Saber Guild Costuming Addendum

Contents

The following minimum items are required for approval:
- Outer tunic
- Inner tunic
- Trousers OR skirt
- Tabards
- Belt
- Pouch
- Saber clip
- Boots
- Lightsaber

These items are also required in certain conditions:
- Leggings or tights
  - Required IF a skirt is worn
- Obi
  - Required UNLESS a Maul belt or Imperial Knight belt is used
- Armlets OR arm wraps OR gauntlets OR gloves
  - Required IF any of the following apply
    - sleeveless outer and inner tunics are worn OR
    - sleeveless outer tunic is worn with a long-sleeved inner tunic with t-shirt style hems on the sleeves OR
  - ¾ sleeved outer tunic is worn
- Food capsules
  - Required IF character is a Jedi AND a prequel style belt is worn

Allowable Characters:

Saber Guild approves costumes of lightsaber wielding, Force-sensitive characters within the Star Wars universe. These can either be named characters found within Star Wars media (called 'face characters') or original characters which follow specific guidelines in order to look like characters found within Star Wars media (called 'generics').

Face Characters

For face characters who are Force-sensitive and who consistently wield a lightsaber, Saber Guild approves all costumes in which that character appears in visual media from the point at which they start to carry a lightsaber. This includes costumes in which the character is serving in a role other than Force user (i.e. fighter pilot), and costumes in which the character is not shown wielding a lightsaber.

For face characters who are Force-sensitive, but who do not consistently wield a lightsaber, Saber Guild approves all costumes in which the character appears in visual media wielding a lightsaber (i.e. Marvel 12 Leia, TFA Finn). We also approve costumes in which the character does not wield a lightsaber, but is serving in the role of Jedi or Sith master (i.e. ROTJ Palpatine).

If the same costume is portrayed in multiple pieces of media with different art styles, and the costume meets the criteria for approvability in one piece of media, versions of that costume from all media are approvable (i.e. Endor Leia).

The following face character costumes are not allowed, even if they meet one of the above criteria:

- Costumes in which the character is in disguise
- Costumes which violate our "family friendly" policy
- Characters which cannot realistically be portrayed by a human in a costume (i.e. Yoda)
- Costumes where the sole reference for approvability comes from Lego Star Wars

Face character costumes are judged using the current standard or CRL for that costume from either the Rebel Legion or the 501st Legion, with modifications for safety in choreographed combat. If no standard or CRL exists for a face character costume, the costume is judged based off of reference images from visual media. Costumes need enough visual references to be able to see the entire costume in order to be approvable.

Generics

For generic characters with a high degree of customization, Saber Guild approved costumes are based on this costume addendum (for basic Jedi and Sith), or based off of the costume standard templates which have been developed for Saber Guild.

For generic characters for which there is little to no customization (ie Temple Guards, Shadow Guards, Imperial Knights), costumes are judged using the current standard or CRL for that costume from either the Rebel Legion or the 501st Legion. If no standard or CRL exists, the costume is judged based off of reference images from visual media.

One-time Use Characters and Costumes:

In order to expand on the types of stories that are able to be told in performances, Star Wars characters or costumes which do not meet the criteria for approval in Saber Guild can be one-time approved for a particular show. One-time use characters must adhere to the standards for that costume from the 501st Legion, the Rebel Legion, the Mandalorian Mercenaries, or the Dark Empire (for generic smugglers).

One-time show characters and Costumes must be approved on a case by case basis by the Global Council. Once approved by the Council for a specific show, they will not need to be approved for each performance.

Temples will also occasionally engage in charitable activities that encourage the inclusion of colors or accessories that are not generally approvable. A request must be sent to the Global Council, along with pictures of the intended costume change, for approval. Once those changes are approved for a specific event, they do not need to be approved again in the future for that specific event unless updated or modified. While special event one-time use costume pieces may be made from otherwise unapprovable fabrics and in otherwise unapprovable colors, they should still adhere to Saber Guild standards for construction quality. Special event costume pieces may not include any logos.

Items in the following list are common special-event modifications, and do not need to be approved by the Global Council; instead, they are approved locally by the temple's LCC:

- Themed head accessories (e.g. hats, headbands, flower crowns)

- Themed handheld accessories (e.g umbrellas/parasols)

- Feather Boas, leis, beads, necklaces, and scarves

- Solid, color-blocked, or ombre socks, gloves, arm or leg warmers, leg wraps, or arm wraps

- Alterations to lightsaber using colored tape or neopixel blade (e.g. candy cane striping, rainbow)

- Solid, color-blocked, or ombre tabards/obi in thematically appropriate colors

- Colored tape on armor

- Flags affixed to the costume or saber, or worn as a cape

- Solid, color-blocked, or ombre capes, cloaks, cowls, and ponchos

- Colored wigs

- Lights or glowsticks

- Glitter or other makeup in non-approvable colors. This cannot be full alien makeup.

LCCs must judge special event modifications on both quality of construction, and safety for the specific event.

Colors

3-Color Rule:

The main soft goods of the costume must be no more than three colors. Main soft goods for this purpose include the following required items:

- Outer tunic (which must be primary)

- Inner tunic

- Obi

- Pants and Skirts only included if they are a secondary faction color

- Trim is **not** included in three color rule.

It also includes the following optional items:

- Surcoats (which must be primary)

- Cowls

- Armlets

- Boot wraps

Figure 1. Example of the 3 color rule

Allowable Colors:

We have created a color document that encompasses the approvable colors for different parts of the costume for each faction. This document is meant to provide a spectrum of color and does not need to be matched exactly. No neon or electric colors will be permitted for either faction.

Primary Colors must be used for Outer Tunics, Surcoats, Cloaks/Capes/Robe, and accent colors for leather parts.

Secondary Colors can be used for tabards, obi, inner tunics, pants/skirts, and linings for outer tunics, cloaks, and surcoats. All items that can be Secondary Colors can also be a color from the Primary Colors chart. They cannot be colors from the Trim Colors chart.

Trim Colors can only be used on trim of garments. Trim on garments can also be colors from the Primary and Secondary chart of the appropriate faction.

These charts are meant to show a range of colors. Colors do not have to be an exact match. If an applicant or member is unsure if a color is a primary, secondary, or trim color please have the Local Costume Consular (LCC) check the color with the Global Costume Consulars (GCCs).

Jedi Colors:

- Jedi primary colors are browns, greens, tans, khakis, and creams. These colors are commonly referred to as earth tones. No neon or electric greens will be allowed.
- Jedi secondary colors are blues, light purples, teals, and oranges. No neon colors, electric colors, or safety orange will be allowed.
- Jedi have the option of using gold/yellow for trim only. No neon or electric yellow will be allowed. Jedi can choose trim colors from the Secondary and Primary Color Charts.

Jedi Primary Colors

FBF7E9	FFFEE8	F7EFDE	F3E8D9	EEE0D3	E8D6C4	F1DDC0	F9E4BC	F1E6C3	FFFDD0

March 2024 Jedi Primary Colors - Off-Whites and Creams

DCC6B6	D9C2B6	CEB5A8	F5CFB3	EAC6AB	DFBCA3	D4B29B	C9A892	C2A393	CEA888

March 2024 Jedi Primary Colors - Khakis and Tans

| 553620 | 4F301A | 482A14 | 462815 | 432616 | 3F220F | 3B1E08 | 2E1503 | 38200F | 412A1A |

March 2024 Jedi Primary Colors - Dark Browns
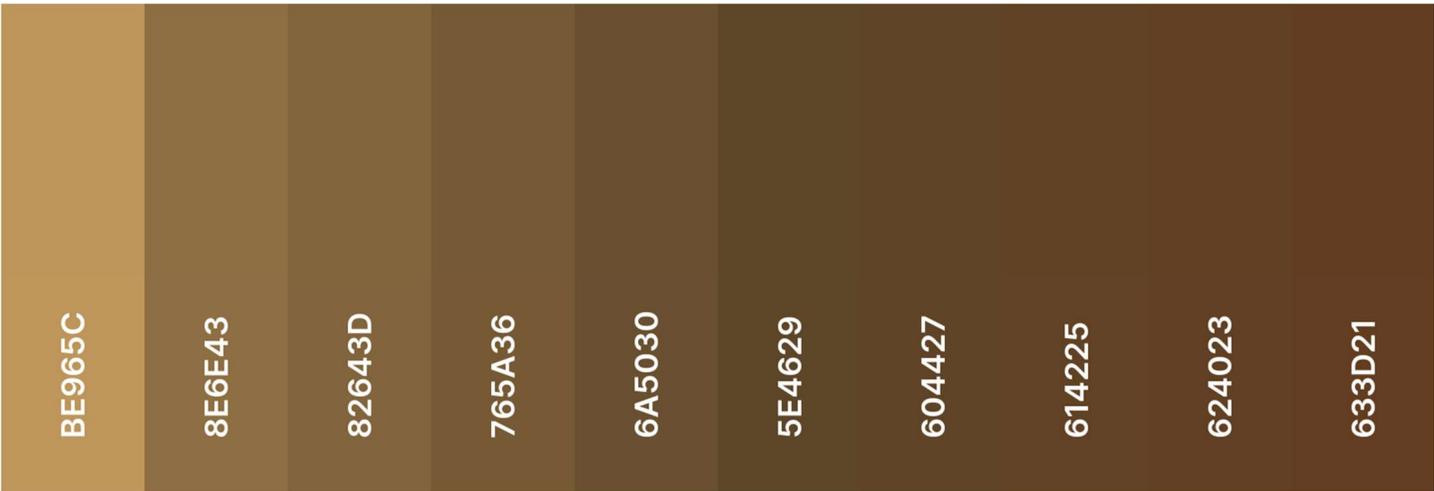
| BE965C | 8E6E43 | 82643D | 765A36 | 6A5030 | 5E4629 | 604427 | 614225 | 624023 | 633D21 |

March 2023 Jedi Primary Colors - Green Toned Browns

| 986B58 | 8C5C4A | 804C3B | 7B4533 | 753E2B | 673726 | 603324 | 582F21 | 4A271C | 3B1F16 |

March 2024 Jedi Primary Colors - Red Toned Browns

CC8442	BF7A36	B17029	AA6E29	B36B29	A86327	9D5B25	9B6026	985424	954821

March 2024 Jedi Primary Colors - Orange Toned Browns

185633	295235	1D4D35	104734	1C4735	284735	204235	173D35	16372F	143029

March 2024 Jedi Primary Colors - Greens
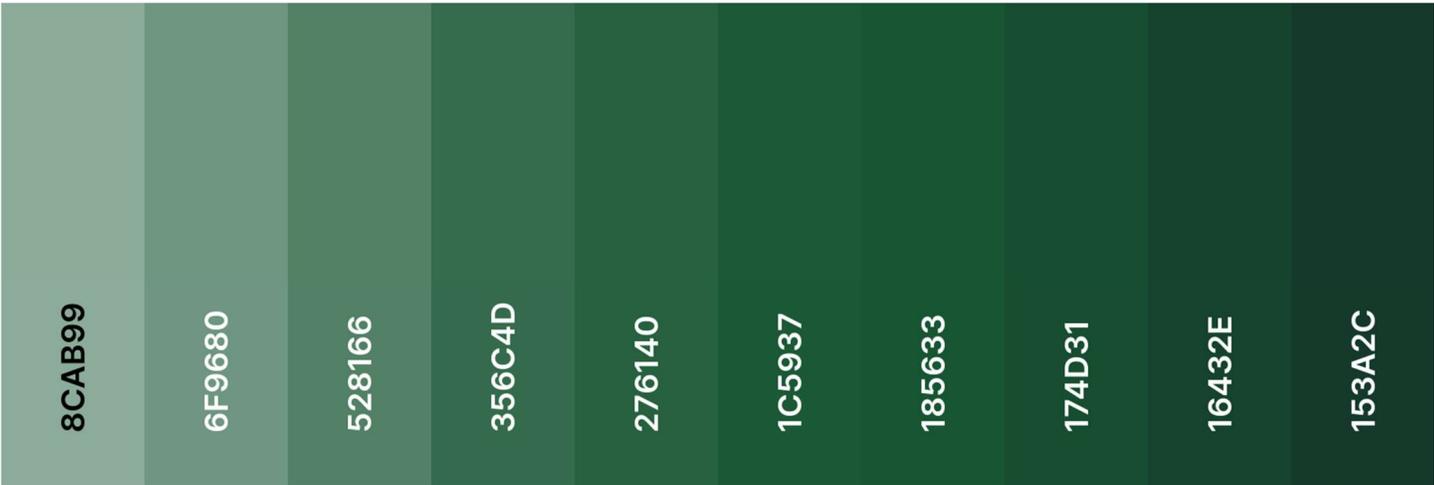
8CAB99	6F9680	528166	356C4D	276140	1C5937	185633	174D31	16432E	153A2C

