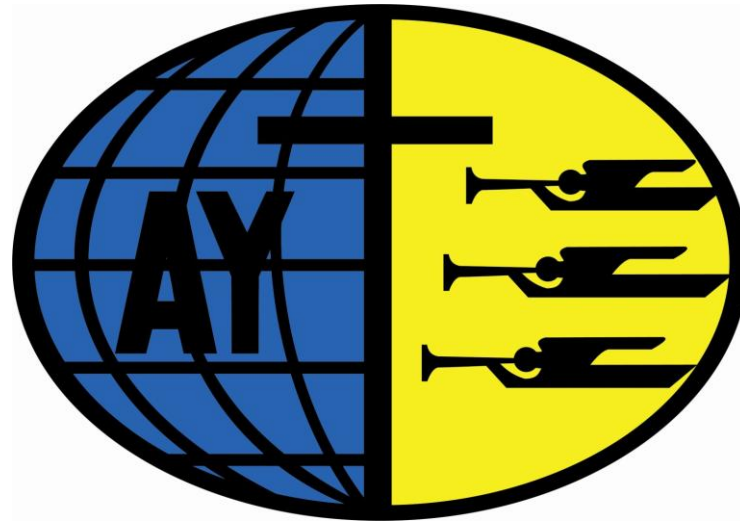


Caribbean Union Conference



Adventist Youth Ministries

Uniform Policy Specifications



Caribbean Union Conference

SEVENTH-DAY
ADVENTIST
CHURCH

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Presidents
Youth Directors,
Pastors
Uniform Leaders

Dear Colleagues,

As we start the new quinquennium in the Caribbean Union Conference, we are looking to re-establish the highest standards in Youth Ministry including the uniform work.

We have observed that there is too much variance in Adventurer, Pathfinder, Master Guide, and Adventist Youth Uniforms. Most of the problems associated with the uniform arise out of a lack of knowledge while some of it relates to blatant disregard for standards.

In addition, we have received instructions from the higher organization to bring our uniform code and standards into conformity with the Inter American Division as a whole.

It is essential to maintain the standard of uniform. In many of the most successful organizations a positive work ethic is supported by a smart, business-like appearance. Uniform is symbolic of the ideals of the uniform work. Each time it is worn, it represents the organization, the Church and God. Each uniformed person becomes an important representative of the ideals that the uniform represents.

In consultation with the Inter American Division and the regions Youth Directors I have compiled and prepared a Caribbean Union Conference Uniform manual consistent with Division standards. Please take note of the changes it brings to bear.

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In order to bring about this alignment of the uniform with the rest of the Inter American Division the Department has instituted an incremental change schedule which is as follows:

- The Departmental and national officers would model the change by **January 1, 2012**.
- The District coordinators, club directors and staff would model this change by **April 1, 2012**.
- Everyone else is expected to be fully aligned by **June 1, 2012**.
- Please note that if clubs wish to implement this change immediately they may do so.

I thank you for your understanding and support in this matter.

May God continue to bless you!

Sincerely,

Pastor Anthony Hall,
Director, Youth Ministries

OFFICIAL UNIFORMS OF THE YOUTH MINISTRIES DEPARTMENT CARIBBEAN UNION CONFERENCE

The Uniform

The official uniform for the Adventurer, Pathfinders, Master-Guide, and Ambassador is stipulated by the General Conference of Seventh-day Adventist® Youth Ministries Department and Endorsed by the Divisions and Unions. Any deviation or changes, including, but not limited to, the uniform's style and color, must first be authorized by the General Conference of Seventh-day Adventist® Youth Ministries Department.

The various Uniforms of the Seventh-day Adventist Youth Ministries make the organization real and visible. We have distinctive uniforms that can be recognised throughout the world even though there are national variations. The core elements are emblems, scarf and sash. It is symbolic of the ideals of the uniform work. Each time it is worn, it represents the organisation, the Church and God. Each uniformed person becomes an important representative of the ideals that the uniform represents. Uniforms are emblematic and representative of the worldwide ideal and standard. 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. 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 should be neat and clean. It should be worn with dignity.

