



# **Texas Conference Master Guides Uniform Guidelines 2023**

**Master  
Guides  
Ministries**

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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 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, a Dress Uniform or Class A and a Field Uniform or Class B. The Dress Uniform is the Master Guide's official uniform. The field uniform is used during most club meetings, campouts, community service, and special activities.

## Uniform and Militarism

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 decision-making authority must be careful not to create nor allow militarism to creep into the Master Guide Club ministry. 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 the Master Guide Club represents.

Around the world there are governments that are sensitive to the existence of paramilitary organizations.

- Camouflage, combat boots, "blousing" of pant legs, and other similar military practices in uniforms should not be used at all.
- No military insignia is allowed.
- The Master Guide 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, machetes, or guns, even if they are fake ones, should not be allowed even in drill ceremonies.

## 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.

## Uniform for new members

New Members must obtain the uniform within 6 months of enrolling in the Master Guide Program. Do not wear the khaki shirt and green pants/skirts without all the insignia in place, in the meantime, wear the following:

### Dress uniform

- Black pants/skirts
- White, button-front collared dress shirts/blouse.
- Black shoes
- Black belt
- Black tie (men)
- socks/hosiery, that conform to standard uniform requirements

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.

# Dress Uniform – Class A

## Shirt/Blouse

### Men

Khaki shirt

May be either a short or long sleeve and must include two front flap pockets and epaulets on the shoulders. If an undershirt is worn, it must be a plain white or black without any design. be uniform throughout the club

### Women

Khaki Blouse



## 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 color and cut of the pants or skirt must be uniform throughout the club.

- The length of the skirt must be knee length or lower and should be the class A military cut.
- We recommend skirts for church events performed inside the church building and pants for camping.



## 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 with the Master Guides logo



### Women

Plain black bow type with no design or the Master Guide logo.



## Socks/Hosiery

### Men

Black dress socks with no design



### Women

Skin-colored hosiery when wearing the skirt or black dress socks when wearing the pants.



## Shoes

### Men

Black, polished dress shoes.



### Women

Black, polished dress shoes with no open toe.



## Belt

Black belt with a buckle with no design or a buckle with the Master Guides logo.





# Head Gear

Master Guide Council must wear a black western hat. Use common sense and discretion to wear the western hat inside the church building.

- Master Guides can wear a black beret or military cap with the Master Guide Logo to be uniform within the group.
- When not being worn on the head, the beret or military cap must be worn under the epaulet on the left shoulder.



# Scarf

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

## Scarf - 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.



## Scarf – Non-Invested Master Guides

- Non-invested Master Guides will wear the Pathfinder scarf and slide. The Pathfinders Scarf 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

Selected by local Conferences, shoulder cords are worn for each level of club leadership and are placed on the left shoulder. Only 2 loops with a single gold tip drop may be worn (no citation cords - more than 2 loops or whistle, and 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 role, and it should match your office sleeve strip.

Gold	Club Director and Conference-level Staff
Green and Gold	Area Coordinator
Green	Associate Area Coordinator
Burgundy	Chaplain
Royal Blue	Drill Masters
White	Medical personnel (Certified professional at the council level).
Purple	Council Secretaries



# Honor Sash

The honor sash is forest green. 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 the shoulder. Sashes should not be worn with the jacket/blazer.

The sash serves as a collection point for AY honor patches and all other related Pathfinder and Master Guide emblems earned. Other items are not to be included here.



# Insignia Classification

The insignia are divided into three categories:

1. **Identification Insignia** are the group of emblems that signify the organization to which the person belongs and worn by all invested and non-invested Master Guides
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 by all invested and non-invested Master Guides. The 2-inch emblem is worn on the cap, beret, hat, 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. Master Guides should wear only the class insignia in which they have been invested. Each chevron must be accompanied by the corresponding class 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 completed 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 class 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 advanced class ribbon must be accompanied by the corresponding class pin and class chevron. The advanced ribbon bar is not required, and the candidate should wear only the bars for the levels in which all the requirements have been met.



## Pathfinder Excellence Award

The Pathfinder Excellence Award has been developed to recognize Pathfinder individual achievement over a one-year period. Because all Master Guides are expected to perform excellently in all things, if the Pathfinder Excellence Award was earned, it should only be worn on the sash.



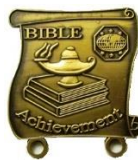
## Staff Service Star

The Staff Service Star should denote the number of years a staff member has served. 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 Bible Achievement Coordinator when you participate in the Bible Achievement event. The pin and the placement bars for achievement in the event are awarded annually.



## Baptismal Pin

The Baptismal Pin is worn by each baptized member.



# Rank Insignia

## Staff Sleeve Strips

Master Guides with a nominated rank must wear a name strip designating their active position. Once your nomination is over, you must remove the rank and replace it with the new nomination. If you are not nominated, you must remove the rank from your uniform. If you hold more than one position, you should only wear the strip indicating the highest position you hold. You cannot wear multiple name strips. Previous nomination ranks can be worn in the Sash.

The options are General Coordinator, Area Coordinator, Director, Deputy Director, Drill Instructor, Chaplain, Secretary, Treasurer, Nurse, Instructor, Counselor.



## Rank Stars

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 General coordinators and Conference General Associate Coordinators (Council Leadership Members)
- 2 Stars for Area Coordinators, Associate Area Coordinators, and other area staff members.
- 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 (usually the Conference Youth Director).
- 1 gold cross and 2 stars for Area Chaplain.
- 1 silver cross and 0 stars for Club Chaplain.



# Insignia Placement

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.



# 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

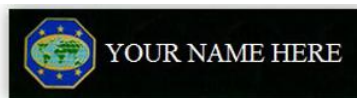
The Master Guide Class pin is placed above the other class pins and is centered above the button. PLA and PIA are not classes, but additional awards, and are placed to the right and left of the Master Guide pin. Pathfinder class pins should be placed horizontally across the center of the pocket flap 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.



# Right Sleeve

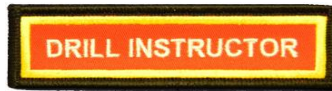
## Club Name

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



## Staff-Office Sleeve Strips

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



## 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.



# Field Uniform – Class B

## T-Shirt (polo and shirts)

Master Guides should wear any design and color, short or long sleeve t-shirt, or polo, or shirt to be uniform within the club, area, or Conference council.



## Pants

All Master Guides and council members should wear pants or long shorts according to the occasion and to be in uniform within the group. We recommend tactical pants that will protect you and be flexible enough for all terrain and work conditions.



## Scarf

The scarf must be worn with the field uniform. Follow the guidelines for the Master Guide scarf in the Dress Uniform section.



# Jacket - (Optional)

Be uniform within the group.



# Head Gear – (Optional)

Wear safari hats or beret or military cap or baseball cap with the Master Guide Logo to be uniform within the group.



Military Cap

Beret

Safari Hat

# Footwear

Master Guides can wear tennis shoes or comfortable shoes or boots with laces. It is highly recommended to wear boots with laces that are designed for all type of terrain and activity, especially when the terrain is tough.



# Belt

Master Guides can wear a plain buckle belt with no design or a Master Guide buckle belt. Note: At this moment we do not have an official Master Guide buckle.

