

Evansville Gaming Guild Bylaws

Article I: Name and Purpose

Section 1. The name of this organization shall be the Evansville Gaming Guild Inc., which may be referred to as EGG or the Guild.

Section 2. The purposes for which the Guild was formed are to:

- a. Promote gaming in the Evansville Tri-state area through club activities and events such as weekly gaming and gaming conventions; thereby allowing gaming enthusiasts an opportunity to game and improve gaming ability with other gamers of similar interests.
- b. Foster organized social interaction and cooperation between members through Guild activities and role-playing gaming.
- c. Provide educational information and advice concerning role-playing gaming for the community and interested individuals.

Article II: Membership

Section 1. Anyone may join who is interested in role-playing gaming, the purpose of the Guild, and is at least fourteen years of age. A requirement of written parental consent shall be invoked upon all persons under the age of eighteen who request membership in the Guild.

Section 2. The membership is divided into two categories: Guildmember and Honorary Guildmember.

- a. Guildmembers shall consist of persons who pay annual dues and are able to be an active participant in the Guild's activities and meetings.
- b. Honorary Guildmembers shall consist of persons who are not currently a member of EGG. This membership is extended by the Board of Directors to certain individuals who have rendered outstanding service to EGG. Honorary Guildmembers must be nominated and elected. A two-thirds majority of Directors present, constituting a quorum is needed for the induction of an Honorary Guildmember. An Honorary Guild membership is a lifetime privilege.

Section 3. An active member of EGG is defined as a person who attends business meetings, serves on various committees and attends fund-raising activities, other than the weekly gaming sessions, on a regular basis.

Section 4. Membership benefits are as follows:

- a. Guildmembers shall be entitled to receive membership cards, monthly newsletters, participate in member-only events and weekly gaming, the privilege to serve as an EGG officer if elected, the privilege to serve as an EGG committee chairperson if appointed, the privilege to serve as a Director if elected, and the right to vote in the annual election of Directors of the Board.
- b. Honorary Guildmembers shall be entitled to receive membership cards, participate in member-only events and weekly gaming, and may serve as advisory members on committees. Honorary Guildmembers shall not serve as Board members, shall not chair a committee of EGG, and shall not vote in the annual election of Directors or in committees.

Section 5. Dues for membership are:

- a. Guildmembers pay \$10.00 per year
- b. Honorary Guildmembers pay no dues.

Section 6. Membership in the Guild begins when the prospective member pays his/her dues and lasts until one year after the initial payment. After the year is up, said member must pay additional dues to remain in the club.

Section 7. An increase or decrease of dues can only be accomplished by amending Article II, Section 5, subsection a. Said bylaw can only be amended by a two-thirds majority vote of all Directors. Those Directors unable to vote in person may vote absentee on this issue.

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Section 8. The Board of Directors, by resolution adopted, may define the privileges to be extended to the members of each class; define or change the qualifications of persons to whom each such class of membership shall be available; may change the amount of annual dues to be paid or the dues applicable for each class of members; and may terminate any membership for just cause at any time and shall have full discretionary powers in dispensing of any reasonable disciplinary action which may be required. A three-fourths majority of all Board members shall be required for terminating a Guild membership when such member's activities become contrary to or disruptive to the purpose and goals of the Guild.

Section 9. Anyone whose membership has been terminated by the Board of Directors, must have approval by two-thirds of all Directors before being allowed to rejoin the Guild.

Article III: Directors

Section 1. The number of Directors shall not be less than nine nor more than fifteen as determined from year to year by simple majority of all Guild members voting in the annual meeting. Unless otherwise provided, the number shall be nine. The Board of Directors, by resolution adopted, may declare vacant any directorship and thereby decrease the number of Directors.

Section 2. The Board of Directors shall be apportioned into two groups whose term of office shall expire in different years. All Directors serve as elected for two years. All Directors may succeed themselves if voted in by majority vote.