March 2024 Jedi Primary Colors - More Greens

9F935F	8A8757	757B4E	6A7243	5F6838	54632B	4C5B31	46512D	3F4728	3D441F

March 2024 Jedi Primary Colors - Moss Greens

6C712F	8A7C2F	8D7732	817B30	78712D	8A7B2F	695D26	565024	735C29	645E26

March 2024 Jedi Primary Colors - Olive Greens

Jedi Secondary Colors

94BFE6	5A8AB5	5B85A6	5C8097	6B8CA1	7A98AB	5C8EA9	3D83A6	1F79A3	006EA0
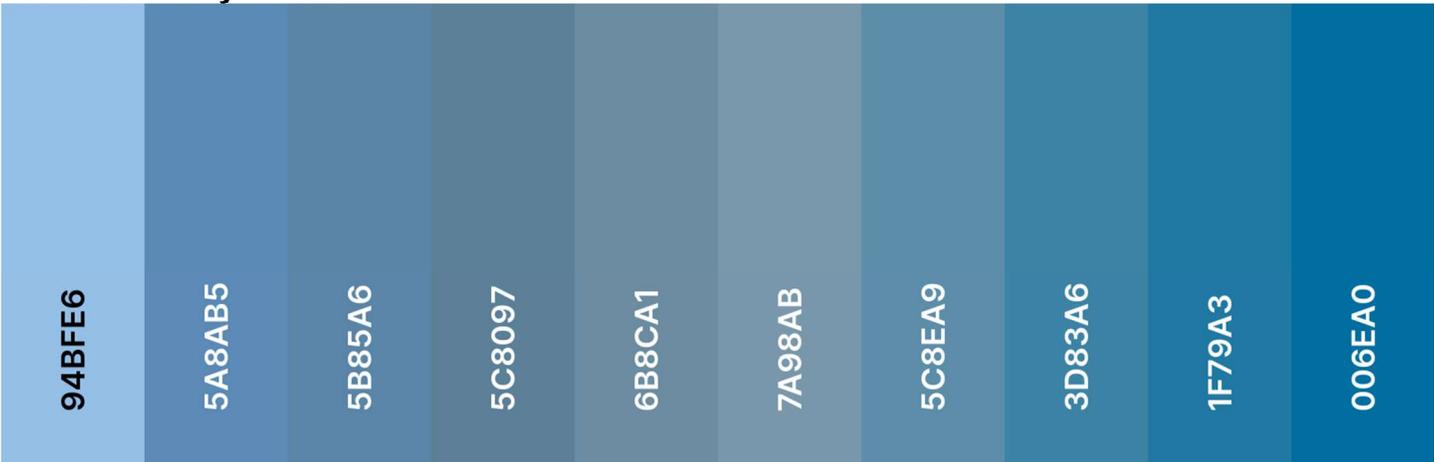
March 2024 Jedi Secondary Colors - Light Blues

March 2024 Jedi Secondary Colors - Dark Blues

| 023C5B | 0E2E4A | 07293A | 0C2943 | 1B355E | 11284B | 182857 | 152450 | 121F48 | 171E4B |

March 2024 Jedi Secondary Colors - Teals

| 80BDC0 | 408F9E | 20788D | 00687F | 007A80 | 00516D | 006080 | 005080 |
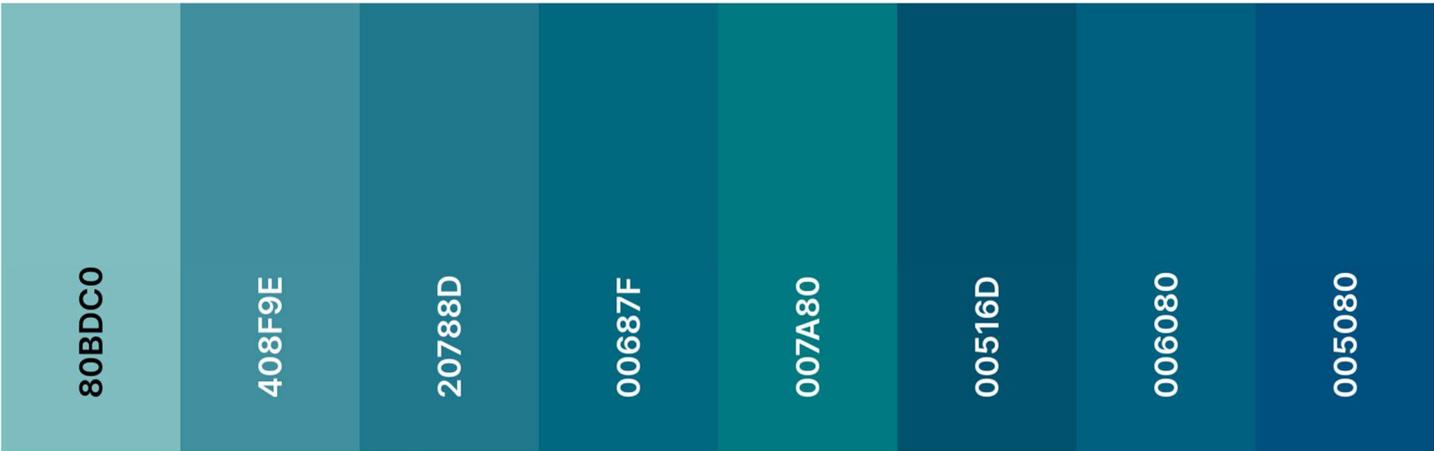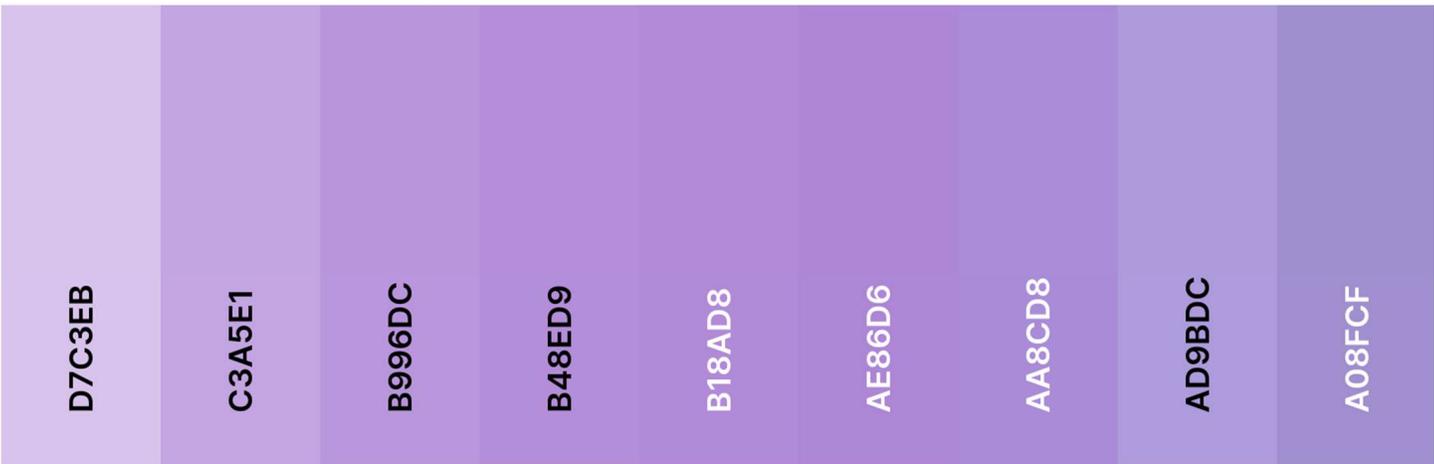
March 2024 - Jedi Secondary Colors - Lavenders

| D7C3EB | C3A5E1 | B996DC | B48ED9 | B18AD8 | AE86D6 | AA8CD8 | AD9BDC | A08FCF |

March 2024 Jedi Secondary Colors - Oranges

Color swatches: CB7323, DF7F26, DA8028, D48029, DE7B27, E87524, DF7326, D57127, BE6629, A65A2A

Jedi Trim Colors

March 2024 Jedi Trim Colors - Yellows and Golds

Color swatches: F4DD6B, F9D14D, FCCB3E, FEC52E, FCBE2A, F6A81C, ECAA1F, E2AB23, D8AB27

Sith Colors:

- Sith primary colors are blacks, grays, and reds/maroons/wine colors. Grays must be as dark or darker than the two lightest grays on the Sith Primary Grays chart. Primary reds/maroons/wine colors should look more red than pink or purple.
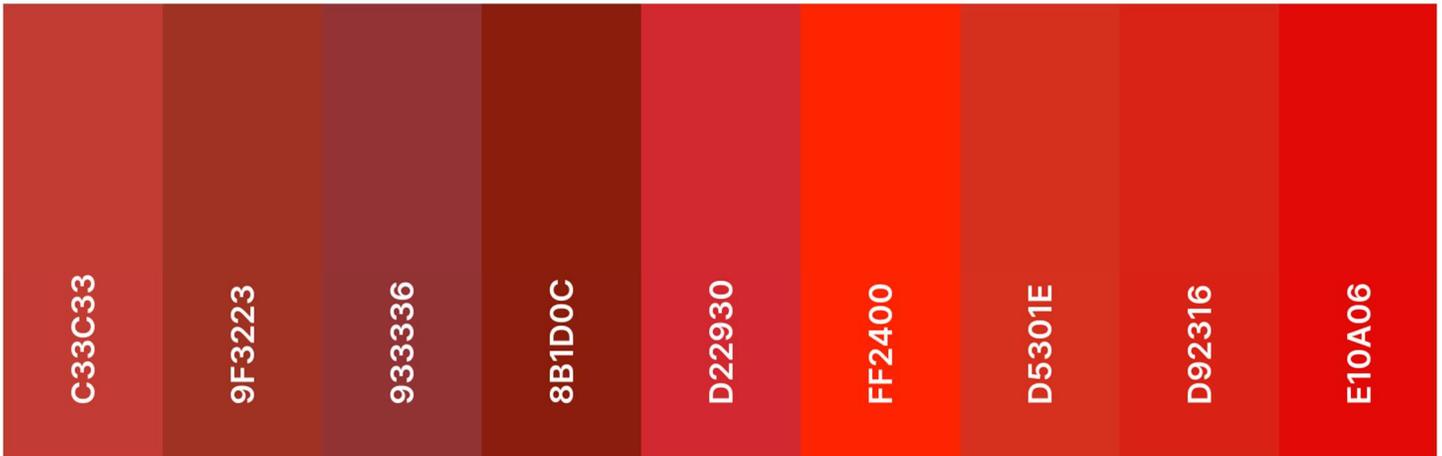- Sith Secondary colors are dark blue (navy and darker), dark greens that are darker than Hex Color 09483D, and purples of medium to dark hue.
- Sith can use oranges and yellows for trim only. No neon or safety yellow or oranges will be permitted. Sith can also choose trim colors from the Secondary and Primary Color Charts.

