



A G.I. JOE COSTUME CLUB

CLUB CHARTER

Revised: January 2025



TABLE OF CONTENTS

ARTICLE 1: BACKGROUND AND MISSION3

ARTICLE 2: MEMBERSHIP REQUIREMENTS3

 2.A: ACTIVE, INACTIVE, AND PREVIOUS MEMBERSHIPS4

 2.B: COSTUME REQUIREMENTS5

 2.C: HONORARY MEMBERS5

 2.D: CADET CORPS5

ARTICLE 3: ORGANIZATION6

 3.A: COMMAND STAFF7

 3.B: GARRISONS9

 3.C: SQUADS..... 11

 3.D: INDIVIDUAL MEMBERS 11

 3.E: DETACHMENTS 12

ARTICLE 4: TERMS OF OFFICE13

 4.A: COMMAND ELECTIONS13

 4.B: GENERAL ELECTIONS13

ARTICLE 5: CODE OF CONDUCT 15

ARTICLE 6: WEAPONS POLICY..... 16

ARTICLE 7: MERCHANDISING 17

 7.A: Finest Promotional Items Requirements: 17

ARTICLE 1: BACKGROUND AND MISSION

Established in 2007, the Finest: A G.I. JOE Costume Club (the Finest) is the world's premier international G.I. JOE fan-based costuming club. With several hundred members worldwide, the Finest celebrates the G.I. JOE universe through the creation and wearing of high-quality costumes and props based on canon characters from the G.I. JOE universe, as seen in toys, comics, cartoons, movies, books, games, and other media. The Finest maintains a high standard of quality costumes, and all members must apply and be approved for membership.

The Finest recognizes that G.I. JOE and all associated characters, logos, and designs are the licensed property of Hasbro, Inc. Finest members acknowledge and accept that while in costume, we represent the G.I. JOE brand, and as such, members will be courteous, respectful, and responsible always.

The mission of the Finest is to provide a positive community for G.I. JOE costume enthusiasts to build and wear high-quality costumes and props from the G.I. JOE universe. Finest members actively promote interest in the G.I. JOE brand and use appearances at conventions and other events as a means to support charity efforts and community projects.

This Charter defines the organization and operational structure of the Finest, as well as the requirements, rights, and responsibilities of membership. This Charter also outlines processes for elections, merchandising, codes of conduct, and other policies. This Charter is maintained by the Finest Command Staff and is subject to amendments and modifications as needed.

ARTICLE 2: MEMBERSHIP REQUIREMENTS

The Finest is an equal opportunity costume club. The Finest does not discriminate against applicants or existing members due to race, religion, nationality, creed, color, gender, disability, or sexual orientation. All applicants must apply for membership using the application form on the Finest website and meet the following membership requirements as set forth by the Command Staff and Membership Liaison Officer:

1. Applicants must be 18 years or older. Applicants must include their date of birth on the membership form, or the application will automatically be denied.
2. You must have a completed canon costume representing a character in the G.I. JOE universe which closely follows a specific reference, a Finest Costume Field Manual (if applicable), and is approved by the Finest Command Staff.
3. A valid email address and a Finest Forum account is required (if one does not exist, one will be created for you). Contact between the Command Staff and Garrisons, squads, and individual members is frequent, and the Command Staff must have a way to keep in touch with members.
4. Members should understand that they will often be photographed and videotaped while at public events or conventions. These images and videos may be used for Finest marketing purposes including, but not limited to, websites, social media, presentations, and promotional material. If any member wishes for their image to not be used by the Finest, the member should notify their Garrison Commanding Officer (CO), Squad Leader, or the Command Staff.

Many Finest members have multiple G.I. JOE-related costumes. Once voted into the Finest, members are not required to re-apply with each subsequent costume, however, the same level of quality and detail is expected with future costumes.

