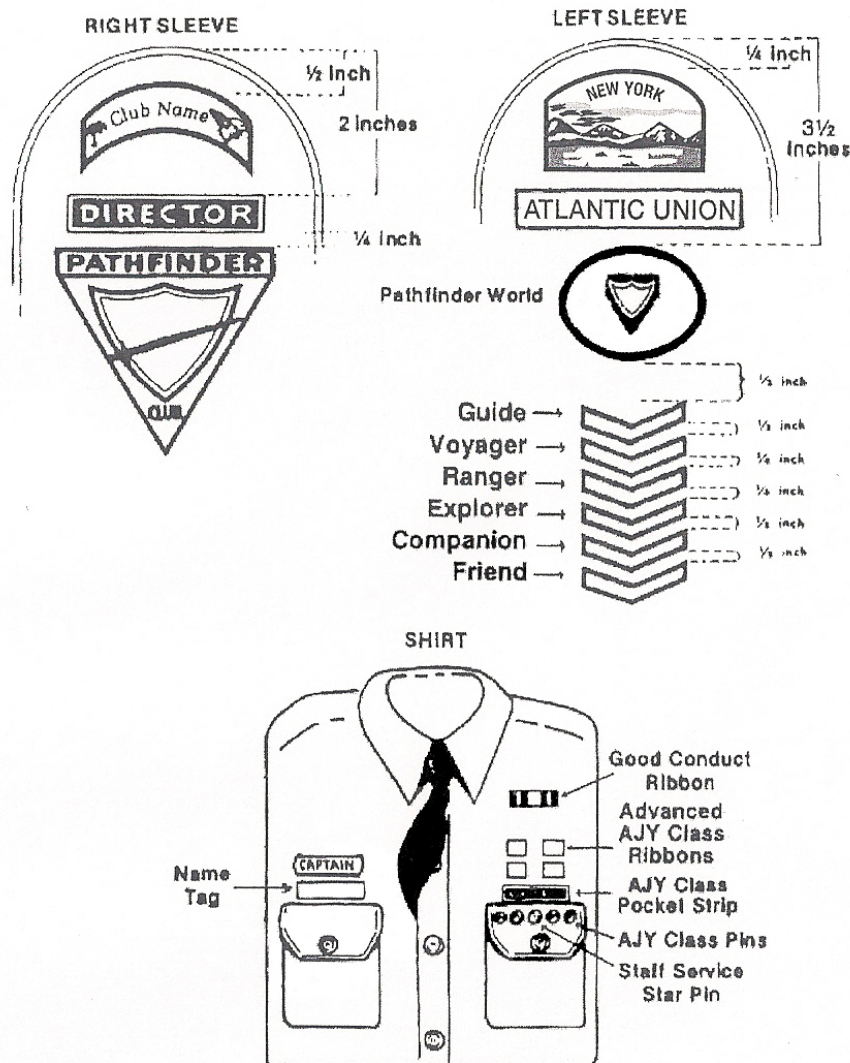
B. Staff Position Strip

Staff position strip is to be centered under the name crest and is worn on the right sleeve 2 inches from the shoulder seam.

C. Pathfinder Triangle

Pathfinder triangle is to be centered under the club name crest 2 ¾ inches below the shoulder seam (or ¼ inch below the staff position strip).

Position of Insignia



Meaning of the Pathfinder Club Emblem

Pathfinder Club

The Pathfinder Club is a worldwide organization sponsored by the Seventh-day Adventist Church.

Red (Sacrifice)

This color 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)

White (Purity)

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

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.

Gold (Excellence)

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

Shield (Protection)

In the Scriptures God is often called the shield of His people. “Fear not . . . I am thy shield.” (Genesis 15:1)

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 Ephesians 6:17)



Three sides (Completeness)

Completeness of the Godhead - Father, Son, Holy Ghost.

Tripod of Education:

<i>Mental</i>	<i>Crafts, honors</i>
<i>Physical</i>	<i>Campouts, work bees</i>
<i>Spiritual</i>	<i>Missionary activities, witnessing</i>