Sith Primary Colors

898D83	808080	606060	4C4C4C	353839	303030	33332F	202020	000000
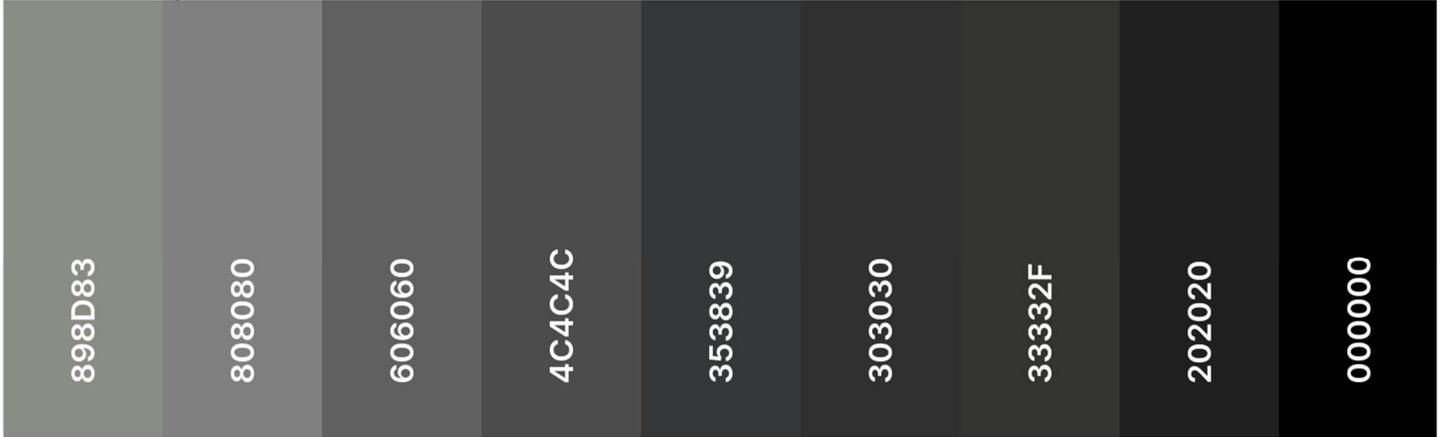
March 2024 Sith Primary Colors - Gray to Black

C33C33	9F3223	933336	8B1D0C	D22930	FF2400	D5301E	D92316	E10A06

March 2024 Sith Primary Colors - Reds

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| E91D1D | FF0000 | E10202 | C20303 | B30404 | A40404 | 950505 | 850505 | 760606 | 670606 |

March 2024 Sith Primary Colors - More Reds

| 933336 | 8B3236 | 99283D | 932836 | 8B2233 | 79232F | 73243E | 692735 | 5E2A2C |
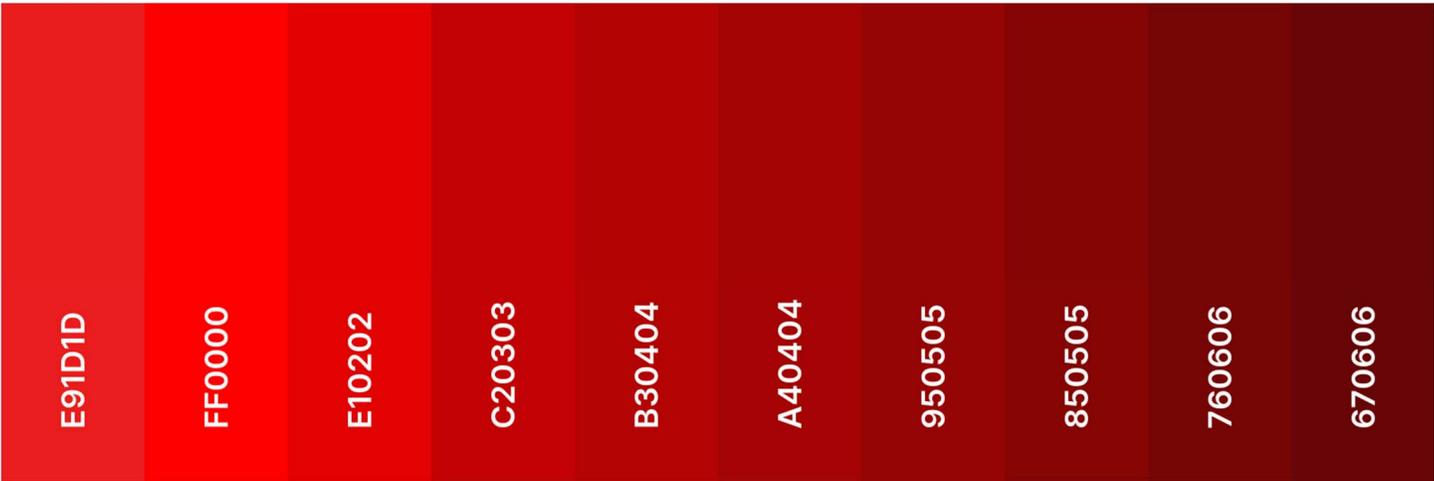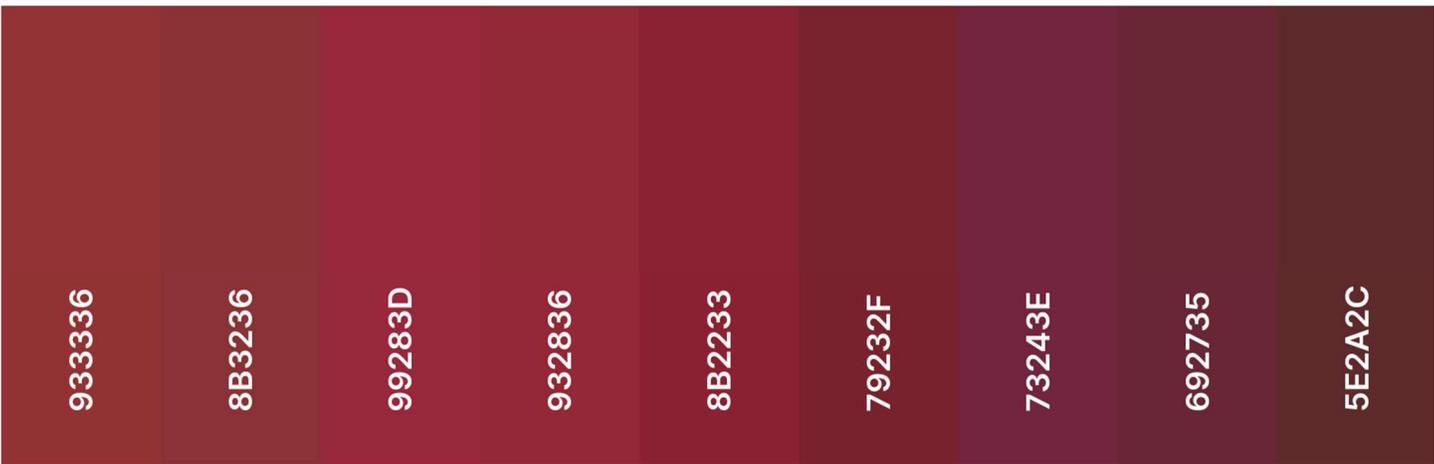
March 2024 Sith Primary Colors - Maroons

Sith Secondary Colors

| 774997 | 6B3F8A | 5E357C | 532F6D | 48295E | 3D234F | 372048 | 341E44 | 311C40 | 351B3F |
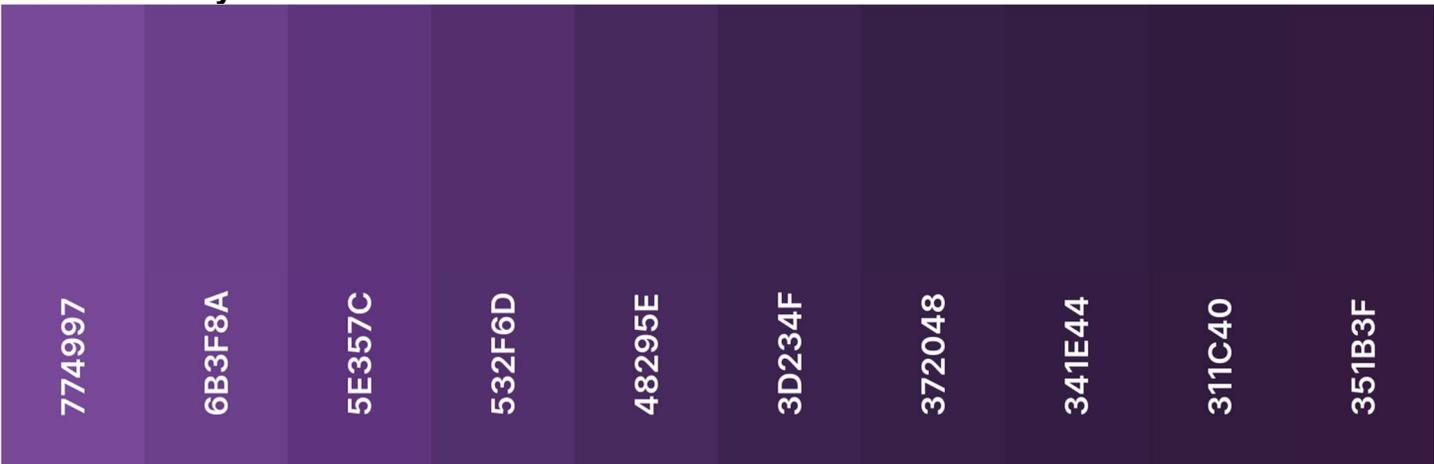
March 2024 Sith Secondary Colors - Purples

961A4B 8B1C4A 801D49 751F48 65103C 55012F 65234D 4F1F46 441D42 381A3E

March 2024 Sith Secondary Colors - Red Purples

000007A 00006E 000061 000048 00003C 000036 000030 04042F 07072D 0D0D2A

March 2023 Sith Secondary Colors - Navy and Dark Blues

09483D 094238 083B33 07362F 07342E 07322C 062C27 042521 04241F

March 2024 Sith Secondary Colors - Dark Greens

Sith Trim Colors

CB7323	DF7F26	DA8028	D48029	DE7B27	E87524	DF7326	D57127	BE6629	A65A2A

March 2024 Sith Trim Colors - Orange

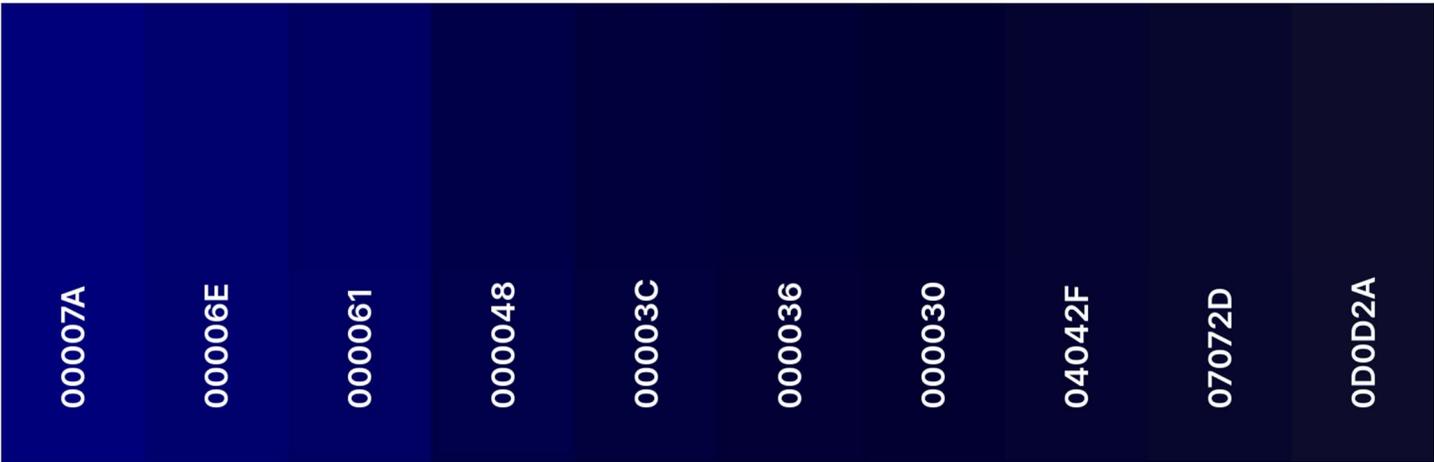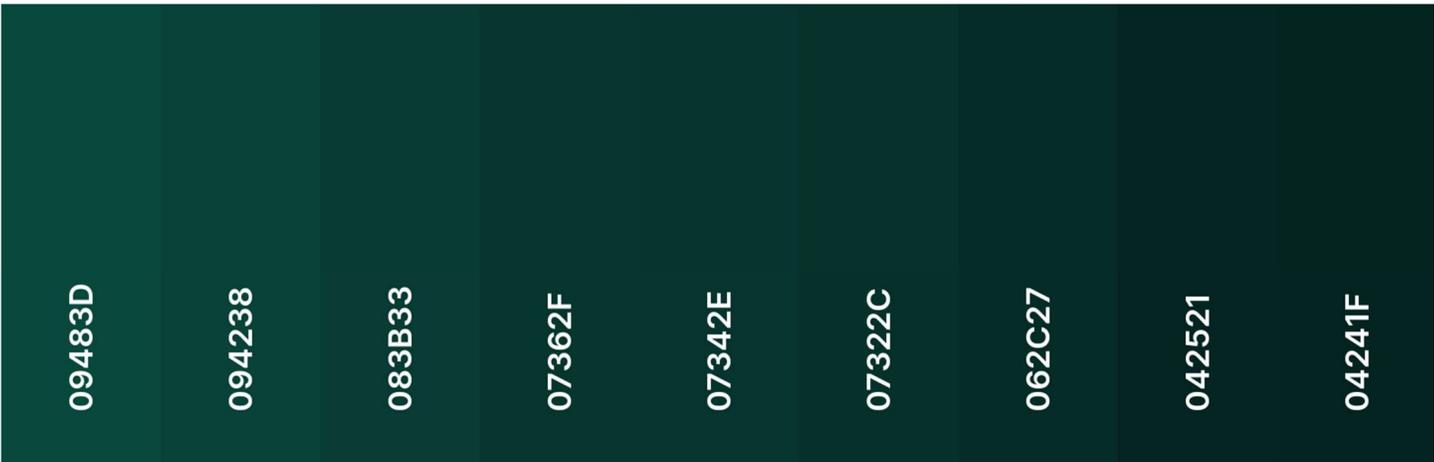| F4DD6B	F9D14D	FCCB3E	FEC52E	FCBE2A	F6A81C	ECAA1F	E2AB23	D8AB27

March 2024 Sith Trim Colors - Yellows and Golds

Fabrics:

The original costume design of Star Wars uses wools, raw silks, and a variety of other high-quality woven fabrics for Jedi and Sith that provide texture and depth to costumes on screen. Our costumes should strive to create the illusion of screen accuracy, to provide an immersive Star Wars experience for our audience.

