



C THE
CAMARILLA™
MEMBERSHIP
HANDBOOK





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This handbook was created by the Camarilla Development Team with assistance and input from hundreds of members of the Camarilla, both in the USA and abroad.

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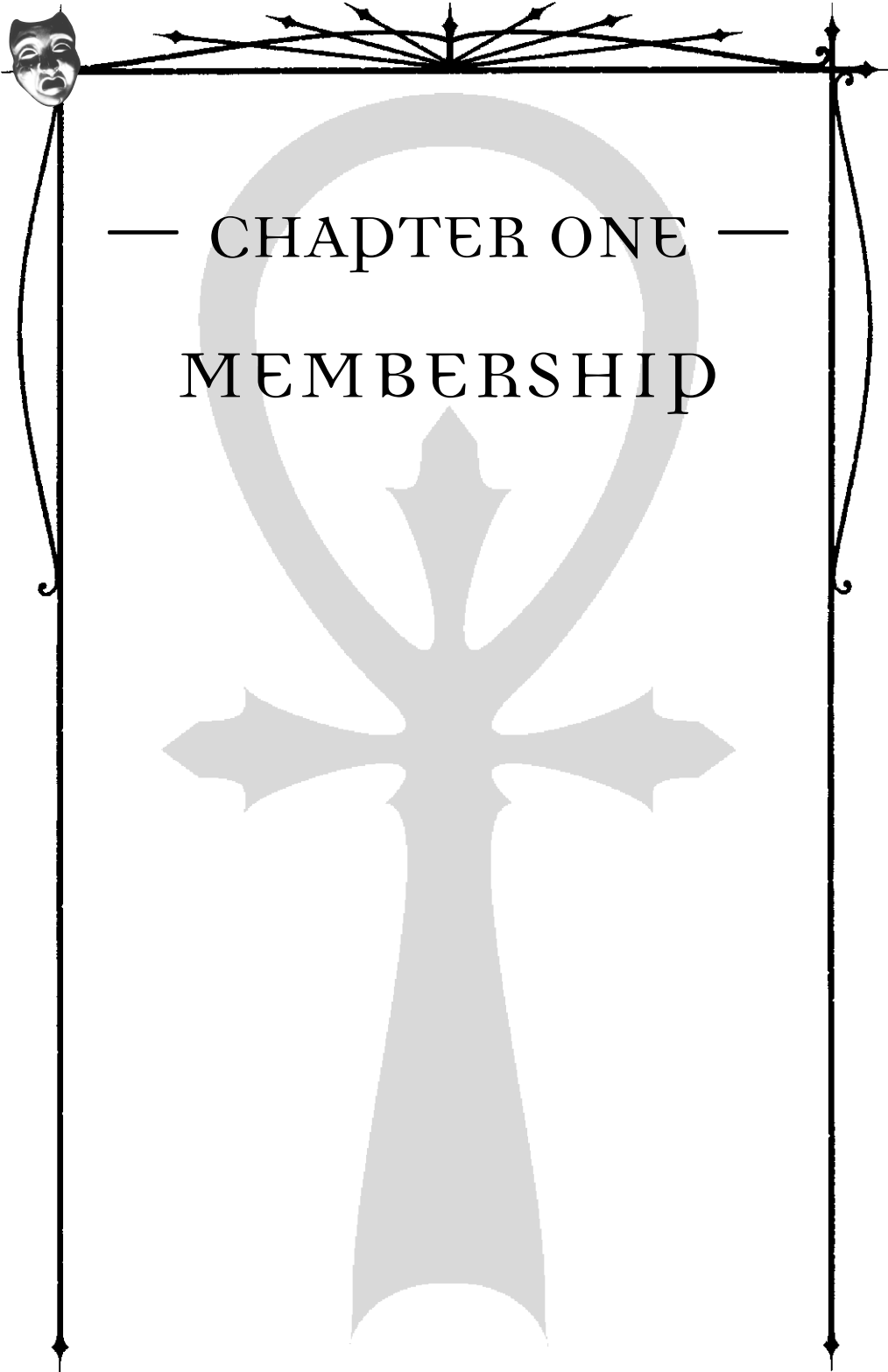
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THE CAMARILLA™ MEMBERSHIP HANDBOOK

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— CHAPTER ONE —
MEMBERSHIP



INTRODUCTION

Welcome to the Camarilla! We are an international gaming organization dedicated to the enjoyment of White Wolf's World of Darkness. We support a global Mind's Eye Theatre live-action roleplaying game as well as social events, community service, and education.

The Camarilla is one of the world's largest live-action roleplaying groups, with thousands of members across six continents. Our members create characters using White Wolf's Mind's Eye Theatre books and begin by playing those characters in locally hosted games. Many members also travel to games and events hosted by our hundreds of individual domains and chapters, use some of the numerous "in character" e-mail lists and even attend larger events at the regional, national and international level! Each year, the Camarilla hosts the International Camarilla Convention (ICC) in a selected city that brings hundreds of members together to play in the pinnacle event of the year.

The focus of the Camarilla's game is on the dramatic politics in the World of Darkness and the tragic struggles of the spirit; it is not only the violent aspects commonly associated with the fictional creatures that intrigue us.

While the Camarilla's live-action game is its most visible product, the Camarilla is also a social organization with a special commitment to the arts, education, and service. All members are encouraged to learn more about the arts, especially the theatrical arts of acting, costuming, propmaking, storytelling and scene setting through set decoration, lighting and sound. In addition to the arts that we support through the live-action game, the Camarilla sponsors and encourages our members' artistic interests in writing, sketching, painting, illustration, photography, computer graphics, graphic design and other artistic pursuits. We publish a great deal of our members' work in our quarterly fanzine, on our hundreds of websites (start at <http://camarilla.white-wolf.com>) and in our regional, city, and chapter newsletters (where available). We also often display some of our members' artwork at the annual ICC and other events.

The Camarilla is dedicated to member education—not just the fascinating history lessons one can learn while creating characters but also skills such as leadership development and acting. We sponsor panels, and seminars about the arts, the World of Darkness, project coordination, and storytelling. Many members become officers of their chapters or domains, and the Camarilla supports them with leadership development programs and mentoring.

Last but certainly not least, the Camarilla sponsors many charity events to benefit good causes across the globe. Many of our chapters support a local charity such as a food bank or shelter, thus strengthening the community where they live. Some people ask why service work is so important in an organization such as ours. Quite simply, it builds our sense of community. When our members give something back to their communities—by getting together with their fellow members to do a good deed—it builds friendships and a sense of connection between members.

Our focus on arts, education, and service contributes to the culture that the Camarilla attempts to build between members worldwide. As a community of friends, we encourage members to be respectful of others, to participate responsibly and safely at all events, and to support each other as we grow together and explore our creative interests.



HOW TO USE THIS HANDBOOK

The Camarilla intends that your time with us is fun, creative, and rewarding. In that vein, this membership handbook has been written to serve as a tool for you to learn how you can participate in and contribute to the club. The Membership Handbook also provides an understanding of the organization's administrative structure and many of the opportunities available to club members.

You are now a member of a worldwide network of World of Darkness fans. As a new member, you will receive a membership packet and some tools to help you become involved in the club. Traveling to nearby chapters to participate in their events is probably the easiest way for any member to get involved. If you have Internet access, the Camarilla has hundreds of e-mail lists for roleplaying, getting advice, communicating about common interests, and learning about local, regional and national events. See the section on The Internet or jump right in at <http://camarilla.white-wolf.com>. The Camarilla even has an online chapter for members who live far from other members.

While the Camarilla is a worldwide organization, this manual is specific to the Camarilla USA, the branch of the Camarilla within the United States. Camarilla affiliates in other nations will have their own structure, rules, and guidelines for membership that may or may not correspond with what is described here.


MEMBERSHIP

BENEFITS OF MEMBERSHIP

- A membership card that serves as your passport into the largest, most integrated society of World of Darkness fans.
- A subscription to our quarterly magazine.
- The ability to register your MET character with The Camarilla and play it in our long-term, continuous, global Mind's Eye Theatre game which we call the sanctioned chronicle.
- The ability to attend thousands of members-only events across the globe, including sanctioned games as well as socials, barbecues, movie nights, etc.
- Membership in your local chapter or domain, or organizational support from the Camarilla to build a new chapter in your area if one does not already exist.
- Access to hundreds of e-mail lists, IRC channels, websites, and other Internet tools.
- Access to Camarilla-sponsored training programs to improve skills such as character development, acting, organizing charity events, management and so forth.

HOW TO JOIN

The Camarilla deals with a variety of mature subjects as we explore the tragedy of the human condition through our metaphors and roleplay. As such, all members are required to be at least 18 years of age (regardless of emancipation). To join the Camarilla, just visit the White Wolf website (<http://www.white-wolf.com/camarilla>) and click on the link to purchase a new Camarilla membership. You pay your membership fee either by credit card or by sending in a check or money order. Internet access is required to complete the process to join the Camarilla, but if you do not have Internet access yourself, just ask an existing



Camarilla member for help. A large network of people to help out when needed is one of the many benefits of Camarilla membership!

You may end your membership either by simply not renewing once your membership has expired, or by sending a written letter to the Camarilla formally withdrawing from the organization. If your membership simply expires, you may join again at any time later and pick up right where you left off, keeping the same characters, member class and other benefits of membership as if you had remained a member the entire time. It is a good idea to keep all of your own records, to be sure everything can be verified should you rejoin. By withdrawing in writing, you may be giving up the right to these benefits, as determined on a case-by-case basis. Membership may also be terminated by the Camarilla in some cases.

HOW TO GET STARTED

If there are chapters and/or domains already in your area, contact them to get involved right away. If no other active members live in your area, we recommend building a new chapter—and we will help!

The first activity that many members wish to participate in is the global sanctioned chronicle. The Camarilla encourages exploring the intriguing gothic-punk and romantically horrific atmosphere of the World of Darkness through roleplay, fiction, poetry, and more. Just create a character using White Wolf Mind's Eye Theatre books in conjunction with the Camarilla Rules Supplement (available on our website) and submit that character to a Storyteller. Once approved, you can portray that character at venue games anywhere in the world.

Your participation in all club activities is governed by the Camarilla's Code of Conduct (contained later in this document) which defines the general level of conduct that the organization expects of all members. The Camarilla will not tolerate behavior that is illegal or dangerous to oneself or others, and serious offenses may result in expulsion from the organization.

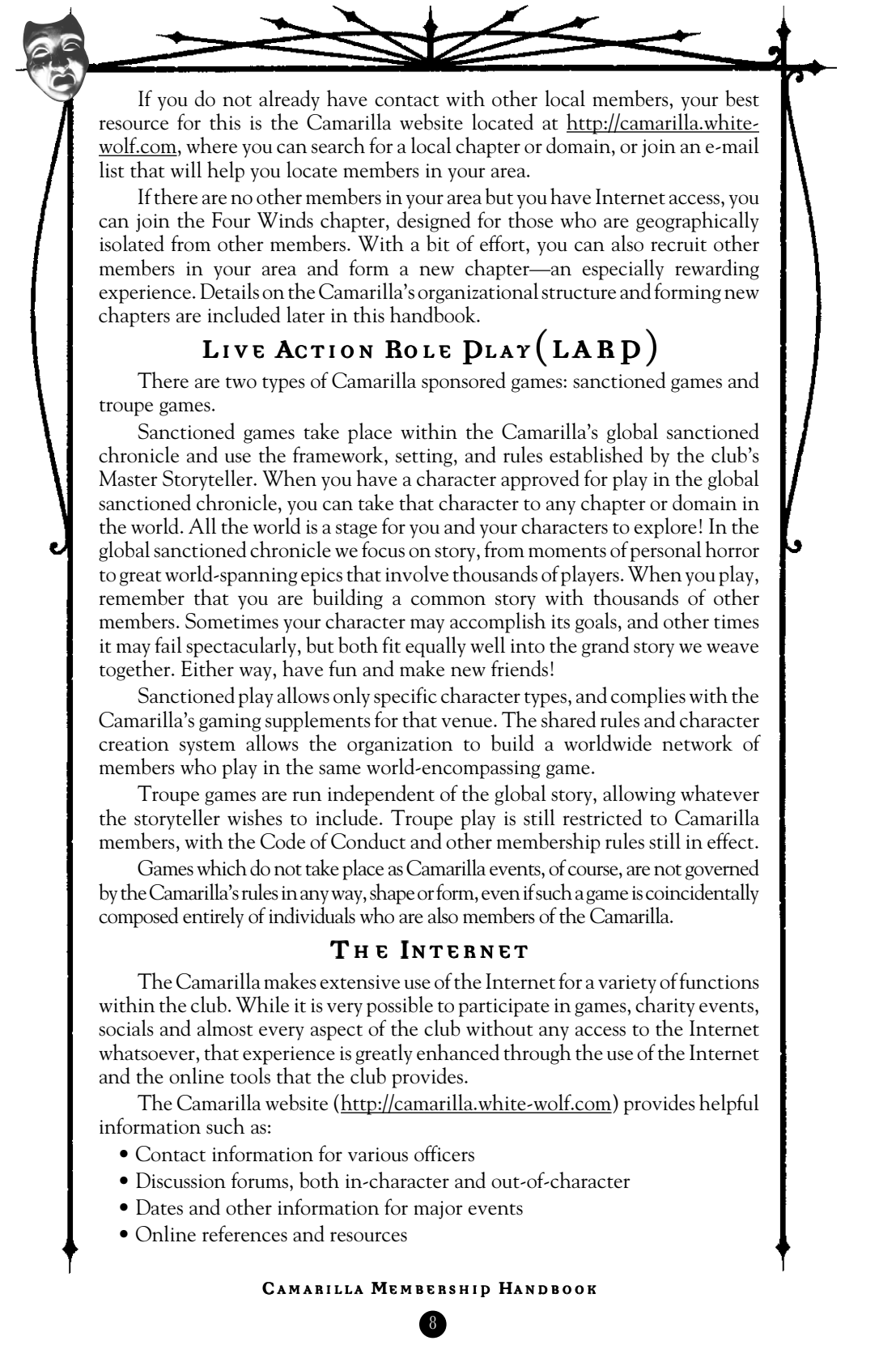
Many new members are surprised to discover that the Camarilla is more than just a roleplaying organization. Although roleplay is indeed one of our major activities, we also pride ourselves on forming a community of friends with common interests. Even in areas where storytelling and gaming are the major focus, members are encouraged to hold social events and become involved in their community to promote friendships and camaraderie.

Here are just a few examples of how you can participate in the organization and its many different activities right away:

- Creating and portraying characters in the global chronicle
- Running a local troupe game outside of the global chronicle
- Serving as a club officer or assistant
- Organizing a social outing or event
- Participating in the club's artistic or charitable projects
- Submitting your original stories and artwork to a local or regional newsletter, or to the quarterly club-wide magazine
- Creating and maintaining web pages

JOINING A LOCAL GROUP

Upon joining the Camarilla, your first goal will likely be to locate any other Camarilla members nearby, and to join a chapter or domain.



If you do not already have contact with other local members, your best resource for this is the Camarilla website located at <http://camarilla.white-wolf.com>, where you can search for a local chapter or domain, or join an e-mail list that will help you locate members in your area.

If there are no other members in your area but you have Internet access, you can join the Four Winds chapter, designed for those who are geographically isolated from other members. With a bit of effort, you can also recruit other members in your area and form a new chapter—an especially rewarding experience. Details on the Camarilla's organizational structure and forming new chapters are included later in this handbook.

LIVE ACTION ROLE PLAY (LARP)

There are two types of Camarilla sponsored games: sanctioned games and troupe games.

Sanctioned games take place within the Camarilla's global sanctioned chronicle and use the framework, setting, and rules established by the club's Master Storyteller. When you have a character approved for play in the global sanctioned chronicle, you can take that character to any chapter or domain in the world. All the world is a stage for you and your characters to explore! In the global sanctioned chronicle we focus on story, from moments of personal horror to great world-spanning epics that involve thousands of players. When you play, remember that you are building a common story with thousands of other members. Sometimes your character may accomplish its goals, and other times it may fail spectacularly, but both fit equally well into the grand story we weave together. Either way, have fun and make new friends!

Sanctioned play allows only specific character types, and complies with the Camarilla's gaming supplements for that venue. The shared rules and character creation system allows the organization to build a worldwide network of members who play in the same world-encompassing game.

Troupe games are run independent of the global story, allowing whatever the storyteller wishes to include. Troupe play is still restricted to Camarilla members, with the Code of Conduct and other membership rules still in effect.

