

WEAR AND APPEARANCE OF ADVENTURER UNIFORMS AND INSIGNIA















Florida Conference Pathfinder / Adventurer Department
Official Manual since July 31st, 2025
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Changes for 2025 are in purple.

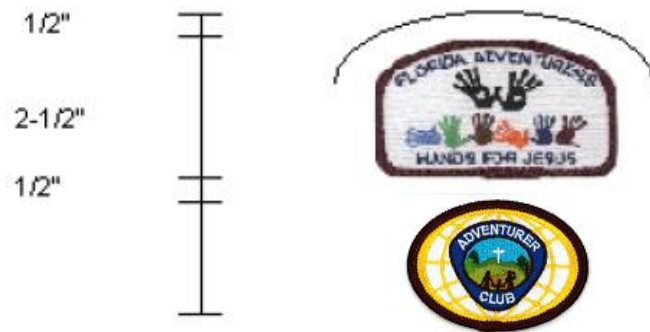
Thank you for your time and dedication for God's ministry.

"I will greatly rejoice in the LORD,
My soul shall be joyful in my God;
For He has clothed me with the garments of salvation,
He has covered me with the robe of righteousness..."
Isaiah 61:10 (NKJV)

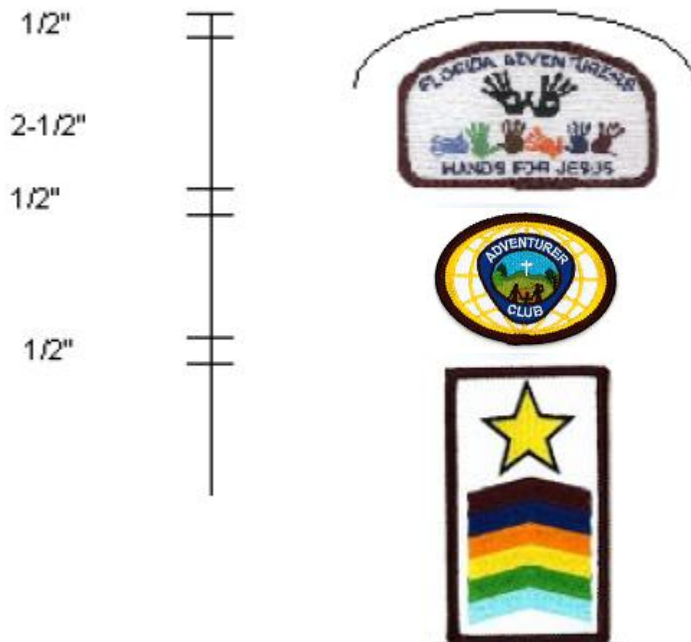
ADVENTURER UNIFORM SHIRT DIAGRAMS

Please Note: Exact measurements between the patches may be adjusted according to sleeve length (as consideration for the smaller Adventurers), but the order of placement is to remain the same.

UNIFORM INSIGNIA PLACEMENT FOR LEFT SHOULDER SLEEVE (ADVENTURER AGE)
(NON MASTER GUIDE STAFF)



UNIFORM INSIGNIA PLACEMENT FOR LEFT SHOULDER SLEEVE (MASTER GUIDE)



UNIFORM INSIGNIA PLACEMENT FOR RIGHT SHOULDER SLEEVE

ADVENTURER AGE



STAFF



Note: For smaller Adventurer shirts, the smaller Adventurer Logo Patch that is sold as a beret patch can be used if the regular patch is too big for the shirt sleeve.

ADVENTURER UNIFORM for the FLORIDA CONFERENCE of SEVENTH-DAY ADVENTISTS

History

The Adventurer Program is a youth program for children in grades Pre-K through fourth. The Adventurer Program was officially standardized in the North American Division (NAD) in 1990, although various conferences were running Adventurer-like Programs, whether it was called “Adventurers,” “Beavers,” and even “pre-Pathfinders” for decades beforehand. Adventurers is operated by local Seventh-day Adventist churches and is the forerunner and sister organization to the Pathfinder Club. This program was designed to strengthen parent/child relations and further the child’s spiritual, mental, physical, and social development.

The Adventurer Uniform was similar to the Pathfinder Uniform, except the colors of the Adventurer Uniform were white or light blue with navy instead of the Pathfinder tan and green (which was replaced with black in 2000). Expansion continued to provide scout-like activities for even younger youth, such that separate two-year Eager Beaver Programs were up and running in the late ‘90s with their green scarf upon which the chips were attached. By the 2000s, the Florida Conference had adopted the Eager Beaver Program as a level for the Kindergarten class and the Little Lambs were added as a separate level for the four-year olds with their stars and baby blue scarfs, as pioneered by Iris Hillman and Emma Lee Tillman. This model was adopted officially by the NAD and instated in 2016 with a universal logo change for the Adventurer Program. Similarly to the four-year transition period from 2000 to 2004 for the Pathfinder Uniform change from green to black, the Florida Conference voted that a four-year transition period from 2016 to 2020 for active clubs.