- Fabrics must be opaque either on their own or with lining.

- Fabrics must be textured and/or be matte in appearance.

- Fabrics cannot have high pile (be fuzzy) like towels, polar fleece, or faux fur.

- Fabrics cannot have a high gloss or shine, such as with formal wear fabrics.

- Fabrics cannot appear plastic. Vinyl is meant to look leather-like.

The guides below are meant to assist you in picking fabrics for non-face characters, but is not a guarantee of approval. This list is not comprehensive and fabric names may vary depending upon country. Have your LCC check with the GCCs if there are questions

Fabrics that have regularly been approved include:

Recommended Materials	Weave/Type
Linen and Linen Blends	Hopsack, Suiting, Twill, Muslin, Upholstery-Weight (no vinyl backing)
Silk	Tusseh, Noile
Cotton and Cotton Blends	Canvas, Duck, Suiting, Osnaburg, Crinkle Gauze[1], Twill, Tapestry [2], Monkscloth [2] ,Upholstery-Weight (no vinyl backing)
Hemp and Hemp Blends	Muslin, Canvas
Wool	Twill, Suiting
Microfiber/Polyester	Suiting, Microsuede, Upholstery Weight, Twill
Leather	Suede [2][3], Garment-weight [2][3]
Pleather/Synthetic Leather	Not glossy. Must appear like leather. [2][3]

[1] This must generally be lined in order to be used
[2] This is generally only approved for tabards and obi
[3] This can only be approved for an obi if it matches the tabards, and must not have animal embossing/print

The following fabrics have occasionally been approved, but should be checked with the GCCs before being used.

Possible Materials	Weave/Type
Linen and Linen Blends	Sheeting
Silk	Velveteen
Cotton and Cotton Blends	Muslin, Corduroy, Heavy Broadcloth, Bubble Gauze
Polyester and other Synthetics	Microsuede, Suiting, Twill, Pleather, Corduroy, Velveteen

The following fabrics are not recommended

Not Recommended	Reasoning
Broadcloth/Quilting Cotton	Too Thin and usually see-through
Taffeta/Tulle/Lining Polyester	Too shiny and too thin
Lycra/Spandex/Performance Poly	Too shiny and too thin

Sweater Knits	No cozy sweaters for Jedi/Sith
Satin/Sateen	Rejected for Shine

 Please note that any fabric that looks thin and/or shiny, such as light broadcloth or thin polyesters (like those used for mass produced bagged costumes for Halloween) will be rejected. Consistently rejected fabrics include vinyl that does not look like leather, quilter's cotton, kona cotton, flannel, light broadcloth, taffeta, velvet, sateen, dupioni, polyester poplin, and satin.

Please consults with the Global Costume Consulars on any fabric questions prior to construction or purchase.

Leather/Pleather Tabard Examples

Tunics:

Outer tunics:

Outer tunics may be colors from the primary colors, and may have linings with colors from the secondary colors. The outer tunic must be long enough to at minimum cover the groin and rear, though it may be longer. Full length tunics should not drag on the floor and should be hemmed at least a couple of inches off the ground so that they do not present a tripping hazard. Ankle length is a safe choice for choreography. Tunic should not appear to pull too tight on either side, and should not notably bunch or pucker due to pulling. The bottom of the "V" where the front of the tunic crosses over should fall notably above the obi. Tunic fit should be adjusted to fit the applicant's body type. Tunics may cross either left over right or right over left (though left over right is recommended (wearer's left and right). However, outer tunic and inner tunic should cross the same way. There must be no visible vertical seam down the back of the outer tunic. Pleated sleeves are not permitted for generic Jedi or Sith. Outer tunics may have slits up the sides or up the back for mobility. However, these slits must not expose the groin or rear, and must not split the tunic skirt into more than 2-3 sections total. These slits should go no higher than the obi.

Outer tunics may have hood if the inner tunic or tabards do not have a hood. The hood of an outer tunic should have the same appearance as a hood on a cloak/robe in shape and construction. Outer tunics may have; full sleeves, three quarter length sleeves, or be sleeveless. Full length sleeves must reach past the wrist but not exceed the first knuckle in the hand when arms are held out to the sides at a 45 degree angle and with arms straight (no bend at the elbow). See Figure 9 below for example. Three- quarter length sleeves and sleeveless tunics must be used with appropriate arm wraps, armlets, or bracers. These arm wraps/ armlets/ bracers can either be over the cuff of the sleeve so you do not see the end of the sleeve, or under the sleeve so long as the wrap or armlet reaches the wrist of the arm

Sleeve seams should be on the underside of the arm, and not visible along the sleeve. Shoulder seams (for sleeved tunics) or hems (for sleeveless tunics) should rest at the shoulder rather than extending down the bicep. The armscye (ie arm hole) for a sleeved tunic must be fully above the obi. It should extend no further than the mid ribcage, and must be proportional to the wearer. Sleeveless tunics should have smaller armscyes than sleeved tunics, and cannot show undergarments or excessive skin through the armhole. (Note: many commercially available patterns for tunics have excessively large armscyes which may need to be altered, especially for sleeveless tunics.)

Examples of approved costumes, with the allowable sleeve lengths for each costume shown between the green lines. The location of the wrist is shown with a black line. Sleeve lengths cannot extend past the first red line)

Inner tunics:

Inner tunics may be colors from the secondary colors. They may have one of three styles of collar: Traditional, Mandarin, and Turtleneck/Mock-Turtleneck. They can either be full sleeved or a dickey that mimics the look. If done as a dickey, they should give the appearance of being a full under tunic, though visible undersleeves are not necessary unless specific to a character. Please note that band collars are not permitted.

Traditional style inner tunic, mandarin style inner tunic, and turtleneck style inner tunic

Band Collars. This style is not approvable for inner tunics

Pleated sleeves are not permitted for generic Jedi, but are permitted for generic Sith. Inner tunics are permitted to have hoods so long as the tabards and outer tunic do not have a hood. As with hoods on outer tunics, the appearance of the hood should be similar to that of a Jedi robe. If using a commercially produced shirt as an inner tunic with a sleeveless outer tunic or three-quarter sleeve outer tunic, there should be no visible t-shirt style or knit style cuffs visible. This may be achieved by hand tacking the cuff under in such a way that it is not visible (making sure that the sleeves are still long enough), or by covering the cuff with gloves, bracers, arm wraps, or armlets (please see the Arm and Hand Accessories section for more details on what is approvable).

While knits are permitted for inner tunics which are commercially produced shirts, Under Armor and other athletic training turtlenecks are not allowed due to them being a high sheen fabric.

High-Low Tunics:

Both outer and Inner Tunics are permitted to have high-low hems. Tunics should be tapered in either rounded or angled way and should not simply be the back panel is the longer length. For tunics that are of a high-low design (e.g. the hem of the back of the tunic is longer than the front) it is acceptable for the rear tabards to run to the rear hem, instead of being equal length with the front tabards. It is also acceptable for them to go *below* the hem in accordance with length rules for tabards. Please see the Tabards: section for more specific information.

Examples of High-Low Tunics

Pants:

Trousers, pants, leggings, and skirts may be colors from the primary or secondary colors for the appropriate faction. Trousers/pants/leggings should be opaque, including where the fabric stretches over the knees. Trousers should sit at the waist (so any pockets present are not visible), and be of a relaxed fit. They should not blouse out excessively over the tops of the boots when tucked in. No visible logos or patterns are allowed. Denim is not an acceptable material for pants except for canon characters, where applicable. Athletic pants with a shiny finish are not an acceptable material for pants.

Skirts:

Skirts should hang below the top of the boot and are allowed to extend up to the ankle. Skirts should not drag on the floor, as this presents a tripping hazard--ankle length is a safe length for choreography. Skirts should sit at the waist, and waistline should be covered by the obi.

Skirts may have up to two slits. The slits can be either on both sides, or on the front and the back between the legs. If the slits are on the sides, they can go no higher than low hip. If the slits are in the front and/or back, they must be low enough that the rear and crotch are still completely covered.

Skirts should be made of similar materials as that of the rest of the costume. Denim is not an acceptable material for skirts. When a skirt is worn, legs must be completely covered under the skirt by leggings, tights or pants. Colors for the leggings or pants may come from the primary or secondary colors for the appropriate faction. Leggings/Tights must be at least semi opaque—no skin may be shown under the skirt. Leggings worn under a skirt may be of ordinarily unapprovable fabrics; however, they cannot be shiny (i.e. no vinyl), or have visible patterns in the texture (i.e. corduroy). Leggings must be a solid color, with no visible logos, patterns, or holes.
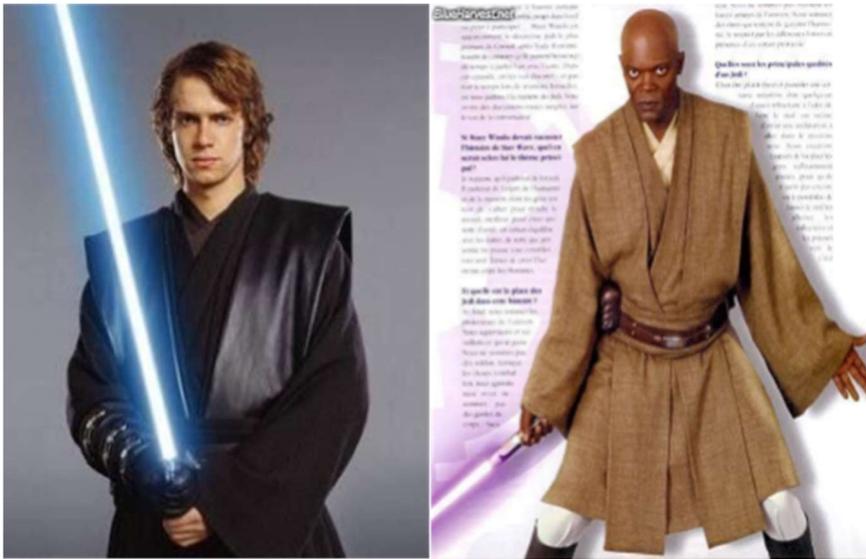
Tabards:

Figure 13. Canonical examples of tabards

Tabards are the fabric pieces worn over the outer tunic and under the robes. There are five types of tabards that Saber Guild uses: traditional, vest, hybrid/combo, scarf, and apron. Medieval style tabards that are fashioned like a loose-fitting sleeveless coat or cape and are seen on some High Republic Jedi are not allowed under this standard. The other High Republic style that is not allowed under this template is where the tabards form an X across the body. Tabards can overlap slightly at above the obi on the front and the back.

Tabards should have hidden fasteners to attach them to the tunics to keep them from slipping down the shoulders.

Tabards can be primary or secondary colors. They can have up to 1"/ 2.54 cm trim that can be primary/secondary/or trim colors. Geometric patterns and other embellishments should be approved with the GCCs prior to construction/purchase.

Tabard width should be approximately shoulder width, as defined as the length from the collar of the outer tunic to the edge of the shoulder. Tabards should end no more than 1"/ 2.54 cm centimeters before or past the shoulders. Tabard width/size should be even on the left and the right side. The width of the tabard should be consistent throughout the garment until the ends which can end in an angle or chevron, or gently rounded versions of those shapes. Length is judged from the average tabard length and not from the end when the end comes to a point/is angled.