The uniform should be worn on the following occasions:

- Regular Adventurer, Pathfinder or Master Guide meetings
- Camporee parades
- Public and national celebrations etc
- Any public gathering where Pathfinders act as messengers, ushers, guard of honour or colour guard
- When specified by the club Director, Area Coordinator or Conference youth official

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- Special services such as Inductions, Adventurer/Pathfinder Day, or Investiture Services
- Conference/Mission events such as Fair Day, Parades, and Rallies
- When engaged in service to the community such as ADRA appeal, special visit to a hospital or old people's home, letter boxing etc

Field Uniforms

The local club develops its own unique field T-shirt or polo shirt that reflects their club and often the area that they come from. These are used when the club is involved in an activity that does not warrant the full or ceremonial uniform.

Uniforms should not be worn:

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

Basic Uniform

Basic uniform should include the appropriate world emblem and the appropriate scarf for the category or class achieved. Other insignia and styles of uniforms are determined by each Division in keeping with the norms and economic conditions of the fields under their care. The descriptions contained herein represent the standard of the Caribbean Union Conference as part of the Inter American Division. There is no other standard in this Union.

The Insignia

While the uniform of the Pathfinder Club varies in regions or even countries around the world, the insignia and where they are placed are well nigh universally the same. Designing and setting the position of the insignia and/or working any changes or additions is 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 are a description and position of official Pathfinder Club Identification Insignia:

Pathfinder Triangle Emblem

This is the symbol that represents the Pathfinder Club. The 2-inch (5-cm.) triangle is worn on the cap, beret, etc. The Pathfinder Club emblem 3-inch triangle (7.5-cm.) in the local language is worn on the right-hand sleeve, shoulder high.

Pathfinder Club Name

These are worn on the right sleeve of the shirt/girl's blouse, and dress uniform jacket ½-inch (1.2 cm.) below the shoulder seam. It is worn above the staff name strip and Pathfinder triangle on the right-hand sleeve.

Staff-Office Sleeve Strips

Area/district director/coordinator, club director, deputy director, instructor, counselor, and junior counselor may wear a strip designating their position; it is centered below the club name 2-inch (5 cm.) below the shoulder seam and ¼-inch (.08-cm.) above the Pathfinder triangle on the right-hand sleeve.

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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/girl's blouse, and dress uniform jacket. It is positioned ½-inch (1.2-cm.) below the shoulder seam.

Neckerchief, Pathfinder

This is yellow in color with the World Pathfinder emblem as the logo on the back. An optional slide is available. 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 those invested as Master Guides.

Pathfinder Class Chevrons

The following are a description of Pathfinder recognition insignia: Are located on the left sleeve below the Pathfinder world emblem. The order from top to bottom is Master Guide, Guide, Voyager, Ranger, Explorer, Companion, and Friend. All persons (Master Guide Included) should wear only the class insignia in which they have been invested.

Master Guide Star

An embroidered gold star is worn on left-hand sleeve. 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. 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, or the Master Guide may choose to wear only the Master Guide pin. When advanced level insignia have been earned, the class pins may be placed on the sash.

Class Pocket Strip

Centered just above the left pocket of the shirt or 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

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

Pathfinder Excellence Ribbon

This is worn on the left side of shirt, blouse, or dress above the pocket. It is usually above the Pathfinder Class pocket strip or Advanced Pathfinder Class Ribbons.

Captain and Scribe Badges

To be worn by captain and scribe on the sash, or positioned above the right pocket, on the shirt/blouse.

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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/mission director. There are two options: 1) Embroidered fabric stars may be worn on the right sleeve centered ¼-inch (0.08-cm.) below the point of the 3-inch (7.5-cm.) Pathfinder triangle emblem. 2) 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.

Service stars are awarded annually by the conference/mission that keeps a record of the years of service.

