



2019

**THIRD BRIGADE
STARFLEET MARINE CORPS**



**UNIFORM
GUIDEBOOK**



Official Guidelines Concerning
The Wear and Appearance of Uniforms
(If, and As Worn In)
the
Third Brigade,
STARFLEET Marine Corps



This manual is published by and for the members of the Third Brigade, STARFLEET Marine Corps. It is based on the Marine Forces Manual 2015, the USS *Sea Tiger's* Uniform Guidebook, and the updated uniform guidelines accounting for the new rank insignia used by the STARFLEET Marine Corps and the STARFLEET Military Assault Command Operations, as distributed October 2018.

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1.0 OVERVIEW

This manual is for the use of members of the Third Brigade of the STARFLEET Marine Corps (SFMC), a division of STARFLEET, The International Star Trek Fan Association, Incorporated. The Third Brigade encompasses those SFMC units in Texas and Louisiana. This manual contains the recommended guidelines for various styles of Star Trek uniforms as authorized by the current edition of the SFMC Marine Forces Manual (SFMC MFM), which may be downloaded from the SFMC library at <http://www.library.sfi-sfmc.org/index.php?id=general>, as updated in the SFMC Uniform Guideline Revision 201810.15, and including uniform options authorized at the Brigade level.

Please refer to the Glossary (page 53) if you are unsure of the meaning of any acronyms.

1.1 NOTE ON FORMATTING

After many line items on each uniform, there is a series of numbers in parenthesis. (For example: Award ribbons (7.3.12))

These numbers refer to the Marine Force Manual (MFM) and indicate where one can find the official information about that particular item.

Notes in red italics, like this one, indicate advice on acquiring or creating the uniform or uniform item – or sometimes just my personal opinion.

1.2 Guidebook Sources

Sources for this guidebook include a wide variety of Star Trek episodes and movies, the SFMC Marine Force Manual, the SFSO Uniform Manual, Memory Alpha, Trekcore.com, Ex Astris Scienta, the Star Trek Encyclopædia, Wikipedia, various Star Trek roleplaying books, and my own (fallible) memory. *Please see the Bibliography for greater details.*

Many images were found in the current MFM; others are photos of myself and other Marines wearing the uniform or uniform item described in the accompanying text. Other images were found on the internet using web-search engines Google or Bing. I take no credit for any image used herein, save those of me or of my own uniform items.

Some images include out-of-date insignia and badges. As little else had changed on these uniforms, it was felt the image was still appropriate. If any doubt exists, the descriptive text is definitive.

1.3 PRONOUNS

In this guidebook, “he”, “him”, and “his” are used following the standard English-language grammatical convention to use these forms for gender-nonspecific pronouns. No sexist bias is intended. The convention is used merely for ease of writing and reading. There have been and hopefully always will be plenty of female members in the SFMC, and no slight to them is intended. *The use of male gender-neutral pronouns throughout my writing is not to suggest an exclusive situation; it is simply a writing standard I was taught in school and that I prefer to use. I cannot get used to using a plural word (“their” or “they”) to indicate a*

singular individual. Old dogs, new tricks – you know how it goes. Please take no offense to this unless you also take offense at regular uses of the Oxford comma or occasional applications of split infinitives.

1.4 PURPOSE OF UNIFORMS

The purpose of a uniform is to provide identification and evidence of your profession (and your standing within that profession) using insignia, equipment and accessories. The purpose of SFMC uniform regulations is merely to provide a standard professional appearance that allows a STARFLEET Marine to be easily recognized as such. Your dress, appearance, and conduct reflect your own self-respect. It is also a prime indicator of the degree of respect with which you regard your service to the Third Brigade and to the STARFLEET Marine Corps.

1.5 WHEN WEAR OF THE UNIFORM IS RECOMMENDED OR PROHIBITED

Wearing a Marine uniform is never required. However, if the uniform is worn, it should be worn correctly. The uniforms described herein may be worn at any unit, Brigade, Battalion, ship, or fan function at which the Marine uniform would seem appropriate in context.

Uniforms are prohibited under the following circumstances:

- In connection with the promotion of any political or commercial interests.
- Except as authorized by competent authority, when participating in public speeches, interviews, picket lines, marches, rallies, or public demonstrations.
- When wearing the uniform would bring discredit upon the Third Brigade, the SFMC, STARFLEET, The International Star Trek Fan Association, Inc. or any of its other component parts.

1.6 UNIFORM APPEARANCE AND FIT

Uniforms should be properly fitted, clean, serviceable, and pressed as necessary. A professional image should be projected that leaves no doubt that uniformed personnel are held to a common standard. Buttons, zippers, and other closures should be closed, metallic devices should be kept in proper luster, shoes cleaned and shined, and pant and shirt cuffs should not be excessively long or short.

1.6.1 Personal Appearance

It is the duty of each Marine to take pride in his appearance. Hair should be properly groomed – not unruly or unkempt -- and if longer than the shirt collar, it should be gathered up and styled to remain above the collar. Facial hair if any should be neat, and makeup, nail polish, and jewelry should be conservative and complementary.

1.6.2 Wearing of Civilian Jewelry

The wear of one personal chronometer is authorized with all uniforms. Rings and earrings may be worn so long as they are in good taste and do not detract from the appearance of the uniform. Chains and necklaces should always be kept under the uniform shirt. No jewelry, watch chains or similar civilian items including pens and pencils, etc. should appear exposed on the uniform.

1.6.3 Use of Real-World Military Insignia

Under no circumstances will any STARFLEET Marine Corps (SFMC) personnel wear any current unmodified real-world military insignia on, or as part of, any SFMC uniform. Real-world military honors, rightfully earned, should be displayed with pride on the earner's real-world military uniform or, when allowed by custom and law, as a lapel pin on civilian attire. They have no business on Star Trek fan wear of any type.

The only insignia to be worn on the SFMC uniform are those specifically defined, described, and officially approved for use by the General Staff, SFMC.

1.7 CHOOSING THE RIGHT UNIFORM

There are several time lines in the Star Trek universe. Some are many fictional years apart, whilst some overlap. Even within the shows, it is often difficult to come up with a simple, logical uniform plan. For the sake of "uniformity" and consistency, these various styles have been streamlined in the SFMC into three classes: Class A – Dress Uniforms, Class B – Duty Uniforms, and Class C – Field Uniforms.

It is expected that event planners will indicate the highest level of uniform for each event. For example, a Dining-In is a formal dinner, and one would be most appropriately dressed in a Class A uniform. If one doesn't own a Class A, one might attend in a Class B, or may instead opt for a civilian suit with a tie (for men) or an appropriate dress (for women.) If one only owns a Class C uniform, more formal civilian attire would be the more appropriate choice.

On the other hand, one would be severely out of place playing Laser Tag in a dress uniform. Class C might be the prescribed uniform, with either Class B or civilian mufti being an acceptable alternative.

Generally speaking, Class B uniforms (also called Duty uniforms, or Service uniforms) will work well for any occasion, if that is the only uniform owned – although, if rough activity in mud or dirt is planned, a club t-shirt or polo might be a wiser choice. *See pg 32, Casual Duty Uniform.*

Under no circumstances should uniform appearance override safety considerations. Our members are our most important asset and must be treated with care and respect for their safety and comfort. Special considerations such as sun protection, wind-chill protection, safety, and hydration bear inclusion in the same vein. In other words, your health and safety are more important than your uniform.

1.8 ACCESSORIES AND PROPS

Props should be cleared with competent authority. Many conventions have guidelines regarding bat'leths, lirpas, ahn-woons, staves, daggers (including D'k Tahgs), swords (including mek'leths), and so forth. Some include prop phasers and even Nerf guns and water pistols in their list of prohibited items. Consider the environment. If you're going to see a movie together while in uniform, you should probably leave the prop weapons at home, or at least in the car.

1.8.1 Firearms

At no time is open carry of a firearm appropriate with STARFLEET Marine Corps uniforms. Concealed carry is subject to federal, state, and local laws, and will not be otherwise addressed in this guidebook. **Marines are, as always, strongly encouraged to know and obey federal, state, and local laws.**

1.9 HEADGEAR

Many styles of headgear, or "cover," are mentioned in this guidebook. See Appendix C for more information.



2.0 CLASS A UNIFORMS

2.1 Dress Uniform, Original Series (“TOS Dress Grays”)



This uniform shares the highest level with the Mess Blacks and Monster Blacks for purposes of Uniform of the Day planning—except for formal dinners (see Mess and Monster Blacks Uniforms)

Occasions for Wear:

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

Composition: This Dress Uniform is comprised of the Dress Tunic and the Original Series Trousers, and accessories and *accoutrements* as authorized below.

Tunic, Dress: 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 also 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. *This piping is best sewn in while constructing the tunic. Branch colors are sometimes not easy to find, but a dedicated and talented seamstress may make piping of the correct color by sewing appropriate cloth over white piping.* The tunic is worn outside the trousers, not tucked into the waistband.

Trousers, Original Series: Original Series Trousers are black in color, low waist, bell bottomed and without side and hip pockets. *Original Series trousers had no pockets at all, which was a big complaint by the cast members. I wear the Dress Trousers worn with other SFMC uniforms, instead. I do not believe anyone would fuss if a Marine had side and/or hip pockets added to his Original Series Trousers, but the addition of cargo pockets should be avoided, especially with a dress uniform.* A 1-inch wide red “blood” stripe is worn along the outside of each leg. The trousers are worn bloused into or at the top of the boot. An acceptable option is to wear the Dress Trousers worn with other SFMC Dress Uniforms. *I had a hard time finding 1-inch ribbon; I’ve used 7/8-inch since 2009, and no one’s noticed. I took a pair of black trousers and the ribbon to a dry cleaner’s that also did some tailor work and paid about \$30 to have them sew it on. Prewashing the ribbon, following the ribbon manufacturer’s directions in washing, will stop it from puckering when attached to the trousers.*

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

Headgear: Only the beret is authorized by the SFMC for wear with the Dress Uniform, Original Series. The Third Brigade authorizes a garrison cap; see Appendix C.

Footwear: Black boots, no laces, similar to those seen in Star Trek (The Original Series) may be worn with the Dress Uniform, Original Series. Acceptable options are high gloss black dress shoes or spit-shined combat/jump boots.

Insignia & Accoutrements: Only the following listed items are authorized for wear with the Dress Uniform, Original Series.

1. **Insignia of Grade, Sleeve Braid** (7.3.10.8) - Worn on both sleeves, using 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.

Please consult the rank chart in Appendix A -1 for exact rank to be worn.

Non-metallic braid may be used providing it is substantially similar to the braid seen on Star Trek. *Metallic rick-rack works quite well.*

2. **SFMC Insignia (Collar Brass)** (7.3.5.1) - to be worn ½" above highest rank braid. May be the current SFMC collar pin or embroidered and sewn on the sleeves as appropriate.
3. **SFMC Ribbon Rack** (7.3.12) - Award Ribbons are to be worn with this uniform on the left breast, centered in approximately the same position as the Branch Badge would be worn.

FEMALE VARIANT:

This variant replaces the Original Series Trousers with the Original Series Skirt and changes the footwear to more feminine styles. Women may wear the male variant of this uniform if they so choose.

Tunic, Dress, Female: The Dress Tunic, female is a pull over type of tunic similar to that worn with the Duty Uniform, Original Series. 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 also picked out 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 trousers, not tucked into the waistband.