2.A: ACTIVE, INACTIVE, AND PREVIOUS MEMBERSHIPS

Active Finest members meet the following standards:

1. Meets all membership requirements (i.e., has at least one complete canon costume, is 18 years or older, etc.)
2. Maintains an updated membership profile by providing current descriptions of their costume and having a valid email address and forum account
3. Participates in at least one official event per year, or by staying involved in the Finest community by contributing in other meaningful ways such as spreading the mission, promoting, recruiting, advertising, etc. Active Members may:
 1. Be part of an official Finest Garrison or Squad
 2. Hold office within the Command Staff
 3. Help coordinate or host "official" Finest events
 4. Purchase "Member Only" merchandise. (e.g., t-shirts, ID cards, patches, stickers, etc.)
 5. Have their costume and character profile posted on the Finest website
 6. Participate in "official" Finest activities. (e.g., charity benefits, fundraisers, convention activities, etc.)
 7. Vote in garrison/organization matters

Minimum activity level requirements:

1. Maintain current contact information and an active forum account
2. Attend at least one official event per year or participate in other ways
3. Maintain a Finest-approved canon costume

Inactive members are defined as members who:

1. Do not have current contact information or maintain an active forum account
2. Have outdated membership profile information, and are unresponsive to repeated requests by Garrison COs, Squad Leaders, or the Command Staff
3. Specifically ask to be placed on "Inactive Status"
4. Have not attended at least one event in a Finest-approved canon costume within the past year, nor have been involved in other official ways

Previous Finest members who are no longer associated with the club may not:

1. Coordinate activities under the Finest name
2. Purchase merchandise designated for "official" members
3. Vote in Garrison/Squad matters

Any member wishing to discuss their current membership status may contact their Garrison CO, Squad Leader, or the Membership Liaison Officer.

2.B: COSTUME REQUIREMENTS

The Finest celebrates the G.I. JOE universe through the creation and wearing of high-quality costumes and props based on canon G.I. JOE-related characters, as seen in official toys, comics, cartoons, movies, books, games, and other media. Our members spend considerable time, effort, and finances on creating highly detailed costumes as accurately as possible, and the Finest insists upon maintaining a high standard of costume excellence.

When portraying "troop builder" characters (e.g., Cobra Troopers, Officers, Vipers, etc.), members and aspiring members should closely follow the Field Manuals published on the Finest website.

By following the Field Manuals, uniformity and consistency may be closely maintained throughout the ranks.

Although Field Manuals are not published for named "face" characters (e.g., Duke, Flint, Cobra Commander, Baroness, etc.), members and aspiring members must choose a specific version of the character they are portraying and adhere to that reference as closely as possible. Reference photos of the specific character version are required as part of the application package.

2.C: HONORARY MEMBERS

To honor individuals who have made significant contributions to the G.I. Joe universe or directly supported the Finest mission, a special category of Honorary Membership has been established. Finest Honorary Members and Garrison Honorary Members are two distinct designations. Finest Honorary Members have garnered the unanimous support of command staff whereas a Garrison Honorary Member is recognized by a Garrison.

Honorary Members may:

1. Receive exclusive Honorary or Finest merchandise

2. Honorary members may have their name and contribution posted on the Finest website and social media platforms

Honorary Members may not:

1. Hold office within the Command Staff

2. Coordinate activities under the Finest name

3. Vote in garrison/organization matters

Honorary members have no minimum activity or standard requirements but may have their Honorary Membership revoked by Command Staff in the event they are found to have behaved inappropriately or to the detriment of the Finest or its members.

2.D: CADET CORPS

The Finest Cadet Corps (Junior Membership under 18) aims to cultivate a passion for GI Joe among the next generation of fans while maintaining our club's legacy of supporting military charities and upholding our unwavering commitment to those values. Cadets must have an adult guardian present and supervising them while at a Finest event. All provisions outlined in the Finest charter apply to the Weapons Policy, Command Staff, and Garrison/Squads.

Code of Conduct

1. Maintain exemplary conduct at all Finest events to uphold the club's esteemed reputation.
2. Actively engage in event operations, including table management, photo assistance, and providing introductions to the Finest, its values, and its mission.
3. Adhere to the Finest charter.

