

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

**Khaki Shirt** (gentlemen) or **Khaki Blouse** (ladies) and **Black Pant** (gentlemen) or **Black Skirt/Black Pant** (Ladies). Must be consistent with design, color, and pattern specifications of the North American Division. A plain **Black Tie** (gentlemen) or **Tuxedo Tie** (ladies) is optional for Pathfinders, and it is required for Staff Members and Master Guides. **Black Turtleneck (optional)** is allowed due to cold weather.

The official **black beret** (optional) with the Pathfinder Emblem is the only headwear allowed. **Black Shoes** (polishable, laced type) and **Black Socks** are required. Plain black, or off black, **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 Pathfinder



- Yellow Neckerchief** (Scarf) with black Pathfinder Slide
- Right Sleeve: **Club Name Crest** and the **Pathfinder Emblem**
- Left Sleeve: **Conference Patch**, **Union Patch**, **Pathfinder World Emblem**, **Pathfinder Class Insignia (Chevron)**
- Left Pocket/Left Pocket Area (blouse): **Pin** for Highest **Class** Achieved on the Extreme Right hand side, **Pathfinder Pin** right below the Highest Class Achieved **Pin**, and the **Baptismal Pin** to the Extreme Left hand side, (as indicated on graphic.)
- Above Left Pocket Area: **Class Name Strip** for the Highest Class Achieved (it must correspond with pin on left pocket area), **Advanced Class Bar** of Highest Achieved Class above the **Class Name Strip** (it must correspond with pin on left pocket area, and **Class Name Strip** above pocket), **Good Conduct Ribbon** above the **Advance Class Bar** (as indicated on graphic).
- Black Honor Sash (optional)**: Worn diagonally across chest, from right shoulder. **Name Plate** placed about the level, above the right pocket. Directly above the **Name Plate**, place the **Class Name Strip** next to **Pathfinder Class Insignia (Chevron)**; and right above it, the **Advanced Class Bar** (if the Advance Class has been completed, otherwise, leave the space), then, the **Pathfinder Class Pin**, right next to it, for each completed class (beginning by the lowest completed class, Friends, at the bottom)  
Repeat this operation for as many classes as you have achieved (only your highest achieved class will be displayed in your left pocket area and left sleeve). **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 **honors**, previous **Camporees Patches**, **Pins**, and other **insignias** and items related to the Pathfinder Program (you can be creative with the rest of the **sash**).

## Teen Leadership Training (TLT) Pathfinder Uniform Class A



### Shirt and Sash Items for Teen Leadership Training (TLT) Pathfinder

1. **Yellow Neckerchief** (Scarf) with black Pathfinder Slide
2. Right Sleeve: **Club Name Crest**, **Position Strip**, and the **Pathfinder Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Pathfinder World Emblem**, **Pathfinder Class Insignia (Chevron)** , and **Red/Black Citation Cord**.
4. Left Pocket/Left Pocket Area (blouse): **Pin** for Highest **Class** Achieved on the Extreme Right hand side, **Pathfinder Pin** right below the Highest Class Achieved **Pin**, and the **TLT Pin** to the left hand side of the **Pathfinder Pin**. The **Baptismal Pin** to the Extreme Left hand side, *(as indicated on graphic.)*
5. Above Left Pocket Area: **Class Name Strip** for the Highest Class Achieved *(it must correspond with pin on left pocket area)*, **Advance Class Bar** of Highest Achieved Class above the **Class Name Strip** *(it must correspond with pin on left pocket area, and Class Name Strip above pocket)*, **Good Conduct Ribbon**, above the **Advance Class Bar** *(as indicated on graphic)*.
6. **Black Honor Sash (optional)**: Worn diagonally across chest, from right shoulder. **Name Plate** placed about the level, above the right pocket. Directly above the **Name Plate**, place the **Class Name Strip** next to **Pathfinder Class Insignia (Chevron)**; and right above it, the **Advanced Class Bar** *(if the Advance Class has been completed, otherwise, leave the space)*, then, the **Pathfinder Class Pin**, right next to it, for each completed class *(beginning by the lowest completed class, Friends, at the bottom)*  
Repeat this operation for as many classes as you have achieved *(only your highest achieved class will be displayed in your left pocket area and left sleeve)*. **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 **honors**, previous **Camporees Patches**, **Pins**, and other **insignias** and items related to the Pathfinder Program *(you can be creative with the rest of the sash)*.

