

UNIFORM

The Pathfinder uniform helps make the Pathfinder program real and visible. It is emblematic and representative of the worldwide ideals and standards of Pathfinders. Each individual member becomes a very vital representative, and wearing the uniform will help to provide a consciousness of belonging to a club that rightly represents the Pathfinders of today. If the uniform is worn as so much clothing, it will have failed in its purpose.

The uniform should always be neat and clean. Wearing it commonly for ordinary play or work lowers its dignity. The Pathfinder club program should be so valuable to each member that the uniform will be acquired and worn with enthusiasm.

It is recommended that uniforms be worn on the following occasions:

1. Regular Pathfinder meetings.
2. Any public gathering when any or all act as ushers, guard of honour and colour guards.
3. When specified by Pathfinder director.
4. Special Pathfinder services such as Induction, Pathfinder Day and Investiture.
5. While engaging in outreach activities, collecting for ADRA Appeal, distributing food parcels, flowers, literature etc.

Uniforms should NOT be worn:

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

ORDERING UNIFORMS

Pathfinder uniforms are ordered from the Adventist Book Centre. Standard cloth material for making items such as trousers and skirts is also available. Contact the conference youth ministries office for detailed patterns. The club secretary may be responsible for ordering Insignia. All Honour tokens must be ordered by the club secretary on the special order form available from the conference youth ministries office.

THE UNIFORM

MEN AND BOYS

Basic Uniform

Green forage cap
Sun-tanned long-sleeved shirt
Green shoulder epaulettes for those in the Ranger, Voyager and Guide classes
Green shoulder epaulettes with stripe(s) for staff
Black tie
Yellow scarf and Pathfinder woggle for Pathfinders
Red scarf and Pathfinder woggle for staff
Green sash
Green trousers
Black belt with Pathfinder emblem buckle
Black socks
Black shoes

Club Options (in consultation with conference youth director)
Options selected must be adhered to by entire club.

Green shorts with sun-tanned long socks
Sun-tanned short-sleeved shirt
Green jumper
Green bush jacket for staff

Field Uniform

Club T-shirt (with Pathfinder emblem and club symbol)
Shorts, jeans or trousers

District Director's Option

Green Eisenhower jacket

Conference Options

Options selected must be adhered to by entire conference.

Conference patch on left pocket or left sleeve
Hat

WOMEN AND GIRLS

Basic Uniform

Green forage cap
White short-sleeved blouse
Green shoulder epaulettes for those in the Ranger, Voyager and Guide classes
Green shoulder epaulettes with stripe(s) for staff
Black tuxedo tie
Yellow scarf and Pathfinder woggle for Pathfinders
Red scarf and Pathfinder woggle for staff
Green sash
Green skirt (with hidden right pocket)
Black belt with Pathfinder emblem buckle
White socks
Black shoes

Club Options (in consultation with conference youth director)

Options selected must be adhered to by entire club.

Green tailored slacks
White long-sleeved blouse
Green cardigan
Green bush jacket for staff
Sheer stockings (natural colour)
Length of socks - long or short

Field Uniform

Club T-shirt (with Pathfinder emblem and club symbol)
Shorts, jeans, slacks or skirt

District Director's Option

Green blazer

Conference Options

Options selected must be adhered to by entire conference.

Conference patch on left pocket or left sleeve
Hat

POSITIONING OF THE UNIFORM AND INSIGNIA

GENERAL

Class Insignia. When invested for each class, the Pathfinder receives a badge (worn on the left pocket), a pocket strip (worn above the left pocket) and a chevron (worn on the left sleeve).

Forage Cap and 5 cm Pathfinder Emblem. The bottom of the front vertical crease of the cap is at the centre of the forehead in a straight line with the nose and at a point between 3.5 cm above eyebrow level. The cap will then be tilted slightly to the right, but in no case will the side of the cap rest on top of the ear. The 5 cm Pathfinder emblem is triangular in shape and is worn on the left side of the forage cap, centred on the turned-up band of the cap and 4 cm from the front of the cap.

Pathfinder Scarf. This is gold in colour with the Pathfinder world emblem on the back peak. It is worn around the neck, over the sash and held in place with the Pathfinder woggle.

Staff Scarf. This is red in colour with the Pathfinder world emblem on the back peak. It is worn around the neck, over the sash and held in place with the Pathfinder woggle.

