

# The Minnesota Conference Pathfinder Uniform Manual

The Pathfinder uniform helps make the Pathfinder program real and visible. It is emblematic and representative of the worldwide club's ideals and standards. 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. The uniform should always be neat and clean. To wear 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. At Pathfinder meetings
2. At any public gathering when any or all act as:
  - messengers
  - ushers
  - guard of honor
  - color guards
3. On occasions as specified by the Pathfinder Director, Area Coordinator or Conference Pathfinder official
4. At special Pathfinder services
5. While engaging in witness activities, or community service activities such as Ingathering, distributing food baskets, flowers, literature, etc.

Uniforms should **NOT** be worn:

1. By nonmembers
2. When engaged in selling or solicitation for personal profit, or for commercial or political purposes
3. At any time or place when its wearing discounts the organization or casts reflection upon the uniform and lowers its dignity and esteem

## **Care of the Uniform**

The Pathfinder uniform is to be kept neat and clean at all times. Pathfinder activities should correspond to the uniform being worn (i.e. outdoor games should only be done in Class C uniform). Stains shall be removed as soon as possible. If it is not possible to remove a stain or if the removal of the stain causes the garment to become discolored, the garment shall be replaced before the next time the uniform is to be worn.

Patches shall be sewn on to the uniform shirt or honor sash. The use of hot glue will leave marks on the uniform shirt or honor sash should the patches ever need to be replaced or relocated. Patches should *never* be stapled or pinned into place for an event. This can be a safety concern not only for the Pathfinder wearing the uniform but also for those he may brush against.

If the uniform is needed on a campout or camporee and there is no means of hanging to keep the uniform from wrinkling, you may roll the uniform in your baggage. This is done by placing all the parts of the uniform on top of one another, with the pants or skirt on the bottom. Starting at the top (waist of pants, collar of shirt), roll the uniform into a "log" shape. This will keep the uniform clean and somewhat wrinkle-free.

## **Military Insignia**

It is the policy of the Minnesota Conference Pathfinder Department that no military insignia, other than gold or nickel Pathfinder uniform stars, shall be worn on the Pathfinder uniform. This policy is to show respect to all men and women who have earned their insignia throughout their military careers in their respected uniforms.

## **Uniform Insignia and Patches**

Each of the world divisions determines current policy, uniform specifications and procedures for the Pathfinder ministry. While the uniform of the Pathfinder Club varies in regions or even in countries around the world, the insignia and where they are placed are almost universally the same. Designing and setting the position of the insignia and/or working any changes or additions are the responsibility of the World Pathfinder Director and the General Conference in consultation with the divisions. Clubs, conferences, unions and divisions may make no exceptions or variations without the definite permission from the World Pathfinder Headquarters.

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.

The following describes and tells the position of official Pathfinder Club identification insignia:

### **Minnesota Conference Patch**

The Minnesota Conference uniform patch is a required insignia of the basic Pathfinder uniform. It is to be worn on the wearer's left sleeve, ¼ inch below the shoulder seam of the uniform shirt. The Conference uniform patch is to be centered on the crease of the Pathfinder uniform shirt sleeve.

### **Pathfinder Triangle Emblem**

This is the symbol that represents the Pathfinder Club. The 2-inch triangle is worn on the cap, beret, etc. The Pathfinder Club emblem 3-inch triangle is worn on the right-hand sleeve, 2 ¾ inches below the top of the club name crest.

## **Pathfinder Club Name Crest**

This is worn on the right sleeve of the shirt/ blouse and dress uniform jacket,  $\frac{3}{4}$  inch below the shoulder seam. It is worn above the staff name strip and Pathfinder triangle on the right-hand sleeve.

## **Staff-Office Sleeve Strips**

A Pathfinder official such as a conference director, coordinator, area coordinator, district director, club director, deputy director, chaplain, instructor, counselor, junior counselor and TLT may wear a strip designating his position. It is centered below the club name crest,  $2\frac{3}{4}$  inches below the top of the club name crest and  $\frac{1}{4}$  inch above the Pathfinder triangle on the right-hand sleeve.

## **Pathfinder World Emblem**

This oval symbol, containing the Pathfinder triangle, represents the worldwide organization of Pathfinder Clubs of the Seventh-day Adventist Church. This symbol is worn on the left-hand sleeve of shirt and dress uniform jacket. It is positioned  $\frac{1}{2}$  inch below the Conference patch.