However, the logo used by the NAD was not adopted worldwide, so in 2023, the NAD voted to no longer have a unique Adventurer logo to our division and decided to adopt the new General Conference Adventurer Club logo (pictured right). The Florida Conference thus has instated another transition period of adoption for this logo, requesting all clubs to update their uniforms and regalia by 2029.



Purpose of the Uniform

- To set Adventurers apart from the world as representatives of Jesus
- To teach Adventurers and Staff that uniformity in the club is very important. It promotes fairness and allows no one person to look or dress better than another. It also discourages unwanted dress (i.e. rude T-shirts, short shorts, bike shorts, etc.). It sets precedence for other clubs to look sharp as well.
- To display Discipline not only in actions, but also in attire.
- That the Uniform be durable, flexible, affordable, and available.

Applicability

This manual applies to all current Florida Conference Adventurer members.

Description of the Uniform

The Florida Conference Adventurer Uniform is based on NAD Adventurer Uniform standards. It is the desire of the Conference to have every Florida Conference Adventurer dress in the regulation Uniform. The following is a description of each element of the Florida Adventurer Uniform as it pertains to male and female members.

Please note: For Adventurers, having the white shirt, navy bottoms, and black shoes are all that is required. This is especially important as Adventurers grow very quickly. In this way, uniformity is achieved across the club. This is the basic dress uniform.

Boys

Shirt -	White, short sleeve with pockets
Pants -	Navy Blue, Docker style, or dress slacks (uniform within club)
Belt -	Navy Blue with buckle (web style available but not required)
Socks -	Navy Blue
Shoes -	Black dress style, leather or high shine (uniform within club)
Sash -	Navy Blue
Scarf -	Maroon with white Adventurer logo

Girls

Blouse -	White, short sleeve with pockets
Skirt -	Navy Blue, 2" above the knee or lower when standing, length and style to be uniform within club. An alternative to the skirt is the Navy Blue Jumper, which should be worn uniformly across the club if used. For the sake of modesty, encouraging shorts to be worn under the skirt or jumper allows the Adventurers to be fully active.
Socks -	Navy Blue, if socks are worn. If panty hose are worn, they must cover entire leg and the color and style is to be uniform within club for each event.
Shoes -	Black, closed toe, closed heel, 1" heel maximum, style to be uniform within club
Sash -	Navy Blue
Slide -	Cloth, white background with Adventurer logo
Scarf -	Maroon with white Adventurer logo
Pants -	Navy Blue. Pants may be worn if approved by the Church Board to which the Adventurer Club is associated with. Pants are to be Docker style or dress slacks, with belt loops, and are to be uniform in style within club. Choice of skirt/pants to be uniform within the club for each event.

Male Staff

Same as Boys with following changes:

- Neck Tie - Solid Navy, or Navy with Adventurer logo
- Shirt - White, police style, with pocket flaps and shoulder epaulets

Female Staff

Same as Young Women with following changes:

- Neck Tie - Navy bubble tie (as pictured, right)
- Shirt - White, police style, with pocket flaps and shoulder epaulets
- Skirt - Navy, 2" above the knee or lower when standing, length and style to be uniform within club. OR
- Pants - Navy. Pants may be worn if approved by the Church Board to which the Adventurer Club is associated with. Pants are to be Docker style or dress. BDU's, Cargo Pants, sweatpants or jeans, hot pants, yoga pants, **joggers**, or shorts are not allowed.



Staff Uniform (Optional) - (NAVY BLUE Suit)

- The Staff Uniform is a traditional uniform and is commonly (but incorrectly) called a *Master Guide Uniform*. It consists of an Army Green Uniform Jacket and Army Green Uniform Pants/Skirt. However, for the sake of uniformity of Adventurers, instead of using the Army Green Uniform, a Navy Blue Uniform is used instead for Adventurers. Any Adventurer Staff member may choose to wear the Staff Uniform. If it is worn, all Adventurer Insignia are to be placed in the same location on the jacket as the Adventurer Uniform Shirt. The Staff Uniform must have proper jacket buttons placed on the jacket, standard military buttons are prohibited. The jacket must also have shoulder epaulets and pocket flaps for each pocket.