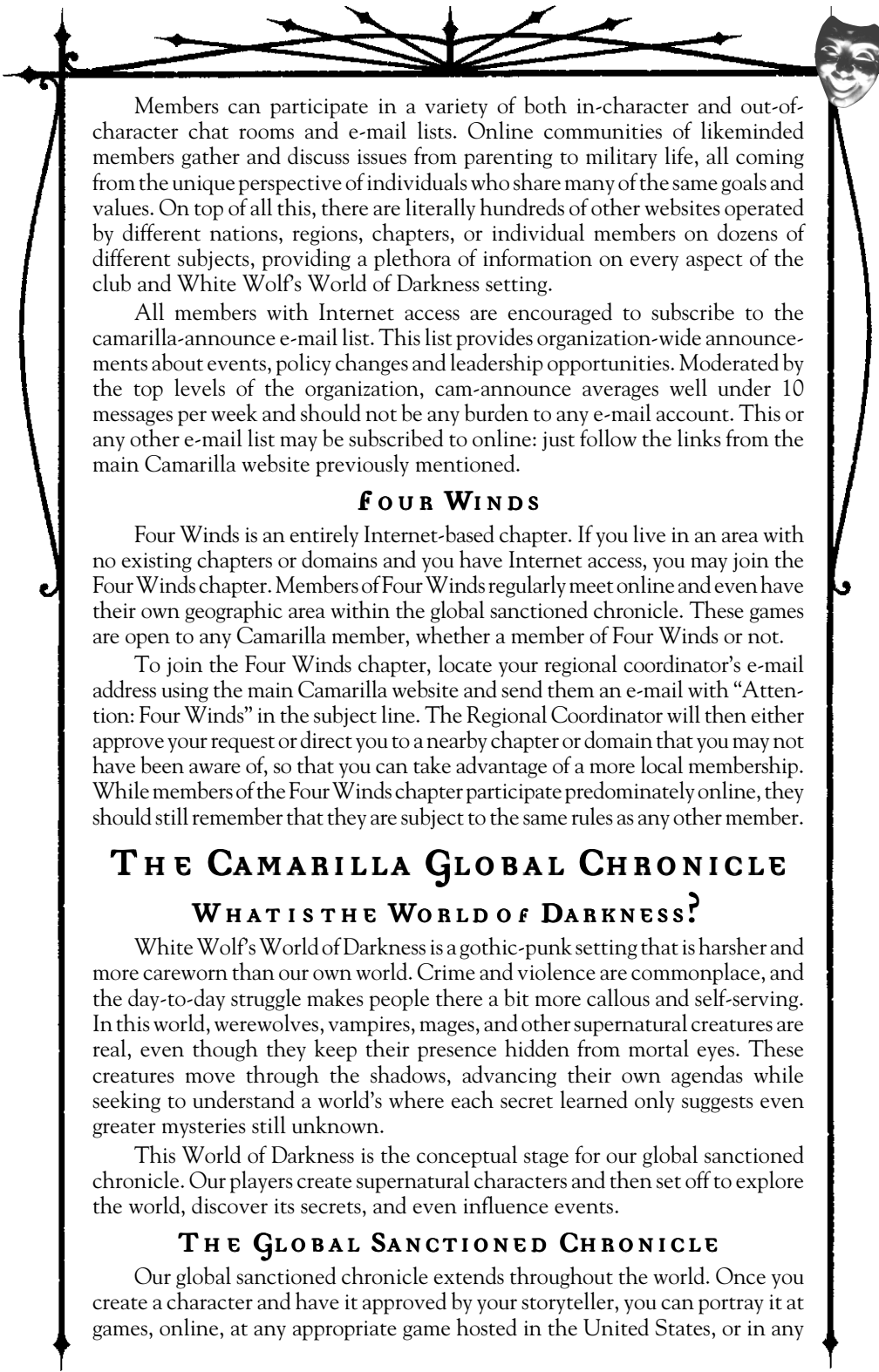
Games which do not take place as Camarilla events, of course, are not governed by the Camarilla's rules in any way, shape or form, even if such a game is coincidentally composed entirely of individuals who are also members of the Camarilla.

THE INTERNET

The Camarilla makes extensive use of the Internet for a variety of functions within the club. While it is very possible to participate in games, charity events, socials and almost every aspect of the club without any access to the Internet whatsoever, that experience is greatly enhanced through the use of the Internet and the online tools that the club provides.

The Camarilla website (<http://camarilla.white-wolf.com>) provides helpful information such as:

- Contact information for various officers
- Discussion forums, both in-character and out-of-character
- Dates and other information for major events
- Online references and resources



Members can participate in a variety of both in-character and out-of-character chat rooms and e-mail lists. Online communities of likeminded members gather and discuss issues from parenting to military life, all coming from the unique perspective of individuals who share many of the same goals and values. On top of all this, there are literally hundreds of other websites operated by different nations, regions, chapters, or individual members on dozens of different subjects, providing a plethora of information on every aspect of the club and White Wolf's World of Darkness setting.

All members with Internet access are encouraged to subscribe to the camarilla-announce e-mail list. This list provides organization-wide announcements about events, policy changes and leadership opportunities. Moderated by the top levels of the organization, cam-announce averages well under 10 messages per week and should not be any burden to any e-mail account. This or any other e-mail list may be subscribed to online: just follow the links from the main Camarilla website previously mentioned.

FOUR WINDS

Four Winds is an entirely Internet-based chapter. If you live in an area with no existing chapters or domains and you have Internet access, you may join the Four Winds chapter. Members of Four Winds regularly meet online and even have their own geographic area within the global sanctioned chronicle. These games are open to any Camarilla member, whether a member of Four Winds or not.

To join the Four Winds chapter, locate your regional coordinator's e-mail address using the main Camarilla website and send them an e-mail with "Attention: Four Winds" in the subject line. The Regional Coordinator will then either approve your request or direct you to a nearby chapter or domain that you may not have been aware of, so that you can take advantage of a more local membership. While members of the Four Winds chapter participate predominately online, they should still remember that they are subject to the same rules as any other member.

THE CAMARILLA GLOBAL CHRONICLE

WHAT IS THE WORLD OF DARKNESS?

White Wolf's World of Darkness is a gothic-punk setting that is harsher and more careworn than our own world. Crime and violence are commonplace, and the day-to-day struggle makes people there a bit more callous and self-serving. In this world, werewolves, vampires, mages, and other supernatural creatures are real, even though they keep their presence hidden from mortal eyes. These creatures move through the shadows, advancing their own agendas while seeking to understand a world's where each secret learned only suggests even greater mysteries still unknown.

This World of Darkness is the conceptual stage for our global sanctioned chronicle. Our players create supernatural characters and then set off to explore the world, discover its secrets, and even influence events.

THE GLOBAL SANCTIONED CHRONICLE

Our global sanctioned chronicle extends throughout the world. Once you create a character and have it approved by your storyteller, you can portray it at games, online, at any appropriate game hosted in the United States, or in any



city in the world that offers a sanctioned venue. Players and storytellers from around the world weave a common story that links individual games together into a massively multiplayer LARP environment with thousands of players. The events at your local game can cause ripples across the nation and around the world. There's a world waiting for you, so just step in!

ESTABLISHING A VENUE

You can join the global game as an individual player, or you and your friends can build a venue for your hometown. Venues are sanctioned local games that are run by an elected principal storyteller. When you create a venue, your group gains the ability to set stories locally and have those stories affect the global sanctioned game. Here's what you need to do to launch a venue:

1. Choose the genre of story you and your friends want to play.
2. Elect a venue storyteller (VST).
3. The VST and players discuss the type of games they like.
4. The VST writes and submits a Venue Style Sheet (VSS) that describes the proposed venue, its setting, mood, and theme.
5. Supervising storytellers review the VSS to ensure that it fits with the global sanctioned chronicle.
6. When a storyteller with High Approval authority approves the VSS, the storyteller can run games.
7. The VST helps players make characters that fit the genre and chronicle.
8. Game on!

Once the venue is approved, the venue storyteller must file a monthly report and meet the ongoing requirements of all supervising storytellers.

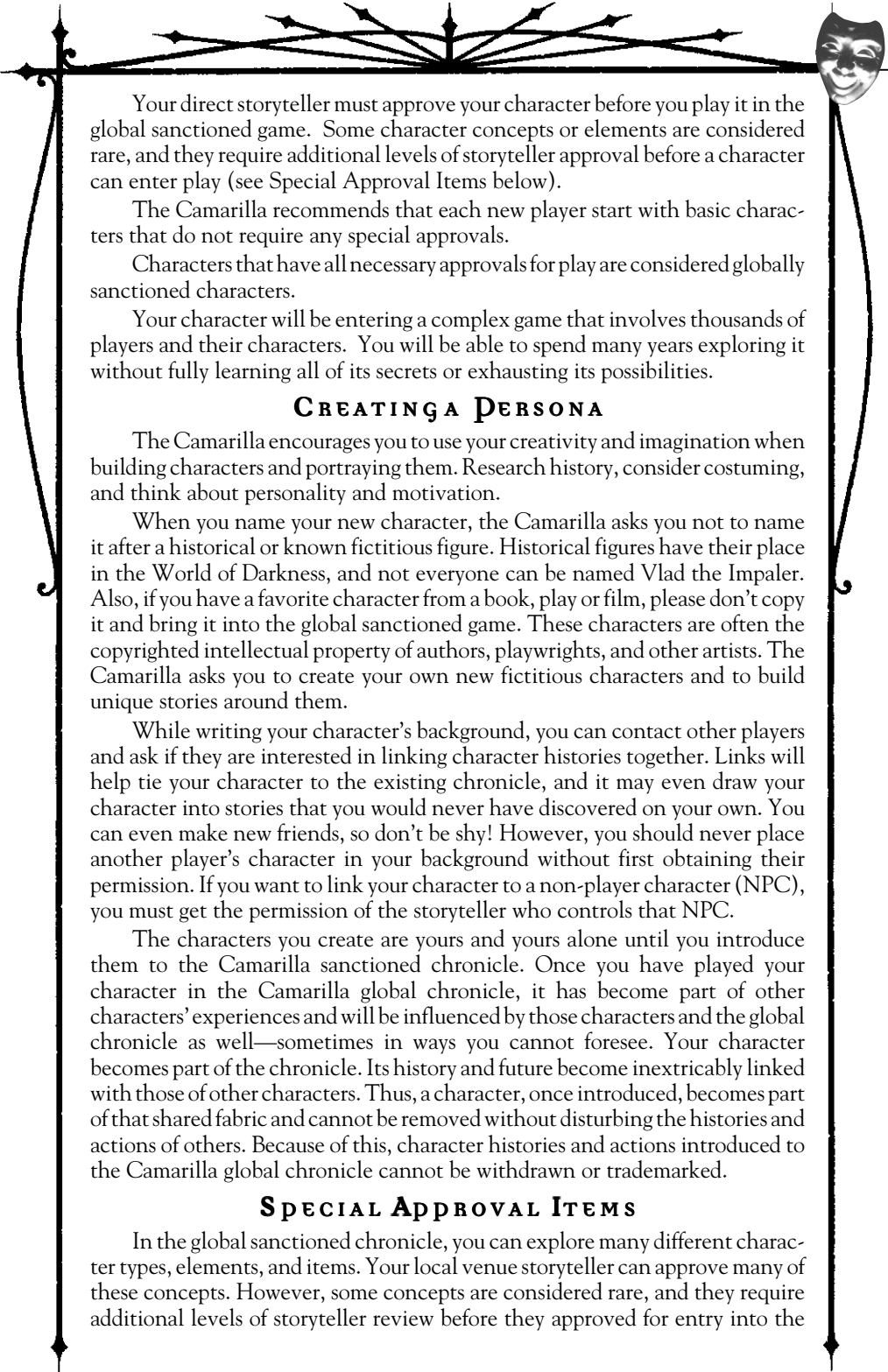
CREATING YOUR SANCTIONED CHARACTER

As a member of the Camarilla, you can create a character for any of the genres within the global sanctioned chronicle. We recommend that you begin by familiarizing yourself with the Mind's Eye Theatre rules for the genre. If you can, you might also want to read some of the genre's tabletop materials.

The Camarilla uses White Wolf's Mind's Eye Theatre rules for the global sanctioned chronicle, but these rules have been slightly modified to meet the needs of a global-scale chronicle. The Camarilla's Master Storyteller publishes a global rules supplement and the National Storyteller provides a national rules addendum. These documents provide clarifications, approval level requirements, and rules adjustments.

If you are making your first character for the global sanctioned chronicle, then we recommend you plan to spend some time talking with your storyteller, who can help you with the following tasks:

- Ensuring that the character sheet follows the rules used in the global sanctioned chronicle
- Identifying concepts and elements that will require special approval before they can enter play
- Building a character background that fits with the global sanctioned chronicle
- Locating in-character links for your character



Your direct storyteller must approve your character before you play it in the global sanctioned game. Some character concepts or elements are considered rare, and they require additional levels of storyteller approval before a character can enter play (see Special Approval Items below).

The Camarilla recommends that each new player start with basic characters that do not require any special approvals.

Characters that have all necessary approvals for play are considered globally sanctioned characters.

Your character will be entering a complex game that involves thousands of players and their characters. You will be able to spend many years exploring it without fully learning all of its secrets or exhausting its possibilities.

CREATING A PERSONA

The Camarilla encourages you to use your creativity and imagination when building characters and portraying them. Research history, consider costuming, and think about personality and motivation.

When you name your new character, the Camarilla asks you not to name it after a historical or known fictitious figure. Historical figures have their place in the World of Darkness, and not everyone can be named Vlad the Impaler. Also, if you have a favorite character from a book, play or film, please don't copy it and bring it into the global sanctioned game. These characters are often the copyrighted intellectual property of authors, playwrights, and other artists. The Camarilla asks you to create your own new fictitious characters and to build unique stories around them.

While writing your character's background, you can contact other players and ask if they are interested in linking character histories together. Links will help tie your character to the existing chronicle, and it may even draw your character into stories that you would never have discovered on your own. You can even make new friends, so don't be shy! However, you should never place another player's character in your background without first obtaining their permission. If you want to link your character to a non-player character (NPC), you must get the permission of the storyteller who controls that NPC.

The characters you create are yours and yours alone until you introduce them to the Camarilla sanctioned chronicle. Once you have played your character in the Camarilla global chronicle, it has become part of other characters' experiences and will be influenced by those characters and the global chronicle as well—sometimes in ways you cannot foresee. Your character becomes part of the chronicle. Its history and future become inextricably linked with those of other characters. Thus, a character, once introduced, becomes part of that shared fabric and cannot be removed without disturbing the histories and actions of others. Because of this, character histories and actions introduced to the Camarilla global chronicle cannot be withdrawn or trademarked.

SPECIAL APPROVAL ITEMS

In the global sanctioned chronicle, you can explore many different character types, elements, and items. Your local venue storyteller can approve many of these concepts. However, some concepts are considered rare, and they require additional levels of storyteller review before they are approved for entry into the



game. The special request process has been designed to ensure game balance and fairness for the requesting player and all other players.

In the United States, there are five levels of approval.

Approval Level Required	Storyteller Who Can Approve
Low	Venue Storyteller
Mid	Domain Storyteller
High	Regional Storyteller
Top	National Storyteller
Global	Master Storyteller

You can find approval levels for all rare concepts, elements, and items in the Camarilla’s Rules Supplement. Requests without published Mind’s Eye Theatre rules always requires a minimum of Top Approval. Global Approval is required for the use of, or connection to, White Wolf or Camarilla Signature Characters. Additionally, any NPCs that cannot be created under the approved character creation rules also require global approval.

If you want to submit a special request, you can prepare by taking the following steps:

- Research how the concept fits within the White Wolf genre and Mind’s Eye Theatre materials.
- Learn the details of the global sanctioned game that relate to your request.
- Create a balanced background story and a balanced sheet for the character, element, or item.
- Accept that special approvals are a privilege and not a right.
- Demonstrate your responsibility and solid game ethics as a player and member within the Camarilla.