**(Non-Master Guide) Staff Pathfinder Uniform Class A**Shirt and Sash Items for (Non-Master Guide) Pathfinder Staff

1. **Yellow Neckerchief** (Scarf) with black Pathfinder Slide
2. Right Sleeve: **Club Name Crest**, **Position Strip**, and the **Pathfinder Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Pathfinder World Emblem**, **Pathfinder Class Insignia (Chevron)**, and **Red Citation Cord**.
4. Left Pocket/Left Pocket Area (blouse): **Pin** for Highest **Class** Achieved on the Extreme Right hand side, **Pathfinder 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. Above Left Pocket Area: **Class Name Strip** for the Highest Class Achieved (it must correspond with pin on left pocket area), **Advance Class Bar** of Highest Achieved Class above the **Class Name Strip** (it must correspond with pin on left pocket area, and **Class Name Strip** above pocket), **Good Conduct Ribbon**, above the **Advance Class Bar** (as indicated on graphic).
6. **Black Honor Sash (optional)**: Worn diagonally across chest, from right shoulder. **Name Plate** placed about the level, above the right pocket. Directly above the **Name Plate**, place the **Class Name Strip** next to **Class Insignia (Chevron)**; and right above it, the **Advanced Class Bar** (if the Advance Class has been completed, otherwise, leave the space), then, the **Pathfinder Class Pin**, right next to it, for each completed class (beginning by the lowest completed class, Friends, at the bottom)  
Repeat this operation for as many classes as you have achieved (only your highest achieved class will be displayed in your left pocket area and left sleeve). **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 **honors**, previous **Camporees Patches**, **Pins**, and other **insignias** and items related to the Pathfinder Program (you can be creative with the rest of the **sash**).

## **Master Guide Uniform Class A**

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

Following you will find different samples of Master Guide, Class A, Uniforms for Master Guides at different stages, such as: Master Guides who have only completed the Master Guide Class, Master Guides who are also PLA and PIA, Master Guides who are Club Directors, and Master Guide Shirts, among others.

**Master Guide Jacket for Master Guide who has just completed the Master Guide Class only**



1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide (*different slides are accepted as long as they are Master Guide Slides; example: metal, cloth, wood slides*)
2. Right Sleeve: **Club Name Crest**, **Position Strip**, and the **Pathfinder Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Pathfinder World Emblem**; **Master Guide Star Chevron** (*cannot wear a Full Chevron unless invested in all Pathfinder/AY Classes*). **Red Citation Cord** (*Red for Staff Members, Gold for Directors*).
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 (*as shown in graphic*). **Pathfinder Pin**, below the **Master Guide Pin** on the right hand side of the left pocket flap or left pocket area, followed by the **AY Pin**. The **Baptismal Pin** to the Extreme Left hand side (*as indicated on graphic*). If the newly invested Master Guide has served as a Staff of a Pathfinder Club for several years, he/she may wear a Years of Service Red Star Pin, to the right of the Baptismal Pin.
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, Pathfinder, 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. **Green Honor Sash (optional)**: Worn diagonally across chest, from right shoulder. **Name Plate** placed about the level, above the right pocket. (*Reserve space above Name Plate for Class Name Strips and Advanced Class Bars in the future*). **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 **honors**, previous **Camporees Patches, Pins**, and other **insignias** and items related to the Pathfinder Program (*you can be creative with the rest of the sash*).
8. **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.
9. **Buttons**: Have a P for Pathfinder. Don't do anything about this; we are working on having a button that says MG for Master Guide.

