Greater New York Conference of the Seventh-day Adventist Church
Adventist Youth Ministries Department
Greater New York Conference's Official Adventurer & Master Guide (Adventurer) Uniform
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Adventurer Uniform Class A

The Adventurer Club in Greater New York includes the following classes: Little Lamb, Eager Beaver, Busy bee, Sunbeam, Builder, and Helping Hands. All Adventurers, beginning with Little Lambs to Helping Hands will wear: **Light Blue collar Shirt** (boys) and **Light Blue "Peter Pan" collar Blouse** for Adventurers and **White Collar Shirt** or **Blouse** for Staff, with **Navy Blue pants** (boys) and **Navy Blue Jumper** (girls) or **Skirt** for Staff. The **shirt/blouse** can either be **long sleeve** or **short sleeve**, as long as it is consistent and uniform with the rest of the club. Must be consistent with design, color, and pattern specifications of the North American Division.

A plain **Navy Blue Tie** (gentlemen) and a **Navy Blue Ascot Tie** (ladies) is optional for Adventurers and required for Staff. A **Navy Blue Turtleneck** (optional) is allowed due to cold weather. The official **black beret** (optional) with the Adventurer logo is the only headwear allowed. **Black Shoes** (polishable, laced type) and **Navy Blue socks** are required. **Navy Blue Stockings**, **Tights**, or **Panty-hose** for ladies *(different for ladies in the Master Guide Uniform)*.

Hair must be clean and well groomed, as well as finger nails; they must be neatly cut and natural. The only jewelry items that are accepted with the uniform are: wristwatch, wedding band, or engagement ring. No other jewelry is accepted with the Uniform.

Uniformity within each club is very important. Even in the optional items, there must be uniformity within the club; example: if the club wears the sash, everyone in the club must wear it. If the club wears berets, everyone in the club must wear it.

Shirt and Sash Items for Adventurer Boy who has been Invested for the Little Lamb Class

1. Neckerchief: **Little Lamb light blue Neckerchief** with the **Little Lamb Slide**.
2. Right Sleeve: **Club Name Crest** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, and **Adventurer World Emblem.**
4. Left Pocket: **Pin** for Highest **Class** Achieved on the Extreme Right hand side, **Adventurer Pin** right below the Highest Class Achieved **Pin**
5. **Navy Honor Sash (optional)***: Worn diagonally across chest, from right shoulder.

Name Plate placed about the level, above the right pocket. Above the **Name Plate**, place the **Little Lamb Patch** (must leave space between the **Name Plate** and **Patch** for pins of future classes). **Camporee Patch** *(last Camporee attended, whichever Camporee it is, whether Conference, Union, or International Camporee; keep in mind there is not such a thing as North American Division Camporee)* worn, centered on the **Sash**, right below the **Name Plate.** Make sure you follow the Sample provided above. The rest of the **sash** is reserved for **stars**, **chips**, and **awards.** Items from previous **Camporees** such as **Patches**, **Pins**, and other **insignias** and items related to the **Adventurer** Program can be placed in the **sash** in a creative manner *(you can be creative with the rest of the **sash**).*

*If Adventurer is not wearing the sash, the only item above the right pocket (boys), or on right pocket area of the Jumper (girls) is the Name Plate.

Blouse and Sash Items for Adventurer Girl who has been Invested for the Little Lamb Class

1. Neckerchief: **Little Lamb light blue Neckerchief** with the **Little Lamb Slide**.
2. Right Sleeve: **Club Name Crest** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, and **Adventurer World Emblem.**
4. Left Pocket Area on Jumper: **Pin** for Highest **Class** Achieved on the Top right hand side, **Adventurer Pin** right below the Highest Class Achieved **Pin**
5. **Navy Honor Sash (optional)***: Worn diagonally across chest, from right shoulder.