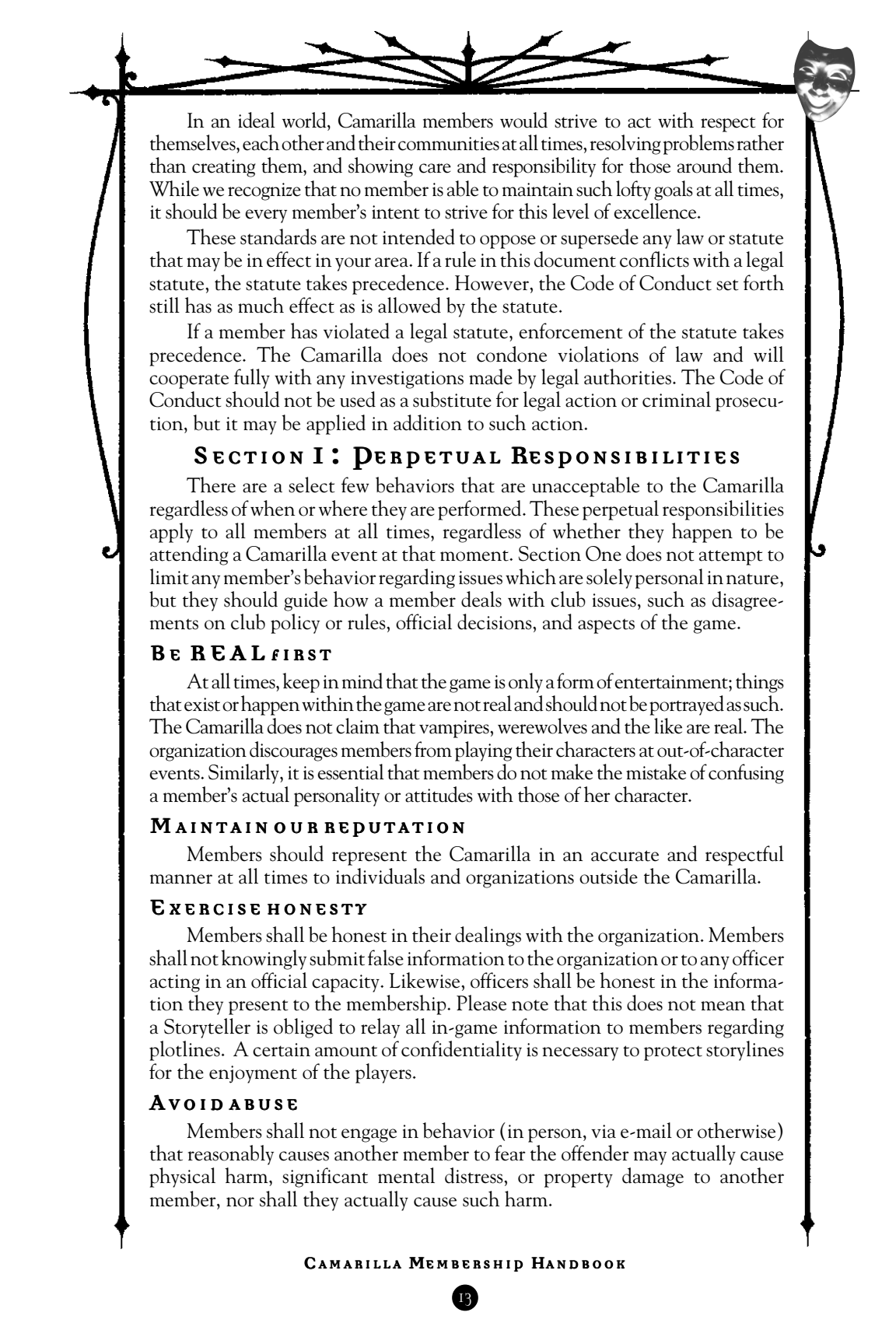
When you are ready to submit your request, you should always present your ideas to your character’s direct storyteller. In most cases, this will be a venue storyteller. The VST will review your request based on the following criteria:

- Suitability to the local venue.
- Compatibility with published genre materials and the global sanctioned chronicle.
- Demographic balance.
- Responsibility and ethics of the player.

THE CODE OF CONDUCT

Members of most organizations, in return for the benefits that they receive by belonging to that organization, are expected to act as responsible members within that organization. This is true of the nations in which we live, the companies for which we work, and the schools that we attend. In this, the Camarilla is no different.

The Code of Conduct is intended to outline the standards that members of the Camarilla are expected to uphold in order to retain the privileges of membership. Failure to abide by these guidelines may result in suspension or revocation of your membership in the Camarilla, restrictions to positions you may hold within the club, or loss of earned prestige points.



In an ideal world, Camarilla members would strive to act with respect for themselves, each other and their communities at all times, resolving problems rather than creating them, and showing care and responsibility for those around them. While we recognize that no member is able to maintain such lofty goals at all times, it should be every member's intent to strive for this level of excellence.

These standards are not intended to oppose or supersede any law or statute that may be in effect in your area. If a rule in this document conflicts with a legal statute, the statute takes precedence. However, the Code of Conduct set forth still has as much effect as is allowed by the statute.

If a member has violated a legal statute, enforcement of the statute takes precedence. The Camarilla does not condone violations of law and will cooperate fully with any investigations made by legal authorities. The Code of Conduct should not be used as a substitute for legal action or criminal prosecution, but it may be applied in addition to such action.

SECTION I: PERPETUAL RESPONSIBILITIES

There are a select few behaviors that are unacceptable to the Camarilla regardless of when or where they are performed. These perpetual responsibilities apply to all members at all times, regardless of whether they happen to be attending a Camarilla event at that moment. Section One does not attempt to limit any member's behavior regarding issues which are solely personal in nature, but they should guide how a member deals with club issues, such as disagreements on club policy or rules, official decisions, and aspects of the game.

BE REAL FIRST

At all times, keep in mind that the game is only a form of entertainment; things that exist or happen within the game are not real and should not be portrayed as such. The Camarilla does not claim that vampires, werewolves and the like are real. The organization discourages members from playing their characters at out-of-character events. Similarly, it is essential that members do not make the mistake of confusing a member's actual personality or attitudes with those of her character.

MAINTAIN OUR REPUTATION

Members should represent the Camarilla in an accurate and respectful manner at all times to individuals and organizations outside the Camarilla.

EXERCISE HONESTY

Members shall be honest in their dealings with the organization. Members shall not knowingly submit false information to the organization or to any officer acting in an official capacity. Likewise, officers shall be honest in the information they present to the membership. Please note that this does not mean that a Storyteller is obliged to relay all in-game information to members regarding plotlines. A certain amount of confidentiality is necessary to protect storylines for the enjoyment of the players.

AVOID ABUSE

Members shall not engage in behavior (in person, via e-mail or otherwise) that reasonably causes another member to fear the offender may actually cause physical harm, significant mental distress, or property damage to another member, nor shall they actually cause such harm.



SECTION 2: DURING CAMARILLA ACTIVITIES

While attending a Camarilla event or otherwise participating in Camarilla activities, members are expected to demonstrate respect for themselves, other members, and the club as a whole. If a situation arises where this becomes difficult or impossible, even if the situation is caused by another member violating this Code of Conduct, it is better to step back and take a break until the situation has improved. Taking a bit of a rest, asking the presiding coordinator to address the situation, or even leaving the event are all viable options until you have the opportunity to use the conflict resolution process outlined in this handbook.

DEFINITION OF CAMARILLA ACTIVITIES

EVENTS

The guidelines outlined in this section apply while attending any Camarilla event including games, socials, and chapter meetings from the time that the event begins until the time that the event ends (as determined by the presiding coordinator). These guidelines also cease to apply once the member has left the specific location of the event, again as determined by the presiding coordinator.

ELECTRONIC FORUMS

These guidelines, at least as they do not relate to physical activities, also apply to any communication upon sanctioned Camarilla mailing lists, IRC channels or other sanctioned electronic communication forums. Sanctioned forums are those presided over and/or implemented by a Camarilla coordinator. For clarity, it is recommended that any forum whose status is unclear have its status explicitly indicated to those with access to the forum. A more detailed definition is available in the Global Communications Policy.

OFFICIAL ACTIVITIES

This section also applies to any communication, verbal, written or otherwise, to or from an officer acting in an official capacity within the club. This includes an officer publishing a decision, requesting information, stating opinions or any other communication, so long as it relates to their duties as an officer. It also applies to any member appealing or questioning an official decision, replying to a request for information, responding to opinions, or to any other communication with an officer regarding their duties.

OBEY THE RULES

PHYSICAL CONTACT

Members shall not engage in non-consensual physical contact with others while participating in a Camarilla event. Live-action roleplay is talking, not fighting. Consensual contact (such as shaking hands) is acceptable; non-consensual contact is grounds for disciplinary action.

WEAPON PROPS

Members shall not carry weapons or realistic representations of weapons at Camarilla gaming events or at any other events where the presiding coordinator deems it inappropriate. In the dark, toy guns look much the same as real ones. No props can be used if they must touch another person to be effective.



Weapons Exception

As always, legal statute takes precedence over the Code of Conduct. Any member or potential member who may be required by law to carry a weapon even during non-traditional duty hours should contact their Regional Coordinator for information applicable to them.

DISCRIMINATION

No manner of discrimination, verbal or otherwise, will be tolerated in any function of the club, be it based on race, religion, disability, age, sexual orientation, length of club membership, or gender.

SUBSTANCE ABUSE

Live-action roleplay can be a very intense experience. Members shall not participate in Camarilla events while noticeably impaired by mind-altering substances (including, but not limited to alcohol). This clause does not apply to members with regards to taking medication as directed by a physician, but such members are still expected to conduct themselves according to the code of conduct. No diagnosed mental illness will be considered a valid excuse for violations of the Code of Conduct, nor will the presence or absence of any prescribed medication.

The National Coordinator may set a more restrictive policy on mind-altering substances. The presiding coordinator for a specific event may also do so, but only within the bounds of that event.

NOT DRINKING BLOOD

The Camarilla does not condone the drinking of blood. While some of the fictional characters we portray may do this, even discussing the drinking of blood in reality is not permitted while participating in a Camarilla event.

ILLEGAL ACTIVITIES

Members shall not cause or participate in any illegal activity as defined by local, state, provincial, or federal law while participating in a Camarilla event.

KNOW WHEN TO STOP

When a member calls for a time-out, all game-oriented action in the immediate vicinity must immediately stop. Emotions can run high in the midst of roleplay, and it is every player's responsibility to be able to stop before play gets out of hand. Any member may call a short time-out for any reason, though a prolonged break should be handled by turning the character over to a storyteller to complete the scene while the player steps away from the situation.

GENERAL SAFETY

Members shall conduct themselves at events in a safe and orderly manner. Any in-character actions that could cause danger, damage property, or cause alarm should be described rather than performed.

SHOW RESPECT TO OTHER MEMBERS

BE COURTEOUS OF OTHERS

Members are expected to be courteous and cordial whenever they are not in character. Compliments should be as frequent as possible and criticism should be constructive. Members shall not threaten other members or the public, neither will they promote nor denigrate personal, political or religious view-

The Camarilla's No Harassment Policy and Procedure

The Camarilla is committed to providing its members with a social environment free from any harassment that creates an intimidating, hostile or offensive atmosphere of interaction. Engaging in any kind of harassment is prohibited.

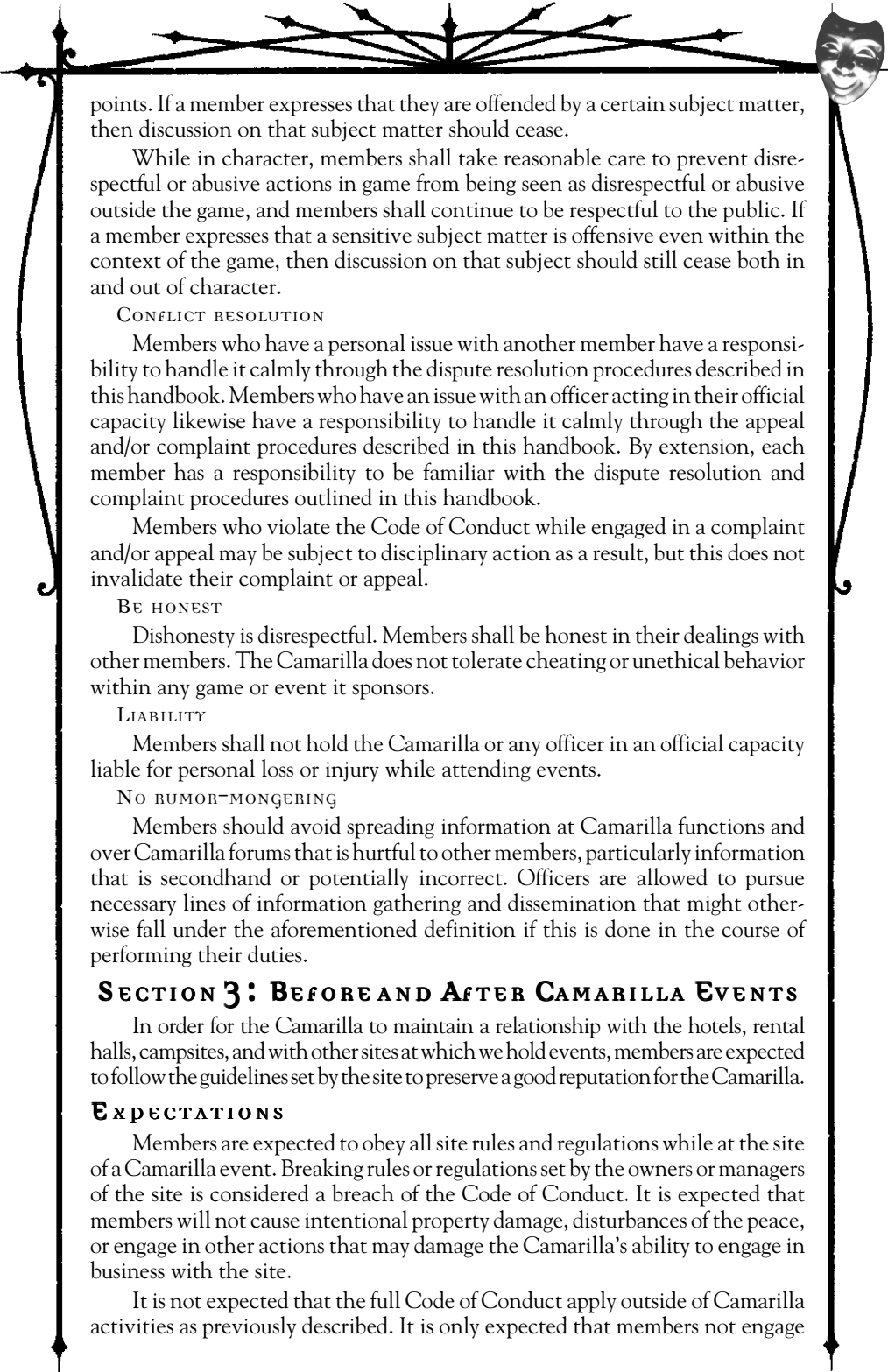
Sexual harassment includes all unwelcome conduct of a sexual nature including but not limited to: physical contact, lewd or sexually suggestive comments, off-color language or jokes of a sexual nature, slurs and other verbal, written, pictorial, or physical conduct relating to an individual's sex or sexual conduct. Other derogatory or offensive comments or conduct of any kind, including those involving race, religion, age, national origin, sexual orientation, color, or disability status, which create an intimidating, hostile or offensive social environment, are also prohibited. Unwelcome conduct is conduct which the member did not solicit or incite and which the member regards as undesirable or offensive. This policy is in effect for conduct among members of the Camarilla when in attendance at announced Camarilla functions, both sanctioned and non-sanctioned.

One note is necessary. The Camarilla's games involve roleplaying situations where members portray characters in a dark, fictional world. Players may encounter game situations in which characters are verbally abusive to other characters. Indeed, such a thing is common in the fictional World of Darkness. It is acceptable for characters to verbally abuse other characters, but the harassment policies of the organization always remain in force. Additionally, physical contact between players is specifically limited to consensual touch (as previously described). Players may not use their characters' words or actions as a pretext to justify the harassment of another player. Any such behavior remains unacceptable and constitutes grounds for disciplinary action. Be mature. Look after your fellow members. Have fun. Do not harass others.

Members are encouraged to immediately tell harassers when their conduct is unwelcome. Members must immediately stop when they are told their conduct is unwelcome. Attempts by a member to change the subject or to not participate in the conduct are also signals that the conduct is unwelcome. Members who tell harassers when their conduct is unwelcome are protected both by law and Camarilla policy from retaliation.

If other action is necessary, complaints of harassment should be reported to either the presiding coordinator, or to the nearest available officer. All such complaints will be promptly and thoroughly investigated. Investigation will be handled confidentially with information disseminated on a strict need-to-know basis. All reasonable efforts will be made to respect the confidentiality of both the person with a grievance and the accused. If it is determined that harassment occurred, the organization will take immediate and appropriate action by doing whatever is necessary to end the harassment and prevent the misconduct from recurring. Appropriate disciplinary action against the offender may range from a reprimand to termination of membership, depending on the severity of the conduct and on what action is necessary to stop the harassment from recurring.

State and federal law forbid retaliation against members who complain of harassment.



points. If a member expresses that they are offended by a certain subject matter, then discussion on that subject matter should cease.

While in character, members shall take reasonable care to prevent disrespectful or abusive actions in game from being seen as disrespectful or abusive outside the game, and members shall continue to be respectful to the public. If a member expresses that a sensitive subject matter is offensive even within the context of the game, then discussion on that subject should still cease both in and out of character.

CONFLICT RESOLUTION

Members who have a personal issue with another member have a responsibility to handle it calmly through the dispute resolution procedures described in this handbook. Members who have an issue with an officer acting in their official capacity likewise have a responsibility to handle it calmly through the appeal and/or complaint procedures described in this handbook. By extension, each member has a responsibility to be familiar with the dispute resolution and complaint procedures outlined in this handbook.

Members who violate the Code of Conduct while engaged in a complaint and/or appeal may be subject to disciplinary action as a result, but this does not invalidate their complaint or appeal.

BE HONEST

Dishonesty is disrespectful. Members shall be honest in their dealings with other members. The Camarilla does not tolerate cheating or unethical behavior within any game or event it sponsors.