**Master Guide Jacket for Master Guide who has just completed the Master Guide Class only (No Sash-Gentlemen)**



1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide (*different slides are accepted as long as they are Master Guide Slides; example: metal, cloth, wood slides*)
2. Right Sleeve: **Club Name Crest**, **Position Strip**, and the **Pathfinder Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Pathfinder World Emblem**; **Master Guide Star Chevron** (*cannot wear a Full Chevron unless invested in all Pathfinder/AY Classes*). **Red Citation Cord** (*Red for Staff Members, Gold for Directors*).
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 (*as shown in graphic*). **Pathfinder Pin**, below the **Master Guide Pin** on the right hand side of the left pocketed flap or left pocket area, followed by the **AY Pin**. The **Baptismal Pin** to the Extreme Left hand side (*as indicated on graphic*). If the newly invested Master Guide has served as a Staff of a Pathfinder Club for several years, he/she may wear a Years of Service Red Star Pin, to the right of the Baptismal Pin.
5. Above Left Pocket Area: **Master Guide Class Strip** (*as indicated on graphic*).
6. Right Pocket (only when not wearing a **Sash**): **Name Plate** (*according to graphic*), significant but optional **Master Guide** and **Pathfinder Pins** such as: **Investiture Master Guide** or **Pathfinder Camporee Pins** made be worn below the **Name Plate**, on the Right Pocket.
7. Above Right Pocket: **Name Plate**
8. Left Jacket Lapel: One or two very **classy pins**, denoting a historical Master Guide, Pathfinder, 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*).
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**: Have a P for Pathfinder. Don't do anything about this; we are working on having a button that says MG for Master Guide.

**Master Guide Jacket for Master Guide who has just completed the Master Guide Class only (No Sash-Ladies)**



1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide (*different slides are accepted as long as they are Master Guide Slides; example: metal, cloth, wood slides*)
2. Right Sleeve: **Club Name Crest**, **Position Strip**, and the **Pathfinder Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Pathfinder World Emblem**; **Master Guide Star Chevron** (*cannot wear a Full Chevron unless invested in all Pathfinder/AY Classes*). **Red Citation Cord** (*Red for Staff Members, Gold for Directors*).
4. Left Pocket Area: **Master Guide Pin** must be placed on the center of the Left Pocket Area (*as shown in graphic*). **Pathfinder Pin**, below the **Master Guide Pin** on the right hand side of the left pocket area, followed by the **AY Pin**. The **Baptismal Pin** to the Extreme Left hand side (*as indicated on graphic*). If the newly invested Master Guide has served as a Staff of a Pathfinder Club for several years, he/she may wear a Years of Service Red Star Pin, to the right of the Baptismal Pin.
5. Above Left Pocket Area: **Master Guide Class Strip** (*as indicated on graphic*).
6. Right Pocket Area (only when not wearing a **Sash**): **Name Plate** (*according to graphic*), significant but optional **Master Guide** and **Pathfinder Pins** such as: **Investiture Master Guide**, **PLA**, and **PIA Limited Edition Pins** or **Pathfinder Camporee Pins** made be worn below the **Name Plate**.
7. Left Jacket Lapel: One or two very **classy pins**, denoting a historical Master Guide, Pathfinder, 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*).
8. **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.
9. **Buttons**: Have a P for Pathfinder. Don't do anything about this; we are working on having a button that says MG for Master Guide.



**Master Guide who completed the Master Guide Class and is Gradually Completing the rest of the Pathfinder/AY Classes, Uniform Class A**



**Master Guide Uniform for Master Guide Class who Completed Master Guide Class and is Gradually Working on the Rest of the Pathfinder/AY Classes**