Section 3. The Board of Directors shall meet regularly, at least quarterly during the fiscal year. The Directors may fix the time and place to hold such regular meetings. Special meetings may be called by the Guildmaster, upon the request of two or more members, giving five days notice in advance. A simple majority of all Board members must attend to constitute a quorum, but a lesser number may adjourn the meeting to another day. The Board of Directors meetings are open, unless declared otherwise, but only Directors may vote.

Section 4. The Board of Directors may designate an Executive committee or other committees and delegate the duties and evaluate the performance of such duties as may be assigned to each committee. The acts of the committees shall be subject to final approval by the Board of Directors.

Section 5. Absence on the part of any member of the Board from four consecutive regular meetings in a period of twelve months, without being excused by the Board, or the non-payment of dues shall be deemed a resignation.

Section 6. In respect to all questions of construction of these Bylaws, the majority decision of the Board shall control.

Section 7. The Board of Directors shall have general charge, management and control of the affairs, funds, and property of the Evansville Gaming Guild; and shall have the power to fix and from time to time change the membership fees to be charged for membership into the Guild in accordance with these Bylaws.

Section 8. At each annual meeting, the Board of Directors may submit a general report of the affairs of the Guild with recommendations and suggestions as to its needs for the ensuing year.

Section 9. In the event of vacancies which occur on the Board for an unexpired term in any class shall be filled by the Board whenever the number of Directors becomes less than nine. At such time, the Board shall nominate and elect a sufficient number of Directors to bring the total of Directors up to nine. A two-thirds majority of all Directors is necessary to elect a nominee to the Board.

Article IV: Officers

Section 1. The officers of the Evansville Gaming Guild shall be a Guildmaster, Assistant Guildmaster, Scribe, Treasurer and Sergeant At Arms.

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Section 2. Each officer must be an active paid Guildmember for at least one year to be eligible for election and to hold office, and must be a paid member at the time of initial nomination. In addition, all nominees for the offices of Guildmaster, Assistant Guildmaster, and Treasurer must be at least twenty-one years of age at the time of their nomination.

Section 3. Each officer shall be elected by ballot by the Board of Directors from among their own members. Such election shall be held at the first meeting of the Board following the annual meeting at which Directors are elected. The officers shall be elected by open nominations and shall serve for a period of one year until their successors are elected. Their term of office shall begin at the meeting following the election of officers. The officers may succeed themselves if re-elected.

Section 4. The Guildmaster, and in his/her absence, the assistant Guildmaster, shall preside at all meetings of the members and club. The Guildmaster shall appoint chairpersons for all committees and is responsible for planning and execution of all club activities for his/her term of office (once said activities are approved by the Board). The Guildmaster shall have other such duties as are incidental to the office, shall be a member ex-officio of all committees, and shall perform such other duties as the Board of Directors may assign to him/her. The Guildmaster can vote only in case of a tie, except in elections. A member may not serve more than two consecutive terms of office as Guildmaster, and having served two terms shall not be eligible for election to Guildmaster for the subsequent term. At the close of the subsequent term such a member may, upon nomination, stand for election to Guildmaster.

Section 5. The Assistant Guildmaster plans and presides over all meetings that the Guildmaster is unable to attend, and works closely with the Guildmaster in the planning and execution of all club activities during their term in office. The Assistant Guildmaster shall have other such duties as are incidental to said office, and shall perform such other duties as the Board of Directors may assign. If any officer is unable to complete his/her term in office, the Assistant Guildmaster shall assume the office and the responsibilities until the Board elects a successor.

Section 6. The Scribe shall keep minutes of each meeting and shall conduct the correspondence of the Guild. The Scribe shall read the minutes of the previous meeting, unless the meeting is declared to be informal, and shall remind the Guild of unfinished business. The Scribe shall maintain current lists of Board members, chairpersons and Guildmembers.

Section 7. The Treasurer shall collect all membership dues and accounts due the Guild, and shall keep the accounts and make report thereon at all Board meetings, unless the meeting is declared to be informal. The Treasurer is responsible for all moneys collected, and all moneys paid out. The Treasurer shall pay all Guild debts in a timely manner or as directed by the Board of Directors, shall file all required papers with such Federal, State and municipal government entities as are required by law, and shall perform other such duties as may be assigned to him/her by the Board or by the Guildmaster.