Costume Requirements

Costumes are required for membership, but they do not have to be of the same quality as those worn by the main club. As long as the costume is not a "Halloween" or "off the rack" type costume, and is canonically accurate, it should be approved.

While cadet costumes will undergo a review process similar to that of the main club members, the CS committee will recognize that the costumes are intended for children and adjust their evaluation criteria accordingly.

Supervision

All cadet applicants will need to have their parent/guardian sign a consent/permission form upon approval. This will include consent for photos, interacting with the public, etc.

Misc

1. Facebook or social media page dedicated to the Cadet Corps. This will provide a platform for Cadets to connect, socialize, and collaborate with fellow members.

ARTICLE 3: ORGANIZATION

The Finest is an international organization comprised of the Command Staff, Garrisons, Squads, and Individual Members, as described below.

1. The Command Staff is the administrative body of the Finest. The Command Staff consists of the Finest CO, Finest XO, COs from each Garrison, as well as other specialized officers. The Command Staff administers the day-to-day functions of the Finest.
2. Garrisons are geographically based units with five or more members. Garrisons include a formalized command structure, including a Commanding Officer (CO) and an Executive Officer (XO). Garrisons are typically grouped geographically (e.g., one or more U.S. states). The CO of each garrison holds a seat on the Finest Command Staff and takes part in all Command Staff functions such as voting on membership applications, policy formation, and club-wide decision-making.
3. Squads are composed of four or fewer members and are led by a Squad Leader. The Squad Leader serves as the primary point of contact for the Command Staff. Unlike Garrisons, Squad Leaders do not hold seats on the Finest Command Staff. The primary goal of a Squad is to engage in recruitment efforts and to grow the squad into a Garrison.
4. Detachments are subgroups of Finest members, based around a character faction or specific costume type (e.g., Dreadnoks, Iron Grenadiers, Crimson Guard, Python Patrol, etc.). Detachments adhere to the same Finest standards.
5. Individual members are those in the Finest who are not associated with a Squad or Garrison. Individual members do not hold seats on the Command Staff. Individual members engage in local recruitment efforts with the short-term goal of forming a Squad, and eventually, a Garrison. All individual members in the Finest are encouraged to take initiative toward the formation of a Squad.

3.A: COMMAND STAFF

The Command Staff is the administrative body of the Finest. The Command Staff consists of the Finest CO, Finest XO, COs from each Garrison, as well as other specialized officers. These officers administer the day-to-day functions for the Finest such as public relations, maintaining costume standards, voting, social media, administrating charity work, policy formation, updating website/forums, maintaining a membership roster, and other related functions. The Command Staff is comprised of the following officers:

1. **Commanding Officer (CO) of the Finest:** The Finest CO is the primary overseer and policymaker of the Finest. The Finest CO develops policy to be reviewed and approved by the Command Staff, moderates meetings, assists in the formation of new Garrisons, Squads, and the induction of new members. The Finest CO reviews all merchandise concepts submitted by the Quartermaster and assists with Public Relations with outside organizations. The Finest CO represents the overall club, and as such, maintains the highest quality of costume standards and leadership ability within the club. The Finest CO is eligible to vote on Command Staff issues, including membership applications.
2. **Executive Officer (XO) of the Finest:** The Finest XO assists the CO and Command Staff in administering the day-to-day operations of the Finest. The Finest XO investigates grievances within the club and brings the grievances to the Command Staff. The XO ensures proper functioning of the Command Staff as instructed by the Charter and aids the Finest CO in administrative duties, as needed. The XO assumes the role of the Finest CO if the current CO is unable to fulfill their duties, resigns from office, or is removed from office. The XO ensures that new Garrisons and Squads follow the guidelines for formation. The Finest XO is eligible to vote on Command Staff issues, including membership applications.
3. **Garrison Commanding Officers (COs):** The Garrison COs comprise the bulk of the Command Staff and vote on all Command Staff decisions. Garrison COs represent their individual Garrisons in the Command Staff and are responsible for assisting the Finest CO and XO in forming club strategy and policy. Garrison COs are eligible to vote on Command Staff issues, including membership applications.
4. **Membership Liaison Officer (MLO):** The MLO is the primary point of contact for new member applications to the Finest. The MLO assists in the recruitment of new members and helps to ensure the continuity of the costume standards within the club. The MLO is responsible for welcoming new members, providing recommendations for enhancing the applicant's costumes (based upon Command Staff feedback), and issuing rejection letters to applicants who are not voted into the club. The MLO maintains the Club Roster that lists all current and past members; conducts outreach and assists in maintaining a welcoming and "family-oriented" atmosphere. The MLO may also deal with member relations/grievances and bring them up to the Command Staff. The MLO maintains a database on current Garrison and Squad locations, boundaries, and activity statistics. The MLO is eligible to vote on Command Staff issues, including membership applications.