## **Neckerchief, Pathfinder**

This is yellow in color with the Pathfinder world emblem as the logo on the back and is accompanied by the Pathfinder slide. This may be worn by all inducted Pathfinders and non-Master Guide Staff.

## **Neckerchief, Master Guide**

This is yellow in color with the Master Guide crest printed on the tip of the triangle. The distinctive Master Guide slide with the Master Guide crest is used with the neckerchief. It is to be worn only by one invested as a Master Guide. Someone who has completed all the classes may wear the neckerchief with the class stripes on it.

## **Pathfinder Class Chevrons**

The following are descriptions of Pathfinder recognition insignia. These are located on the left sleeve  $\frac{1}{2}$  inch below the Pathfinder world emblem. The order from top to bottom is Master

Guide, Guide, Voyager, Ranger, Explorer, Companion, and Friend. All persons (Master Guides included) should wear only the class insignia in which they have been invested.

### **Master Guide Star**

An embroidered gold star is worn on the left-hand sleeve ½ inch below the world patch. When all Pathfinder classes and the Master Guide course have been completed, the Master Guide star and all the individual chevrons may be worn.

### **Pathfinder Class Pins**

Upon investiture for each class, the Pathfinder obtains a pin of recognition to be worn on the uniform. These may be worn centered across the top of the left pocket flap. The Master Guide pin would be placed in the center at the top of the left pocket with pins of other classes in which the Master Guide has been invested centered in a row below.

### **Class Pocket Strip**

Centered just above the left pocket of the shirt is the Pathfinder class pocket strip for the highest Pathfinder class in which the individual has been invested. It should be level with the top of the uniform shirt pocket.

### **Advanced Pathfinder Class Ribbon-Bar**

This is worn only by those completing the requirements, on the left side of shirt or just above the Pathfinder Class pocket strip.

### **Pathfinder Good Conduct Ribbon-Bar.**

This is worn on the left side of shirt, above the pocket. It is placed above the Pathfinder class pocket strip and advanced Pathfinder class ribbons.

### **Captain and Scribe Badges**

These badges are to be worn by the captain and the scribe on the sash, or positioned in the center of the left pocket, on the shirt.

## **Pathfinder Honor Sash**

This is worn over the right shoulder (under neckerchief) and under the left arm, the lower point of the sash resting against the left side of the body. It serves as a collecting point for honor patches and all other Pathfinder related emblems the wearer has earned. (Traded items are not to be included here.)

## **Pathfinder Staff Service Stars**

These are obtained from the Conference Pathfinder Director. Metal stars may be worn on the left pocket. Only one star with the numeral indicating the accumulated years of verifiable service should be worn. The 5, 10, 15, 20, 25, 30 etc. service stars are awarded annually by the Conference.

## **TLT Service Star Pins**

The TLT Pathfinder service star shall be worn on the left pocket flap, in the top right corner.

## **Name Tags**

A name tag is not required insignia of the basic Pathfinder uniform. However, if you choose to wear name tags, the whole club must wear them. 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 may also appear on the name tag for staff members. The Pathfinder logo must appear on the left side of the name tag. The name tag is to be worn directly above the wearer's right uniform shirt pocket, centered, or on the honor sash equivalent.

