



MASTER GUIDES CLASS 'A' UNIFORM

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Importance of the Uniform

A uniform is a set of standard clothing worn by members of an organization while participating in that organization's activities. To be in uniform means to be matching, whether in clothing or in manner. Among members, there is a sense of commonality and solidarity. The Master Guide uniform must reflect Christ's standards of neatness without drawing attention to the self. Furthermore, the Master Guide Club program should be so valuable to each member that the uniform will be acquired and worn with enthusiasm.

As a Master Guide, you belong to a special group of people. You give service to your church and your community, and you have made a promise to do your best in everything. Wearing your uniform is a way of announcing this commitment to everyone who sees you. Wearing the uniform will also help to remind you that you belong to a club that rightly represents the Adventist Youth.

The Master Guides have two sets of uniforms-- Class A and Class B. The "Class A" uniform is the Master Guide dress uniform. The "Class B" uniform is the Master Guide "field" uniform. The field uniform is used during most club meetings, on camp-outs and during special activities.

Uniform Guidelines

- The uniform should always be neat and clean.
- The uniform is required for all Division/Conference/Area leaders and club members and will be provided by everyone.
- The uniform must fulfill the requirements established by the Division/Conference, and only the official patches and insignia can be used on it.
- The official patches and insignia of the conference are property of the conference.
- The official patches and insignia of the Club are property of the Club.
- If the Master Guide decides not to be a member anymore, or in the event he is expelled, he should return the official patches and insignia to the director.
- After an event, change out of your uniform completely. Do not wear part of the uniform, as it diminishes its presentation. Either wear a complete uniform or no uniform at all.
- New Members must obtain the complete uniform within 6 months of enrolling in the Master Guide Program.



Uniforms should be worn:

- At all meetings or special activities when the Conference leaders, Director, and/or Associate Directors request it. These activities should be properly approved.
- At any public gathering when any or all act as: Messengers, Ushers, Honor Guards, Color Guards, etc.
- On occasions as specified by the Master Guide Club Director.
- At special Master Guide services
- While engaging in witnessing activities or community service, such as Ingathering, or while distributing food baskets, flowers, literature, etc.

Uniforms should not be worn:

- By those who are not members of the club.
- By people not registered with the Division/Conference.
- When engaged in selling or soliciting for personal profit, or for commercial or political purposes.
- At any time or place when wearing the uniform casts a negative light on the organization or the uniform, or lowers its dignity and esteem, or makes it commonplace.

CLASS “A” UNIFORM

New members

New Members must obtain the uniform within 6 months of enrolling in the Master Guide Program. In the meantime, they should wear black pants/skirts and white, button-front collared dress shirts. The choice of pants or skirts for women should meet the standard requirements according to the nature of the event and be uniform across the group, and sleeve lengths should match the rest of the club. The cuts and styles of all pieces should be as similar as possible. New members are also required to wear a black belt, black tie (for the men), socks/hosiery, and shoes that conform to standard uniform requirements. Do not wear the khaki shirt and green pants/skirts without all the insignia in place.

Shirt/Blouse

Men

Khaki shirt

Women

Khaki Blouse

May be either short or long sleeve (must be uniform within the group)

Must include two front flap pockets and epaulets on the shoulders

If a shirt is worn under the uniform, it must be a white shirt without any design.



Pants/Skirt

Men

Forest green dress pants. The color and cut should be uniform throughout the club.



Women

Forest green dress pants or skirt. The length of the skirt must be knee length or lower and should be the class A military cut. The skirt should be worn in all church events performed inside the sanctuary or church building. We recommend wearing pants while camping, but skirts are permitted. Either way, be sure to be uniform throughout the club. The color and cut of the pants or skirt must also be uniform throughout the club.



Jacket/Blazer

Men

Forest green army type suit coat



Women

Forest green army type blazer



All Conference staff, including Directors, Coordinators, and other council members, must wear a jacket/blazer. This is not optional.
All invested Master Guides may wear the jacket/blazer as an option.
No non-invested Master Guide may wear the jacket/blazer.

Necktie

Men

Plain black tie with no design or logo.



Women

Plain black bow type with no design or logo.



Socks/Hosiery

Men

Black dress socks with no design



Women

Skin-colored hosiery when you wear the skirt.

Black dress socks when you wear pants.



Shoes

Men

Black, polished dress shoes with no designs.



Women

Black, polished dress shoes with no open toe and no designs. The heel should not exceed 1-inch in height.



Belt

Invested Master Guides should wear a plain buckle with no design.