Tabard minimum length is at the hem of the tunic or skirt. Maximum length is 6"/15.25 cm longer than the hem of the tunic or skirt, whichever is longer. Tabards can be longer in back than the front so long as they are following a high-low tunic hem.   Should a tunic or skirt hem be calf to ankle length the tabards do not have to meet the hem so long as they are knee length or longer. Tabard length should be even on the right/left side of the body. Length is judged on the average tabard length and not from the end when the end comes to a point/is angled.

Please see the figure below, which shows some approved costumes and the allowable tabard lengths on those costumes, for examples.

Figure 2 Figure 15. Examples of approved costumes, with the allowable tabard lengths for each costume shown in red (shortest allowable), yellow (approved length), and blue (longest allowable).

Traditional Style Tabard

Traditional tabards are defined as two separate pieces on the left and right shoulder. This style of tabards may end at the obi in back. These tabards should remain a consistent width throughout the length of the fabric. These tabards are seen on most Clone Wars-era Jedi such as Anakin Skywalker, Obi Wan Kenobi, and Mace Windu.

Vest Style Tabard

Vest style tabards must meet all stated rules for minimum length, but are exempt from rules about maximum length. They must still be hemmed at least a couple of inches off the ground so as not present a tripping hazard. Vest style cannot end at the obi in back.
Vest style tabards must have a clearly defined split in the front to show the inner and outer tunics both above and below the belt. A High Republic style of just one garment worn over the tunics is not allowed.

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Vest style tabards may completely wrap around the body like a vest or have a split at the side. A seam down the center of the back is not allowed. Upright collars are allowed on vest style tabards

A hood may be used so long as the tabard is not leather and there is no hood on the tunics. Hood should be similar in shape/construction to that on a Jedi robe.

These tabards are seen on Tiplar and Tiplee in the *Clone Wars* cartoon.

Hybrid/Combo Style Tabard

Hydrid style tabards follow rules for vest tabards from the waist up, and rules for standard tabards from the waist down. They must have a solid back and may either completely wrap around the body as a solid piece of fabric, or have a split on the side. Below the obi, they split into two sections which subject to the length and shape restrictions of standard tabards. Like a vest tabard, they must be made of the same fabric above and below the waist. Note that hybrid style tabards may not end at the waist in the back, as this is indistinguishable from a vest tabard ending at the waist, which is not permitted.

This style is best seen on a young Cal Kestis in the video game *Jedi: Fallen Order*

Scarf Style Tabards

Scarf Style tabards involve a single piece of fabric that hangs around the neck and drops down on either side to give the appearance of a tabard in the front. This style is best seen with Tatooine Luke's tabards in Return of the Jedi, or Agen Kolar in Attack of the Clones. The tabard is constructed similarly to a liturgical stole, and should rest smoothly around the shoulders and the back of the shoulders where they meet the neck without

bunching up. Please note that scarf tabards constructed as one straight rectangle of fabric will not rest smoothly, and will not be approved.

Apron Style Tabards

Apron style tabards have two styles. When traditional or combo style tabards shoulder pieces appear to meet under the obi and become one piece below the obi that is an apron style. An apron can also be a separate constructed piece that starts under the obi. This piece is worn with any other style of tabard in front and only with traditional or hybrid/combo style tabards in back. Shaak-Ti and Luminara Unduli from Clone Wars both have standalone apron pieces. If an applicant/member wants to drop the shoulder tabards they will need to look at the Consular/Sorcerer Standard.

Surcoats:

The Surcoat can be seen on Ki-Adi Mundi and Sarrissa Jeng in the Geonosis Arena in *Episode II: Attack of the Clones*. A surcoat may be worn over the outer tunic for both Jedi and Sith, must have a hood, and should be closed in some capacity in the front, though no visible fastener should exist. The surcoat must be constructed so that it is capable of covering the whole torso, even if it worn partially open above the obi. Tabards must still be worn either over or under the surcoat, as the surcoat is not a replacement for either tabards or a tunic. Surcoats function as an optional accessory, as all normal costume elements are still required. Surcoats may be colors from primary colors, and may have linings with colors from the secondary colors.

Embellishments:

Trim:

If desired, decorative trim can be applied to the outer edges, or be slightly inset and run along the edge, of the tabards and obi, and to the hem, sleeve edge, and collar band of inner and outer tunics. Trim can also run down the center of tabards or obis. Trim must be no more than 1" (2.5cm) in width, unless it is being used on the neck band of the outer tunic, in which case it can be the entire width of the neck band. Trim must be neatly applied, and uniform in width. There can only be one additional color of trim added in a costume, which must be one of the primary, secondary, or trim colors for the appropriate faction. Trim can also be a color which is used in another part of the costume.

Decorative Topstitching:

In place of trim, decorative topstitching can be added to the same places where trim is allowed. Topstitching must be in a simple stitch pattern, such as straight stitch or zigzag stitch; any other stitch patterns should be pre-approved by the GCCs. It must be neatly done so that the stitching is uniform, straight, and an even distance from the edge of the garment. Topstitching must follow the same color rules as trim, and cannot be done with metallic or other shiny thread.

Weathering:

Weathering for Saber Guild kits should be used to show that a kit has been used in the elements in the universe of Star Wars. Weathering should be a design choice and not used to justify wear on one element of a costume, unfinished construction, or dirty and unwashed pieces. Weathering should be consistent throughout the costume; one piece should not be significantly more weathered than the rest. Fabric pieces can be frayed around the edges, showing thinning of fabric in places of high friction, or discolored from use. Leather pieces can be discolored or rough in places with high friction. All parts of the costume must still be present, and all requirements to fit still apply. Work with your LCC and the GCCs through the weathering process to ensure that your costume is not over-weathered. Light to moderate weathering is allowed for Jedi, and more extensive weathering is allowed for Sith.

Other Embellishments:

Designs on fabric should look like a Star Wars Universe design and should only be used for the tabard/obi. **All designs other than those listed above should be pre-approved by the GCCs before construction begins.** Please supply the Consulars with reference when adding design to your fabric. If you create your own designs on fabric, make sure your lines are clean, well defined, and that the fabric underneath the design isn't visible. Fabric paint can be used, though it should be dark enough that it stands out, and that the design is clear. Applique is also encouraged, and embroidery will help give the design more definition and depth. Beading, or inking may also be used to add details to the tabards. Jedi designs for stitching, embroidery, or beading should not be gaudy or flashy to show expense. Jedi costumes are modest and humble and are not traditionally extravagant (no bedazzling). Sith embellishments may be slightly more flamboyant, but are still expected to be reasonably unobtrusive. Embellishments must fit into the Star Wars universe. As such, they must not look gothic medieval, or earthbound in design. Designs are strongly recommended to be geometric and must not contain a floral pattern. No heraldry markings are permitted (i.e., Sith Sun, Jedi symbol, Imperial Cog, First Order Black Sun, or any animals).

Obi:

Obis can be from the primary or secondary color charts of the appropriate faction. Obis should extend all the way around the body at or close to the natural waist with no visible fasteners. Obis can be up to 6 in (15 cm) wider than the belt (3 in/7.5cm above and below) excluding trim. Embellishment allowed on obis are crinkles,

trim, and patterns (please have LCC pre-approve pattern with GCC). Obis cut on the bias to crinkle should still be within approvable width. Wrapped obis are allowed, so long as they have fasteners and are not mistaken for a sash. The ends of an obi may be tapered where it fastens so long as the overall width of the obi remains even and the tapering is in the back.

Obis are optional under Darth Maul and Imperial Knight style belts.

Example of an obi

Belts:

Belts should be made of leather or hard pleather which gives the appearance of leather, and should be colored to work with the costume and the pouches on the belt. They need to be firm, and not appear to be wavering while worn or let the edges crinkle. There should be few, if any visible holes. Jedi may have brown belts, while Sith are allowed black or red. Metal work on all belts may be silver, antique bronze, copper, gold (bright brass), or gunmetal. All metal work on the belt must match each other.

The belt should rest at the natural waist and should rest straight and parallel the ground. It should not be worn down on the hips or skewed to one side. Belts should be able to support a lightsaber without pulling it down. Please note that many cheap vinyl belts available online are not capable of supporting a saber's weight, so please check before submitting a costume with one of these. Belts using velcro to secure the rear of the belt closed should be reinforced with snaps or other hidden fasteners to prevent the belt from coming undone during choreography.

Original Trilogy Style Belt

Figure 19. Example of an original trilogy style belt

For OT style belts please make sure the width of the belt is at least 2" (5cm) wide. The belt should be made specifically to the applicant's size or designed to allow the excess part of the strap to be hidden behind the rest of the belt. Buckles on OT style belts should either be Rectangular, Oval, or Octagonal in shape and should be proportional to the width of the belt. No food capsules are needed for original trilogy style belts

Prequel Style Belt

Example of a prequel style belt   *A belt with different colors of thin and wide belt.*

Prequel style belts should be roughly 2-3 inches (5-7.5cm) wide, accounting for body type, and have a thinner belt running down the middle of the larger belt. The inner (narrower) belt should have a buckle or ring serving as a fastener in the middle that appears to be metallic, and secured with two sets of metal studs to the left and right of the fastener. Studs should be metallic and should be rounded. No spike-like studs are allowed on Prequel style belts. The inner belt should appear to be continuous, and may have ends secured to the fastener using small leather keepers or metallic rivets or Chicago screws. Prequel style belts must have a keeper or pouch on the back to cover where the belt is secured so the ends and any fasteners are not visible. A minimum of four food capsules are needed and no more than twelve is allowed, and they must be in even amounts of four, six, eight, ten or twelve. The thinner belt may be a different color than the wider belt, as long as all colors are from the primary colors for their faction..

Prequel style belts may also have one or two decorative grooves along each edge of the outer belt. Inner belts may have one or two decorative grooves along each edge, or one central decorative groove. These grooves must appear straight, and run parallel to the edge of the belt. All decorative grooves are permitted to be a contrasting color from the rest of the belt, provided that color is in the primary or secondary colors for their faction. No other decorative tooling is permitted.

Combo Style Belt

Figure 22. Combo style belt example

Combo belts are allowed that combines a PT style belt with an OT style belt buckle. This is a 3 inch (7.5cm) wide belt that has an OT style buckle in the middle. The edges of the buckle should be at least 3/4ths the size of the larger belt. Luke Skywalker's Belt from The Force Awakens is an example of this design, and is allowed for both Jedi and Sith in appropriate colors. The same rules for contrasting inner belts, decorative grooving, and other tooling laid out for prequel style belts also apply to combo belts.

Imperial Knight Belts

Imperial Knight Belts are permitted for both Sith and Jedi, and follow the standard color and material rules for Jedi and Sith belts. These belts are three layers. The widest layer lays closest to the skin and goes all the way around the body. It may be either one continuous width or have a point on the bottom. The width of this layer should be proportionate to the applicant. The middle layer is one continuous width, narrower than the first

layer, and ends in shallow points on either side of the buckle. There should be a notable gap between pointed ends of the middle layers and the buckle. The final layer is about one inch (2.5cm) wide, goes all the way around the body, and weaves through slots in the middle layer on either side of the buckle. It may be riveted to the middle layer. A keeper is used in the back.

The buckle is unadorned metal, rectangular in shape, and is roughly the same width as the middle layer. Please note that, when worn, no belt ends should be visible on the widest or narrowest layers (all ends for these belts should be hidden under the keeper or buckle).

Imperial greeblies are not allowed for Imperial Knight style belts for costumes that fall under the addendum. The Dark Side Military/Inquisitor template allows for the use of Imperial greeblies.

Food capsules are not required for Imperial Knight style belts.

Imperial Knight Style Belts

Maul Belts

This belt style is only permitted for Sith. It consists of a wide base belt, which has a wider rounded section at the front of the torso, and four narrow belts that sit on top of the wide belt. The narrow belts are riveted to the wide belt, and no visible buckles are used. A keeper at the middle back hides the ends of all the belts and makes them appear continuous.

Darth Maul style belt

Belt Accessories:

The following belt accessories are required.

Jedi:
- At least four food capsules (unless using an OT style belt)
- At least one pouch, two recommended
- One saber clip

Sith:
- At least one pouch, two recommended
- One saber clip

Food Capsules:

For costumes requiring food capsules, a minimum of four food capsules are needed and no more than twelve is allowed, and they must be in even amounts of four, six, eight, ten or twelve. Food capsules can be in any color seen in canon, including copper, silver, gold, and gunmetal.

Belt clips:

All belts should have either a prequel style covertech clip or OT style lightsaber hanger in their belts. Sabers are not required to have the corresponding covertech wheel or D-ring. The number of clips on an applicant's belt should not be more than the number of sabers they carry. All clips must be combat safe and not resemble items from earth cultures or other non Star-Wars intellectual property.