Skirt, Original Series: This is a plain black skirt (mini skirt is worn on Star Trek (Original Series)) 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. *See notes above (page 9, under Trousers, Original Series) for more info about the blood stripe.* It shall be hemmed so the edge falls within a range of 2-4 inches above the knee. It should be without side or hip pockets.



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 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, 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 & Accoutrements: The same items are authorized for wear on the female 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 and no other adornment or decoration.

Uniform Design by Peter Christian, USS Thermopylae



2.2 Dress Black Uniform (a.k.a. Monster Blacks)

This uniform shares the highest level with the Mess Black, and the Original Series Dress Uniform, for purposes of Uniform of the Day planning- except for formal dinners (see Mess Black Uniform.) *Patterns for this uniform are available at <https://shop.roddeberr.com/collections/uniform-patterns>*

Occasions for wear:

1. On duty, as prescribed by local commanders.
2. Off duty, the Dress Black 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 Dress Black Uniform constitutes a formal uniform and corresponds to a civilian tuxedo. *White gloves are available from Glendales, at <http://www.paradestore.com/index.php/uniforms/gloves-scarves.html?SID=b7b4p7a6i1ai1og599e0j13d94>; suitable white belts – and various buckles – can be found at <http://www.paradestore.com/index.php/uniforms/belts-buckles.html?limit=all>.*

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

Black Jacket: The jacket is based on the "monster maroon" as seen in Star Trek II: 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 senior officers, Colonel through General, the strap is gold. For Junior 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.

Dress trousers: Dress Trousers are low waist, flat front, straight legged, without cuffs, and with side and 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 trousers may be worn bloused with boots, or unbloused with dress shoes. *See notes under 2.1, Trousers, Original Series, page 9, for more info about the blood stripe.*

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.

Belt: A 2-inch-wide black leather belt with a STARFLEET Delta buckle (as seen in 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. *The jacket that I have was purchased from COSPLAYSKY, and it has no belt loops. The custom belt buckles mentioned are for sale at the SFMC Quartermaster, at http://www.qm.sfi-sfmc.org/index.php?main_page=product_info&cPath=20&products_id=83*

Headgear: The beret is the only headgear authorized by the SFMC for wear with the Dress Black Uniform. The Third Brigade authorizes a garrison cap, and a saucer cap works quite well (*even though it is totally unauthorized*); see Appendix C.

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.

Insignia & Accoutrements: Only the following items are authorized for wear with the Dress Black Uniform:

1. **Award ribbons** (7.3.12) - worn on left chest at approximately the breast level. Ribbons will be centered, left to right, along imaginary line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket.
2. **Combadge** (7.3.11.2) - worn 1/2-inch above and centered on ribbons.
3. **Branch Devices** (Type A Insignia) (7.3.1) – worn 1/4-inch above and centered on the combadge.

4. **Campaign Ribbons** (Type D Insignia) (7.3.4) – 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.

5. **Command College Qualification Badges** (Type C Insignia) (7.3.3) - 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 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.

6. **Qualification Badges** (Type B Insignia) (7.3.2) - 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 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.

7. **SFMC Collar Brass** (7.3.5.1) - worn on the shoulder strap, 1/2 inch above the clasp.

8. **Insignia of Grade** (7.3.10.1 or 7.3.10.6) - worn on the shoulder strap, 1/4 inch above the SFMC insignia.

a. **Officer's Bars** – worn so that the bars are horizontal to the deck. Junior Officer bars will be spaced 1/8 inch apart along the strap. Any filled (black bars) are worn lowest on the stack, toward the clasp.

b. **NCO Chevrons** – worn so that the point of the least number of chevrons point toward the clasp.

3. **Shoulder Cord** (7.3.7) - worn on left shoulder. Two types of attachments are authorized.

a. A pin attachment - which would attach the cord at the shoulder seam.



b. 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.

4. **Dress gloves** (7.3.11.71) - White (when authorized by local commanders). *White gloves are available from Glendales, at <http://www.paradestore.com/index.php/uniforms/gloves-scarves.html?SID=b7b4p7a6i1ai1og599e0j13d94>*
4. **Belt, Pistol** - Black (7.3.11.42) or White (7.3.11.43) (when authorized by local commanders) ; *suitable belts – and various buckles – can be found at <http://www.paradestore.com/index.php/uniforms/belts-buckles.html?limit=all>.*

Note that on this uniform, the combadge goes between the branch device and the ribbons; on the Dress Blouse Black, it goes underneath.

FEMALE VARIANT:

This variant replaces the Dress Trousers with the Dress Skirt and changes the footwear to more feminine styles. Women may wear the male variant of this uniform if they so choose. *Note that the female variant is not specifically authorized for this uniform in the MFM at this time.*

Dress Skirt: This is a plain black skirt (Uhura wears a mini skirt in the Star Trek (Original Series) movies) 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. *See notes under 2.1, Trousers, Original Series, page 9, for more info about the blood stripe.* It shall be hemmed so the edge falls within a range of 2-4 inches above the knee. It should be without side or hip pockets.

Footwear: There are two types of footwear authorized with the female variant:

1. 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, or multicolored hosiery is specifically prohibited.
2. 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.





2.3 Mess Black Uniform (Mess Blacks, Evening Dress, or Insurrection Blacks)

This is considered the highest-level uniform for formal dinners and shares the highest level with the Dress Black Uniform for purposes of uniform of the day planning.

Occasions for wear:

1. Off duty, the Evening Dress is normally one of the prescribed uniforms for social functions.
2. On other appropriate occasions, as desired.

The Mess Black Uniform constitutes a formal uniform and corresponds to a civilian tuxedo.

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

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 waistcoat color indicates the rank of the Marine:

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

Dress trousers: Dress Trousers are low waist, flat front, straight legged, without cuffs, and with side and 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. *See notes under 2.1, Trousers, Original Series, page 9, for more info about the blood stripe.* The dress black trousers may be worn bloused with boots, or unbloused with dress shoes.

Belt: If a belt must be worn it must not be exposed.

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.

Insignia & Accoutrements: Only the following items are authorized for wear with the Evening Dress Uniform:

1. **Combadge** (7.3.11.2) - worn on the left chest 1/2-inch below the shoulder piping, centered, left to right, along imaginary vertical line drawn from where the shoulder meets the neck of the jacket, down along the body of the jacket.
2. **Branch Device** (Type A Insignia) (7.3.1) – worn 1/2-inch above the shoulder piping, centered on combadge.
3. **SFMC Collar Brass** (7.3.5.1) – Junior Officers and Enlisted will wear the collar brass 1-inch from edge of left collar, centered, vertical to the deck.
4. **Insignia of Grade** (7.3.10.2 or 7.3.10.6) – Junior Officers and Enlisted will wear insignia on the right collar. General Officers wear rank insignia on both collars.
 - a. **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. Junior Officer bars will be spaced 1/8-inch apart (General Officer bars are produced with this spacing).
 - b. **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.
5. **Dress gloves** (7.3.11.71) - White (when authorized by local commanders). *White gloves are available from Glendales, at <http://www.paradestore.com/index.php/uniforms/gloves-scarves.html?SID=b7b4p7a6i1ai1og599e0j13d94>*



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

2.4 Black Dress Blouse



This uniform shares the highest level with the Mess Blacks, and Original Series Dress Uniform for purposes of Uniform of the Day planning and shares the highest-level uniform for formal dinners. It is available for use by Marines emulating any Star Trek time periods.

1. Off duty, the Black Dress Blouse is normally the prescribed uniform for social functions.
2. On other appropriate occasions, as desired.

When worn with white gloves, the Dress Black Blouse Uniform constitutes a formal uniform and corresponds to a civilian tuxedo. *White gloves are available from Glendales, at <http://www.paradestore.com/index.php/uniforms/gloves-scarves.html?SID=b7b4p7a6i1ai1og599e0j13d94>*

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

Black 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.

Dress trousers: Dress Trousers are low waist, flat front, straight legged, and with side and 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. *See notes under 2.1, Trousers, Original Series, page 9, for more info about the blood stripe.* The dress black trousers may be worn bloused with boots, or unbloused with dress shoes.

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.

Belt: The black web belt 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.

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

Footwear: High gloss black dress shoes, or ankle boots may be worn with the Black Dress Blouse Uniform. Aerospace branch and jump para-qualified members of the Infantry and Special Operations Branches may wear spit shined Jump boots.

Insignia & Accoutrements: Only the following items are authorized for wear with the Black Dress Blouse Uniform:

1. **Award ribbons** (7.3.12) - 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.
2. **Combade** (7.3.11.2) – worn 1/2-inch below and centered, left to right, on the award ribbons.
3. **Branch Device** (Type A Insignia) (7.3.1) - worn 1/2-inch above and centered, left to right, on the award ribbons.
4. **Campaign Ribbons** (Type D Insignia) (7.3.4) – worn on the right chest. Ribbons will be centered, left to right, along 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.
5. **Command College Qualification Badge** (Type C Insignia) (7.3.3) - 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 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

6. **Qualification Badge** (Type B Insignia) (7.3.2) - 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 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.

7. **SFMC Collar Brass** (7.3.5.1) – Junior Officers and Enlisted will wear brass on the left collar 1-inch from the edge of the collar, centered, and vertical to the deck.
8. **Insignia of Grade** (7.3.10.2 or 7.3.10.6) - Junior Officers and Enlisted will wear insignia on the right collar. General Officers will wear rank insignia on both collars.

- a. **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. Junior Officer bars will be spaced 1/8-inch apart (General Officer bars are produced with this spacing).
 - b. **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.
9. **Shoulder Cord** (7.3.7) - worn on right shoulder. Two types of attachments are authorized.
- a. A pin attachment - which would attach the cord at the shoulder seam.
 - b. Button loop attachment -single plain black button will be attached to the left shoulder of the jacket for this purpose.
10. **Dress gloves** (7.3.11.71) - White (when authorized by local commanders). *White gloves are available from Glendales, at <http://www.paradestore.com/index.php/uniforms/gloves-scarves.html?SID=b7b4p7a6i1ai1og599e0j13d94>*

FEMALE VARIANT:

This variant replaces the Dress Trousers with the Dress Skirt and changes the footwear to more feminine styles. Women may wear the male variant of this uniform if they so choose. *Note that the Female Variant is not specifically authorized in the MFM at this time.*

Dress 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. *See notes under 2.1, Trousers, Original Series, page 9, for more info about the blood stripe.* It shall be hemmed so the edge falls within a range of 2-4 inches above the knee. It should be without side and hip pockets.

Footwear: There are two types of footwear authorized with the female variant:

1. 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, or multicolored hosiery is specifically prohibited.
2. 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.

2.5 Mess Whites (a.k.a. “Salt and Pepper”)

These uniforms are being phased out within the SFMC and as such, will not be addressed here. Other Class A uniforms are more “Trekish” and are encouraged for wear by Marines of the Third Brigade.



3.0 CLASS B UNIFORMS

Class B uniforms are also called “Duty” or “Service” uniforms and represent the most commonly worn uniforms in Star Trek. If a Marine only acquires one uniform, it should probably be a Class B.

3.1 Duty Uniform – The Original Series (“TOS Grays”)



This is normally considered the third highest level uniform for purposes of Uniform of the Day planning. It is based on the standard uniform seen on Star Trek: The Original Series. *For those of you who can sew, this shirt is easily made using any pajama-top or “baseball shirt” pattern and modifying it slightly, adding the black trim around the collar and possibly lengthening the sleeves. The main thing is to get a pattern that has the odd sleeve configuration that was used.*

Alternatively, patterns for this uniform are available at <https://shop.rodnenberry.com/collections/uniform-patterns>

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 Trousers, and accessories and accoutrement as authorized below.