5. **Communications Officer (Comms):** The Communications Officer is primarily responsible for the maintenance and upkeep of the club's website and forum. The Communications Officer performs moderator duties for the forums and social media, plans maintenance on the website and forum, and ensures that the website is updated with news, Member Spotlights, and upcoming events. The Communications Officer does not vote on Command Staff issues, including membership applications.
6. **Quartermaster (QM):** The QM receives, generates, and submits ideas and plans for organizational merchandise, including, but not limited to clothing (Finest, Garrison, and Squad), patches, cards, lanyards, stickers, posters, banners, any other merchandise bearing the Finest logo(s). The QM orders, ships, and maintains club merchandise and inventory. The QM does not vote on Command Staff issues, including membership applications.
7. **Charity Liaison Officer (CLO):** The CLO is responsible for coordinating various club wide charity events. The CLO helps select, prioritize, and vet charities, as well as identifying new charity causes and opportunities. The CLO does not vote on Command Staff issues, including membership applications.
8. **Public Relations Officer (PRO):** The PRO acts as a liaison between the Finest and outside organizations, media outlets, podcasts, journalists, etc. The PRO does not vote on Command Staff issues, including membership applications. The PRO manages all club social media platforms, participates in interviews regarding club activities and partnership opportunities, curates social media content and comments, and directs public inquiries to appropriate garrisons and squads.
9. **Financial Officer (FO):** The Financial Officer is responsible for overseeing the management of funds collected by Finest members to be donated to charity organizations, as determined by the Command Staff. The FO investigates and tracks discrepancies, ensures that garrisons/squads are reporting monetary totals, and ensures accuracy in reporting those totals. The Financial Officer does not vote on Command Staff issues, including membership applications.
10. **Junior Membership Liaison Officer (JMLO):** The JMLO is the primary point of contact for new members accepted into the Cadet Corps. The JMLO would help Cadets by answering questions they may have, letting them know what events the Finest will be attending, helping Cadets with costumes, and just being a general guide to help them become full members of the Finest. The JMLO is not eligible to vote on Command Staff issues, including membership applications. The JMLO will report directly to the CO, XO, and/or the MLO.

3.B: GARRISONS

Garrisons are the local representative bodies of the Finest. Garrisons may encompass states, territories, or entire countries. Garrisons are responsible for organizing events within their boundaries, building strong relationships with local event organizers and promoters, supporting local members, administering organizational votes throughout their membership, and carrying out the policy prescribed in the Finest Charter as well as directives passed down by the Command Staff.

Garrisons are led by the Garrison CO, who is typically elected by Garrison members during the unit's initial formation. Garrisons may hold an annual "Leadership Review" in which Garrison members may request a leadership vote. If requested, the Leadership Review and vote takes place throughout the month of January.

Members proposing to form a new Garrison must contact the Command Staff and provide the following information:

1. Roster of official members (garrisons require a minimum of five members)
2. Proposed Garrison name
3. Proposed Garrison insignia
4. Territorial boundaries
5. A previous or future event (within six months) in which a majority of the proposed Garrison's members troop together

Command Staff has the final say on whether a new Garrison can be formed. The current Garrison's CO must first discuss the proposal with the Command Staff and gain their approval before the new Garrison can be formed. Once submitted, the Command Staff will approve or suggest changes, if necessary, to the proposed Garrison based upon the provided information. The decision will then be forwarded to the proposed Garrison.

