

# Pathfinder Uniform Information



The uniform is a unique part of the Pathfinder program which makes the organization real, visible and gives the members a sense of belonging.

The **Class A or Dress Uniform** consisting of a khaki shirt/blouse, Pathfinder belt, Pathfinder scarf and black slide, black sash, and various patches and insignia (acquired from the club through AdventSource), black pants/skirts, socks and shoes (acquired from a local department or uniform store) is to be worn at designated club meetings, all special ceremonies, and any other activity designated as dress uniform.

The **Class B or Field Uniform** consisting of a blue shirt with the Potomac Pathfinder logo, (acquired from the conference), blue jeans or shorts dependent on weather, white socks, and tennis shoes is to be worn at all regular club meetings and any other outings not designated as dress uniform.

The **Class C or Club Uniform** is an optional uniform (acquired at the club) consisting of a t-shirt with club based logo worn in place of the conference Class B field uniform shirt can be worn during club meetings and conference events when the Class A or Class B uniform is not otherwise designated.

Uniforms are to be kept neat, clean, pressed, and should be uniform through out the club. The Pathfinder club is a special organization and the uniform is worn with pride and enthusiasm.

**Class A Uniform** - is to be worn during the following events:

- A. Parades, Color Guard or Honor Guard activities
- B. Induction, Investiture, and Pathfinder Sabbath Services
- C. When designated by the Conference or Club

**Class B Uniform** - is to be worn during the following events:

- A. Conference Events when not in Class A – Field or Sabbath Afternoon Activities
- B. When designated by the Conference or Club

**Class C Uniform (optional)** - is to be worn as designated by the club

- A. Events or Activities at Camporee when Class B is not specifically designated
- B. Club Recreational Events or events taking place in the community