Shirt, Duty: 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 (Red, Blue, Gold). The shirt is worn outside the trousers, not tucked into the waistband.

Trousers, Original Series: Original Series Trousers are black in color, low waist, bell bottomed and without side and hip pockets. A 1inch wide red “blood” stripe is worn along the outside of each leg. *See notes under 2.1, Trousers, Original Series, page 9, for more info about the blood stripe.* The trousers are worn bloused into or at the top of the boot. An acceptable option is to wear the Dress Trousers worn with other SFMC Dress Uniforms.

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 by the SFMC for wear with the Duty Uniform, Original Series. The Third Brigade authorizes a garrison cap; see Appendix C.

Footwear: Black boots, no laces, similar to those seen in Star Trek (The Original Series) may be worn with the Duty Uniform, Original Series. Acceptable options are Boots or dress

shoes. NOTE: The Duty Uniform is the most recognizable Trek uniform as well as usually being suitable for most occasions.

Insignia & Accoutrements: Only the following listed items are authorized for wear with the Duty Uniform, Original Series.



1. Insignia of Grade, Sleeve Braid (7.3.10.8) - Worn on both sleeves, using 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 Appendix A for exact rank to be worn. Nonmetallic Braid may be used as long as it is substantially similar to the braid seen on Star Trek.

2. SFMC Insignia (Collar Brass) (7.3.5.1) - Globe, and Anchor to be worn ½" above highest rank braid. May be the current SFMC collar pin or embroidered and sewn on the sleeves as appropriate. *I often omit this, as I believe the gray color of the tunic is enough of an indicator of "Hey, I'm a STARFLEET Marine!"*

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

- a) 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).
- b) The embroidered SFMC Globe, Delta and Anchor worn on the sleeves.
- c) A silver "Trek Delta" with the appropriate branch insignia embroidered in the center to denote your SFMC Branch of Service. *This exact item is hard to come up with, unless you happen to be Aerospace or Medical Branch (in which case you can use the pins or patches from the 2009 Star Trek movie or one of its sequels.) However, no one will say anything if you use a standard TOS chest insignia patch or pin. You could, if you were industrious enough with cloth and embroidery, make your own.*

FEMALE VARIANT:

This variant replaces the Original Series Trousers with the Original Series Skirt and changes the footwear to more feminine styles. Women may wear the male variant of this uniform if they so choose.

Skirt, Original Series: This is a plain black skirt (mini skirt is worn on Star Trek (Original Series)) 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. *See notes under 2.1, Trousers, Original Series for more info about the blood stripe.* It shall be hemmed so the edge falls within a range of 2-4 inches above the knee. It should be without side and hip pockets.

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 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, 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.



3.2 Duty Uniforms (DS9 and VOY)

This is normally considered the third highest level uniform for purposes of Uniform of the Day planning. It is based on the standard uniform seen on Star Trek: First Contact and on Star Trek: Deep Space Nine. *Patterns for this uniform are available at <https://shop.roddeberr.com/collections/uniform-patterns>. There are many vendors on the internet that sell the completed uniform, too.*



Occasions for Wear:

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

Composition: The Duty Uniform is comprised of the jacket, trousers, a branch of service undershirt/dickey, and *accoutrements*

as authorized below.

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 trousers, 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. *See the MFM for more information on BOS and special color combinations.*



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.

Trousers: the trousers 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 trousers are worn unbloused.

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

https://www.amazon.com/gp/product/B001VIQ5JU/ref=oh_aui_detailpage_o02_s00?ie=UTF8&psc=1

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

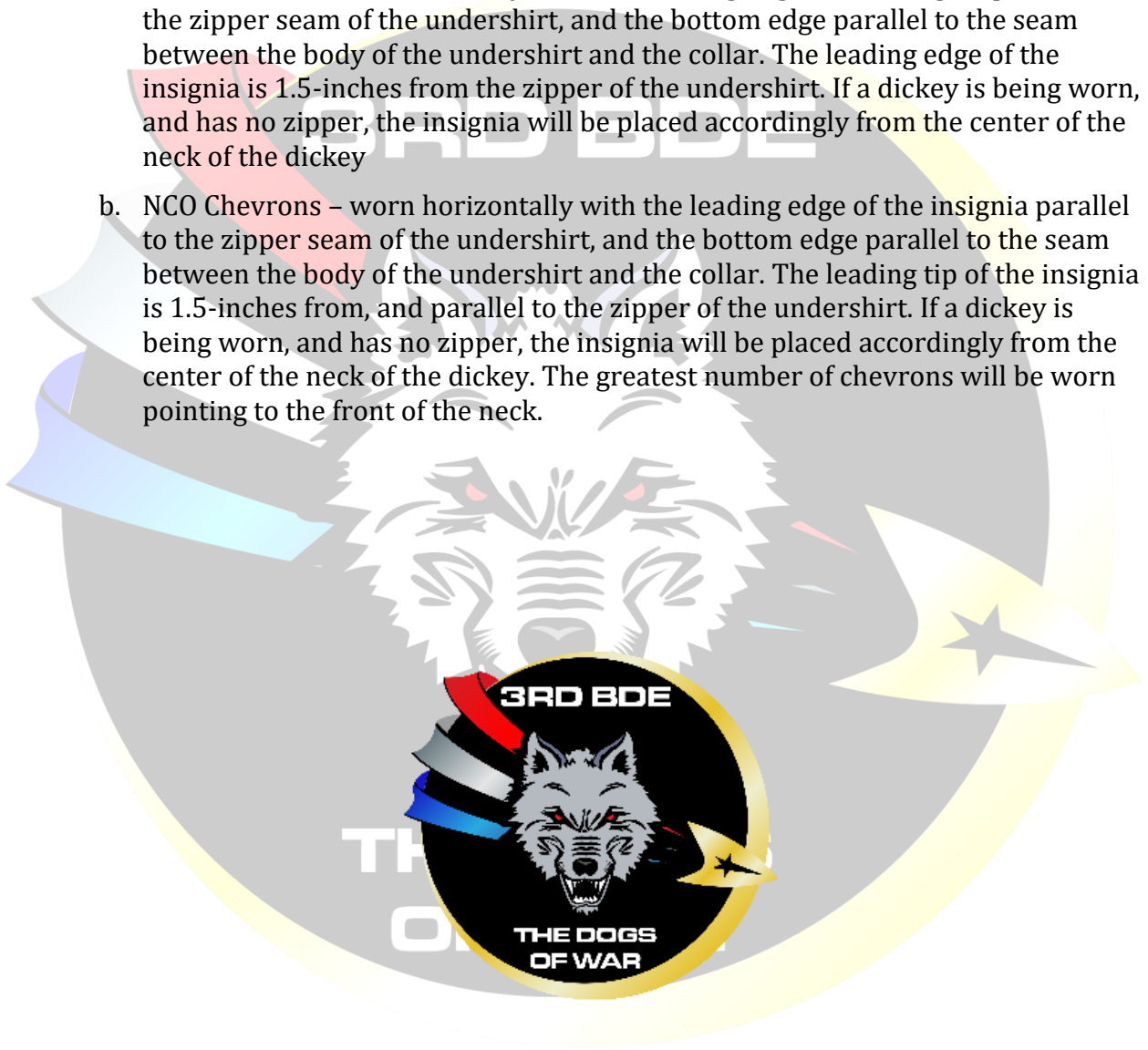
Headgear: The beret is the only headgear authorized by the SFMC for wear with the Duty Uniform. The Third Brigade authorizes a garrison cap: see Appendix C

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 Tactical Trousers, when the Duty Uniform is worn as a field uniform.

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

1. **Combadge** (7.3.11.2) - worn on the left chest, centered left to right, along 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.
2. **Branch Device** (Type A Insignia) (7.3.1) - worn on left side of chest, centered, left to right, along 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.

3. **Collar Brass (7.3.5.1)** - 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.
4. **Insignia of Grade (7.3.10.2 or 7.3.10.6)** - worn on the right collar of the undershirt, and vertical to the deck. General Officers will wear rank insignia on both collars.
 - a. **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
 - b. **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.



3.3 Duty Uniform, Type B (“TNG Grays”)



This is normally considered the third highest level uniform for purposes of Uniform of the Day planning. It is based on the standard uniform seen on Star Trek: The Next Generation. *Patterns for this uniform are available at*

<https://shop.roddenberry.com/collections/uniform-patterns>

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 trousers, and *accoutrements* as authorized below.

Jacket: The jacket 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 instead of branch or departmental color as with the Fleet side.

Trousers: Duty Trousers 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. 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. *See notes under 2.1, Trousers, Original Series, page 9, for more info about the blood stripe.*

Headgear: The beret is the only headgear authorized by the SFMC for wear with the Duty Uniform. The Third Brigade authorizes a garrison cap: see Appendix C.

Footwear: High gloss black dress shoes, or ankle boots may be worn with the Duty Uniform, Type B. Aerospace branch and jump para-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 with the Duty Uniform:

1. **Combade** (7.3.11.2) - worn on the left chest, centered left to right along 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).

2. **Branch Device** (Type A Insignia) (7.3.1) – worn on left chest, centered left to right along 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.
3. **Collar Brass** (7.3.5.1) - 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.
4. **Insignia of Grade** (7.3.10.2 or 7.3.10.6) - worn on the right collar of the tunic, 1 inch from the edge of the collar, centered top to bottom. General Officers will wear rank insignia on both collars.
 - a. 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.
 - b. 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.

3.4 Service Undress Uniform (Scotty B)

This is normally considered the third highest level uniform for purposes of Uniform of the Day planning. It is based on the working uniform seen in various motion pictures set in the late 23rd Century, most prominently worn by Montgomery Scott, hence the informal nickname of “Scotty” for this uniform type.

Occasions for Wear:

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

Composition: The Service Undress Uniform is comprised of the Duty Vest, the Duty Trousers, a Duty Branch of Service (BOS) Tunic, and accessories and *accoutrements* as authorized below.

Vest, Duty: 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 *accoutrements* worn on the duty vest are described in the uniform descriptions referencing the vest.

Tunic, Branch of Service, Duty: Under the vest is worn a tunic with a turtleneck or mock turtleneck collar (ribbed or unribbed). This shall be in the marine's BOS color, except that those holding the office of First Sergeants, Sergeants Major, Unit OICs, and General Staff

officers may wear a white tunic instead of the BOS color. The tunic is normally long sleeved, but short sleeves may be worn when appropriate for local conditions.

Trousers, Duty: Duty Trousers are black in color, low waist, straight legged and with or without side and hip pockets. Simple black dress slacks without any product labels will do (they should be plain front—unpleated). The trousers are worn unbloused. At the discretion of local commanders, the trousers may include the same 1 inch “blood stripe” as found on the Dress Trousers for the Dress Black uniform. *See notes under 2.1, Trousers, Original Series, page 9, for more info about the blood stripe.*

Belt: The black web belt is worn with the trousers, under the vest.

Headgear: Only the beret is authorized by the SFMC for wear with the Service Undress Uniform. The Third Brigade authorizes a garrison cap: see Appendix C.

Footwear: Black boots or black casual shoes may be worn with the Service Undress Uniform. The footwear need not be highly polished but must be neat and clean in appearance.

Insignia & Accoutrements: Only the following items are authorized for wear with the Service Undress Uniform.

