

Mandalorian Mercs Costuming Club

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Article 1. Mission Statement

The Mandalorian Mercs (a.k.a Mercs) is a Star Wars fan based costuming club. Our intent is to celebrate the Star Wars universe using costumes and props, specifically custom and canon Mandalorian characters based on official movies, books, comics, and games. The Mercs' aims are to celebrate the Star Wars movies, books, comics, and video games through the wearing of costumes and to promote the quality of improvement and creativity in costumes and props. The clubs secondary intent is to promote interaction with charity organizations and the betterment of the community through volunteer work.

Mercs recognizes it holds no claim over the costumes and characters it portrays, and that their use is a privilege extended by Lucasfilm Ltd. (LFL). The members of Mercs acknowledge and accept that while in costume, we represent the Star Wars brand and will do so professionally and responsibly at all time.

This Codex serves to define the role and operations of Mercs, as well as the rights and responsibilities of its membership. The Codex is subject to amending as needed upon ratification by its membership.

Article 2. Official Membership Requirements

A. The Mandalorian Mercs is an equal opportunity fan club that does not discriminate against those applying for membership or holding rank/office within the Mercs due to race, religion, sex, creed, or sexual preference. Applicants must apply for membership using the application on the Mandalorian Mercs website, and meet the following membership requirements as set forth by the Command Council and Applicant Team:

1. Applicants MUST be 18 or older to join. You MUST include your date of birth on the membership form, or your application will be automatically denied.
2. You MUST have a completed set of Mandalorian armor which follows the Mandalorian Armor Standards and is approved by the Mercs Applicant Team.
3. A valid email address and Mercs forum account is required. Contact between clan members, officers, and leaders are frequent and we must have a way to keep in touch with members.
4. An "in universe" name for your Mandalorian character (Use of organizational ranks as a non-canon character name is prohibited).
5. Members must realize that they will often be photographed and videotaped while at public events or conventions. These images may be used for Mandalorian Mercs club purposes such as website, presentations, and promotional material. If any member does not wish to allow Mercs to use their image, notice must be given to their clan leader and forwarded up to the Command Council for entry into their membership profile.

B. Upon admission, members are assigned their pre-chosen unique Mandalorian name. The name must be one that identifies as an "in universe" *Star Wars* name. The Mandalorian characters names, and assigned catalog number are used to identify that member within the club as is maintained by the Personnel Officer and are permanently assigned. If a member becomes "inactive status", their character name is retired until the member returns to active status.

Article 2. Subpart A: Inactive & Active Memberships

Active members in the Mandalorian Mercs are members who meet the following standards:

- 1.) Meets all Mandalorian Mercs Codex requirements (i.e. has complete costume, is 18 or older years of age, ect) with official membership.
- 2.) Maintains their membership profile by providing current descriptions of their costume and having an accurate valid email address and forum account.

3.) Participate in at least **ONE** event per year in their official Mercs approved costume.

Retired members in the Mandalorian Mercs are defined as a member who:

- 1.) Does not have current contact information or maintain an active forum account.
- 2.) Has outdated membership profile information, and has not responded to repeated update requests by Squad/Clan/Regional or Command Officers.
- 3.) Specifically asks to be placed on "Retired Status."
- 4.) Has not participated in at least one event within 12 months in a Mercs approved costume.

Active Members may:

- 1.) Be part of an official Mercs chapter, or hold office within the Mercs organization.
- 2.) Help Coordinate/Host "Official" Mercs events.
- 3.) Purchase "Mandalorian Mercs/Member Only" merchandise. (i.e. t-shirts, ID cards, patches, stickers, etc)
- 4.) Have their costume and character profile posted on Mercs.firespray.net in the Members section.
- 5.) Participate in "Official" Mercs activities. (i.e. Charity Benefits, Fundraisers, Convention activities, etc)
- 6.) May vote in clan/organization matters.