Name Plate placed about the level, above the right pocket. Above the **Name Plate**, place the **Little Lamb Patch** (must leave space between the **Name Plate** and **Patch** for pins of future classes). **Camporee Patch** *(last Camporee attended, whichever Camporee it is, whether Conference, Union, or International Camporee; keep in mind there is not such a thing as North American Division Camporee)* worn, centered on the **Sash**, right below the **Name Plate.** Make sure you follow the Sample provided above. The rest of the **sash** is reserved for **stars**, **chips**, and **awards.** Items from previous **Camporees** such as **Patches**, **Pins**, and other **insignias** and items related to the **Adventurer** Program can be placed in the **sash** in a creative manner *(you can be creative with the rest of the **sash**).*

*If Adventurer is not wearing the sash, the only item above the right pocket (boys), or on right pocket area of the Jumper (girls) is the Name Plate.

Shirt and Sash Items for Adventurer Boy who has been Invested for the Eager Beaver Class

1. Neckerchief: **Eager Beaver Green Neckerchief** with the **Eager Beaver Slide**.
2. Right Sleeve: **Club Name Crest** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, and **Adventurer World Emblem.**
4. Left Pocket: **Pin** for Highest **Class** Achieved on the Extreme Right hand side, **Adventurer Pin** right below the Highest Class Achieved **Pin**
5. **Navy Honor Sash (optional)***: Worn diagonally across chest, from right shoulder.

Name Plate placed about the level, above the right pocket. **Little Lamb Pin** placed right above the **Name Plate**. Above the **Little Lamb Pin**, place the **Little Lamb Patch** and the **Eager Beaver Patch** right next to it (must leave space between the **Pin** and **Patches** for pins of future classes). **Camporee Patch** *(last Camporee attended, whichever Camporee it is, whether Conference, Union, or International Camporee; keep in mind there is not such a thing as North American Division Camporee)* worn, centered on the **Sash**, right below the **Name Plate.** Make sure you follow the Sample provided above. The rest of the **sash** is reserved for **stars**, **chips**, and **awards.** Items from previous **Camporees** such as **Patches**, **Pins**, and other **insignias** and items related to the **Adventurer** Program can be placed in the **sash** in a creative manner *(you can be creative with the rest of the **sash**).*

*If Adventurer is not wearing the sash, the only item above the right pocket (boys), or on right pocket area of the Jumper (girls) is the Name Plate.

Blouse and Sash Items for Adventurer Girl who has been Invested for the Eager Beaver Class

1. Neckerchief: **Eager Beaver Green Neckerchief** with the **Eager Beaver Slide**.
2. Right Sleeve: **Club Name Crest** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, and **Adventurer World Emblem.**
4. Left Pocket Area on Jumper: **Pin** for Highest **Class** Achieved on the Top right hand side, **Adventurer Pin** right below the Highest Class Achieved **Pin**
5. **Navy Honor Sash (optional)**: Worn diagonally across chest, from right shoulder.

Name Plate placed about the level, above the right pocket. **Little Lamb Pin** placed right above the **Name Plate**. Above the **Little Lamb Pin**, place the **Little Lamb Patch** and the **Eager Beaver Patch** right next to it (must leave space between the **Pin** and **Patches** for pins of future classes). **Camporee Patch** *(last Camporee attended, whichever Camporee it is, whether Conference, Union, or International Camporee; keep in mind there is not such a thing as North American Division Camporee)* worn, centered on the **Sash**, right below the **Name Plate.** Make sure you follow the Sample provided above. The rest of the **sash** is reserved for **stars**, **chips**, and **awards.** Items from previous **Camporees** such as **Patches**, **Pins**, and other **insignias** and items related to the **Adventurer** Program can be placed in the **sash** in a creative manner *(you can be creative with the rest of the **sash**).*

*If Adventurer is not wearing the sash, the only item above the right pocket (boys), or on right pocket area of the Jumper (girls) is the Name Plate.

Shirt and Sash Items for Adventurer Boy who has been Invested for all Adventurer Classes, including Advanced Helping Hands (Baptized)

1. Neckerchief: **Burgundy Adventurer Neckerchief** with the **Adventurer Slide**.
2. Right Sleeve: **Club Name Crest** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, and **Adventurer World Emblem.**
4. Left Pocket: **Pin** for Highest **Class** Achieved on the Extreme Right hand side, **Adventurer Pin** right below the Highest Class Achieved **Pin. Baptismal Pin** to the Extreme Left hand side, *(as indicated on graphic.)*
5. **Navy Honor Sash (optional)**: Worn diagonally across chest, from right shoulder.