1. **Collar Brass** (7.3.5.1) - 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.
2. **Insignia of Grade** (7.3.10.2 or 7.3.10.6) - worn on the right collar of the undershirt, and vertical to the deck. General Officers will wear rank insignia on both collars.
 - a. 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
 - b. 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.
3. **Combadge/Branch Badge** (7.3.11.2) - Worn centered on the left breast pocket flap or in an equivalent location if the vest has no such pocket and/or flap.
4. **Branch Device** (Type A Insignia) (7.3.1) or **Qualification Badge** (Type B Insignia) (7.3.2) As an option, a single Branch Device or Qualification Badge may be worn centered relative to the combadge, 1-inch above the combadge. *It would be better to wear a Type A insignia if you have one, and only wear a Type B if you don’t have a Type A.*

4.0 CLASS C UNIFORMS

Class C uniforms are sometimes called “Field” or “Utility” uniforms. They are designed to be worn when nicer-looking (and more expensive) uniforms might be subject to damaging activity, or when the only folks around are going to be Marines. In the case of the “Con Minimum” polo shirt, they may be used to present an inexpensive and non-military unified look to the public at conventions. The more military looking uniforms may be avoided in this situation.

4.1 Battle Dress Uniforms (BDU)



Like the Mess Whites (“Salt and Peppers”), 2.5 above, these uniforms are being phased out of SFMC use. Other options exist, and Third Brigade Marines are encouraged to seek out and use those options. (See below)

4.2 Flight Suit/Vehicle Crew Garment

This is normally considered the same level uniform as the BDU for purposes of Uniform of the Day planning. It is widely available at Army/Navy stores and via mail order and is therefore one of the easiest uniforms to obtain.

Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired. 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, or Nomex™*, with a gray T-shirt worn under it.

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. The Third Brigade authorizes a garrison cap: see Appendix C.

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

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

1. **SFMC Patch (7.3.5.2)** - Worn centered on the left shoulder, 1/2 inch below the shoulder seam.

2. **Brigade Patch** (7.3.5.3) - Worn centered on the right shoulder, 1/2 inch below the shoulder seam.

3. **Chapter Patch** (7.3.5.5) - 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.

4. **Unit Patch** (7.3.5.4) - If worn, is worn centered on the left breast pocket.

5. **Flight/Crew Suit Name Plate** (7.3.11.6) - 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.

It is not difficult to make your own nameplate. Use a word processor to create an appropriately sized image, and type the information in. Images of all the SFMC Branch Devices are in the MFM and at the Quartermaster web site; download the right one, edit it as needed using your graphics software (I used MS Paint), and print it on iron-on transfer paper. Follow the directions that came with the transfer paper to apply it to a piece of cloth, then glue that cloth to a rectangle of Velcro.

NOTE: The Flight Suit worn by Aerospace personnel is the same as the Vehicle Crew Garment worn by Armor and Mecha personnel, the only difference being the latter has an extraction handle on the back. *My extraction handle was made out of belt webbing and sewn in place by my lovely and talented bride.*

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This was the first uniform I acquired for use in the SFMC. I bought the jumpsuit and boots from an Army/Navy store, the beret from Glendales (Paradestore.com), the patches and insignia from the SFMC Quartermaster, and the nameplate from an online vendor.

4.3 All-Weather Work Uniform (Scotty C):



This is normally considered the fourth highest level uniform for purposes of Uniform of the Day planning. Like the Service Undress Uniform, it is based on the working uniform seen in various motion pictures set in the late 23rd Century, most prominently worn by Montgomery Scott, hence the informal nickname of "Scotty" for this uniform type. The main components of this uniform, like the BDU, are widely available, making it easy to obtain.

Occasions for Wear:

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

The All-Weather Work Uniform is intended to be worn to provide the maximum comfort and personal safety for Marines when working outdoors. 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 trousers, a working shirt, and accessories and accoutrement as authorized below.

Vest, Duty: 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 Trousers: The work trousers are black, of suitable sturdiness for the job at hand. Trousers may be BDU or Cargo style in order to provide more useful pockets, Short trousers 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 trousers, 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. The Third Brigade authorizes a garrison cap: see Appendix C.

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. Trousers may be worn bloused or unbloused with boots.

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

1. **Insignia of Grade** (7.3.10.1 or 7.3.10.6) - 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. *There have been no guidelines published yet, but this author suggests that officer rank should be worn horizontal to the deck, with filled (black) bars being lowest on the stack, and NCO chevrons should be vertical, with the greatest number of chevrons being worn on top, pointing toward the shoulder.*

2. **SFMC Insignia** (Collar Brass) (7.3.5.1) - 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.
3. **SFMC Patch** (7.3.5.2) - 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.
4. **Brigade Patch** (7.3.5.3) - 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.
5. **Nametape** (7.3.11.52) - As an option, a name tape exactly as called out for the Class C BDUs may be worn above the right breast pocket of the Duty Vest. If no such pocket exists, the name tape is worn ½ inch above and centered on the rank insignia. If the name tape is worn, the SFMC tape must also be worn.
6. **SFMC Tape** (7.3.11.51) - As option, the same SFMC tape called out for the Class C BDUs may be worn in an equivalent location on the left side of the Duty Vest
7. **Branch Devices** (Type A Insignia) (7.3.1) - If the wearer is entitled to wear distinctive items (such as Aviator wings), they may wear a single 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.

This uniform does not call for a combadge. I have always worn one with it, on the left pocket flap (see picture above), and no-one has ever commented negatively.

Special note: it is permissible for all the cloth insignia and accoutrement listed above be attached with a hook and loop fastener (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.

4.4 DS9 Tactical Variant

This is listed above in Class B uniforms as the variation of 3.2 in which one wears Tactical Trousers instead of the Dress Trousers. *See page 22.*

4.5 Casual Duty Uniform (Polo Shirt)



This uniform is considered to be casual. It is inappropriate for formal occasions, but it is suitable for wear to “Landing Parties,” conventions, meetings, Region Summits, and International Conferences.

Composition: This uniform consists of a Polo (or “golf shirt”), black in color, with the club logo (either STARFLEET or SFMC) applied, either by a sewn-on patch, embroidery, or any other suitable method. The logo should be on the left breast area.

Black trousers, jeans, shorts, skirts, or kilts, as appropriate for the weather and the situation, are to be worn with the shirt. *If the trousers chosen are black dress trousers or slacks, and dress shoes or boots are worn, this uniform may be considered by local commanders as a Class B uniform.*

Appropriate footwear is encouraged.

Accessories: All accessories are optional with this uniform.

1. **Collar Brass** worn on the left collar centered, left to right, 1-inch from the tip of the collar, along an imaginary line drawn from the tip of the collar
2. **Insignia of Grade** worn on the right collar of the polo shirt. General officers wear their insignia on both the right and left collars.
 - a. Officer’s Bars – centered, left to right, 1-inch from the tip of the collar, along an imaginary line drawn from the tip of the collar. Junior Officer bars will be spaced 1/8inch apart, and any filled (black bars) are worn highest on the stack, toward the neck.
 - b. 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
3. **Combade/Branch Badge (7.3.11.2)** - Worn centered on the left breast in the traditional location.
4. **STARFLEET Name Badge** – This name badge, available from STARFLEET Quartermaster, may be worn on the right chest, opposite the combade and, centered left to right along imaginary vertical line drawn from where the shoulder meets the neck of the shirt, down along the body of the shirt.

The SFMC polo shirt is often available at the SFMC Quartermaster. STARFLEET polo shirts are available at the STARFLEET Quartermaster:

http://www.qm.sfi.org/index.php? a=category&cat_id=3&page=1

5.0 BRIGADE UNIFORMS

The uniforms in this section have not been approved (yet?) by the General Staff. We are pleased to present these uniforms to the Third Brigade in hopes that they may become SFMC-official uniforms in the future.

5.1 SFMC:2151, Class A



This is a more formal version of the uniform based on the Flag Officer's Uniform on Star Trek: Enterprise. This uniform shares the highest level with the Mess Blacks and Monster Blacks for purposes of Uniform of the Day planning—except for formal dinners (see Mess and Monster Blacks Uniforms)

Occasions for Wear:

1. On duty, when appropriate.
2. On other appropriate occasions, as desired.

Composition: This Dress Uniform is comprised of the uniform jacket, dress trousers, dress shirt, black bow tie, and accessories and *accoutrements* as authorized below.

Duty Jacket: Based on the Flag Officer uniform seen in Star Trek: Enterprise, this jacket is charcoal in color, and has a collar, as well as two pockets on the bottom towards the hips. Each shoulder is outlined by a stripe in the Marine's Branch of Service color, and the jacket should be worn zipped at least half-way up. *(This jacket looks very similar to*

Dickies™ unlined Eisenhower jacket; see https://www.dickies.com/outerwear/unlined-eisenhower-jacket/JT75.html?dwvar_JT75_color=DN#start=12. One would need to remove the "Dickies™" label.

These are also available through Red Kap (<https://redkap.com/Products/Details/358263?product=Slash-Pocket-Jacket>) and Aramark (<https://shop.aramarkuniform.com/style?style=300>)

Duty Trousers: The trousers are charcoal in color, straight legged. Dickies™ also makes these: https://www.dickies.com/pants/original-874-work-pants/874.html?dwvar_874_color=CH#start=1

Shirt: This is a standard white dress shirt, short or long sleeve. The collar is not button-down.

Tie: The tie worn with this uniform is a solid black bow tie without adornment or design. Although clip-ons are acceptable, Marines are encouraged to learn how to tie a bow tie. <https://www.google.com/search?q=how+to+tie+a+bow+tie&oq=how+to+tie+a+bow+tie&aqs=chrome..69i57j0l5.4087j0j4&sourceid=chrome&ie=UTF-8>

Belt: The standard black webbed belt as worn with other SFMC uniforms; the belt buckle should be gold for officers and silver for enlisted.

Headgear: No headgear is required with this uniform. The saucer cap is probably the most appropriate, but the black beret and the garrison cap are good options. See Appendix C.

Footgear: Black boots or dress shoes, similar to those seen in Star Trek: Enterprise may be worn with the Duty Uniform Jumpsuit.

Insignia & Accoutrements: Only the following listed items are authorized for wear with the SFMC: 2151 Uniform.

1. **Collar Brass (7.3.5.1)** - Worn on the left side, above the BOS shoulder striping, starting from the inside edge and vertical to the deck. The leading edge of the insignia is approximately 1.5 inches from the vertical trim. General officers wear insignia of grade on both sides of the yoke.
2. **Insignia of Grade (7.3.10.2 or 7.3.10.6)** Worn on the right side, above the BOS shoulder striping, starting from the inside edge and vertical to the deck. See Appendix A, section A-2, for correct rank insignia.
 - a. Officer's Bars – worn vertically, with the leading edge of the insignia parallel to the vertical trim, and the bottom edge parallel to the horizontal trim. The leading edge of the insignia is approximately 1.5 inches from the vertical trim. The black bars, if any, are worn toward the outside.
 - b. NCO Chevrons – worn horizontally with the leading edge of the insignia parallel to the vertical trim, and the bottom edge parallel to the horizontal trim. The leading tip of the insignia is approximately 1.5-inches from, and parallel to the horizontal trim. The greatest number of chevrons will be worn pointing to the front of the neck.
 - c. Cuff rank – General officers wear rank stripes on the cuff as well as the pins on the jacket. The rank should start at two (2) inches from the cuff and go upward. See Appendix A-3 for exact rank to be worn.
3. **Assignment Patch** - Worn on the left sleeve, just below the division piping. This patch indicates the wearer's home assignment, and may be one of three choices:
 - a. Unit Patch. This patch indicates the MSG or MEU to which the Marine is assigned. This is NOT the Chapter's patch. This is the preferred choice.
 - b. Brigade Patch. This patch is the second-best choice and is ideal for those units who do not have a unit patch designed and produced.
 - c. SFMC Patch. This is the third-best choice and is for members of units who don't have a unit patch and whose Brigades do not have their own patch, either. Marines in Third Brigade should not choose this option; wear your unit's patch or the Brigade patch instead.
4. **Shoulder Cord (7.3.7)** - worn on left shoulder. Two types of attachments are authorized.
 - a. Pin attachment - which would attach the cord at the shoulder seam.
 - b. 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.

