



Chester Costume Manual

BE CAREFUL

The Chester Costume is a considerable investment for the Young Marines. To ensure Chester can be available for others to enjoy in the future, please follow the costume care instructions and guidelines provided.

CHESTER APPEARANCE NEEDS

1. Choose a secure, private dressing area with a chair, bench, or area to sit.
2. Performer (male or female) between 5' and 6' tall with small to medium build to wear the costume.
3. Individual to assist the performer in putting on the costume and walking in public.
4. Escort who is knowledgeable about Young Marines' programs to act as Chester's helper and spokesperson.

COSTUME REQUIREMENTS

Act friendly and be professional. Remember to present Chester in a responsible, positive manner and have fun! ***Photographs with the audience are permitted and encouraged.***

Keep personal identities a secret. While wearing Chester, it is important to keep the "magic" alive for the audience. The performer **CANNOT** speak **NOR** be credited by name in photos or announcements.

Clothing needed under mascot costume: Recommend gym shorts or pants, t-shirt, and white athletic socks worn underneath costume, or any other item appropriate for comfort.

Cool packs (if necessary) need to be placed in freezer night before the event. The cool packs can then be slipped into cool vests to keep performer cool underneath the costume.

COSTUME RESTRICTIONS

Have a helper or escort. Chester **must** have a helper or escort to act as an educator and safety guide throughout the entire appearance. The escort is also responsible for carrying and handing out any educational reinforcement items and ensuring that the performer gets sufficient breaks away from the public.

Do not frighten or startle children or others. When a frightened child is present, use slow, small gestures. If the child continues to cry, back up or walk away. Kneel to allow small children to relate to the character at their level.

Do not remove any part of the costume in public. For example, gloves cannot be removed to sign autographs. **Put on and take off the costume in private only.** Never remove the costume in view of the audience. Keep the costume out of sight in a secure area before and after the event. Loss or damage should be reported to Young Marines Headquarters immediately.

Do not speak. Allow the escort/spokesperson to answer questions and carry on conversations. When dealing with the public, the characters can interact successfully by listening carefully and using gestures.

Do not attempt to eat or drink while in the costume.

Do not use drugs or alcohol prior to or during an appearance. Nor allow any individual accompanying the character to do so either. Performers must NEVER use profanity, abusive language, or slurs against any individual or group in connection with an appearance.

Do not wear the costume for more than 20 minutes at a time in temperatures above 85 degrees. Temperatures inside the costume can be 40 degrees higher than outside air. It is strongly recommended that the accompanying ice vests be worn during all performances. During high temperatures, the helper/spokesperson must make every effort to give the performer adequate break times. About every 20 minutes, the performer should be accompanied to an air-conditioned private area (dressing area) to allow him/her to consume water, use the restroom and/or remove the costume.

Endorsements are not allowed. Performers cannot endorse any person, product, company, political party, or political candidate while wearing the Chester costume.

Never clown around or engage in horseplay. Every act, even small, will be watched by every age. Make sure the performer's actions don't create trouble. Never perform tasks that could compromise the characters image as a public education symbol.

Never operate a vehicle or other machinery while wearing the costume. This would present a safety issue.

No personal contact with the audience. Performers cannot pick up or hold an infant or small child while in the costume, even if parents or adults request it.

Use caution when walking. The performer's line of sight in the costume is restricted. Always have an escort guide the performer. The escort should indicate when people, especially children are in his/her path; when someone wants to take a photo of/with the performer; and when steps or other obstacles are nearby.

Wear the complete costume throughout the entire appearance. The complete costume includes shoes, costume body, shirt, head, and arms.



PUTTING ON THE COSTUME

Before the mascot performer dresses in the costume, they should do the following:

1. Take a shower/bathe (to help keep the inside of the costume clean).
2. Dress in the appropriate undergarments for the climate conditions of the venue. For indoor performances year-round or outside performances in warm weather, gym shorts and a cotton T-shirt are recommended. For outdoor performances in cold weather, it is recommended the performer wear full piece thermal underwear or a track suit. It is also recommended they wear a sweat band or bandana around the forehead to prevent perspiration from dripping down into the eyes.
3. If indoors, wearing personal shoes inside the boots is optional. If outdoors, we recommend wearing shoes inside the boots. In muddy or wet conditions, do not wear the costume boots.

GETTING DRESSED IN THE RIGHT ORDER

1. Pants - Put on over personal pants/shorts/sweats/thermals, or wear personal pants as the outer layer if they are khaki, camouflage, or olive drab color.