Epaulettes, Stripes, Stars of Rank.

An optional green epaulette is worn by teen Pathfinders, junior counselors, counselors and instructors. Optional gold stripes, bars, stars or various colored braids (dress cords) are worn for each level of conference leadership. These items are selected by local conferences, unions, or Divisions. Not more than one option may be worn and must be standard within the organization level selecting in.

Militarism

The use of a uniform in Pathfinding provides many positive results. It meets certain psychological needs of the Pathfinder age bracket; it encourages what could be called upgraded behavior; and it provides a sense of cohesiveness.

In most regions the official uniform adopted in many ways resembles local military uniforms as local laws will or will not allow. While this is acceptable to a degree, those who have the decision making authority must be very careful to not create nor allow militarism to creep into Pathfinderism. Militarism is defined as the use of military discipline and the wholesale adoption of military-style uniforms that would create confusion in the minds of those who do not know what Pathfinderism represents. Around the world there are governments that are very sensitive to the existence of paramilitary organizations. Pathfinderism in other parts of the world cannot be seen by these governments as involved in training guerrilla or terrorist-type personnel. Camouflage, combat boots, "blousing" of pant legs, and other similar military practices in uniforms should not be used at all. No military insignia are allowed. The Pathfinder scarf should always be worn as part of the dress (Class A) uniform to distance it from the traditional military uniform. Attaching weapons to dress uniforms such as swords, bayonets, or machetes and guns even if they are fake ones should not be allowed even in drill ceremonies.



UNIFORM PATTERNS AND STYLES

Adventurer Club

Both male and female Directors will use their Master Guide uniforms.

Females:

Navy blue "A" Line skirt

White blouse/Shirt with left and right chest pockets and shoulder loops

White cotton socks or stockings

Black shoes

Black belt

Wine coloured (burgundy) scarf with the Adventurer logo

Honour sash, navy blue

Navy blue beret/Sailor hat

Males:

Navy blue pants (long, no pleats)

White shirt with left and right chest pockets and shoulder loops

Navy blue socks

Black shoes

Wine coloured scarf (burgundy) with the Adventurer logo

Black belt

Honour sash, navy blue

Navy blue beret/ Sailor hat

Pathfinders

Females:

Khaki "A" Line Skirt

White blouse/Shirt (military type) with left and right chest pockets and shoulder loops

Black tie (optional)

Yellow scarf with the Pathfinder logo

White cotton socks

Black shoes

Black beret

Honour sash olive green colour

Males:

Khaki pants (no pleats)

White shirt (military type) with left and right chest pockets and shoulder loops

Black tie

Yellow scarf with the Pathfinder logo

Black socks

Black shoes

Black beret

Honour sash, olive green

Black belt



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Master Guides



Females:

A line style skirt, olive green colour

White blouse/Shirt (military type) with left and right chest pockets and shoulder loops

Black tie

Black shoes

Black beret with small master Guide Emblem

Honour sash, olive green

Nylon stockings (panty hose) to match the skin colour

Yellow scarf with the Master Guide logo and slide (should be used as part of the uniform)

Males:

Olive green pants

Black shirt (military type)

Black tie

Black belt

Black shoes

Black beret with small master Guide Emblem

Honour sash, olive green

Black socks

Yellow scarf with the Master Guide logo and slide (should be used as part of the uniform)



Adventist Youth Leaders



Females:

Oxford grey skirt

Sky blue blouse/Shirt (military type)

Wine (burgundy) coloured tie

Nylon stockings (panty hose) to match skin colour

Black shoes

Navy blue scarf with the AY logo (will be used for investiture and witnessing programmes)

Navy blue jacket or blazer with gold buttons and the AY logo (can be used once the person is invested and in special functions)



Males:

Oxford grey pants

Sky blue shirt (military type)

Wine (burgundy) coloured tie with the AY logo

Black belt

Black socks

Black shoes

Navy blue scarf with the AY logo (will be used for investiture and witnessing programmes)