Section 8. The Sergeant At Arms is responsible for keeping order at all meetings, Guild functions, and gaming sessions. The Sergeant At Arms duties shall include the recording of attendance and collection of weekly fees as well as the verification of current membership status. All moneys collected by the Sergeant At Arms are to be tallied and entrusted to the Treasurer for deposit upon completion of the collection procedure. The Sergeant At Arms shall inform members whenever their conduct or speech becomes disruptive to the meetings or gaming sessions, and shall be empowered to take such measures, including but not limited to ejecting the offender, as required to maintain or restore order, and may request assistance from any Guildmember. The Sergeant At Arms should be familiar with parliamentary procedure to keep order during meetings.

Section 9. If any officer other than the Guildmaster must leave office, the Board of Directors shall select a replacement from among the Directors. A two-thirds majority of all Directors is necessary to elect a replacement who shall serve until the next general election.

Section 10. The Directors, by a two-thirds vote, may for good cause stated therein adopt a resolution

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designating another person to assume and perform the duties of any such officer for such time and under such conditions as are set out in the resolution so adopted.

Article V: Meetings

Section 1. The annual meeting of the voting membership of the Guild shall be held in August of each year, or on such date not later than October 15 of such year, as the Board of Directors may decide.

Section 2. The number of Directors to be elected each year shall be voted on prior to the annual meeting by the Board of Directors. This number for one class of Directors shall not make the total number of Directors fall below nine nor exceed fifteen and the number shall be odd.

Section 3. At each annual meeting of the membership one class of Directors shall be elected by ballot to replace the outgoing class by open nominations from the voting membership. A majority of the votes cast shall be necessary to elect.

Section 4. All members must be notified as to when and where the annual meeting is to take place a minimum of one week in advance.

Section 5. Voting members present in person or by proxy shall constitute a Quorum at any meeting of membership. A Quorum for voting purposes shall consist of half of the membership of the Guild, plus one more Guildmember present at any meeting for voting purposes. For committee purposes, a Quorum shall consist of half of the voting members of the committee, plus one more voting committee member, present at any committee meeting. For the purposes of the Board of Directors, a Quorum shall consist of half of the Directors, plus one more Director, present at any meeting of the Board of Directors.

Section 6. All members must be paid members for at least thirty days before they will be eligible to vote at any meeting of the membership.

Section 7. All nominees for Director must be at least eighteen years of age and must have been a paid active member for at least twelve months.

Section 8. Nominations for officers must come from the new Board of Directors. The newly-elected Directors shall assume their position on the Board at the first Board meeting that is held following the annual membership meeting.

Section 9. Any question concerning parliamentary procedure at meetings of the Guild shall be resolved by reference to "Robert's Rules of Order".

Article VI: Amendments

Section 1. Any Director may make a motion for an amendment to these Bylaws.

Section 2. These Bylaws may be amended at any regular or special meeting by a vote of two-thirds of all Directors.

Article VII: Non-profit Motive

Section 1. The organization known as the Evansville Gaming Guild is hereby established as a non-profit organization.

Section 2. No member of this organization will make any monetary gain by belonging to this group. All moneys received by this organization shall go toward the accomplishment of Article I, Section 2 of the Bylaws.

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Section 3. A treasury will be maintained in order to meet the operating costs of this organization.

Section 4. In the event of dissolution of the Evansville Gaming Guild Inc., all moneys held in the treasury of the Guild shall be donated, as defined by the Board of Directors, to a worthwhile corporation organized under 501(c)3 (i.e. charity). All equipment and libraries shall also be donated to such organizations as stated above, with all library materials going to public libraries in the Evansville and Tri-state area, after the previous donator declines the reimbursement of the donated item(s).

AMENDMENTS

Article VIII: Code of Conduct (Appended 11 July, 1999)

Section 1. Membership of persons in the Evansville Gaming Guild is contingent upon their signing of the current EGG Code of Conduct, as established by the Board of Directors, and such signed copy being placed on file with the Scribe.

