

CONFIDENTIAL



**MARINE FORCES
UNIFORM POLICIES
AND GUIDELINES
REVISED 2020**

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**STARFLEET MARINE
CORPS**



CONFIDENTIAL

STARFLEET MARINE CORPS UNIFORM GUIDELINE AND POLICIES

Revision 2020



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SECTION 1 Uniform Policies

The purpose of a uniform is to provide identification of your profession and your standing within that profession by using insignia, equipment, and accessories. The purpose of the SFMC uniform guidelines are to provide a standard professional appearance that allows a STARFLEET Marine to be recognized. Your dress, appearance, and conduct reflect your self-respect and is a prime indicator of the degree of respect with which you regard your participation in the STARFLEET Marine Corps.

1.0 When Wearing the Uniform is Recommended or Prohibited

Wear of the STARFLEET Marine uniform is never required but when it is worn it must be worn correctly. The Marine uniform can be worn at, or while traveling to and from, any STARFLEET Marine, chapter, or fan function where the STARFLEET Marine uniform would seem appropriate in context.

Wear of the uniform is prohibited under the following circumstances:

- In connection with the promotion of any political or commercial interests.
- When participating in public speeches, interviews, picket lines, marches, rallies, or public demonstrations.
- Anytime wearing the uniform would bring discredit upon the SFMC or STARFLEET.

Further, uniforms should not be worn to functions where most attendees would not recognize them as a type of science fiction fan costume. The Mess White and Class D Utility Uniforms are not readily recognizable as a non-military uniform and Marines should avoid wearing the uniform in any context where it may appear paramilitary or intimidating to the public.

1.1 Official SFMC Uniform Colors

All SFMC uniforms will be based on the principal colors of black, charcoal and gray. Uniform proposals will take this into consideration when recommending new uniforms or changes to existing uniforms.

1.2 Uniform Appearance and Fit

Uniforms should fit properly, be clean and free of tears or holes. Members should press their uniforms to maintain a professional appearance. While absolute uniformity of appearance cannot be expected, personnel must project an image that leaves no doubt that they are accountable to a common standard. Uniforms should be kept buttoned and zippered, metallic devices should be shined or blackened as necessary, shoes should be cleaned and shined, and pant and shirt cuffs should not be excessively long or short.

1.3 Personal Appearance

It is the duty of each Marine to take pride in their appearance. Hair on the top of the head should be neatly groomed. If longer than the shirt collar, it should be gathered and tastefully styled. The style should not interfere with proper wear of headgear. Facial hair should be neatly trimmed and not excessive. Makeup and nail polish should be conservative and compliment the uniform.

1.4 Use of Real World Military Insignias

Under no circumstances will STARFLEET Marine Corps members wear real-world military insignia on or as part of an SFMC uniform. This includes insignia, pins, patches, and ribbons in use by the real-world military. The only insignia to be worn on the SFMC uniform are those specifically defined and described in this manual. Insignia defined and described in other official SFMC publications may be worn only after the insignia are officially approved for use by the General Staff, SFMC.



1.5 Role of the General Staff in Uniform Policy

The General Staff is charged with the responsibility of establishing, maintaining, and implementing the SFMC Uniform guideline. There are limits on implementation, however.

The General Staff will not dictate to a member what they may or may not wear to further their Star Trek fan experience. It is specifically not the responsibility of the SFMC or the General Staff to monitor or dictate clothing choices to any of our hundreds of members. What the GS is empowered to do is offer the membership a variety of uniform styles and designs, as well as allowable variations, and set limitations on uniforms for certain events. We ask that any person claiming to be a Marine wearing an SFMC uniform adhere to the uniform guidelines found in this manual.

1.6 Uniform Change Proposal Procedure

All new uniform proposals as well as any proposal for a uniform change will be submitted in writing to the Deputy Commandant. Proposals are to be as detailed as possible with illustrations or pictures that support the proposal. The Deputy Commandant is charged with determining if such a proposal meets the needs to the SFMC and has merit.

Upon approval of the Deputy Commandant, the proposal will be submitted to the General Staff for consideration. The General Staff has the final say on what will and what will not be worn as, or worn as part of, the SFMC uniform. The General Staff will favorably view any proposal that seeks to expand uniform choices into eras of Star Trek not previously explored within SFMC as long as it provides for members of all sizes, or offers an entirely original uniform that is low cost and is commercially readily available.

The General Staff will view unfavorably any proposal that seeks to allow Marines to wear Fleet uniforms in lieu of SFMC uniforms, to add to a uniform fictional or non-fictional cultural items such as a kilt or Klingon sash, or allow the wear of a camouflage pattern or BDUs/tactical uniforms other than black.

1.7 Local Uniforms

Many SFMC units and STARFLEET chapters have their own local uniforms. These are generally along the lines of polo shirts, tee shirts or hats bearing distinctive logos but may be as intricate as unique tunics, shirts, and pants. While local uniforms can be worn during brigade musters/regional summits, these items should not be worn as a uniform to international events such as international mess or muster.

Just because local uniforms do not appear in this manual doesn't mean they do not have their uses or that they may not be worn to promote your chapter/unit identity. The General Staff will never tell you that you cannot have a local uniform. No one will ever tell you that you cannot use the SFMC pins you've earned and for which you have paid to add decoration to a local/unit uniform. The SFMC only requires that you do so appropriately and remember that these are not official SFMC uniforms.

1.8 Uniform Options and Provisions for Female Marines

Female Marines have the option to wear any male uniform that has been modified for the proper fit of the female body. Additionally, females have the option to wear pants or skirts with any Class A Dress Uniform.

Skirts should be limited in type or style that is flattering to the individual body style, with lengths ranging from a minimum of 2 inches above the knee to floor length. Exotic or outlandish skirts such as the bubble skirt, broomstick or fit and flare should not be worn.



The SFMC fully acknowledges the differences in physiology between our male and female Marines. These differences can cause issues in the wear of some insignia on the various uniforms. To alleviate this problem, female SFMC members can alter the vertical position of insignia worn on the chest by up to two inches (5cm) to make their uniforms more comfortable for them.

1.9 Uniform Call Out Lists

It should be noted that no Marine is required to wear everything on a uniform's call out list. The call out list for a uniform is that section in the uniform description which defines the insignia and awards that may be worn with a uniform. The minimum requirements for any uniform, if such are included in a uniform call out list, are as follows:

- SFMC insignia (or the SFMC patch if noted in the uniform description)
- insignia of grade
- combadge/branch badge

All other items on a call out list are optional but must be worn as specified in the uniform description.

1.10 Uniform Classes

There are several timelines in the Star Trek universe some of which are fictionally years apart while others overlap. This makes it difficult to come up with a simple, yet logical uniform plan. For the sake of uniformity and consistency these various styles have been streamlined into four classes:

Class A – Dress Uniforms – These uniforms are the most formal and are to be prescribed only for social events such as a unit mess or Admiral's Dinner and are only worn after 1800 hours (6:00pm). Formal or business civilian wear and the Class B uniform with belt and gloves can be substituted for the Class A uniform for those members who do not own one.

Class B – Service Uniforms – These uniforms are less formal than Class A uniforms and may be prescribed for wear at all official functions such as musters, award and promotion ceremonies, and holidays. Local commanders may prescribe the Class B uniform as the uniform for the day for wear by unit personnel on duty. The Class C uniform can be substituted for the Class B uniform for those members who do not own one.

Class C – Duty Uniforms – These uniforms are for wear while on duty performing tasks normally associated with a Marine's occupational skill. This class of uniform is the broadest as it consists of uniforms from across all Star Trek television series and movies such as The Original Series, The Next Generation, Deep Space 9 and Nemesis. Local commanders may prescribe the Class C uniform as the uniform of the day for wear by personnel on duty.

Class D – Field Uniforms – This class of uniforms is for everyday fieldwork and combat duty purposes, as opposed to dress uniforms worn in functions and parades or the duty uniform worn onboard starships or in cantonment areas. The field uniform consists of a jacket, pants and shirt or T-shirt, all more loosely cut and more comfortable than more formal or duty uniforms.

Field uniforms are not to be worn to official functions unless prescribed by the Commandant. Local commanders may prescribe the Class D uniform as the uniform of the day for wear by unit personnel on duty. The Class D uniform is not to be substituted for any other uniform class.



1.11 Convention Minimum Uniform

There is another option for SFMC members who do not own any of the uniforms in this guideline. It is called the Convention Minimum and consists of a gray or black polo shirt, pants, or jeans.

Members can wear a combadge, SFMC collar rank and anchor insignia and the SFI member badge on the Convention Minimum option. The Convention Minimum option can be prescribed in lieu of the Class B or C uniforms at the local commander's discretion.

Even when SFMC members desire to wear a uniform very few can afford to own one or all the classes in this manual. Therefore, the local commander has the latitude to determine what is the appropriate dress for their functions. The local commander should always take a member's circumstances into account when determining what is and what is not appropriate. They should always strive to be inclusive of the membership and never exclude anyone from participating in our fandom within their means.



SECTION 2 - BRANCH DEVICES, BADGES, DISTINCTIVE ITEMS AND RANK

What sets the SFMC uniform apart from what other fans wear is the collection of insignia and devices we wear on them. As the Corps has grown, and participation in various programs has increased, the number of different pieces available to the individual Marine has similarly increased. As additional types of accoutrement are approved for use, this manual will be updated to reflect those changes. All badges shown here are original SFMC designs and available exclusively through the SFMC Quartermaster.

Branch Devices (Type A Insignia)

Awarded with the successful completion of the SFMCA Course indicated, Branch Devices are worn as specified in the descriptions of each uniform. Only one device is worn at a time.

Aerospace Wings (AE-291 or AE-301) - Graceful stylized wings constitute the base of the badge as a tribute to the acrobatic and combat flight abilities of the Marines who wear them.



Armor Branch Device (AR-301) - The base of the Armor badge is formed by a laurel wreath, which is an ancient symbol of victory and honor. Overlaid on the wreath is an ancient Earth armored vehicle, cannon and cavalry sabre representing the mobility, speed and lethality of the branch.



