

# Mandalorian Mercs Costuming Club SuperCommando Codex.

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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 Mandalorian characters based off 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 responsibility 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, sec, 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 Cuy'Val Dar 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.
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 Cuy'Val Dar 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 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.

**Inactive 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.) Their profile picture or costume information is outdated or inaccurate and requests for updated information have gone unanswered.
- 3.) A member specifically asks to be place on "Inactive Status."
- 4.) A member that 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.

**An Inactive Mandalorian Mercs member may:**

- 1.) May not hold office positions within the Mercs organization
- 2.) May not coordinate activities.
- 3.) May not purchase merchandise designated for “official” members.
- 4.) Will not have their picture and character profile posted on the Members page.
- 5.) May not 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 Mercs sanctioned event. (Sanctioned events appear in our "Calendar" on our forums.)
- 3.) Maintain a Mercs approved set of Mandalorian armor.

Any member wishing to discuss their current membership status may contact the a member of the Cuy'Val Dar Council or their local clan Alor'ad.

**Article 2. Subpart B: Costume Requirements**

The Mandalorian Mercs celebrates creating, owning, and wearing the costume armor of the Mandalorians as features 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:

- 1) Modern Era (Boba/Jango Fett 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])

**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 child, sibling, nephew/niece, or grandchild of an active Official Mandalorian Mercs member.
- 3.) Verd'ika members must always be in the charge of their sponsor (Official Mandalorian Mercs Member) at official events.

### ***Article III. 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: Regions, Clans/Squads, and Organizational. Regions serve as the wide-area organizational group encompassing several states; Clans serve as the local organizational governing groups while the Cuy'val Dar Council serves as the 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 to foster local identity and encourage teamwork and family atmosphere.

### ***Article III. 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 Cuy'val Dar Council. Ranks are provided in the group for the administrative duties needed at local chapter and international organization levels.

Levels of Office :

#### **Mandalorian Mercs High Command**

- 1.) Mand'alor: Chief Governing Officer of Mandalorian Mercs. Handles all public matters of Mandalorian Mercs, creates policy with Cuy'Val Dar Council. Public face of the Mandalorian Mercs.
- 2.) Alor: Aids Mand'alor in administrative duties and ensures council actions abide by the codex.
- 3.) Cuy'Val Dar Council: Votes on organizational policies. Helps maintain the day to day duties and functions of the club.

#### **Mandalorian Mercs Regional Command Officers**

Al'verd (Regional Commander). The duties of the Al'verd are as follows:

- Represents clans and squads within their geographical regions on the Cuy'Val Dar Council.
- Aids in the formation of new clans/squads in their geographical regions.
- Helps insure that clans/squads within their geographical region are following the Codex.

### Mandalorian Mercs Clan Officers

1.) Alor'ad (Commanding Officer). The duties of the clan Alor'ad are as follows:

- 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 Alor'ad Council where club policy is discussed with the Cuy'Val Dar Council.
- 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 Cuy'Val Dar Council.
- 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:

- 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 Alor'ad Council where club policy is discussed with the Cuy'Val Dar Council.

3.) Ruus'alor (Sergeant at Arms). The duties of the Ruus'alor are as follows:

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

### **Article III. 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 Cuy'val Dar 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 may elect to hold annual elections for the post of Alor'ad. Once held, these elections will be held each year on the anniversary date of the initial election. Clans may also elect to suspend elections until such time it is deemed to restart the elections.

New Clans must complete a "Clan Application Form" in which they list their new Clan name, roster of full Mandalorian Mercs members, territorial boundaries, Clan symbol, and a brief statement of purpose outlining the reason their Clan is to be formed. The form will also list the administrative staff including the Alor'ad, Ver'alor, and Ruus'alor as these will be the only required ranks for Clan formation. The "Clan Application Form" and associated materials must be submitted to the Clan Administration Officer or Regional Commander who approves then submits the request to the Cuy'Val Dar Council. 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 at least 1 quarterly event for their membership.
- 2.) Administer Clan and Organizational votes.
- 3.) Create flags/Standards for the Clan.
- 4.) Create symbols to be worn on the right breast plate of member's armor.
- 5.) Create the clan's official name (only when clan first organizes) that best fits with Mandalorian Mercs Theme and the Star Wars universe. Examples: Clan Talon, Clan Skirata, Clan Ordo.
- 6.) Help create or organize public events.
- 7.) Create clan promotional media.

***Article III. 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 Cuy'val Dar Council and Mand'alor.

Clans are led by a Alor'uus or Squad Leader which may be elected by the clan members during the initial formation stage of the squad. Squads may elect to hold annual elections for the post of Alor'uus. Once held, these elections will be held each year on the anniversary date of the initial election. Squads may also elect to suspend elections until such time it is deemed to restart the elections.

New Squad must complete a "Squad Application Form" in which they list their new squad name, roster of full Mandalorian Mercs members, territorial boundaries, squad symbol, and a brief statement of purpose outlining the reason their squad is to be formed. The "Squad Application Form" and associated materials must be submitted to the Clan Administration Officer or Regional Commander who approves then submits the request to the Cuy'Val Dar Council. Squads who induct enough members to achieve full Clan status must contact the Clan Administration Officer to upgrade status and create clan officer positions.

*What Squads are allowed to do.*

- 1.) Provide at least 1 quarterly event for their membership.
- 2.) Administer Squad and Organizational votes.
- 3.) Create flags/Standards for the Squad.
- 4.) Create symbols to be worn on the right breast plate of member's armor.
- 5.) Create the squad's official name (only when clan first organizes) that best fits with Mandalorian Mercs Theme and the Star Wars universe.
- 6.) Help create or organize public events.
- 7.) Create squad promotional media.

***Article III. Subpart D: Cuy'val Dar Council***

The Cuy'val Dar 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.

**Cuy'val Dar Officer Duties:**

- 1.) 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.

2.) 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.

3.) Clan Administration Officer (CAO): Ensures new clans and squads follow the guidelines for formation. Helps areas of activity explore possible clan/squad formation. Maintains a database on current region/clan/squad locations and boundaries.

4.) Quartermaster (QM): Submits ideas and plans for organizational merchandise. Orders, ships, and maintains club merchandise and inventory.

5.) Alor (Alor): Aids the Mand'alor in administrative duties as needed. Ensures that all officers on the Cuy'Val Dar Council abide by the Codex so there is no abuse of authority. Helps to maintain order within the Mercs as dictated by the Mand'alor.

### ***Article III. 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 Cuy'val Dar council, moderates the Council, aids in the induction of new Regions, Clans, and components to the Mercs. Reviews merchandise submitted by the Quartermaster, 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 armor and leadership ability within the club.

### ***Article IV. Code of Conduct***

Mandalorian Mercs realizes that it's 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.

4.) 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 V. 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 creates 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.