

Section 10

Adventurer Club Uniform and Insignia

Kids love being part of a club and the uniform makes it real to your Adventurers. In this section you can learn about uniform requirements.





Adventurer Club Uniform

The uniform makes the Adventurer Club real to its members, especially the children. The uniform becomes an emblem of a standard, builds loyalty to the club, and brings members into a sense of community. The uniform should always be neat, clean, and worn with pride.

Full dress uniforms should be worn for the following occasions:

- Regular Adventurer meetings (as designed on the schedule)
- Special services (Induction, Adventurer Day, Investiture, etc.)
- At public gatherings when acting as:
 - Messengers
 - Ushers
 - Guards of honor
 - Color guards
- When the club participates in community service activities, such as Ingathering, distributing food baskets, delivering bouquets, passing out literature, and singing bands or sunshine bands.
- On occasions as specified by Adventurer staff

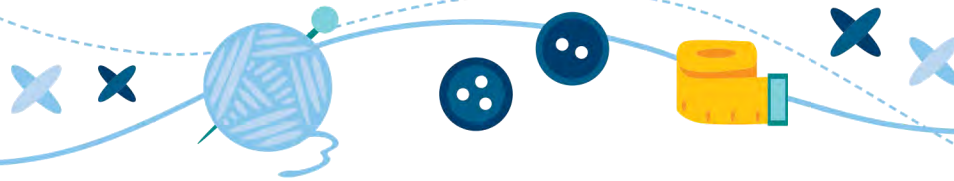
DO I HAVE TO BUY A NEW UNIFORM?

Clubs have lots of options when it comes to uniforms. One option is to have a staff member who is responsible for measuring each Adventurer and ordering uniforms for each. Another option is to have parents purchase uniforms for their child(ren) who are in the club. Here are some options that can reduce uniform expenses:

- Provide rental options
- Arrange a time for parents to trade uniforms
- Set up a system where the club loans out uniforms

The key to any of these options is to have a staff member who is responsible for implementing the plan your clubs adopts.





What Color and Style of Uniform Should I Buy?

Check with your area coordinator or conference Adventurer/youth director to see what color blouse/shirt and style of collar is used in your conference.



FULL DRESS UNIFORM FOR ADVENTURERS

Girls ●●●

- Navy blue pleated jumper
- Light blue or white blouse with Peter Pan/straight collar and short/long sleeves



Boys ●●●

- Navy blue pants
- Light blue or white shirt with straight collar and short/long sleeves



Girls and Boys ●●●●●●

- Black shoes (uniform within club)
- Navy blue socks (if girls wear white blouses, white socks may be worn) (uniform within club)
- Scarf and Slide: Burgundy Adventurer scarf worn with an Adventurer slide
- Sash: Navy blue sash displays Adventurer stars, chips, awards, pins, event patches, pins, and other club-related items.
- Beret: Navy blue beret is optional (uniform within club)



Looking sharp Adventurers!



Master Guide Insignia

Staff members who have been invested as Master Guides with a focus on Adventurer Club Ministry may wear their Adventurer Master Guide scarf, Master Guide slide, Master Guide level strip, Adventurer Master Guide star chevron patch, and Master Guide pin, and display the Master Guide crest patch on their sash. The navy blue Master Guide jacket is optional.

FULL DRESS UNIFORM FOR ADVENTURER STAFF

Women ●●●●

- Navy blue skirt
- Light blue or white blouse with short/long sleeves
- Navy blue waterfall tie is optional (uniform within club)
- Women wearing hosiery should match their skin tone. Navy blue or black hosiery are optional. Check with your conference Adventurer coordinator or youth director to see what is standard in your conference.