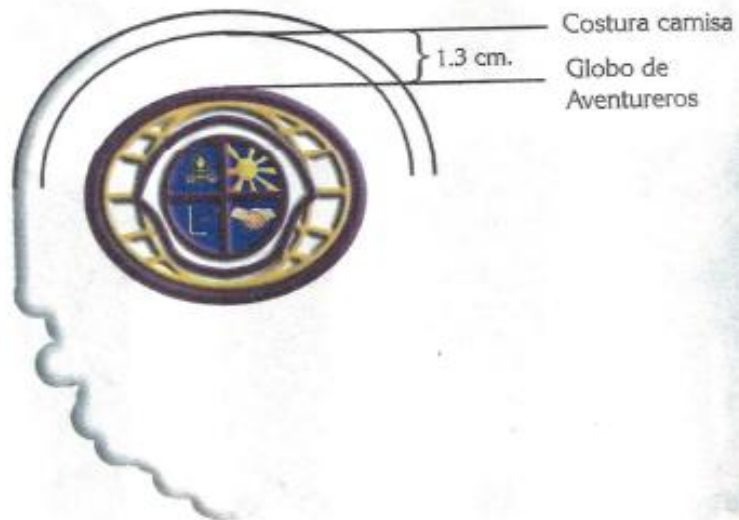
Navy blue jacket or blazer with gold buttons and the AY logo (can be used once the person is invested and in special functions)

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POSICIÓN DE LAS INSIGNIAS DE AVENTUREROS



Manga izquierda



Position of the Insignias in the Adventurer Club:

Right Sleeve:

1.3 cm or ½ half inch away from seam of blouse/shirt: Name strip

1.3 cm or ½ half inch away from name strip: Adventurer Insignia

Left Sleeve:

1.3 cm or ½ half inch away from seam of shirt/blouse:
Adventurer World

Insignia Placement

Right sleeve

1/2" down from shoulder
place the club name
crescent

1/2" down from the top of
the club name crescent,
place the Adventurer
Patch.

Staff rank stripe goes
between the club name
and the Adventurer
Patch. Move the
Adventurer Patch down
an extra 1/2".



Sash

Adventurer Awards
(AY honors are not to be
placed on the Adventurer sash.)

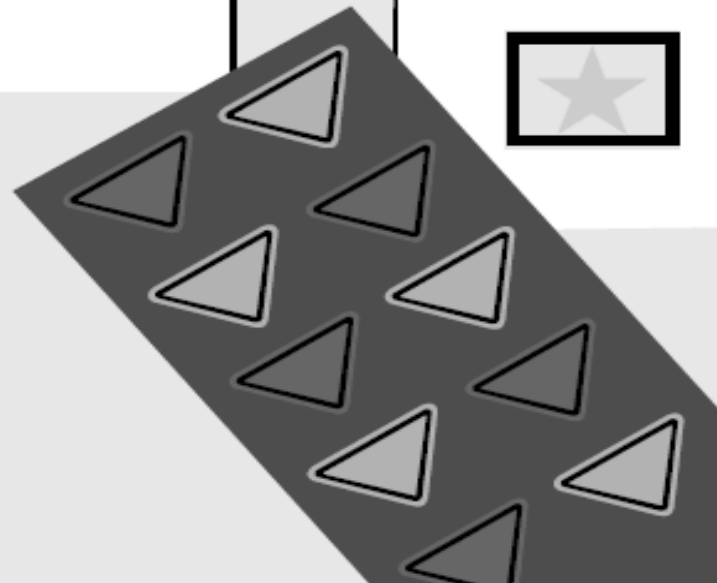
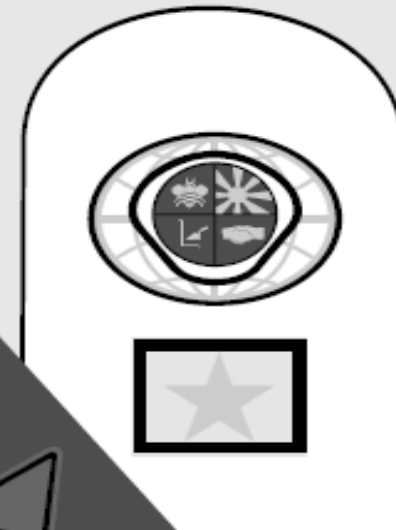
Left front, chest

Adventurer Pins on the pocket
or the jumper. Class stripe
above pocket for Master Guide.