Male or Female Master Guide Uniform

Version 1 - Master Guide Uniform (ADV)

- Shirt - White, short sleeve (Police style) with pocket flaps and shoulder Epaulets with Master Guide Class Strip, Master Guide Pin and Master Guide Star or Chevron Combo
- Necktie - Navy Blue, bubble tie for ladies
- Pants - Navy Blue, Docker style, or dress slacks OR
- Skirt - (Ladies) Navy Blue, 2" above the knee or lower when standing
- Belt - Navy Blue, web style, with silver Adventurer slide Buckle. (Only required for ladies if the skirt/pant has belt loops).
- Socks - Navy Blue. If stockings, knee highs, or hosiery is worn, it is to match the wearer's skin tone or navy blue, but it must be uniform within the club.
- Shoes - Black dress style, leather or high shine, closed toe, closed heel, (Ladies - 2" heel maximum)
- Sash - Navy Blue
- Slide - Cloth, black background with Master Guide Logo
- Scarf - See Scarf Section

Version 2 - Master Guide Uniform (ADV)

Same as listed above in Version 1, but with the addition of a Navy Blue Dress Jacket. Jacket to have all Adventurer insignia located as on the Uniform Shirt.

Uniform Class Descriptions

From time to time, the Florida Conference may request a specific Class Uniform to be worn at various events. It is important to know the difference between the Class Uniforms and which one is appropriate to wear for each type of event. In the following Class Uniform descriptions, a “Full Dress Uniform” reflects the regulations previously outlined for the Pathfinder Shirt, Pants or Skirts, etc. (Please see Description of Uniform for complete regulations).

- ***Class A - Full Dress Uniform***
To be worn for Pathfinder and/or Adventurer Sabbath, Inductions and Investitures, Baptisms, Club Inspections, Special Church Worship Functions, certain Camporee Events and when required by the Club Director.
- ***Class A Modified - Full Dress Uniform without Honor Sash***
- ***Class B - Full Dress Uniform without Honor Sash, Scarf (Neck Tie optional)***
To be worn for Ingathering, Can Collecting, less formal meetings and when required by the Club Director.
- ***Class C - Conference Shirt with pants (jeans or shorts) and closed footwear***
To be worn at Conference sponsored events and when required by the Conference Pathfinder Director if there was one developed.
- ***Class D - Club Field Shirt with pants (jeans or shorts) and closed footwear***
To be worn at Club Meetings, Fun Day Events, certain Camporee Events and when required by the Club Director.

The Class C Conference Shirt would be a shirt designed and distributed by the Florida Conference. The Class C Shirt would also have the Conference name placed somewhere on the shirt to identify the Conference to which the person is affiliated.

The Class D Club Field Shirt is a unique Uniform to each club. Usually, it consists of a T-shirt or polo type shirt and pants (jeans or shorts). The shirt may have a Club Emblem or simply the club name. The design of the Club Field Shirt is up to the club's imagination but should be reminded that it is still part of the Adventurer Program. By allowing the Adventurer Club members to design the shirt, they may be more willing to wear it as opposed to a design that would be considered “boring”. It is suggested that a Club Field Shirt proto-type be presented to the Church Board of the clubs' affiliation for approval.

Please note: For Adventurers, having the white shirt, navy bottoms, and black shoes are all that is required. This is especially important as Adventurers grow very quickly. In this way, uniformity is achieved across the club. This is the basic dress uniform.

Weather

Shorts, especially in Florida, provide coolness and mobility. Shorts are allowed to be worn with the Class C and the Class D Uniforms. Shorts are to be no shorter than 2 inches above the knee. Shorts such as bike shorts or short shorts will not be allowed. Skorts for young women shall be no shorter than 2" above the knee. This policy is for everyone's advantage and should not be abused by wearing questionable clothing.

Head Gear

Hats may be worn with the Class D Uniform but are not required by all members of the club to be in uniformity.

Berets or an "American Style cap" (aka Baseball cap) may be worn as an accessory to the Class A Uniform. They are not required, but if worn, it should be uniform across the Adventurer club.

Care of the Uniform

The Adventurer Uniform is to be kept neat and clean at all times. Adventurer activities should correspond to the Uniform being worn (i.e. outdoor games should only be done in Class C or D Uniform). Stains shall be removed as soon as possible. If it is not possible to remove a stain or, the removal of the stain causes the garment to become discolored, the garment shall be replaced before the next time the Uniform is to be worn.

Patches shall be sewn on to the Uniform Shirt or Honor Sash. An alternative is to use badge magic with the patches tacked in place (iron-on adhesive), but it is important that the adhesive is not beyond the extent of the area covered by the patch. The use of hot glue does not secure the patches effectively. Additionally, adhesives will leave marks on the Uniform Shirt or Honor Sash if the patches should ever need to be replaced or relocated. For no reason should patches be stapled or pinned into place for an event. This can be a safety concern not only for the Adventurer wearing the Uniform but also for those he or she may brush against.

If the Uniform is needed on a campout or Camporee and there is no means of hanging to keep the Uniform from wrinkling, you may roll the Uniform in your baggage. This is done by placing all the parts of the Uniform on top of one another, with the pants or skirt on the bottom. Starting at the top (waist of pants, collar of shirt), roll the Uniform into a "log" shape. This will keep the uniform clean and somewhat wrinkle-free.