Once approved, the Garrison is authorized to begin activities, such as the production of Finest approved marketing materials and merchandise (cards, t-shirts, patches, banners, posters, Garrison social media pages, etc.), and recruitment efforts. It is important to note that Garrisons are subject to the policies and procedures of the Finest. The Finest leadership has the authority to revoke the approval of a Garrison if it is not meeting the requirements for membership.

The primary goals of a Garrison are to continue growth (for both the Finest as well as the Garrison), and to make as large of an impact at public events as possible. Successful Garrisons should build strong relationships with convention organizers in their areas, and should exhibit at all major events, including conventions, parades, and other appearances. Garrisons should make every effort to maximize the impact of Finest-sponsored charity projects at local events.

Each Garrison in the Finest elects, and is led by, a CO. In addition to his or her Command Staff duties, Garrison COs are responsible for:

1. Organizing all Finest events taking place within the geographical territory of his/her Garrison, or delegate Garrison members to organize coordination of specific events
2. Representing his/her Garrison members in the Command Staff where club policy is discussed
3. Appointing a Garrison Executive Officer (XO) to assist as second-in-command in running the Garrison
4. Resolving internal Garrison disputes and making all potential problems known to Command Staff
5. Keeping in touch with all members of his/her Garrison, maintaining the "family" atmosphere of the Finest within their garrison, and promoting the growth of the Garrison
6. Performing his/her duties in a professional and level-headed manner befitting an officer

Each Garrison CO appoints an XO. Garrison XOs are responsible for:

1. Assisting the Garrison CO with administrative duties
2. Helping organize all Finest events within the Garrison boundaries as delegated by the Garrison CO
3. Helping in the moderation of the Garrison forum on the Finest website
4. Assisting in the Public Relations of the Garrison, and merchandising for Garrisonspecific merchandise; after approval from the QM and Command Staff
5. Assuming the role of Garrison CO if the current CO is unable to fulfill their duties, resigns from office, or is removed from office

3.C: SQUADS

Squads are the local representative body of the Finest if there are not enough members to form a

Garrison (five). Squads are composed of four or fewer members and are led by a Squad Leader. The

Squad Leader serves as the primary point of contact for the Command Staff. Unlike Garrisons, Squad Leaders do not hold seats on the Finest Command Staff. The primary goal of a Squad is to engage in recruitment efforts and to grow the squad into a Garrison.

The Squad Leader may be elected by squad members during the initial formation. The Squad Leader may also be appointed by the Command Staff. Squads may hold an annual "Leadership Review" in which squad members may request a leadership vote. If requested, the Leadership Review and vote takes place throughout the month of January.

Squads may be formed in any geographic area not currently covered by another Finest Squad or Garrison. To form a squad, an individual member typically takes the initiative to create a concept for the Squad name and logo and defines the geographic boundaries in which the squad will primarily operate. This information is provided to the Finest Command Staff for discussion and feedback. Once approved, the Finest member typically becomes the de facto Squad Leader and is authorized to begin squad activities, such as the production of Finest-approved marketing materials and merchandise (cards, t-shirts, patches, banners, posters, squad social media pages, etc.), and other recruitment efforts. Successful squads grow very quickly, and upon recruitment of the fifth Finest-approved member, the Squad officially becomes a Garrison.

Members proposing to form a new Squad must contact the Command Staff and provide the following information:

1. Roster of official members (a squad requires a minimum of 1 member)
2. Proposed Squad name
3. Proposed Squad insignia
4. Territorial boundaries

Once submitted, Command Staff will approve or suggest changes, if necessary, to the new potential Squad based on the provided information. The decision will then be forwarded to the Squad Leader or applicable members.

3.D: INDIVIDUAL MEMBERS

Individual members are those in the Finest who are not associated with a Squad or Garrison. Individual members do not hold seats on the Finest Command Staff. Individual members engage in local recruitment efforts with the short-term goal of forming a Squad, and eventually, a Garrison. All individual members in the Finest are encouraged to take initiative toward the formation of a Squad.