Combat Engineers Branch Device (CE-301) – The base of the Combat Engineer badge is formed by a laurel wreath, which is an ancient symbol of victory and honor. Overlaid on the wreath is a medieval tower signifying the strength and tradition of the Engineers.



Infantry Branch Device (IN-301) - The base of the Infantry badge is formed by a laurel wreath which pays tribute to the ancient Roman Marines, from which the concept of a naval infantry was born. Overlaid on the wreath are crossed phaser rifles paying homage to the foot soldiers of history past.



Maritime Operations (M0-301) - The base of the Maritime Operations badge is formed by a laurel wreath, which is an ancient symbol of victory and honor. Overlaid on the wreath is an ancient anchor and helm paying tribute to the branch's seafaring roots.



MECH Wings (ME-301) – The base of the MECH wing is the straight and strong wing of a raptor overlaid with bolts of lightning which represents the rapid and powerful striking ability of MECH forces.



Medical Branch Device (MD-301) – The base of the Medical badge is formed laurel wreath, which is an ancient symbol of victory and honor. Overlaid on the wreath is the winged caduceus indicative of the branch's medical history.



Special Operations Branch Device (S0-301) - The base of the Special Operations Branch badge is formed by a laurel wreath, which is an ancient symbol of victory and honor. Overlaid on the wreath are two Holbein style daggers symbolizing the Special Operations ability to attack swiftly and quietly.



Support Branch Device (SU-301) - The base of the Support Branch badge is formed by a laurel wreath, which is an ancient symbol of victory and honor. Overlaid on the wreath is the STARFLEET Corps of Engineers insignia.



Qualification Badges (Type B Insignia)

Awarded under the circumstances indicated, all Qualification Badges will be worn on as specified in the description of each uniform.

Aeromedical Wings – (MD-221) Graceful stylized wings constitute the base of the badge. The shield and Caduceus symbolize the STARFLEET Marine Corps Medic's dedication to the protection of life, and the Hippocratic oath. The shield is overlaid upon the SFMC seal and anchor to further symbolize the Medical Branch's dedication to the protection of the Corps, and its Marines. Marines who serve in aeromedical units are authorized to wear these wings in lieu of the standard Aerospace wings.



Field Medic Badge – (MD-291) The base of the badge is formed by a laurel wreath, which is an ancient symbol of victory and honor overlaid with a heraldic shield emblazoned with the STARFLEET Medical Caduceus and the letters 'SFMC'. The shield and Caduceus symbolize the STARFLEET Marine Corps Medic's dedication to the protection of life, and the Hippocratic oath. The field stretcher, upon which the shield is overlaid, symbolizes and represents the generations of field medical personnel of militaries past.



Parachutist Wings – (SO-150). Consisting of uplifted stylized wings overlaid with the SFMC Anchor suspended under a Lenormand parachute. The parachute is gold in color for those Marines who have earned the badge and are real-world parachute qualified.



Command College Qualification Badges (Type C Insignia)

Awarded under the circumstances indicated Command College Qualification Badges will be worn as specified in the descriptions of each uniform.

Advanced Studies Badge – (SFMCA -601) The base of the badge is formed by a laurel wreath, which is an ancient symbol of victory and honor with a Roman sword overlaying an open book. The sword and book symbolize and pays tribute to the early Roman and Greek 'Soldier, Scholars' and their quest for knowledge and courage.



Leadership Badge - Awarded for successful completion of courses in the Leadership (LD) School as shown below. The badge consists of a lit torch, a common emblem of both enlightenment and hope. The torch symbolizes the goals of leadership, which are to train, and motivate followers to accomplish goals. The torch also pays tribute to the ancient athletes of the ancient Greek Olympians as they carried the torch and led the way to Hestia.



Basic, LD-100, a green felt oval background is worn.

Intermediate, LD-201, a blue felt oval background is worn

Advanced, LD-301, a red felt oval background is worn.

The felt should be about 1 inch wide and 1-1/2 inches high, allowing the backing to be about ¼ inch wider than the torch in each direction."

Campaign Ribbons (Type D Insignia)

Awarded under the circumstances indicated campaign ribbons will be worn as specified in the descriptions of each uniform. The ribbons are listed in order of precedence, worn left to right

Commandant's Campaign Award - This ribbon is awarded to Marines for completing or participating in a Commandant's Campaign. Certain criteria will have to be met to qualify.



Wilderness Challenge Campaign Award - This badge is issued to any Marine who participates in the Annual SFMC Wilderness Challenge and completes all the criteria. The badge is a black ribbon and a gold frame with a device indicating the SFMCWC that was participated in. Device selection is at the discretion of the brigade WC committee. A maximum of three such devices can be added to the ribbon.



Recruiting Ribbon - This badge is issued to any Marine meeting the qualifications set out in Section 6 of the Marine Force Manual.



Distinctive Items

Distinctive insignia refers to any identifying the SFMC or its subordinate units. It is important to note that each individual uniform type will define if and/or where such insignia will be worn.

SFMC Pins (aka "Collar Brass")



SFMC Patch



Chapter, Brigade or Unit Patch – Your chapter, brigade or unit may have its own unique patch. Contact your leadership for further information.

Rank Insignia

Refer to Section 4 of the Marine Force Manual for more information on SFMC ranks and advancement.

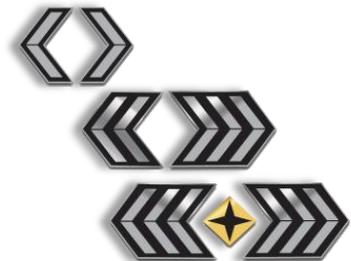
Officer Rank Pins – Officer rank pins consist of silver, filled silver and gold bars, and are authorized for wear on all SFMC uniforms except Original Series uniforms.

Company and Field Grade Officers – Second Lieutenant through Colonel to include Brigadier – will wear silver and filled silver bars to denote their rank. The bars will be worn on the collar, spaced 1/8 inch apart unless otherwise denoted in the uniform guidelines. The bars are worn so that filled silver bars are aligned to the left of other bars from an observer's point of view.



Flag Officers – Brigadier General through General will wear gold, one piece bars to denote their rank. The bars will be worn on both collars of SFMC uniforms unless otherwise denoted in the uniform guidelines.

Enlisted Rank Chevrons – Enlisted rank pins consist of chevrons as a single chevron or groups of two or three chevrons and diamonds for senior ranks. The chevrons and diamonds are evenly spaced with the greatest number of chevrons aligned to the right of other chevrons from an observer's point of view.



Sleeve Braid – SFMC sleeve braid consists of gold or silver metallic braid which mirrors the braid seen on Star Trek, The Original Series and are authorized for wear only on the Original Series uniforms. Officers will utilize gold braid, Enlisted silver.



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SECTION 3 - ADDITIONAL ITEMS

Cords

Branch of Service shoulder cords - approved for wear on the uniform if the Marine has completed the appropriate basic level courses from the SFMCA. The cord is worn on the left shoulder of Class B Service (Monster) uniform due to the strap and clasp. The cord will be worn on the right shoulder of all other Class A dress uniforms, except for the Class A Mess Black (Insurrection) uniform for which a cord is not authorized. The shoulder cord is in the wearer's BOS color, and only one shoulder cord at a time is to be worn.

Branch of Service Color Chart

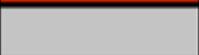
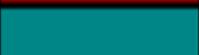
Branch of Service	Branch Color	Acceptable Shades	Unacceptable Shades
Aerospace	Starfleet Red	Maroon, Garnet, Cranberry, Brick, Crimson, Wine	Bright Red, Blood, Magenta, Rose, Plumb, Fuchsia
Armor	Royal Blue	Dark Blue, Cobalt, Sapphire	Navy, Midnight, Indigo
Combat Engineers	Forest Green	Hunter, Pine, Emerald, Ivy	Kelly, Neon, Lime, Avocado, Olive, Seafoam
Infantry	Black	N/A	Charcoal, Slate, Dark Gray
Maritime Operations	Navy Blue	Navy, Midnight, Indigo	Royal Blue, Dark Blue, Cobalt, Sapphire
MECH	Silver	Light Gray, Platinum	Darker Grays, Charcoal
Medical	Starfleet Teal	Periwinkle, Ultramarine, Turquoise	Powder Blue, Sky, Green, Aquamarine
Special Operations	Khaki	Tan, Dark Beige	Brown, Eggshell, Light Beige
Support	Starfleet Gold	Mustard, Burnt Gold, Maize, Goldenrod, Marigold	Bright or Light Yellow, Lemon



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Additional color combinations are authorized for specific posts within the SFMC. These appear on the Exceptions List to the Branch of Service Color Chart. Cords are not authorized for command staff positions below the Deputy Commanding Officer position. Additionally, any Marine serving in a position on an acting or interim basis is not authorized to wear the cord for that position.

Corps Level Posts	
Commandant	Gold and White
Deputy Commandant	Gold and Black
Sergeant Major SFMC	Red and White
General Staff Commanding Officers	Blue and White
General Staff Deputy Commanding Officers	Blue and White with blue attachment with gold tip
Commandant and Deputy Commandant Staff	Blue and White with white attachment with gold tip
Past Commandant	Gold and Blue
Brigade Level Posts	
Brigade Officer in Charge	Red and Black
Deputy Brigade Officer in Charge	Red and Black with black attachment with gold tip
Battalion Officer in Charge	Black and White
Deputy Battalion Officer in Charge	Black and White with black attachment with gold tip
Unit Officer in Charge	Kelly and White
Deputy Officer in Charge	Kelly and White w/ Kelly Green attachment with gold tip
Cadets	
Grade 4 Cadets	Scarlet and Gray w/ Scarlet Red attachment with nickel tip
Grade 3 Cadets	Scarlet and Gray

Black	
Charcoal Gray	
Forest Green	
Gold	
Khaki	
Navy Blue	
Red	
Royal Blue	
Scarlet	
Silver	
Starfleet Gold	
Starfleet Red	
Starfleet Teal	
White	

Team Delta Attachment - Members of STARFLEET Marine Corps Academy Team Delta are authorized to wear an 8 inch black knotted double loop cord attachment. This attachment is authorized for wear at any time and with any uniform with which shoulder cord wear is appropriate. This attachment is currently available from [Glendale here](#).