LIABILITY

Members shall not hold the Camarilla or any officer in an official capacity liable for personal loss or injury while attending events.

NO RUMOR-MONGERING

Members should avoid spreading information at Camarilla functions and over Camarilla forums that is hurtful to other members, particularly information that is secondhand or potentially incorrect. Officers are allowed to pursue necessary lines of information gathering and dissemination that might otherwise fall under the aforementioned definition if this is done in the course of performing their duties.

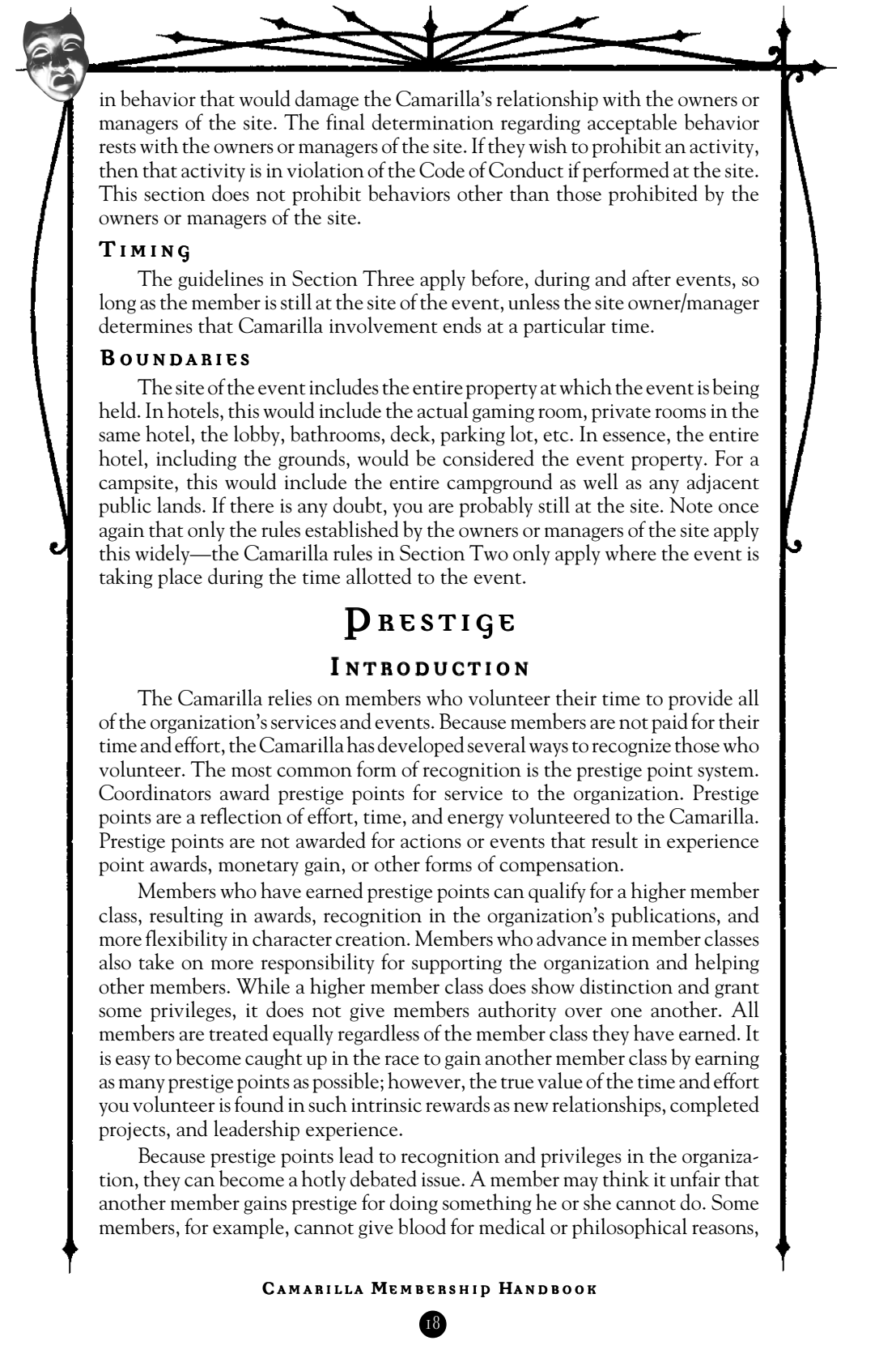
SECTION 3: BEFORE AND AFTER CAMARILLA EVENTS

In order for the Camarilla to maintain a relationship with the hotels, rental halls, campsites, and with other sites at which we hold events, members are expected to follow the guidelines set by the site to preserve a good reputation for the Camarilla.

EXPECTATIONS

Members are expected to obey all site rules and regulations while at the site of a Camarilla event. Breaking rules or regulations set by the owners or managers of the site is considered a breach of the Code of Conduct. It is expected that members will not cause intentional property damage, disturbances of the peace, or engage in other actions that may damage the Camarilla's ability to engage in business with the site.

It is not expected that the full Code of Conduct apply outside of Camarilla activities as previously described. It is only expected that members not engage



in behavior that would damage the Camarilla's relationship with the owners or managers of the site. The final determination regarding acceptable behavior rests with the owners or managers of the site. If they wish to prohibit an activity, then that activity is in violation of the Code of Conduct if performed at the site. This section does not prohibit behaviors other than those prohibited by the owners or managers of the site.

TIMING

The guidelines in Section Three apply before, during and after events, so long as the member is still at the site of the event, unless the site owner/manager determines that Camarilla involvement ends at a particular time.

BOUNDARIES

The site of the event includes the entire property at which the event is being held. In hotels, this would include the actual gaming room, private rooms in the same hotel, the lobby, bathrooms, deck, parking lot, etc. In essence, the entire hotel, including the grounds, would be considered the event property. For a campsite, this would include the entire campground as well as any adjacent public lands. If there is any doubt, you are probably still at the site. Note once again that only the rules established by the owners or managers of the site apply this widely—the Camarilla rules in Section Two only apply where the event is taking place during the time allotted to the event.

P R E S T I G E

I N T R O D U C T I O N

The Camarilla relies on members who volunteer their time to provide all of the organization's services and events. Because members are not paid for their time and effort, the Camarilla has developed several ways to recognize those who volunteer. The most common form of recognition is the prestige point system. Coordinators award prestige points for service to the organization. Prestige points are a reflection of effort, time, and energy volunteered to the Camarilla. Prestige points are not awarded for actions or events that result in experience point awards, monetary gain, or other forms of compensation.

Members who have earned prestige points can qualify for a higher member class, resulting in awards, recognition in the organization's publications, and more flexibility in character creation. Members who advance in member classes also take on more responsibility for supporting the organization and helping other members. While a higher member class does show distinction and grant some privileges, it does not give members authority over one another. All members are treated equally regardless of the member class they have earned. It is easy to become caught up in the race to gain another member class by earning as many prestige points as possible; however, the true value of the time and effort you volunteer is found in such intrinsic rewards as new relationships, completed projects, and leadership experience.

Because prestige points lead to recognition and privileges in the organization, they can become a hotly debated issue. A member may think it unfair that another member gains prestige for doing something he or she cannot do. Some members, for example, cannot give blood for medical or philosophical reasons,



so they argue that some compensation should be given to them for not being eligible to earn prestige points for a chapter blood drive. However, members should remember that all prestige activities are voluntary, and there are many other ways to help the Camarilla. If a member cannot donate blood, that member may consider alternate things that the chapter needs and focus on what they can do instead. A member who cannot donate blood may instead help organize a book drive, find and clean a game site, organize a Walk-a-thon team for the chapter, design or maintain a database, or volunteer in other ways. There are many ways to earn prestige!

If you would like to start a project, you should begin by discussing your idea with your coordinator. Your coordinator can explain your chapter's needs and help you tailor your ideas to fit with the goals of the chapter. If you are not near a chapter, you can get in touch with your regional or National Coordinator and begin to build a chapter in your area. Building a chapter is one of the most difficult things to do, but it is also one of the most rewarding.

REPORTING AND TRACKING

Members who wish to have their prestige recorded must regularly report their activities to their direct coordinator while retaining their own copy of their prestige log. It is important for members to maintain an accurate and up-to-date log of their own prestige awards. The coordinator should report members' prestige in their monthly report so that the organization has up-to-date prestige records. The organization cannot track prestige if said prestige is not reported, so make sure that your coordinator files their paperwork. If your coordinator has been reporting your prestige totals, the officers within the organization can often help you restore lost records or verify your records if you move to another chapter.

Your prestige log should be itemized. Each entry should include a date, activity description, award amount, award type, and award category. If possible, use a computer spreadsheet to automatically calculate a running total and reduce errors. Ask your local officers to see if one has already been created that you can use.

Here is an example:

Date	Description	Category	Gen	Reg	Nat	Total
2-2-02	Independent Blood Donation	Community Service	15	0	0	1205
2-5-02	Chapter Meeting	Organizational Service	5	0	0	1210
2-6-02	Site Cleanup	Organizational Service	5	0	0	1215
2-13-02	Site Setup	Organizational Service	5	0	0	1220
2-19-02	Art for regional newsletter	Publications	0	10	0	1230
2-31-02	ADC: Charities	Administration	20	0	0	1250

B E N E F I T S

A member's prestige point totals determine his or her eligibility for Member Class (MC). Each MC gives the member a title from Associate (MC 1) to Trustee (MC 15). While it is common for a member to earn fifty prestige points a month, it takes a very active member to earn 100 prestige per month. Awards over 100 points per month are often reviewed for appropriateness at the regional or higher level during the review process.

When members have enough prestige points to advance in member class, they should send a request for increase in member class with their prestige log to their immediate coordinator. The coordinator reviews the request and the prestige log to determine that all awards are fair and consistent with other awards, then either grants the member class (if it is within the range that coordinator is able to grant), or passes the request to the next level in the coordinator chain for further review.

If a member loses prestige points through disciplinary action, that loss of prestige immediately results in a loss of membership class if their prestige total drops below the required totals for their current MC.

M C C H A R T

The following chart explains the requirements for each member class, including the amount of general, regional and national prestige required for each level, its title, and the coordinator within the chain who must review and approve the appropriate MC.

A few examples:

Member Class	Min Gen	Min Reg	Min Nat	Approval required
Associate (1)	0	0	0	None (valid membership)
Journeyman (2)	100	0	0	Chapter Coordinator
Artisan (3)	300	0	0	Chapter Coordinator
Contributor (4)	600	0	0	Chapter Coordinator
Sponsor (5)	1000	0	0	Chapter Coordinator
Steward (6)	1500	0	0	Domain Coordinator
Benefactor (7)	2100	0	0	Domain Coordinator
Advocate (8)	2700	0	0	Domain Coordinator
Adviser (9)	3400	100	0	Regional Coordinator
Patron (10)	4100	300	0	Regional Coordinator
Mentor (11)	4800	600	0	Regional Coordinator
Luminary (12)	5400	900	100	National Coordinator
Executive (13)	6100	1200	300	National Coordinator
Fellow (14)	6900	1500	800	National Coordinator
Trustee (15)	N/A	N/A	N/A	Camarilla Council and White Wolf

To hold Patron (MC 10), a member must have at least 4100 total prestige points (counting all types), of which 300 must be regional or national prestige.



If Frank has earned 3900 general, 100 regional and 200 national prestige points, he has a prestige total of 4200 and enough regional and national points to qualify for Patron, so he should apply for a review.

If John has 4200 general, no regional and 100 national prestige points, then he has enough total prestige points for Patron, but not enough regional and national prestige (only 100 out of a required 300). John is qualified for Adviser (MC 9) and may apply for a review for Patron (MC 10) after he has earned 200 more regional or national prestige points.

If Mary has 4700 general, 820 regional and 50 national prestige points, she qualifies for Mentor (MC 11). She needs another 50 national to qualify for Luminary (MC 12).

AWARDING PRESTIGE

Prestige is divided into three types: general prestige (also called “open”), regional prestige and national prestige. Only the coordinator chain can award prestige, though they may base their decisions on recommendations by the storytelling chain.

National prestige may be recommended by the members of the Camarilla Council and/or those assistants who are granted the authority by these people to award national prestige for serving in a global or national level position, participating in a national charity drive, moderating national lists, or otherwise doing work from the following charts that impacts the organization on a national or global level.

Regional prestige may be awarded by a Regional Coordinator, as well as by anyone able to grant national prestige. It is awarded for serving in a regional position, helping with a regional event or regional charity drive, moderating a regional list, or otherwise doing work from the following charts that impacts the organization on a regional level.

General prestige may be awarded by a Domain Coordinator, Chapter Coordinator or by anyone authorized to award regional or national prestige. It may be awarded for anything from the following charts, and is most commonly awarded for work or contributions that affect the organization on a local level.

PRESTIGE AWARDS

The tables that follow cover almost everything for which coordinators award prestige. If something is not listed, there is also an “Exceptional Service” category at the end. It is important that coordinators award prestige consistently to ensure fairness to all members.

It is important to take the caps for each category into account, as awards in excess of these caps will be removed during the review process. If a member deserves more prestige points for their efforts above and beyond what is ordinary, they may be awarded points in the “Exceptional Service” category. These caps encourage members to participate in a variety of different activities instead of focusing upon one area of the club to the exclusion of all else.

Several individual line items also have specific caps for the same reason. These line item caps apply to the awards given in any particular month (or event, in the case of the “Event Services” category). Thus, while a member cannot receive more than 30 prestige points for donations to a specific charitable cause during a given month, she may receive that award for the same cause during different months.



ADMINISTRATION (MAX OF 80/MONTH)

Only rarely should an officer be awarded the maximum allowable award for that position. Failure to perform duties such as reporting, responding to e-mail, etc. should result in a lower award. Awards for assistants should take into account the amount of work required for that position relative to other officers. Generally, however, an assistant should receive approximately half the prestige of their immediate supervisor, based on the workload they handle in that month.

National or Global level principle officer 0–50 per month

Members of the Camarilla Council. Awarded by the Club Director. National prestige. The Club Director is a paid employee of White Wolf and does not receive prestige for the position. The National Conventions Administrator and National Finance Administrator are volunteers though appointed by White Wolf.

Associate to National or Global-level Principle Officer 0–50 per month

Any associate appointed by a member of the Camarilla Council who reports monthly. Awarded by the appointing officer. National prestige. Prestige recommendations are to be included in the monthly report and will be awarded as recommended unless adjusted or denied by the National Coordinator.

Assistant to National or Global-level Principle Officer 0–40 per month

Any Assistant appointed by an associate of the Camarilla Council who reports monthly. Prestige recommendations are to be included in the monthly report and will be awarded as recommended unless adjusted or denied by the National Coordinator.

Regional-level Principle Officer 0–50 per month

Regional coordinator (RC), Regional Storyteller (RST). RST awarded by the RC, RC awarded by the NC. Regional prestige.

Assistant to Regional-level Principle Officer 0–40 per month

Any assistant appointed by the RC or RST who reports monthly. Awarded by the RC. Regional prestige.

Domain-level Principle Officer 0–50 per month

Domain coordinator (DC), Domain storyteller (DST), Chapter Coordinators (CC), Venue Storytellers (VST). DST and VST prestige recommended by the DC and confirmed by the RC. DC awarded by the RC. General prestige.

Assistant to Domain-level Principle Officer 0–40 per month

Any assistant appointed by the Principal Officer who reports monthly. These include Assistant Venue Storytellers and Assistant Domain Coordinators. Awarded by the DC. General prestige.

Independent Chapter Level Principle Officer 0–50 per month

Chapter coordinator (CC), Venue Storyteller (VST). Both awarded by the RC. General prestige.

Assistant to Chapter Level Principle Officer 0–40 per month

Any assistant appointed by the CC or VST who reports monthly. A VST must report monthly to the designated Regional Officer appointed by the RST. Awarded by the CC. General prestige.

CITY DEVELOPMENT (MAX OF 20/MONTH)

City Development 0–20 per month

Individual working to form a group in a city currently without a Camarilla presence within 30 miles. Must report monthly to the RC or designated assistant. Awarded by the RC. General prestige.



COMMUNICATION AND WEB DESIGN (MAX OF 50/MONTH)

As with officers, list moderators and IRC operators should receive awards in keeping with the amount of work performed relative to other list moderators and IRC ops. Only the lists with the highest volume should receive the maximum allowable award, while most should receive about half the maximum award.

Prestige awards for web design are very subjective and amounts should be decided with care. Important to note is the complexity of the site, both in number of pages, quantity of information, and technical or dynamic elements of the page. Only extensive, highly complex, dynamic websites should receive the maximum allowable award.

Most websites are local and result in awards of General prestige awarded by a DC or CC. The regional or national coordinators may request a website for regional or national consumption—any regional or national prestige awarded as a result must be granted by the RC or NC respectively.