Pathfinder Woggle. This is a gold cylinder with the Pathfinder world emblem on it. The woggle holds the scarf in place.

Epaulettes and Stripes. A plain pair of green epaulettes is worn by those in the Ranger, Voyager and Guide classes. Gold stripes are added to the epaulettes as follows:

One thin stripe	Junior counsellors, counsellors and instructors
Two thin stripes	Deputy directors
One wide stripe	Club directors
Two wide stripes	Conference youth directors/district directors
Three wide stripes	Union youth directors
Four wide stripes	Division youth directors
Five wide stripes	General Conference youth directors

Lanyard. This is worn around the left shoulder, with the whistle placed in the left-hand pocket. These are worn only by deputy directors, club directors, district directors, and youth directors.

Pathfinder Honour Sash. This is worn over the right shoulder (under the scarf) and under the left arm. The upper part of the sash covers the right pocket, forming a diagonal so that the lower point of the sash rests against the left side of the body. Honour tokens and Master Awards are placed on the front of the sash. Special tokens for Camporees, Expeditions, Fairs, campouts etc. are placed on the back of the sash.

The captain and scribe badges are placed on the front of the sash in a position above the right pocket. This also applies to the chaplain badge.

If sash becomes full, tokens should be updated, or a new sash may be obtained and tokens added as they are achieved. This would replace the first sash and tokens from honours achieved in early years of Pathfinding. No more than one sash should be worn at any one time.

Belt Buckle with Pathfinder Emblem. The Pathfinder triangular emblem is engraved on the belt buckle.

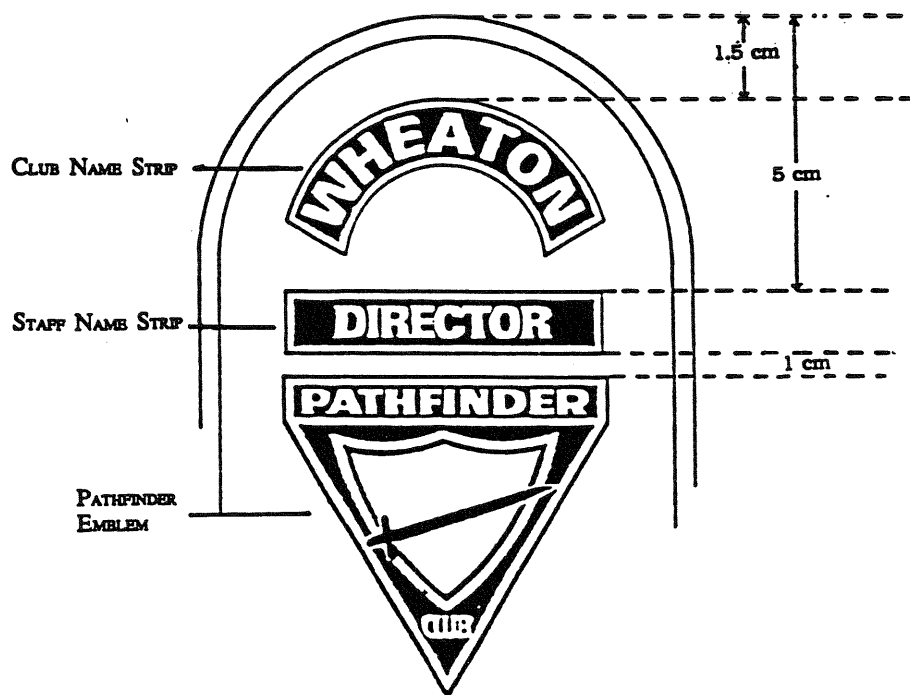
RIGHT SLEEVE

Club Name Strip. These are worn above the staff name strip and Pathfinder emblem on the right sleeve. Blank name strips are available in small and large sizes. Each club will need to determine a method of placing the club name on the strip.

Staff Name Strips. The district director, club director, deputy director, chaplain, instructor, counsellor and junior counsellor wear a name strip, designating their position, above the Pathfinder emblem on the right sleeve.

7.5 cm Pathfinder Emblem. The 7.5 cm emblem is triangular in shape and is worn on the right sleeve. For Pathfinders who do not wear a staff name strip, the Pathfinder emblem is 1.5 cm below the club name strip.