Approvable Belt Clips

Pouches:

At least one belt pouch is required for approval; two is preferred.

Allowable colors for pouches are brown for Jedi and red/black for Sith. Snaps or other metallic closures should be silver, antique bronze, copper, gold (bright brass), or gunmetal. It is preferred, but not required, that pouches are in the same shade range as the belt.

Pouches should be formed and made of thicker leather. Resin pouches may be accepted if they are constructed to appear as leather or leather-like and have a secure method of attachment to avoid safety issues (i.e., durable, well-situated clips so that they are secured to the belt at a proper height). The leather must not have animal embossing or print (such as snakeskin or eel skin). Foam, canvas, or other materials will not be approved.

Pouches with plastic clips, elastic sides, ren-faire style lacing, or open spaces in the bottom corners will not be approved.

Pouches should not look earthbound or from another genre (medieval or Ren Faire types).

Any embossing or other decorations should be minimal and should be pre-approved by the GCCs.

Approvable Pouch Examples

To clarify how these rules translate to existing pouches, examples of approvable and unapprovable pouches are included below.


Pouches that would get rejected

Unapprovable pouches example 1. These pouches are flat and "Ren Faire Like" and are not approved for use.

While not flat, the following two examples are poorly constructed or are made from poorly constructed materials and will not be approved. Furthermore, the set on the right does not appear leather or leather-like and has an unnatural seam that ruins its aesthetic.
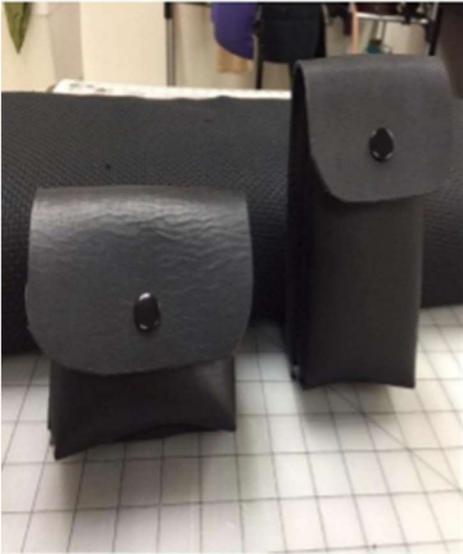
Unapprovable pouches example 2

Handcuff pouches can look too earthbound and embossing is usually not approved for use.

Figure 30. Unapprovable pouches example 3.

If you are going to look for handcuff pouches, try to find a more generic version. The two handcuff pouches to the right would be approved.

Optional Additional Belt Accessories:

Applicants are permitted to add up to two optional belt accessories from the approved list below with local approval from their LCC. Additional items, or items not appearing on this list, must be submitted to the GCCs for approval. Please note that blasters are not approvable even as optional accessories.

Approved items include:

- Droid callers
- Commlinks
- Holocrons
- Extra pouches
- Prequel style rebreathers
- Extra lightsaber hilts beyond one (for single wielders) or two (for dual-wielders)

Boots:

Boots should appear to be of relatively smooth leather with no nap or animal embossing/print.

Boots must be shades of brown for Jedi and black for Sith. Elastic should be restricted to the back or inside of the boot, and can take up to 25% of the boot's total area. Any elastic should also match the color of the boot.

Boots should not have visible laces, logos, embellishments, or fringes. Boots should fit closely to the leg without significant ruching, bunching, or sagging.

Elastic can take up to 25% of the boot's total area. The back and inside of the leg are preferred for elastic. The outside of the boot may only have up to 2 in/5.08 cm of elastic.

Boots should reach to a height between the base of the calf (where the muscle begins to curve) and the knee OR be 9 in/25.4 cm in height from top of heel to the top of the shaft. Whichever of these measurements is shorter is the minimum required height for boots.

The shaft should be of similar height at the front and back of the boot, though a difference of less than 1.5 inches (4 cm), similar to traditional riding boots, is permitted. There should not be any significant gaps in the tops of the boots. Fold over top boots like those worn by Mace Windu and Ki Adi Mundi may be acceptable as long as the cuff is even across the boot, though fold-over should be pre-approved by the GCCs to ensure they don't have a "pirate-like" appearance.

Boots may have up to four straps and four simple buckles, though covering buckles with leather keepers like those seen on Obi-Wan's boots is recommended. For safety during performances, boots with more than a two-inch (5cm) heel will not be approved. Zippers and zipper-pulls should be the same color as the boot or subdued, and may be painted to reduce visibility. Zippers are only approvable on the inner side and the back of the boot.

Any Spats or half-chaps that are used must appear to be the same color and material of the boot. They have the same requirement as the boot for zippers and elastic. Spats/half-chaps must be secured tightly to the leg and should not flap when worn. Any velcro used to secure spats should not be visible when the boot is worn.

A strap/elastic under the boot is permitted to hold the spat in place so long as the strap is tight to the foot and not a tripping hazard.

Spats pulling away from boot

Spats that are attached properly.

Approvable Boot Examples

Dark Brown   Black   Tan

Approvable boots example 1.

Approvable boots example 2. Reference Anakin Skywalker's shin spats from Episode II.

Approvable Boots Example 3

Unapprovable Boot Examples

These boots may be tall enough, but they are thin leather and the leather bunches.

Unapprovable boots example 1.

These boots have a fold that are not even. These are pirate boots and not Sith or Jedi boots in the style of Ki-Adi Mundi or Mace Windu.

Unapprovable boots example 2.

Unapprovable Boots Example 3

While this style of strap is acceptable on the picture on the left, in excess it can make for a goth look. The lifts are unsafe for choreography.

Use of Face Character Boots

Several exceptions may be made to the above boot rules in the case of boot styles worn by specific face characters.

Kylo Ren style boots are acceptable for use by both Sith and Jedi in appropriate colors.

Hero Rey boots from *The Last Jedi* are acceptable for use by both Sith and Jedi in appropriate colors, despite violating the "no visible laces" rule. If these are used, the laces must match the boots in color. Any boots of this style must have the laces in the back. Laces on the sides or the front will still not be acceptable.

Maul Boots - Sith are allowed to use the same boots Darth Maul uses, or similar boots with the same embossing pattern, provided they also meet other boot guidelines with regards to height requirements, strap limits, and not being too earth-bound.

Qui Gon Boots - Qui Gon style boots are acceptable for use by both Sith and Jedi in appropriate colors and are the one exception to the "No more than 4 straps/buckles" rule for boots.

Approvable face character boots - Darth Maul

Approvable face character boots - Qui-Gon

Wrapped Boots:

Boots are covered with thick layers of wraps which may cover the entire shaft of the boots, and may wrap around the foot as well. The wraps should be made of the list of approvable materials, similar to arm wraps. The color of the wraps should match the boot color or be similar to the major colors of the inner tunic, outer tunic, or upper tabards of the costume. Boot wraps may be colors from secondary colors if they are matching other colors of the costume.

Wraps may go up to the top of the boot, but may not visibly cross over the top seam of the boot (i.e. they must appear to be flush with the top of the boot and not cover any part of the leg). Short boots such as chelsea boots with added wraps are permitted provided the wraps give the appearance of a full continuous boot that reaches at least to the base of the calf. The wraps must be secured so as not to come undone during a performance. For boots with heels, wraps may go around the foot of the boot, but must be snug and held securely in place to prevent any tripping hazard. Also, they must not create a grip issue along the underside (sole) of the boot. Velcro, snaps or stitching directly to the boot is recommended to secure wraps, but fastenings must not be visible. Buckles, laces or elastic

Wrapped Boots

Heraldry:

As a rule, heraldry markings are not permitted (Sith Sun, Jedi symbol, Imperial Cog, First Order Black Sun, or any animals). There are specific exceptions to this general rule outlined in this document (lightsabers and specific armor styles). All other symbols, if they are not an instantly recognizable Star Wars symbols, such as the Jedi Logo, Imperial Cog, Sith Symbol etc., should be cleared with the GCCs and will be approved on a case by case basis by the GCCs.

Lightsabers:

Lightsabers should be combat ready, able to securely hold the blade style of choice of the Temple, and not easily break during choreography. Please see your LCC and LD for suggestions on what saber brands are and are not acceptable as there are a lot on the market. Jedi colors include various shades of the following: Blue, Green, Purple, Yellow, Amber. Pink is not an acceptable shade of purple, however. Black is restricted to the Dark Saber and not allowed for either side. Silver/White are not permitted for Jedi and should be used only for canon characters that wield them (Ahsoka, Imperial Knights). Red and Blood Orange are the only colors approved for Sith unless a canon character wields another color (Revan). These colors are not allowed for Jedi.

Additional details such as leather or cloth wraps, o-rings, may be added to the saber if it keeps the Star Wars universe aesthetic. Lightsabers may also have Jedi Order or Sith Sun symbols etched onto them. Any other requested design should be cleared through the Global Costume Consulars, though some designs such as animals and creatures will not be permitted. Imperial Cogs should only be added to characters working as Inquisitors for the Empire.

Arm and Hand Accessories

Any hand or arm accessory can be worn on one side only, or as a pair on both sides. If they are worn on both sides, they must match each other.

	Reference Image	**Additional Notes**
Bracers (Non-Armor) **Material:** Leather or Leather-Like Material		• Bracers made of **harder** materials than leather are considered armor and must be **pre-approved** in the design process. • **Cannot** have any visible laces or buckles. • May have up to three straps; the ends of the straps must be hidden • Must encompass the entire forearm with **no visible gap**. • Can be closed by snaps **(must be subdued)**, industrial Velcro, or magnets, but this **closure** must be **hidden** on the inner forearm • **No etching or designs** other than basic lines or borders will be permitted. • Bracers may have a flap extending over the hand, provided that the wrist is still capable of full range of motion. If a hand flap is present, the bracer must be worn over some sort of sleeve or wrap.

Bicep Cuffs **Material:** Leather or Leather-Like Material		• Completely encircle the bicep • May be worn singly or in pairs. • Same construction and materials rules as bracers
Wraps **Material:** The wraps should be made of an approvable fabric (please see the fabrics section for a list of options)		• May be worn with a tunic that is sleeved, sleeveless or has three-quarter sleeves. • No Under Armor or athletic elastic material will be allowed, with the exception of boxing wraps, which are allowed so long as the logo patch is removed and the Velcro fasteners are not visible. • All arm wraps must be **secured** so as to not come undone during a performance. • Velcro or other method of securing the wraps should be used, but not be visible. The method should be shown in **a separate submission photo**. • The color of the wraps should be **complementary** to the rest of the costume and should reflect colors allowed for tabards.
Armlets **Material:** Should be made of an approvable fabric (please see the fabrics section for a list of options)		• Similar in construction to simple bracers, but made of fabric instead of leather. • May be used in place of wraps. • Should be tailored to ensure **proper fit** and avoid a baggy look. • The color of the armlets should be **complementary** to the rest of the costume and should reflect colors allowed for tabards.
Gloves **Material:** Leather or Leather-Like Material		• Gloves must be made from **leather or leather-like** material. No rubber gloves, suede gloves, silk or silk-like gloves, motocross gloves, cotton gloves, or workout gloves may be utilized. • Gloves should have **no logos** visible. • Sith gloves should generally be black, though red or gray may be used if they complement the costume. Jedi gloves should generally be brown, though alternate earth tone colors such as dark greens may be used if they complement the costume. • Gloves should be **fitted** to the member's hand without excess material or bagginess, and should not impede wielding of the saber. The cuff and the hand portion of the glove should appear to be of the same material and should not have different finishes. • Fingerless gloves are permitted. • Gloves are permitted as suitable arm coverings for sleeveless costumes, provided that they have cuffs that come up at least to the **mid forearm**.

Other Accessories

Cloaks/Robes:

Cloaks (sometimes also referred to as robes) may be colors from primary colors for the appropriate faction. Cloaks should be either brushing the ground or no more than 2 inches (5cm) above the ground. As per all classic prequel saber battles, we recommend de-cloaking prior to any stage combat for safety reasons. If the applicant would prefer to fight with a cloak being worn, proof of mobility may be requested. Sleeves of the tunic should not show below the sleeve of the cloak when arms are hanging naturally by the sides. Sleeveless Anakin style robes, and Clone Wars style cloaks which are sleeveless and close with an invisible clasp at the neck or sit on the shoulders assisted with invisible attachments however, are permitted. Hood should be large, and should sit in folds on either shoulder. Hoods should not have a pointed top and should not look as though they came out of Assassin's Creed. Cloaks/robes should be voluminous, but should not be so large that the applicant gets "lost" in it. Witches cloaks/robes, vampire cloaks, or bathrobes are not approvable. The rule for hoods extends to hooded tunics and vest-style tabards as well. Recommended fabrics are those that are heavier weight and made out of natural fiber. Lighter fabrics with little to no weight are not recommended.