5.2 SFMC:2151, Class B

These uniforms are based on the Flag Officer uniforms worn on Star Trek: Enterprise.



Occasions for Wear:

1. On duty, when appropriate.
2. On other appropriate occasions, as desired.

Composition: This Duty Uniform is comprised of the uniform jacket, duty trousers, dress shirt, four-in-hand tie, and accessories and *accoutrements* as authorized below.

Duty Jacket: Based on the Flag Officer uniform seen in Star Trek: Enterprise, this jacket is charcoal in color, and has a collar, as well as two pockets on the bottom towards the hips. Each shoulder is outlined by a stripe in the Marine's Branch of Service color, and the jacket should be worn zipped at least half-way up. *(This jacket looks very similar to Dickies™ unlined Eisenhower jacket; see*

https://www.dickies.com/outerwear/unlined-eisenhower-jacket/JT75.html?dwvar_JT75_color=DN#start=12. One would need to remove the "Dickies™" label.

These are also available through Red Kap (<https://redkap.com/Products/Details/358263?product=Slash-Pocket-Jacket>) and Aramark (<https://shop.aramarkuniform.com/style?style=300>)

Duty Trousers: The trousers are charcoal in color, straight legged. Dickies™ also makes these: https://www.dickies.com/pants/original-874-work-pants/874.html?dwvar_874_color=CH#start=1

Shirt: This is a standard white dress shirt, short or long sleeve. The collar is not button-down.

Tie: A conservative black tie, without adornment or design, is worn with the 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 standard black webbed belt as worn with other SFMC uniforms; the belt buckle should be gold for officers and silver for enlisted.

Headgear: No headgear is required with this uniform. The black beret, the garrison cap, and the SFMC ball cap are all good options. The saucer cap may also be appropriate. See Appendix C.

Footgear: Black boots or dress shoes, similar to those seen in Star Trek: Enterprise may be worn with the Duty Uniform Jumpsuit.

Insignia & Accoutrements: Only the following listed items are authorized for wear with the SFMC: 2151 Uniform.

1. **Collar Brass** (7.3.5.1) - Worn on the left side, above the BOS shoulder striping, starting from the inside edge and vertical to the deck. The leading edge of the insignia is approximately 1.5 inches from the vertical trim. General officers wear insignia of grade on both sides of the yoke.
2. **Insignia of Grade** (7.3.10.2 or 7.3.10.6) Pins are worn on the right side, above the BOS shoulder striping, starting from the inside edge and vertical to the deck. See Appendix A, section A-2, for correct rank insignia.
 - a. Officer's Bars – worn vertically, with the leading edge of the insignia parallel to the vertical trim, and the bottom edge parallel to the horizontal trim. The leading edge of the insignia is approximately 1.5 inches from the vertical trim. The black bars, if any, are worn toward the outside.
 - b. NCO Chevrons – worn horizontally with the leading edge of the insignia parallel to the vertical trim, and the bottom edge parallel to the horizontal trim. The leading tip of the insignia is approximately 1.5-inches from, and parallel to the horizontal trim. The greatest number of chevrons will be worn pointing to the front of the neck.
 - c. Cuff rank – General officers wear rank stripes on the cuff as well as the pins on the jacket. The rank should start at two (2) inches from the cuff and go upward. See Appendix A-3 for exact rank to be worn.
3. **Assignment Patch** - Worn on the left sleeve, just below the division piping. This patch indicates the wearer's home assignment, and may be one of three choices:
 - a. Unit Patch. This patch indicates the MSG or MEU to which the Marine is assigned. This is NOT the Chapter's patch. This is the preferred choice.
 - b. Brigade Patch. This patch is the second-best choice and is ideal for those units who do not have a unit patch designed and produced.
 - c. SFMC Patch. This is the third-best choice and is for members of units who don't have a unit patch and whose Brigades do not have their own patch, either. Marines in Third Brigade should not choose this option; wear your unit's patch or the Brigade patch instead.



5.3 SFMC:2151, Class C

This is a more relaxed version of the “Enterprise” inspired uniform.



Occasions for Wear:

1. On duty, when appropriate.
2. On other appropriate occasions, as desired.

Composition: This Duty Uniform is comprised of the uniform jacket, duty trousers, black Henley shirt, and accessories and *accoutrements* as authorized below.

Uniform Jacket: Based on the Flag Officer uniform seen in Star Trek: Enterprise, this jacket is charcoal in color, and has a collar, as well as two pockets on the bottom towards the hips. Each shoulder is outlined by a stripe in the Marine’s Branch of Service color, and the jacket should be worn zipped at least half-way up. *(This jacket looks very similar to Dickies™ unlined Eisenhower jacket; see https://www.dickies.com/outerwear/unlined-eisenhower-jacket/JT75.html?dwvar_JT75_color=DN#start=12. One would need to remove the “Dickies™” label.*

These are also available through Red Kap

(<https://redkap.com/Products/Details/358263?product=Slash-Pocket-Jacket>) and Aramark (<https://shop.aramarkuniform.com/style?style=300>)

Duty Trousers: The trousers are charcoal in color, straight legged. Dickies™ also makes these: https://www.dickies.com/pants/original-874-work-pants/874.html?dwvar_874_color=CH#start=1

Optionally, depending on the work to be done, the Duty Trousers could be replaced by:

1. Black BDU trousers
2. Charcoal Grey tactical trousers
3. Jeans – either blue, black, or gray.

All members of a unit should wear the same choice of trousers.

Shirt: This is a black button-front “Henley” style shirt, with all buttons buttoned up.

Belt: The standard black webbed belt as worn with other SFMC uniforms; the belt buckle should be gold for officers and silver for enlisted.

Headgear: No headgear is required with this uniform. The black beret, the garrison cap, and the SFMC ball cap are all good options. See Appendix C.

Footgear: Black boots or shoes, similar to those seen in Star Trek: Enterprise may be worn with the Duty Uniform Jumpsuit. If boots are worn with BDU or Tactical trousers, the trousers should be worn bloused.

Insignia & Accoutrements: Only the following listed items are authorized for wear with the SFMC: 2151 Uniform.

1. **Collar Brass** (7.3.5.1) - Worn on the left side, above the BOS shoulder striping, starting from the inside edge and vertical to the deck. The leading edge of the insignia is approximately 1.5 inches from the vertical trim. General officers wear insignia of grade on both sides of the yoke.
2. **Insignia of Grade** (7.3.10.2 or 7.3.10.6) Worn on the right side, above the BOS shoulder striping, starting from the inside edge and vertical to the deck. See Appendix A, section A-2, for correct rank insignia.
 - a. Officer's Bars – worn vertically, with the leading edge of the insignia parallel to the vertical trim, and the bottom edge parallel to the horizontal trim. The leading edge of the insignia is approximately 1.5 inches from the vertical trim. The black bars, if any, are worn toward the outside.
 - b. NCO Chevrons – worn horizontally with the leading edge of the insignia parallel to the vertical trim, and the bottom edge parallel to the horizontal trim. The leading tip of the insignia is approximately 1.5-inches from, and parallel to the horizontal trim. The greatest number of chevrons will be worn pointing to the front of the neck.
 - c. Cuff rank – General officers wear rank stripes on the cuff as well as the pins on the jacket. The rank should start at two (2) inches from the cuff and go upward. See Appendix A-3 for exact rank to be worn.
3. **Assignment Patch** - Worn on the left sleeve, just below the division piping. This patch indicates the wearer's home assignment, and may be one of three choices:
 - a. Unit Patch. This patch indicates the MSG or MEU to which the Marine is assigned. This is NOT the Chapter's patch. This is the preferred choice.
 - b. Brigade Patch. This patch is the second-best choice and is ideal for those units who do not have a unit patch designed and produced.
 - c. SFMC Patch. This is the third-best choice and is for members of units who don't have a unit patch and whose Brigades do not have their own patch, either. Marines in Third Brigade should not choose this option; wear your unit's patch or the Brigade patch instead.

5.4 Brigade Utility

The Brigade Utility uniform is designed as a more “Trekish” utility uniform, consisting of items many members of the Brigade already owned.



Occasions for Wear:

1. On duty, when appropriate.
2. On other appropriate occasions, as desired.

Composition: This Utility Uniform consists of the Utility Shirt, Utility Trousers, and accessories and *accoutrements* as authorized below.

Utility Trousers: The trousers are standard black BDU pants with cargo pockets. The material may be cotton (winter weight) or

ripstop nylon (summer weight). An option would be black tactical pants as worn with the DS9 Gray Tactical Variant (see 3.2, above).

Utility Shirt: This is a tunic with a turtleneck or mock turtleneck collar, preferably of the “3/4 zip pullover” type. This shall be in the marine’s BOS color, except that those holding the office of First Sergeants, Sergeants Major, Unit OICs, and General Staff officers may wear a white tunic instead of the BOS color. The tunic is long sleeved and should be worn tucked into the trousers. This may be the same tunic worn under the DS9 Gray jacket.

Belt: The standard black webbed belt as worn with other SFMC uniforms; the belt buckle should be gold for officers and silver for enlisted.

Headgear: No headgear is required with this uniform. The black beret, the garrison cap, the eight-point cover, and the SFMC ball cap are all good options. See Appendix C.

Footgear: Black combat boots, worn with the trousers bloused.

Insignia & Accoutrements: Only the following listed items are authorized for wear with the Brigade Utility Uniform.

1. **Collar Brass** (7.3.5.1) - Worn on the left collar of the shirt, and vertical to the deck. The leading edge of the insignia is 1.5-inches from, and parallel to the zipper of the shirt. If the shirt does not have a centerline zipper the insignia will be placed accordingly from the center of the neck.
2. **Insignia of Grade** (7.3.10.2 or 7.3.10.6) - worn on the right collar of the shirt, and vertical to the deck. General Officers will wear rank insignia on both collars.
 - a. **Officer’s Bars** – worn vertically, with the leading edge of the insignia parallel to the zipper seam of the shirt, and the bottom edge parallel to the seam between the body of the shirt and the collar. The leading edge of the insignia is 1.5-inches

from the zipper of the shirt. If the shirt does not have a centerline zipper the insignia will be placed accordingly from the center of the neck.

- b. **NCO Chevrons** – worn horizontally with the leading edge of the insignia parallel to the zipper seam of the shirt, and the bottom edge parallel to the seam between the body of the shirt and the collar. The leading tip of the insignia is 1.5-inches from, and parallel to the zipper of the shirt. If the shirt does not have a centerline zipper, the insignia will be placed accordingly from the center of the neck. The greatest number of chevrons will be worn pointing to the front of the neck.

- 3. **Combadge/Branch Badge (7.3.11.2)** - Worn on the left chest, centered left to right along imaginary vertical line drawn from where the shoulder meets the neck of the tunic, down along the body of the tunic.