Adventurer and Master Guide Uniform Insignia

FLORIDA CONFERENCE PATCH

- a. Regulation:** The Florida Conference Uniform Patch is a required insignia of the Class A and B Adventurer Uniforms.
- b. Description:** the Florida Conference Uniform Patch depicts eight colorful handprints with a white background. The words “FLORIDA ADVENTURERS” appears at the top of the patch on a slight curve. At the bottom of the patch the phrase “HANDS FOR JESUS” appears. The Conference Patch shall have maroon piping along the edge of the insignia.
- c. How worn:** The Conference Patch is to be worn on the wearers left sleeve, ½” below the shoulder seam on the Uniform Shirt. The Conference Uniform Patch is to be centered on the crease of the Adventurer Uniform shirt sleeve.



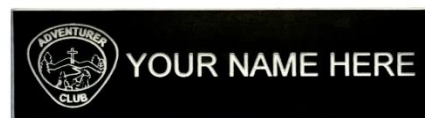
ADVENTURER WORLD INSIGNIA

- a. Regulation:** The Adventurer World Insignia is a required insignia of the Class A and B Adventurer Uniform.
- b. Description:** The Adventurer World Insignia depicts an Adventurer Logo (with a family on the path to the white cross) centered with yellow longitude and latitude lines on the background. The Adventurer World Insignia shall have maroon piping along the edge of the insignia.
- c. How worn:** The Adventurer World Insignia shall be worn on the wearers left sleeve, ½” below the Florida Conference Insignia on of the Uniform Shirt. The Adventurer World Insignia shall be centered on the crease of the Adventurer Uniform shirt sleeve.
- d. Duration:** Adventurer Clubs have until the year 2029 to transition to the new Adventurer World Insignia which has the white cross instead of the old NAD Jesus and the Bible logo. The transition out of the historical four Adventurer Classes should have been completed by clubs by the year 2020.



NAMETAG (STAFF ONLY)

- a. Regulation:** A Nametag is a required insignia of the Class A and B Adventurer Uniform for all Adventurer Staff members, representing a club or the Florida Conference.
- b. Description:** The Nametag shall be black in color with the individual’s full name written in white lettering. The office or position held in the Adventurer Club and club affiliation may also appear on the nametag but is not required. The Adventurer Logo may appear on the left side of the Nametag.
- c. How worn:** The Nametag is to be worn directly above the wearer’s right uniform shirt pocket, centered, or on the Honor Sash equivalent.
- (1) Nametags are NOT to be used for young Adventurers (non-Staff) per NAD recommendations.



ADVENTURER MASTER GUIDE STAR INSIGNIA

a. Regulation: The Adventurer Master Guide Star Insignia is not a required insignia for the Class A and B Adventurer Uniform.

(1) The Adventurer Master Guide Star Insignia may be worn by any Master Guide that has not been invested in all six of the Adventurer levels of study (Little Lambs - Helping Hand).

b. Description: The Adventurer Master Guide Star Insignia depicts a yellow star on a white background and maroon piping around the edge.



c. How worn: The Adventurer Master Guide Star is to be worn on the wearers left sleeve, 1/2" below the Adventurer World Insignia. Class Level Chevrons that are earned shall be placed according to rank, starting 1/2" below the Adventurer Master Guide Star Insignia. The Adventurer Master Guide Star Insignia is to be centered on the crease of the Adventurer Uniform shirt sleeve.

d. Attachment: The Adventurer Master Guide Star Insignia shall be worn in coordination with the Adventurer Master Guide Class Level Pocket Tab and the Master Guide Class Level Pin.

ADVENTURER MASTER GUIDE COMBO STAR with CHEVRONS INSIGNIA

a. Regulation: The Adventurer Master Guide Combo Star with Chevrons Insignia is not a required insignia for a Class A and B Adventurer Uniform.

(1) The Adventurer Master Guide Combo Star with Chevrons Insignia may be worn by any Florida Master Guide that has been invested in all six NAD Adventurer Class Levels.

b. Description: The Adventurer Master Guide Combo Star with Chevrons depicts a yellow star above the six different colored Class Level Chevrons on a white background and maroon piping around the edge.



c. How worn: The Adventurer Master Guide Combo Star with Chevrons is to be worn on the wearers left sleeve, 1/2" below the Adventurer World Insignia. The Adventurer Master Guide Combo Star with Chevrons Insignia is to be centered on the crease of the Adventurer Uniform shirt sleeve. This insignia shall replace the Adventurer Master Guide Star and/or any individual Class Level Chevrons once the Master Guide is invested the six NAD Adventurer Class Levels.

d. Attachment: The Adventurer Master Guide Combo Star with Chevrons Insignia shall be worn in coordination with the Adventurer Master Guide Class Level Pocket Tab and the Master Guide Class Level Pin.