Camarilla List Moderator 0–10 per month per list, max 10

Moderator of an e-mail list on the Camarilla mail server. National and global lists warrant 1–5 General and 0–5 National prestige, regional lists warrant 1–5 General and 0–5 Regional prestige while local lists warrant 1–10 General prestige. Awarded by the National Technical Administrator.

Other List Moderator 0–10 per month per list, max 10

Moderator of a general e-mail list NOT on the Camarilla mail server (such as a chapter's OC or IC lists). Must be approved and tracked by the RC or appointed assistant. Awarded by the RC. IC lists must be approved by the appropriate level storyteller (such as the DST for a Domain level IC list). Awarded by the RC. General.

IRC Operator 0–10 per month

Operator for one or more sanctioned IRC channels. Awarded by the National Technical Administrator's office.

IRC Venue Supervising Operator 0–15 per month

Supervising operator for all of the channels of a particular venue. Awarded by the National Technical Administrator's office.

Website creation 5–30 one time

Includes initial creation of a website as well as major redesigns that change at least half of the existing site.

Website maintenance 0–15 per month

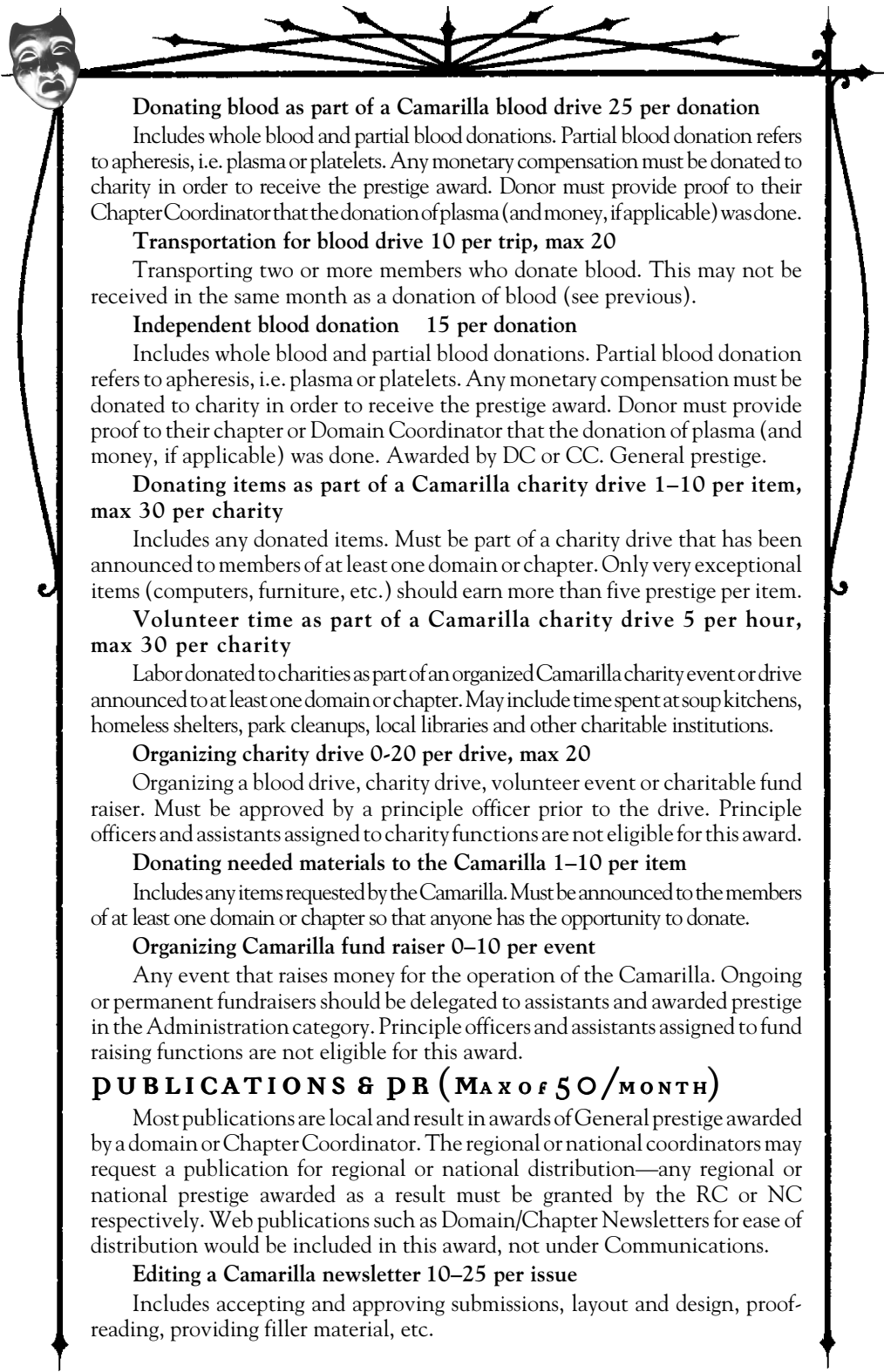
Includes making normal updates, handling trouble reports, fielding suggestions for improvements, etc.

Donating web space 0–10 per month

Providing server space for the website to reside on. Also includes associated features such as e-mail boxes and the like.

COMMUNITY SERVICE (MAX OF 70/MONTH)

Most charity drives are local and result in awards of General prestige awarded by a DC or CC. The regional or national coordinators may sponsor a regional or national drive—any regional or national prestige awarded as a result must be granted by the RC or NC respectively.



Donating blood as part of a Camarilla blood drive 25 per donation

Includes whole blood and partial blood donations. Partial blood donation refers to apheresis, i.e. plasma or platelets. Any monetary compensation must be donated to charity in order to receive the prestige award. Donor must provide proof to their Chapter Coordinator that the donation of plasma (and money, if applicable) was done.

Transportation for blood drive 10 per trip, max 20

Transporting two or more members who donate blood. This may not be received in the same month as a donation of blood (see previous).

Independent blood donation 15 per donation

Includes whole blood and partial blood donations. Partial blood donation refers to apheresis, i.e. plasma or platelets. Any monetary compensation must be donated to charity in order to receive the prestige award. Donor must provide proof to their chapter or Domain Coordinator that the donation of plasma (and money, if applicable) was done. Awarded by DC or CC. General prestige.

Donating items as part of a Camarilla charity drive 1–10 per item, max 30 per charity

Includes any donated items. Must be part of a charity drive that has been announced to members of at least one domain or chapter. Only very exceptional items (computers, furniture, etc.) should earn more than five prestige per item.

Volunteer time as part of a Camarilla charity drive 5 per hour, max 30 per charity

Labor donated to charities as part of an organized Camarilla charity event or drive announced to at least one domain or chapter. May include time spent at soup kitchens, homeless shelters, park cleanups, local libraries and other charitable institutions.

Organizing charity drive 0-20 per drive, max 20

Organizing a blood drive, charity drive, volunteer event or charitable fund raiser. Must be approved by a principle officer prior to the drive. Principle officers and assistants assigned to charity functions are not eligible for this award.

Donating needed materials to the Camarilla 1–10 per item

Includes any items requested by the Camarilla. Must be announced to the members of at least one domain or chapter so that anyone has the opportunity to donate.

Organizing Camarilla fund raiser 0–10 per event


Any event that raises money for the operation of the Camarilla. Ongoing or permanent fundraisers should be delegated to assistants and awarded prestige in the Administration category. Principle officers and assistants assigned to fund raising functions are not eligible for this award.

PUBLICATIONS & PR (MAX OF 50/MONTH)

Most publications are local and result in awards of General prestige awarded by a domain or Chapter Coordinator. The regional or national coordinators may request a publication for regional or national distribution—any regional or national prestige awarded as a result must be granted by the RC or NC respectively. Web publications such as Domain/Chapter Newsletters for ease of distribution would be included in this award, not under Communications.

Editing a Camarilla newsletter 10–25 per issue

Includes accepting and approving submissions, layout and design, proof-reading, providing filler material, etc.



Assistant Editor 5–15 per issue

Includes accepting and approving submissions, layout and design, proofreading, providing filler material, etc.

Designing a Camarilla flyer 5–10 per flyer

Includes accepting and approving artwork, layout and design, proofreading, etc. If more than one person assists, this award should be split between them.

Designing a Camarilla brochure 5–10 per brochure

Includes accepting and approving artwork, layout and design, proofreading, designing copy text, etc. If more than one person assists, this award should be split between them.

Art or article published in a Camarilla publication 5–10 per article

Granted once per article written, not once each time published. The editor of a publication is eligible for approving and publishing their own article only with special dispensation from the principle coordinator requesting the newsletter, and only once per issue.

Grunt work for a Camarilla publication 0–10 per issue

May include assisting the editor with layout, design, proofreading, etc. Also includes copying, collating, stapling, errand running, etc. associated with a newsletter, flyer or brochure. The editor of a publication is not eligible for grunt work awards for the publication they edit.

Donations for a Camarilla publication 1–10 per item, max 25

Donations of photocopying, software, etc. used in the production of a Camarilla publication.

EVENT SERVICES

Events must be sponsored by an appropriate principle officer who then grants all prestige associated with that event. A domain or Chapter Coordinator sponsors local events, a Regional Coordinator sponsors regional events, and the national conventions administrator sponsors national events. An RC may award regional prestige, and the NCA may award national prestige.

CAMARILLA-SPONSORED CONVENTIONS (MAX OF 100/EVENT)

These are multiple-day events operated entirely by the Camarilla. Must be sponsored by the national conventions administrator.

Organizing an event 0–20 per month, max 50

Includes pre-con and post-con organizational work.

Volunteer at a convention 5 per hour, max 50

Any volunteer time donated at the convention, including setup, tear down, security, hospitality, Camarilla Table, etc.

Organizing or speaking at a seminar or panel 0–15 per panel, max 50

Panel must be announced to the convention attendees and sanctioned by the organizers.

Narrating a sanctioned game at the convention 5 per hour, max 50

Includes the lead storyteller for the game and any appointed assistants. Official narrators must be identified to the players at the game.

Playing an NPC in a sanctioned event game 5 per session

May not be awarded if the player elected to assign experience traits to a character for that game session. Narrators for the game are not eligible for this award.



Donating needed materials to the convention 1–10 per item, max 50

Donating items necessary to operate the convention.

CAMARILLA- ATTENDED CONVENTIONS (MAX OF 75/EVENT)

These are multiple-day events operated by an organization other than the Camarilla, but with a Camarilla presence approved by the organizers of the convention. Must be recognized as a convention by a coordinator and a storyteller with jurisdiction and either regional or national authority.

Organizing an event 0–15 per month, max 40

Includes pre-con and post-con organizational work, both for the Camarilla presence or the non-Camarilla portions of the convention.

Volunteer at a convention 5 per hour, max of 40

Any volunteer time donated at the convention, including setup, tear down, security, hospitality, etc. for both the Camarilla presence or the non-Camarilla portions of the convention.

Organizing or speaking at a seminar or panel 0–10 per panel, max 40

Must be announced to the convention attendees and approved by the convention organizers. Includes non-Camarilla seminars and panels.

Narrating a sanctioned game at the convention 5 per hour, max 40

Includes the lead storyteller for the game and any appointed assistants. Must be identified to the players at the game. Includes only sanctioned Camarilla games.

Playing an NPC in a sanctioned game 5 per session

May not be awarded if the player elected to assign experience traits to a character for that game session. Includes only sanctioned Camarilla games. Narrators for the game are not eligible for this award.

Donating needed materials to the convention 1–10 per item, max 40

Donating items necessary to operate the Camarilla presence at the convention.

CAMARILLA SPECIAL EVENTS (MAX OF 50/EVENT)

These are special events operated by the Camarilla that do not meet the requirements for a convention as previously detailed. Must be recognized and sanctioned as a special event by the Regional Coordinator and storyteller.

Organizing an event 0–10 per month, max 25

Includes pre-event and post-event organizational work.

Volunteering at an event 5 per hour, max 25

Any volunteer time donated at the convention, including setup, tear down, cooking, etc.

Narrating a sanctioned game at the convention 5 per hour, max 25

Includes the lead storyteller for the game and any appointed assistants. Must be identified to the players at the game.

Playing an NPC in a sanctioned game 5 per event

May not be awarded if the player elected to assign experience traits to a character for that game session. Narrators for the game are not eligible for this award.

Donating needed materials to the convention 1–10 per item, max 25

Donating items necessary to operate the event.



STORYTELLING SUPPORT (MAX OF 20/MONTH)

Most storytelling assistance is local in nature and result in awards of General prestige awarded by a DC or CC. The regional or national storytellers may request assistance for regional or national plots or events—any regional or national prestige awarded as a result must be granted by the regional or National Coordinator, respectively. All awards in this category should be awarded only in cooperation with the storyteller staff.

Storytellers operating in their own sphere of responsibility are not eligible for awards in this category. For example, storytellers within a particular domain are not eligible for additional awards for work done inside that domain as it is part of their storytelling duties. Assistance provided to other domains would still qualify.

Submitting an accepted plotline 1–10 per plotline

Must be approved by the accepting storyteller. Full plot kits should receive the full award while plot ideas and partial plot kits should receive a lower award.

Submitting an accepted NPC 1–5 per NPC

Must be approved by the accepting storyteller. Fully-detailed NPCs with backgrounds, motivations, etc. should receive the full award while bare character sheets with brief story notes should receive a lower award.

Playing an NPC in a sanctioned game 5 per session

May not be awarded if the player elected to assign experience traits to a character for playing NPCs the full game session.

Mentoring a new player 5 per formal session

Includes providing advice and help with character creation, roleplaying hints, setting and background information, etc. to any player new to this particular venue or to the Camarilla organization. One session should be at least 30 minutes. Must be approved by the mentored player as well as the awarding coordinator. Always general prestige.

Attending a storyteller meeting by request 5 per meeting, max of 10

Your presence must have been requested by the storyteller staff.

Narration/ST Aid 5 per full session

Narrator may not be part of the domain or domain storytelling staff, but may receive for narration duties during a sanctioned game. It may include check-in table as well as narration, but must be for the full session.

ORGANIZATIONAL SERVICE (MAX OF 40/MONTH)

All awards in this category are awarded by the domain or chapter as general prestige.

Securing a game site 10–20 per site

Locating a new site and making arrangements for Camarilla use. Only awarded once per site. If two or more people assisted, split the award between them. Principle coordinating officers and assistants assigned to organizing games or site maintenance are not eligible for this award.

Providing a game site 10 per game

Acquiring a game site and providing it to the Camarilla free of charge. Includes providing one's own home for games. If two or more people assisted, split the award between them. Members who receive this award are not eligible for "Securing a game site" for the same site.



Set up and/or clean up a game site 1–5 per game, max 20

Awarded once per game/meeting. Members who both set up and clean up still receive the award once for that event.

Organize small social event (5-14 persons) 5 per event, max 10

If two or more people assisted, split the award between them. Principle coordinating officers and assistants assigned to events are not eligible for this award. Only official Camarilla events with a presiding coordinator qualify for this award.

Organize large social event (15+ persons) 10–15 per event, max 30

Principle coordinating officers and assistants assigned to events are not eligible for this award. Only official Camarilla events with a presiding coordinator qualify for this award.

Assist with large social event (15+ persons) 0–10 per event

Principle coordinating officers and assistants assigned to events are not eligible for this award. Only official Camarilla events with a presiding coordinator qualify for this award.

Attend organizational meetings 5 per meeting, max 10

Officers required to attend a meeting due to their position are not eligible for this award. Members attending a meeting for a domain, chapter or other group of which they are not a part are not eligible for this award unless their presence was requested to contribute to the meeting.

Transporting 2+ members to a sanctioned event 5 per trip, max 10

Must involve at least two hours of driving round trip.

Providing lodging for members for an event 5 per person, max 20

Must be for the night before and/or the night after an event. Awarded once per person per event.

Obtaining business sponsorship 20 per business

Awarded for successfully soliciting a business sponsorship for the Camarilla, including events, domains, chapters, etc. Only awarded once per business per half calendar year (once in Jan through June, one in July through Dec).

