

UNIFORM MANUAL



MASTER GUIDE UNIFORM

"A **uniform** (from [the Latin](#) "uniformis") is a [standardized](#) set of [clothing](#) worn by members of an organization while participating in the activity of the organization.

"In [religions](#), it has been customary since the beginning of history to wear uniforms for their active members." <https://es.wikipedia.org/wiki/Uniforme>

The uniform has been used by many entities with the intention of belonging, representation, solidarity, and uniformity without any difference. The uniform of the Master Guides has as its sole purpose to represent the ideal of Christ in uniformity, cleanliness and belonging. The uniform should be worn with humility and enthusiasm, taking into account that it represents Adventist youth locally, conference and globally.

The Master Guide club has two official uniforms: Class A and Class B. The "Class A" major uniform, known as the "gala" uniform, is the official uniform of the Master Guides. The "Class B" or "field" uniform is worn at most club meetings, camps, or some other activity required by the club or conference.

I. Uniform Guide

1. The uniform is required for any Master Guide, whether leaders, members or aspiring to be a Master Guide.
2. Must meet the requirements and standards established by the Arkansas-Louisiana Conference. Only patches authorized by that institution will be used as part of the uniform. The patches are the property of the Conference you are representing.
3. The uniform should always be clean, ironed and with the insignia well placed.
4. New members must obtain their uniform during the first 6 months of being enrolled in the club.
5. The uniform may not be worn in activities outside the club or without the consent of the club.
6. If the aspiring Master Guide or member decides not to be part of the club or the Seventh-day Adventist church, he/she must return the official insignia, and a sticker to the church club director.

II. When to wear the Uniform.

The uniform must be worn in:

1. Special activities approved by the Conference leaders, Director and Associate Director.
2. In public events such as: messengers, ushers, honor guard, flag bearers, etc.
3. Sometimes required by the director of Senior Guides.
4. In missionary activity or community service: collection, distribution of food baskets, flowers, literature, etc.

III. When NOT to wear the Uniform.

1. Not to be used by non-club members
2. It should not be used by persons not registered at the Conference.
3. It should not be used by members who are involved in the sale or solicitation for personal gain or for commercial or political purposes.
4. It should not be used outside the activities of the club of unauthorized Major Guides or any other time or place where wearing the uniform lowers the organization of the Seventh-Day Adventists since it will create a bad impression, low dignity, self-esteem, being inadequate and common.

IV. CLASS A UNIFORM

New Members

New members to Senior Guides will have up to 6 months to obtain the uniform. Meanwhile, the recommended Atari will be black pants/skirts and white front-button dress shirts. Women's dress pants or skirts must meet the requirements and standards of the church. The style of each garment should be as similar as possible. They must wear a black belt, black tie (for men), black socks or leather-colored socks and shoes that fit the requirements of the uniform. **You should not** wear the khaki shirt and green pants/skirts without all the badges being in place respectively.



The sleeve can be short or long (uniformity within the club). Must include two front lid pockets and currency on the shoulders. If you wear a shirt under the uniform, it must be a white shirt without any design.

<https://www.adventsource.org/store/>



Men's Tie

Black tie without design or logo



Women

Black bow tie without design or logo.

ARKLA CONFERENCE MASTER GUIDES

Pants / Skirts



Men

Military dark green slack pants #489. The design and cut of the pants must be uniform within the club.



Jacket / Blazer Men

Army type, dark green military #489. Buttons <https://www.pathfindershirts.com/store>

Women

Military dark green slacks pants or skirt #489. The skirt must be below or at knee height and must be military cut class A. The skirt should be worn at all church events held within the church building or sanctuary. Pants are recommended when camping, but it is optional (skirts are allowed).

Blazer Army Type Dark Green Military #489. Buttons for Major Guides.

Invested GMs can wear the jacket/blazer as an option. Non-invested Master Guides **may not** wear the jacket/blazer.