RIGHT SLEEVE DIAGRAM



RIGHT POCKET

Captain and Scribe Badges. These are worn by captains and scribes on the sash, positioned above the right pocket. If the sash is removed, the badge is to be positioned above the right pocket.

Chaplain Badge. This is worn by a club chaplain on the sash, positioned above the right pocket. If the sash is removed, the badge is to be positioned above the right pocket.

LEFT SLEEVE

Pathfinder World Emblem. This oval symbol, containing the Pathfinder emblem, represents the worldwide organisation of Pathfinder clubs of the Seventh-day Adventist Church. This symbol is worn on the left sleeve.

Conference Patch. Where a conference has its own unique conference patch, this is worn in the place designated by the conference. This will be either on the:

1. **Left shirt/blouse pocket.** See section titled "Left pocket."
OR
2. **Left sleeve,** above the Pathfinder world emblem. The world emblem is below the conference patch, and only the last class chevron achieved is worn below the world emblem. (Size specification: The height of the semicircular sleeve patch is to be no larger than 6.5 cm)

Chevron. This is part of the class insignia and is a coloured sleeve strip representing each class completed. It is to be worn in order on the left sleeve.

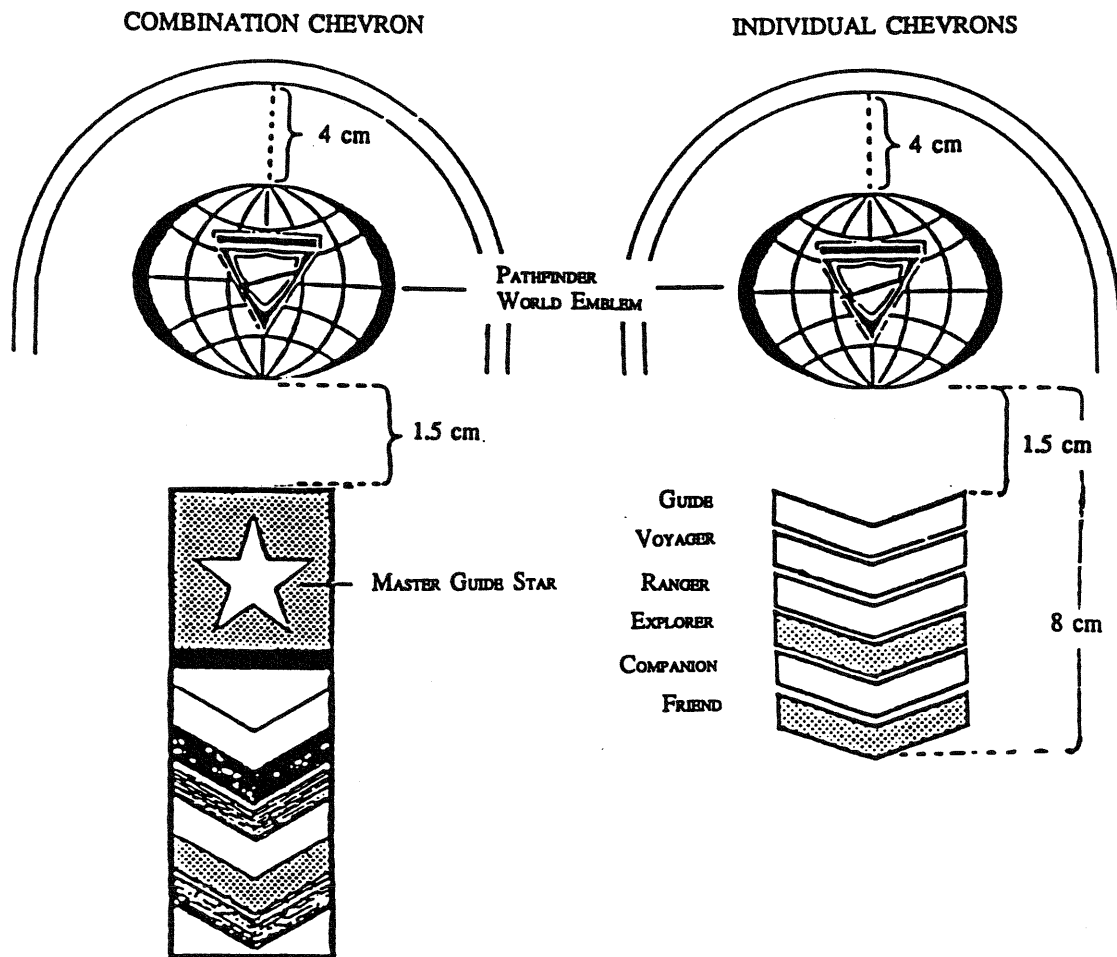
Master Guide Star. Worn on left sleeve below the Pathfinder World Emblem. If all classes plus Master Guide have been completed, a Master Guide star and chevron combination patch is available.