Special Projects 5–15 per month

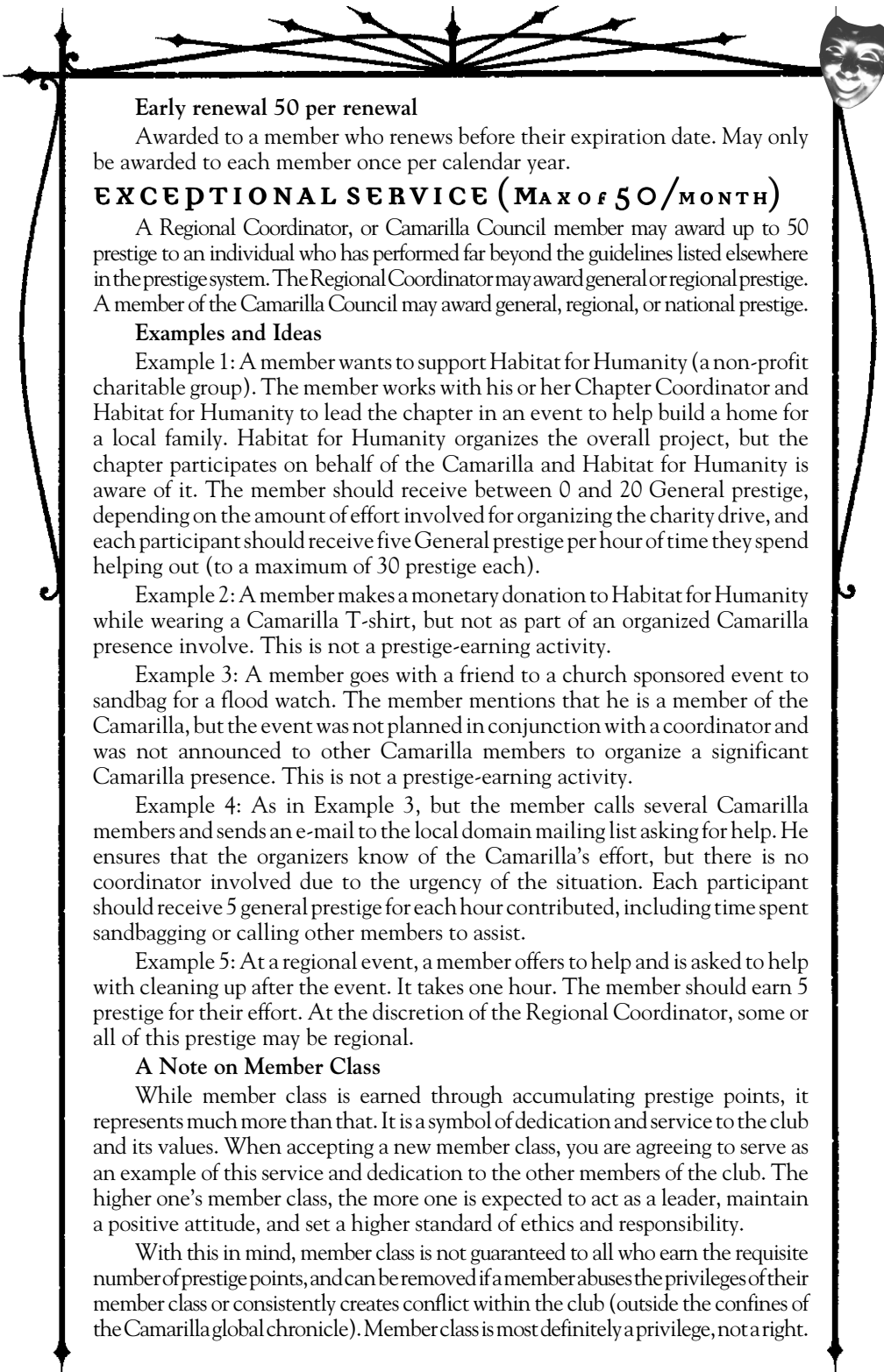
These projects may include but are not limited to assisting an officer in the compilation of prestige logs, character sheets, check in tables, research, etc. but do not include jobs that should be assigned to an assistant in that chain. For example, doing check-in for a game when not a part of the coordinator staff, or aiding with transcriptions during character audits when not part of the storytelling staff. If the project is persistent it should be awarded as an Assistant under administration. This award may not be claimed more than twice per calendar year.

MISCELLANEOUS (LIMITED BY SUB CATEGORY)

These awards are always general prestige and awarded by the domain or Chapter Coordinator under very specific circumstances.

Recruiting a new member 10 per member, max 50

New member must attend at least four games and obtain a Camarilla membership number. If two or more members are responsible for the new member, split the award between them.



Early renewal 50 per renewal

Awarded to a member who renews before their expiration date. May only be awarded to each member once per calendar year.

EXCEPTIONAL SERVICE (MAX OF 50/MONTH)

A Regional Coordinator, or Camarilla Council member may award up to 50 prestige to an individual who has performed far beyond the guidelines listed elsewhere in the prestige system. The Regional Coordinator may award general or regional prestige. A member of the Camarilla Council may award general, regional, or national prestige.

Examples and Ideas

Example 1: A member wants to support Habitat for Humanity (a non-profit charitable group). The member works with his or her Chapter Coordinator and Habitat for Humanity to lead the chapter in an event to help build a home for a local family. Habitat for Humanity organizes the overall project, but the chapter participates on behalf of the Camarilla and Habitat for Humanity is aware of it. The member should receive between 0 and 20 General prestige, depending on the amount of effort involved for organizing the charity drive, and each participant should receive five General prestige per hour of time they spend helping out (to a maximum of 30 prestige each).

Example 2: A member makes a monetary donation to Habitat for Humanity while wearing a Camarilla T-shirt, but not as part of an organized Camarilla presence involve. This is not a prestige-earning activity.

Example 3: A member goes with a friend to a church sponsored event to sandbag for a flood watch. The member mentions that he is a member of the Camarilla, but the event was not planned in conjunction with a coordinator and was not announced to other Camarilla members to organize a significant Camarilla presence. This is not a prestige-earning activity.

Example 4: As in Example 3, but the member calls several Camarilla members and sends an e-mail to the local domain mailing list asking for help. He ensures that the organizers know of the Camarilla's effort, but there is no coordinator involved due to the urgency of the situation. Each participant should receive 5 general prestige for each hour contributed, including time spent sandbagging or calling other members to assist.

Example 5: At a regional event, a member offers to help and is asked to help with cleaning up after the event. It takes one hour. The member should earn 5 prestige for their effort. At the discretion of the Regional Coordinator, some or all of this prestige may be regional.

A Note on Member Class

While member class is earned through accumulating prestige points, it represents much more than that. It is a symbol of dedication and service to the club and its values. When accepting a new member class, you are agreeing to serve as an example of this service and dedication to the other members of the club. The higher one's member class, the more one is expected to act as a leader, maintain a positive attitude, and set a higher standard of ethics and responsibility.

With this in mind, member class is not guaranteed to all who earn the requisite number of prestige points, and can be removed if a member abuses the privileges of their member class or consistently creates conflict within the club (outside the confines of the Camarilla global chronicle). Member class is most definitely a privilege, not a right.



PRESTIGE REVIEW PROCESS

MC 1-5

The member tracks his prestige, keeping any verifications of awards for later use. It is suggested that such verifications be kept in both paper and disk format to protect against disaster. The Prestige Log itself should be on the National Format spreadsheet. Only columns A-G and O should be filled out by the Member.

When sufficient prestige is earned for the next level the log should be passed with the request to the CC. The CC verifies the links in column O and makes any changes to awards and caps in Columns H-J. If the member has sufficient Prestige for MC 1-5 he make the award to the member and gives him a MC card reflecting this. A copy of the Log as it has been approved should be given back to the member for record keeping and to submit for further reviews.

MC 6-8

If the Member has sufficient prestige for MC for 6-8 it is passed onto the DC, for further review. ALL prestige from MC 1-5 must accompany the log as individual line items. Lump sums should NOT be accepted except under very special circumstances.

The DC, checks the caps and each line item making adjustments as needed to reflect the prestige system in effect at the time of the award. The DC checks to make sure that verifications of awards are in the note section and fills in any verifications that are missing. If the member has earned sufficient prestige for MC 6-8, the DC sends the log back to the member and the CC as approved and issues an MC card.

This log is retained and further prestige earned is logged to it for further reviews.

MC 9-11

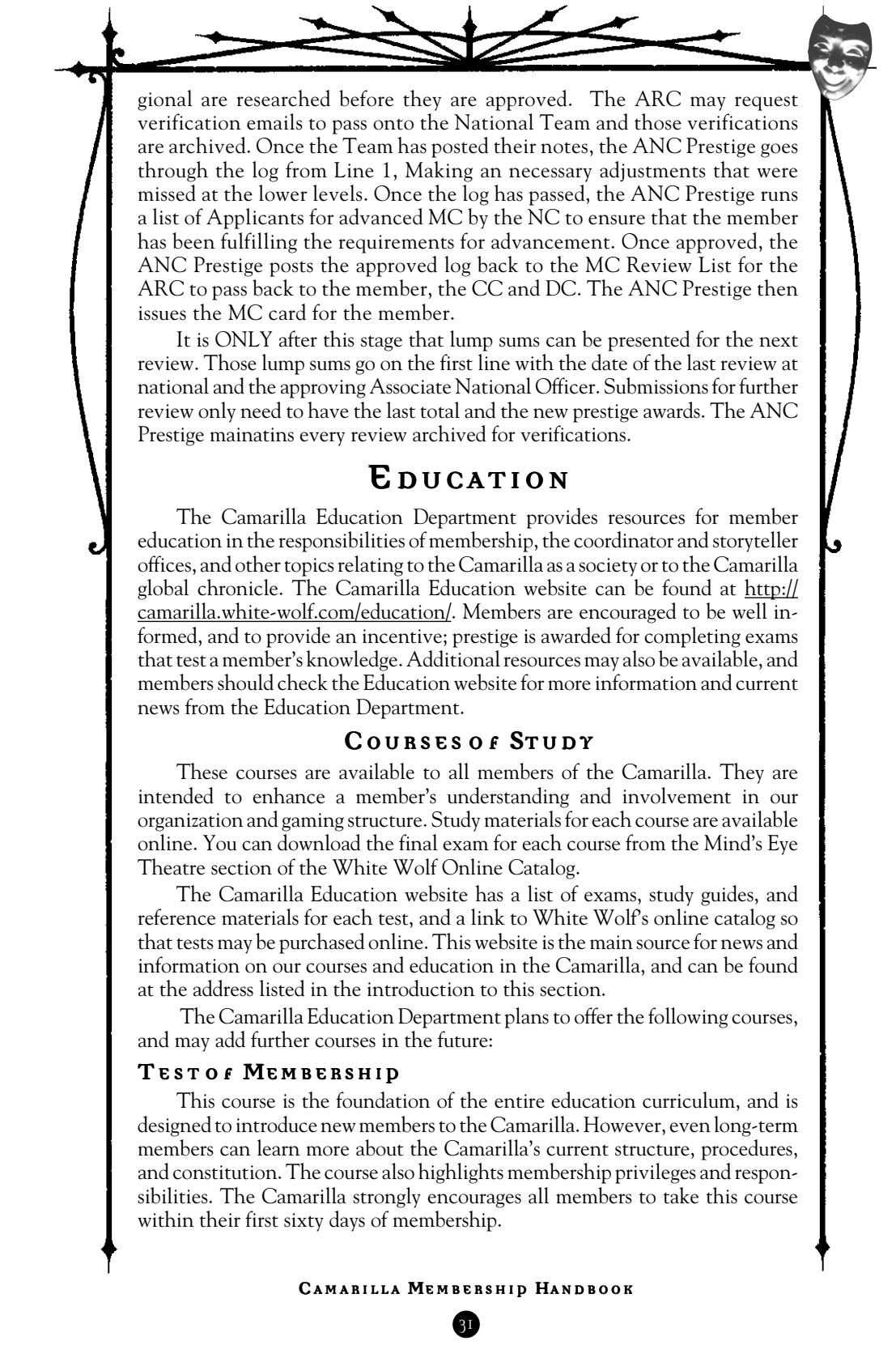
If sufficient prestige has been earned for MC 9-11 it is instead forwarded with the verifications in the note section to the ARC Prestige. ALL prestige must be broken out into individual lines, and verifications should be in the note section already. Only those verifications that the DC has NOT been able to do should be blank. The ARC Review goes through each line item verifying caps, that the links are there, and if there are missing verifications tries to fill them in. They compare the log against other awards in the region to make sure that everyone is receiving awards properly and in accordance with the guidelines in effect when it was earned. They may make notations in the log or ask for further verifications. At that stage the member, through the CC and DC should forward copies of any verifications they have.

If the member has sufficient prestige for the MC advancement the ARC verifies with the RC that the member is ready for advancement and confirms the award. The RC makes the actual award. The log is returned to the member, his CC and DC for their records and for recording further prestige.

MC 12-14

If the member has sufficient prestige for MC 12-14 it is sent onto the National Review team through a common list the ARC's, RC's and The NT are on. At MC 12 the log must be INTACT with all prestige back to MC 1.

The Review team goes through the log from line 1 on, checking caps, verifications, etc. ANY verifications that have not been available to Re-



gional are researched before they are approved. The ARC may request verification emails to pass onto the National Team and those verifications are archived. Once the Team has posted their notes, the ANC Prestige goes through the log from Line 1, Making an necessary adjustments that were missed at the lower levels. Once the log has passed, the ANC Prestige runs a list of Applicants for advanced MC by the NC to ensure that the member has been fulfilling the requirements for advancement. Once approved, the ANC Prestige posts the approved log back to the MC Review List for the ARC to pass back to the member, the CC and DC. The ANC Prestige then issues the MC card for the member.

It is ONLY after this stage that lump sums can be presented for the next review. Those lump sums go on the first line with the date of the last review at national and the approving Associate National Officer. Submissions for further review only need to have the last total and the new prestige awards. The ANC Prestige mainatins every review archived for verifications.

EDUCATION

The Camarilla Education Department provides resources for member education in the responsibilities of membership, the coordinator and storyteller offices, and other topics relating to the Camarilla as a society or to the Camarilla global chronicle. The Camarilla Education website can be found at <http://camarilla.white-wolf.com/education/>. Members are encouraged to be well informed, and to provide an incentive; prestige is awarded for completing exams that test a member's knowledge. Additional resources may also be available, and members should check the Education website for more information and current news from the Education Department.

COURSES OF STUDY


These courses are available to all members of the Camarilla. They are intended to enhance a member's understanding and involvement in our organization and gaming structure. Study materials for each course are available online. You can download the final exam for each course from the Mind's Eye Theatre section of the White Wolf Online Catalog.

The Camarilla Education website has a list of exams, study guides, and reference materials for each test, and a link to White Wolf's online catalog so that tests may be purchased online. This website is the main source for news and information on our courses and education in the Camarilla, and can be found at the address listed in the introduction to this section.

The Camarilla Education Department plans to offer the following courses, and may add further courses in the future:

TEST OF MEMBERSHIP

This course is the foundation of the entire education curriculum, and is designed to introduce new members to the Camarilla. However, even long-term members can learn more about the Camarilla's current structure, procedures, and constitution. The course also highlights membership privileges and responsibilities. The Camarilla strongly encourages all members to take this course within their first sixty days of membership.



Members must successfully complete this test before taking any others within the Education Department's curriculum.

TEST OF THE PERFORMER

This course is designed for players who want to learn more about the Camarilla's global sanctioned chronicle, and it is especially recommended for new players. It covers the skills and knowledge players need to understand how our shared chronicle works, including the following topics:

- Venues and genres
- Principles and rules for character design
- How to research and write character backgrounds within the global sanctioned chronicle
- Establishing character tie-ins
- The special request process
- Character creation rules and special approval levels for at least one genre
- Player rights and storyteller authority
- Player ethics and etiquette

The Camarilla strongly encourages all members to complete this course within sixty days of beginning play within the Camarilla's Global Sanctioned Chronicle (or sixty days after the release of the test for existing members). Members who successfully complete the test receive additional benefits when creating characters in the global sanctioned chronicle, and the National Storyteller defines these privileges.

TEST OF LEADERSHIP

This course presents the knowledge and skills necessary for officers to be effective leaders within the Camarilla. The course examines issues experienced by principal elected coordinators and storytellers. Members are welcome to take the course even if they do not currently hold a leadership position. The course includes the following topics:

- Acting as a direct or supervising officer
- Serving the needs of current members and recruiting new members
- Hiring and managing assistants
- Recommending prestige
- Conflicts of interest
- Officer ethics
- Supervising elections
- Conducting investigations

Officers elected after February 1, 2004 must complete this course no later than ninety days after their election, or they may be subject to removal from office. Members currently serving as elected principal officers on that date will have until May 1, 2004 to complete this requirement.

TEST OF THE COORDINATOR

This course explores the roles and responsibilities of coordinators within the Camarilla. Members who would like to serve as either an elected principal coordinator or assistant coordinator can prepare themselves by learning about the following coordinator issues:

- Authority and responsibility of coordinators at each level
- How to file coordinator reports
- Awarding prestige
- Conflict and resolution process
- Disciplinary action (coordinator version)
- Managing finances
- Resources available to coordinators

Coordinators elected after February 1, 2004 must complete this course no later than ninety days after their election, or they may be subject to removal from office. Members currently serving as elected principal coordinators on that date will have until May 1, 2004 to complete this requirement.

TEST OF THE NARRATOR

The global sanctioned chronicle requires members who can help storytellers run scenes, portray NPCs, and assist players resolve challenges. Therefore, this course involves the role of the narrator. Members who successfully complete the course will demonstrate a basic understanding of the following topics:

- Mind's Eye Theatre rules
- Venues and genres in the global sanctioned game
- NPC portrayal
- Scene narration techniques
- Authority and duties of narrators

The Camarilla recommends that any member wishing to serve as a narrator within the global sanctioned chronicle complete this course.