All Conference personnel, including directors, coordinators, and other Council members, must wear a jacket/blazer.



Buttons: <https://www.pathfindershirts.com/store>

ARKLA CONFERENCE MASTER GUIDES

Men's Socks: Black dress socks without any design.



Women: Skin-colored stockings when wearing the skirt. Black dress socks without any design if you wear pants.



Men
Polished Black Dress Shoes No Design.



Women: Polished black dress shoes without open toe. The heel should not exceed more than one inch in height.



Belt: Must be black with a simple buckle (no design).
Note: At this time, we do not have an official buckle. Do not wear a Master Guides buckle.



ARKLA CONFERENCE MASTER GUIDES

Hat.

ArkLa Conference Council ONLY:
Beige Cowboy Hat (tan) – Do Not
Wear the Cowboy Hat at Church
Events.



Beret

Directors and members: the use of the black
beret with the emblem of ArkLa Master Guide
is required. Can be worn on the head, or
under the flap on the left shoulder



Master Guide Scarf – Invested: Yellow scarf with the emblem of Master Guide on the
back. The Invested Master Guide who has completed all the classes of Pathfinders (Friend,
Companion, Explorer, Counselor, Traveler and Guide) will use the scarf with the ribbon with
the colors of the classes of Pathfinders. If you do not have the complete classes (6 classes)
you will NOT be able to use this scarf. Using the Master Guide tube.



Pathfinder Scarf – Uninvested Sen Guide: Yellow scarf with the
Pathfinder emblem on the back. Use the Pathfinder tube.



ARKLA CONFERENCE MASTER GUIDES

Shoulder cords: Identifies the function of the wearer. They are carried on the left man. These cords are selected by local conferences, unions or divisions and must be within the rules of the organization. It must match the position title of the sleeve.



Gold	Conference Directors and Staff
Green/Gold	Area Coordinators
Green	Associated Area Coordinators
Burgundy	Chaplains
White	Drill Masters
Grey	Medical personnel (those who are certified and/or professional)
Purple	Secretary of the Council

Local: Simple laces

Gold	Director
Light Blue	Associate Director
Burgundy	Chaplain
White	Drill Master
Purple	Secretary

Honors Sash

The Sash is used to place the honors, pins, and commemorative patches obtained during the course. The color is the same as the uniform. Military Dark Green #489. The sash crosses the right shoulder to the left hip. It can be placed above or below the epaulets, it depends on the director. No marketed items must be included in the band. The band cannot be worn with the jacket/blazer.



V. CLASS B UNIFORM

New Members

New members to Master Guides will have up to 6 months to obtain the uniform. In the meantime, they may wear jeans and white or club t-shirts.

T-shirt

The Club T-shirt can be short or long sleeved (be uniform within the club). Note: If you wish to wear a shirt under the Club/Area/Conference shirt, it must be white without any design.

* All members of the Council should use only that assigned by the Conference. During Area events, the Area jersey must be worn.

Cargo style pants

All members and council members - black Cargo pants. Black pants can be purchased at any store, but it is recommended that all club members get them from the same place for consistency.



Jacket (optional) All members and council members - black cargo jacket. (Be uniform within the group.) No other type/color of jacket will be acceptable.

Option: <https://www.amazon.com/TACVASEN-Military-Cotton-Jacket>

ARKLA CONFERENCE MASTER GUIDES

Caps

Council members - **mandatory**: Black military cap with emblem of Master Guide to participate in Conference events. During area events, wear the area military cap.

Members - **optional**: beret, safari-style hat or military-style cap (see photo). Each hat must include the emblem of the official Master Guide authorized by the ArkLa Conference. All hats must be uniform within the group and no other type will be allowed on the head.



Black Beret



Khaki Safari Hat



Black military hat



Boots

All members and members of the council - black boots with laces.

The boots can be purchased in any store.