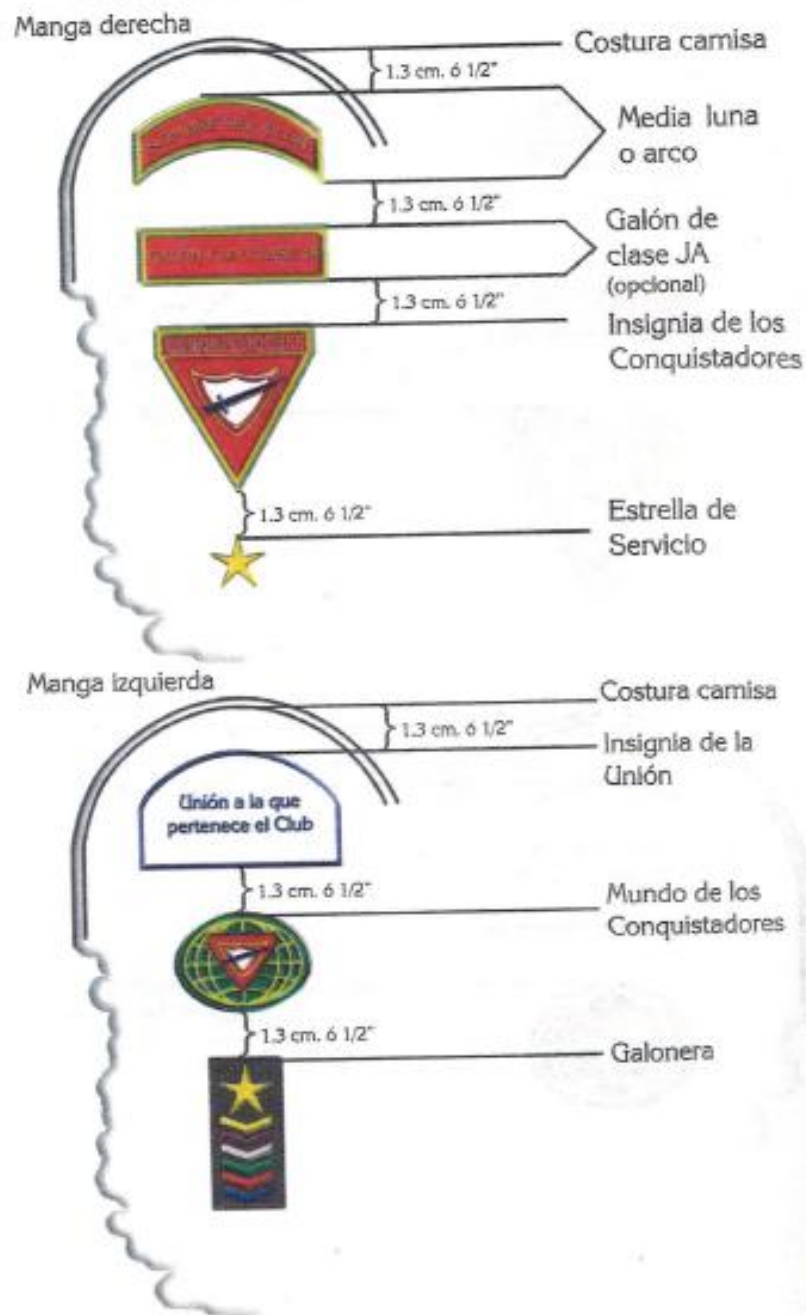
Left sleeve

1/2" down from the
shoulder, place the
Adventurer World.