## MINNESOTA CONFERENCE UNIFORM STANDARDS and SPECIFICATIONS

### Pathfinder Class "A" Full Dress Uniform

- Black beret with the small Pathfinder triangle logo- is worn flapped to the right and with the logo directly over the left eye. The beret is to be worn horizontally one inch over the eyebrow. **The beret is optional for clubs.**
- Dress shirt- must be khaki color, may be either short or long-sleeved, must include two front flap pockets, and must have epaulets on the shoulders. If a T-shirt is worn under the uniform, it must be a white T-shirt without a design, not visible from sleeve on the short sleeve shirt. A black long sleeve turtle neck or T-shirt may be worn under the uniform dress shirt for warmth. Shirts are worn tucked into the skirt/pants of the Class A dress uniform of both males and females.
- Pathfinder neckerchief- should be fitted neatly around the neck and is held together in front with the appropriate loop device (black background slide), having the Pathfinder logo affixed and properly positioned.
- Club name crest- Pathfinder triangle patch on the right sleeve, and Conference patch, Pathfinder world patch, and class chevrons on the left sleeve
- Name badge- over right chest pocket or on the honor sash at the same level
- Black tie (tuxedo tie for the females) **Optional**
- White gloves (**for color guard members only**)
- Black honor sash
- Black Pathfinder belt with the correct Pathfinder buckle- holding pants/skirt neatly at the waist
- Black pants (males) or black A-line skirt (all females). All women in the club must wear the same- either pants or skirts. (Suggestion: For camping, pants are more practical.) There must be no decoration or extra stitching on pants/skirt.
- Black socks or, black stockings (female Pathfinders with skirts). There must be no decorations on the socks or stockings.
- Black shoes in good repair. Women must wear closed-toe, closed heel, black shoes, heel height of no more than 1 inch. No sport shoes are acceptable.

This Class A uniform is to be worn for Pathfinder Sabbath, inductions, investitures, baptisms, club inspections, special church worship functions, certain camporee events and when required by the club director.

### **Pathfinder Class "B" Service Dress Uniform**

- The Class B service dress uniform is less formal attire. It is the full dress uniform without honor sash, neckerchief, or neck tie.

The Class B uniform is to be worn for Ingathering, can collecting, and other less formal meetings and when required by the club director.

### **Pathfinder Class "C" Field Uniform**

- Each club must agree to a Class C field uniform standard which must be adhered to by all staff and club members.
- The club T-shirt must have the Pathfinder logo prominently imprinted and displayed somewhere on it. TLTs should wear the red TLT T-shirt. When instructed at Conference events, the Conference T-shirt may be substituted for the club T-shirt. Officers, TLTs, and staff members are permitted the use of a staff or TLT polo-style shirt with the appropriate Conference or club designs.
- In addition to the shirt, the field uniform will consist of blue jeans, socks and sneakers.
- Jeans are not to be worn baggy or hanging below the waist. They must be clean with no holes.
- Females will wear the shirts of the field uniform with their jeans/pants covering their midriffs at all times.
- Shorts provide coolness and mobility and may be worn with the Class C uniforms. Shorts must be no shorter than 2" above the knee for both males and females. Shorts such as biking, athletic or short shorts will not be allowed. This policy is for everyone's advantage and should not be abused by wearing questionable clothing.

The Class C uniform is to be worn at club meetings, certain camporee events and when required by the club director.

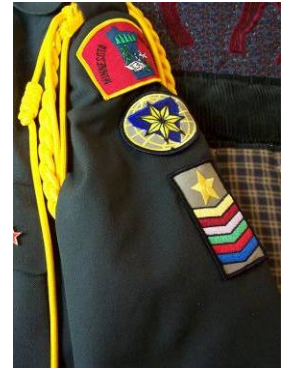


## Master Guide Class "A" Full Dress Uniform

- Black beret with the small Pathfinder triangle logo- The beret must be worn flapped to the right and with the logo directly over the left eye. It is to be worn horizontally one inch over the eyebrow.

**This is optional for Master Guide Clubs.**

- Master Guide neckerchief- fitted neatly around the neck, held together in front with the appropriate loop device of either metal, plastic or green background cloth, but nevertheless having the Master Guide logo affixed and properly positioned
- Conference, area, or club name crest and Pathfinder triangle patch on the right sleeve, and Conference patch, Pathfinder world patch, and Master Guide Star or Star with chevrons on the left sleeve



- Name badge over right chest pocket or on the honor sash at the same level



- Black tie (tuxedo tie for the females)
- White gloves for honor or color guard
- Green honor sash
- Black Pathfinder belt with the correct Pathfinder buckle- holding pants/skirt neatly at the waist

- The class A uniform comprises the green jacket and trousers/A-line skirt- in US Army green Class A dress uniform. All women in the club must wear the same- either pants or skirts. (Suggestion- For camping, pants are more practical.) Can be acquired from General J's Army Surplus Store, 1510 Nicollet Ave, Minneapolis, MN 55403, (612) 871-0661, or online through eBay, or at <http://www.abbauniforms.com/>.