General Staff Retiree Attachment - Any person who has served as a member of the General Staff of the STARFLEET Marine Corps, or as DCO for a General Staff member, for at least 6 months after 1/1/2011 (or receiving a majority vote of the entire GS in the event of a shorter length of service in one of those roles) or for any length of time prior to 2011, is entitled to wear a double knot attachment on the shoulder cord in one of the following configurations:

Post	Color	Glendale SKU
Deputy Commandant, SFMC Sergeant Major, Major Command Commanding Officers	Metallic Gold	067MG
Major Command Deputy Commanding Officers (DCOs)	Metallic Silver	067MS

No Marine is authorized to wear more than one GS retiree attachment regardless of the number of offices held. Marines who have served more than one post should wear the attachment signifying the highest office held. Retiree attachments are authorized only after leaving office.

A Marine who qualifies for a retiree cord and who is also a member of Team Delta may wear both attachments.

Headgear

Black Ball Cap - Six Panel design with SFMC, BDE or Unit patch affixed in the front center of the cap. This cap may or may not have mesh panels for the 4 rear panels.

Eight Point Cover - The eight-point cover is authorized for wear with the BDU. The cap is a standard eight-panel USMC Utility Cap, but black in color. It should be without markings or lettering, and no insignia is worn on the cap.

Beret - The beret is of one-piece design with no stitches or seam around the outside edge and made of knitted wool. The beret should have a stiffener stitched inside. The stiffener can be centered over the left eye, or the left temple as with European style berets, with the remaining material folded or draped over the right side of the head.

In the center of the stiffener Marines may sew on the SFMC beret flash. Centered on the flash Marines are authorized to wear the SFMC anchor pin, number pins ($\frac{3}{4}$ inch brass) in the center to indicate the wearer's brigade or their rank insignia. Officer rank insignia will be worn so that any filled bars will be to the left from an observer's point of view. NCO rank insignia will be worn so that the least number of chevrons are worn to the bottom as observed.

Beret Flash and pin are SFMC designed items and available exclusively through the SFMC Quartermaster.

Only beret flashes authorized by the GS are considered official. No other beret flashes are authorized for wear with SFMC uniforms due to concerns about conflicts with real-world military units. No other beret colors are authorized for wear within the SFMC.

Women's Service Cap - For the Women's Mess White Uniform, the beret may be replaced with a US Navy Women's Service Hat. This hat should be black and white in color. The SFMC anchor insignia is pinned in the center of the front riser.



Sun Hat (Boonie) - Marines may wear the sun hat with any Class D uniform with which the eight point cover or ball cap is authorized. The sun hat is a plain black full brimmed hat, generally referred to as the boonie hat. Sun hats are to be worn without insignia, without hat band or cord, and with or without chin strap. It bears repeating that this is NOT a fashion choice, but rather a means of safeguarding the health and safety of our members.

While matching or similar hats among the Marines of a unit is preferable, no Marine should feel compelled not to wear such a hat should they have need of the protections it offers.

Belts, Neckties and Gloves

Black Web Belt - The black web belt is authorized for wear with the Mess White, duty, and utility uniforms. It is a standard, 1-1/4 inch wide, web or woven elastic web belt of black color with a black or brass tip. The buckle for the web belt shall be a plain-faced solid brass buckle, squared-oval in shape, measuring 2-1/4 inches long and 1-3/4 inches wide. It shall be gold in color for officers, silver for enlisted, or black for either when wearing with subdued insignia on the utility uniform. The tip of the belt should match the color of the buckle.

Waist Belt – a 2 inch wide plain black or white belt is authorized for wear on the Black Service uniform (Monster Blacks). The buckle for the dress belt is the Starfleet Delta in a circle design as seen in Star Trek II, The Wrath of Khan or a custom SFMC buckle.

Black Pistol Belt - The black pistol belt is authorized for wear with the Black Service Uniform and all Class D uniforms. It is a 2-1/2 inch wide, black military equipment web belt with a black plastic buckle.

White Pistol Belt - The white pistol belt is authorized for wear with the Black Service Uniform and all Class D uniforms as prescribed by local commanders for dress use or duty designation. It is a standard, 2-1/2 inch wide, white military equipment web belt. The belt may be worn with black buckle and eyelets, or gold-colored brass; however, all members of individual units should wear the same style of belt.

Necktie - A conservative black tie, without adornment or design, is worn with the long sleeve version of Class A Mess White Uniform. If a tie clasp is used to secure the tie, it must be small, gold in color and plain in style. Enlisted may choose to wear a silver colored tie clasp instead of a gold colored one. Female Marines may wear the military women's tab replacing the necktie.

White Gloves - White dress gloves may be cotton, silk, kid, doeskin, or other materials. They should be plain in color and style and be wrist length. White gloves are authorized for wear with any Marine uniform at the discretion of local commanders for ceremonies or formal guard duty.

Black Utility Gloves - Plain black leather gloves are authorized for wear in cold or inclement weather with any Marine uniform. They should be wrist-length.

Flight Gloves - Black leather & cotton or leather & Nomex flight gloves are authorized for wear as needed with the Flight Suit and Vehicle Crew Suit. These may be wrist or forearm length.



Outerwear

The following outerwear items are authorized in cold or inclement weather. This outerwear may be worn with civilian clothing if all insignia and accoutrement are removed beforehand.

Field Jacket - A standard military cold-weather field jacket, black in color, with or without liner is authorized for wear with the utility uniform only. No insignia or patches are authorized on the field jacket.

Flight Jacket - A standard black nylon/fiberfill pilot's jacket (pocket on arm, orange liner, etc.) is authorized for wear with the Flight Suit and Vehicle Crew Garment. Patches may be sewn on and do not have to be removed in order to wear the jacket with civilian clothing. No insignia is required, but the Marine may wear a cloth or leather nameplate which includes the SFMC wings, full name, and the letters "SFMC".

Black Raincoat - A standard black dress raincoat/overcoat with shoulder straps may be worn in inclement weather over any uniform. No insignia or patches are authorized on the black raincoat.

Windbreaker - A black windbreaker made of polyester/wool or polyester blend, with or without a hook-and-loop-in liner is authorized for wear with the Mess White Uniform. The female enlisted windbreaker has a standard collar, bust darts, knit cuffs, and waist. Rank insignia will be worn on the collar in the same manner as the Mess White shirt.

Military Pullover (Wooly Pully) - A black pullover style crew neck sweater is authorized for wear in cold weather with the utility uniform when the utility jacket is not worn. No insignia or patches are authorized on the pullover. No name tags or tapes are authorized for wear on the pullover.

Nameplates, Nametapes and Combades

Nameplate – is a 3 inch long by 1 inch wide engraved black plastic nameplate displaying the wearer's name in white or gold sans-serif. Currently this item is authorized only on the Mess White Uniform.



SFMC Nametapes– woven cotton nametapes are to be worn on the Class D Utility Uniform. The nametapes will be stitched with plain, gold sans-serif or military block lettering and worn centered over the pockets with the bottom of the tape flush with the top pocket flap seam and running edge to edge.



Combade – Marines can wear a full size Star Trek Combade or Starfleet insignia of their choice on their uniform. The combade/insignia will be worn as specified for each uniform but always on the wearer's left breast.

Special SFMC combades are available for sale on the STARFLEET website at <http://sfi.org/Backup/product/sfmc-badge-ds9/> and are authorized for wear.



courtesy of Rekkert@Deviantart



Flight/Crew Suit Name Plate - A cloth or leather nameplate which includes the appropriate SFMC branch device (when authorized), full name, rank, and SFMC may be worn on the left chest in the area of the suit designed for the plate.



STARFLEET Nameplate (optional) – The STARFLEET name plate available from <http://sfi.org/Backup/product-category/badges/> is authorized for wear on any SFMC uniform that does not have a nameplate or nametape listed in its callout. This is to include Class A dress uniforms except for the Dress White Uniform.

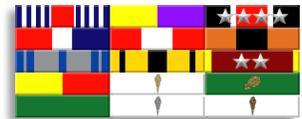


The nameplate is worn on the right chest of the uniform and in a position that is aesthetically pleasing in relation to other items worn in that area.

The Ribbon Rack

Placement of the ribbon rack on the uniform varies slightly from uniform to uniform. Refer to the uniform guidelines in the next section.

All awards are ranked in order of precedence, from the highest to the lowest. Refer to Section 6 of the Marine Force Manual, Awards, for the proper precedence, award criteria and authorized devices.



The ribbon racks themselves may be either metal or plastic and in the style used by the US Navy and Marines, with no space between rows of ribbons.



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SECTION 4 – UNIFORMS

Class A Dress Uniforms

Original Series Dress Uniform



Occasions for Wear:

1. For formal functions as prescribed by local commanders.
2. On other appropriate occasions, as desired.

Composition: This dress uniform is comprised of the Original Series dress tunic, the Original Series Pant, and accessories and accoutrement as authorized below.

Tunic: The Dress Tunic is the standard dress uniform tunic seen in episodes of Star Trek (the Original Series). It is charcoal instead of a branch or departmental color.

The closure cover (the tunic is to be closed with buttons, Velcro or zipper and hidden by this closure) is 1" wide and covered with 1" braid (gold for officers, silver for enlisted, gold and silver for Warrant Officer). The collar is a mandarin style collar that is 1" high and covered with the same braid as the closure cover. The seams of the tunic contain 1/8" piping in the branch color of the wearer. The tunic is worn outside the pants, not tucked into the waistband.

Pants: Original Series Pants are black in color, low waist, bell bottomed and without side and hip pockets. A 1" wide red "blood" stripe is worn along the outside of each leg. The pants are worn bloused into or at the top of the boot. An acceptable option is to wear the Dress Pants worn with other SFMC Dress Uniforms.

The black web belt is worn with the buckle edge aligned with the shirt and pant closure edges. The buckle is gold for officers, silver for enlisted.

