



## Adventurer Uniform

The uniform makes the organization real and visible. It becomes emblematic and representative of an ideal, 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 becomes a builder of club spirit.

The uniform is always neat and clean. Because the Adventurer Ministry is valuable to each member, the uniform will be acquired and worn with enthusiasm.

Uniforms should be worn on the following occasions:

- At regular Adventurer meetings, when applicable
- At special programs (Adventurer Day, Induction, Investiture, etc.)
- At any public gathering when any or all act as:
  - Ushers
  - Participants in Health & Wellness Parade
  - Greeters
  - Visiting Shut in/ Nursing Homes
  - Visitations
  - Distribution of Evangelism Flyers
  - Ingathering
  - Distribution of food baskets
  - Bouquets
- On other occasions as specified by Adventurer Club Director
  
- Types of Uniforms: **Boys**
  - Navy blue pants
  - Light blue shirt with long sleeve and regular collar
  - Navy blue sock
  - Black shoe
  - Navy blue sash
  - Little Lamb – Burgundy Scarf (All six levels wear the same slide and patch)
  - Eager Beaver – Burgundy Scarf
  - Adventurer – Burgundy scarf with Adventurer slide/Adventurer patch on right sleeve
  
- See pages 4 and 5 for position of pins, patches, and measurements
  
- Types of Uniforms: **Girls**
  - Navy blue pleated jumper
  - Light blue long sleeved shirt and regular collar
  - Navy blue socks

- Black shoes: Closed heels and toes
  - Navy blue sash
  - Hair ornaments – **only Black or Navy Blue**
  - Little Lamb – Burgundy Scarf (All six levels wear the same slide and patch)
  - Eager Beaver – Burgundy scarf with Adventurer slide/Adventurer patch on right sleeve
  - Adventurer – Burgundy scarf with Adventurer slide/Adventurer patch on right sleeve
- See pages 4 and 5 for position of pins, patches, and measurements

### Types of Uniforms: Ladies

- Navy blue skirt (3 inches below knee)
- Light blue blouse with long sleeve and regular collar (shirt type)
- Navy blue ladies tie (from Advent Source 1-800-328-0525)
- Black flat shoes close heels and toes
- Black belt no ornaments
- Blue or black stockings
- Adventurer Burgundy scarf for Non-Master Guides
- Adventurer Master Guide scarf for Master Guides
- Navy Blue Beret with Master Guide Patch for all Master Guides

### Types of Uniforms: Men

- Navy blue slacks
- Light blue shirt with long sleeve and regular collar
- Navy blue tie
- Black shoes
- Black belt
- Adventurer Burgundy scarf for non-Master Guides
- Adventurer Master Guide scarf for Master Guides
- Navy Blue Beret with Master Guide Patch for all Master Guides

### **General Information**

- 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
  - (Boys and men --T-shirt and Blue Jeans
- Girls and ladies - Blue Jeans Skirt (If classes meet on Sabbath afternoon) for other days blue jeans are acceptable

### **Type B Uniform (Field Shirt)**

- Each club can create its own design
- T-shirt /sweatshirts (Contact Adventurer Executive Coordinator) before deciding on a color for type B shirts and club name)
- Adventurer logo
- Local club name

### **Uniform Insignia**

- Adventurer Patch: On right sleeves
- Adventurer World Patch: On left sleeves
- Canada Patch on left Sleeves
- Crescent: On right sleeves above Adventurer patch
- Adventurer Awards: Worn on front of sash
- Little Lamb Stars worn on back of sash
- Eager Beaver Chips worn on back of sash
- Adventurer Master Guide crest can be worn
- Right sleeve: Club's name crescent ½ inch down from shoulder
- Adventurer patch: 2 inches down from the top of the club name crescent
- Staff rank stripe: Between the club name and the Adventurer patch
- Move Adventurer patch down an extra inch
- Sash: Adventurer Awards only to be worn on sash
- Adults: Left front chest, Adventurer pins on shirt pocket
- Master Guide strip above pocket
- Adventurer World Patch: Left sleeve: 1 ½ down from the shoulder
- Master Guide Patch: 2 inches down from top of world patch

# Uniform Insignia Placement



1 1/2 in (3.81 cm)

Left Sleeve for  
**ADVENTURERS**



1/2 in (1.27 cm)

Conference  
patch

1/2 in (1.27 cm)

Left Sleeve for  
**ADVENTURERS WITH  
CONFERENCE PATCH**

Your club should buy these for club members. Order club crests from [adventsource.org](http://adventsource.org).



1/2 in (1.27 cm)

YOUR CLUB NAME

1/4 in (.64 cm)



Right Sleeve for  
**ADVENTURERS**





Anchoring in Christ pins

The only level strip to be worn is Master Guide.

**MASTER GUIDE**

Master Guide pin is worn above the level pins.

Left Pocket for **PARENTS**

Left Pocket for **STAFF**



**What about the baptismal pin?**

Most children get baptized after their Adventurer Club years. But sometimes you will have an Adventurer child who is more mature and who wants to get baptized. When that happens make sure you celebrate their baptism! You may want to do a special presentation of the baptismal pin at your next club meeting where you affirm the child and place the baptismal pin on their sash. There is only one style of baptismal pin and it can be worn by Adventurers, Pathfinders, youth, and adults.



Adventurers place their level pins 7 in from the shoulder seam. Baptismal pin, Adventurer pin, stars, chips, and awards are also placed on the sash.

Sash for **ADVENTURERS**



**Adventurer Pin**

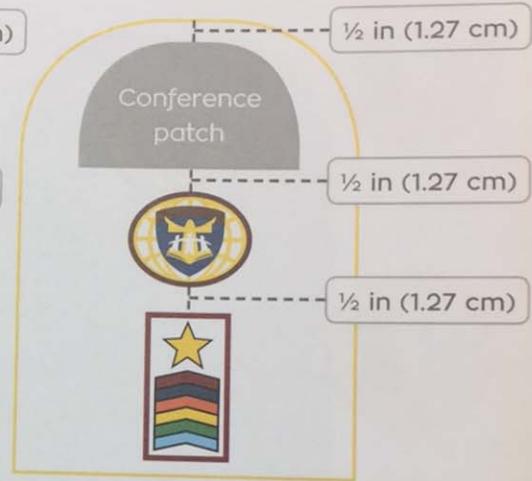
The Adventurer pin is a great gift to give at Induction!



Master Guide star and chevron patch is worn once invested as a Master Guide.



Left Sleeve for **STAFF**



Left Sleeve for **STAFF WITH CONFERENCE PATCH**

Director, associate director, instructor, or other staff designation goes here. Order staff name rectangle strips from [adventsource.org](http://adventsource.org).



Right Sleeve for **STAFF**



## **Pins**

All requirements for the classes are to be completed before pins can be awarded.

Adventurers: Pins upper 1/3 of the sash

Adventurer Club pins are to be given to all six (4) classes at Induction

Adventurer class pins to be given during Investiture ceremony

Little Lamb pins are to be given during Investiture ceremony

Eager Beaver pins are to be given during Investiture ceremony

Adventurer class pins can now be worn on Pathfinder Uniform

## **Adventurer Master Guide Uniform**

White shirt with long sleeve for men & ladies

Blue Jackets (Optional)

Navy Blue pants for men

Navy blue skirts for ladies (3 inches below your knees)

Blue Tie for men

Blue Ladies tie (form Advent Source)

Black flat shoes for ladies (close heels & toes)

Black shoes for men

Black or navy blue stockings for ladies

Navy blue socks for men

Navy Blue Beret with Master Guide Patch