Name Plate placed about the level, above the right pocket. **Little Lamb** and **Eager Beaver Pins** placed right above the **Name Plate**. All the **Pins** for the completed Adventurer Classes will be placed above the **Little Lamb** and **Eager Beaver Pins** (beginning with the **Busy Bee Pin** at the extreme right hand side to the **Helping Hands Pin** at the extreme left hand side of the sash). Above the **Pins** for the Adventurer Classes, place the **Little Lamb Patch** and the **Eager Beaver Patch** right next to it. **Camporee Patch** *(last Camporee attended, whichever Camporee it is, whether Conference, Union, or International Camporee; keep in mind there is not such a thing as North American Division Camporee)* worn, centered on the **Sash**, right below the **Name Plate.** Make sure you follow the Sample provided above. The rest of the **sash** is reserved for **stars**, **chips**, and **awards.** Items from previous **Camporees** such as **Patches**, **Pins**, and other **insignias** and items related to the **Adventurer** Program can be placed in the **sash** in a creative manner *(you can be creative with the rest of the **sash**).*

*If Adventurer is not wearing the sash, the only item above the right pocket (boys) or on right pocket area of the Jumper (girls) is the Name Plate.

Blouse and Sash Items for Adventurer Girl who has been Invested for all Adventurer Classes, including Advanced Helping Hands (Baptized)

1. Neckerchief: **Burgundy Adventurer Neckerchief** with the **Adventurer Slide**.
2. Right Sleeve: **Club Name Crest** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, and **Adventurer World Emblem.**
4. Left Pocket Area on Jumper: **Pin** for Highest **Class** Achieved on the Top right hand side, **Adventurer Pin** right below the Highest Class Achieved **Pin. Baptismal Pin** to the Extreme Left hand side of Jumper *(as indicated on graphic).*
5. **Navy Honor Sash (optional)**: Worn diagonally across chest, from right shoulder.

Name Plate placed about the level, above the right pocket. **Little Lamb** and **Eager Beaver Pins** placed right above the **Name Plate**. All the **Pins** for the completed Adventurer Classes will be placed above the **Little Lamb** and **Eager Beaver Pins** (beginning with the **Busy Bee Pin** at the extreme right hand side to the **Helping Hands Pin** at the extreme left hand side of the sash). Above the **Pins** for the Adventurer Classes, place the **Little Lamb Patch** and the **Eager Beaver Patch** right next to it. **Camporee Patch** *(last Camporee attended, whichever Camporee it is, whether Conference, Union, or International Camporee; keep in mind there is not such a thing as North American Division Camporee)* worn, centered on the **Sash**, right below the **Name Plate.** Make sure you follow the Sample provided above. The rest of the **sash** is reserved for **stars**, **chips**, and **awards.** Items from previous **Camporees** such as **Patches**, **Pins**, and other **insignias** and items related to the **Adventurer** Program can be placed in the **sash** in a creative manner *(you can be creative with the rest of the **sash**).*

*If Adventurer is not wearing the sash, the only item above the right pocket (boys) or on right pocket area of the Jumper (girls) is the Name Plate.

(Non-Master Guide) Staff Adventurer Uniform Class A

1. Neckerchief: **Burgundy Adventurer Neckerchief** with the **Adventurer Slide**.
2. Right Sleeve: **Club Name Crest, Position Strip,** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Adventurer World Emblem**, and **Red Citation Cord.**
4. Left Pocket: **Pin** for Highest **Class** Achieved on the Extreme Right hand side, **Adventurer Pin** right below the Highest Class Achieved **Pin.** The **Baptismal Pin** to the Extreme Left hand side, and the **Years of Service Red Star Pin**, to the right of the **Baptismal Pin** *(as indicated on graphic).*
5. **Navy Honor Sash (optional)**: Worn diagonally across chest, from right shoulder.