Non-invested Master Guides can wear the black, cloth belt with the Pathfinder buckle.

Note: At this moment we do not have an official Master Guide buckle. Do not wear a Master Guide buckle.



Head Gear

Master Guide Council: Black Cowboy Hat. Use discretion to not wear the hat inside the church building.

Directors and members: Black beret with the Master Guide emblem is required. When not being worn on the head, the beret must be worn under the epaulet on the left shoulder.



Neckerchief

The Master Guide neckerchief is yellow in color and has the Master Guide logo on the back. There is a difference for invested and non-invested Master Guides

Neckerchief - Invested Master Guides

- Invested Master Guides who completed all the Pathfinder classes (Friend, Companion, Explorer, Ranger, Voyager, and Guide) will wear the Master Guide scarf with the six class ribbon colors.
- Invested Master Guides who did not completed all the Pathfinder classes will wear the Master Guide scarf with the red color border.
- The Master Guide slide (cloth or metal) is the same for all invested Master Guides and must be worn with the Master Guide neckerchief.



Neckerchief – Non-Invested Master Guides

- Non-invested Master Guides will wear the Pathfinder scarf and slide. The Pathfinders neckerchief is yellow in color and has the Pathfinder world emblem on the back.
- The Pathfinder slide (cloth or metal) is the same for all non-invested Master Guides and must be worn with the Pathfinder neckerchief.



Shoulder Cords

Shoulder cords are worn for each level of club leadership and are placed on the left shoulder. These items are selected by local Conferences, Unions, or Divisions and must be standard within the organization level. Only 2 loops with a single gold tip drop may be worn (no citation cords - the ones with more than 2 loops or whistle), and only one cord can be worn at any given time. If you fulfill more than one role, you should wear the cord corresponding to your highest rank or function, and it should match your office sleeve strip.

The following cords are approved:

Gold	Club Directors and Conference-level Staff
Green and Gold	Area Coordinators
Green	Associate Area Coordinators
Burgundy	Chaplains
Royal Blue	Drill Masters
White	Official Master Guide Medical personnel (those who are certified and/or professionals and work at the council level).
Purple	Council Secretaries



Master Guide Honor Sash

The forest green sash serves as a collection point for Honor patches and all other related Pathfinder and Master Guide emblems the wearer has earned. Traded items are not to be included here. The sash should cross the body from the right shoulder to the left hip with the point facing downward. The sash can be looped over or under the epaulet, but the placement should be uniform throughout the club. If necessary, a buttonhole can be sewn into the sash so that it can be attached to the epaulet button to prevent it from falling off of the shoulder. Sashes should not be worn with the jacket/blazer.



CLASS B UNIFORM

Required effective January 2015

New members

New Members will be required to obtain the uniform within 6 months of enrolling in the Master Guide Program. In the meantime, they should wear jeans and a white T-shirt. Women should make sure that undergarments are not visible through the shirt.

T-Shirt

All club members - Club T-shirt (as designated by the club director). May be either short or long sleeve (must be uniform within the group).

If a shirt is worn under the T-Shirt, it must be a white shirt without any design.

* All Council members must wear only the official council shirt with the Master Guide logo when participating in conference events. The council shirt may change over time, please check with your General coordinator for the latest design and color. During area events, wear your area shirts.



Cargo Pants

All Members and council members - Black Cargo pants.

The black cargo pants can be purchased at any store, but we recommend purchasing the official military-style version from the Army Navy store (See www.armynavystore.net).



Jacket - (Optional)

All-Members and council members - Black Cargo Jacket (must be uniform within the group). No other type/color of jacket will be acceptable.



Head Gear

All Council members - mandatory: Black military cap with Master Guide emblem when participating in conference events. During area events, wear your area military cap.
 All other members - optional: Beret, Safari Hat, or military-style cap (as pictured below).
 All hats must be black, and each hat must include the Master Guide emblem if worn at conference events. Hats with the area logo may only be substituted at area events. All hats must be uniform within the group and no other head wear will be permitted.



Military Cap



Beret



Safari Hat

Boots

All- Members and Council members - Solid Black Boots with laces.
 The boots with laces can be purchased at any store, but we recommend purchasing them from the Army Navy store (www.armynavystore.net).



Belt

Invested Master Guides should wear a plain buckle with no design or a Master Guide buckle.

Non-invested Master Guides should wear the black, cloth belt with the Pathfinder buckle.

Note: At this moment we do not have an official Master Guide buckle.



