

Southern New England Conference Adventurers Uniform



Adventurer Club

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 cub, and brings members into a sense of community. The uniform should always be neat, clean, and worn with pride.

The Adventurer Club membership involves children in Pre-K to Fourth grader. The same uniform is to be worn by anyone from Little Lambs (Pre-K), Eager Beavers (Kindergarten) and Adventurer (Grades 1-4). *(Little Lamb and Eager Beavers are now part of the Adventurer's six-year curriculum)*

Girls Uniform



Boys Uniform



Full dress uniforms should be worn for the following occasions:

- Regular Adventurer meetings (as designated on the schedule)
- Special services (Induction, Adventurer Day, Investiture, etc.)
- Public gathering when any or all act as:
 - Messengers
 - Ushers
 - Guards of Honor
 - Color guards
- When the club participates in community service activities, such as Ingathering, compassion events, impact events, distributing food baskets, delivering bouquets, passing out literature, and singing bands or sunshine bands.
- On occasions as specified by Adventurer staff officers.

SNEC -Dress Uniform for the Adventurer Children

SNEC Staff is required to use “AYM” patch on the uniform; NOT required on Adventurers

Girls

- Navy blue pleated jumper
- Light blue shirt with Peter Pan/round collar and short/long sleeves
- Uniformity within the club

Boys

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

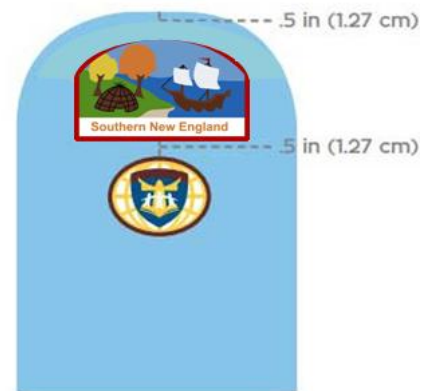
Boys and Girls

- Black shoes (uniformity within club)
- Socks Navy blue socks if girls wear white blouses white socks may be worn (uniformity within club)
- Scarf and Slide Burgundy Adventurer scarf worn with an Adventurer slide.
- Sash The sash is navy blue. It is worn from the right shoulder to the left hip. Adventurer stars, chips, awards, pins, event patches, pins and other club related items may be displayed on the sash.



Beret

Navy blue beret is optional (uniformity within club)



Left Sleeve for
ADVENTURERS WITH
CONFERENCE PATCH



Right Sleeve for
ADVENTURERS

SNEC - Dress Uniform for Adventurer STAFF

SNEC Staff is required to use “AYM” patch on the uniform; NOT required on Adventurers

Ladies

- Navy blue skirt
- White blouse with short/long sleeves
- Optional: Navy blue ‘waterfall’ tie (uniform within club)
- Skin tone nylons

Men

- Navy blue slacks
- White collared shirt with short or long sleeves
- Optional: Navy blue tie (uniformity within club)
- Black Socks

Men/Ladies

- 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 & Slide
- Burgundy Adventurer scarf worn with an Adventurer slide
- Sash

The sash is navy blue. Adventurer stars, chips, awards, pins, event patches, pins, and other club related items may be displayed on the sash.

Pathfinder honors, patches and pins should **not** be displayed on the Adventurer sash.

Do I have to buy a new uniform for my Adventurers?

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) that are in the club.

Here are some options that can reduce uniform expenses:

Provide rental options.

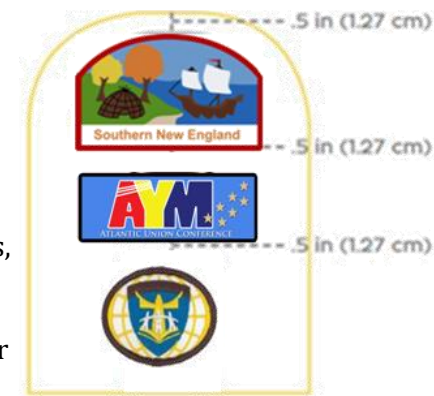
Arrange a time for parents to trade uniforms.

Set-up a system where the club loans out uniforms.

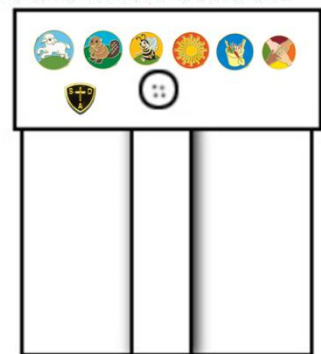
The key to any of these options is to have a staff member who is responsible for implementing the plan your clubs adopts.



Right Sleeve for
STAFF



Left Sleeve for
STAFF WITH
CONFERENCE PATCH



Left Pocket

Adventurers Master Guides Only

Staff members who are Master Guides may wear their Adventurer Master Guide scarf, Master Guide slide, Master Guide level patch, Adventurer Master Guide star chevron patch, Master Guide pin and display the Master Guide Crest patch on the sash. Master Guides also wear navy blue pants/skirt, white blouse/shirt and navy blue long sleeve jacket.

Uniform Insignias

- **Adventurer Patch** -- On right sleeve, 2 1/2" (1.27 cm) from shoulder
- **Adventurer World** -- On left sleeve, 1 1/2" (6.64 cm) from shoulder
- **Crescent** -- On right sleeve above Adventurer patch, 1/2" (1.27 cm) from shoulder
- **Staff Rank Stripe** -- On right sleeve, between Crescent and Adventurer Patch. This will require moving the Adventurer Patch down an additional inch.
- **Adventurer Class Pins** -- On left front pocket placed in ascending order with lowest pin towards center of shirt.
- **Master Guide Class Stripe** -- Above pocket **ONLY** for Master Guide who completed the Adventures classes **not** Pathfinders classes.
- **Name badge** -- Centered over the right pocket, or its equivalent on the Adventurer sash

Adventurer awards Worn on the sash. Master Guide emblem can be worn on the sash.

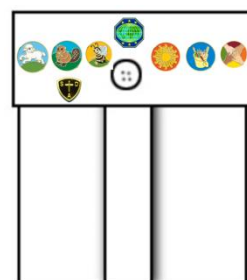
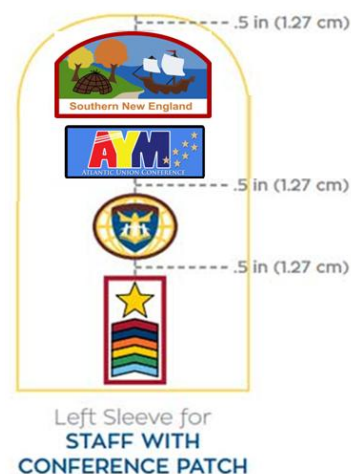
1. Field uniform for the Adventurers and staff is a T-shirt and blue jeans. Each club can create its own design for field uniform T-shirt and sweatshirts. A few suggestions for designs on T-shirts are:
 - a. Adventurer logo
 - b. Local club name
 - c. Adventurer and local club logo

Order these items from:

Advent Source 5040 Prescott Avenue Lincoln, NE 68506. www.adventsource.org.

You will need a conference approved login/login code. Some conference order directly from the conference office Adventurer department.

Name Tags are to be used only by STAFF



The Youth & Young Adult Ministries
official site of the North American Division
of 12501 Old Columbia Pike Silver Spring, MD 20904
the Seventh-day Adventist Church
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