A Retired Mandalorian Mercs member may not:

- 1.) Hold office positions within the Mercs organization
- 2.) Coordinate activities under the Mandalorian Mercs name.
- 3.) Purchase merchandise designated for "official" members.
- 4.) Have their character picture/image used in Mercs promotional media.
- 5.) Vote in any clan/organizational matters.

Minimum activity level requirements.

- 1.) Maintain current contact information and an active forum account.
- 2.) Attend at least ONE official event per year.
- 3.) Maintain a Mercs approved set of Mandalorian armor.

Any member wishing to discuss their current membership status may contact their local Clan Alor'ad, Squad Leader, or the Mercs Personnel Officer.

Article 2. Subpart B: Costume Requirements

The Mandalorian Mercs celebrates creating, owning, and wearing the costume armor of the Mandalorians as featured in the Star Wars films, books, comics, and art. To capture the magic of these characters, our goal will always be the professional presentation and portrayal of these costumes. We recognize that the primary goal of this club is to be a home for custom Mandalorian characters and in doing so we recognize the need for creativity and individuality within the confines of decency. Mandalorian Mercs allows costumes based on the 4 time periods of “known” Mandalorians as well as canon Mandalorian characters:

- 1) Modern Era (Boba/Jango Fett style armor. Legacy style armor.)
- 2) Neo Crusader (Knights of the Old Republic [Video game], The Old Republic [Video game])
- 3) Late Era Crusader (Knights of the Old Republic [Comic book])
- 4) Early Era Crusader (Taung –pre Mandalorian [Comic book])
- 5) Canon (Mandalorians visually represented in movies, EU, cartoons, games, and television)

Article 2. Subpart C: Verd’ika (under 18 members) requirements.

Mandalorian Mercs shall allow limited membership to children under the age of 18 if they meet the following criteria.

- 1.) Possess a Mandalorian armor costume. Said costume will be judged by the Applicant team based on craftsmanship for a children’s costume.
- 2.) Verd’ika is the legal child of an active Official Mandalorian Mercs member.
- 3.) Verd’ika members must always be in the charge of their sponsor parent (Official Mandalorian Mercs Member) at all events.

Article 3. Organization

Mandalorian Mercs is a world-wide fan group that was founded in 2007. The leadership of the club is broken down into three levels: Organizational, Regional, and Clans/Squads. Regions serve as the wide-area organizational group encompassing several states/countries; Clans and Squads serve as the local organizational governing groups while the Command Council serves as the global governing body for all clans and members. Mercs recognizes that most activities will be held on a local level. For this reason, we use our Clans and Squads to foster local identity and encourage teamwork and family atmosphere.

Article 3. Subpart A: Offices

Offices in Mandalorian Mercs are achieved at the Clan level. Special promotions can only be given by the current Mand'alor, and only two special promotions can be given during a member's total membership to Mandalorian Mercs unless voted otherwise by the Command Council. Ranks are provided in the group for the administrative duties needed at local chapter and international organization levels.

Levels of Office:

Mand'alor

Chief Governing Officer of Mandalorian Mercs. Oversees all public and administrative matters of Mandalorian Mercs. Creates policy with the Command Council. Public face and figurehead of the Mandalorian Mercs.

Mandalorian Mercs Command Council

1.) Alor: Chief Council Officer. Investigates grievances within the Mandalorian Mercs and administers investigation judgments. Insures proper functioning of the Council as set forth by the Codex. Aids the Mand'alor in administrative duties as needed.

2.) Council Officers: Administrates the day to day running of Mercs. Votes on organizational policy changes and administrative matters that require council judgment.

Mandalorian Mercs Regional Command Officers

The duties of the Regional Commander include, but are not limited to:

- Represents clans and squads within their geographical regions in the Regional Conclave.
- Aids in the formation of new clans/squads in their geographical regions.
- Aids Command Council officers with clan/squad policies.
- Helps facilitate relationships between Mercs clans/squads and other local costuming groups.
- Acts as an event coordinator for their respective region.
- Votes on minor organizational changes within the Regional Conclave.

