



Marine Wing Support Squadron 274
COMMANDING OFFICER'S
Statement on Hazing



"Tradition in the Marine Corps has nothing whatsoever to do with hurting or humiliating each other. It has everything to do with Marines exhibiting mutual respect, a strength of character, and a willingness to sacrifice for one another."

- General Krulak, 31st Commandant of the Marine Corps

As defined in MCO 1700.28B, "hazing" is any conduct whereby a military member or members, regardless of Service or rank, without proper authority causes another military member or members, regardless of Service or rank, to suffer or be exposed to any activity which is cruel, abusive, humiliating, oppressive, demeaning or harmful. Soliciting or coercing another to perpetrate any such activity is also considered hazing.

Hazing is contrary to our core values of Honor, Courage and Commitment and is prejudicial to good order and discipline. It is contrary to our ethos of "taking care of our own." **Hazing is also unlawful and it will not be tolerated.**

I charge all leaders in the chain of command to ensure that all Marines are treated with dignity, care, and respect and to be ever vigilant for signs of hazing within our ranks. **It is every Marine and Sailor's responsibility to ensure that hazing does not occur in any form at any level.**

No Marine or Sailor in our Squadron will engage in hazing or consent to acts of hazing being committed upon them. No one in a supervisory position will, by act, word, or omission, condone or ignore hazing if they know or reasonably should have known that hazing has or might occur. Consent to hazing is not a defense to violating this policy. Reprisal actions against any victims or witnesses of hazing incidents are also strictly prohibited.

Any violation, attempted violation, or solicitation of another to commit hazing may subject involved members to adverse administrative or disciplinary action under the Uniform Code of Military Justice. **We represent the Marine Corps in everything we do. Everything.**

T. P. WHITE