2. Boots - Pants are tucked inside boots. BLACK boots will fit up to shoe size 10. GREY boots will fit up to shoe size 12.

3. Shirt - There are 2 sets of muscles and 2 shirts (with Young Marines logo). 2XL or 3XL shirt will work for most wearers. A unit t-shirt or polo shirt may be worn. Select the shirt most appropriate for the occasion. The shirt should fit with the muscles and be tucked in.



If not already being helped to dress, at this point, help is necessary.



4. Hands - Put hands on, and pull up arms, till the fur is under the sleeves. Top of arm is tucked under sleeves.



5. Head - Put on head, and once straight and comfortable, tuck fur bib under shirt.



Move around a bit in the costume, to ensure ease of movement, sight from inside head, and ability to walk without difficulty.

TROUBLE SHOOTING

What to do if ...

Mascot is getting clobbered by kids. Keep calm and do not retaliate. Walk away. Have escort or another responsible adult intervene. Before the event starts find the name of the event contact in case of trouble.

Hugging/touching children. When dealing with children the best practice is the “head and back rule.” Either mess up their hair, or pat them on the back. If unavoidable, hug from the side above the belt, avoiding a frontal hug.

Performer is injured during an appearance. Go to changing room or dressing area and make the contact person aware of the situation.

Performer feels sick during an appearance. Mascot costumes are hot by nature. Some mascot performers can lose up to eight pounds within a three-hour period. Water is the best fluid to drink during an appearance. If performer becomes unsettled, drink water immediately. Sugary and carbonated drinks need to be avoided because they can slow the fluid absorption rate.

Please follow all guidelines. Chester is a character of the Young Marines. NO changes can be made to his appearance without the written permission of YM HQs.

WHEN PERFORMANCE IS COMPLETED

Take off all items carefully, and look at each piece for any defects, tears, etc. Wipe out the inside of the head, if needed, and wipe any other items with wipes provided. If fur-covered areas are dirty, use rug cleaner provided and clean as much as possible.

Fold or hang all items as or more neatly than received. Follow packing instructions on the following page.

Once each piece is checked and entire costume and cleaning supplies are back in the shipping case, please print, sign, and date the Packing Check List Form, noting any problems and/or discrepancies.

HOW TO PACK THE BOX

Box Content List

- 1 - Head support tube
- 2 - Boots
- 3 - Hands and arms
- 4 - Red Shirt, Black Shirt and Pants
- 5 - Cleaning supplies
- 6 - Chester's Head & Hat
- 7 - Chester's eye protector
- 8 - Shoulder pads



Clean undamaged box
18x18x30 Double walled box



Insert tube into middle of box



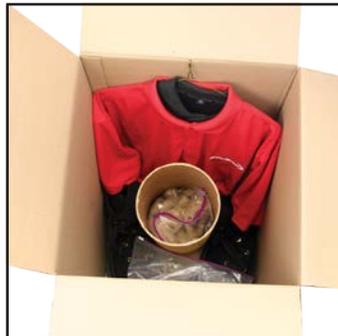
Place boots on either side of the tube away from hanger hole



Insert hands and arms into a Ziploc bag and then place them into the center of the tube



Hang pants, red shirt and black shirt on hanger and hang inside box



Seal all cleaning supplies into Ziploc bag and place inside the box at bottom



Blind fold Chester to protect his eyes



Carefully slide head over tube making sure the neck bib is outside of the tube



Insert shoulder pads on the front corner

Insert instruction care guide

Seal box for shipping

Note: Make sure all items are clean and dry before boxing.

PACKING CHECK LIST FORM

Costume

- Chester Head with Hat
- Chester Arms Left & Right
- Green Pants
- Red 3X Polo
- Black 2X Polo
- 1 Sets of Muscle Pads
- Black Boots
- Cleaning Supplies

Cleaning Supplies

- Stain Remover
- Lysol Wipes
- Lysol Spray
- Fabric Sheets
- Brush
- Instruction Book

Damage Note: Please note any damage to the costume after use.
This is to ensure the costume will be repaired before next use.

Unit Name _____ Date _____

Name _____ Signature _____

For HQ Use Only

Items Returned

Supplies Returned

Damage Yes No

Checked By

Date



Young Marines 
A NATIONAL YOUTH ORGANIZATION

Point of Contact:
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(800) 717-0060 x200

Please return to:
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