Mandalorian Mercs Clan Officers

1.) Alor'ad (Commanding Officer). The duties of the clan Alor'ad are as follows but not limited to:

- Organize all Mandalorian Mercs events taking place within the geographical territory of his/her Clan, or delegate clan members to organize coordinate specific events.
- Represent his/her Clan members in the Clan Roundtable where club policy is discussed.
- Appoint a Ver'alor (XO) to assist as second-in-command in running the Clan.
- Resolve disputes internal to the Clan and make all potential problems known to the Mercs Alor.
- Keep in touch with all members of his/her Clan, maintain the "family" atmosphere of Mercs within their clan, and promote the growth of his/her Clan.
- Perform his/her duties in a professional and level-headed manner befitting an officer.

2.) Ver'alor (Executive Officer). The duties of the clan Ver'alor are as follows but not limited to:

- Aids Alor'ad with administrative duties.
- Helps organize all Mandalorian Mercs events as delegated by the Alor'ad
- Helps in the moderation of the Clan forum on the Mandalorian Mercs website.
- Represents his/her Clan members in the Clan Roundtable where club policy is discussed.
- Is responsible for the Public Relations of the group, and merchandising approval from the Quartermaster for clan-specific merchandise.

3.) Ruus'alor (Sergeant at Arms). The duties of the Ruus'alor are as follows but not limited to:

- Ensure that all clan members' costumes abide by the "Mandalorian Mercs Armor Standards".
- Ensure that members of the clan (including Officers) are following Codex directives.
- Helps organize and lead events when clan Alor'ad or Ver'alor is not present.

Article 3. Subpart B: Clans

Clans are the local representative body of Mandalorian Mercs within the club's regions. Clans are responsible for providing members with events, administering organization votes throughout their membership, and carrying out the policy proscribed in the Mandalorian Mercs Codex and those passed down by the Command Council and Mand'alor.

Clans are led by the Alor'ad or Clan CO which may be elected by the clan members during the initial formation stage of the clan. Clans will hold yearly "Leadership Review" in which clan members may request a leadership vote. Leadership Review and vote takes place throughout the month of January.

Potential Clans must contact the Clan Admin Officer and provide them with the following information:

- 1) Clan name
- 2) Roster of official members founding the Clan. (5 member minimum required)
- 3) Territorial boundaries.
- 4) Clan symbol.
- 5) Initial Clan Officers.
- 6) An event in which a majority of the potential Clan's members have trooped together within the past 6 months.

Once submitted, the Clan Admin Office will approve or deny the new clan application based on the provided information. The decision will then be forwarded to the applying members, as well as the area's Regional Commander.

New Clans forming from current Clans must provide approval from the current existing Clan's Alor'ad before the new Clan is allowed to form.

What Clans are allowed to do.

- 1.) Provide yearly events for their membership. (MUST provide 2 yearly at a minimum)
- 2.) Administer Clan and Organizational votes.
- 3.) Create flags/Standards for the Clan.
- 4.) Organize and/or attend public events.
- 5.) Purchase promotional material for clan use.

Article 3. Subpart C: Squads

Squads are the local representative body of Mandalorian Mercs within the club's regions when a 5 member minimum for clan creation cannot be met within a reasonable amount of time. Squads are responsible for providing members with events, administering organization votes throughout their membership, and carrying out the policy proscribed in the Mandalorian Mercs Codex and those passed down by the Command Council and Mand'alor.

Squads are led by the Squad Leader which may be elected by the squad members during the initial formation stage of the clan. Squads will hold yearly "Leadership Review" in which squad members may request a leadership vote. Leadership Review and vote takes place throughout the month of January.