Section 2. Candidates for membership under the age of 18 must also have the signature of a parent or legal guardian upon the current Code of Conduct.

Section 3. Copies of the current Code of Conduct shall be distributed to all members at the time of their paying of membership dues each year.

Date of Ratification: 11 July, 1999

EGG Guildmaster: Philip G. Scott

EGG Scribe: Kimberly Wajer

Evansville Gaming Guild Code of Conduct

The Evansville Gaming Guild, hereafter referred to as EGG, has been established to promote the playing of role-playing games in a friendly and cooperative environment. It is the hope of EGG to promote an open and receptive organization to the community as a whole, and to bring about good relations with the community. EGG believes in the concept that each individual person who enters the Guild does so freely, to enjoy the company of others who, like themselves, wish to partake in role-playing games and to interact on a social level with these like-minded individuals.

To further these goals, EGG has certain policies which it feels that each member should consider as proper behavior while attending Guild functions:

1. Weapons

EGG does not allow weapons at Guild functions. EGG hereby defines a weapon as any item whose only or primary purpose or function is to cause physical harm. If a person feels weapons are needed to enhance the role-playing environment of a particular endeavor, then a request should be submitted, in writing, to an EGG Board member a minimum of one week before the date the endeavor in question takes place. The Board of Directors has the power to make an allowance for the presence, but not the use, of particular weapons at particular events.

2. Harassment

EGG firmly believes in the individual rights of those attending Guild functions. Actions that intentionally cause harm to the Guild's endeavors and/or to another individual's mental, emotional, or physical state, will not be tolerated within the Guild. EGG wishes to promote an atmosphere of goodwill and a feeling of being welcome to all that wish to participate. EGG does not tolerate any group or person interfering with the enjoyment of others. Actions and behaviors that are not conducive to enjoyment by all will not be accepted within EGG.

3. Smoking

Underage smoking within EGG functions will not be allowed. Smoking will be allowed to those of legal age in areas designated by EGG, as permitted in the locale where gaming functions of EGG take place.

4. Drugs/Alcohol

EGG will not allow any controlled substances to be distributed or taken within the confines of EGG functions. Medications should not be distributed to any individual for whom the medication has not been prescribed, as doing so may cause unknown side effects and/or reactions. Alcohol may only be consumed by members of legal age at Guild functions, if the locale where the functions of EGG take place allows alcohol consumption.

5. Disorderly Conduct/Violence

EGG will not tolerate disorderly conduct or violence within Guild functions or activities. Guild members should treat each other with mutual respect and remember that they are representing the Guild while at EGG functions.

6. Theft

Any person or persons caught attempting to acquire, or in the possession of, property which is not their own, without the permission of the owner, will be subject to both the rules governing EGG, and also those laws which are applicable in a civil or criminal court of law. Property abandoned or forgotten by the owner is subject to this rule only if the possessor refuses to return said property to the owner at the appropriate opportunity.

Failure to abide by this Code of Conduct and its contents may result in disciplinary action being taken against the offending member by the governing Board of the Evansville Gaming Guild and its officers. Any criminal acts performed while attending Guild functions will be met with appropriate legal action, and the Evansville Gaming Guild will fully cooperate with all legal authorities in such cases. All disciplinary measures that may occur are enclosed within the Evansville Gaming Guild Bylaws, up to and including removal of Guild membership and being barred from future Guild functions.

I, _____, agree to abide by the Evansville Gaming Guild's Code of Conduct. I fully understand that I am responsible for my own actions while attending EGG functions, and accept such responsibility as my own. I understand that failure to comply with the EGG Code of Conduct may cause me to face disciplinary action by EGG, its Board members, and officers. These actions may include up to being removed from the EGG membership lists and being barred from future EGG functions. I further understand that any actions which are illegal will be met with appropriate legal action, and the full cooperation of EGG with all legal authorities.

Guildmember Signature: _____ **Date:** ____/____/____

Parent/Guardian Signature: _____ **Date:** ____/____/____