Headgear: No headgear is authorized for wear with the Original Series Dress Uniform.

Footwear: Black boots, no laces, like those seen in Star Trek (The Original Series) may be worn with the Original Series Dress Uniform. Acceptable options are high gloss or shined black dress shoes if bell bottom pants are not worn.

Insignia & Accoutrement: Only the following listed items are authorized for wear.

Insignia of Grade, Sleeve Braid - Worn on both sleeves, using the same format as rank worn in Star Trek (The Original Series). Gold Braid for Officers, Silver Braid for Enlisted Marines. Lowest rank braid should be 2" above sleeve cuff. Non-metallic braid may be used if it is substantially like the braid seen on Star Trek.

SFMC Insignia (Collar Brass) - to be worn with the bottom of the anchor 1 inch above highest rank braid.

SFMC Ribbon Rack The ribbons are centered vertically on an imaginary line running down from the edge of the collar, centered roughly horizontally on an imaginary line running from the center of where the sleeve meets the torso of the tunic.



Original Series Dress Uniform Female

Occasions for Wear:

1. For formal functions as prescribed by local commanders.
2. On other appropriate occasions, as desired.

Composition: This Dress Uniform is comprised of the Original Series female duty tunic, Original Series style skirt, and accessories and accoutrement as authorized below.

Females are authorized to replace the Original Series skirt with the Original Series pant and change the footwear to more feminine styles. Women may wear the Male Class A variant of this uniform, fitted for the female body, if they so choose.



Tunic: The tunic is a pull over type of tunic like that worn with the Original Series Duty Uniform. It is charcoal instead of a branch or departmental color. 1/8" piping in the branch color of the wearer is worn on the outer line of each arm as shown in the picture.

The collar is piped in the same 1/8" piping and set off by a 1" wide black outline to set off the neckline. The tunic is worn outside the pants, not tucked into the waistband.

Skirt: This is a plain black skirt with a 1 inch red blood stripe running vertically along the two outer seams, from the bottom of the waistband to the bottom edge of the skirt. It shall be hemmed so the edge falls within a range of 2 inches above or below the knee. It should be without side hip pockets.

Pants: Original Series Pants are black in color, low waist, bell bottomed and without side and hip pockets. A 1 "wide red "blood" stripe is worn along the outside of each leg. The pants are worn bloused into or at the top of the boot.

An acceptable option is to wear the Dress Pants worn with other SFMC Dress Uniforms.

Footwear: There are two types of footwear authorized with the female variant. Plain black pumps and hosiery are worn with the skirt. The pumps should be polished, without decoration, and have heels of 3 inches or less. Stockings or pantyhose should be flesh-toned, without decoration or visible seams. Fishnet, lace, or multicolored hosiery is specifically prohibited.

Calf-high black boots are also authorized. Boots will be highly polished, have no decorations, plain toe and have heels of three inches or less. Combat boots are not authorized to be worn with the dress skirt.

Insignia & Accoutrement:

The same items are authorized for wear on the Women's Variant. The ribbon rack may be adjusted as necessary for proper fit and image. Women are also authorized to carry a plain black purse with shoulder strap or clutch with no adornment.



Mess Black Uniform Insurrection Blacks



Occasions for Wear:

1. For formal functions as prescribed by local commanders.
2. On other appropriate occasions, as desired.

Composition: The Mess Black Uniform is comprised of a black waistcoat, dress pants, and accoutrements as authorized below.

Women may replace the dress pants with a floor length skirt.

Black Jacket, and Waistcoat (one piece): The jacket, and waistcoat are based on the formal uniform as seen in Star Trek IX: Insurrection, but in black wool gabardine, or polyester-wool blends. The waistcoat has quilted shoulders, and a stiff collar. A 1/4-inch metallic trim runs along the front seams between the jacket, and the waistcoat, and along the seams between the shoulders, and the body of the jacket. There is a 1/8-inch piping around the collar. The metallic trim and piping are gold for Officers, silver for Enlisted, and red for Warrant Officers.

Both sleeves have a 2-inch wide stripe in the Marine's branch of service. Special color combinations are authorized and correspond with shoulder cord color combinations for the General Staff, Deputy Commandant and Commandant and the following combinations are authorized for other distinguished officers: Past Commandants - Gold and Blue, Brigade OICs - Red and Black.

The blouse color indicates the rank of the Marine:

Private through Sergeant Major, and all Warrant Officers – black
Lieutenant through Brigadier – gray
Brigadier General through General – white
Default for all Marines - black

Pants: Dress Pants are low waist, flat front, straight legged, without cuffs, and with side hip pockets. There is a wide range of acceptable materials, but every effort should be made to use the same material as the jacket. A 1-inch wide red blood stripe will be worn on the outside seam of both trouser legs, running from the seam of the waistband to the bottom hem of the trouser leg. The dress black pants may be worn bloused with boots, or unbloused with dress shoes. If a belt must be worn it must not be exposed.

Skirt: the skirt is floor length of any modest style, such as an A-line or pleated skirt.

Headgear: No headgear is authorized for wear with the Evening Dress Uniform.

Footwear: High gloss black dress shoes, or ankle boots may be worn with the Mess Black Uniform. Aerospace branch and jump para-qualified members of the Infantry and Special Operations Branches may wear spit shined Jump boots. Women may wear plain black pumps, black oxfords, and hosiery when wearing the skirt.

Insignia & Accoutrements: Only the following items are authorized for wear:

Combadge - worn on the left chest 1/2-inch below the shoulder piping, centered, left to right, along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket.



Branch Devices (Type A Insignia) – worn 1/2-inch above the shoulder piping, centered on combadge. Only one branch device will be worn at any time.

SFMC Collar Brass – Company Officers, Field Officers and Enlisted persons will wear the collar brass 1-inch from edge of left collar, centered, vertical to the deck.

Insignia of Grade – Company Officers, Field Officers and Enlisted persons will wear insignia on the right collar. Flag Officers will wear rank insignia on both collars.

- Officer's Bars – worn vertically 1-inch from edge of collar with the leading edge of the insignia parallel to the edge of the collar, and the bottom edge parallel to the seam between the body of the jacket and the collar. Company and Field Officer bars will be spaced 1/8-inch apart (Flag Officer bars are produced with this spacing). Any filled (black bars) are worn furthest away from the edge of the collar.
- NCO Chevrons – worn horizontally 1-inch from edge of collar, and the bottom of the insignia parallel to the seam between the body of the jacket and the collar. The greatest number of chevrons points toward the front of the neck.

Dress gloves - White (when authorized by local commanders).

NOTE: Award Ribbons, Shoulder Cords, Qualification Badges, and exposed belts are NOT authorized on this uniform.



Black Dress Uniform



Occasions for wear:

1. Off duty, the Black Dress Uniform is normally the prescribed uniform for social functions.
2. On other appropriate occasions, as desired. When worn with white gloves, the Black Dress Uniform constitutes a formal uniform and corresponds to a civilian tuxedo.

Composition: The Black Dress Uniform is comprised of the jacket, dress pants, a branch of service undershirt/dickey, and accoutrements as authorized below.

Women may replace the dress pants with a floor length skirt.

Jacket: The jacket is based on a steward's jacket available commercially from several retail sources. It has 6 large buttons as a closure aligned down the center of the front of the garment. All buttons must be secured for the uniform to be properly worn. It includes a mandarin style standing collar. Marines may replace the stock buttons of the jacket with an anchor type button, 25mm in size. Buttons will be gold for all Officers, and Warrant Officers, silver for Enlisted, or black for all Marines.

Pants: Dress Pants are low waist, flat front, straight legged, and with side hip pockets. There is a wide range of acceptable materials, but every effort should be made to use the same material as the jacket. A 1-inch wide red blood stripe will be worn on the outside seam of both trouser legs, running from the seam of the waistband to the bottom hem of the trouser leg. The dress black pants may be worn bloused with boots, or unbloused with dress shoes. If a belt is worn, it is worn with the buckle edge aligned with the blouse and pant closure edges. The buckle is gold for Officers and Warrant Officers, silver for Enlisted.

Skirt: the skirt is floor length of any modest style, such as an A-line or pleated skirt.

Branch of Service Undershirt/Dickey: an undershirt or dickey in the individual's branch color will be worn under the jacket. First Sergeants, Sergeants Major, Unit Officers in Charge, and General Staff officers may wear a white dickey instead of the branch of service color.

Headgear: No headgear is authorized for wear with the Black Dress Uniform.

Footwear: High gloss black dress shoes, or ankle boots may be worn with the Mess Black Uniform. Aerospace branch and parachute qualified members of the Infantry and Special Operations Branches may wear spit shined Jump boots. Women may wear plain black pumps, black oxfords, and hosiery when wearing the skirt.

Insignia & Accoutrements: Only the following items are authorized for wear:

Award ribbons - worn centered on the left chest, centered, left to right, along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and horizontally with the second button of the uniform.

Combadge - worn 1/2-inch below and centered, left to right, on the award ribbons.



Branch Devices (Type A Insignia) - worn 1/2-inch above and centered, left to right, on the award ribbons. Only one branch device will be worn at any time

Campaign Ribbons (Type D Insignia) - worn on the right chest. Ribbons will be centered, left to right, along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and centered, up and down, with an imaginary horizontal line drawn across the chest from the center of the second button.

Command College Qualification Badges (Type C Insignia) - worn on the right chest, 1/4-inch below any campaign ribbons. If no campaign ribbons are worn, the badge will be centered, left to right, along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and centered, up and down, with an imaginary horizontal line drawn across the chest from the center of the second button

Qualification Badges (Type B Insignia) - worn on the right chest, 1/4-inch above any campaign ribbons. If no campaign ribbons are worn, the badge will be centered left to right along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and 1/2-inch above an imaginary horizontal line drawn across the chest from the second button of the uniform.

SFMC Collar Brass - Company Officers, Field Officers and Enlisted persons will wear brass on the left collar 1-inch from the edge of the collar, centered, and vertical to the deck.