TEST OF THE STORYTELLER

White Wolf's tabletop and Mind's Eye Theatre books can teach a member how to storytell, but there's a big difference between being the one storyteller for small group of friends and being one member of a storytelling team that manages a global LARP running non-stop across the entire world. In this course, experienced storytellers share the strategies and techniques that have been developed over the past decade to storytell the most complex chronicle ever. Topics in this course include:

- Building and managing a venue in the global sanctioned chronicle
- Designing and running plotkits and NPCs
- Storytelling theory including continuity and story balance
- Authority and responsibility of storytellers at each level
- Reviewing a special character request
- Tracking characters
- How to file a storyteller report
- Disciplinary action (storyteller version)
- Resources available to storytellers

Storytellers elected after February 1, 2004 must complete this course no later than ninety days after their election, or they may be subject to removal from office. Members currently serving as elected principal storytellers on that date will have until May 1, 2004 to complete this requirement.



CONTINUING YOUR EDUCATION

After two years service as an officer (either coordinator or storyteller), members are invited to take a continuing coordinator or continuing storyteller's course. These master courses present ideas and insights gathered from other experienced Camarilla officers. The tests have a short practical section and several themed essay questions where you can share your own experiences as an officer. This master course format allows you to update your knowledge of your specialty while also helping us improve and expand the education curriculum. If you demonstrate insight and creativity in your responses, you may be recognized for your accomplishments and invited to conduct seminars where you can share your expertise with your peers.

REWARDS

General prestige is awarded for the successful completion of each test within the education curriculum.

- Test of Membership 100 points
- Test of the Performer 100 points
- Test of Leadership 100 points
- Test of the Coordinator 100 points
- Continuing Leadership Test 100 points
- Test of Narration 50 points
- Test of Storytelling 100 points
- Continuing Storyteller Test 100 points

Members who complete the Test of the Performer may also receive benefits determined by the National Storyteller.

REPEAT POLICY


If a member does not pass an exam on the first attempt, the member receives one free opportunity to retake the test. This policy allows the member to retest at no additional cost, but the opportunity expires three months after the test results are returned. If the revised test is not submitted within three months, the opportunity expires, and the member must pay to redo the exam at a later date.

PLAGIARISM AND FRAUD

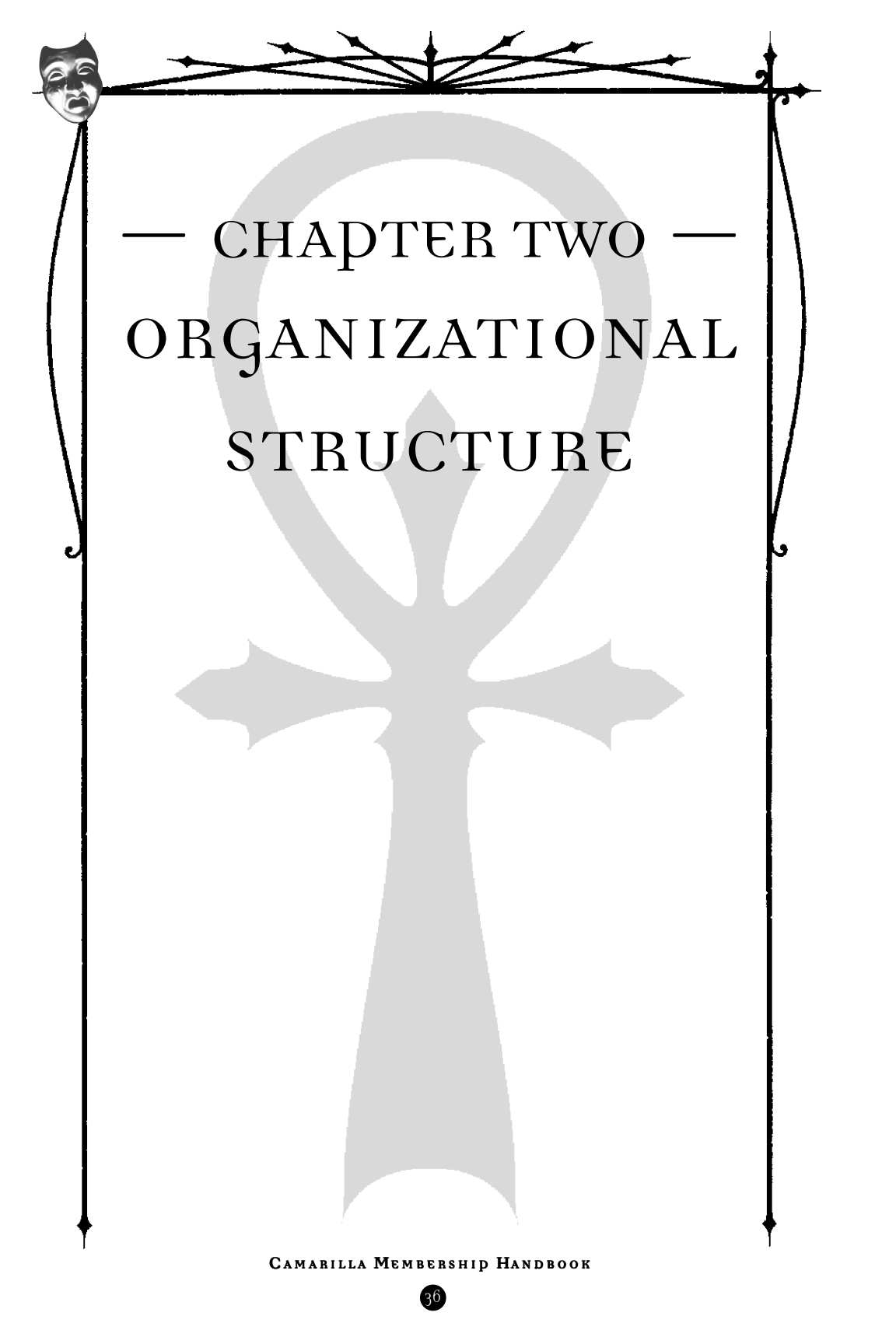
Exams are intended to be a test a member's knowledge—not the knowledge of a group of friends or an entire domain. Those who score the exams should be reasonably sure that the work submitted belongs to the member taking the test. Copying another member's answers in whole or in part is dishonest and will be considered cheating.

Plagiarism and fraud do a disservice to the membership by devaluing the accomplishment of completing the tests and preventing the Camarilla from evaluating the knowledge of our membership. Cheating on the exams is not acceptable, and evidence of cheating will be investigated with due diligence.

Any member who is caught cheating on the exams will be subject to severe penalties, which will include at a minimum

- 
- Loss of prestige equal to that normally granted by the test
 - Loss of the free opportunity to retake the test
 - One week of suspension
 - Possible extended suspension or other administrative punishments

A member who believes that their exam was copied without their permission should report this to the exam graders as soon as possible.



— CHAPTER TWO —
ORGANIZATIONAL
STRUCTURE



ORGANIZATIONAL STRUCTURE

The Camarilla is a worldwide organization with thousands of members. In order to make the club more manageable, it has been divided up into organizational units, each with a coordinator to handle administrative tasks. The smallest units are called chapters. Slightly larger is a domain. A region consists of all the domains and chapters within a geographic region, usually one spanning several states. Each element of that structure is more fully defined later in this section.

Parallel to this administrative structure is a similar one for the storytelling aspects of the club. The smallest storytelling unit is called a venue, and may exist within a domain or a chapter that is independent of a domain. Domains, regions and nations also have a storyteller who administers the sanctioned chronicle much like the coordinators handle out-of-character administration.

A chain of command has been established to facilitate orderly communication within the club. While any member is free to approach any officer in the club, members are strongly encouraged to use this chain of command when seeking official decisions or rulings.

CHAPTERS

A chapter is a group of members within a domain who band together because of common interests, whether they be a particular gaming style, charity work, or social events. Domains may exist without any chapters, but members can always form a new chapter if they wish. Some chapters may exist outside of domains—these are known as independent chapters, and they differ in some ways that are described later in this section.

Chapters are encouraged to hold events that reflect their philosophy or gaming style, within the guidelines of the Camarilla. Chapters are also encouraged to organize social and charitable activities to strengthen friendships and to strengthen the bond between the Camarilla and its community. Non-gaming events create connections between members and allow the Camarilla to endure where other organizations often fail.

STRUCTURE

A chapter's structure is very simple. The members of the chapter elect a Chapter Coordinator (CC) to perform the administrative duties for the chapter. The CC is then responsible for things such as reporting earned prestige points, reporting events and working with the Domain Coordinator to keep the domain running smoothly. The Chapter Coordinator is granted specific responsibilities and authority, detailed in the section on job descriptions. Other members assist by organizing specific projects or events, or by being appointed as assistants to the CC.

CHAPTER CHARTERS

A chapter may set requirements that members must meet in order to join the chapter. These requirements must be approved by the domain, regional, and national coordinators as well as the Camarilla Council before they take effect. Further, the requirements must not conflict with either the Camarilla USA constitution or this handbook. Please remember that any member can enjoy the full benefits of membership without having to join a chapter.



JOINING A CHAPTER

A new member who has not previously belonged to a chapter may join a chapter by notifying the chapter and domain coordinators of her choice, provided she meets the requirements of the chapter's approved charter (if any).

Once you have joined your first chapter, future changes in membership will follow the membership transfer guidelines listed later in this section.

VENUES

A venue is a storytelling unit that exists to better manage characters and games within the sanctioned chronicle. A Venue Style Sheet (VSS) defines each venue's scope and character focus.

STRUCTURE

A venue exists within a single domain, with all of its members generally belonging to that domain. The Venue Storyteller (VST) is elected by the members of the venue, presides over that venue, and has storytelling authority over all characters assigned to that venue.

JOINING A VENUE

When a Camarilla member creates a character for play in the sanctioned chronicle, the member assigns a character to a venue by notifying the venue storyteller and Domain Storyteller. If the character assigned to the venue is a primary character, as defined by the Camarilla gaming supplements, then the member becomes a member of that venue and is allowed to vote for the venue storyteller. If the character in question is not a primary character, then the venue storyteller still has authority over that character, but it does not entitle the member to a vote in the VST election.

Once a character has been assigned to a venue, changes to that assignment are governed by the transfer policy described later in this section.

VENUE STYLE SHEETS

Every venue within the global sanctioned chronicle must have a venue style sheet that has been approved by the domain and regional storytellers. The venue style sheet describes the scope of the venue, including what character types are allowed to join the venue and the theme and mood of games run as part of this venue.

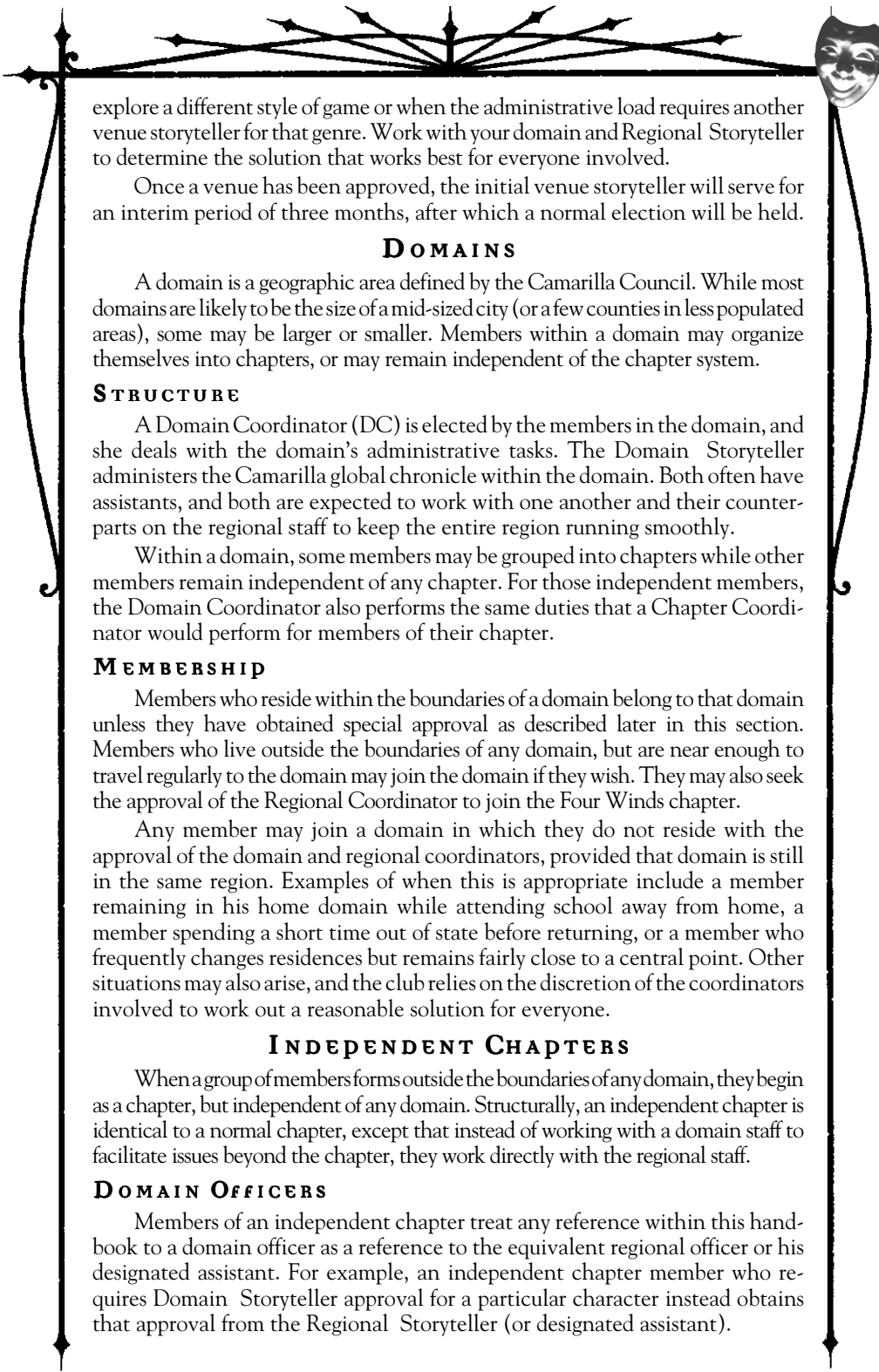
A game's style should always reflect its venue style sheet. Therefore, the players and venue storyteller should periodically review the VSS together, and submit any proposed changes to the domain and regional storytellers for approval.

The storyteller chain may detail other requirements or limitations for a venue style sheet.

CREATING A NEW VENUE

Members may create a new venue by writing a venue style sheet, selecting an initial venue storyteller, and having the new venue approved by the domain and regional storytellers. If a venue already exists within the domain for the same genre (Wraith, Sabbat, Garou, etc.), then at least eight members must commit to assigning primary characters to the venue as well.

Keep in mind that the greater the number of venues within that genre already approved within the domain, the more scrutiny the Regional Storyteller will apply during the approvals process. Players may consider forming a second venue to



explore a different style of game or when the administrative load requires another venue storyteller for that genre. Work with your domain and Regional Storyteller to determine the solution that works best for everyone involved.

Once a venue has been approved, the initial venue storyteller will serve for an interim period of three months, after which a normal election will be held.

DOMAINS

A domain is a geographic area defined by the Camarilla Council. While most domains are likely to be the size of a mid-sized city (or a few counties in less populated areas), some may be larger or smaller. Members within a domain may organize themselves into chapters, or may remain independent of the chapter system.

STRUCTURE

A Domain Coordinator (DC) is elected by the members in the domain, and she deals with the domain's administrative tasks. The Domain Storyteller administers the Camarilla global chronicle within the domain. Both often have assistants, and both are expected to work with one another and their counterparts on the regional staff to keep the entire region running smoothly.

Within a domain, some members may be grouped into chapters while other members remain independent of any chapter. For those independent members, the Domain Coordinator also performs the same duties that a Chapter Coordinator would perform for members of their chapter.

MEMBERSHIP

Members who reside within the boundaries of a domain belong to that domain unless they have obtained special approval as described later in this section. Members who live outside the boundaries of any domain, but are near enough to travel regularly to the domain may join the domain if they wish. They may also seek the approval of the Regional Coordinator to join the Four Winds chapter.

Any member may join a domain in which they do not reside with the approval of the domain and regional coordinators, provided that domain is still in the same region. Examples of when this is appropriate include a member remaining in his home domain while attending school away from home, a member spending a short time out of state before returning, or a member who frequently changes residences but remains fairly close to a central point. Other situations may also arise, and the club relies on the discretion of the coordinators involved to work out a reasonable solution for everyone.

INDEPENDENT CHAPTERS

When a group of members forms outside the boundaries of any domain, they begin as a chapter, but independent of any domain. Structurally, an independent chapter is identical to a normal chapter, except that instead of working with a domain staff to facilitate issues beyond the chapter, they work directly with the regional staff.