Potential Squads must contact the Clan Admin Officer and provide them with the following information:

- 1) Clan name
- 2) Roster of official members founding the Squad. (3 member minimum required within North America. 2 member minimum outside North America)
- 3) Territorial boundaries.
- 4) Squad symbol.
- 5) Initial Squad Leader.
- 6) An event in which a majority of the potential Squad's members have trooped together within the past 6 months.

Once submitted, the Clan Admin Office will approve or deny the new clan application based on the provided information. The decision will then be forwarded to the applying members, as well as the area's Regional Commander.

Squads who induct enough members to achieve full Clan status must contact the Clan Administration Officer to upgrade status.

What Squads are allowed to do.

- 1.) Provide yearly events for their membership. (MUST provide 2 yearly at a minimum)
- 2.) Administer Squad and Organizational votes.
- 3.) Create flags/Standards for the Squad.
- 6.) Organize and/or attend public events.
- 7.) Purchase promotional material for Squad use.

Article 3. Subpart D: Command Council

The Command Council is the administrative body for the Mandalorian Mercs group. The council consists of 7 permanent officers with the rank of Al'verd (commander) and one presiding member with the rank of Alor (Chancellor). These officers administer the day to day functions for the Mercs group such as the Web Site/Forums, Memberships/Personnel, Public Relations, Clan Administration, Quartermaster, and Alor.

Command Council Officer Duties:

- 1.) Alor (Alor): Chief Council Officer. Investigates grievances within the Mandalorian Mercs and administers investigation judgments. Ensures proper functioning of the Council as instructed by the Codex. Aids the Mand'alor in administrative duties as needed. Assumes the role of Mand'alor if the current Mand'alor is unable to fulfill their duties, resigns from office, or is removed from office.
- 2.) Communications Officer (CommO): Maintains the Mandalorian Mercs' website and forum. Delegates moderator duties for the forums, plans maintenance on forum/website and keeps website updated with the latest news around Mandalorian Mercs.
- 3.) Personnel Officer (PersO): Leads the "Approval Team" for approving new members of Mandalorian Mercs. Helps to ensure the continuity of the CRL and costume standards within the club. Maintains member catalog, listing all current and past Official Members.
- 4.) Clan Administration Officer (CAO): Ensures new clans and squads follow the guidelines for formation. Administrates annual clan/squad leadership review and leadership elections. Helps areas of activity explore possible clan/squad formation. Maintains a database on current region/clan/squad locations and boundaries, and activity statistics.
- 5.) Quartermaster (QM): Submits ideas and plans for organizational merchandise. Orders, ships, and maintains club merchandise and inventory.

6.) Brigadier: Governs the Brigade system within Mercs and, and insures continuity of Brigades within the Star Wars Universe.

7.) Public Relations Officer (PRO): Leads the “PR Team” in advocating the public image of Mandalorian Mercs. Helps coordinate organization-wide events as well as acts as a liaison between Mandalorian Mercs and outside organizations.

8.) Council Advisor (CA): Works in an advisory and administrative assistance role within the Council. Performs additional duties as instructed by the Mand’alor.

Article 3. Subpart E: Mand’alor

The Mand'alor is the primary overseer, and policymaker of the Mandalorian Mercs group. The Mand'alor creates policy to be reviewed and approved by the Command Council, moderates the Council, aids in the induction of new Regions, Clans, and components to the Mercs. Reviews merchandise submitted by the Quartermaster as well as Public Relations media, and organizes partnerships with outside organizations.

The Mand’alor represents the club as a whole to the public, and as such will maintain the highest quality of CRL standards and leadership ability within the club.

Article 4. Code of Conduct

Mandalorian Mercs realizes that its membership's costumes are based off of characters and ideas from the Star Wars films. As such, costume-wearers carry the responsibility of portraying these characters professionally and tastefully while in public. For these reasons, all members are prohibited from acting in a manner disrespectful towards the image they are portraying, towards fellow club members, or towards the public at large while in costume at an event expressly organized as a Mercs event.

