

Optional Outerwear / Accessories

Cloaks/Robes

Cloaks (sometimes also referred to as robes) may be colors from primary colors for the appropriate faction. Cloaks should be either brushing the ground or no more than 2 inches (5cm) above the ground. As per all classic prequel saber battles, we recommend de-cloaking prior to any stage combat for safety reasons. If the applicant would prefer to fight with a cloak being worn, proof of mobility may be requested. Sleeves of the tunic should not show below the sleeve of the cloak when arms are hanging naturally by the sides. Sleeveless Anakin style robes, and Clone Wars style cloaks which are sleeveless and close with an invisible clasp at the neck or sit on the shoulders assisted with invisible attachments however, are permitted. Hood should be large, and should sit in folds on either shoulder. Hoods should not have a pointed top and should not look as though they came out of Assassin's Creed.

Cloaks/robes should be voluminous, but should not be so large that the applicant gets "lost" in it. Witches cloaks/robes, vampire cloaks, or bathrobes are not approvable. The rule for hoods extends to hooded tunics and vest-style tabards as well.

Recommended fabrics are those that are heavier weight and made out of natural fiber.

Lighter fabrics with little to no weight are not recommended.



Jedi Capes

Must be in Primary Colors for Jedi

Should be made of Medium to Heavy Weight Fabric

Length should be mid-calf to an inch off the floor

Capes/Cloaks may have hoods and the hood should resemble the hood of the Jedi robe

Capes closures can be the following

Hidden like a hook and eye, concealed snap, or magnetic

Hidden under armor

Metal or metal like clasp (Example: Count Dooku Tales of the Jedi)

Metal style buttons (Example: Hot Toys Clone Wars Jedi General Obi Wan Kenobi)

Cape closures cannot have the following

Designs from other Intellectual properties outside of Star Wars (ie Lord of the Rings, Assassin's Creed, etc)

Designs that are easily recognizable from Earth Culture such as Viking Runes, Celtic Knotwork, Fleur De Lis, etc

Animals or Floral designs

If there is a design in question it should be shown to the Global Costume Consulars prior to construction/purchase

Sith Capes

They may be colors from the Sith primary colors.

They should be made of approvable fabrics, can be varying lengths, and should not be closed at the neck.

They should go over the shoulder when worn at rest.

They should be fastened to the costume in a manner that prevents it from hugging the throat during performances, or have an easy release for removal before a fight.

Suggested fasteners include a chain such as Count Dooku or Darth Vader. Hidden fasteners such as with Kylo Ren are also allowed.

Ponchos

Ponchos are allowed, but should be used sparingly as most characters with ponchos wear them in extreme conditions.

Robes/Cloaks/Capes should be the first choice for accessorizing the costume.

Ponchos may be from the primary colors for the appropriate faction.

Designs on ponchos must be restricted to basic geometric shapes and must be in colors appropriate to the Jedi or Sith.

Ponchos are a robe/cloak/cape replacement and not an outer tunic replacement.

Cowls

Cowls, like ponchos, are permitted as a replacement for a robe/cloak/cape.

A cowl is a large, loose covering for the head and sometimes shoulders, but not the face.

A cowl does not have to be worn over the head as a hood, but must be capable of being worn in such a way.

A cowl can have the hood as part of the construction or be more of a scarf/infinity scarf construction.

When crafting a cowl, that hood can be constructed like the hood of a robe so long as it meets fit requirements. Cowls do not extend beyond the mid back, and should be made of textured fabrics of the types used for tunics.

They must be primary colors for the appropriate faction.

Face-character specific cowls (such as Kylo Ren's TFA cowl) may be used. Caplets are not cowls and are not currently allowed for Saber Guild.

Armor

Armor should be recognizably Star Wars themed.

Overall best approvable options would be vacuum formed ABS, like that of 501st approved Stormtrooper and Clone trooper armor.

Other acceptable materials include sintra or styrene plastics which are able to be cut and shaped by heat, cast resin, 3D printed armor (must be finished to remove print lines), and fiberglass armor.

Worbla is a thermoplastic, which is easily shaped with a heat gun. While Worbla is approvable, it can warp in the heat. It may not be advisable in certain regions due to climates, temperatures and seasonal changes.

All armor designs, as well as total amount of armor, should be pre-approved by the GCCs before submission. Limited weathering is permitted on armor as long as it does not compromise the structural stability of the armor piece, matches the overall level of weathering on the costume, and is pre-approved by the GCCs before submission.

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

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

Straps on Armor

Visible straps attaching armor to the body are allowed in certain circumstances. Shoulder armor may have one strap per shoulder, either crossing the body diagonally, or going vertically down and under the arm to connect in the back. The strap can either connect under the plates of the armor or run on top of the plate. Chest plates may have maximum one strap connecting from one side to the other, around the body.

Straps should be made leather or leather like material and be properly fitted to the applicant so they lay smoothly across the body. Straps may have maximum one buckle per strap.

Armor should be securely attached to the applicant regardless of strap formation.

As will all armor, strapped armor should be pre-approved by GCCs before submission.

Straps may not be used with Jedi General/Clone Wars style armor, or with Jedi Temple Guard armor.

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Masks / Helmets

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

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

If it is determined that you cannot safely perform in your mask/armor, you may be requested to alter the armor/mask for safety concerns.

Armor and Masks that are determined not to be safe for choreography may be designated as “Trooping only” accessories to the costume.

Breather Mask Examples		
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Goggles

Goggles are permitted for generic Jedi and Sith for outdoor events only. Goggles must be themed similar to those seen in canon, such as Obi Wan Kenobi’s goggles in the Obi Wan Kenobi series, Mara Jade’s various goggles, the goggles worn by Aayla Secura in the comics, etc. Other designs may be approved on a case by case basis. Goggles may not represent or resemble those of any other IP.

Goggles may be tinted. If it is determined that you cannot safely perform in your goggles, you may be requested to alter the goggles for safety concerns.

Goggles that are determined not to be safe for choreography may be designated as “Trooping only” accessories to the costume

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Makeup / Wig / Alien Features

Any facial tattoos or other makeup designs must be done using high quality stage makeup. Any wigs need to be high quality and should be in color scheme with the costume. Video footage showing that a member can properly secure their wig to avoid it flying off or becoming a hazard during choreography should be included with submission.

Any prosthetics horns/tails/etc. should be from existing races in Star Wars canon or Legends. Cross breeds (half human, half alien) are not allowed unless explicitly depicted in an official SW source (see Appropriate Sources below). Also remember - you need to be able to fight in it. Twi'lek Lekku and Togruta Montrail must have the outward appearance of being made of silicone or latex. The interior construction can be foam, vinyl, fabric, or any material which provides sufficient structure and does not interfere with the movement allowed by the shape and size of the prosthetic. Lekku and montails should follow canon examples of shape and sizing. Zabrak horns must be evenly spaced on the head, and painted to appear bone-like. They must be adhered to the head securely using appropriate stage adhesive to avoid slipping.

Makeup only needs to be resubmitted if it is alien.

ie. if you are changing from blue eyeliner to green or you change your hairstyle ie from a ponytail to pigtails or hair color you do not have to resubmit. These will not count towards the % change in your costume.

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

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

Tattoos

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

If a given species has tattoos then temporary designs based on what is found in source material is allowed.

Examples of species that have tattoos include: Zabrak, Mirialan, and Pantoran.

Jewelry

We strongly recommend removal of all rings for safety concerns during performance for member safety.

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

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