ADVENTURER CLUB CREST INSIGNIA

a. Regulation: The Adventurer Club Crest is a required insignia of the Class A and B Adventurer Uniform.

b. Description: The Adventurer Club Crest is the shape of a crescent. The background of the insignia is the color white. The Adventurer Club Crest Insignia shall have maroon piping around the edge of the entire insignia. On the white background, the name of the club (or affiliation) shall be depicted. The name of the club (or affiliation) shall be blue in color.



(2) An individual may be affiliated to the Florida Conference by special vote of the Pathfinder/Adventurer Council (P.A.C.). This shall allow the individual to wear an Adventurer Club Crest with the affiliation name of "FLORIDA CONFERENCE" on the Adventurer Club Crest.

(3) It shall be noted that even if the club name has not been applied to the insignia, a blank Adventurer Club Crest shall be worn until the time that the Adventurer Club Crest with the club (or affiliate) name can be affixed to the Uniform Shirt.

c. How worn: The Adventurer Club Crest is to be worn on the wearer's right sleeve, ½" below the shoulder seam. The Adventurer Club Crest Insignia is to be centered on the crease of the Adventurer Uniform shirt sleeve.

ADVENTURER OFFICE SLEEVE STRIP INSIGNIA (STAFF)

a. Regulation: The Adventurer Office Sleeve Strip is a required insignia of the Class A and B Adventurer Uniform for all Adventurer Staff members.

b. Description: The Adventurer Office Sleeve Strip is rectangular in shape. The background of the insignia is white in color. The Adventurer Office Sleeve Strip shall have maroon piping around the edge of the entire insignia. On the white background, the position or office that the individual holds shall be depicted. The name of the position or office shall be blue in color.



(2) Office Sleeve Strips may identify any office within an Adventurer Club.

c. How worn: The Adventurer Office Sleeve Strip shall be worn on the wearers right sleeve, 2 ¾" below the shoulder seam, or ¼" below the points of the standard Adventurer Club Crest. The Adventurer Office Sleeve Strip Insignia shall be centered on the crease of the Adventurer Uniform shirt sleeve. Adventurer Office Sleeve Strips shall be attached to the Uniform Shirt of any Adventurer staff member.

ADVENTURER LOGO INSIGNIA

a. Regulation: The Adventurer Logo Insignia is a required insignia of the Class A and B Adventurer Uniform.

b. Description: The Adventurer Logo Insignia depicts the Adventurer Logo. The background of the insignia is royal blue with maroon piping around the edge. The words “ADVENTURER CLUB” appears on the insignia in white lettering. The center of the logo depicts a family following a path leading to a white cross.



c. How worn: The Adventurer Logo Insignia shall be worn on the wearer’s right sleeve, 2” below the shoulder seam of the Adventurer Uniform shirt.

(2) The Adventurer Logo Insignia shall be worn on the wearer’s right sleeve, 4” below the shoulder seam of the Adventurer Uniform shirt when the Adventurer Office Sleeve Strip is worn.

d. Variation: For Adventurer Uniforms where the Adventurer Logo Insignia Patch and the Adventurer Club Crest Insignia Patches cannot fit on the small sleeve, the smaller Adventurer Logo Insignia Patch that is usually intended for berets may be used.

e. Duration: Adventurer Clubs have until the year 2029 to transition to the new Adventurer Logo Insignia (a family following a path to the white cross) from the old NAD logo (Jesus and the Bible). Adventurer Clubs should have transitioned away from the original logos (Adventurer Club patch with four classes center, the Eager Beaver class/club logo, and the Little Lamb class/club logo) by 2020.



ADVENTURER CLASS POCKET TAB INSIGNIA

a. Regulation: The Adventurer Class Pocket Tab Insignia shall be worn by any Adventurer invested in an Adventurer Class Level.

(2) The highest class level earned shall be worn on the Adventurer Uniform Shirt.



b. Description: The Adventurer Class Pocket Tab Insignia is rectangular in shape. Each class level reflects the color association on the background. Class Pocket Tab Insignia do not have any type of piping around the edge of the insignia; therefore, if the insignia should become frayed or tattered, it shall be replaced at the earliest convenience.

(2) The Adventurer Master Guide Class Pocket Tab Insignia is rectangular in shape. The background of the insignia is white in color. The lettering shall be blue in color. The Adventurer Master Guide Class Pocket Tab Insignia shall have maroon piping around the insignia.

c. How worn: The Class Pocket Tab Insignia is to be worn directly above the wearer’s left uniform shirt pocket, centered.

d. Attachment: The highest Class Pocket Tab Insignia worn on the Adventurer Uniform shirt shall coordinate with the highest Class Level Pin worn on the Adventurer Uniform.