Men ●●●

- Navy blue slacks
- Light blue or white shirt with short/long sleeves
- Navy blue tie is optional (uniform within club)



Women and Men ●●●●●●

- Black shoes or boots with fully closed toe and heels (heels of no more than 2 inches. If shoes have laces, the laces should also be black.)
- Black belt
- Scarf and Slide: Burgundy Adventurer scarf worn with an Adventurer slide
- Sash: Navy blue sash displays Adventurer stars, chips, awards, pins, event patches, pins, and other club-related items. (Pathfinder honors, patches, and pins should not be displayed on the Adventurer sash.)
- Beret: Navy blue beret and patch is optional (uniform within club)



AdventSource is your supplier for official Adventurer uniform supplies.
adventsource.org | 402.486.8800

Uniform Insignia Placement



1 ½ in (3.81 cm)

Left Sleeve for
ADVENTURERS



½ in (1.27 cm)

Conference
patch

½ in (1.27 cm)

Left Sleeve for
**ADVENTURERS WITH
CONFERENCE PATCH**



½ in (1.27 cm)

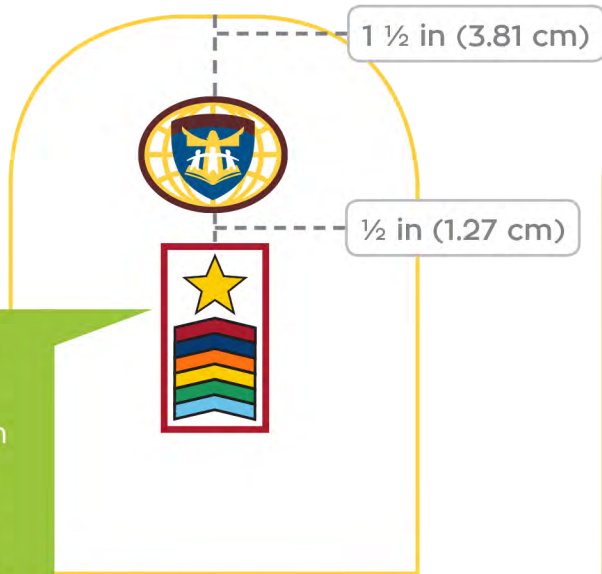
YOUR CLUB NAME

¼ in (.64 cm)

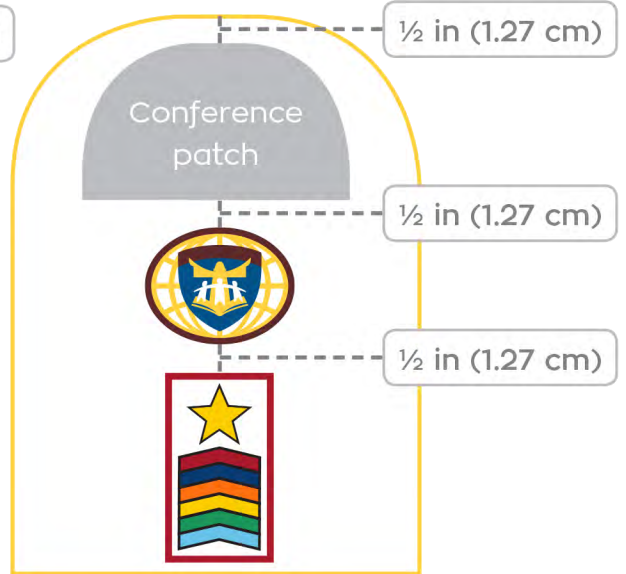
ADVENTURER
CLUB

Your club should buy these for club members. Order club crests from adventsource.org.

Right Sleeve for
ADVENTURERS



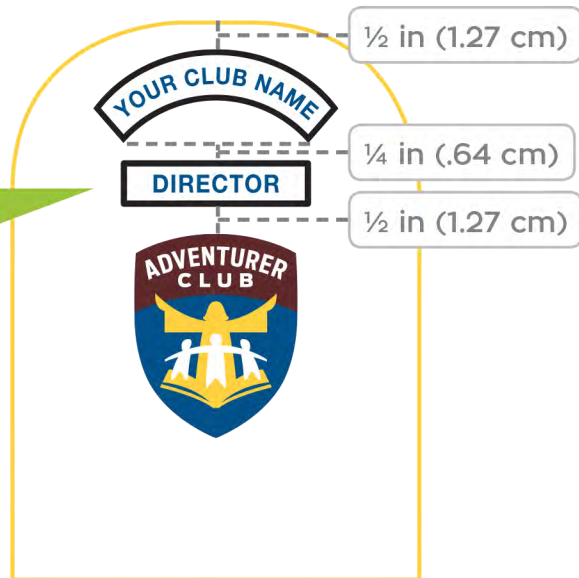
Left Sleeve for
STAFF



Left Sleeve for
**STAFF WITH
CONFERENCE PATCH**

Master Guide star and chevron patch is worn once invested as a Master Guide.