PLA Token. Worn on left sleeve below Pathfinder World Emblem. The Master Guide star and chevrons are not worn when the Pathfinder Leadership Award has been achieved.

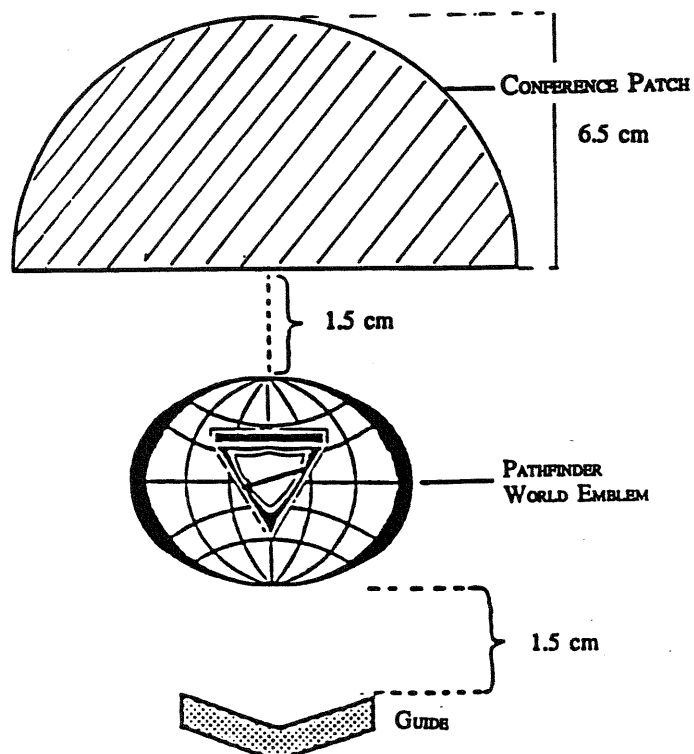
APLA Specialty Bars. The first Advanced Pathfinder Leadership Award specialty bar achieved is worn on the left sleeve below the PLA cloth token and each successive APLA specialty bar is worn immediately below those already on the sleeve.