INSIGNIA CLASIFICATION

The insignia are divided into three categories:

1. Identification Insignia are the group of emblems that signify the organization to which the person belongs.
2. Recognition Insignia are emblems indicating class achievement, position, or special achievements in conduct or service.
3. Rank Insignia are emblems indicating a rank or position within the Club, Area or Conference.

Identification Insignia

Master Guide Emblem

This emblem represents the Master Guide Club. The 3-inch Master Guide emblem is worn in the uniform. The 2-inch emblem is worn on the cap, beret, etc.



Club Name

The club's name crest/arch is used to identify the name of the Master Guide Club or the location of service.



Master Guide World Emblem

This emblem represents the worldwide organization of Master Guide Clubs of the Seventh-day Adventist Church.



Name Tag

The Name tag is used to identify the name of the Master Guide.



Youth Ministry Pin

The Youth Ministry Pin is used to identify the conference of the club/individual.



Recognition Insignia

Master Guide Star

The Master Guide Star is earned when the Master Guide course has been completed. When all Pathfinder classes and the Master Guide course have been completed, the Master Guide Star with all the individual chevrons may be worn. The order from top to bottom are Master Guide, Guide, Voyager, Ranger, Explorer, Companion, and Friend.



Class Pocket Strip

The Class pocket strip must be of the highest Class in which the individual has been invested.



Pathfinder Class Chevrons

The class chevrons are given when you complete the Pathfinder class requirements. The order from left to right are Friend, Companion, Explorer, Ranger, Voyager, and Guide. All members (invested Master Guides Included) should wear only the class insignia in which they have been invested. Each chevron must be accompanied by the questioned pin.



Pathfinder Class Pins

Upon Investiture for each class, the Pathfinder obtains a pin of recognition to be worn on the uniform. The order from left to right are Friend, Companion, Explorer, Ranger, Voyager, and Guide. Only pins for competed classes should be worn. To avoid gaps for incomplete classes, all other pins should be spaced out evenly. Each pin must be accompanied by the corresponding chevron.



Advanced Pathfinder Class Ribbon Bar

This is worn only by those who have completed the basic and advanced requirements of each class. The order from left to right are Friend, Companion, Explorer, Ranger, Voyager, and Guide. Each ribbon bar must be accompanied by the corresponding pin and chevron. The advanced ribbon bar is not required, and the candidate should wear only the bars for the levels in which all of the requirements have been met.



Pathfinder Excellence Award

The Pathfinder Excellence Award has been developed to recognize individual achievement over a one-year period of time. The Pathfinder Excellence Award should be awarded only to those who have reached a high standard of excellence, as outlined in the criteria. Because all Master Guides are expected to perform excellently in all things, the Pathfinder Excellence Award (or Good Conduct Ribbon) should only be worn on the sash.



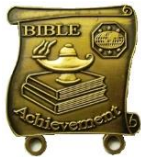
Staff Service Star

The Pathfinder Staff Service Star is in the shape of a five-pointed star, and is red in color. The number of years a staff member has served shall be denoted by a gold number in the center of the star. These are obtained from the conference/mission Director. 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.



Bible Achievement Pin

These are obtained from the Conference/Mission Director when you participate in the Bible Achievement event. The pin and the placement bars for achievement in the event are awarded annually by the Conference/Mission that keeps a record of the event. The pin and its bars may only be worn during a year in which the member is a participant in the Bible Achievement event.



Baptismal Pin

The Baptismal Pin is worn by each baptized member.



Rank Insignia

Staff-Office Sleeve Strips

Area/district Director/Coordinator, club Director, Deputy Director, Drill Instructor, Chaplain, Secretary, Treasurer, Nurse, Instructor, Counselor, and Junior Counselor may all wear a strip designating their position. If you hold more than one position, you should only wear the strip indicating the highest position you hold.



Stars of Rank

Gold stars are worn for each level of conference leadership. These items are selected by local Conferences, Unions, or Divisions and must be standard within the organization. Matching Stars are placed on both shoulder epaulets. The number below indicates the number of stars on each epaulet.

5 Stars for General Conference Directors

4 Stars for Division Directors

3 Stars for Conference Youth Directors, and Conference Master Guide staff

2 Stars for Area Directors, Associate Area Director's, and other area staff

1 Star for Club Directors



Chaplain Cross of Rank

Chaplain crosses are worn for each level of conference leadership. These items are selected by local Conferences, Unions, or Divisions. A combination of stars and crosses are used to denote ranks. The stars are placed on the shoulder epaulets and crosses are placed into the tip of the collar of the shirt.