4. Patches

- a. **SFMC Patch** – Worn 1/2-inch from the right shoulder seam and centered on the sleeve
- b. **Brigade Patch** - worn 1/2-inch from the left shoulder seam and centered on the
- c. **Chapter Patch** –(Optional) sleeve worn below the SFMC patch, on the right sleeve, centered on the sleeve between the shoulder seam and the elbow.
- d. **Unit Patch** – (Optional) This patch, representing the MSG or MEU to which the Marine belongs, is worn below the Brigade patch, on the left sleeve, centered on the sleeve between the shoulder seam and the elbow.

- 5. **STARFLEET Name Badge** – (Optional) This name badge, available from STARFLEET Quartermaster, may be worn on the right chest, opposite the combadge and, centered left to right along imaginary vertical line drawn from where the shoulder meets the neck of the tunic, down along the body of the tunic.



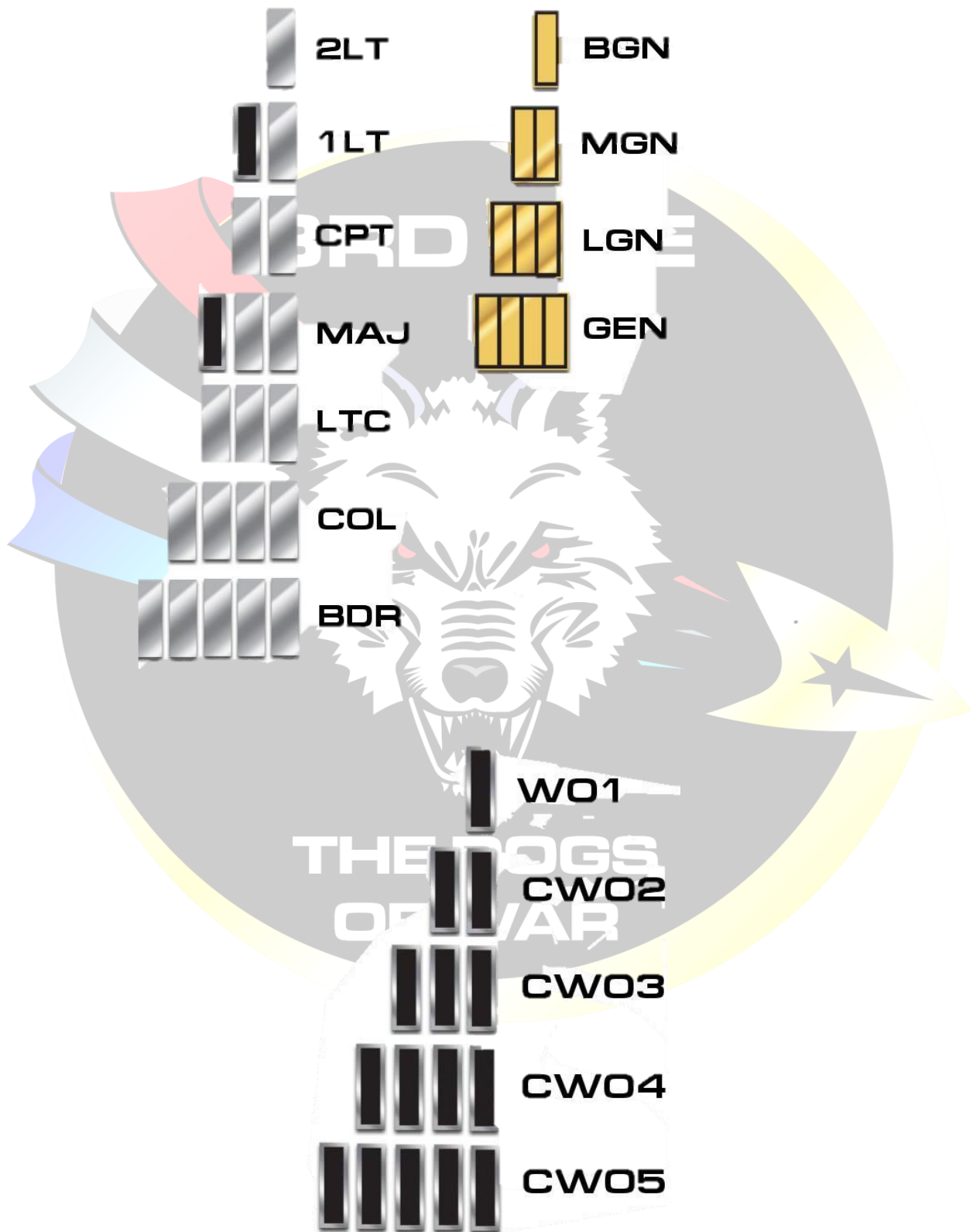
APPENDIX A: RANK INSIGNIA











A-1. Original Series

Officer Grade	SFMC Rank	Enlisted Grade	SFMC Rank
O12 Fleet Admiral	No Equivalent	E9 Sergeant Major SFMC / Master CPO of STARFLEET	
O11 General/Admiral		E9 Sergeant Major / Master Chief Petty Officer	
O10 Lieutenant General/Vice Admiral		E9 Master Gunnery Sergeant / Master Chief Petty Officer	
O9 Major General/Rear Admiral		E8 First Sergeant / Senior Chief Petty Officer	
O8 Brigadier General/Commodore		E8 Master Sergeant / Senior Chief Petty Officer	
O7 Brigadier/Fleet Captain		E7 Gunnery Sergeant / Chief Petty Officer	
O6 Colonel/Captain		E6 Staff Sergeant / Petty Officer First Class	
O5 Lieutenant Colonel/Commander		E5 Sergeant / Petty Officer Second Class	
O4 Major/ Lieutenant Commander		E4 Corporal / Petty Officer Third Class	
O3 Captain (Marine)/Lieutenant		E3 Lance Corporal / Crewman	
O2 1 st Lieutenant/ Lieutenant JG		E2 Private First Class / Crewman Apprentice	
O1 2 nd Lieutenant/Ensign		E1 Private / Crewman Recruit	

Warrant Officer Grade	SFMC Rank
W5 SFMC: Chief Warrant Officer 5	
W4 SFMC: Chief Warrant Officer 4	
W3 SFMC: Chief Warrant Officer 3	
W2 SFMC: Chief Warrant Officer 2	
W1 SFMC: Warrant Officer	

A-2 Next Generation and Beyond



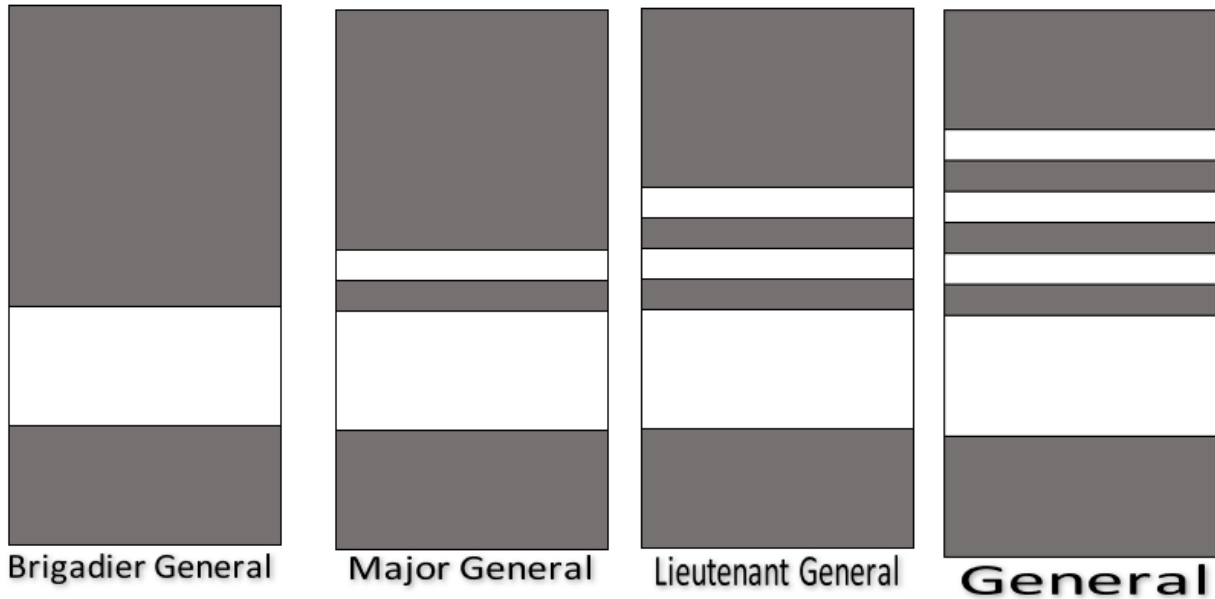
	PFC		MGYSGT
	LCPL		SGM
	CPL		
	SGT		
	SSGT		
	GYSGT		
	MSGT		
	1SGT		

**SFMC
NCO RANKS**

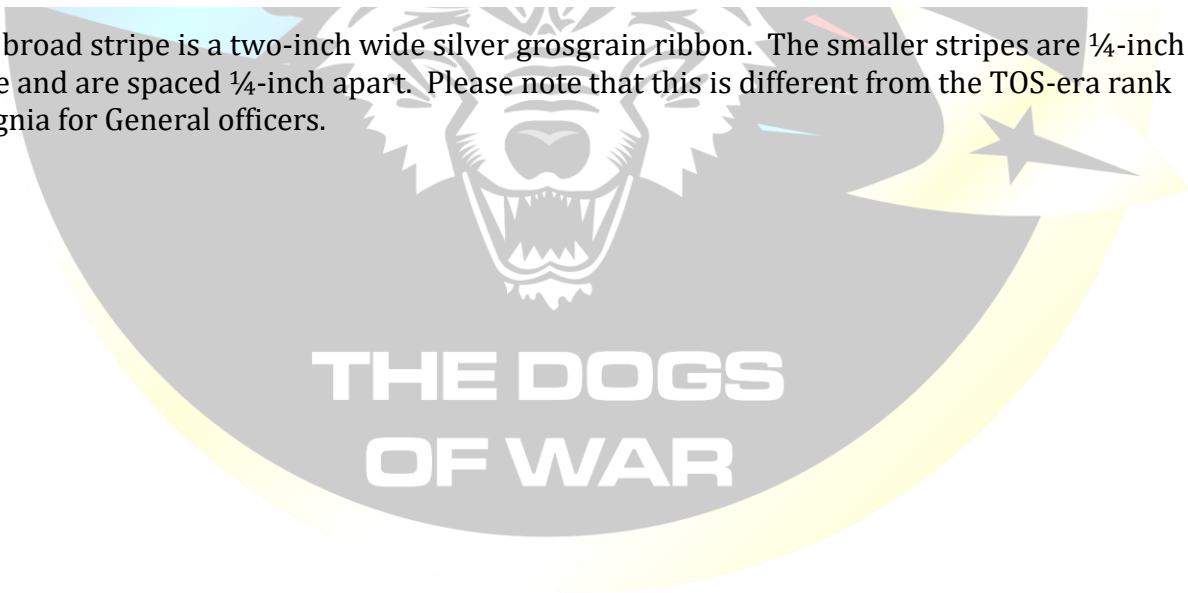


A-3 Enterprise Era (2151 uniforms)

The “collar” rank insignia (see Appendix A-2) is used on the front of the Jacket for all enlisted, Warrant Officers, Company Grade, and Field Grade Officers. General Officers wear sleeve cuff rank in addition to the rank pins, starting two inches above the cuff. Refer to the chart below.