- Short or long-sleeved beige shirt with patches
- Black shoes in good repair. Women must wear closed-toe closed heel, black shoes, heel height of no more than 1 inch. No sport shoes are acceptable.

- Military buttons must be removed and replaced with the Pathfinder "P" gold buttons which can be ordered from AdventSource.

The Master Guide Class A dress uniform is to be worn for Pathfinder Sabbath, inductions, investitures, baptisms, club inspections, special church worship functions, certain camporee events and when required by the club director or Conference director.

### **Master Guide Class "A" Modified Dress Uniform**

- This uniform is the same as the Master Guide Class "A" Full Dress Uniform only without the jacket. The Master Guide Class A dress uniform beige shirt must have all required patches before being worn.
- The Master Guide Class "A" Modified dress uniform is to be worn at the discretion of the club director or the Conference director. This is usually worn when the weather is too warm.

### **Master Guide Class "B" Service Dress Uniform**

- Master Guides are authorized on occasion to wear the Class B service dress uniform which consists of all elements of the Class A except the jacket, neckerchief, honor sash and gloves. NOTE: The Master Guide Class B service dress uniform beige shirt must have all required patches before being worn.

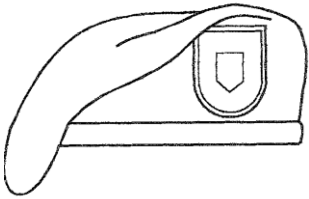
The Master Guide Class B service dress uniform is to be worn for Ingathering, can collecting, less formal meetings and when required by the club director or Conference director.

### **Master Guide Field Uniform**

- The field uniform is less formal attire.
- One of the authorized shirts i.e. Conference, Master Guide, or club in either T-shirt or polo style
- Black/blue jeans, socks
- Black or white sneakers, field shoes or boots

- Jeans are not to be worn baggy or hanging below the waist.
- Females will wear the shirts of the field uniform with their jeans/pants covering their midriffs at all times.
- Shorts provide coolness and mobility and may be worn with the Class C uniforms. Shorts must be no shorter than 2" above the knee. Shorts such as biking, athletic or short shorts will not be allowed. This policy is for everyone's advantage and should not be abused by wearing questionable clothing.

The Master Guide field uniform is to be worn at club meetings, certain camporee events and when required by the club director or Conference director.