Standard Cloak Example

Cloak variant 1 (AOTC Anakin style)

Cloak variant 2 (The Clone Wars style)

Capes:

Capes are currently restricted to Sith. They may be colors from the Sith primary colors. They should be made of approvable fabrics, can be varying lengths, and should not be closed at the neck. They should go over the shoulder when worn at rest. They should be fastened to the costume in a manner that prevents it from hugging the throat during performances, or have an easy release for removal before a fight. Suggested fasteners include a chain such as Count Dooku or Darth Vader. Hidden fasteners such as with Kylo Ren are also allowed.

Ponchos:

Ponchos are allowed, but should be used sparingly as most characters with ponchos wear them in extreme conditions. Robes/Cloaks/Capes should be the first choice for accessorizing the costume. Ponchos may be from the primary colors for the appropriate faction. Designs on ponchos must be restricted to basic geometric shapes and must be in colors appropriate to the Jedi or Sith. Ponchos are a robe/cloak/cape replacement and not an outer tunic replacement.

Cowls

Cowls, like ponchos, are permitted as a replacement for a robe/cloak/cape. A cowl is a large, loose covering for the head and sometimes shoulders, but not the face. A cowl does not have to be worn over the head as a hood, but must be capable of being worn in such a way. A cowl can have the hood as part of the construction or be more of a scarf/infinity scarf construction. When crafting a cowl, that hood can be constructed like the hood of a robe so long as it meets fit requirements. Cowls do not extend beyond the mid back, and should be made of textured fabrics of the types used for tunics. They must be primary colors for the appropriate faction. Face-character specific cowls (such as Kylo Ren's TFA cowl) may be used. Caplets are not cowls and are not currently allowed for Saber Guild.

Armor:

Armor should be recognizably Star Wars themed. Overall best approvable options would be vacuum formed ABS, like that of 501st approved Stormtrooper and Clone trooper armor. Other acceptable materials include sintra or styrene plastics which are able to be cut and shaped by heat, cast resin, 3D printed armor (must be finished to remove print lines), and fiberglass armor. Worbla is a thermoplastic, which is easily shaped with a heat gun. While Worbla is approvable, it can warp in the heat. It may not be advisable in certain regions due to climates, temperatures and seasonal changes. All armor designs, as well as total amount of armor, should be pre-approved by the GCCs before submission. Limited weathering is permitted on armor as long as it does not compromise the structural stability of the armor piece, matches the overall level of weathering on the costume, and is pre-approved by the GCCs before submission.

EVA and other types of foam are not approvable materials for armor on generic characters. However, foam will be considered by the GCCs on a case-by-case basis for low-stress armor pieces on face characters.

Clone Wars armor and Sith Inquisitor armor are exceptions to the general heraldry rule. The Jedi logo and Imperial Cog, respectively, are approved for use on these armor pieces. All other symbols should be cleared with the GCCs and will be approved on a case by case basis by the GCCs.

Straps on Armor

Visible straps attaching armor to the body are allowed in certain circumstances. Shoulder armor may have one strap per shoulder, either crossing the body diagonally, or going vertically down and under the arm to connect in the back. The strap can either connect under the plates of the armor or run on top of the plate. Chest plates may have maximum one strap connecting from one side to the other, around the body.
Straps should be made leather or leather like material and be properly fitted to the applicant so they lay smoothly across the body. Straps may have maximum one buckle per strap. Armor should be securely

attached to the applicant regardless of strap formation.
As will all armor, strapped armor should be pre-approved by GCCs before submission.
Straps may not be used with Jedi General/Clone Wars style armor, or with Jedi Temple Guard armor.

Masks/Helmets:

Masks or helmets are limited to a handful of options. Sith Acolyte masks and Temple Guard masks are allowed, with augmented versions of the Temple Guard mask usable for Sith. Masks created by certain species found in Star Wars are allowed to be used for that species. Masks that are able to fully mimic the appearance of an alien species are also allowed. Veils can be considered for Miraluka characters so long as they are designed to cover the eyes specifically. Masks should be worn with a hood so that any straps used to secure them in place are not visible and all masks/helmets should be worn with a balaclava from the appropriate faction's primary or secondary colors that is complementary to the costume. This does not count as part of the three color rule. Other masks or helmets found from Star Wars sources may be considered on a case by case basis.

Airsoft masks are never allowed. Soft masks that are similar to the "Ninja" style are not allowed, unless creating a character of a Species that use something similar, such as the Kage species as found in the Clone Wars.

GCCs may ask for a video of a demonstration of your ability to move and perform within your armor/mask. If it is determined that you cannot safely perform in your mask/armor, you may be requested to alter the armor/mask for safety concerns. Armor and Masks that are determined not to be safe for choreography may be designated as "Trooping only" accessories to the costume.


Masks with Custom Paint

Breather Masks

Goggles:

Goggles are permitted for generic Jedi and Sith for outdoor events only. Goggles must be themed similar to those seen in canon, such as Obi Wan Kenobi's goggles in the Obi Wan Kenobi series, Mara Jade's various goggles, the goggles worn by Aayla Secura in the comics, etc. Other designs may be approved on a case by case basis. Goggles may not represent or resemble those of any other IP. Goggles may be tinted. Goggles must be approved by the Global Costume Consulars. GCCs may ask for a video of a demonstration of your ability to move and perform with your goggles on. If it is determined that you cannot safely perform in your goggles, you may be requested to alter the goggles for safety concerns. Goggles that are determined not to be safe for choreography may be designated as "Trooping only" accessories to the costume.
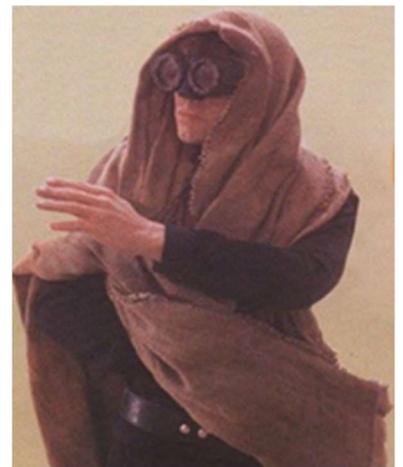
Makeup/Wig/Alien features:

Any facial tattoos or other makeup designs must be done using high quality stage makeup. Any wigs need to be high quality and should be in color scheme with the costume. Video footage showing that a member can properly secure their wig to avoid it flying off or becoming a hazard during choreography should be included with submission. Any prosthetics horns/tails/etc. should be from existing races in Star Wars canon or Legends. Cross breeds (half human, half alien) are not allowed unless explicitly depicted in an official SW source (see Appropriate Sources below). Also remember - you need to be able to fight in it. Twi'lek Lekku and Togruta Montrails must have the outward appearance of being made of silicone or latex. The interior construction can be foam, vinyl, fabric, or any material which provides sufficient structure and does not interfere with the movement allowed by the shape and size of the prosthetic. Lekku and montails should follow canon examples of shape and sizing. Zabrak horns must be evenly spaced on the head, and painted to appear bone-like. They must be adhered to the head securely using appropriate stage adhesive to avoid slipping. Makeup only needs to be resubmitted if it is alien. Ie if you are changing from blue eyeliner to green or you change your hairstyle Ie from a ponytail to pigtails or hair color you do not have to resubmit. These will not count towards the % change in your costume.

Saber Guild recognizes that, regardless of media representation, trans and intersex people exist in the world and in our organization. As such, sexual dimorphism will never be enforced in approval of generic aliens. Any combination of traits shown on an alien species will be permitted, regardless of gender.

Contacts are considered to be a medical device and will never be required for approval of any costume in Saber Guild. Costumers who choose to use cosmetic contacts do so at their own risk.

Tattoos:

Visible tattoos are not allowed. Tattoos must either be covered up by the costume or covered up any time you are in costume. The one exception is if a Face Character has a specific tattoo; then that specific tattoo will be allowed while you are portraying that specific face character.

If a given species has tattoos then temporary designs based on what is found in source material is allowed. Examples of species that have tattoos include: Zabrak, Mirialan, and Pantoran.

Jewelry:

We strongly recommend removal of all rings for safety concerns during performance for member safety. An injury to the finger can cause swelling and force medical attention to remove the ring. Necklaces are not to be used in a traditional costume. Necklaces can be distracting, swing dangerously, and are generally not found in the Star Wars universe in traditional Jedi/Sith costumes. Alien headpiece jewelry can be used for canon characters (i.e., Clone Wars Ahsoka headpiece jewelry).

Star War References:

This costume addendum and the Saber Guild costume templates are updated twice a year to include new costume elements as new Star Wars materials are released. Members who wish to suggest an update can do so here. Generally, for a new costume element to be added there must be three different characters from visual canon sources with that costume element. Visual canon sources include:

-Movies
-TV series
-Comic books (including Legends)
-Video game face characters

The following sources cannot be used:
-Customizable video game characters
-Fan Art

Notes on Trooping-Only Costumes:

A costume may be designated as a Trooping-Only Costume. This restriction can be put into place by the GCCs, Membership Director, or Global Council based on several safety factors:

- Costume is determined to be restrictive in movement
- Costume is determined to have limited vision
- Costume is determined to have a hindrance to safely weld a saber

LCC Procedures:

As Saber Guild Global Costuming Consulars (GCCs), we endeavor to ensure the quality of Saber Guild costumes and that the costume standards are met, upheld, and modified. Saber Guild has been growing quickly. To assist in facilitating this growth, the GCCs of Saber Guild are clarifying the procedures for costume submissions as a standard to be followed. Before an applicant submits their costume, they should have discussed their costume designs with their Local Costume Consular (LCC) to verify that they are in accordance with our costume standards (colors/fabrics/styles). If the costume fits within our standards, then the applicant may create/purchase the costume.

If the costume is outside our traditional standards, then the design must be sent to the GCCs for a consultation on the design. Once the design is approved, construction can commence. Once all components of the costume are ready, the member writes up the application, the LCC should review the costume to ensure that it is in compliance with current costume standards. If it does not meet standards, the LCC should work with the applicant/member to bring the costume into compliance. Once the costume is ready, the LCC takes the photos, and then submits the application to the appropriate Temple Costume Submission Thread. If the costume is a canon (or face) character, do not wear any non-canon accessories or add-ons that do not apply to your canon costume. LCCs are responsible for submitting costumes to the GCCs for consideration and approval. LCCs must ensure that costumes are photographed in a performance ready condition (e.g. all components present, acceptable colors and fabrics, ironed) and attached to the submission.

Photo Guidelines

The photo area should be well lit, but avoid direct sunlight. If inside, ensure it is well-lit. Avoid having the member under partial or inconsistent shade/shadows. Don't let the lightsaber or any ambient lighting do all the work. The GCCs need to be able to see all details. Photos should be taken in hi resolution (between 5-8 megapixels in quality – higher is fine if your camera's default megapixel setting is greater than 8) to ensure the ability for GCCs to zoom in to see details.

Preferably with a digital camera as opposed to a mobile device. A digital camera will have better light gathering and a higher quality lens. Ensure that the settings on the camera capture the colors in as close a manner as possible to the actual colors of the costume. REVIEW the photos to ensure this before submitting the photos. Best practice is to review the photos if possible while the applicant/member is still in costume, so as to conveniently reshoot if necessary.

Submissions with poor resolution photos will be returned to the LCC or temple representative. Only submit pictures of the member alone against a plain background (a blank wall, hang a sheet, or use a green screen). Ensure that the photos are all full body shots at the member's chest level, with at least 75% body-to-background ratio to maximize resolution. Please do not crop photos you have already taken for the belt, boot, or any photo needed for a specific part of your costume; take a separate close- up photo for each. Photos of any armor, helmet, or mask should have photos taken with these items, both, on and off (if applicable). To assist the GCCs with efficiently evaluating the many submissions from across our organization, there is a need for uniformity in the costume submissions. Each costume submission, whether it is a first time submission, current member, costume upgrade, or Saber Guild leadership, will follow the outlined process and contain the information included below:

SUBJECT LINES:

Each submission will have one of the following three subject lines listed below based on the submission category:

a.) For a NEW MEMBER SUBMISSION, the Subject Line should be completed as:

MM/DD/YYYY||NEW Member [Username: Forum User Name] Standard Name

b.) For an EXISTING MEMBER requesting an additional costume, the Subject Line should be completed as:

MM/DD/YYYY Additional Costume [Username: Forum User Name] Standard Name

c.) For COSTUME UPGRADES/species changes/etc, the Subject Line should be completed as:

MM/DD/YYYY Costume Upgrades [Username: Forum User name] Standard Name

d) For all Face Characters please use the Standard Name that will be judged. Example: New Hope Luke, Ahsoka Series ben Kenobi, etc.