(2) The Adventurer Master Guide Pocket Tab shall be worn in coordination with the Master Guide Class Pin and Master Guide Star/Star Combo with Chevrons.

GOOD CITIZENSHIP PIN



a. Regulation: The Adventurer Good Citizenship Pin is not a required pin for the Class A and B Adventurer Uniform.

b. Description: The Adventurer Good Citizenship Pin is a round pin depicting two hands with a red and white ribbon and blue background. The words "GOOD CITIZENSHIP" appear at the top of the pin above two shaking hands.

c. How Worn: The Adventurer Good Citizenship Pin is to be worn on the equivalent of the pocket flap of the wearers left pocket.

d. Variations: The Adventurer Good Citizenship Pin has replaced the Adventurer Good Conduct Ribbon Bar as of August 2016. If the Adventurer Good Conduct Ribbon Bar was formerly earned, it can be worn on the Adventurer's Award Sash.

(1) Description: The Good Conduct Ribbon Bar is a standard size ribbon. The colors of the Good Conduct Ribbon Bar are: Red field with vertical blue and white stripes on each side of the Ribbon Bar. In the center is a red strip. The Good Conduct Ribbon Bar is symmetrical in color. The stars which are added for each subsequent year shall be gold, silver, or bronze in color. Each Ribbon Bar Star shall have 5 points and shall be approximately 1/8" in size.

(2) Regulation: The Good Conduct Ribbon Bar was awarded to an Adventurer for good conduct during the Adventurer year as was outlined in the Adventurer Staff Handbook. Additionally, for subsequent years, the Adventurer could be awarded stars for every year earned afterwards as follows in the table:



Bar with no stars -	1 year
Bar with Bronze Star -	2 years
Bar with Silver Star -	3 years
Bar with Gold Star -	4 years
Bar with (1) Gold Star and (1) Bronze Star -	5 years



(3) How Worn: The Adventurer Good Citizenship Pin has now been moved to the Adventurer Award Sash.

ADVENTURER BAPTISMAL PIN

a. Regulation: The Adventurer Baptismal Pin is not a required pin for the Class A and B Adventurer Uniform.

(1) Any baptized SDA Adventurer may wear an Adventurer Baptismal Pin, whether he or she was baptized as an Adventurer or prior to becoming an Adventurer.



b. Description: The Adventurer Baptismal Pin is a small, purple-maroon and gold shield with a gold cross and the letters "S D A".

c. How worn: The Adventurer Baptismal Pin shall be worn in the equivalent of the wearers left pocket flap, in the bottom left corner.

CLASS LEVEL PINS

a. Regulations: Adventurer Class Level Pins are not required insignia for the Class A and B Adventurer Uniform.

(1) Class Level Pins represent the levels of study that an Adventurer has been invested in and shall be worn on the Adventurer Uniform Sash upon the specified class investiture.

b. Description: The Adventurer Class Level Pins are circular in shape. Each Class Level Pin depicts the logo of the class level on the face. The color of the Pin reflects the association to which Class of study the Pin represents.

c. How worn: The Adventurer Class Level Pins shall be worn $\frac{1}{2}$ " down from the shoulder of the sash for children. For adults that earned the Adventurer classes, the Adventurer Class Level Pins shall be worn $\frac{3}{4}$ " below the top of the wearers left pocket flap.

(1) If the staff member is a Master Guide, then the Master Guide Class Level Pin shall be placed $\frac{1}{4}$ " below the top of the wearers left pocket flap, centered over the pocket button, and above the Anchoring in Christ Parent Pins and/or the Adventurer Class Level Pins.



(2) The Adventurer Class Level Pins shall be worn in order of rank as depicted in the Class Level Pin Placement Diagram below.

d. Attachment: The Adventurer Class Level Pin shall be worn in coordination with the Adventurer Class Pocket Tab Insignia.

e. Variation: If a staff member earned the retired Higher Hands (also known as Helping Hands Advanced) and/or the historical Adventurer Class Pins, then the staff member may choose to wear the historical Adventurer Class Pins.

f. Duration: Adventurer Clubs have until the year 2020 to transition to the new Adventurer Class Level Pins as depicted in the Class Level Pin Placement Diagram.

Class Level Pin Placement Diagram



Little Lamb Eager Beaver Busy Bee Sunbeam Builder Helping Hands

Historical Class Level Pin Placement Diagram (in class place rank order)

Note: Classes with multiple variations of pins placed above and below each other. Also, Higher Hands or Helping Hands Advanced is not depicted but looks similar to Helping Hands with a gold star centered and placed above the handshake.



ANCHORING IN CHRIST PARENT PINS (STAFF ONLY)

a. Regulation: The Anchoring in Christ Parent Pins are not a required element of the Class A and B Adventurer Uniform.