Insignia of Grade - Company Officers, Field Officers and Enlisted persons will wear insignia on the right collar. Flag Officers will wear rank insignia on both collars worn on the right collar.

- Officer's Bars – worn vertically, 1-inch from the edge of the collar with the leading edge of the insignia parallel to the edge of the collar, and the bottom edge parallel to the seam between the body of the jacket and the collar. Company and field Officer bars will be spaced 1/8-inch apart (Flag Officer bars are produced with this spacing). Any filled (black bars) are worn furthest away from the edge of the collar.
- NCO Chevrons – worn horizontally, 1-inch from the edge of the collar, and the bottom edge of the insignia parallel to the seam between the body of the jacket and the collar. The greatest number of chevrons will point toward the front of the neck.

Shoulder Cord - worn on the right shoulder. Two types of attachments are authorized.

- A pin attachment - which would attach the cord at the shoulder seam.
- Button loop attachment - single plain black button will be attached to the left shoulder of the jacket for this purpose.

Dress gloves - White (when authorized by local commanders).



Mess White Uniform (Salt and Peppers)

Occasions for wear:

1. On duty, as prescribed by local commanders.
2. Local social functions of a general or official nature after retreat.
3. On other appropriate occasions, as specified by local commanders.
When worn with long sleeves and white gloves, the Mess White Uniform constitutes a formal uniform and corresponds to a civilian tuxedo.

Composition: The Mess White Uniform is comprised of a white dress shirt, dress pants, the black four-in-hand necktie, and accoutrements as authorized below.

White Dress Shirt: This is a buttoned white shirt, long or short sleeved, with two button-down chest pockets and shoulder epaulets. This is often called an aviator style shirt and is often worn by security officers and policemen. The shirt is worn tucked into the pants, so that the front row of buttons (the Gig Line) lines up with the belt buckle and closure of the pants.

No Image Available

Pants: The pants are low waist, flat front, straight legged, without cuffs, and with side hip pockets. There is a wide range of acceptable materials, but every effort should be made to use the same material as the jacket. A 1-inch wide red blood stripe will be worn on the outside seam of both trouser legs, running from the seam of the waistband to the bottom hem of the trouser leg. The dress black pants may be worn bloused with boots, or unbloused with dress shoes.

Black Four-in-hand Necktie: A conservative black tie, without adornment or design, is worn with the long sleeve shirt. The necktie is optional with the short-sleeved shirt. If a tie clasp is used to secure the tie, it must be small, gold in color and plain in style. Enlisted may choose to wear a silver colored tie clasp instead of a gold colored one.

Belt: The black web belt is worn with the buckle edge aligned with the shirt and pant closure edges. The buckle is gold for officers, silver for enlisted.

Headgear: Only the beret is authorized for wear with the Mess White Uniform.

Footwear: High gloss black dress shoes, or ankle boots may be worn with the Mess White Uniform.

Insignia & Accoutrements: Only the following items are authorized for wear

Award Ribbons - worn aligned directly on the top edge of, and centered on, the left chest pocket flap.

Combadge - worn centered, left to right, top to bottom, on the left pocket flap.

Branch Devices (Type A Insignia) - worn 1/2-inch above and centered on the award ribbons. Only one branch device will be worn at any time

Nameplate - A 3-inch-long by 1-inch wide engraved plastic nameplate is worn centered above, and flush with the top of the right chest pocket. The nameplate has gold or white lettering on a black background and shows only the wearer's last name.

Qualification Badges (Type B Insignia) - Worn centered, left to right, top to bottom on the right chest pocket flap.



SFMC Collar Brass - worn on the left collar in the same manner as rank insignia. See Appendix A for placement.

Insignia of Grade - worn on the right collar.

- Officer's Bars – centered, top edge of collar to bottom edge, 1-inch from the forward edge of the collar, Officer bars will be spaced 1/8-inch apart, and any filled (black bars) are worn furthest from the forward edge of the collar toward the back of the neck. See Appendix 1 for placement.
- NCO Chevrons – worn centered, left to right, 1-inch from the tip of the collar, along an imaginary line drawn from the tip of the collar. Greatest number of chevrons will be worn upward, pointing toward the neck. See Appendix A for placement.

Shoulder Cord - worn on the right shoulder, the button loop attachment is the only authorized method of attaching the shoulder cord.

Dress gloves - White (when authorized by local commanders).



Mess White Uniform Female (Salt and Peppers)

Occasions for wear:

1. On duty, as prescribed by local commanders.
2. Local social functions of a general or official nature after retreat.
3. On other appropriate occasions, as specified by local commanders.
When worn with long sleeves and white gloves, the Mess White Uniform constitutes a formal uniform and corresponds to a civilian tuxedo.

This variant replaces the dress pants with the dress skirt and changes the headgear and footwear to a more feminine style.

Skirt: This is a plain black skirt with a 1-inch red blood stripe running vertically along the two outer seams, from the bottom of the waistband to the bottom hem of the skirt. It shall be hemmed so the edge falls within a range of 1-inch above to 1 inch below the knee. It can be with or without side hip pockets.

Headgear: The beret is authorized for wear with the women's White Service Uniform. The beret may be replaced with a US Navy Women's Service Hat, if so desired.

No Image Available

Footwear: There are three types of footwear authorized with the Woman's variant. Plain black pumps, black oxfords, and hosiery are worn with the skirt. The pumps, and oxfords should be polished, without decorations. The pumps will have a heel of 1.25-inches. Stockings or pantyhose should be flesh-toned, without decoration or visible seams. Fishnet, lace, or multicolored hosiery is specifically prohibited. Calf-high black boots are also authorized. Boots will be polished, without decorations, plain toe and have heels of three inches or less.

Insignia & Accoutrements: The same items are authorized for wear on the Women's Variant. The combadge is worn above the ribbons and the other accoutrements may be adjusted as necessary for proper fit and image. Women are also authorized to carry a plain black purse with no adornment or decoration.



Class B Service Uniforms

Black Service Uniform Monster Blacks



Occasions for wear:

1. On duty, as prescribed by local commanders.
2. Off duty, the Black Service Uniform is normally the prescribed uniform for social functions.
3. On other appropriate occasions, as desired. When worn with white gloves and white belt, the Black Service Uniform constitutes a formal uniform and corresponds to a civilian tuxedo.

Composition: The Black Service Uniform is comprised of the black jacket, dress pants, a colored branch of service undershirt/dickey, and accoutrements as authorized below.

Females are authorized to replace the pants with a skirt and change the footwear to more feminine styles. Women may wear the Male Variant of this uniform, fitted for the female body, if they so choose.

Jacket: The jacket is based on the "monster maroon" as seen in *Star Trek II: The Wrath of Khan*, but in black wool gabardine, or polyester/wool blends. It is trimmed with 1/16-inch diameter piping around the collar, jacket closure, and sleeve cuff bottom. The piping is gold for Officers, red for Warrant Officers, and silver for Enlisted.

The jacket has a shoulder strap closure, passing over the right shoulder. For Flag Officers, Colonel through General, the strap is gold. For Company and Field Officers, Second Lieutenant through Lieutenant Colonel, it is white. For Senior NCOs, Gunnery Sergeant through Sergeant Major, and Warrant Officers, it is red. For Junior NCOs and Junior Enlisted, Private through Staff Sergeant, it is gray. Additionally, Master Sergeant to Sergeant Major add 1/16- inch diameter silver piping around the shoulder strap. The piping is gold for the Sergeant Major, SFMC.

Pants: The pants are low waist, flat front, straight legged, without cuffs, and with side hip pockets. There is a wide range of acceptable materials, but every effort should be made to use the same material as the jacket. A 1-inch wide red blood stripe will be worn on the outside seam of both trouser legs, running from seam of the waistband to the hem of the trouser leg. The dress black pants may be worn bloused with boots, or unbloused with dress shoes.

Skirt: This is a plain black skirt with a 1-inch red blood stripe running vertically along the two outer seams, from the bottom of the waistband to the bottom hem of the skirt. It shall be hemmed so the edge falls within a range of 2-inches above or below the knee.

Branch of Service Undershirt/Dickey: A ribbed neck undershirt/dickey, in the color of the Marine's branch of service will be worn under the jacket. First Sergeants, Sergeants Major, Unit Officers in Charge, and General Staff Officers may wear a white undershirt/dickey instead of the branch of service color.

Waist Belt: A 2-inch-wide black leather belt with a STARFLEET Delta buckle (as seen in *ST: II The Wrath of Khan*), or a custom made SFMC buckle, will be worn. The belt must be passed through all three belt loops on the jacket.

Headgear: The beret is the only headgear authorized for wear with the Dress Black Uniform.



Footwear: High gloss black dress shoes, or ankle boots may be worn with the Dress Black Uniform.

Aerospace branch and jump qualified members of the Infantry and Special Operations Branches may wear spit shined Jump boots. Women may wear calf-high black boots, plain black pumps or black flats, and hosiery when wearing the skirt.

Insignia & Accoutrements: Only the following items are authorized for wear

Award ribbons - worn on left chest at approximately the breast level. Ribbons will be centered, left to right, along an imaginary line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket.

Combadge - worn 1/2-inch below and centered on ribbons.

Branch Devices (Type A Insignia) – worn 1/4-inch above and centered on the ribbons. Only one branch device will be worn at any time.

Campaign Ribbons (Type D Insignia) – worn on the right chest at approximately the breast level. Ribbons will be centered left to right along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and an imaginary horizontal line drawn across the chest from the center of the award ribbons.

Command College Qualification Badges (Type C Insignia) - worn on the right chest, 1/4-inch below any campaign ribbons.

If no campaign ribbons are worn, the badge will be centered left to right along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and an imaginary horizontal line drawn across the chest from the center of the award ribbons.

Qualification Badges (Type B Insignia) - worn on the right chest, 1/4-inch above any campaign ribbons, or Command College Qualification badges.

If no campaign ribbons are worn, the badge will be centered left to right along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and 1/2-inch above an imaginary horizontal line drawn across the chest from the center of the award ribbons.

SFMC Collar Brass - worn on the shoulder strap, 1/2 inch above the clasp.