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POSICIÓN DE LAS INSIGNIAS GUÍAS MAYORES



Position of the Insignias of the Pathfinder/Master Guide Club:

Right Sleeve:

1.3 cm or ½ half inch away from seam of blouse/shirt: Name strip

1.3 cm or ½ half inch away from name strip: Staff Strip

1.3 cm or ½ half inch away from staff strip: Pathfinder Insignia

1.3 cm or ½ half inch away from Pathfinder Triangle: Service Star

Left Sleeve:

1.3 cm or ½ half inch away from seam of blouse/shirt: Conference or Union patch

1.3 cm or ½ half inch away from Conference or Union patch: Pathfinder World

1.3 cm or ½ half inch away from pathfinder World: Master Guide Star Combo

Pathfinder Insignia Left Sleeve

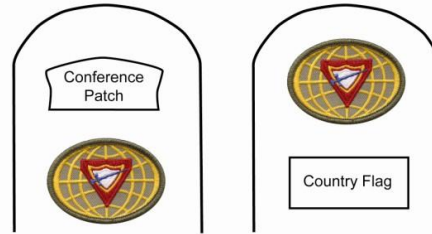
Combination Chevron



Individual Chevrons



Pathfinder Insignia Left Sleeve Options



1/2"

1/2"

1/2"

OR
PATHFINDER LEADERSHIP AWARD/PATHFINDER INSTRUCTOR AWARD

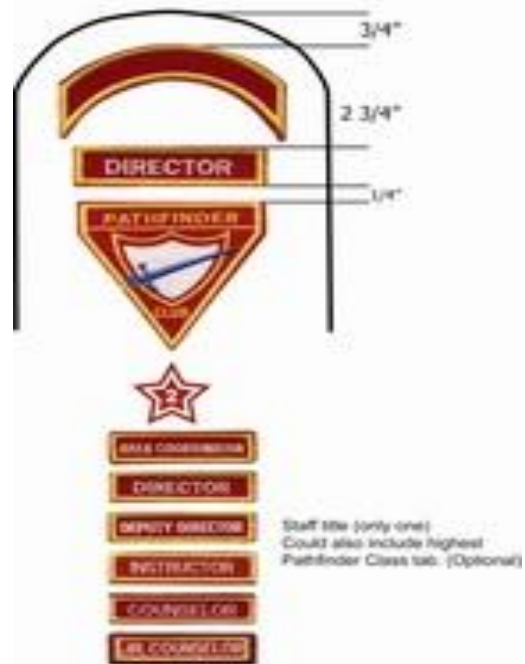


Service Star – Only Current year

One World worn at a Time.

Highest Ranking World

**Caribbean Union Conference
Pathfinder Insignia
Right Sleeve**



AY Leadership Cords

(also referred to as Dress Cords or Lanyards)

of the

Caribbean Union Conference

(to be used on the left shoulder)

1. Blue cord for the Area Coordinators only.
2. Red cord for the Conference/Mission and may be worn by Area Coordinators in special circumstances with permission from Youth Directors.
3. Yellow cord for the Union Youth Directors Only.