(1) The Anchoring in Christ Parent Pins are awarded to the parents of an Adventurer and correspond to the Adventurer Class Levels earned by their Adventurer.

b. Description: The Anchoring in Christ Parent Pins are oval in shape and shall have the words, "ANCHORING IN CHRIST" embossed in gold across the top with an anchor and a ring buoy in gold and white. The background of each pin corresponds to the color for each of the Adventurer Classes (Little Lamb - Helping Hand).

c. How worn: The Anchoring in Christ Parent Pins shall be worn on the wearers left pocket flap $\frac{3}{4}$ " from the top.

(1) If the staff member is a Master Guide, the Master Guide Pin is still placed $\frac{1}{4}$ " down on the center line of the pocket.

(2) If the staff member also earned the Adventurer Class Level Pins, then the Anchoring in Christ Parent Pins shall be placed in a row above the Adventurer Class Level Pins.

Parent Pin Placement Diagram



Little Lamb Eager Beaver Busy Bee Sunbeam Builder Helping Hand

STAFF SERVICE STAR (STAFF ONLY)

a. Regulation: The Staff Service Star is not a required insignia of the Class A and B Adventurer Uniform.

(1) The Staff Service Star may be worn by any Staff member of an Adventurer Club.

(2) Only one Staff Service Star may be worn at one time.

b. Description: The Staff Service Star is the shape of a five-point star, 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.

(1) One year of service through 15 years shall be denoted on the Staff Service Star.

c. How worn: The Staff Service Star shall be worn on the wearers left pocket flap in the bottom right corner, closer to the shirt buttons.

d. Duration: Beginning with the 15th year of service, the 15 year Staff Service Star shall remain on the Uniform Shirt until the 20th year of service is reached. Upon reaching that year, a Florida Conference Official shall present a 20 year Staff Service Star Pin to the specified Staff member. This process shall continue for every 5 year interval after 20 years of service.



ADVENTURER UNIFORM STARS

a. Regulation: Adventurer Uniform Stars are not required for the basic Adventurer Uniform.

(1) Adventurer Uniform Stars may be worn on the Adventurer Uniform Shirt Epaulets to represent a position in an Adventurer Club or in a Conference Adventurer Department.

(2) The number of paired stars worn by an individual represents the corresponding position in the following table.

Number of Pairs	Position Represented
1 Star Pair	Local Club Director/Administrative Club Director
2 Star Pairs	Division, Area, Program, or Lay Personnel at the Conference Adventurer Level
3 Stars Pairs	Conference Adventurer Director
4 Stars Pairs	Union Adventurer Director
5 Stars Pairs	Division Adventurer Director
6 Star Cluster	General Conference Adventurer Director

b. Description: Adventurer Uniform Stars shall be 1" silver Police Stars.

(1) Each Adventurer Uniform Star shall have 5 points.

(2) An Adventurer Staff member who has previously served in the U.S. military may wear 1" gold Police Stars.

c. How worn: Adventurer Uniform Stars shall be worn on the epaulets of the Adventurer Uniform Shirt and/or the Staff Uniform Jacket's epaulets.

(1) Adventurer Uniform Stars shall be worn in pairs (both shoulders matching). For example, one pair would equate to one star per shoulder.

d. Variations: Current or retired military personnel are permitted to wear 1" gold Police Stars in the place of the 1" silver Police Stars to recognize their service.

SHOULDER BRAID



a. Regulation: A Shoulder Braid is not required for the basic Adventurer Uniform, but certain groups are required to have their specific color as specified below.

b. Description: Shoulder Braids shall be "Army Style" type and shall be of cord type material. Shoulder Braids shall be of specific color representing the coordinating Adventurer Program/Office Level.

Royal Blue	Local Club Adventurer Director
Black and Red	Local Club Administrative Director (Local Adventurer/Pathfinder Club)
Red, White, Blue with Loop & Augulet	Florida Pathfinder and Adventurer Council (PAC) Members
Red, White, Blue (without Augulet)	All non-PAC Officially Appointed Volunteers (Zone Admins, Cluster Coordinators)

c. How worn: When worn, the Shoulder Braid shall be worn on the wearers left shoulder, looped under the arm with the top part of the Shoulder Braid placed under the Uniform Shirt Epaulet.

UNIFORM SCARF

a. Regulation: A Uniform Scarf is required for the Class A Adventurer Uniform.

b. Description: The basic Adventurer Uniform Scarf shall be maroon in color with white piping on the perpendicular edges of the scarf. The top edge of the scarf shall have no piping. The Adventurer Logo (with a family following the path to the white cross) shall be depicted on the scarf, located 4-1/2" above the bottom point of the Adventurer Scarf. The Adventurer Logo shall be white in color with maroon background and measure 4" by 4".