LEFT SLEEVE DIAGRAMS

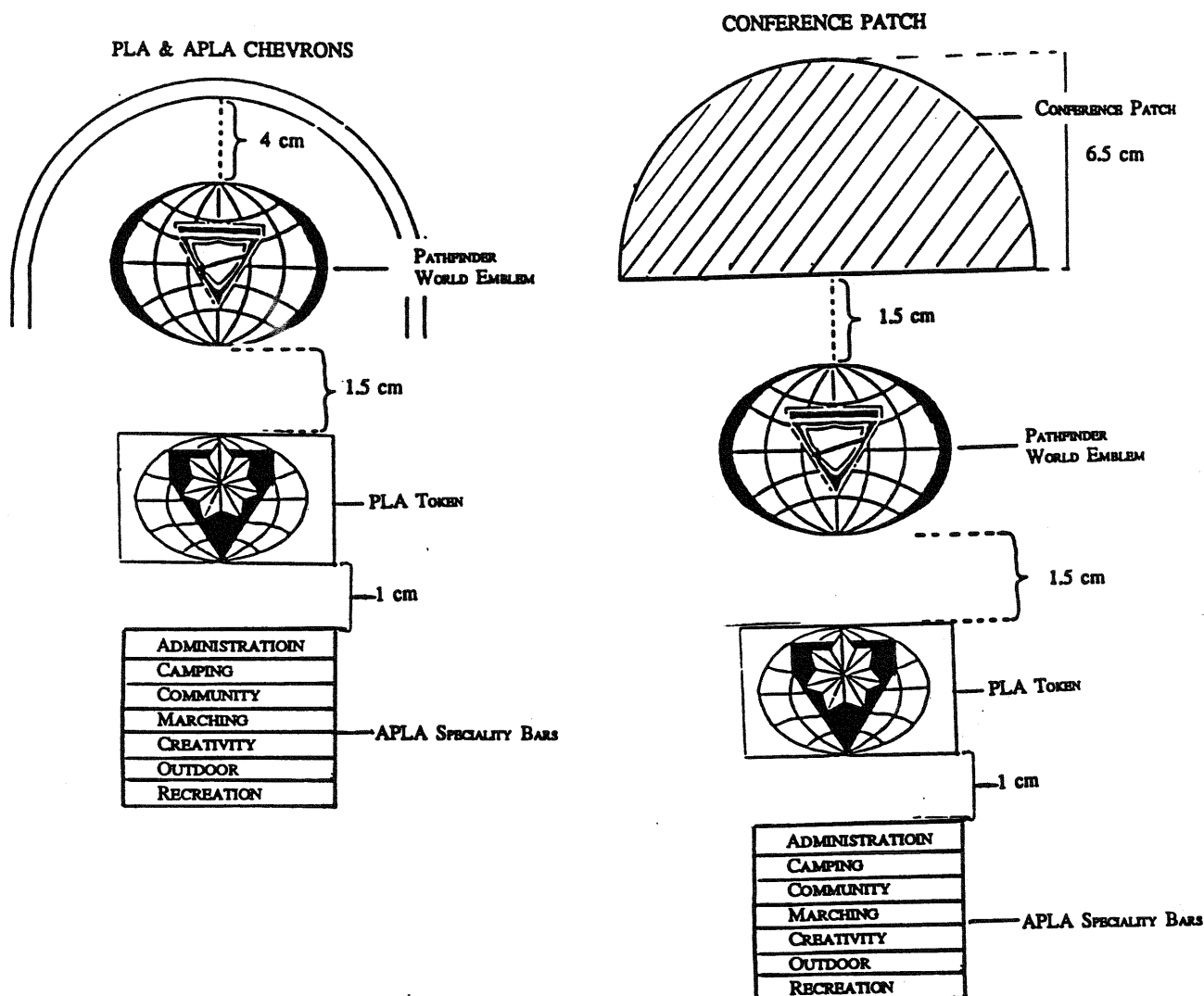
Class Chevrons



CONFERENCE PATCH



PLA Token and APLA Bars



LEFT POCKET

Pathfinder Award of Excellence. This special award is worn above the advanced class bars on the left pocket.

NOTE: This is only given to teen Pathfinders and is usually awarded at a conference event. Refer to the section titled "Pathfinder Award of Excellence" for the criteria used for this award.

Advanced Class Bars. The advanced class insignia are coloured to represent each advanced class and are worn above the class pocket strip on the left pocket. They are worn in order from the Pathfinder's right to left: Advanced Friend (blue/yellow/blue), Advanced Companion (red/yellow/red), Advanced Explorer (green/yellow/green), Advanced Ranger (white/black,white), Advanced Voyager (black/white/black), Advanced Guide (yellow/white/yellow).

Class Pocket Strip. This is part of the class insignia and represents the name of the Pathfinder class last invested in. It is to be worn above the left pocket and is replaced at each Investiture. Pocket strips are only available for the classes of Friend, Companion, Explorer, Ranger, Voyager and Guide.

Class Badge. This is part of the class insignia and is coloured to represent each class. The badges are worn in order across the left pocket from the Pathfinder's right to left: Friend (blue), Companion (red), Explorer (green), Ranger (black), Voyager (brown), Guide (gold).

Master Guide Badge. The Master Guide badge is positioned below the class badges, on the right sector of the left pocket halfway between the button and right edge of the pocket.

PLA Badge. The Pathfinder Leadership Award badge is positioned below the class badges, on the left sector of the left pocket halfway between the button and left edge of the pocket.

Conference Patch. Where a conference has its own unique conference patch, this is to be worn in the place designated by the conference. This will be either on the:

1. **Left shirt/blouse pocket, below badges and button.** (Size specification: The diameter of the pocket patch is to be no larger than 5 cm);
- OR
2. **Left sleeve.** See section titled "Left sleeve."

LEFT POCKET DIAGRAM