Once a submission is approved, the word Pending will be changed to APPROVED, the date of approval and have the Members' SG-# after that (so APPROVED 02/16/2017 SG-###), then submission will be sent to the Temples' archives.

For a GENERIC CHARACTER submission

Please include the following information on the member's application:
a.) LCC Email
b.) Temple Name
c.) Applicant Name
d.) Applicant Age
e.) Forum username
f.) Applicant Email
g.) Location (Member's City, State)
h.) SG number (if already a member)
i.) Character's Affiliation (Jedi or Sith)
j.) Character Name
k.) Which standard the costume is being submitted under (main addendum, face character, template, etc)
l.) Costume Description:
• Outer Tunic Color
• Under Tunic Color
• Tabard Color
• Obi Color
• Belt Color
• Pouch Color
• Trousers/Skirt Color
• Gloves Color(if present)
• Boots Color
• Cloak Color (if present)
• Armor Color (if present)
m.) Lightsaber Brand and Model
n.) Blade Color
o.) Link to costume photos

For a FACE CHARACTER submission

Please include the following information on the member's application:

Please include the following information on the member's application:
a.) LCC Email
b.) Temple Name

c.) Applicant Name
d.) Applicant Age
e.) Forum username
f.) Applicant Email
g.) Location (Member's City, State)
h.) SG number (if already a member)
i.) Character's Affiliation (Jedi or Sith)
j.) Character Name
k.) Which standard the costume is being submitted under (main addendum, face character, template, etc)
l.) Link to applicable costume standard
m) Costume Description:
This should be a list of all costume items included in the submission. Please note any instances where the costume conflicts with the existing standard in order to be more accurate, with supporting reference images, or where the costume has been modified for safety or accessibility.
o.) Lightsaber Brand and Model
p.) Blade Color
q.) Link to costume photos

*Note: If no published standard exists, the applicant may either link to a draft standard on the forums of the applicable club (preferred) or include a full gallery of reference images showing the full back, front, and sides of the costume from head to toe. Applicants who choose to go the reference gallery route may also include a mockup of a draft standard, if none exists in other clubs. We recommend that applicants planning to submit costumes for which no standard exists confer with the GCCs on the level of accuracy which will be required before costume construction begins.

Once you have submitted a costume for approval, please announce it in the LCC chat on Facebook.

Necessary Photos:

Please group all of the photos into one album and share the link to the album in the application. The required photos are listed below. For a detailed guide on how to take appropriate submission photos, please see the following word document: https://docs.google.com/document/d/1zN3QV1A6yOZx-VZ3h3z82XINlZdOuLdikxn6_xXHU5Y/edit?usp=sharing

Main Shots:

a.) Action Shot (This is the photo used for the website. The costume should be presented in a way that highlights the costume)

b.) Front (both arms out to the side pointing down at a 45-degree angle, arms straight, elbows not bent.)

c.) Back (both arms out to the side pointing down at a 45-degree angle, arms straight, elbows not bent.)

d.) Left side (both arms straight out at the shoulders so not to block view of the belt)

e.) Right side (both arms straight out at the shoulders so not to block view of the belt)

f.) Shoes/Footwear (two shots that show all sides of the shoes - one shoe front and second shoe side; then shoot from behind - one shoe back and second shoe side).

g.) Belt (laid out neatly on the floor with all accessories attached in the appropriate areas or close-up on body that captures all pieces). This can, of course, be excluded for face characters that don't wear belts.

h.) Lightsaber (Lit and laid down on its switch/kill key side up). Please note that all saber guild submissions are required to have a lightsaber, even if they are face characters submitted under a 501st CRL/RL standard where the saber is listed as optional.

Additional Shots:

i.) Cloaks (4 shots are required; 2 with hood down front and back, with both arms out to the side pointing down at a 45-degree angle; 2 with hood up front and back).

j.) Armor, Masks, and Eye coverings: 4 shots required - close up front, left, right, and back shots with the armor/mask/blindfold on. NOTE: Armor and low vision inducing costume elements *will* be judged as Trooping Only unless a video is submitted of the applicant and a fight partner demonstrating that the costume element will not fly off, and that applicant has adequate field of view while wearing said costume element. (for a detailed guide on how to film an appropriate choreo approval video, please see How to Take Submission Photos for Saber Guild

k). Wigs, Lekku, Montrails, and Horns: (4 shots required - close up front, left, right, and back shots with wig/lekku/montrails/horns on. NOTE: costume elements *will* be judged as Trooping Only unless a video is submitted of the applicant and a fight partner demonstrating that the costume element will not fly off, and that applicant has adequate field of view and mobility while wearing said costume element. (for a detailed guide on how to film an appropriate wig and/or choreo approval video, please see How to Take Submission Photos for Saber Guild

l.) Makeup and Prosthetics: Close-up photos must be sent of the costume makeup to fairly judge the quality, material, shading, and texture. Additional comments may be made by the applicant about the makeup/prosthetics in the additional comments area.

m.) Any other required costume elements that are not visible in other photos. For example, a face character with multiple required layers should ensure that each layer which is not clearly visible in the main photos is

included in the additional shots.

n.) Reference Photos: In the case where the costume diverges from the standard it is being submitted under, or where no published standard exists, reference pictures should be submitted to reference your design.

GENERAL APPEARANCE:

As a LucasFilm Limited (LFL)/Disney preferred organization who has done, do, and shall continue to do much in the way of creating millions of smiles through charitable work, we must all do our best to present ourselves in a professional manner. The costume submission is the applicants first step into our organization. We endeavor to uphold the standards entrusted to us by LFL. This submission should be treated as a portfolio showcasing the applicants hard work. Therefore, the costume photos should reflect the quality of its components, construction, and appearance. We consider the costume submissions as a representation of how the applicants will be appearing on behalf of Disney/LFL and Saber Guild. A disheveled, unkempt appearance is not what should be presented within the submission photos. Additionally, it may hinder the GCCs ability to judge the costume fairley. To avoid applicant disappointment and LCC frustrations, we suggest the following pre-photo guide:

- a.) Ensure the costume is clean.
- b.) Iron the costume.
- c.) Prepare the photo area. Pictures should be on a background. Ensure there is good lighting and minimal shadowing. Do not photograph outside.
- d.) Do not let the applicant dress alone. Assist in the placement of the obi, tabards, belt (and accessories), and pant/trousers at the boot.
- e.) Shoot the photos in accordance with the guidelines above.
- f.) LCCs review photos with the member before submitting to ensure that the applicant's costume meets all standards and the costume is represented accurately. We recommend reviewing the photos before concluding the photo session to identify any photos that may not be of quality or have wardrobe malfunctions.

ADDITIONAL GUIDANCE FOR SUBMISSIONS:

The Global Costume Team follows a 30 day, start-to- finish submission process. Once we receive a submission, the initial review will be completed within 10 calendar days. At that time, the costume will either be approved or an email request to the LCC and member will be issued for clarifying information and/or photos. The email the member and LCC will receive will have a due date with the remainder of the 30 calendar days from the date of submission. The LCC will have to re-submit the required corrected information and/or photos on the submission thread by the due date. If the information is not provided by the due date within the email, the submission will be denied. A denial email will be sent to the member and the LCC and the thread will be archived. A complete re-submittal will be required for future consideration. We anticipate that this will alleviate the backlog of costume submissions and make this process consistent and efficient.

Notes On Submissions:

Turnaround time for submissions (Official Standard) Once your LCC posts your costume, you should expect an initial response within 10 days. Additionally, if you are attempting to get a costume approved for an upcoming show, the latest you should submit that costume is one month before the show date. This should allow for enough time for you to address any minor corrections and give the GCCs enough time to make your deadline. Additional submission guidelines are available to the LCCs on the forum under Official Member Submissions in the Topics section.

Also, as a standard rule, if you have had your costume denied for specific reasons and in you re-submission, you have fixed all the notes that were given to you, you are to be judged on those corrections only. A second denial cannot be based on something you were not asked to fix in the first submission (i.e. if you were asked to fix your obi in your original, you cannot be denied approval based off anything but the obi). Ensure your

costume is presented with all components present and in show- ready appearance in any re-shoots (i.e., ironed, all food capsules present, saber clip, etc). This does NOT apply if your second submission is wrinkled, missing parts of the costume or the costume is worn incorrectly. This also does NOT apply if your original submission had poor quality photos (low res, blurry, or bad lighting) or your costume was worn in a way that hid the imperfections.

Costume Upgrade Procedures:

Some parts of the costume do not need to be submitted to the Global Costume Consulars. Local Costume Consulars may locally approved some limited changes, provided that the no more than 25% of the costume is approved locally in a 6 month period. Changes are considered to be cumulative – a 10% change one month and a 15% change the next are permitted, but any changes after that must be submitted to the GCCs for upgrade.

> Boots: 10%
> Belt: 10%
> Obi: 10%
> Tabards: 15%
> Pants/Skirt: 5%
> Tunic: 30%
> Undertunic: 5%
> Cloak: 15%
> Saber: 5%
> New Special Effects Makeup (tattoos, corruption, scars, alien makeup, etc): 30%
> Alterations to existing Effects Makeup: 10%
> Non Special Effect Makeup: 10%
> Prosthetics (montrals, leeku, species-based masks, horns): 30%
> New wigs: 30%
> Upgrade of an existing approved wig: 10%
> Gloves: 5%
> Accessories (i.e. electronics, greebles, bracers/gauntlets): 10%
> Mask: 30%
> Pouch(es): 5% each
> Armor (excluding bracers/gauntlets): 30%

> Note: For the purpose of approval, any change in species is considered to be new special effects makeup.

Any additions of prosthetics, combinations of prosthetics and makeup, and masks must be resubmitted. Addition of armor must be resubmitted. Once 25% worth of updates are made, further changes cannot be made within six months. If further changes are desired before six months is up, they must be submitted to the Global Costuming Consulars. This does not apply to costume repairs, such as fixing rips and tears.

Costume repairs or replacements that do not change the fabric, color, fit, or construction of the original garment do not need to be submitted to the Global Costume Consulars; they may instead be locally approved by the temple's Local Costume Consulars, and do not count towards the 25% costume upgrade allowance.

LCCs may also locally approve a member swapping costume elements between globally approved generic costumes of the same faction without submitting the changes to global, providing the worn costume still meets the current standards. All swapped elements should be previously approved on the member requesting the swap. Such swaps would not count towards the cumulative costume change percent.

If Global Costume Consulars, the Costume Director, or the Global Council see a change that a Local Director/LCC has approved and disagrees with the quality, then they have a right to require a submission, evaluation and any modifications. If this happens three times within one year within a temple, the temple will

lose their local costume upgrade approval privileges.

When an upgrade is sent in for review, the costume MUST MEET current standards. If the costume does not meet the latest published standards, the Global Costume Team has the authority to require the costume be brought into compliance with current standards in addition to judging the upgrade.

Important: If you are deviating from our costume standards or going for something out-of- the box (i.e. designs on tabards), you should still have your LCCs check with the Global Costuming Consulars before moving forward.

Face Character upgrades: Any changes to the costume of a face character, ie: A known, named character with a costume specific to that character, must be presented to the Global Costume Consulars for Review.

Process for Resubmission:

For COSTUME UPGRADES/species changes/etc, the Subject Line to the forum post should be completed as:

MM/DD/YYYY Costume Upgrades [Username: Forum User name] Standard Name

Send clear, full body shot and close-up shots of additions/upgrades (front, back, and both sides) to LCC, who will post on forum thread if they feel the changes are ready to be approved. Remember to include updated information in the post including the bio if updated from original. Note: Global Costuming Consulars will be evaluating upgrades/additions only.

Appeals:

Sometimes despite your LCC's best intentions your member's costume may not get approved. If a submission is denied and you wholeheartedly believe that it met all the criteria mentioned on our website and within this amendment, you have the right to appeal the decision to the Global Council. This should be done in a formal, well-thought- out letter written by your Local Director (or by the applicant if not attached to a Temple) to GlobalCouncil@saberguild.org. The letter should contain at least three visual references and justification as to how the costume fits within standards. Informal PMs on Facebook will not be accepted as a formal appeal. For clarification on anything in this document, please feel free to contact any of the GCCs via the LCC Facebook Chat or email at costuming@saberguild.org and we will be happy to assist you.