# **Adventurer Uniforms**

## Overview:

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.

### **Dress Uniform:**

When to wear – Induction, Pathfinder/Adventurer Sabbath, Investiture, other occasions specified on the schedule

#### Girls:

- White blouse with collar and short sleeves, Adventurer patches on sleeves
- Scarf & slide: Burgundy Adventurer scarf with Adventurer slide
- Sash: Navy blue sash displaying Adventurer stars, chips, awards, pins, etc.
- Navy skirt or V-Neck jumper
- Black shoes
- White socks (optional)

# Boys:

- White shirt with collar and short sleeves, Adventurer patches on sleeves
- Scarf & slide: Burgundy Adventurer scarf with Adventurer slide
- Sash: Navy sash displaying Adventurer stars, chips, awards, pins, etc.
- Navy slacks
- Black shoes
- Black belt (optional)

## Field Uniform:

When to wear – club meetings, other occasions specified on the schedule

### Girls & Boys:

- Adventurer club t-shirt
- Blue jeans (clean & without holes)