Belt

MG invested they must wear the cloth belt with the GM buckle. (Adventsource).

Master Guides No- invested can use the cloth belt with the buckle of no figure.



VI. BADGE CLASSIFICATION

The badge is divided into three categories:

1. Identification: Emblems representing the organization to which the club represent.
2. Recognition/Award: Emblems indicating class, position, or special achievement in service or conduct.
3. Rank: Emblems indicating position or rank within the Club, Area or Conference.

1. Identification Badges

Emblem of Master Guide

This symbol represents the Senior Guides Club. The 3-inch Major Guide emblem is worn on the uniform on the right sleeve.



Club Name

The arch with the Name of the Club is used to identify the name of the club to which the Master Guide belongs.



World Emblem

This oval-shaped symbol contains the logo of the Senior Guide. He represents the World Organization of Major Guide Clubs of the Seventh-day Adventist Church.



Name Strip

It is used to identify the Master Guide and his title or position.



Youth Ministry Pin: ArkLa will be working this year to have the pin of the conference. The Youth Ministry pin is to show which Conference it belongs to.

2. Recognition Badges

Master Guide Star: This badge is awarded to the invested Master Guide. Star Without the Gallons: Invested with the MG Class



Star with gallons: Complete all classes of Pathfinders.



If you complete the Master Guide class and only a few Pathfinder classes, you will need to use the individual star and chevrons only from the classes you complete. The order from top to bottom is Senior Guide, Guide, Traveler, Counselor, Explorer, Companion and Friend.

Class Name:

This identifies the completed class. Use the name of the highest class that has been invested.



Gallons of Pathfinders:

The chevrons are badges of recognition for the classes of Pathfinders that have been completed. Each gallon must be accompanied by the corresponding button.

Pathfinder Class Pins: Only people who finished and were invested with that class may wear the respective pin and chevron.



ARKLA CONFERENCE MASTER GUIDES

Pathfinder Advanced Class Bar: The advanced class bar is not necessary and is awarded only to those who have completed all requirements. The candidate must use only the bars of the classes they complete. Each bar must be accompanied by the clasp, and corresponding garrison.



Good Conduct Bar:

It recognizes individual achievements over a one-year period. The bar of good conduct should be awarded only to those who have achieved a high level of excellence, as indicated in the criteria.



Years of Service Star:

They are earned from the GM Director of the Conference annually for each year you have served as an officer of your Club, Area or Conference. Only one star should be used with the number indicating cumulative years of verifiable service.



Bible Bowl Pin:

The clasp is obtained from the GM Director of the Conference when you participate in the event. They are awarded annually. They can only be used during one year in which the member is a participant in the Bible Contest event.



Baptismal Pin

The baptismal pin is worn only by baptized members.



3. Rank Badges

Position Title:

It serves to identify the position within the Club, Area or Conference. The Area/District Director/Coordinator, Director, Associate Director, March Instructor, Chaplain, Secretary, Treasurer, Nurse, Counselor, and Junior Counselor may use this bar designated by their position. If you have more than one position, you should only use the bar that indicates the highest position you have.

Rank Stars:

They are used for every level of leadership in the Conference. These are selected by local conferences, unions or divisions. The all-star game is placed in both currencies on the shoulders.

5 Stars: General Conference Directors.

4 Stars: Division Directors.

3 Stars: Youth Directors, Conference GM Directors.

2 stars: Coordinators, Coord. Associates.

1 Star: Club Directors



Chaplain's Cross:

Chaplain crosses are used for each level of Conference leadership. These are selected by local conferences, unions or divisions. A combination of Crosses and Stars is used to denote ranks. The stars are put on the motto on the shoulders and the crosses are put on the tip of the collar of the shirt or sack, one on each fin.

1 set of gold crosses and 3 stars for Chaplain Conference.

1 set gold crosses and 2 stars of chaplain of the area.

1 set silver crosses for the chaplain of the club.