3.E: DETACHMENTS

Detachments are subgroups of Finest members, based around a character faction or specific costume type (e.g., Dreadnoks, Iron Grenadiers, Crimson Guard, Python Patrol, etc.). Detachments must adhere to the standards of the Finest as outlined in the charter.

Detachments are led by de facto Detachment Leaders. Detachment leaders do not hold seats on the Command Staff. The Detachment Leader serves as the unit's primary point of contact for the Command Staff and is responsible for maintaining Finest costume standards in the Detachment, growing interest in the character or faction, and helping promote the overall growth of the Finest.

The Detachment Leader is typically appointed by the Command Staff. Detachments may hold an annual "Leadership Review" in which Detachment members may request a leadership vote. If requested, the Leadership Review and voting take place during January.

Unlike Garrisons and Squads, Detachments are not geographically based. A Detachment's primary goal is to create a sense of community and camaraderie among members, building and wearing similar or identical costumes. The secondary purpose of a Detachment is to promote resources, techniques, and uniformity among said members.

Detachments typically take the form of online discussion groups. Upon Command Staff approval, the Detachment Leader may create a public social media page to promote the Detachment as well as the Finest. Public social media pages must clearly state that they are a subgroup of the Finest.

Like Garrisons and Squads, Detachments are encouraged to design an original unit name and insignia. Before use, the Command Staff must approve all unit names and insignia.

Members proposing to form a new Detachment must contact the Command Staff and provide the following information:

1. Roster of official members (a Detachment requires a minimum of 1 member)
2. Detachment Scope (i.e., identify the character subgroup or faction)
3. Proposed Detachment name
4. Proposed Detachment insignia Once submitted, the Command Staff will approve or suggest changes, if necessary, to the new potential Detachment based on the provided information. The decision will then be forwarded to the Detachment Leader or applicable members.

ARTICLE 4: TERMS OF OFFICE

In this section, the Terms of Office will be outlined. Terms of Office are determined by elections which take place in November.

4.A: COMMAND ELECTIONS

The Finest CO is elected to a two-year term, which begins in January and ends in December. The CO is elected in November and takes office in January. Finest Members may vote to re-elect the CO for one additional consecutive term. If the CO is not re-elected, they must wait two years to run for the CO position again.

If the CO does not wish to run for re-election, they must wait two years to run for the CO position or one year to run for a Command Staff position. The Finest CO may only serve two consecutive terms, for a total of four years. After two terms, the CO must wait two years to run for the CO position or one year to run for a Command Staff position.

In the unlikely event that no one is nominated for CO during the nomination period, CS will then appoint a nominee. The CS appointed nominee, once accepted, has the option to run for one term until the next general election nomination period. The Finest XO is appointed by the Finest CO.

Command Staff Officers are appointed by the Finest CO and can retain their position indefinitely, unless they resign their position, or are asked to step down. A new Finest CO may choose to retain members of the Command Staff or appoint new officers of his/her choosing.

4.B: GENERAL ELECTIONS

Elected positions in the Finest are limited to the Finest CO and Garrison COs. All other positions are appointed by the Command Staff, except for Garrison XOs, who are appointed by their Garrison CO. Squad Leaders may be elected by squad members during the initial squad formation. Squad Leaders may also be appointed by the Command Staff. All members running for an elected or appointed position in The Finest must have a clean service record, free of any disciplinary action.

1. Garrisons: Garrison COs are typically elected by the Garrison members during the unit's initial formation. Once elected, a Garrison CO may serve indefinitely until they resign their position or are asked to step down. Garrisons may hold an annual "Leadership Review" in which Garrison members may request a leadership vote. If requested, the Leadership Review and vote takes place throughout the month of January.

2. Squads: The Squad Leader may be elected by squad members during the initial formation. The Squad Leader may also be appointed by the Command Staff. Squads may hold an annual "Leadership Review" in which squad members may request a leadership vote. If requested, the Leadership Review and vote takes place throughout the month of January.