### **Headgear Beret - Optional**

1. The black beret is the standard headgear for Class A - full dress uniform.

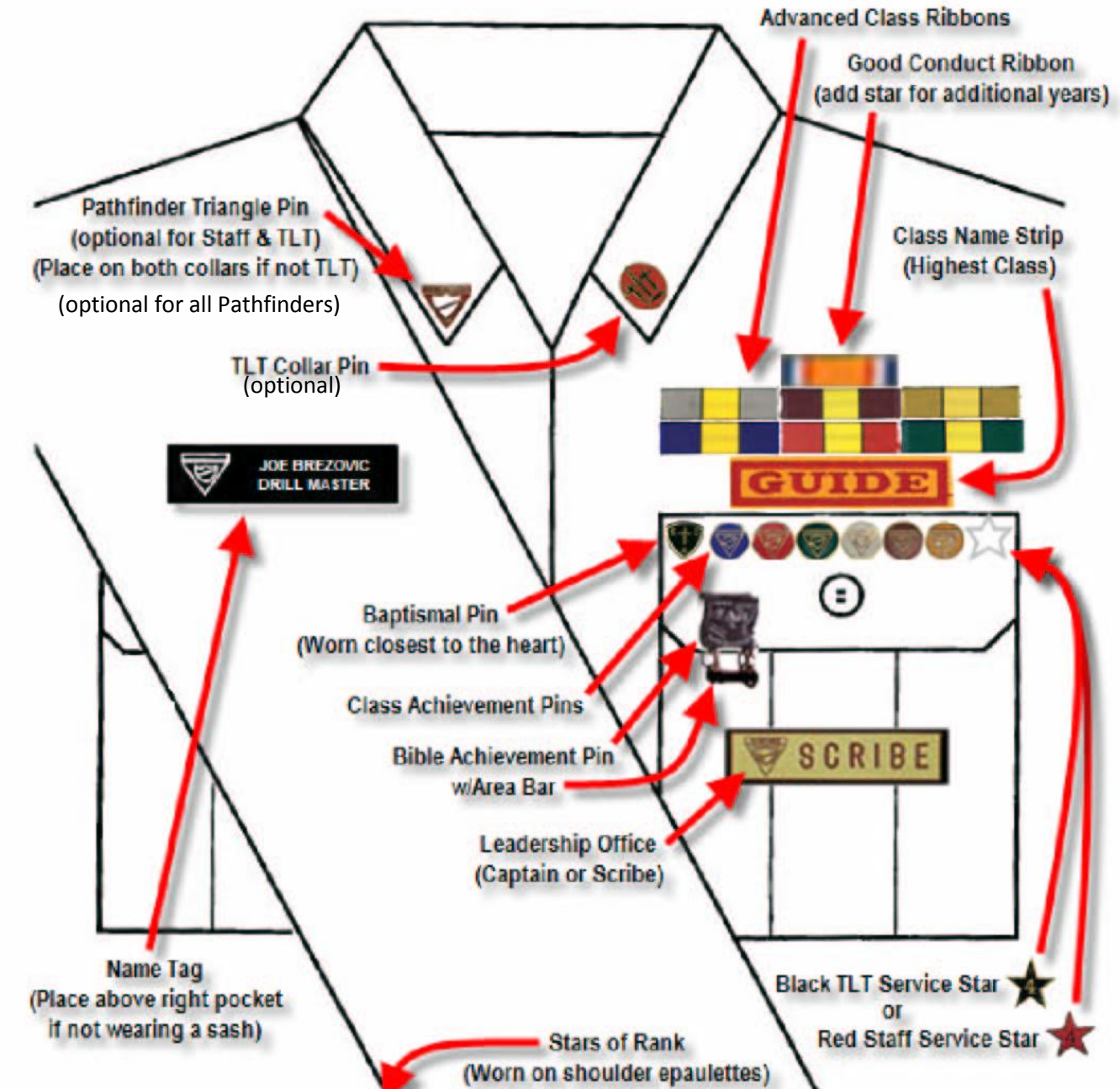
2. The beret is worn so that the headband (edge binding) is straight across the forehead, 1 inch above the eyebrows. The Pathfinder emblem known as the flash is positioned over the left eye, and the excess material is draped over to the right ear, extending to at least the top of the ear and no lower than the middle of the ear. Personnel will cut off the ends of the adjusting ribbon and secure the ribbon knot inside the edge binding at the back of the beret. When worn properly, the beret is formed to the shape of the head; therefore, Pathfinders may not wear hairstyles that cause distortion of the beret.

### **ADDITIONAL UNIFORM REQUIREMENTS**

- There must be no extra decorations in the hair, and hair must be styled so that the beret can fit neatly on hair in regulation manner.
- Braids and dreadlocks are strictly prohibited in male hair.
- Uniform must be worn properly at all times or not worn at all.
- All patches, except the class patches, must have the black border and must be properly fixed to the uniform.

- Natural-looking make-up and nail polish are acceptable; no nail decorations or extensions please. Nails must be neatly clipped and clean.
- A simple wristwatch and engagement and wedding rings are the only jewelry worn with the Pathfinder uniform.
- The use of the white shirt and black pants/skirt combination IS NOT a Pathfinder uniform!

# Placement of Pathfinder Insignia



★	One star	Pathfinder Club Director
		Conference Pathfinder Associate Area Coordinator
★★	Two stars	Conference Pathfinder Area Coordinator
		Conference Pathfinder Drill Master
★★★		Voting members of the Conference Pathfinder Council
	Three stars	Conference Pathfinder Director
	Four stars	Union Pathfinder Coordinator
★★★★	Five stars	NAD Pathfinder Director

# Glossary of Insignia & Patches

## Minnesota Conference Patch

Worn on the wearer's left sleeve, ¼ inch below the shoulder seam of the uniform shirt. The Conference uniform patch is to be centered on the crease of the Pathfinder uniform shirt sleeve.



## Pathfinder Triangle Emblem

The Pathfinder Club emblem 3-inch triangle is worn on the right-hand sleeve, 2¾ inches below the top of the club name crest.



## Pathfinder Club Name Crest

Worn on the right sleeve of the shirt and dress uniform jacket, ¾ inch below the shoulder seam. It is worn above the staff name strip and Pathfinder triangle on the right-hand sleeve.