VII. BADGE PLACEMENT

Each badge has its specific place according to the NAD manual. It is described in detail below. You must consider the specific measurements of each badge (centered, aligned and with minimal seams (no loose threads or visible glue).

1. Above the Right Pocket

1. **Identification Bar.** The Identification Bar will be centered directly above the front cover of the right pocket.



1. **Advanced class bars.**

The bar(s) of the advanced class of Pathfinder will be placed centered above the identification bar of the higher class. You can group them into two or three horizontal lines in ascending order. (Reference the image with all buttons and bars.) There should be no space between bar and bar. In the case of not having completed an advanced class, you must spaces, the bar that has not been completed must be omitted without leaving an open space.



1. **Pathfinder Good Conduct Bar.**

This GM good conduct bar should be placed above the advanced classes see page 21.



ARKLA CONFERENCE MASTER GUIDES

2.Front Cover on Left Pocket

Baptismal Pin:

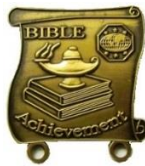
The Baptismal Pin is placed on the right side.



Years of Service: The Years of Service Star is placed on the side.



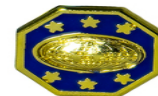
Bible Contest Pin: It is placed on the right side under the Baptismal pin.



Master Guide Pin:

This is placed above the other classes above the pocket button. The left-to-right order of the buttons is: Friend, Companion, Explorer, Counselor, Traveler and Guide.

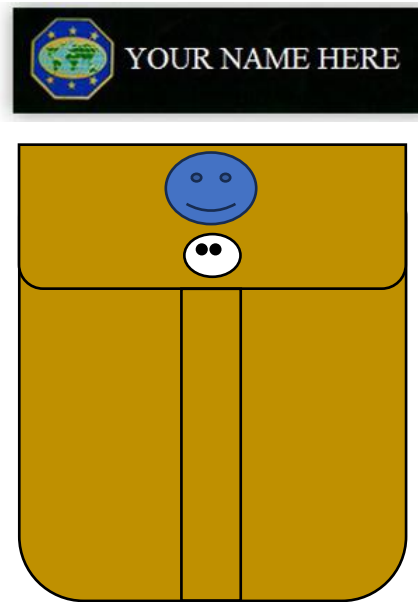
The **PLA and PIA** buttons are placed to the right and left of the Master Guide pin.



3. Above the Right Pocket

1. Identification Bar:

The Identification Bar is placed above the front cover of the pocket. If honor band is used: the bar will be placed on the band; at the same level as the right pocket.



4. Front Cover in Right Pocket

1. Youth Ministry Pin

The Youth Ministry Pin will focus on the shirt/blouse button. So far, we have no pin. We are working on it.

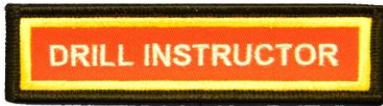
5. Right Sleeve:

Club Name: Stand $\frac{3}{4}$ inch below the shoulder seam.