The broad stripe is a two-inch wide silver grosgrain ribbon. The smaller stripes are ¼-inch wide and are spaced ¼-inch apart. Please note that this is different from the TOS-era rank insignia for General officers.



APPENDIX B: INSIGNIA

What sets the SFMC uniform apart from other fan wear is the collection of insignia and markings 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 *accoutrements* are approved for use, the MFM and this manual will be updated to reflect those changes.

Images of each of the insignia listed below are available at the SFMC Quartermaster web site, located at http://www.qm.sfi-sfmc.org/index.php?main_page=index&cPath=3&zenid=POK942qMrwKYZlaHm9LK50; this is also where one may purchase them.

B-1 TYPE A INSIGNIA

7.3.1 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.

7.3.1.1 Aerospace Wings (AE-291 or AE-301) This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.1.2 Armor Branch Device (AR-301) This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.1.3 Combat Engineers Branch Device (CE-301) This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.1.4 Infantry Branch Devices

7.3.1.41 Infantry Advanced Device – Silver (IN-201) This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.1.42 Infantry Expert Device – Gold (IN-301) This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.1.5 Maritime Operations (MO-301) This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.1.6 MECHA Wings (ME-301) This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.1.7 Medical Branch Device (MD-301) This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.1.6 Special Operations Branch Device (SO-301) This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.1.61 Special Operations Executive (SOE Pin) This item is authorized to replace any SINGLE SFMC pin wherever it is called out for SFMC uniforms, or headgear, if the wearer is already qualified for the Special Operations device. This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster. It should be noted that this item exists solely because of an error. No similar items will be created for other Branches, nor will these be reordered when the supply is exhausted.

7.3.1.7 Support Branch Device (SU-301) This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster

B-2 Type B Insignia

7.3.2 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.

7.3.2.1 Aeromedical Wings

Awarded for successful completion of MD-221. This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.2.2 Combat Medic Badge

Awarded for successful completion of MD-291. This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.2.3 Parachutist Wings

Awarded for successful completion of SO-150. This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster. Marines who have earned this badge AND are Real World jump qualified may paint the parachute canopy gold.

7.3.2.4 John Philip Sousa Award

Issued to Marines who play an instrument at an official SFMC event on Brigade level or higher either with a band, small group, or playing solo.

B-3 Type C Insignia

(7.3.3) Command College Qualification Badges (Type C Insignia) Awarded under the circumstances indicated, all Command College Qualification Badges will be worn as specified in the descriptions of each uniform.

7.3.3.1 Advanced Studies Badge

Awarded for successful completion of any SFMCA -601 level course.

7.3.3.2 Leadership Qualification Badge

Awarded for successful completion of courses in the Leadership (LD) School.

B-4 TYPE D INSIGNIA

[7.3.4] Campaign Ribbons are awarded under circumstances indicated. All Campaign Ribbons are worn on the right breast ½ inch above the nameplate (if any) but below any Qualification Badge worn (if any). If no name plate or Qualification Badge is worn, Campaign Ribbons are worn as specified in the descriptions of each uniform. Campaign Ribbons may be worn side by side with the highest level being worn on the wearer's right.

7.3.4.1 Commandant's Campaign Award

This ribbon is given for completing or participating (certain criteria may have to be met to qualify) in a Commandant's Campaign.

7.3.4.2 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, i.e. SFMC Wilderness Challenge 2000's device is a bronze arrowhead. A maximum of three such devices can be added to the ribbon.

7.3.4.3 Recruiting Ribbon

This badge is issued to any marine meeting the qualifications set out in Section 8 of the Marine Force Manual for the SFMC Recruiting Ribbon.

B-5 UNIT INSIGNIA THE DOGS

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

7.3.5.1 SFMC Pins (aka "Collar Brass")

This is an SFMC designed pin and is available exclusively through the SFMC Quartermaster.

7.3.5.2 SFMC Patch

This is an SFMC designed patch and is available exclusively through the SFMC Quartermaster.

7.3.5.3 Brigade Patch

Third Brigade has its own unique patch. <https://3bde.org/resources/>

7.3.5.4 Unit Patch

Your unit MAY have its own unique patch. Contact your Unit OIC for further information on this insignia.

7.3.5.5 Chapter Patch

Your chapter MAY have its own unique patch. Contact your Unit OIC or Chapter CO for further information on this insignia.

B-B AWARD CASE

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 strip 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 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. IMPORTANT NOTE: In accordance with general SFMC policy, the Award Case may NOT be used to display real world military awards under any circumstances. The Award Case is sometimes referred to informally as the "Mud Flap".

B-B SHOULDER CORDS

Branch of Service shoulder cords are approved for wear on the uniform if the Marine has completed the appropriate -100 or -101 level course from the SFMCA. In other words, if you have not passed AE-100, you may not wear the red Aerospace Branch of Service shoulder cord with any SFMC uniform. A braided shoulder cord, or aiguillette, is worn with most Class A uniforms. The precise wear of such cords is described in the specifications for each uniform. The shoulder cord is in the wearer's BOS color, and only one shoulder cord is worn. Additional color combinations are authorized for specific posts within the SFMC. These appear on the Exceptions List to the Branch of Service Color Chart (2.8.1).

Refer to the most recent edition of the Marine Forces Manual for details on Shoulder Cords.

B-9 AWARD RIBBONS

Refer to the most recent edition of the Marine Forces Manual for details on Award Ribbons.



Instead of purchasing the ribbons & mounting hardware, one can produce one's own. Using the "Ribbon Rack Builder" on the old SFMC website (<http://www.sfi-sfmc.org/apps/rackbuilder/index.php>), and build your ribbon rack (using the information from the STARFLEET Database, db.sfi.org). Insert the image into your favorite word processing or page-layout program, and resize it so that each ribbon is the correct size (1 -3/8 inches (35mm) wide, 3/8 inches (9.525mm) tall). Print this out using a high-quality color printer (I recommend a color laser printer) and glue this to black foamboard. Allow to dry. Carefully cut it out, then glue washers to the back side. You may then attach your new ribbon rack using "earth magnets" – high-powered small magnets available at craft stores on the inside of the material. (Make sure you use high-powered magnets – the inexpensive, low powered ones won't hold with you moving around.)



APPENDIX C: HEADGEAR

C-1 BERET

According to the Marine Force Manual (2015), Section 7.3.9.2,



"The beret is of one-piece design (no stitches or seam around the top), knitted wool, with no 'pip' at the very top. It should have a stiffener inside. The center of this stiffener should be centered over the left eye, and the beret should be folded or draped over the right side of the head."

The MFM continues to describe the insignia permitted on the beret: an SFMC Collar Brass pin ("Globe and Anchor"), or the SFMC Beret Flash, which may be worn



plain, with $\frac{3}{4}$ " brass number pins to indicate the wearer's brigade, with the SFMC Collar Brass pin, or with a rank insignia pin centered on the flash.

C-2 GARRISON CAP



Garrison caps are also known as "overseas caps," "flight caps," and "envelope caps."

Garrison caps are appropriate within the Brigade for wear with most uniforms. There are a few varieties in current circulation.

The cap is black. (Optionally, one may sew piping in Branch of Service colors around the edge.)

Over the left eye, a combadge (or similar patch) for officers, or the SFMC Collar Brass for enlisted, is worn, with the leading edge approximately one inch from the centerline fold and centered vertically.

On the opposite side, with the leading edge approximately one inch from the centerline fold, may optionally be worn the SFMC Bar style rank insignia, worn vertical to the deck. With NCO chevrons, the greatest number of chevrons will be worn toward the center; with Company and Field grade officers, the black bar (if worn) will be worn to the outside. This is identical to the way it is worn on uniform collars.

C-3 BALL CAP

With Class C uniforms, Marines may wear a black ball cap with SFMC, BDE or Unit patch affixed.

Although it is not strictly authorized by the MFM, many General Officers will add “scrambled eggs” to their Marine ball caps. It is inadvisable for Company or Field Grade officers to do so.



C-4 EIGHT-POINT COVER



The plain black eight-point cover, available through military surplus stores, is authorized for wear with Class C uniforms. No insignia is worn on this cover.

C-5 STAR TREK SAUCER CAP

A “saucer cap” is also sometimes called a “combination cap.”

This style of cover is not authorized by any competent authority, but this officer thinks it looks pretty nifty.

First seen in *Star Trek* (2009), and its sequels, this cap is ideal for wear with dress uniforms based on that movie (and not described within this guidebook.)

However, there are some uniforms listed in this manual with which this headgear would look good. (See *TOS Class A*, *TOS Class B*, and *TNG Class B uniforms* above, for example)

(I purchased mine at COSPLAYSKY.COM, which has since stopped producing Star Trek items.)

*Keystone-Sentry has a “Pershing” style hat, at <https://www.atlantictactical.com/keystone-sentry-pershing-style-uniform-hat/>. Worn with a combadge – especially the *Wrath of Khan* style, in gray with gold buttons and a gold strap (for officers) and silver buttons and a black strap (for enlisted). All Marines may wear the cap with a black strap, if desired.*



GLOSSARY

In this section one may find commonly-used abbreviations and acronyms, used throughout this guidebook, and the meanings thereof. Much of the glossary from the MFM has also been incorporated, for further convenience.

- **Abaft:** Farther aft, as, “The plot room is abaft the bridge.”
- **Abeam:** On a bearing of 90° (abeam to starboard) or 270° (abeam to port).
- **Aboard:** In or on a ship. Sometimes used in reference to being in or on a station, when there is a close-by shore facility to avoid confusion.
- **Aerospace:** 1. The atmosphere of a planet and the space immediately surrounding it. 2. The combat arm that conducts operations in aerospace.
- **Aft:** Toward the stern. Not as specific as abaft.
- **After:** Of two locations, the one farthest aft, as, “The after wardroom.”
- **All Hands:** The entire ship’s (station’s) company.
- **Amidships:** An indefinite area midway between the bow and the stern. “Rudder Amidships” means maneuvering thrusters are off or employed equally to port and starboard so the ship does not change course in the XY plane.
- **Astern:** Directly behind a ship.
- **Athwart:** Across; at right angles to; perpendicular.
- **Away Mission:** Any mission assigned to an Away Team, (this usually means it will take place off ship).
- **Away Team:** A group of ship’s personnel that are sent off ship for some specific purpose. *Some of us still call this a “Landing Party”.*
- **Aye or Aye Aye:** Reply to a command or order meaning “I understand and will comply” used aboard ship (many times used ashore as well, though sometimes supplanted by roger and/or wilco).
- **Battalion (BN):** A unit of organization consisting of three or more companies, plus attached elements. Within the fan club, a battalion consists of all Marine units and personnel within a single state.
- **Battery:** A company-sized artillery unit.
- **Beam:** 1. The extreme breadth of a vessel; 2. A structural support; 3. A focused energy transmission; 4. To move by matter transporter.
- **Bear:** The act of being located on a bearing, as, “The target bears 045 mark 3.”
- **BOS:** Branch of Service.
- **Brig:** Confinement facility for prisoners aboard a vessel. Off ship facilities are known as jails or prisons.