Name Plate placed about the level, above the right pocket. **Little Lamb** and **Eager Beaver Pins** placed right above the **Name Plate**. All the **Pins** for the completed Adventurer Classes will be placed above the **Little Lamb** and **Eager Beaver Pins** (beginning with the **Busy Bee Pin** at the extreme right hand side to the **Helping Hands Pin** at the extreme left hand side of the sash). Above the **Pins** for the Adventurer Classes, place the **Parent Pin** (only for Parents/Grandparents/Guardians who have participated with their kids/grandkids in the Adventurer Club). Place the **Parent Pins** in order, beginning with the **Busy Bee Parent Pin** right above of the **Busy Bee Pin** all the way through Helping Hands (the **Parent Pin** for each class is the same color as the **Class Pin**). Above the Parent Pins, place the **Little Lamb Patch** and the **Eager Beaver Patch** right next to it. **Camporee Patch** *(last Camporee attended, whichever Camporee it is, whether Conference, Union, or International Camporee; keep in mind there is not such a thing as North American Division Camporee)* worn, centered on the **Sash**, right below the **Name Plate.** Make sure you follow the Sample provided above. The rest of the **sash** is reserved for **stars**, **chips**, and **awards.** Items from previous **Camporees** such as **Patches**, **Pins**, and other **insignias** and items related to the **Adventurer** Program can be placed on the **sash** in a creative manner *(you can be creative with the rest of the **sash**).*

*If Adventurer is not wearing the sash, the only item above the right pocket (gentlemen), or on right pocket area of the Jumper (ladies) is the Name Plate.

General Guidelines for the Master Guide Adventurer Uniform Class A

The official Master Guide Adventurer Uniform Class A in Greater New York Conference consists of the previously mentioned **white shirt** (gentleman) and **white blouse** (ladies) plus the **Master Guide Suit**, which includes the **Navy Blue Jacket** and **Navy Blue Pants** (gentleman) or **Navy Blue Skirt/Pants** (ladies). A plain or the Master Guide Logo **Navy Blue Tie** (gentlemen) or the **Navy Blue Ascot Tie** (ladies) is required for Master Guides. **Navy Blue Turtleneck (optional)** is allowed due to cold weather. The official **black beret** (optional) with the Adventurer Emblem is the only headwear allowed. **Black Shoes** (polishable, laced type). **Sheer Plain Navy Blue Hosiery/Stockings**, for ladies are required. **Navy Blue** *(same color as uniform pants)* **Socks** are required for gentlemen.

Hair must be clean and well groomed, as well as finger nails; they must be neatly cut and natural. The only jewelry items that are accepted with the uniform are: wristwatch, wedding band, or engagement ring. No other jewelry is accepted with the Uniform.

Uniformity within each club is very important. Even in the optional items, there must be uniformity within the club; example: if the club wears the sash, everyone in the club must wear it. If the club wears berets, everyone in the club must wear it.

It must be clear; Master Guides are not to wear PLA or PIA Pins or Patches, when wearing the Master Guide Adventurer Class A Master Guide Uniform. Our Conference will work to develop an Adventurer Leadership Award (ALA) and an Adventurer Instructor Award (AIA) for Master Guides who work with Adventurers.

Following you will find different samples of Master Guide Adventurer Class A Uniforms:

Master Guide Adventurer Uniform Class A (This Master Guide only completed Adventurer Classes up to Builder)

1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide
2. Right Sleeve: **Club Name Crest, Position Strip,** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Adventurer World Emblem**, **Master Guide Star Chevron** *(cannot wear a **Full Chevron** unless invested from all AY Classes)*. The **Red Citation Cord** for Club Staff.
4. Left Pocket/Left Pocket Area: **Master Guide Pin** must be placed on the center of the flap of the Left Pocket or Left Pocket Area *(Do not place **Pins** for Adventurer Classes on pocket, unless you have completed the Adventurer Classes, Busy Bee through Helping Hands.* **Adventurer Pin**, below the **Master Guide Pin** on the right hand side of the left pocked flap or left pocket area, followed by the **AY Pin**. The **Baptismal Pin** to the Extreme Left hand side and the **Years of Service Red Star Pin**, to the right of the **Baptismal Pin** *(as indicated on graphic).*
5. **Navy Honor Sash (optional)**: Worn diagonally across chest, from right shoulder.

