



## =167= GAMING CLAN GENERAL ORDER

§

<b>TITLE:</b> AWARDS & RIBBONS	<b>GENERAL ORDER:</b> 3.1
<b>EFFECTIVE:</b> 14 MAR 2024	<b>MODIFIED:</b> 21 DEC 2024
<b>RESCINDS:</b> <i>CLAN HANDBOOK (18 MAY 2019), CLAN HANDBOOK (20 SEP 2014), IET HANDBOOK (7 JUN 2014), IET HANDBOOK (04 AUG 2013), APB ACADEMY HANDBOOK (19 MAY 2013), GENERAL ORDERS (29 MAY 2009), CLAN HANDBOOK (29 NOV 2008), 167MAN (02 MAY 2008)</i>	

**SCOPE:** All units and members of the =167= Clan.

**CONTENTS:** This procedure consists of the following numbered sections.

- I. **AWARD OVERVIEW**
- II. **MEMBER OF THE MONTH**
- III. **AWARD CEREMONIES & ISSUANCE**
- IV. **CREATION OF NEW AWARDS**
- V. **RIBBON CHART**
- VI. **OAK LEAF CLUSTER CHART**

### PROCEDURE:

- I. **AWARD OVERVIEW**
  - A. In order to promote a culture of excellence, awards will be issued to members to recognize outstanding activity within the community. We will utilize a US military-style award system involving the issuance of ribbons and maintenance of ribbon racks.
  - B. Ribbon racks shall consist of the culmination of all awards a member has earned in the community. They will exist in the form of a graphic posted on the Roster page of our website and will be updated periodically. Ribbon racks shall display ribbons, in descending order of significance, starting from the top-left, going right and downward. Each row of a ribbon rack shall display a maximum of three (3) ribbons. Top rows on ribbon racks without three ribbons shall be centered at the top of the rack.
  - C. To denote preceding awards, “oak leaf cluster” devices shall be added to ribbons. A bronze cluster shall indicate that the award has been earned one additional time, while a silver cluster shall indicate that the award has been earned five additional times. The clusters shall be added to the singular value of the base ribbon itself. In instances where there isn’t enough space for oak leaf clusters on a ribbon, an additional ribbon shall be added to the same ribbon rack.



## =167= GAMING CLAN GENERAL ORDER

§

### II. MEMBER OF THE MONTH

- A. The Operations Division shall maintain the Member of the Month program. In this program, Officers, NCOs, and Game Unit staff can nominate an individual for Member of the Month. Members who earn this designation shall also have a unique Discord role until the next Member of the Month is announced.
- B. Staff members should submit their nominations to the *Personnel Officer* for Member of the Month on or before the twenty-seventh (27<sup>th</sup>) of each month.
- C. The Member of the Month from the previous month will be announced after the first of the new month, but before the first week of the new month ends.
- D. Members who have received counseling or formal reprimands during the same month shall not be eligible for Member of the Month.

### III. AWARD CEREMONIES & ISSUANCE

- A. Award ceremonies shall be held quarterly, on the second Saturday of January, April, July, and October each year.
- B. Ribbon racks, including *Longevity Service Ribbons*, shall be updated quarterly following each ceremony.
- C. Scheduled dates from the time this was written:
  - i. April 13<sup>th</sup>, 2024
  - ii. July 13<sup>th</sup>, 2024
  - iii. October 12<sup>th</sup>, 2024
  - iv. January 11<sup>th</sup>, 2025
  - v. April 12<sup>th</sup>, 2025
  - vi. July 12<sup>th</sup>, 2025
  - vii. October 11<sup>th</sup>, 2025
  - viii. January 10<sup>th</sup>, 2026







## =167= GAMING CLAN GENERAL ORDER

§

### IV. CREATION OF NEW AWARDS

- A. New awards shall be created at the discretion of the Headquarters Division.
- B. Game Units shall have their own "Campaign" ribbons created on their first anniversary as an active unit within the clan. Game Unit Commanders will be given the option to select the ribbon design for their Game Unit.




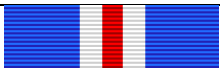







### V. RIBBON CHART

RIBBON	AWARD NAME	DESCRIPTION / CRITERIA
	<b>FALLEN MEMBER MEDAL</b>	<i>A special medal posthumously awarded to members who have passed away. Rest in peace, friends. You'll always be remembered. The ribbon is displayed separately and by itself, positioned above the standard ribbon rack.</i>
	<b>DISTINGUISHED SERVICE MEDAL</b>	<i>Awarded for service critical to the clan which had a significant, positive impact on its health and/or direction. This is the highest honor any member can receive.</i>
	<b>HUMANITARIAN SERVICE MEDAL (Gold Star Device)</b>	<i>Awarded for performing a significant, voluntary humanitarian act within the community. This humanitarian act had a significant, positive impact on another community member's physical or mental health. This is the second highest honor any member can receive.</i>
	<b>HUMANITARIAN SERVICE MEDAL</b>	<i>Awarded for performing a significant, voluntary humanitarian act within the community. This humanitarian act had a positive impact on another community member's life. This is the third highest honor any member can receive.</i>



