

Uniform Guide Prepared by the Youth and Young Adult Department of the North American Division Design and Layout: Liv Jacobson

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-> PATHFINDER UNIFORM ---

The Pathfinder uniform makes the ministry visible. It represents an ideal and 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 who are not already members to join. The uniform strengthens club spirit. The uniform should always be clean and neat. A proper fit will go a long way to make a uniform look sharp. The uniform should be worn with humble pride.

We should remember that the uniform acts as a visual announcement of Pathfinder ministry and should draw questions from observers concerning the meaning of each patch and symbol.

WHEN THE UNIFORM SHOULD BE WORN

It is recommended that those having uniforms wear them on the following occasions:

- · At specified Pathfinder meetings
- · At special programs (Pathfinder Day, Induction, Investiture, etc.)
- At any public gathering when any or all act as:
 - Messengers
 - Ushers
 - Guards of honor
 - · First-aid details
 - Color guards
- · On occasions specified by Pathfinder staff
- While engaging in missionary outreach activities, such as distributing food baskets, gifts, literature, or church announcements, and while visiting nursing homes, shut-ins, and community organizations.

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WHEN THE UNIFORM SHOULD NOT BE WORN

- If not a member
- For play or at your job
- When engaged in selling for personal profit, in selling for commercial or political purposes, or for activities outside of the club
- At any time or place when its wearing discounts the organization, or casts any reflection upon the uniform, lowers its dignity and esteem, and makes it commonplace

The Pathfinder uniform is the most visible item of the Pathfinder program. It is worn as a reminder that we belong to an international organization that stands for noble ideals and represents the Seventh-day Adventist Church of today. It proudly proclaims, "I belong!"

SEVEN REASONS PATHFINDERS WEAR UNIFORMS

 To Set Pathfinders Apart as Representatives of Jesus Pathfinder uniforms complement our goal of preparing our Pathfinders for a lifetime of service to God and their community.

2. Reduced Bullying

Uniforms cut down on bullying. By requiring everyone to wear the same set of clothes, we reduce opportunities for kids to make fun of each other based on their clothing choices.

3. Less Peer Pressure

Clothing is often a subject of peer pressure, with kids pressuring one another to wear certain outfits. With uniforms, this is not a possibility.

4. Identification

Uniforms help club staff identify club members. This is particularly important when involved in community events.

5. Intruder Identification

Besides identifying Pathfinders, staff can identify intruders as those who are not wearing uniforms.

6. Improved Discipline

Uniforms help establish a sense of discipline, making kids less likely to act out or break other rules.

7. Increased Expectations

Uniform patches and pins help Pathfinders set goals and give them confidence as they accomplish those goals.

UNIFORM HISTORY

The Pathfinder Club uniform started as the Missionary Volunteer (MV) uniform. In 1931 the Columbia Union Visitor noted that the Ohio Junior MV Camp made the recommendation for girls to wear a khaki dress or blouse and divided skirt. Boys were to wear a khaki suit or trousers and a blouse (May 21, 1931).

By 1946 the Master Comrade Manual showed a full uniform including a neckerchief with slide, vocational honor scarf, and the MV emblem and class chevron patches on the sleeve.



In 1962 the Pathfinder Field Guide showed a full khaki uniform for boys and green for girls. Boys in the 7th and 8th grades added special green epaulets and girls wore white blouses.



In 1981 uniforms were standardized with both boys and girls wearing khaki blouses/shirts and forest green skirts/pants.



In 2000 the change was made from green to black skirts/pants.



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Uniform and Militarism

The use of a uniform in Pathfinder Club Ministry provides many positive results. It meets certain psychological needs of the Pathfinder age group; it encourages postitive behavior; and it provides a sense of cohesiveness.

In some countries the Pathfinder uniform resembles official military uniforms. While the Pathfinder uniform may be acceptable, Pathfinder leaders must be careful to keep militarism out of the ministry. The use of military discipline and other military-style practices could create confusion for those who do not know what the Pathfinder Club represents. In addition, governments around the world are sensitive to the existence of paramilitary organizations. What your club does may have a negative effect on other clubs. When wearing your uniform

remember to avoid the appearance of militarism:

- Avoid camouflage, combat boots,
 "blousing" of pant legs, and other similar military practices.
- No military insignia is allowed.
- The Pathfinder or Master Guide scarf should always be worn as part of the Class A uniform to distance it from traditional military uniforms.
- Weapons such as swords, bayonets, machetes, or guns, even if they are fake ones, are not allowed.



Avoid Camouflage

It is critical that Pathfinders avoid the use of camouflage in their uniforms, including Drill Teams, Drum Corps, and field uniforms. Pathfinder Club Ministry has been banned in several countries because of photographs taken in the North American Division representing Pathfinders as a paramilitary organization. Camouflage clothing can be useful on campouts and in nature observation, but special care should be taken even in these settings to avoid standing by Pathfinder flags, banners and people in Pathfinder uniform. Pathfinder insignia should never be placed on camouflage clothing.

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PATHFINDER CLASS A UNIFORM STANDARDS

The following pages outline the North American Division's uniform standards. The North American Division authorizes the local Conference Pathfinder leadership to determine which style of pants, skirt, etc., is approved for use in their Conference. Conferences also have the right to delegate this authority to their local clubs, allowing each club to set its own policy based on their needs.

Uniform Standards

Each Division is authorized to establish uniform standards for their territory based on the guidelines provide by the General Conference. Policy prohibits unauthorized changes to logos and insignia without express written permission.

Modified Class A

This is a full Class A uniform without the Honor sash. The Modified Class A uniform may be worn by color bearers using a flag harness, or at any time designated by the club or Conference.

Male Pathfinders (Non-Staff) and TLTs

Shirt: Tan, short or long sleeve, with two pleated patch pockets with flaps on the chest and shoulder epaulets.

Pants: Black, straight leg, belt loops and no cuff. Optional: Shorts – Black, Bermuda style and length, with belt loops. (Must be consistent in club and approved by Conference.)

Belt: Black, web style, silver Pathfinder buckle. (Will slide through the buckle.)

Socks: Black

Shoes: All black dress shoes or boots with fully closed toe and heels. Heels of no more than 2 in (5.8 cm). If the shoes have laces, the laces must also be all black. Note: Style variations should be

allowed by a director if financial hardship plays a significant role.

Sash: Black fabric, up to three Honors across the sash and not to go beyond the fingertips of the left hand when standing at