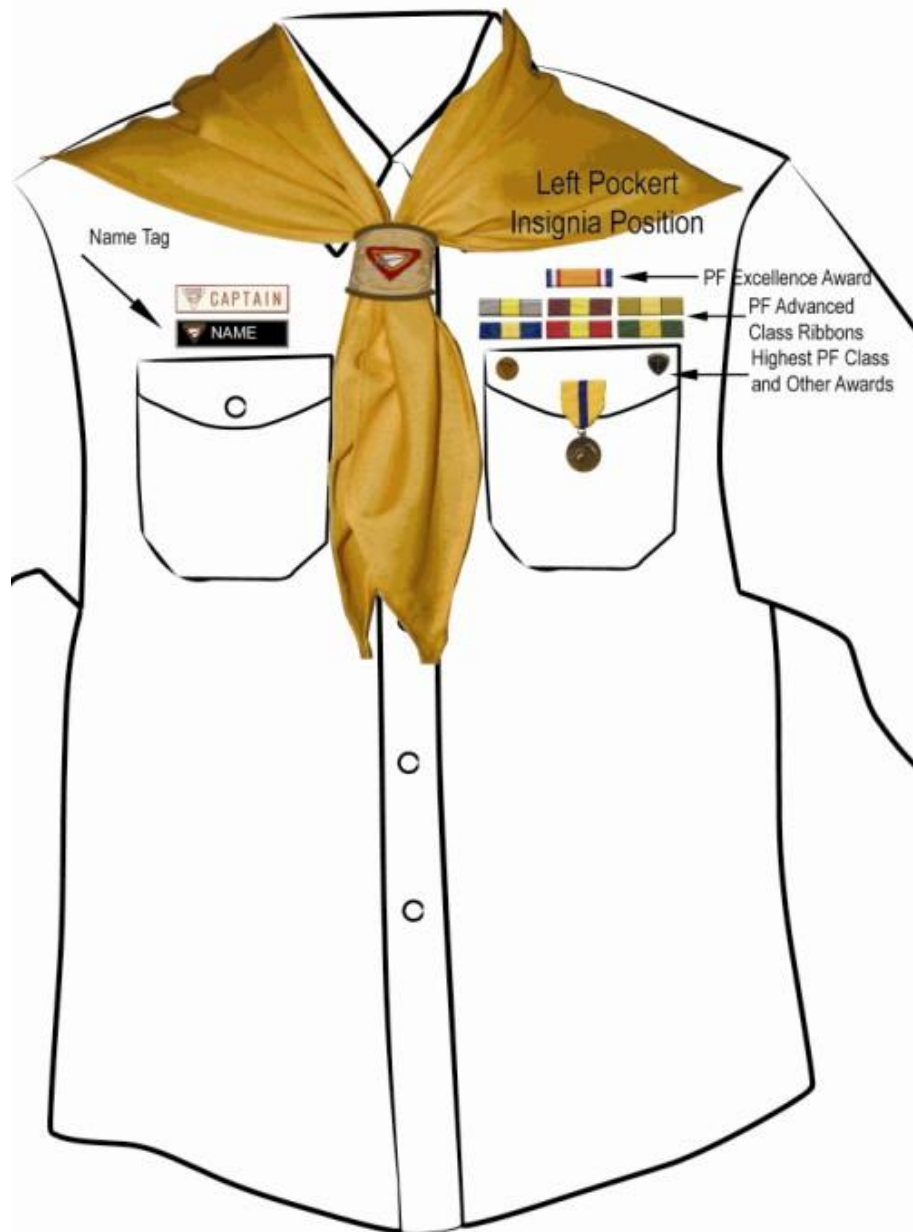
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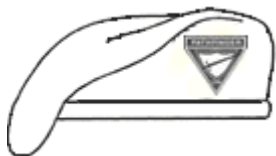
Class “A “type Green Military suits/uniforms are only permitted for the Use of Youth Directors of Missions/ Conferences/Unions/Divisions and The General Conference. No one else should wear these uniforms.



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All Adventurer, Pathfinder and Master Guide Shirts are to be made in this style except that the Master Guide alone wears a long sleeve. Note also the placement of Insignia.



Headgear Beret

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 materials 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, individuals 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 beret can fit neatly on hair in regulation manner;
- Braids and dreadlocks are strictly prohibited in male hair; Females should not wear dreadlocks.
- Uniform must be worn properly at all times or not worn at all;
- All patches, except the class patches, must be properly fixed to the uniform;
- Visible make-up, face painting, lipstick, colored nail polish, nail decorations and nail extensions are strictly prohibited. Nails must be neatly clipped and clean;
- Jewelry of any kind (except a simple watch for telling time, and engagement and or wedding rings) is strictly prohibited.