1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide (different slides are accepted as long as they are Master Guide Slides; example: metal, cloth, wood slides)
  2. Right Sleeve: **Club Name Crest, Position Strip**, and the **Pathfinder Emblem**
  3. Left Sleeve: **Conference Patch, Union Patch, Pathfinder World Emblem; Master Guide Star Chevron** (cannot wear a **Full Chevron** unless invested in all Pathfinder/AY Classes). **Red Citation Cord** (Red for Staff Members, Gold for Directors).
  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 Pathfinder Classes on pocket, unless you have completed ALL of the Pathfinder/AY Classes, Place the **Pins** for completed classes in the **Sash**, as shown in graphic). **Pathfinder Pin**, below the **Master Guide Pin** on the right hand side of the left pocketed flap or left pocket area, followed by the **AY Pin**. The **Baptismal Pin** to the Extreme Left hand side (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, Pathfinder, 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. **Green Honor Sash (optional)**: Worn diagonally across chest, from right shoulder.
- Name Plate** placed about the level, above the right pocket. Directly above the **Name Plate**, place the **Class Name Strip** next to **Class Insignia (Chevron)**; and right above it, the **Advanced Class Bar** (if the Advance Class has been completed, otherwise, leave the space), then, the **Pathfinder Class Pin**, right next to it, for each completed class (beginning by the lowest completed class, Friends, at the bottom; Reserve space above **Name Plate** for **Class Name Strips** and **Advanced Class Bars** in the future). Repeat this operation for as many classes as you have achieved (only your highest achieved class will be displayed in your left pocket area and left sleeve). **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 **honors**, previous **Camporees Patches, Pins**, and other **insignias** and items related to the Pathfinder Program (*you can be creative with the rest of the sash*).

8. **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.

9. **Buttons**: Have a P for Pathfinder. Don't do anything about this; we are working on having a button that says MG for Master Guide.

Master Guide (PLA/PIA)/Director Uniform Class AJacket Items for Master Guide (PLA/PIA)/Director

1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide (different slides are accepted as long as they are Master Guide Slides; example: metal, cloth, wood slides)
2. Right Sleeve: **Club Name Crest**, **Position Strip**, and the **Pathfinder Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Pathfinder Instructor Award Insignia**, **Full Chevron** (for Master Guides who have been invested of all the Classes), and **Gold Citation Cord** (only for Club Directors).
4. Left Pocket/Left Pocket Area (blouse): **Pins**, **PLA**, **Master Guide**, and **PIA** must be placed on the center of the flap of the Left Pocket or Left Pocket Area (beginning with the **PLA Pin** to the right hand side, continuing with the **Master Guide Pin**, and the **PIA Pin**, as shown in graphic). **Class Pins** below the PLA, Master Guide, and PIA Pins (only if the individual has completed all the Pathfinder Classes, FRIEND to GUIDE; place **Class Pins** beginning with the **Friend** at the extreme right hand side of the left pocket flap or left pocket area all the way to the **Guide Class Pin**). **Pathfinder Pin**, below the **Class Pins** on the right hand side of the left pocket flap or left pocket area, followed by the **TLT** (if TLT program was completed) and **AY Pins**. 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** and the **Good Conduct Ribbon** (as indicated on graphic). Nothing else is allowed above the **Good Conduct Ribbon**.
6. Left Jacket Lapel: One or two very **classy pins**, denoting a historical Master Guide, Pathfinder, 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. **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**.
8. **Green Honor Sash (optional)**: Worn diagonally across chest, from right shoulder. **Name Plate** placed about the level, above the right pocket. Directly above the **Name Plate**, place the **Class Name Strip** next to the **Advanced Class Bar** (if the Advance Class has been completed, otherwise, leave the space); **Class Pins** and **Chevron** are not needed on the **Sash**, since they are placed on the left sleeve and the left pocket area. Repeat this operation for as many classes as you have achieved. **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 **honors**, previous **Camporees Patches, Pins**, and other **insignias** and items related to the Pathfinder Program (*you can be creative with the rest of the sash*).

9. **Buttons**: Have a P for Pathfinder. Don't do anything about this; we are working on having a button that says MG for Master Guide.

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.