## =167= GAMING CLAN GENERAL ORDER

§

	<b>MERITORIOUS SERVICE MEDAL</b>	<i>Awarded for outstanding dedication and service to the clan over a substantial period time. This member's service has had a significant, positive impact on the clan. This is the fourth highest honor any member can receive.</i>
	<b>COMMANDER OF THE YEAR AWARD</b>	<i>Annually issued to the most outstanding Commissioned Officer across the entire clan. Selected by HQ.</i>
	<b>NCO OF THE YEAR AWARD</b>	<i>Annually issued to the most outstanding NCO across the entire clan. Selected by HQ.</i>
	<b>MEMBER OF THE YEAR AWARD</b>	<i>Annually issued to the most outstanding member across the entire clan. Selected by HQ.</i>
	<b>SUPERIOR LEADERSHIP AWARD</b>	<i>Awarded for outstanding performance in a position of leadership.</i>
	<b>SUPERIOR SERVICE AWARD</b>	<i>Awarded for outstanding performance in a position of operational or administrative support.</i>
	<b>OUTSTANDING OFFICER AWARD</b>	<i>Annually issued to the most outstanding Commissioned Officer across each Game Unit. Selected by vote of all Game Unit Members and participants.</i>
	<b>OUTSTANDING NCO AWARD</b>	<i>Annually issued to the most outstanding NCO across each Game Unit. Selected by vote of all Game Unit Members and participants.</i>
	<b>OUTSTANDING MEMBER AWARD</b>	<i>Annually issued to the most outstanding Enlisted member across each Game Unit. Selected by vote of all Game Unit Members and participants.</i>
	<b>OUTSTANDING GAME UNIT AWARD</b>	<i>Annually issued to all the members of the most outstanding Game Unit. Selected by HQ.</i>
	<b>ACHIEVEMENT RIBBON</b>	<i>Awarded for significant achievement as deemed appropriate by HQ. Issued monthly to the most</i>



## =167= GAMING CLAN GENERAL ORDER















	<b>MEMBER OF THE MONTH RIBBON</b>	<i>outstanding member across the entire clan. Nominated by Game Unit Commander and selected by HQ.</i>
	<b>SERVER STAFF RIBBON</b>	<i>Awarded for outstanding performance in a position of server administration or moderation.</i>
	<b>DEDICATED LEADERSHIP RIBBON</b>	<i>Awarded for actively maintaining a position of successful leadership over a period of 6 months or greater.</i>
	<b>DEDICATED SUPPORT RIBBON</b>	<i>Awarded for actively maintaining a position of successful support over a period of 6 months or greater.</i>
	<b>OUTSTANDING TECHNICAL RIBBON</b>	<i>Awarded for outstanding performance in a technical position.</i>
	<b>OUTSTANDING CREATOR RIBBON</b>	<i>Awarded for outstanding performance in a creative position such as graphics design, video creation / editing, streaming, etc.</i>
	<b>CLASS 1 UNIT RIBBON</b>	<i>Awarded for being part of a Class 2 Unit when it ascended to Class 1 status.</i>
	<b>CLASS 2 UNIT RIBBON</b>	<i>Awarded for being part of a Class 3 Unit when it ascended to Class 2 status.</i>
	<b>CLASS 3 UNIT RIBBON</b>	<i>Awarded for being part of a Class 4 Unit when it ascended to Class 3 status.</i>
	<b>UNIT FOUNDER RIBBON</b>	<i>Awarded for taking part in the creation of a Game Unit which actively lasts for 6 months or longer.</i>
	<b>OUTSTANDING ACTIVITY RIBBON</b>	<i>Awarded for actively participating in two or more Game Units for at least 1 year.</i>
	<b>MENTORSHIP RIBBON</b>	<i>Awarded for taking new members under their wing and helping mentor / orient them to the community.</i>
	<b>RECRUITMENT RIBBON</b>	<i>Awarded for taking direct part in the recruitment of 5 members to the clan within a period of 6 months.</i>
	<b>SERVICE RIBBON</b>	<i>Awarded for performing an act where the member placed the needs of the clan or their game unit above that of their own.</i>



## =167= GAMING CLAN GENERAL ORDER

§

	<b>LONGEVITY RIBBON</b>	<i>Awarded for every year of membership in the clan.</i>
	<b>EXEMPLARY CONDUCT RIBBON</b>	<i>Awarded annually to members who constantly exemplify what it is to be a good member. Must not have any suspensions or formal corrective action within the past year.</i>
	<b>MOHAAS CAMPAIGN RIBBON</b>	<i>Awarded for having actively participated in the MOHAAS Game Unit. (2003 – 2008)</i>
	<b>WOW CAMPAIGN RIBBON</b>	<i>Awarded for having actively participated in the WoW Game Unit. (2009 – 2011)</i>
	<b>APB CAMPAIGN RIBBON</b>	<i>Awarded for having actively participated in the APB Game Unit. (2011 – 2019)</i>
	<b>WURM ONLINE CAMPAIGN RIBBON</b>	<i>Awarded for having actively participated in the Wurm Game Unit. (2011 – 2019)</i>
	<b>BF3 CAMPAIGN RIBBON</b>	<i>Awarded for having actively participated in the BF3 Game Unit. (2012 – 2013)</i>
	<b>ARMA 2 DAYZ CAMPAIGN RIBBON</b>	<i>Awarded for having actively participated in the A2 Game Unit. (2014 – 2016)</i>
	<b>FIVEM CAMPAIGN RIBBON</b>	<i>Awarded for having actively participated in the FiveM Game Unit. (2020 – 2024)</i>
	<b>MWII CAMPAIGN RIBBON</b>	<i>Awarded for having actively participated in the COD MW2 Game Unit. (2023)</i>
	<b>MILITARY SERVICE RIBBON</b>	<i>Awarded for previously or currently serving in their respective country's military without dishonorable status.</i>
	<b>PUBLIC SAFETY RIBBON</b>	<i>Awarded for previously or currently working in Law Enforcement, EMS, Fire-Rescue, Security, Dispatch, etc.</i>



## =167= GAMING CLAN GENERAL ORDER

§

### VI. OAK LEAF CLUSTER CHART

A. Illustrations of twenty five oak leaf cluster and ribbon combinations using the longevity ribbon:

TOTAL NUMBER OF AWARDS	RIBBON(S) WITH CORRESPONDING CLUSTERS
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	