Name Plate placed about the level, above the right pocket. **Little Lamb** and **Eager Beaver Pins** placed right above the **Name Plate**. All the **Pins** for the completed Adventurer Classes will be placed above the **Little Lamb** and **Eager Beaver Pins** (beginning with the **Busy Bee Pin** at the extreme right hand side to the **Helping Hands Pin** at the extreme left hand side of the sash). Above the **Pins** for the Adventurer Classes, place the **Parent Pin** (only for Parents/Grandparents/Guardians who have participated with their kids/grandkids in the Adventurer Club). Place the **Parent Pins** in order, beginning with the **Busy Bee Parent Pin** right above of the **Busy Bee Pin** all the way through Helping Hands (the **Parent Pin** for each class is the same color as the **Class Pin**). Above the Parent Pins, place the **Little Lamb Patch** and the **Eager Beaver Patch** right next to it. **Camporee Patch** *(last Camporee attended, whichever Camporee it is, whether Conference, Union, or International Camporee; keep in mind there is not such a thing as North American Division Camporee)* worn, centered on the **Sash**, right below the **Name Plate.** Make sure you follow the Sample provided above. The rest of the **sash** is reserved for **stars**, **chips**, and **awards.** Items from previous **Camporees** such as **Patches**, **Pins**, and other **insignias** and items related to the **Adventurer** Program can be placed on the **sash** in a creative manner *(you can be creative with the rest of the **sash**).*

6. **Patches**, **Pins**, and **Insignias** with historical implications such as: **MV patches**, the previous **Greater New York Conference Patch** with the Statue of Liberty, and other items with historical and emotional value, must be placed on the **sash**. The Master Guide Uniform must be current.
7. **Buttons**: Don't do anything about this; we are working on having a button that says MG for Master Guide.

Master Guide Adventurer Director Uniform Class A

1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide
2. Right Sleeve: **Club Name Crest, Position Strip,** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Adventurer World Emblem**, **Master Guide Star Chevron** *(cannot wear a **Full Chevron** unless invested from all AY Classes)*. The **Gold Citation Cord** *(only for Club Directors/Staff Member wear a Red Citation Cord)***.**
4. Left Pocket/Left Pocket Area: **Master Guide Pin** must be placed on the center of the flap of the Left Pocket or Left Pocket Area *(Do not place **Pins** for Adventurer Classes on pocket, unless you have completed the Adventurer Classes, Busy Bee through Helping Hands.* **Adventurer Pin**, below the **Master Guide Pin** on the right hand side of the left pocked flap or left pocket area, followed by the **AY Pin**. The **Baptismal Pin** to the Extreme Left hand side and the **Years of Service Red Star Pin**, to the right of the **Baptismal Pin** *(as indicated on graphic).*
5. Above Left Pocket Area: **Master Guide Class Strip** *(as indicated on graphic).*
6. Left Jacket Lapel: One or two very **classy pins**, denoting a historical Master Guide, Adventurer, or Adventist Youth milestone can be placed on the left lapel. Examples: the 100 Years Anniversary Pin, and I NAD Master Guide Convention. *(It must be a General Conference, North American Division, Atlantic Union, or Greater New York Conference issued pin; pins issued by other Conferences, Unions, Divisions may not be worn on the left lapel).*
7. Right Pocket (only when not wearing a **Sash**): **Name Plate** *(according to graphic)*, significant but optional **Master Guide** and **Adventurer Pins** such as: **Investiture Master Guide** or **Adventurer Camporee Pins** made be worn below the **Name Plate**, on the Right Pocket.
8. Above Right Pocket: **Name Plate**
9. **Stars** on the Uniform "epaulettes": Local Club Directors wear one (1) **Golden Star**. Conference Pathfinder Coordinators wear two (2) **Golden Stars**. Conference Adventist Youth Ministries Director wears three (3) **Golden Stars**.
10. **Patches**, **Pins**, and **Insignias** with historical implications such as: **MV patches**, the previous **Greater New York Conference Patch** with the Statue of Liberty, and other items with historical and emotional value, must be placed on the **sash**. The Master Guide Uniform must be current.
11. **Buttons**: Don't do anything about this; we are working on having a button that says MG for Master Guide.

