



# CLUB CHARTER

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## **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 at all times.

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 polices.

This Charter is maintained by the Finest Command Staff and is subject to amendments and modifications as needed.



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## **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, sex, creed, or sexual preference. 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 event per year in their official Finest-approved canon costume

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
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 participated in at least one event within one year in a Finest-approved canon costume

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.



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## **ARTICLE 3: ORGANIZATION**

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

- **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.
- **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.
- **Squads** are comprised 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.
- **Individual members** are those in the Finest who are not associated with a Squad or Garrison. Individual members typically 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 club as a whole, 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:** The Communications Officer is primarily responsible for the maintenance and upkeep of the club's website and forum. The Communications Officer performs (or delegates) 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. Along with Garrison COs and other Command Staff officers, the Communications Officer is also responsible for club social media activity. 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):** While the entire Command Staff acts as the "PR Team" in advocating the public image of The Finest. 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.



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### **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

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. New Garrisons forming from current Garrisons must discuss and gain approval from the current Garrison's CO before the new Garrison can be formed.

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.

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:

- Organizing all Finest events taking place within the geographical territory of his/her Garrison, or delegate Garrison members to organize coordination of specific events
- Representing his/her Garrison members in the Command Staff where club policy is discussed
- Appointing a Garrison Executive Officer (XO) to assist as second-in-command in running the Garrison
- Resolving internal Garrison disputes and making all potential problems known to Command Staff
- 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
- 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:

- Assisting the Garrison CO with administrative duties





- Helping organize all Finest events within the Garrison boundaries as delegated by the Garrison CO
- Helping in the moderation of the Garrison forum on The Finest website
- Assisting in the Public Relations of the Garrison, and merchandising for Garrison-specific merchandise; after approval from the QM and Command Staff
- 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 comprised 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, the 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 typically 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.



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## **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 term of office for The Finest CO is two full years (voted in November, office taken in January). Finest Members may vote to re-elect the presiding CO to continue for one additional consecutive term (two years). If a consecutive term is not granted, the CO must wait two years to run for the CO position again.

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

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, with the exception of Garrison XOs, whom 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 an active and clean service record with The Finest.

- **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.
- **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. In the event that 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.



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## **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 discriminate, verbally or physically abusive, acting out in bad taste. Finest members will not discriminate based on race, nationality, creed, color, gender, disability, or sexual orientation. Members who engage in such conduct may be subject to 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 general 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 general 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 use common sense at all times. 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.



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## **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 use common sense at all times. 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 general public above all else. Violations of any weapons policy may result in a Command Staff investigation and expulsion from the Finest.

- **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 unloaded at all times.
- **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.
- **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 The Finest Weapons Policy, please consult your Garrison CO, Garrison XO, or a member of the Command Staff prior to bringing a weapon to a Finest 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.

### **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 much 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 general 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.