- **Brigade (BDE):** A unit of organization consisting of two or more Battalions. Within the fan club, a Brigade is equivalent to a STARFLEET Region. As an example, all units in Region 3 are in the Third Brigade.
- **Bulkhead:** A wall on a ship.
- **CO:** Commanding Officer. *See also "OIC".*
- **COFORCECOM:** Commanding Officer, Forces Command
- **COINFOCOM:** Commanding Officer, Information Command
- **Company Grade Officer:** This refers to junior commissioned officers: Second Lieutenants, First Lieutenants, and Marine Captains
- **COTRACOM:** Commanding Officer, Training and Doctrine Command
- **Commandant:** The highest-ranking officer in the Starfleet Marine Corps.
- **Company:** a unit composed of two to four platoons.
- **Division (DIV):** The largest organizational unit within the Starfleet Marine Corps, consisting of two or more Brigades that are geographically associated in a specific manner. There are seven divisions in the SFMC.
- **Field Grade Officer:** This refers to more senior officers, from Major through Brigadier (inclusive)
- **Fire Team:** The smallest level of organization in an infantry unit, consisting of four Marines. The standard fire team consists of a team leader, two infantrymen, and a light weapons specialist. Two to four teams make a squad.
- **Fleet Marine Force (FMF):** One of the two general assignments all marine duties are divided into. The other is Garrison Force.
- **Garrison Force:** One of the two general assignments all marines are rotated through during their careers. The other is Fleet Marine Force.
- **Gear:** Equipment To get dressed/strap on all of your equipment is to "gear up".
- **General Officer:** This refers to quite senior officers: Brigadier Generals, Major Generals, Lieutenant Generals, and Generals
- **Grunt:** Slang for any combat soldier who is not a pilot of a vehicle or aerospace craft. Also used as a derogatory term by non-Marine personnel to describe Marines in general. Of course, most Marines consider this to be a compliment, so there's rarely any offense taken at the use of the term.
- **Gung Ho:** From the Chinese language, it means "works together". Anyone who is enthusiastic and motivated is considered "Gung Ho".
- **Gunny:** Slang for Gunnery Sergeant (grade E7).
- **JAG:** Judge Advocate General. JAG officers are the military equivalent of lawyers.
- **Line Officer:** An officer who commands combat troops. See also Staff Officer.

- **Local Commander:** The SFMC member in charge at any specific event is considered the 'local commander'. For example, the 3BDE OIC would be the local commander for the 3BDE Muster (even if the Commandant is in attendance) and would specify the highest-level uniform for the muster.
- **MACO:** Formerly known as STARFLEET Special Operations [SFSO], the STARFLEET Military Assault Command Operations is a division in STARFLEET on an equal level with the SFMC. MACO uses the same rank insignia as the SFMC but has its own units ("teams") and hierarchy. Members of STARFLEET may be both MACO and STARFLEET Marine, or either one, or neither, as they please. For more information about the MACO, visit their web site at <http://maco.sfi.org/>
- **Marine Force Manual (MFM):** The basic, and most important, manual in the SFMC. *RTFM, please.* The current version is from 2015; there is a new edition in progress.
- **MCU:** Marine Correspondence Unit, a unit which does most of its activities through regular or electronic mail or via telephone.
- **Mecha:** A large, armed and armored vehicle that has a basic humanoid design (usually equipped with arms and legs). Better suited to rough terrain than AFVs and more versatile, but slower on open terrain and requires more maintenance.
- **MEU:** Marine Expeditionary Unit, a unit without a host chapter in SFI, but whose members remain affiliated with the SFMC.
- **MOS:** Marine Occupational Specialty
- **MSG:** Marine Strike Group
- **MSH** (pronounced "mash"): Mobile Surgical Hospital
- **MTU:** Marine Training Unit
- **Mufti:** civilian clothes, in contrast with military or other uniforms, or as worn by a person who usually wears a uniform.
- **NAVOP:** Naval Operations
- **NCOIC:** Non-Commissioned Officer in Charge
- **Noncom:** Another term for NCO, or Non-Commissioned Officer.
- **Non-Commissioned Officer (NCO):** Enlisted grades E4 through E9.
- **OCC:** Officer Command College, second of two officer training courses available through Starfleet Academy. You must complete OTS before you can take OCC.
- **OIC:** Officer in Charge
- **Omega Team:** A special operations force of particularly covert nature.
- **OTS:** Officer Training School. The first step in becoming a STARFLEET officer is to take this course through STARFLEET Academy.
- **Platoon:** An organizational unit consisting of 3 (or more) squads. Platoons usually have an OIC (the Platoon Leader) and a NCOIC (the Platoon Sergeant).

- **RPS:** Rock-paper-scissors, a very useful system of conflict resolution used by the SFMC in certain situations.
- **RTFM:** “Read The Flipping Manual” This is an instruction to actually read the appropriate manual, that some people have put quite a bit of effort into writing, that actually has the information requested.
- **SCC Number:** Your SFI membership number. It is usually a five-digit number.
- **SFA:** STARFLEET Academy
- **SFI:** STARFLEET: The International Star Trek Fan Association, Inc.
- **SFMC:** STARFLEET Marine Corps *This is us.*
- **SFMCA:** STARFLEET Marine Corps Academy
- **SFSO:** STARFLEET Special Operations, the preceding organization to STARFLEET Military Assault Command Operations (MACO)
- **SOP:** Standard Operating Procedure, a set of instructions that cover a standard situation and what needs to be done in such a situation.
- **SpecOps:** Special Operations Squad: An infantry unit consisting of two to four fire teams, plus a squad leader.
- **Squad Leader:** The individual in charge of a squad, usually an experienced enlisted man or Junior NCO.
- **Squadron:** A company-sized aerospace unit.
- **Staff Officer:** Any officer assigned to a unit who is not directly responsible for the command of troops. A good example are the officers who run the intelligence, logistics, and personnel departments at a unit’s headquarters.
- **Strike Group:** A task-formed Marine Unit, usually assigned to a ship or station, which may be homogenous (all one service branch) or composite (elements from many branches) in nature. It is usually company-sized but may be as large as a battalion based on requirements.
- **Task Force:** A task-formed Marine Unit, which is almost always composite (elements from many branches) in nature. It is usually larger than battalion strength and composed of several different units or Strike Groups.
- **Task-Formed:** A unit composed to accomplish a particular task. It may consist of an existing unit or may draw from existing units to form a new unit. It may be permanently established or exist only until the task is accomplished.
- **Troop:** A company-sized cavalry unit.
- **TNG:** The Next Generation
- **TOS:** The Original Series
- **USMC:** United States Marine Corps. *We ain’t them.*

BIBLIOGRAPHY

Starfleet Marine Corps Manuals are available free at the SFMC Library. To access, visit the SFMC home page at <http://www.sfi-sfmc.org/>, click on the Library tab, then on the drop-down tab labeled “Manuals.” Follow the drop-down options to SFMC General Manuals and choose the Marine Force Manual 2015 Revision: <http://www.sfi-sfmc.org/downloads/mfm1508.pdf>.

The SFSO Uniform Manual: <https://sfisfso.files.wordpress.com/2016/07/sfso-uniform-manual-20160313v2a.pdf>.

The SFSO (Starfleet Special Operations) Manual, 2007 Edition, may be downloaded here: <https://sfisfso.files.wordpress.com/2015/04/rangers-manual.pdf>.

The Starfleet Strategic Operations Manual, 2017 Edition, may be downloaded here: <https://sfisfso.files.wordpress.com/2017/08/sfso-training-manualv3-1-20170826.pdf>.

Other sources for this manual include the following references (some in print, some as websites):

The Star Trek Encyclopedia: A Reference Guide to the Future, Okuda, Michael, Okuda, Denise, Mirek, Debbie; copyright 1994 (first edition), POCKET BOOKS, available in Hardback, Paperback, CD ROM formats. 396 Pages, ISBN 0671869051.

Memory Alpha: <http://memory-alpha.wikia.com/wiki/Portal:Main>

Ex Astris Scientia: <http://www.ex-astris-scientia.org/>. Credit: Bernd Schneider.

TrekCore: <http://trekcore.com/>.

The Wikipedia entries for Star Trek are here: https://en.wikipedia.org/wiki/Star_Trek.

Props:

- 🌐 Triple-Fiction Productions
<https://www.triple-fictionproductions.net/#!/Shop-Inspired-Prop-Replicas/c/31035330/offset=0&sort=priceAsc>

Uniforms and Uniform Patterns:

- 🌐 Bad Wolf Costumes: <https://www.etsy.com/shop/BadWolfCostumes>
<http://www.badwolfcostumes.com/>
- 🌐 Simplicity: <https://www.simplicity.com/search-summary/?q=Star+Trek>
 - Flight Suits: <https://www.simplicity.com/simplicity-storefront-catalog/patterns/costumes/adult/simplicity-pattern-8722-misses-mens-and-teens-costumes/>
 - TOS: [Simplicity Pattern 100201 Unisex Star Trek Costume](#)
 - TNG:
 - [Simplicity Pattern 100301 Misses' Star Trek Suit](#)
 - [Simplicity Pattern 100001 Unisex Star Trek Skant Costume](#)
 - Rodenberry.com:
<https://shop.rodenberry.com/collections/uniform-patterns>
- 🌐 EBay: (due to the fluid nature of item availability on EBay, the following items are listed here as examples of things that are usually available.)
 - <https://www.ebay.com/itm/Star-Trek-NEM-Duty-Uniform-Halloween-Cosplay-Costume-Nemesis-Jacket-shirt-badge/264045252546?hash=item3d7a52cfc2:rk:1:pf:0&var>
 - [Star Trek Cosplay II-VI Wrath of Khan Starfleet Costume Black Unif...](#)
- 🌐 Buttons for Dress Blouse Black:
 - [6 Pcs 0.59~0.98 Inches High-grade Retro Anti-silver/Bronze Anchor ...](#)



THE DOGS
OF WAR

STAR TREK TELEVISION EPISODES:

Star Trek Television Series: Star Trek 1966-69 (Gene Roddenberry, creator)
Star Trek: The Animated Series, 1973-74
Star Trek: The Next Generation: 1987-1994
Deep Space Nine: 1993-99
Star Trek Voyager 1995-2001
Enterprise 2001-2005
Discovery 2017-present

STAR TREK FILMS

THE ORIGINAL SERIES

Title	U.S. release date	Director
<u>Star Trek: The Motion Picture</u>	December 7, 1979	<u>Robert Wise</u>
<u>Star Trek II: The Wrath of Khan</u>	June 4, 1982	<u>Nicholas Meyer</u>
<u>Star Trek III: The Search for Spock</u>	June 1, 1984	<u>Leonard Nimoy</u>
<u>Star Trek IV: The Voyage Home</u>	November 26, 1986	
<u>Star Trek V: The Final Frontier</u>	June 9, 1989	<u>William Shatner</u>
<u>Star Trek VI: The Undiscovered Country</u>	December 6, 1991	Nicholas Meyer

THE NEXT GENERATION

Title	U.S. release date	Director
<u>Star Trek Generations</u>	November 18, 1994	<u>David Carson</u>
<u>Star Trek: First Contact</u>	November 22, 1996	<u>Jonathan Frakes</u>
<u>Star Trek: Insurrection</u>	December 11, 1998	
<u>Star Trek: Nemesis</u>	December 13, 2002	<u>Stuart Baird</u>

"REBOOT"/"ABRAMSVERSE"/"KELVIN TIMELINE"

Title	U.S. release date	Director
<u>Star Trek</u>	May 8, 2009	<u>J. J. Abrams</u>
<u>Star Trek Into Darkness</u>	May 16, 2013	
<u>Star Trek Beyond</u>	July 22, 2016	<u>Justin Lin</u>