Master Guide Adventurer Director Uniform Class A (Full Chevron and has finished all Adventurer Classes)

1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide
2. Right Sleeve: **Club Name Crest, Position Strip,** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Adventurer World Emblem**, **Master Guide Full Chevron** *(Only for Master Guide who has been invested from all AY Classes)*. The **Gold Citation Cord** *(only for Club Directors/Staff Member wear a Red Citation Cord)***.**
4. Left Pocket/Left Pocket Area: **Master Guide Pin** must be placed on the center of the flap of the Left Pocket or Left Pocket Area. **Class Pins** are placed under the **Master Guide Pin** *(only if the individual has completed all the Adventurer Classes, Little Lamb through Helping Hands; place **Class Pins** beginning with the **Little Lamb Pin** at the extreme right hand side of the left pocket flap or left pocket area all the way to the **Helping Hand Class Pin**).* **Adventurer Pin**, below the **Master Guide Pin** on the right hand side of the left pocked flap or left pocket area, followed by the **AY Pin**. The **Baptismal Pin** to the Extreme Left hand side and the **Years of Service Red Star Pin**, to the right of the **Baptismal Pin** *(as indicated on graphic).*
5. Above Left Pocket Area: **Master Guide Class Strip** *(as indicated on graphic).*
6. Left Jacket Lapel: One or two very **classy pins**, denoting a historical Master Guide, Adventurer, or Adventist Youth milestone can be placed on the left lapel. Examples: the 100 Years Anniversary Pin, and I NAD Master Guide Convention. *(It must be a General Conference, North American Division, Atlantic Union, or Greater New York Conference issued pin; pins issued by other Conferences, Unions, Divisions may not be worn on the left lapel).*
7. Right Pocket (only when not wearing a **Sash**): **Name Plate** *(according to graphic)*, significant but optional **Master Guide** and **Adventurer Pins** such as: **Investiture Master Guide** or **Adventurer Camporee Pins** made be worn below the **Name Plate**, on the Right Pocket.
8. Above Right Pocket: **Name Plate**
9. **Stars** on the Uniform "epaulettes": Local Club Directors wear one (1) **Golden Star**. Conference Pathfinder Coordinators wear two (2) **Golden Stars**. Conference Adventist Youth Ministries Director wears three (3) **Golden Stars**.
10. **Patches**, **Pins**, and **Insignias** with historical implications such as: **MV patches**, the previous **Greater New York Conference Patch** with the Statue of Liberty, and other items with historical and emotional value, must be placed on the **sash**. The Master Guide Uniform must be current.
11. **Buttons**: Don't do anything about this; we are working on having a button that says MG for Master Guide.

Master Guide Adventurer Director Uniform Class A (Ladies/Full Chevron and has finished all Adventurer Classes)

1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide
2. Right Sleeve: **Club Name Crest, Position Strip,** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Adventurer World Emblem**, **Master Guide Full Chevron** *(Only for Master Guide who has been invested from all AY Classes)*. The **Gold Citation Cord** *(only for Club Directors/Staff Member wear a Red Citation Cord)***.**
4. Left Pocket Area: **Master Guide Pin** must be placed on the center of the flap of the Left Pocket or Left Pocket Area. **Class Pins** are placed under the **Master Guide Pin** *(only if the individual has completed all the Adventurer Classes, Little Lamb through Helping Hands; place **Class Pins** beginning with the **Little Lamb Pin** at the extreme right hand side of the left pocket flap or left pocket area all the way to the **Helping Hand Class Pin**).* **Adventurer Pin**, below the **Master Guide Pin** on the right hand side of the left pocked flap or left pocket area, followed by the **AY Pin**. The **Baptismal Pin** to the Extreme Left hand side and the **Years of Service Red Star Pin**, to the right of the **Baptismal Pin** *(as indicated on graphic).*
5. Above Left Pocket Area: **Master Guide Class Strip** *(as indicated on graphic).*
6. Left Jacket Lapel: One or two very **classy pins**, denoting a historical Master Guide, Adventurer, or Adventist Youth milestone can be placed on the left lapel. Examples: the 100 Years Anniversary Pin, and I NAD Master Guide Convention. *(It must be a General Conference, North American Division, Atlantic Union, or Greater New York Conference issued pin; pins issued by other Conferences, Unions, Divisions may not be worn on the left lapel).*
7. Above Right Pocket Area: **Name Plate**
8. **Stars** on the Uniform "epaulettes": Local Club Directors wear one (1) **Golden Star**. Conference Pathfinder Coordinators wear two (2) **Golden Stars**. Conference Adventist Youth Ministries Director wears three (3) **Golden Stars**.
9. **Patches**, **Pins**, and **Insignias** with historical implications such as: **MV patches**, the previous **Greater New York Conference Patch** with the Statue of Liberty, and other items with historical and emotional value, must be placed on the **sash**. The Master Guide Uniform must be current.
10. **Buttons**: Don't do anything about this; we are working on having a button that says MG for Master Guide.