If a Garrison or Squad is formed within six months after the annual elections, a temporary Garrison CO/Squad Leader will be appointed by Command Staff if the Garrison members cannot choose a Garrison CO/Squad Leader. One month prior to elections, the Garrisons/Squads will have the opportunity to nominate a new CO/ Squad Leader if so desired. Should the Garrison/Squad be satisfied with the incumbent, that incumbent has the choice to continue their term or to step down at their own discretion. Should the incumbent choose to step down, nominations will begin directly afterward for a new CO/Squad Leader. If nominations are made for a new Garrison CO/Squad Leader, elections will commence after the month-long period of nominations is over. No nominations offered outside of that time frame will be considered. At the close of the nomination period, elections will be declared open, and all members of the corresponding Garrison/Squad can cast their vote for a new CO/Squad Leader. This voting will commence for one week. At the end of this voting period, votes will be tallied, and winners will be announced to the Garrison/Squad by the Command Staff. Command will shift immediately to the new Garrison CO/Squad Leader, with a two-month grace period in which affairs must be settled by both parties.

ARTICLE 5: CODE OF CONDUCT

The Finest recognizes that our members portray characters and ideas from the G.I. JOE Universe, which is owned by Hasbro, Inc. As such, Finest members carry the responsibility of portraying these characters professionally and tastefully while in public. For these reasons, all Finest members are prohibited from acting in a manner disrespectful toward the image they are portraying, toward fellow club members, or toward the public at large while in costume at an event. Examples of unacceptable conduct include, but are not limited to, the following:

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 it jeopardizes the club's image. Any convention or gathering where adult content is prevalent may be considered a private venue and a non-Finest event and behavioral standards are relaxed.
2. Acting in a threatening or violent manner, sexual harassment or misconduct, theft, breaking the law and illegal substance abuse are all prohibited and considered unacceptable behavior. This applies to members in or out of costume at Finest events or otherwise.
3. Breaking forum rules and policies, either numerous or grossly in nature will cause a member to be banned.
4. Creating and distributing unauthorized merchandise which contains "the Finest" name or logo is forbidden. All merchandise bearing Finest logos must be approved by the Quartermaster.
5. Being discriminated against, verbally, or physically abusive, acting out in bad taste. Finest members will not discriminate based on race, religion, nationality, creed, color, gender, disability, or sexual orientation. Members who engage in such conduct may be subject to Command Staff inquiry and disciplinary action, including expulsion from the Finest. This code is meant to give fair warning and not restrict freedom. In or out of costume, Finest members are required to observe reasonable behavioral standards towards fellow club members and the public.
6. Acting irresponsibly with prop weaponry is considered as unacceptable behavior. Realistic weapons are a key component to G.I. JOE costuming, however, the Finest places the utmost importance upon the safety of our members as well as the safety of the public while attending events. Finest members are required to abide by all relevant Federal, State, and local laws pertaining to weapons, as well as the individual rules and policies of specific venues and events. When carrying or displaying prop weapons, Finest members are expected to behave responsibly and always use common sense. Finest members should not point weapons at other persons, act aggressively, behave erratically, or exhibit any similar behavior which could result in a public safety issue. For more information on the Weapons Policy of the Finest, see Article 6 of this Charter.

ARTICLE 6: WEAPONS POLICY

Although realistic and accurate weapons are a central theme throughout G.I. JOE costuming, the Finest places the utmost importance upon the safety of our members as well as the safety of the general public while attending events where Finest members are present. Finest members are required to abide by all relevant Federal, State, and local laws pertaining to weapons, as well as the individual rules and policies of specific venues and events. As laws and regulations vary based on location, Finest members are required to be knowledgeable of, and abide by all Federal, State, and local weapons laws and regulations pertaining to each member's specific location or event.

