

## **The Elizabethtown College Gamers' Guild Constitution and By-Laws**

### Mission Statement:

The Elizabethtown College Gamers' Guild exists to provide a venue for role-playing and strategy gamers in the College community.

The Laws of the Elizabethtown College Gamers' Guild (herein referred as "the Guild.")

### Membership:

Members must have an interest in learning and playing role-playing and/or strategy games. Members need not be students of the College, but only current students may hold official positions and/or cast votes for Guildmaster.

### Official Positions:

The following positions will be collectively known as the Guild Council. The members of the Guild Council will be as follows:

*Guildmaster:* The Guildmaster will be the leader of the club. The Guildmaster must provide an example to the rest of the Guild, and enforce the Guild's policies. The Guildmaster is responsible for appointing all other Guild Official Positions and organizing all Guild events. Each semester, the Guildmaster will be responsible for deciding the best night of the week on which to hold regular meetings.

*Taskmaster:* The Taskmaster is the Guildmaster's right-hand assistant. The Taskmaster is responsible for enforcing the policies of the Guild. The Taskmaster will be expected to assume the duties of the Guildmaster in event of the Guildmaster's absence, ejection, or resignation.

*Quartermaster:* The Quartermaster will be responsible for the Guild's finances and materials. The Quartermaster will maintain the Treasury and report monthly on the Guild's funds. The Quartermaster is responsible for organizing fund-raising events.

*Scribe:* The Scribe is responsible for maintaining a record of all Guild meetings and events, and establishing an annual contact with the *Conestogan*.

*Master-At-Arms:* The Master-At-Arms is the Guild's representative to the Club Council. The Master-At-Arms is expected to attend all Club Council meetings and be the liaison between the Guild Council and the Club Council.

### Elections:

Elections will be held during the first regular meeting in May. The candidates for Guildmaster will be chosen by double nomination from willing members of the Guild who are rising Junior and Senior students. Within one week of election, the Guildmaster will appoint persons to fill the positions of the Guild Council.

Overturning Decisions:

At any regular meeting of the Guild, any member of the Guild may motion to overturn any decision of the Guildmaster. On a second nomination, a vote will be held immediately by show of hands. If the motion succeeds by simple majority, the decision in question is immediately over-turned and the Taskmaster will be asked to make a second judgement on the decision. The decisions of the Taskmaster may not be overturned.

Ratification of By-Laws:

This constitution may be amended by the addition of a by-law. Any member may motion for the addition of a by-law at any regular meeting. On second nomination, a vote will be held immediately by show of hands. If the motion succeeds by simple majority, the Guildmaster and the Taskmaster will draft the new by-law, and a second vote will be taken at the next regular meeting of the Guild in order to ratify the new by-law.

This Constitution is hereby ratified by the following members of the Elizabethtown Gamers' Guild:

Guild Master Benjamin G. Halsted, Jr.

Taskmaster Timothy P. Eller

Quarter Master Louise M. Walker

(Leet) Scribe ~~Chad W. A.~~

Master of Arms ~~Adel Malambor~~

Matthew E. Wampole

Paul Horvath Joseph C. Marion  
~~Edward J. Allen~~

David / Derrick