

The Constitution of the Albright Gamers Guild and How it Came About

Once upon a time, in the city of Reading, Pennsylvania, a group of Albright students decided to create an organization where they could convene in peace without being trampled or killed by monsters in the wild. They sat down to write the constitution:

We the People of the Albright Gamers Guild, in Order to form a more perfect Community, establish Gaming, insure domestic Enjoyment, provide for the common Amusement, promote the general Fun, and secure the Blessings of Entertainment to ourselves and our Posterity, do ordain and establish this Constitution for the Albright Gamers Guild.

Article I Name

The name of this organization shall be the Albright Gamers Guild, hereafter referred to in this document as the Guild.

Article II Statement of Intent

The Guild shall exist as a resource for Albright College with the purpose of socialization and recreation through creative problem solving games. Our roots are based in role-playing games and related activities and it is our intent to continue this tradition along with adding new creative games. We also want to provide a network for students interested in such games.

Article III Membership

Section 1 New Membership

Requirements for new membership in the Guild shall be as follows:

New Members of the Guild must:

Be a member of the Albright College Community.

Have participated in at least one official Guild event.

Must provide the Guild with an active e-mail address for inclusion in the Guild E-mail list.

Section 2 Membership Benefits

Active Members of the Guild are entitled to:

Access to the Guild Library materials.

Assistance in planning games and finding locations to play said planned games.

Section 3 Ending Membership

Once a Guild member, always a Guild member. Guild members may choose to become non-active members by requesting that their e-mail address is removed from the Guild E-mail list.

Article IV Officers

Section 1 Officership Requirements and Election of Offices

In order to qualify for an officer post in the Guild, the applicant must have been an active student member of the Guild for at least one full semester. Every spring, the current officers and graduating seniors will accept nominations for the next year's officers from the membership at large and will make a decision based on those nominations.

Section 2 President: also known as the God-King.

A. Duties: oversees guild activities, runs meetings, delegates authority, ensures that the organization adheres to Guild, SGA and college rules

Section 3 Vice President

A. Duties: assist the president in carrying out his or her duties as the president sees fit and takes over in the president actions in the president's absence.

Section 4 Treasurer and SGA Representative

A. Duties: Must attend all required SGA meeting, tracking allocations, tracking SGA and self generated budgets

Section 5 Librarian

A. Duties: tracks and manages use and access to Guild library materials including games, books and other media.

Article V Guild Conduct

Section 1 Sportsmanship

All Gamers Guild Members must show sportsmanlike conduct at all times. Sportsmanlike conduct includes showing respect to all who are in attendance. Display modesty in victory and graciousness in defeat. Unsportsmanlike conduct includes inappropriate behavior in language, gesture or action which demeans, physically intimidates or endangers others.

Section 2 Library materials

Guild Members who do not return Library materials in a timely fashion may be subjected to punishments including but not limited to monetary fines, verbal mocking or being fed to the Rancor or other mythical beast of the librarian's choice.

And they lived happily ever after,

The End.

Written and ratified on Feb. 3, 2005
Laurel Nuessle, President
Bryan Confessore, Vice President
Wayne Vettleson, Advisor