(2) The **Master Guide Scarf** shall be yellow in color with red piping on the perpendicular edges of the scarf. The top edge of the scarf shall have no piping. The N.A.D. Master Guide emblem shall be depicted on the scarf, located 4-3/4" above the bottom point of the **Master Guide Scarf**. The N.A.D. Master Guide emblem shall be royal blue in color with yellow background and measure 4" by 4".



(2a) The Master Guide Scarf shall be worn by any vested Master Guide that has not been invested in all levels of the Pathfinder Class Curriculum (Friend - Guide) or Adventurer Class Curriculum (Little Lambs - Helping Hands).

(3) The **Master Guide Scarf with Pathfinder Class Level strips** shall be the same as the original Master Guide Scarf except a band of six colors representing the six basic Pathfinder Class Levels shall be affixed to the scarf, 5-1/2" above the bottom point of the scarf, being 1" wide and running the length of the scarf, parallel to the top of the scarf.

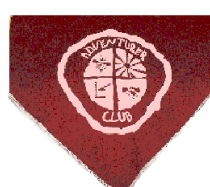


(3a) The Master Guide Scarf with Pathfinder Class Level strips shall be worn by any vested Master Guide that has been invested in all levels of the Pathfinder Class Curriculum (Friend - Guide).

(4) The **Master Guide Scarf with Adventurer Class Levels** shall be worn for any vested Master Guide that has been invested in all levels of the Adventurer Class Curriculum (Little Lambs - Helping Hands) and it shall be maroon in color with the MG logo patch and a band of six colors representing the six Adventurer Class Levels (Little Lambs - Helping Hands) shall be affixed to the scarf.

c. How worn: The Scarf shall be rolled down from the top of the scarf 3 revolutions inward (backside of the Scarf). The Scarf shall then be placed around the neck with the bottom point of the Scarf pointing down the wearers back. An Adventurer Uniform Slide shall be placed over the two ends of the Scarf and positioned approximately 3"-4" above the ends of the Scarf.

d. Duration: Adventurer Clubs have until the year 2029 to transition to the new Adventurer Uniform Scarf with a family following a path to the white cross. This is to be worn instead of the Adventurer Uniform Scarf with Jesus and the Bible. Older Adventurer Scarves including the Little Lamb Scarf, the Eager Beaver Scarf, or the original Adventurer Uniform Scarf the four original Adventurer Uniform Classes were to be phased out of use by 2020.



ADVENTURER UNIFORM SLIDE

a. Regulation: An Adventurer Uniform Slide is required for the Adventurer Class A Uniform.

b. Description: The Adventurer Slide Uniform shall be white in color and made of fabric. The Adventurer Logo emblem shall be depicted on the front in full color with white background.

(1a) The Adventurer Logo emblem shall cover approximately 80% of the front of the Adventurer Uniform Slide.

(2) The Master Guide Uniform Slide shall be royal blue in color with yellow piping on the edges and made of fabric. The N.A.D. Master Guide emblem shall be depicted on the front.

(2a) The N.A.D. Master Guide emblem shall cover approximately 80% of the front of the Master Guide Slide.

c. How worn: An Adventurer Uniform Slide shall be worn over the two ends of the Adventurer Scarf, approximately 3"-4" above the ends of the Scarf.

d. Duration: Adventurer Clubs have until the year 2029 to transition to the new Adventurer Uniform Slide with the family following the path to the white cross. This is to be worn instead of the Adventurer Uniform Scarf with Jesus and the Bible. Older Adventurer Slides including the Little Lamb Slide, the Eager Beaver Slide, or the original Adventurer slide with the four historical Adventurer Classes were to be phased out by 2020.



ADVENTURER SASH

a. Regulation: The Adventurer Sash is required for the Adventurer Class A Uniform.

b. Description: The Adventurer Sash shall be navy blue in color and made of fabric. The Adventurer Sash shall be a minimum of 5" wide and shall extend approximately to the tip of the wearers open hand when properly worn.

(2) The Adventurer Sash shall be decorated with Adventurer, Eager Beaver, and Little Lamb related items only.

(3) Pathfinder honors, awards, pins, or patches shall not be affixed to the Adventurer Sash.

(4) The wearer of the Adventurer Sash may choose to decorate his or her Sash any way they choose. Awards, Chips, Stars, Pins, and patches may be placed in any order so desired.

c. How worn: The Adventurer Sash shall be worn over the wearer's right shoulder, extending down across the front of the wearer to the left hip area.

(1) A safety pin, may be used to securely hold the Adventurer Sash in place. Additionally, a button can be sown on the shirt and a loop on the sash to attach the sash to the shirt.



FLIGHT APPROVED FOR SPACE SHUTTLE MISSION STS-133



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