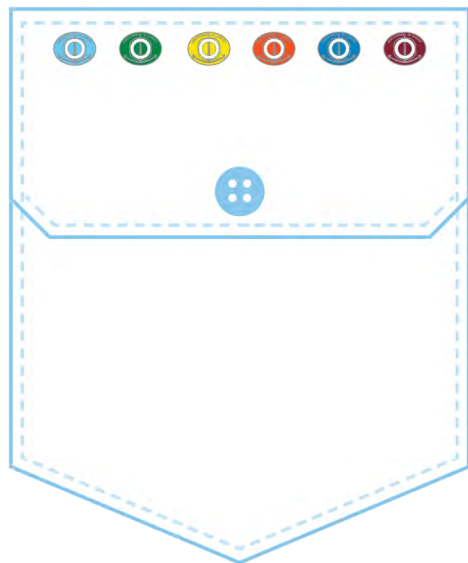
Director, associate director, instructor, or other staff designation goes here. Order staff name rectangle strips from adventsource.org.



Right Sleeve for
STAFF



Anchoring in Christ pins



Left Pocket for **PARENTS**

The only level strip to be worn is Master Guide

MASTER GUIDE



Master Guide pin is worn above the level pins.

Left Pocket for **STAFF**

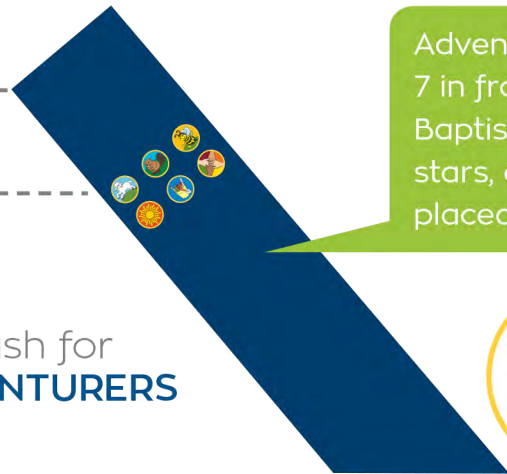


What about the baptismal pin?

Most children get baptized after their Adventurer Club years. But sometimes you will have an Adventurer child who is more mature and who wants to get baptized. When that happens make sure you celebrate their baptism! You may want to do a special presentation of the baptismal pin at your next club meeting where you affirm the child and place the baptismal pin on their sash. There is only one style of baptismal pin and it can be worn by Adventurers, Pathfinders, youth, and adults.

7 in (17.78 cm)

Sash for **ADVENTURERS**



Adventurers place their level pins 7 in from the shoulder seam. Baptismal pin, Adventurer pin, stars, chips, and awards are also placed on the sash.



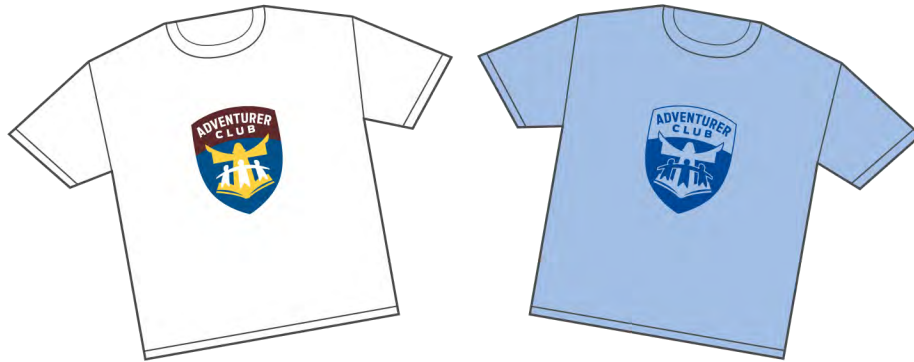
Adventurer Pin

The Adventurer pin is a great gift to give at Induction!



Field Uniform

The field uniform for Adventurers and staff is a t-shirt and slacks/skirt. There are t-shirt options available from AdventSource or your club can create its own design.



Order your field uniforms from adventsource.org.