Insignia of Grade - worn on the shoulder strap, 1/4 inch above the SFMC insignia.

- Officer's Bars – worn so that the bars are horizontal to the deck. Company and Field Officer bars will be spaced 1/8 inch apart along the strap. and any filled (black bars) are worn highest on the stack, away from the clasp.
- NCO Chevrons – worn so that the point of the greatest number of chevrons point toward the clasp.

Shoulder Cord - worn on left shoulder. Two types of attachments are authorized.

- A pin attachment - which would attach the cord at the shoulder seam.
- Button loop attachment - single plain black button will be attached to the left shoulder of the jacket to attach the loop attachment of the cord.

Dress gloves - White (when authorized by local commanders).

Belt, Pistol - Black or White (when authorized by local commanders)



Class C Duty Uniforms

Original Series Duty Uniform



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.

Composition: This Duty Uniform is comprised of the Shirt and the Original Series Pants, and accessories and accoutrement as authorized below.

Shirt: The shirt is the standard uniform shirt seen in episodes of Star Trek (the Original Series). It is charcoal instead of a branch or departmental color. The shirt is worn outside the pants, not tucked into the waistband.

Pants: the pants are black in color, low waist, bell bottomed and without side and hip pockets. The pants are worn bloused into or at the top of the boot.

Belt: The black web belt is worn with the buckle edge aligned with the shirt and pant closure edges. The buckle is gold for officers, silver for enlisted.

Headgear: Only the beret is authorized for wear with the Duty Uniform, Original Series.

Footwear: Black boots, no laces, like those seen in Star Trek (The Original Series) may be worn with the Duty Uniform, Original Series. Acceptable options are high gloss or shined black dress shoes if bell bottom pants are not worn.

Insignia & Accoutrement: Only the following listed items are authorized for wear

Insignia of Grade, Sleeve Braid - Worn on both sleeves, using the same format as rank worn in Star Trek (The Original Series). Gold Braid for Officers, Silver Braid for Enlisted Marines. Braid is to begin 2" above the Sleeve cuff. Please consult the rank chart in this manual for exact rank to be worn. Non-metallic braid may be used if it is substantially like the braid seen on Star Trek.

SFMC Insignia (Collar Brass) - to be worn with the bottom of the anchor 1 inch above highest rank braid.

Chest Badge – Worn in the usual place on the left chest. This insignia consists of one of the following:

- Your Chapter Insignia (NOT Chapter Patch) if one has been developed (similar to the insignia used by the different ships of Starfleet as shown on Star Trek, The Original Series).
- A silver Trek Delta



Original Series Duty Uniform Female



This variant includes the Duty Pants and the Duty Skirt and changes the footwear to more feminine styles. Women may wear the Male Variant of this uniform if they so choose.

Pants: the pants are black in color, low waist, bell bottomed and without side and hip pockets. The pants are worn bloused into or at the top of the boot.

Skirt: This is a plain black skirt (mini skirt is worn on Star Trek (Original Series)) and shall be hemmed so the edge falls within a range of 2-4 inches above the knee. It should be without side hip pockets.

Footwear: There are two types of footwear authorized with the Woman's variant. Plain black pumps and hosiery are worn with the skirt. The pumps should be highly polished, have no bows or decorations, and have heels of 3 inches or less. Stockings or pantyhose should be flesh-toned, without decoration or visible seams. Fishnet, lace, polished, or multicolored hosiery is specifically prohibited.

Calf-high black boots are also authorized. Boots will be polished, have no decorations, plain toe and have heels of three inches or less. Combat boots are not authorized to be worn with the dress skirt.

Insignia & Accoutrement:

The same items are authorized for wear on the female variant. The Branch Insignia may be adjusted as necessary for proper fit and image.

Women are also authorized to carry a plain black purse with shoulder strap and no other adornment or decoration.



Star Trek: The Next Generation Duty Uniform



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.

Composition: The Duty Uniform is comprised of the jacket and pants, and accoutrements as authorized below. There is no female version of this uniform.

Tunic: The tunic is a pull over style with collar as seen in episodes of Star Trek: The Next Generation (seasons 3-7), and early episodes of Deep Space Nine. Keeping with the TOS SFMC tradition the color is charcoal with black shoulders instead of departmental color.

Pants: Duty Pants are black in color, low waist, flat front, straight legged with, or without, side, and hip pockets. Simple black dress slacks without any product labels will suffice.

Headgear: The beret is the only headgear authorized for wear with the Duty Uniform.

Footwear: High gloss black dress shoes, or ankle boots may be worn with the Duty Uniform, Type B. Aerospace branch and parachute qualified members of the Infantry and Special Operations Branches may wear spit shined Jump boots.

Insignia & Accoutrements: Only the following listed items are authorized for wear.

Combadge - worn on the left chest, centered left to right along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the tunic, and 1/2 inch below the shoulder yoke seam (1/2 inch into the charcoal colored material of the body of the tunic).

Branch Devices (Type A Insignia) – worn on left chest, centered left to right along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the tunic, and 1/2 inch above the shoulder yoke seam (or 1 inch above the combadge) and centered on the combadge. Only one branch device will be worn at any time.

Collar Brass - worn on the left collar of the tunic, 1 inch from the edge of the collar, centered top to bottom, and vertical to the deck.

Insignia of Grade - worn on the right collar of the tunic, 1 inch from the edge of the collar, centered top to bottom.

- Officer's Bars – worn vertically with the bottom edge of the insignia parallel to the seam between the body of the tunic and the collar.
- NCO Chevrons – worn horizontally with the bottom edge of the insignia parallel to the seam between the body of the tunic and the collar. Greatest number of chevrons will be worn pointing to the front of the neck.



Deep Space 9, Nemesis Duty Uniform



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.
3. As a field uniform when worn with Class D (BDU/tactical) pants, as prescribed by local commanders. (When worn as a field uniform only the combadge and rank insignia is authorized for wear).

Composition: The Duty Uniform is comprised of the jacket, pants, a branch of service undershirt/dickey, and accoutrements as authorized below. There is no female version of this uniform.

Jacket: The jacket is the standard open collar, shoulder cut, Starfleet issue top. It is black with gray shoulders. The shoulder area is quilted vertically. The jacket is worn outside the pants, not tucked into the waistband.

Both sleeves have a 1-inch wide stripe in the Marine's branch of service. Special color combinations are authorized and correspond with shoulder cord color combinations for the General Staff, Deputy Commandant and Commandant and the following combinations are authorized for other distinguished officers: Past Commandants - Gold and Blue, Brigade OICs - Red and Black.

Branch of Service Undershirt/Dickey: an undershirt/dickey in the individual's branch color will be worn under the jacket. First Sergeants, Sergeants Major, Unit Officers in Charge, and General Staff Officers may wear a white undershirt/dickey instead of the branch of service color.

Pants: the pants are black in color, low waist, flat front, straight legged, with, or without, side, and hip pockets. Simple black dress slacks without any product labels will do. The pants are worn unbloused.

BDU/Tactical Pants: Tactical pants are six, eight, or eleven pocket black pants, and are authorized for wear when the Duty Uniform is worn as a Class C, or field uniform. Unlike BDU pants, tactical pants are less baggy, and do not have articulated knees. The pants will be worn bloused with military style boots in this configuration.

Belt: The black web belt is authorized for wear with the pants.

Headgear: The beret is the only headgear authorized for wear with the Duty Uniform.

Footwear: Dress shoes, or ankle boots are authorized for wear with the Duty Uniform. Military style boots are only authorized for wear with the Class C (BDU) trouser when the Duty Uniform is worn as a field uniform.

Insignia & Accoutrements: Only the following items are authorized for wear.

Combadge - worn on the left chest, centered left to right, along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and 1/2 inch below the bottom stitching of the shoulder quilting.



Branch Devices (Type A Insignia) - worn on left side of chest, centered, left to right, along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and 1/2 inch above top stitching of the shoulder quilting. Only one branch device will be worn at any time

Collar Brass- Worn on the left collar of the undershirt, and vertical to the deck. The leading edge of the insignia is 1.5-inches from, and parallel to the zipper of the undershirt. If a dickey is being worn, and has no zipper, the insignia will be placed accordingly from the center of the neck of the dickey. All Marines will wear collar brass while in duty uniform.

Insignia of Grade - worn on the right collar of the undershirt, and vertical to the deck.

- Officer's Bars – worn vertically, with the leading edge of the insignia parallel to the zipper seam of the undershirt, and the bottom edge parallel to the seam between the body of the undershirt and the collar.

The leading edge of the insignia is 1.5-inches from the zipper of the undershirt. If a dickey is being worn, and has no zipper, the insignia will be placed accordingly from the center of the neck of the dickey. Any filled (black bars) are worn furthest away from the edge of the zipper or the center of the collar.

- NCO Chevrons – worn horizontally with the leading edge of the insignia parallel to the zipper seam of the undershirt, and the bottom edge parallel to the seam between the body of the undershirt and the collar.

The leading tip of the insignia is 1.5-inches from, and parallel to the zipper of the undershirt. If a dickey is being worn, and has no zipper, the insignia will be placed accordingly from the center of the neck of the dickey. The greatest number of chevrons will be worn pointing to the front of the neck.



Picard 2399 Duty Uniform



Occasions for Wear:

4. On duty, as prescribed by local commanders.
5. On other appropriate occasions, as desired.
6. As a field uniform when worn with Class D (BDU/tactical) pants, as prescribed by local commanders. (When worn as a field uniform only the combadge and rank insignia is authorized for wear).

Composition: The Duty Uniform is comprised of the shirt, pants, a black undershirt/dickey, and accoutrements as authorized below. There is no female version of this uniform.

Shirt: The shirt is the mandarin collared, shoulder cut Starfleet issue top. It is black with distinct departmental colored shoulders/yoke. The jacket is worn outside the pants, not tucked into the waistband.

All Marine branches of service will wear the yellow departmental color, except for Medical, which will wear blue.