The appropriate Stars are placed on both shoulder epaulets.

The Crosses are placed on the shirt or jacket/blazer collar, one on each collar tip/flap

1 gold cross and 3 stars for Conference Chaplain.

1 gold cross and 2 stars for Area Chaplain.

1 silver cross and 0 stars for Club Chaplain.



PLACEMENT OF THE INSIGNIA

The detail of each insignia is described below. Care should be taken to ensure each insignia is aligned properly (straight, right-side-up, and evenly centered) and attached neatly (minimal visible needlework and no loose stands or visible glue).

Above the Left Pocket

Name Strip

The highest-class name strip is centered directly above the pocket flap with no gap.



Pathfinder Advanced Class Ribbon Bar

The Pathfinder advanced class ribbon bars will be placed above the highest class name strip. The bars should be centered above the rank strip in two, horizontal rows of three in ascending order from the bottom right to the top left, as shown in the composite image below. To avoid gaps, any bars which have not been earned should be skipped without leaving a space open (additional bars will slide into the empty space in standard, rising order). If a row contains fewer than three ribbon bars, the bars in that row should be centered.



Pathfinder Excellence Award

The Pathfinder Excellence Award (or Good Conduct Ribbon) should only be worn on the sash.



Flap of the Left Pocket

Years of Service Star

The Years of Service Star is placed on the far left.



Baptismal Pin

The Baptismal pin is placed on the far right side, close to the heart.



Bible Achievement Award Pin

The Bible Achievement Award pin is placed on the right side under the baptismal pin.



Master Guide Class Pin

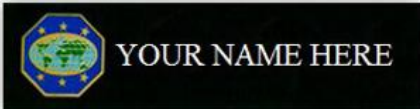
The Master Guide Class pin is placed above the other class pins and is centered above the button. PLA and PIA are not classes, but additional awards, and are placed to the right and left of the Master Guide pin. Pathfinder class pins should be placed horizontally across the center of the pocket flap in the order seen below. To avoid gaps for incomplete classes, all other pins should be spaced out evenly.



Above the Right Pocket

Name Tag

The Name tag is centered directly above the right pocket flap. If you wear a sash, you must place the name tag on the sash in the position in which it would be located if it were on the right pocket.



Flap of the Right Pocket

Conference Youth Ministry pin

Your Conference Youth Ministry pin is centered above the shirt/blouse button. If you have a sash, you need to place the Conference Youth Ministry Pin on the sash in the location where it would be located if it were on the right pocket



Left Sleeve

Conference patch

This patch is worn on the right sleeve, $\frac{3}{4}$ -inch below the shoulder seam.



Master Guide World Emblem

This emblem is centered $\frac{1}{4}$ -inch below the Conference patch.



Master Guide Star

This patch is centered $\frac{1}{4}$ -inch below the Master Guide World Emblem once the Master Guide is invested. If the member has been invested in A Pathfinder class but not in the Master Guide class, then the chevrons for the competed classes should be placed here instead, following the same spacing. The chevrons should be aligned in descending order from top to bottom with the point facing down, as depicted in the patch on the right below. No space is needed between each chevron.



Left Sleeve



Right Sleeve

Club Name

The club Crest should be evenly centered $\frac{3}{4}$ -inch below the shoulder seam.



Staff-Office Sleeve Strips

This strip is centered below the club name, $2 \frac{3}{4}$ inch below the shoulder seam.



Master Guide Emblem

This 3-inch emblem is placed below the Staff-Office Sleeve Strip. If you do not hold an office requiring a sleeve strip, then it will follow the arch, maintaining the distance as if it were the Staff-Office rank strip. Otherwise, it should sit $\frac{1}{4}$ inch below the rank strip.



Right Sleeve

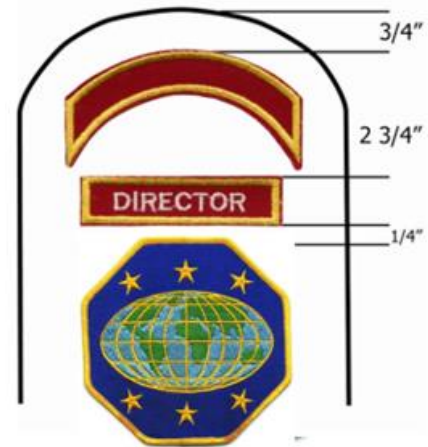


Illustration of the insignia placement

Front Shirt