Master Guide (PLA/PIA)/Director Uniform Class A (No-Sash)Jacket Items for Master Guide (PLA/PIA)/Director (No-Sash)

1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide (*different slides are accepted as long as they are Master Guide Slides; example: metal, cloth, wood slides*)
2. Right Sleeve: **Club Name Crest**, **Position Strip**, and the **Pathfinder Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Pathfinder Instructor Award Insignia**, **Full Chevron** (*for Master Guides who have been invested of all the Classes*), and **Gold Citation Cord** (*only for Club Directors*).
4. Left Pocket/Left Pocket Area (blouse): **Pins**, **PLA**, **Master Guide**, and **PIA** must be placed on the center of the flap of the Left Pocket or Left Pocket Area (*beginning with the PLA Pin to the right hand side, continuing with the Master Guide Pin, and the PIA Pin, as shown in graphic*). **Class Pins** below the PLA, Master Guide, and PIA Pins (*only if the individual has completed all the Pathfinder Classes, FRIEND to GUIDE; place Class Pins beginning with the Friend at the extreme right hand side of the left pocket flap or left pocket are all the way to the Guide Class Pin*). **Pathfinder Pin**, below the **Class Pins** on the right hand side of the left pocket flap or left pocket area, followed by the **TLT** (*if TLT program was completed*) and **AY Pins**. 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** and the **Good Conduct Ribbon** (*as indicated on graphic*). Nothing else is allowed above the **Good Conduct Ribbon**.
6. Above Right Pocket (only when not wearing a **Sash**): **Name Plate** (*according to graphic*),
7. Right Pocket: Significant but optional **Master Guide** and **Pathfinder Pins** such as: **Investiture Master Guide**, **PLA**, and **PIA Limited Edition Pins** or **Pathfinder Camporee Pins** made be worn below the **Name Plate**, on the Right Pocket.
8. Left Jacket Lapel: One or two very **classy pins**, denoting a historical Master Guide, Pathfinder, 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*).
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. **Buttons**: Have a P for Pathfinder. Don't do anything about this; we are working on having a button that says MG for Master Guide.

11. **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.

**Master Guide (PLA/PIA)/Director Uniform Class A (No-Sash-Ladies)**



**Jacket Items for Master Guide (PLA/PIA)/Director (No-Sash-Ladies)**

1. **Master Guide Neckerchief** (Scarf) with Master Guide Slide (*different slides are accepted as long as they are Master Guide Slides; example: metal, cloth, wood slides*)
2. Right Sleeve: **Club Name Crest**, **Position Strip**, and the **Pathfinder Emblem**
3. Left Sleeve: **Conference Patch**, **Union Patch**, **Pathfinder Instructor Award Insignia**, **Full Chevron** (*for Master Guides who have been invested of all the Classes*), and **Gold Citation Cord** (*only for Club Directors*).
4. Left Pocket Area: **Pins**, **PLA**, **Master Guide**, and **PIA** must be placed on the center of the flap of the Left Pocket or Left Pocket Area (*beginning with the PLA Pin to the right hand side, continuing with the Master Guide Pin, and the PIA Pin, as shown in graphic*). **Class Pins** below the PLA, Master Guide, and PIA Pins (*only if the individual has completed all the Pathfinder Classes, FRIEND to GUIDE; place Class Pins beginning with the Friend at the extreme right hand side of the left pocket flap or left pocket are all the way to the Guide Class Pin*). **Pathfinder Pin**, below the **Class Pins** on the right hand side of the left pocket flap or left pocket area, followed by the **TLT** (*if TLT program was completed*) and **AY Pins**. 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** and the **Good Conduct Ribbon** (*as indicated on graphic*). Nothing else is allowed above the **Good Conduct Ribbon**.
6. Right Pocket Area (only when not wearing a **Sash**): **Name Plate** (*according to graphic*), significant but optional **Master Guide** and **Pathfinder Pins** such as: **Investiture Master Guide**, **PLA**, and **PIA Limited Edition Pins** or **Pathfinder Camporee Pins** made be worn below the **Name Plate**, on the Right Pocket.
8. Left Jacket Lapel: One or two very **classy pins**, denoting a historical Master Guide, Pathfinder, 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*).
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. **Buttons**: Have a P for Pathfinder. Don't do anything about this; we are working on having a button that says MG for Master Guide.

11. **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.