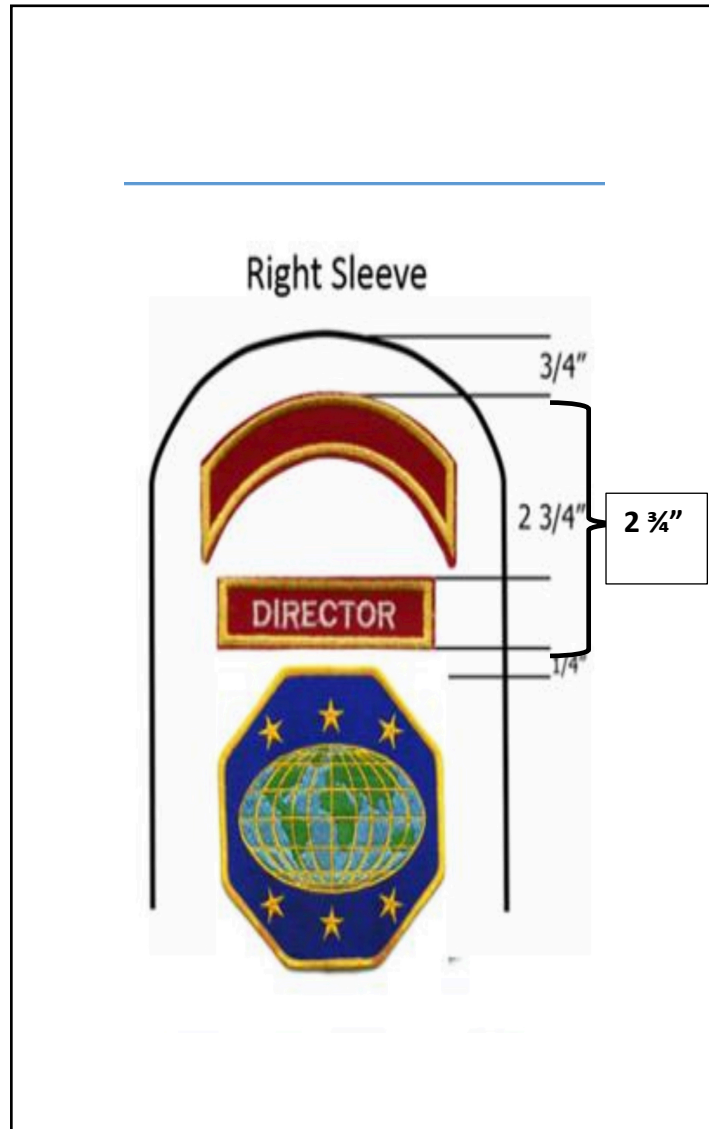
Position Title:

Stand under the Club Name $2\frac{3}{4}$ inches below the shoulder seam.



Emblem of Master Guide:

The Master Guide emblem is centered $\frac{1}{4}$ inch below the Position Title. If you do not have a Position title, you will follow the Club Name keeping the distance as if you had a Position title.



6. Left Sleeve:

Conference Badge:

It is placed $\frac{3}{4}$ inch below the shoulder seam.



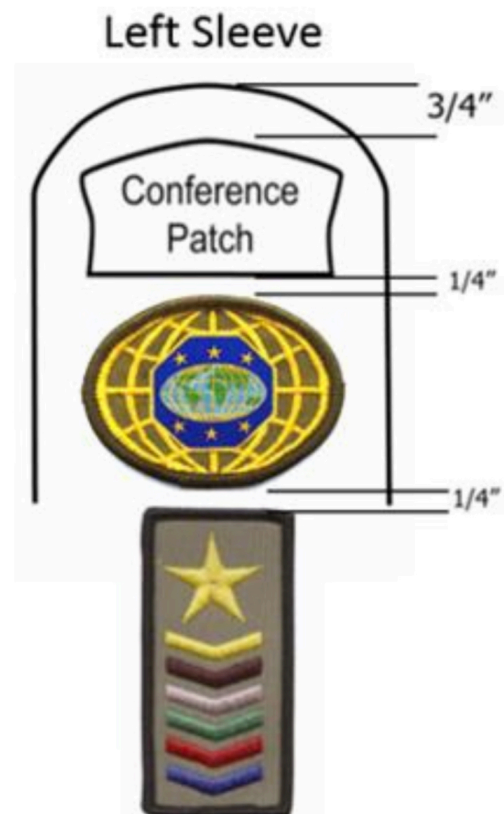
World Emblem of the Master Guides:

It is placed $\frac{1}{4}$ inch below the Conference Badge.



Master Guide Star:

It is placed $\frac{1}{4}$ inch below the World Emblem of the Master Guides.



7. SCARF AND TRAINING BUTTONS.



Front Shirt

