Optional Outerwear and Armor

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.

robe_example_1.jpg	robe_example_2.jpg	robe_example_3.jpg

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

Jedi Armor Options

Clone Wars Era Armor
Clone Wars era Jedi armor including shin guards, shoe guards, knee guards, gauntlets, arm cuffs, chest pieces and shoulder pieces are all approvable. Variations as seen on Anakin Skywalker, Obi Wan Kenobi and others are permitted so long as they are white. Sources for design can be from any animated, live action or comic visual reference.

Color is limited to white. It can be weathered. The hand plates and gauntlets can be attached to black Under Armour style gloves and sleeves similar to on-screen Clone Wars references.

Heraldry is limited to the following:

- Jedi Order symbol
- Miscellaneous battalion symbols such as the 104th Battalion. Existing battalion symbols should be in the same color as what is shown in the source material even if they are not Jedi colors for Saber Guild
- Custom design for heraldry should follow the general examples of Star Wars faction designs and it must be submitted for approval prior to construction.
- Colors should reference those within Star Wars media (such as the Jedi symbol in red that Obi Wan Kenobi wears), or should be chosen from the Jedi colors (Primary, Secondary, or Trim).

Other types of armor

Imperial Knight
Imperial Knight style armor as seen in Legends must follow the appropriate costume standard from either Rebel Legion, the 501st or other Star Wars costume clubs with published rules.

Temple Guardian
Temple Guardians of any era will be allowed, but must follow the appropriate costume standard from either Rebel Legion or other Star Wars costume clubs with published rules. Individual pieces cannot be used.

Old Republic
Old Republic style armor should be submitted under the Old Republic Armored Jedi Template for Saber Guild.

Other
Any other Jedi armor should be submitted for design pre-approval. It should look in Star Wars Universe, be based on existing designs, and be Jedi Primary or Secondary colors.

Sith Armor Options

Trooper Armor
Storm Trooper, Death Trooper, and other types of Trooper armor pieces are allowed as is or with customization except for the helmets.
Trooper helmets are not allowed.

Curomized Sith/Dark Side Armor
Customization and modified versions of existing Sith Lords or Dark Side character armor can be used so long as it is not iconic to the character (Darth Vader’s chest piece, Kylo Ren’s helmet, etc).

- Obscure characters may have their armor used without modification if the general public would not be able to identify where the piece came from.
  Original armor designs based on the various armor types found within the Star Wars universe

- No Mandalorian helmets.

- No Mandalorian beskar hearts or similar highly recognizable Mandalorian pieces.

Fallen Jedi Armor
Any armor approvable for Jedi will be approvable for Sith if the color of the pieces is within the Primary or Secondary Sith colors

Sith Armor Colors
Armor color should be metallic or use Sith Primary or Secondary colors

Approvable Materials for Armor construction
Armor can be one of or a combination of the following materials

- ABS plastic
- Fiberglass or similar
- 3D printed plastics such as PLA, PETG, ABS and others. No print lines should be visible in the final product.
- Foam pieces need to be finished to resemble plastic, metal or other appropriate material. They cannot be obviously foam constructed.
- Thermoplastics. Be careful in high temperatures to protect the armor from melting or warping.
- Leather or faux leather either over foam or other material or on its own

Securing Armor
Armor must be secured to the costume.
Invisible methods of securing armor such as snaps, velcro, or magnets is preferred.
Visible straps attaching armor to the body should follow these rules:

- Made of leather or leather-like material in color appropriate to the faction
- Straps must lay smooth across the body
- Straps may have one buckle maximum per strap
- Shoulder pieces should have only one strap and it can cross the body or wrap around the body to connect either under the armor or on the top of the plates.
- Shoulder pieces should have only one visible strap.
- Hidden straps are exempt from being made of leather.

strap_example.png

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

mask_breather_1.jpg	mask_breather_2.jpg	mask_breather_3.jpg

Costume Hand/Arm Prosthetics

Any medical device the member/applicant needs is fine regardless of design. The rules only apply to costume pieces meant to mimic prosthetics from the Star Wars universe.

- The design must be recognizable as a Star Wars design or look in-universe. No anime or designs from other intellectual properties (IPs) will be permitted.
- No items that are considered a safety hazard such as spikes, claws or parts that could cut or stab a choreography partner will be permitted.
- Construction materials for the piece should follow the rules for armor. All 3D printed pieces must not show print lines in the final construction.

- Colors can be metallic with colored wire or follow the Primary/Secondary rules for the appropriate faction.

- Costume Hand Prosthetics must be secured to the costume with no visible velcro, snaps or magnets.

Applicants/Members should submit the design for pre-approval. Final approval is dependent on construction methods/craftsmanship.

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

goggle_1.jpg	goggle_2.jpg	goggle_3.jpg
goggle_4.jpg	goggle_5.jpg	goggle_6.jpg

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.

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

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> 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).

Revision #7
Created 2024-05-17 04:17:41 UTC by Admin
Updated 2026-06-18 02:34:32 UTC by Mike James