## Staff-Office Sleeve Strips

Worn centered below the club name crest 2¾ inches from the top of the Club Name Crest and ¼- inch above the Pathfinder triangle on the right-hand sleeve.



## Pathfinder World Emblem

Worn on the left-hand sleeve of shirt and on dress uniform jacket. It is positioned ½ inch below the Conference patch.



## Neckerchief, Pathfinder

The neckerchief shall be placed around the neck with the bottom point of the neckerchief pointing down the wearer's back.



## Slide

A Pathfinder uniform slide shall be placed over the two ends of the neckerchief and positioned approximately at the second button from the top of the shirt.

## Neckerchief, Master Guide

The neckerchief shall be placed around the neck with the bottom point of the neckerchief pointing down the wearer's back.



## Slide

A Master Guide uniform slide shall be placed over the two ends of the neckerchief and positioned approximately at the second button from the top of the shirt.

## Pathfinder Class Chevrons

Worn on the left sleeve 1/2 inch below the Pathfinder world emblem. The order from top to bottom is Master Guide, Guide, Voyager, Ranger, Explorer, Companion, and Friend.



## Master Guide Star

An embroidered gold star is worn on left-hand sleeve, 1/2 inch below the world patch.



## Master Guide Star with All Class

### Chevrons

When all Pathfinder classes and the Master Guide course have been completed, the Master Guide star and all the individual chevrons may be worn.

## Pathfinder Class Pins

Worn centered across the top of the left pocket flap.



## Class Pocket Strip

Worn centered just above the left pocket of the shirt/blouse is the Pathfinder class pocket strip for the highest Pathfinder class in which the individual has been invested. It should be level with the top of the uniform shirt pocket.



## Advanced Pathfinder Class Ribbon-Bar

Worn only by those completing the advanced class requirements, on the left side of shirt just above the Pathfinder class pocket strip.



## Pathfinder Good Conduct Ribbon-Bar

Worn on the left side of shirt, above the pocket. It is placed above the Pathfinder class pocket strip and advanced Pathfinder class ribbons.



## Captain and Scribe Badges

Worn by the captain and scribe, positioned in the center of the left pocket on the shirt.



## Pathfinder Honor Sash

Worn over the right shoulder (under neckerchief) and under the left arm, the lower point of the sash resting against the left side of the body.





## Pathfinder Staff Service Stars

To be worn at the top right, on left pocket flap. Only one star with the numeral indicating the accumulated years of verifiable service should be worn.



## Pathfinder Uniform Beret

See above description (p. 10) on how to wear.



## Pathfinder Baptismal Pin

The Pathfinder baptismal pin shall be worn on the left pocket flap, in the top right corner of the uniform shirt.



## Master Guide Pin

The Master Guide pin would be placed in the center at the top of the left pocket with pins of other classes in which the Master Guide has been invested centered in a row below.



## Master Guide Crest Patch

Worn on sash



## Pathfinder Name Tag

Worn directly above the wearer's right uniform shirt pocket, centered or on the honor sash equivalent.



## TLT Cord

The TLT shoulder cord shall be worn on the wearer's left shoulder, looped under the arm with the top part of the shoulder braid placed under the uniform shirt epaulet. ONLY TLTs can wear this cord.



## TLT Pin

Worn on uniform shirt collar or sash– see above picture.



## TLT Patch

Worn on sash.



## TLT Staff Name Strip

Worn centered below the club name, 2¾ inches below the top of the club name crest, and ¼ inch above the Pathfinder triangle on the right-hand sleeve.



## TLT Service Star – Year 1, 2, 3, & 4

(1) Only one Pathfinder staff service star may be worn at one time.

(2) The TLT Pathfinder service star shall be awarded to the TLT Pathfinder upon completion of the program level. The TLT Pathfinder service star shall be worn on the left pocket flap in the top right corner of the uniform shirt.



## Pathfinder Triangle Pin

To be worn on the uniform shirt collar - see above picture.



**Pathfinder uniforms and insignia may be purchased at:**

**[www.adventsource.org](http://www.adventsource.org) or 1-800-328-0525 - Ask for a free Pathfinder catalog!**

**\*For Investiture items please call the Conference Office for a special ordering code.**

**\*Club Director only!**