Undershirt/Dickey: a black undershirt/ will be worn under the shirt. It may be either a mock turtle dickie or high collared t-shirt

Pants: the pants are black in color, low waist, flat front, straight legged, with, or without, side, and hip pockets. Simple black dress slacks without any product labels will do. The pants are worn unbloused.

BDU/Tactical Pants: Tactical pants are six, eight, or eleven pocket black pants, and are authorized for wear when the Duty Uniform is worn as a Class C, or field uniform. Unlike BDU pants, tactical pants are less baggy, and do not have articulated knees. The pants will be worn bloused with military style boots in this configuration.

Belt: The black web belt is authorized for wear with the pants.

Headgear: The beret is the only headgear authorized for wear with the Duty Uniform.

Footwear: Dress shoes, or ankle boots are authorized for wear with the Duty Uniform. Military style boots are only authorized for wear with the Class C (BDU) pant when the Duty Uniform is worn as a field uniform.

Insignia & Accoutrements: Only the following items are authorized for wear.

Branch Devices (Type A Insignia) - worn on left side of chest, centered, left to right, along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and 1/2 inch above the stitching of the shoulder yoke. Only one branch device will be worn at any time.

Combadge - worn on the left chest, centered left to right, along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and 1/2 inch below the bottom stitching of the shoulder yoke.



Insignia of Grade - worn on right side of chest, centered, left to right, along an imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket, and 1/2 inch below the stitching of the shoulder yoke.

- Officer's Bars – Any filled (black bars) are worn to the left of unfilled bars as seen by an observer.
- NCO Chevrons –The greatest number of chevrons will be worn to the left as seen by an observer.



Engineer Duty Uniform Scotty C



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.
3. The All Weather Work Uniform is intended to be worn to provide the maximum comfort and personal safety for Marines when working outdoors.
4. The All Weather Work uniform is not considered appropriate for Color Guard/Honor Guard duty in most circumstances.

Composition: The All Weather Work Uniform is comprised of the Duty Vest, work pants, a working shirt, and accessories and accoutrement as authorized below. There is no female version of this uniform.

Vest: The Duty Vest is a black, roughly hip length vest with a squared off hem and a front closure, roughly similar to those worn by Starfleet personnel in the late 23rd century. The duty vest shall be of generally solid construction (i.e. not primarily composed of a mesh fabric) and may include useful pockets.

Due to local supply situations, the details of the appearance of the duty vest may vary from unit to unit, but all members of the same unit should endeavor to wear similar if not identical vests. The details of insignia and accoutrement worn on the duty vest are described in the uniform descriptions referencing the vest.

Work Pants: The work pants are black, of suitable sturdiness for the job at hand. Pants may be BDU or Cargo style in order to provide more useful pockets, Short pants may be authorized by local commanders where conditions warrant.

Work Shirt: The shirt may be any shirt of neat, clean appearance appropriate for the weather. This includes, but is not limited to T-shirts, polos, long or short sleeved working shirts, etc. Every effort should be made for all members of a unit to wear the same shirt to present a uniform appearance, but individual Marines should not feel compelled to wear a shirt that may present them with safety risks in the interests of uniform appearance.

Belt: The black web belt is worn with the pants, under the vest. A black pistol belt may be worn with the uniform to hold potentially useful items too large to conveniently fit in any pocket such as a canteen, large flashlight, individual first aid kit, tools, etc.

Headgear: Either the black eight-point cover, the black beret, or Black ball cap with SFMC, BDE or Unit patch affixed may be worn. The headgear worn should be appropriate to weather conditions.

Footwear: Any black or dark footwear in good repair and neat condition appropriate to the weather and type of work being performed may be worn. Pants may be worn bloused or unbloused with boots.

Insignia & Accoutrement: Only the following items are authorized for wear.

Insignia of Grade - Because of the possible variation in shirts, rank insignia are worn centered on the right breast pocket flap of the Duty Vest, centered on the pocket if no flap exists, or in an equivalent location if no such pocket exists. The rank insignia may be either standard metal pins or embroidered cloth insignia of the same size.



SFMC Insignia (Collar Brass) - Worn centered on the left breast pocket flap of the Duty Vest or equivalent location only if neither the optional SFMC patch nor SFMC tape is worn.

SFMC Patch - If worn, is worn centered on the right breast pocket. A patch for the aircraft flown by the pilot may be worn in this position.

Brigade Patch - At the discretion of local commanders, a BDE patch may be worn prominently on the right side of the Duty Vest. Due to the possible variations of the Duty Vest, no exact location for this patch can be specified, other than it should be at least ½ inch below the rank insignia. All members of a unit should wear the BDE patch in an equivalent location.

Nametape - As an option, a nametape exactly as called out for the Class D BDUs may be worn above the right breast pocket of the Duty Vest. If no such pocket exists, the nametape is worn above and centered on the rank insignia. If the nametape is worn, the SFMC tape must also be worn.

SFMC Tape - As an option, the same SFMC tape called out for the Class D Utility uniform may be worn in an equivalent location on the left side of the Duty Vest.

Branch Devices (Type A Insignia) - If the wearer is entitled to wear distinctive items (such as Aviator wings), they may wear a single pin on or embroidered device insignia stitched 1/2 inch above and centered on the SFMC tape (if worn) or in an equivalent location on the Duty Vest.

Special note: it is permissible for all the cloth insignia and accoutrement listed above be attached with a hook and loop faster (i.e. Velcro) to the Duty Vest to allow the same vest to be used for both the All Weather Work Uniform and Service Undress Uniform, provided the vest is kept clean and in good repair.

The entire purpose of this uniform is to allow some uniformity of appearance for units participating in operations potentially hazardous to more expensive, less robust attire. Effort should be made among the members of such units to be as closely matching as possible given the circumstances. It should be noted, however, that **UNDER NO CIRCUMSTANCES WILL UNIFORM APPEARANCE OVERRIDE THE SAFETY CONSIDERATIONS OF MARINES!!** Our members are our most important asset and must be treated with care and respect for their safety and comfort.



Class D Field Uniforms

Black Utility Uniform Utilities or Utes



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.
3. The BDU is authorized for year-round wear by all personnel and is the normal service uniform for outdoor and/or tactical situations.

Composition: The Utility Uniform is comprised of the BDU uniform, that is a four-pocket jacket, black undershirt, black six-pocket pants, and accoutrements as authorized below. There is no female version of this uniform.

An alternate uniform authorized for wear is the more modern tactical uniform as described below.

Jacket: The jacket is a standard, black BDU four-pocket jacket. The material may be cotton (winter weight) or ripstop nylon (summer weight). The jacket is worn outside the pants.

The alternate tactical jacket is a zip up black jacket with two breast pockets and two shoulder pockets. The jacket may or may not have Velcro attaching material on the shoulders and on the chest for name tapes. The material is ripstop nylon (summer weight). The jacket is worn outside the pants.

Pants: The pants are the standard, black BDU six-pocket pants. The material may be cotton (winter weight) or ripstop nylon (summer weight), but the pants must be of the same material as the jacket. The pants may be worn bloused, or unbloused over the boots.

The alternate tactical pant is an eight pocket pant with two of the pockets at the ankle. The material is ripstop nylon (summer weight). The pants may be worn bloused or unbloused over the boot.

Belt: The black web belt is authorized for wear with the pants. A black buckle may be worn when wearing subdued devices or insignia. A white or black pistol belt may be worn on the outside of the blouse as directed by local commanders. The white pistol belt should be reserved for dress use or to signify a marine on guard or watch duty.

Headgear: The black, eight-point cover, black beret, or black baseball style cap with SFMC, BDE or Unit patch affixed may be worn.

Footwear: Black military style boots are authorized for wear with the black utility uniform.

Insignia & Accoutrements: Only the following items are authorized for wear.

Insignia of Grade – All Marines will wear rank insignia on both collars. As an option, Marines may wear collar brass on the left collar in lieu of rank.

- Officer's Bars – centered, top edge of collar to bottom edge, 1-inch from the forward edge of the collar, Officer bars will be spaced 1/8-inch apart, and any filled (black bars) are worn furthest from the forward edge of the collar toward the back of the neck. See Appendix A for placement.



- NCO Chevrons – worn centered, left to right, 1-inch from the tip of the collar, along an imaginary line drawn from the tip of the collar. Greatest number of chevrons will be worn upward, pointing toward the neck.

Collar Brass – If worn in lieu of rank the brass will be worn in the same manner as the rank insignia. See Appendix A for placement.

SFMC Patch - Worn centered on the left shoulder, 1/2 inch below the shoulder seam.

Brigade Patch - If worn, is worn centered on the right shoulder, 1/2 inch below the shoulder.

Chapter Patch - If worn, is worn centered on the right breast pocket.

Unit Patch - If worn, is worn centered on the left breast pocket.

Nametape - worn centered on the right pocket with the bottom of the tape flush with the top pocket flap seam and running from pocket edge to pocket edge. Lettering on the nametape is yellow and displays the wearer's last name. If wearing subdued insignia, the lettering may be gray or silver in color.

SFMC Tape - worn centered on the left pocket with the bottom of the tape flush with the top pocket flap seam and running from pocket edge to pocket edge. Lettering on the nametape is yellow and displays SFMC. If wearing subdued insignia, the lettering may be gray or silver in color.

Branch Devices (Type A Insignia) - may be either a pin or embroidered patch. Worn 1/4-inch above and centered on the SFMC tape. Only one branch device will be worn at any time.

Combadge/Branch Badge - is worn centered on the left breast pocket flap.

Qualification Badges (Type B Insignia) - may be a either pin or embroidered patch. Worn 1/4-inch above and centered on the right chest pocket nametape.



Aerospace Flight Suit



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.
3. The Flight Suit is authorized for year-round wear by all Aerospace Branch personnel and is the normal service uniform for outdoor and or tactical situations.

Composition: The Flight Suit is a standard black one-piece jumpsuit made from cotton, cotton blend, with a black T -shirt worn under it. There is no female version of this uniform.

Belt: A black pistol belt may be worn on the outside of the flight suit as directed by local commanders.

Headgear: Either the black eight-point cover, the black beret, or black ball cap with SFMC, BDE or Unit patch affixed may be worn with the Flight Suit.