With or without weapons, Finest members are expected to behave responsibly and always use common sense. Finest members should not point weapons at other persons, act aggressively, behave erratically, or exhibit any similar behavior which could result in a public safety issue. Many venues and events require costumers to "peace-bond" all weapons prior to entry. Finest members will abide by all rules and policies of specific venues and events, as well as all relevant Federal, State, and local laws. Any Finest member asked to remove a weapon from an event MUST do so immediately.

The Finest maintains a "zero tolerance" policy regarding weapons, and we place the safety of our members and the public above all else. Violations of any weapons policy may result in a Command Staff investigation and expulsion from the Finest.

1. **Airsoft and Prop Firearms:** Toy guns, replica and prop firearms, BB, and pellet guns (including Airsoft weapons) are permitted to be worn and carried by Finest members, only when allowed by relevant Federal, State, and local laws, as well as the individual rules and policies of specific venues and events. Under no circumstances are Finest members allowed to wear or carry loaded replica or prop firearms, BB, or pellet guns (including Airsoft weapons) while in costume or while representing the Finest. Finest members are expected to conduct a safety check of each weapon prior to an event to ensure that all replica or prop firearms, BB, or pellet guns (including Airsoft weapons) are always unloaded.
2. **Real Firearms:** Under no circumstances are Finest members allowed to carry real firearms (loaded or unloaded) while in costume or while representing the Finest at any event. Violation of this policy will result in immediate dismissal from the Finest. Although we recognize that many of our members are military and/or law enforcement, there are no exceptions to this rule. Under no circumstances are Finest members allowed to carry real firearms while in costume or while representing the Finest at any event.
3. **Other Weapons:** Other weapons worn or carried by Finest members must be in accordance with all relevant Federal, State, and local laws pertaining to weapons, as well as the individual rules and policies of specific venues and events. Other weapons may include inert grenades, bladed weapons, knives, shuriken, swords, and other martial arts weapons. Under no circumstances are Finest members allowed to carry explosives (including live grenades, firecrackers, and fireworks), or chemical weapons (including mace and pepper spray). While pellet guns, realistic firearm replicas, and most martial arts weapons are allowed to be packed in checked luggage while traveling by air, inert/dummy grenades are NOT ALLOWED for air travel and are considered a prohibited item by the U.S. Transportation Security Administration.

If you are unclear on any rule or regulation pertaining to Finest Weapons Policy, please consult your Garrison CO, Garrison XO, or member of Command Staff prior to bringing a weapon to an event.

ARTICLE 7: MERCHANDISING

It is understood that organizations require promotion and marketing materials to sustain growth. It is also understood that the Finest 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 G.I. JOE property. Merchandise and promotional materials created to promote the Finest must be approved by the Quartermaster. Merchandise, including Garrison and Squad insignias, will be sold only to members of the Finest, and at cost. Finest 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.

7.A: Finest Promotional Items Requirements:

1. Any item(s) bearing the words "the Finest", "Cobra's Finest", "JOE's Finest Costume Club", the Finest logos, or the club URL are considered representative of the Finest. Proposed items are to be submitted to the Quartermaster who is responsible for the approval of the proposed item(s). The Quartermaster may impose additional requirements governing the production or distribution of such item(s) and make them available to the Finest. In the case of questionable item(s), the Finest CO has the final approval.
2. The Finest items (merchandise, promotional materials, products, etc.) must be free of vulgarity.
3. The Finest items must be as free of copyrighted material as possible (including the use of unmodified Hasbro photos or artwork).
4. The Finest items must be sold only to club members and at cost except in sanctioned cases of fundraising approved by the Quartermaster or Command Staff.
5. The Finest items must not be advertised anywhere open to the public.
6. The Finest items must not be tied to any outside commercial entity or venture without Command Staff review and permission.
7. The Finest items (merchandise, promotional materials, products, etc.) must not misrepresent or misidentify its users/wearer in any role other than as a member or supporter of the Finest. 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. The Finest items specifying a sub-unit of the club are allowed and encouraged. Such examples would be Garrisons or Squads, and these items must also be submitted and approved by the Quartermaster if the organizational name and/or logo are used.

FINEST

A G.I. JOE COSTUME CLUB