1.) Foul language, obscene gestures, and use of alcohol or tobacco are NOT ALLOWED while in costume in view of the public (ESPECIALLY CHILDREN) as they jeopardize the club's image. Any convention or gathering where adult content is prevalent can be considered a private venue and a non-Mercs event and behavioral standards are relaxed.

2.) Acting in a threatening or violent manner, sexual harassment or misconduct, theft, and illegal substance abuse are all prohibited as they are unacceptable behavior. This applies to members in or out of costume at Mercs events or otherwise.

3.) Breaking of forum rules and policies, either numerous or grossly in nature that would cause a member to be banned.

4.) Creating and distributing unauthorized merchandise which contains the "Mandalorian Mercs" name or logo is forbidden.

5.) Mandalorian Mercs is strongly against and prohibits the use of "Functional Projectile Weapons" of any variety at any event. Mercs defines "Functional Projectile Weapons" as: Any toy, prop, costume part, or costume accessory that launches projectiles of any nature as well as any prop bladed weapons that use a spring and/or projectile mechanism to eject forward from housing.

Members found using functional projectile weapons are subject to punishment up to/including dismissal from the organization.

6.) Official Members must carry prop weapons considered "legal" within the country, state, or province to which they are taking part in events. Any official member asked to remove their prop weapon from an event MUST do so immediately and without question. Official Members who fail to do so may be punished up to and including removal from the Mandalorian Mercs.

7.) Mandalorian Mercs officers and members will not discriminate based on race, nationality, creed, color, gender, disability, or sexual orientation.

Members who engage in such conduct may be subject to disciplinary action, including expulsion from the Mandalorian Mercs. This code is meant to give fair warning and not restrict freedom. Out of costume, members are still required to observe reasonable behavioral standards towards fellow club members and the general public.

Article 4. Merchandising and Promotional Standards

It is realized that any organization requires promotion on some level to sustain growth. It is also realized that the Mandalorian Mercs is a club based on copyrighted property and has no legal rights to profit from the sales of merchandise bearing images or ideas from the *Star Wars* properties. It is agreed that merchandise and promotional materials created to promote the Mandalorian Mercs will be sold only to members of the Mercs and at cost. Mandalorian Mercs merchandise and promotional material are not to be sold to the general public. All promotional materials and merchandise will meet the following requirements before being approved by the club. All materials not abiding by the guidelines will be considered unauthorized and forbidden to all members of the club. Members found creating, selling, and distributing unauthorized merchandise and promotional material will be subject to disciplinary actions.

A. Mercs Promotional Items Requirements.

1. Any item(s) bearing the words "Mandalorian Mercs" or "Mandalorian Mercs Costume Club", the Mandalorian Mercs logo, or the club URL are considered representative of the Mandalorian Mercs club. Proposed items are to be submitted to the Quartermaster who shall be responsible for the approval of the proposed item(s). The Quartermaster may impose additional

requirements governing the production and /or distribution of such item(s) and make them available to the Mercs. In the case of questionable item(s), the Mand'alor has the final word of approval.

2. Mercs items must be free of vulgarity.
3. Mercs items must be as free of copyrighted material as possible (including the use of unmodified LFL photos or artwork).
4. Mercs items must be sold only to club members and at cost except in sanctioned cases of fundraising approved by the Quartermaster.
5. Mercs items must not be advertised anywhere open to the general public.
6. Mercs items must not be tied to any outside commercial entity or venture without the express written permission of LFL.
7. Mercs items must not misrepresent or misidentify its users/wearer in any role other than as a member or supporter of the Mandalorian Mercs Costume Club. This includes any shirts marked as "security" or "staff" unless created with the full permission of an event organizer and labeled for that event only.
8. Mercs items specifying a sub-unit of the club are allowed and encouraged. Such examples would be Mercs Clans or Squads, and must also be submitted and approved by the Quartermaster if the organizational name and/or logo are used.