

## Uniform

The uniform provides an easy way for people in our church and community to immediately identify children as Adventurers. The uniform makes Adventurers seem real to kids and their adults. It also helps promote unity and identity. It helps the Adventurers see that they are part of a global community.

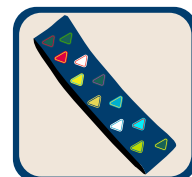
### ***In many settings, there are two uniforms, “Class ‘A’” and “Class ‘B’”.***

Full Dress Uniform (Class ‘A’)

The Class ‘A’ Uniform is formal “church-like” attire.

This uniform should be worn at:

1. Special Adventurer services such as:
  - a. Induction
  - b. Family Blessing
  - c. Adventurer Sabbath
  - d. Investiture
2. Public gatherings when acting as:
  - a. Ushers
  - b. Messengers
  - c. Guards of Honor
  - d. Color Guards
3. Community Service events
4. Other events as decided by Adventurer staff



## ***Class “A” uniform for the Adventurer boy and girl***

The following optional uniform has been adopted in the South Pacific Division for those Adventurer groups who wish to wear uniform. For the clubs who do not wish to go into uniform, the current wearing of the scarf over casual clothes will apply. The Award tokens will be attached to the scarf.

### **GIRLS**

- Navy blue bottoms (pinafore, skirt, slacks, shorts etc)
- white top (blouse collared shirt type blouse with short sleeves, T-shirt etc)

### **BOYS**

- Navy blue bottoms (pants, slacks, shorts etc)
- white top (collared shirt with short sleeves and regular collar T-shirt etc)

### **BOYS/GIRLS**

- Black Shoes (club option)
- Navy blue or white socks: uniform within club
- Scarf: the green\* colored Adventurer scarf worn with an Adventurer woggle.

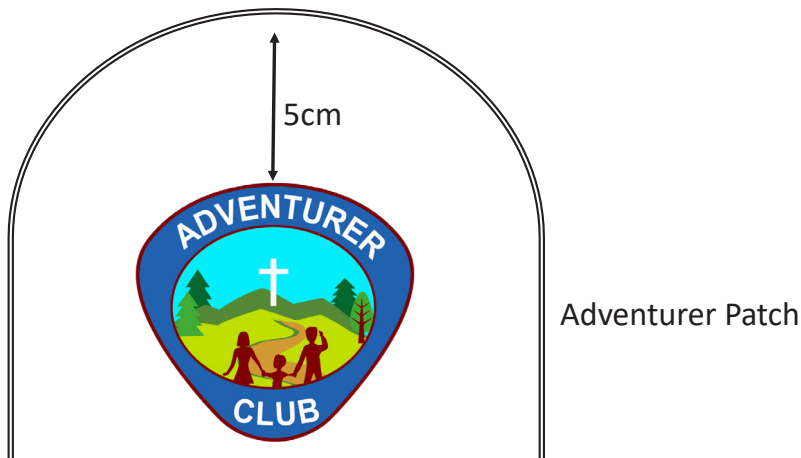
*\*Other Divisions around the world wear the maroon scarf*

- Award Sash: The sash is navy blue and part of uniform Class “A”
- Emblems: Adventurer Patch - 5cm from the top of the Right sleeve

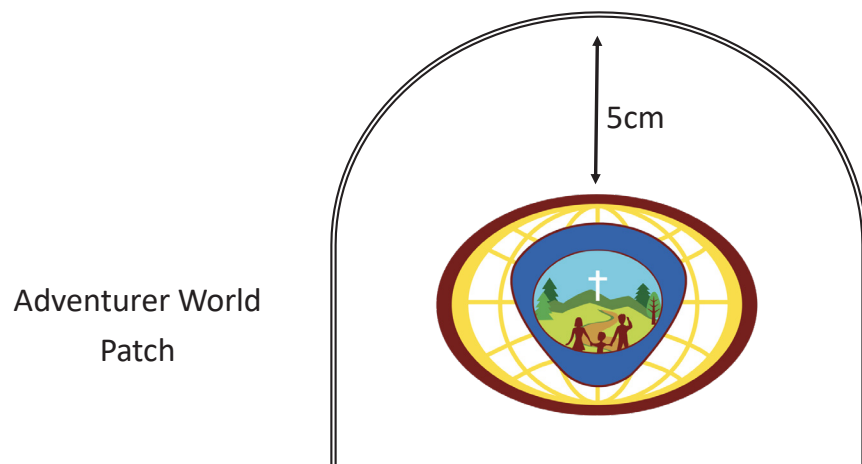
Adventurer World - 5cm from the top of the Left sleeve

- Pins: The Class Level pin is pinned on the pocket over the left side of the chest. The pin is usually received during investiture at the end of the Adventurer year.

## Right Sleeve



## Left Sleeve



### Uniform for Adventurer Staff

#### LADIES

- Navy blue skirt
- White collared blouse (shirt type blouse with short sleeves)

#### MEN

- Navy blue pants
- white shirt (with short sleeves and regular collar)

## MEN/LADIES

- Shoes: uniform within club
- Belt: Adventurer belt (usually black), uniform within club
- Tie: Navy blue tie (optional for men)
- Scarf: The Adventurer green\* scarf is part of the uniform and worn with an Adventurer slide. Staff members who are Master Guides may wear their Master Guide scarves. *\*Other Divisions around the world wear the maroon scarf*
- Sash: Sash is navy blue and worn at appropriate times.
- A Y honors (Pathfinder honors) are NOT to be worn on the Adventurer sash; only Adventurer awards are to be worn on sash.
- Emblems: RIGHT SLEEVE: Club Crescent & Adventurer Patch  
LEFT SLEEVE: Adventurer World,  
SHIRT/BLOUSE POCKET: Class Pins  
SASH: Adventurer Awards

The Adventurer Scarf and Insignia and Award tokens, as well as the woggle and badges will be available through the ABC or Youth Ministries Office of the local conference/mission. Any other parts of the uniform which a club chooses to adopt, including the sash, should be made and supplied by the club.

### ***Field Uniform (Class "B")***

Class 'B' Uniform is often a simplified uniform that is better suited for play and active learning. It may be composed of a t-shirt with the Adventurer logo or other identifying club markings. Many clubs ask their Adventurers to wear this t-shirt with a pair of shorts or jeans to club meetings and other active events.