Footwear: Boots are required, although the suit legs are worn unbloused.

Insignia & Accoutrement: Only the following items are authorized for wear.

SFMC Patch - Worn centered on the left shoulder, 1/2 inch below the shoulder seam.

Brigade Patch - Worn centered on the right shoulder, 1/2 inch below the shoulder seam.

Chapter Patch - If worn, is worn centered on the right breast pocket. A patch for the aircraft flown by the pilot may be worn in this position.

Unit Patch - If worn, is worn centered on the left breast pocket.

Flight/Crew Suit Name Plate - A cloth or leather nameplate which includes the SFMC aviator wings (when authorized), full name, rank, and the letters "SFMC" may be worn on the left chest in the area of the suit designed for the plate.



Armored Vehicle Crew Garment



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.
3. The crew garment is authorized for year-round wear by all Aerospace Branch personnel and is the normal service uniform for outdoor and or tactical situations.

Composition: The Vehicle Crew Garment is identical to the Flight Suit with the exception of an extraction handle sewn to the back of the suit between the shoulder blades. This handle should be 1-1/4 inch wide web belt material and sewn on in such a manner as to support the wearer's weight in an emergency. There is no female version of this uniform.

Belt: A black pistol belt may be worn on the outside of the flight suit as directed by local commanders.

Headgear: Either the black eight-point cover, the black beret, or black ball cap with SFMC, BDE or Unit patch affixed may be worn with the Flight Suit.

Footwear: Boots are required, although the suit legs are worn unbloused.

Insignia & Accoutrement: Only the following items are authorized for wear.

SFMC Patch - Worn centered on the left shoulder, 1/2 inch below the shoulder seam.

Brigade Patch - Worn centered on the right shoulder, 1/2 inch below the shoulder seam.

Chapter Patch - If worn, is worn centered on the right breast pocket. A patch for the aircraft flown by the pilot may be worn in this position.

Unit Patch - If worn, is worn centered on the left breast pocket.

Flight/Crew Suit Name Plate - A cloth or leather nameplate which includes the SFMC aviator wings (when authorized), full name, rank, and the letters "SFMC" may be worn on the left chest in the area of the suit designed for the plate.



SECTION 5 - ADDITIONAL ACCOUTREMENT

Distinctive Items Reserved for Specific Branches of the SFMC

These items are ONLY to be used by Marines in the appropriate Branch of Service and only as specified in the descriptions which follow.

Armor Branch

Tanker Boots – Calf high boots with buckling straps are a long-standing tradition in the Armor Branch. In the cramped confines of an armored vehicle, tying your boot laces can be a difficult proposition at best – hence the straps and buckles. Tanker boots are authorized for wear with Class D uniforms.

Cavalry Stetson - Although the black beret is the official headgear of the SFMC, the "unofficial" headgear of the Cavalry is a black Stetson-style hat. Traditions being what they are, most commanders look the other way when the Cavalry shows up with their Stetsons and vehicle crew suits. When in service or duty uniform however, commanders do usually insist on the beret, even for the Cavalry.

Cavalry Sabre - The Armor Branch Manual 2005 edition reads, "While in full dress uniform, swords can be authorized by local commanders. The SFMC officer sword and SFMC NCO sword are the normally prescribed accessories. However, Cavalry officers and NCOs carry a traditional curved sabre when in full dress."

It is vital to note that this passage exists only for roleplay aspects of the SFMC. UNDER NO CIRCUMSTANCES SHOULD A MEMBER OF THE SFMC APPEAR AT ANY EVENT WEARING A SABRE, OR ANY OTHER SWORD, AS A PORTION OF, OR IN CONCERT WITH THEIR SFMC UNIFORM.

Cavalry Spurs - Members of the Armor branch, particularly those associated with Cavalry operations, may sometimes wear a set of spurs similar to those worn by 19th Century cavalymen on their boots with a Class A Dress and Class B Service uniforms. Traditionally these spurs are a privilege that is earned and are unofficially restricted to those members of the SFMC who have earned the right to wear the Armor branch device.

Combat Engineers

Utility Belt/Harness - This belt or harness has several pouches and places for tools and equipment that a Combat Engineer would find essential in the line of duty. Worn as a belt with the Class C Duty uniforms, the belt is transformed into a harness for the Class D Utility uniform by adding shoulder straps and more equipment. This is often referred to as "ALICE" gear.

Engineer Boots - Combat Engineers often wear steel-toe or safety-toe black boots, in a distinctive style known as an Engineer Boot. The safety toe and calf high uppers protect the Engineer against injuries to his foot and shin, a common occurrence in traditional Combat Engineer work. The Engineer Boot is worn with Class D Utility uniforms and may be bloused or unbloused, as desired.

MECH Branch

MECH Sash - The MECH Sash is a wide cloth sash, traditionally silk or satin, worn around the waist at the belt level and knotted on the wearer's left side, in line with the ribbons and com badge (if worn). The sash tails hang naturally down the left leg and are sometimes decorated with non-regulation markers for combat kills or tours served, a practice that is prevalent, though officially frowned upon.



Officers wear royal blue sashes, while NCOs wear scarlet. The sash is authorized to all MECH branch members of the rank of Corporal and above, but some local commanders are known for withholding the MECH sash until a young NCO has 'seen the elephant'. In practical application, no Marine may wear the MECH sash who has not successfully completed ME-101 from the SFMCA.

MECH Cape - Officers of the MECH Corps are authorized a knee-length cape of black satin or silk material, which should be lined, also in black. This cape is attached by buttons under each shoulder board. In practical application, no Marine officer may wear the MECH cape who has not successfully completed ME-201 from the SFMCA.

Maritime Operations

Pea Coat - A short, warm, double-breasted coat of heavy wool, worn especially by sailors.

Ball Cap - a distinctive Navy Blue Ball Cap, with lettering and insignia of the vessel, and rank insignia in gold for officers, and silver for enlisted personnel. It should be noted that this is significantly different than the Ball Cap authorized for wear by all Marines.

Cutlass - The Maritime Operations manual states, "While in full dress uniform, swords can be authorized by local commanders. The SFMC officer sword and SFMC NCO sword are the normally prescribed accessories. However, Maritime officers and NCOs carry a traditional curved cutlass when in full dress."

It is VITAL to note that this passage exists only for roleplay aspects of the SFMC. UNDER NO CIRCUMSTANCES SHOULD A MEMBER OF THE SFMC APPEAR AT ANY EVENT WEARING A CUTLASS, OR ANY OTHER SWORD, AS A PORTION OF, OR IN CONCERT WITH HIS SFMC UNIFORM.

Award Case (The Mud Flap)

The Award Case is an optional uniform accoutrement worn at the discretion of local commanders. It may be used any SFMC uniform with which the wearing of the SFMC Ribbon Rack is authorized.

The Award Case is a panel of black cloth, 4 to 4.5 inches wide and 18 inches long, hemmed on all edges to prevent fraying. (It is strongly suggested that some sort of interface or lining be used to stiffen the strip slightly) It is worn over the visible belt of the dress uniform with the edges and ends aligned so that approximately 9 inches of fabric hangs in front of the belt. The Award Case is worn on the left, aligned with the left hand ribbon rack of the uniform.

The Award Case may be used to display awards not used or authorized by the SFMC, such as ribbons issued by individual units, chapters, STARFLEET regions, or other departments of STARFLEET. The SFMC will not make any determination on the order of precedence for any such awards, leaving that to the discretion of unit OICs authorizing the wearing of the Award Case by their Marines.



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APPENDIX A – RANK INSIGNIA PLACEMENT

A1 Placement of Rank Insignia on Pointed Style Collars

The following figures outline the standard rank insignia placement on pointed style collar shirts and jackets. Pointed style collars are found on the Mess White Uniform and the Black Utility Uniform (BDU or Tactical style). Shown with optional anchor. If rank is worn on both collars the same standard applies. Examples are provided for Officer and Enlisted.

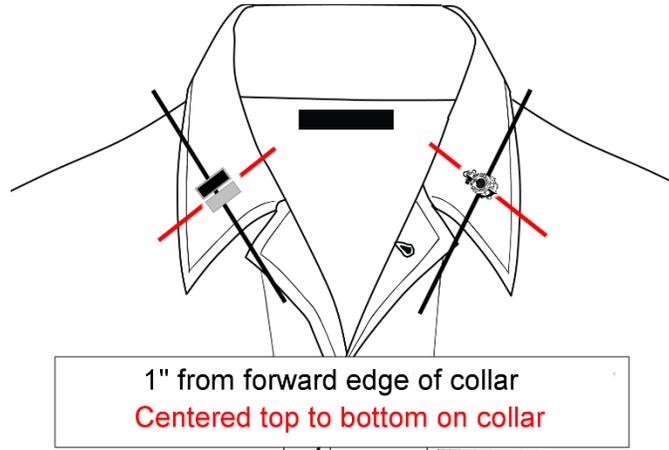


Fig 2. Officer Rank Insignia Placement, Pointed Collar

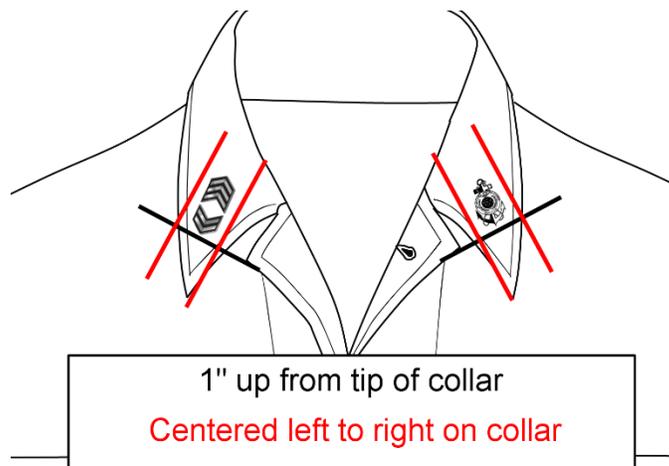


Fig 3. Enlisted Rank Insignia Placement, Pointed Collar



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