Master Guide Adventurer Director Uniform Class A (Sash/Full Chevron and has finished all Adventurer Classes)

1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide
2. Right Sleeve: **Club Name Crest, Position Strip,** and the **Adventurer Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Adventurer World Emblem**, **Master Guide Full Chevron** *(Only for Master Guide who has been invested from all AY Classes)*. The **Gold Citation Cord** *(only for Club Directors/Staff Member wear a Red Citation Cord)***.**
4. Left Pocket/Left Pocket Area: **Master Guide Pin** must be placed on the center of the flap of the Left Pocket or Left Pocket Area. **Class Pins** are placed under the **Master Guide Pin** *(only if the individual has completed all the Adventurer Classes, Little Lamb through Helping Hands; place **Class Pins** beginning with the **Little Lamb Pin** at the extreme right hand side of the left pocket flap or left pocket area all the way to the **Helping Hand Class Pin**).* **Adventurer Pin**, below the **Master Guide Pin** on the right hand side of the left pocked flap or left pocket area, followed by the **AY Pin**. The **Baptismal Pin** to the Extreme Left hand side and the **Years of Service Red Star Pin**, to the right of the **Baptismal Pin** *(as indicated on graphic).*
5. Above Left Pocket Area: **Master Guide Class Strip** *(as indicated on graphic).*
6. Left Jacket Lapel: One or two very **classy pins**, denoting a historical Master Guide, Adventurer, or Adventist Youth milestone can be placed on the left lapel. Examples: the 100 Years Anniversary Pin, and I NAD Master Guide Convention. *(It must be a General Conference, North American Division, Atlantic Union, or Greater New York Conference issued pin; pins issued by other Conferences, Unions, Divisions may not be worn on the left lapel).*
7. **Navy Honor Sash (optional)**: Worn diagonally across chest, from right shoulder.

Name Plate placed about the level, above the right pocket. Since all the **Adventurer Class Pins** (from **Little Lamb** to **Helping Hands** are already placed on the left pocket flap, the **Parent Pins** (for Parents/Grandparents/Guardians who have participated with their kids/grandkids in the Adventurer Club) will be placed above the **Name Plate**. The **Parent Pins** must be set in order, beginning with the **Busy Bee Parent Pin** all the way through Helping Hands. Above the Parent Pins, place the **Little Lamb Patch** with the **Eager Beaver Patch** right next to it. **Camporee Patch** *(last Camporee attended, whichever Camporee it is, whether Conference, Union, or International Camporee; keep in mind there is not such a thing as North American Division Camporee)* worn, centered on the **Sash**, right below the **Name Plate.** Make sure you follow the Sample provided above. The rest of the **sash** is reserved for **stars**, **chips**, and **awards.** Items from previous **Camporees** such as **Patches**, **Pins**, and other **insignias** and items related to the **Adventurer** Program can be placed on the **sash** in a creative manner *(you can be creative with the rest of the **sash**).*

8. **Stars** on the Uniform “epaulettes”: Local Club Directors wear one (1) **Golden Star**. Conference Pathfinder Coordinators wear two (2) **Golden Stars**. Conference Adventist Youth Ministries Director wears three (3) **Golden Stars**.
9. **Patches**, **Pins**, and **Insignias** with historical implications such as: **MV patches**, the previous **Greater New York Conference Patch** with the Statue of Liberty, and other items with historical and emotional value, must be placed on the **sash**. The Master Guide Uniform must be current.
10. **Buttons**: Don’t do anything about this; we are working on having a button that says MG for Master Guide.

This document is the result of the combined effort of the Greater New York Conference Pathfinder Coordinators, Master Guide Instructors, Pathfinder Leadership Award (PLA) Instructor, and Pathfinder Instructor Award (PIA) Instructor, and the Adventist Youth Ministries Director.
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