DOMAIN OFFICERS

Members of an independent chapter treat any reference within this handbook to a domain officer as a reference to the equivalent regional officer or his designated assistant. For example, an independent chapter member who requires Domain Storyteller approval for a particular character instead obtains that approval from the Regional Storyteller (or designated assistant).



VENUES

Like a domain, venues may exist within an independent chapter. Venue storytellers are supervised by the Regional Storyteller instead of a Domain Storyteller. However, venues within an independent chapter are otherwise identical to venues within a domain. If an independent chapter supports multiple venues, the VSTs must make a special effort to work together and maintain continuity.

BOUNDARIES


Independent chapters have defined geographic boundaries, similar to a domain. Any member within that geographic area is automatically a member of the independent chapter, and exceptions to that rule are handled in exactly the same way as they would be in the case of a domain.

BECOMING A DOMAIN

The goal for any independent chapter is to grow into a domain. This provides greater flexibility and more direct authority in the hands of local officers. Members are able to make more decisions locally rather than relying on the regional staff. For an independent chapter to grow into a domain, the following requirements must be met:

- **Membership numbers**—If within 30 miles of the boundaries of an existing domain, the independent chapter must have at least 15 members. If greater than 30 miles from the borders of the nearest domain, this requirement is reduced to 10 members. With approval from the Regional Coordinator, these requirements may be reduced further to ten and seven members respectively.
- **Reporting**—The chapter's officers must report monthly for six months. If these reports are often late, this may affect the regional staff's comments and ultimately the decision of the Camarilla Council.
- **Social Event**—The chapter must organize and hold one social event during the six months prior to applying to become a domain. This is any non-gaming event that is announced ahead of time and open to all Camarilla members (though non-members may also attend). See the section on social events for examples and more information.
- **Charity Event**—The chapter must organize and hold one charity event during the six months prior to applying to become a domain. This is any event that raises money or donates goods or services for a charitable organization. See the section on charity events for examples and more information.

Once these requirements have been met, the Chapter Coordinator should send the chapter's membership list and descriptions of their social and charity events to the Regional Coordinator along with their request for domain status and the proposed boundaries for the new domain. The RC will then add any further comments, as well as any comments from the Regional Storyteller, and forward the application to the Camarilla Council for actual approval. Future requests for a change to the domain's boundaries would be sent to the Camarilla Council by the same method. The Camarilla Council will then either approve the request or provide specific reasons for any denial, along with what the chapter should do to overcome any objections. Some possible reasons for denying this application may be frequently missing, incomplete or late reports,



or a failure of chapter and venue officers to adequately perform the duties of their positions. These types of situations will be considered during the review process, but they will not automatically result in denial.

The newly approved domain will have 45 days to conduct Domain Coordinator and storyteller elections. After these elections, the domain becomes official and begins a six-month probationary period. Each policy decision or approval of a DC or DST during this time needs to be reported to the Regional Coordinator or storyteller so that they can help maintain consistency between this domain and others around the region.

BEYOND DOMAINS

Beyond the domain level are the larger structures of the organization.

A region is a geographic area defined by the Camarilla Council that contains many domains. The regional staff coordinates efforts between domains and organizes region-wide events, such as charity drives or regional conventions. All members residing within the geographic area of a region are automatically members of that region. Any exceptions to this policy require the approval of both regional coordinators involved and the National Coordinator.

The National Coordinator and National Storyteller coordinate efforts between the regions and perform national administration tasks, while the Camarilla Council sets US national policy. All members living in the United States are automatically members of the Camarilla USA unless they have the approval of the US National Coordinator, the Club Director and the National Coordinator of whatever nation in which they would like to hold membership.

On the global level, the Club Director and Master Storyteller guide the organization. These officers establish global policy, coordinate the efforts of national officers and serve as the stewards of the club and the global sanctioned chronicle.

For more information about how each of these offices function, see the detailed job descriptions.


TRANSFER POLICY

There are times when a member may wish to change chapter, venue, or domain membership. This may be due to a change of residence or just a preference for a different style of play. Each of these transfers follows a single overall set of guidelines.

Each transfer to a new chapter or domain must be approved by the coordinator responsible for the unit you are moving from as well as the coordinator responsible for the unit you are moving into. A coordinator with jurisdiction over both locales must also approve the transfer.

For example, a simple transfer from one chapter to another within the domain is approved by the chapter coordinators for your old and new chapters, as well as the Domain Coordinator. A cross-country move from a chapter in California to a chapter in Maine would involve the chapter coordinators, domain coordinators, regional coordinators and National Coordinator—a seemingly formidable chain of officers, but generally a formality in the case of a physical move, just to be sure that all relevant records are properly transferred.

A transfer between venues while maintaining the same chapter and/or domain membership is identical, except that it involves storytellers rather than



coordinators. Each transfer is approved by the new and old venue storytellers, as well as by a storyteller with jurisdiction over both venues. The character being transferred must also meet all the normal requirements for the new venue, including character type.

Rarely will a member be barred from such a transfer, with the officers' involvement generally being to ensure a smooth transfer of records and other data. Attempting to transfer in order to avoid a pending disciplinary action or investigation is an exception, and attempting to do so may result in additional sanctions.

STARTING A NEW CHAPTER

The Camarilla is always willing to assist members in forming independent chapters if there is no existing domain or chapter nearby. The Camarilla website offers ideas and resources to help you recruit new members. Also, you can contact your Regional Coordinator who can help guide you through the formation of an independent chapter. You can find a current list of regional coordinators and their contact information at <http://camarilla.white-wolf.com>.

Independent chapters can later apply to become domains after they meet the criteria previously described. If you live in a town that already has a domain or independent chapter, then it is expected that you will join the existing group.

To form an independent chapter, you must:

- Recruit new people to join until you have five members to join your chapter.
- Agree upon one member to act as the new Chapter Coordinator, and one for the assistant Chapter Coordinator.
- Complete the chapter application available from your Regional Coordinator and submit it according to the instructions on that application.

Before conducting games, the newly approved chapter will also need to agree upon a venue storyteller and have a venue style sheet approved by the Regional Storyteller. The Camarilla recommends that new independent chapters start with just one venue until they run a few games and get a feel for the global sanctioned chronicle. Organizing a chapter's first few games is often the most difficult part of starting a new Camarilla group, so be sure to ask your Regional Storyteller about the chronicle's history and current storylines. New venue storytellers should also read the Camarilla's Storyteller Guide located on the main Camarilla website. This document discusses storytelling practices, policies, and theories specific to the global sanctioned chronicle.

Both the Chapter Coordinator and venue storyteller should contact the regional staff as soon as possible to obtain templates for their reports and a list of current regional or national policies. It is then their responsibility to report on events within their chapter and to disseminate information from elsewhere to the chapter members so that the chapter can be an integrated part of the global organization.

Once your chapter has been approved and your storyteller has received approval for the venue style sheet, your characters are ready to enter into the global sanctioned chronicle. If you announce your game to your region, you may find that players will travel to join you and welcome you as you take your first steps into our game. It's an exciting time, and there are many members and officers ready to help you. All you have to do is ask.



NON-MEMBER PARTICIPATION

Non-members are welcome to participate in Camarilla events on a limited basis. However, there are restrictions that apply to their participation:

- Non-members cannot participate in a Camarilla event if they are not eligible to be a member. In other words, minors cannot participate, nor may those who have been expelled from the organization.
- Non-members may not play the same character in more than one domain. You can try it out locally but you cannot travel to another city's game.
- The presiding storyteller at a game may rule that actions taken by a non-member's character are void if they disrupt play or damage the overall enjoyment of the game.
- Non-members may not earn prestige.
- Non-members may not portray characters with any member class enhancement.
- Non-members may not portray any concept that requires the approval of any storyteller other than a VST.
- Non-members may not earn experience for their characters in the sanctioned chronicle. The exception is for those who join after their first game. If a person comes and tries the Camarilla, and joins before the next game, then they may be granted experience for their first game at their storyteller's discretion.
- Non-members may participate in the club's events for a maximum of three months. After this time, they must either join or no longer participate.
- Non-members cannot join any official Camarilla e-mail list or forum.

MANAGING FINANCES

Many local groups will raise and spend money to pay for gaming sites, office supplies, decorations and so forth. Since the Camarilla USA is a part of White Wolf Publishing, the handling and reporting of this money can be quite important.

Chapters, domains, regions and other local Camarilla groups may not incorporate separately or otherwise separate themselves legally from the Camarilla USA organization. They may, however, open bank accounts and otherwise handle funds independently. Such accounts should be opened in the name of the local group and should always require two signatures to withdraw funds.

Each coordinator report submitted for your group should also include how much money the group has at the beginning of the month, all funds collected during the month (broken out by category) and all expenses for the month (broken out by category), as well as the ending balance for the group. This allows the information to be tracked, as we are legally required to do as an organization.

It should also be noted that while local groups may not require any payment for membership in the local group beyond the normal membership fee paid to White Wolf, they may require a fee to cover the costs of obtaining a site for the event or other expenses. These fees should be kept as low as possible, and all funds gained in this way as well as the expenses they are used to pay should always be reported in the group's monthly status report. On occasion, local groups, regions, or even nations may host special events with a larger fee, either to raise funds for the Camarilla or for a charity organization, but these events should be the exception rather than the rule.



TRADEMARKS AND COPYRIGHTS

Because of our relationship with White Wolf Publishing, Inc., registered and active Camarilla chapters, domains, and regions may use White Wolf terms and phrases in their newsletters, flyers, and other printed material. Each trademarked term must be marked with a TM at least once in the document and attributed to White Wolf Publishing, Inc. Camarilla entities may also use all clan, tribe, and any such sigils as well as any White Wolf artwork after, but not including Vampire: The Masquerade, Second Edition. This artwork may be used on printed material (e.g., flyers, posters, brochures, but not T-shirts) as long as the Camarilla entities do not receive compensation for the material. Individuals cannot trademark chapter and character names that are used in the Camarilla and in the Camarilla global chronicle. These names become the shared property of all members of the organization.

Camarilla websites are required to follow the guidelines for the White Wolf Dark Spiral. These can be found at

<http://www.white-wolf.com/darkspiral/signup.html>, this site contains the guidelines as well as approved graphics for websites.

Chapters or members wishing to produce items for sale will need to contact their Regional Coordinator for the requirements and restrictions relating to using White Wolf copyrighted material.

RECRUITING IDEAS


Any organization like ours needs new members to keep things fresh, exciting, and to keep the club growing. Here are a few tips for helping this process along.

First and foremost, each member, whether actively recruiting others or not, should strive to put forward a good image of the club.

The Camarilla is a growing club, but like any other organization, it requires the individual efforts of its members to remain active, to continue to grow, and to expand. While not every member is expected to be out actively recruiting new members, it is the responsibility of every member to put forth the best possible image of their club and inspire increased interest from among the non-members of the local community.

In order to do this, Camarilla members should be consciously aware of their behavior at all times and conduct themselves accordingly. Further details on appropriate behavior can be found elsewhere in this document (for example, under the Code of Conduct).

For those who wish to actively see their local Camarilla community grow and expand before their eyes, there is a branch of the coordinator chain specifically devoted to your interests. The Outreach Department works actively to generate materials (including flyers, brochures, and custom pieces for conventions) and ideas (helping you plan or design your individual recruitment drive, if desired) to further assist you in developing a recruitment campaign. They also have provided an in-depth guide to recruiting efforts (a national "Recruitment Kit") and will provide this and other materials to members who request it, at no cost to the member. These and other materials can be requested at any time. Just check the official Camarilla website for more details.



Every effective recruiting campaign will consist of design and implementation stages. Designing an effective recruitment campaign generally involves defining the scope and range of your intended efforts. Whether you wish to canvas local gaming shops only, provide an informational booth or stand at a college campus event, or even pursue a broader potential group. The volume and nature of materials and information to be utilized in your recruiting efforts should also be considered in this stage. This will require at least a rough map of what schools, shops, or hobby stores, etc. you think may draw people who are likely to be interested in the games and venues we support.

Once you decide what is in your area, you can then decide which locations you want to specifically target on this drive. If you lack time or manpower, you can target a single location, and possibly target other areas individually later as well. Once you have sat down and worked out these sorts of details with your recruiting support, you can move forward to Implementation. If you are having difficulty determining what locations might be best, talk to store owners about their customers—they will be delighted to talk about their business with you. If you still can't decide, e-mail the Outreach team, and discuss your concerns with them. They'll be more than happy to help you decide how you might best proceed.

Implementing your efforts, while it may appear to be more time consuming will only be as successful as you were in laying a plan while designing your recruitment drive. The implementation phase can consist of posting flyers and chapter or domain meeting announcements, hosting gaming workshops, or even volunteering time at gaming conventions either in an information booth, or by running an example game for potential future members. Exactly what you choose to do is up to you, and should be based on the size and nature of your local gaming community, as well as how much interest you think you can attract from other gamers and others who might be interested. If your local group is involved with charity or volunteer projects at all, don't forget to include those as well—sometimes that can mean the difference between being another “gaming club” and a club a potential member wants to be a part of. Try to express that we are not just gamers, but offer an entire community to our members.

Once you have garnered the interest of a number of potential members, be sure to stay in touch with them. Try to gently encourage them to come to chapter or domain meetings, games and other events, develop their interest in our venues, and even more importantly, potential friendships and a feeling of community with existing Camarilla members. Increasing the exposure of our club and building relationships with potential members is and always will be the most likely means of success for recruiting and developing new members.

If you want more ideas on Recruiting methods or strategies, please contact the Outreach Team via the official Camarilla website.

J O B D E S C R I P T I O N S

During your time in the Camarilla, you may come to hold one of many positions needed to conduct club business and to keep the game and our other activities running smoothly. It is important to keep in mind that while holding these positions, in spite of the authority you may hold, being an officer is a responsibility rather than a privilege. No member is inherently more important than any other, regardless of whether or not they hold an office.



CHAIN OF COMMAND

Within the Camarilla, there are two chains of command: one for coordinators and one for storytellers.

The national officers are then supervised by the Camarilla Council, as well as the Club Director and the Master Storyteller.

Coordinators:	Storytellers:
Chapter Coordinator (CC)	Venue Storyteller (VST)
Domain Coordinator (DC)	Domain Storyteller (DST)
Regional Coordinator (RC)	Regional Storyteller (RST)
National Coordinator (NC)	National Storyteller (NST)

Members may contact any officer in the chain, but it is usually most efficient to speak with your local officers who can escalate the questions they cannot answer themselves.

ASSISTANTS

Officers may appoint assistants and to delegate any of their authority and/or duties to these assistants. It is important to note, however, that while authority may be delegated, responsibility always remains with the primary officer. It is therefore recommended that assistants be required to report monthly to track and document their activity. Officers should listen carefully to members' concerns about their assistants.

LOANED MEMBER CLASS

Member class levels may be loaned to a member while she holds office. This additional MC is treated the same as earned member class for character construction purposes. This loan does not change the member's earned prestige totals in any way. Earned prestige is still added to the member's earned totals, *not* the loan. The MC bonus is calculated from the member's member class when they are elected to the office (or re-elected after a full term). The member class loan is not recalculated at any other point during their time as an officer. Thus, even when the officer earns a new membership class, the loan is not recalculated.

When elected officers depart their offices, they return to their earned member class. This may place characters into experience trait deficit, or leave insufficient member class to support the power class of the character. In either case, the member must follow relevant storyteller guidelines.

NON-DISCLOSURE AGREEMENTS

In order to perform their jobs, regional and higher officers may occasionally be given information that is not public knowledge. These officers may be required to sign a Non-Disclosure Agreement (NDA) with White Wolf Publishing. In order to hold a regional or higher position, an individual must be legally capable of signing such a document, and should understand that doing so may be a requirement of holding the position. Assistants to these officers may also be required to sign an NDA.

REPORTING

Every officer must provide a monthly written status report so that supervising officers can quickly and accurately ascertain what is happening within their



assigned areas. The proper means of delivering these reports varies, but will typically involve directly sending the report by e-mail to the supervising officer and possibly posting it to a relevant officers list. These reports are typically due before midnight (local time) on a set day of each month.

Some specific information that should be included in each officer's report is listed with the description of each office, but each officer should speak with his supervising officer for a reporting template containing more complete information on what each specific report should include.

TRANSFER OF RECORDS

The responsibility that goes with holding an office does not end immediately upon leaving office. Each officer is expected to transfer all records, assets and resources to their replacement within one month of leaving office. This table shows many possible items that might be transferred, but this list is not comprehensive.

Coordinators:	Storytellers:
Copies of all reports filed	Copies of all reports filed
Copies of any reports transferred to you from previous officers	Copies of any reports transferred to you from previous officers
Results of any investigations	Results of any investigations
Disciplinary actions	Disciplinary actions
Dispute resolutions	Current or completed plotlines and NPCs
Prestige for each member tracked by the office	Full character sheets for each character tracked by the office
Financial records	Venue Chronicle (for VSTs)
Assets or resources	Assets or resources

MULTIPLE OFFICES

All members are encouraged to volunteer their time and skills to the Camarilla, however there are a few restrictions to ensure the club functions properly:

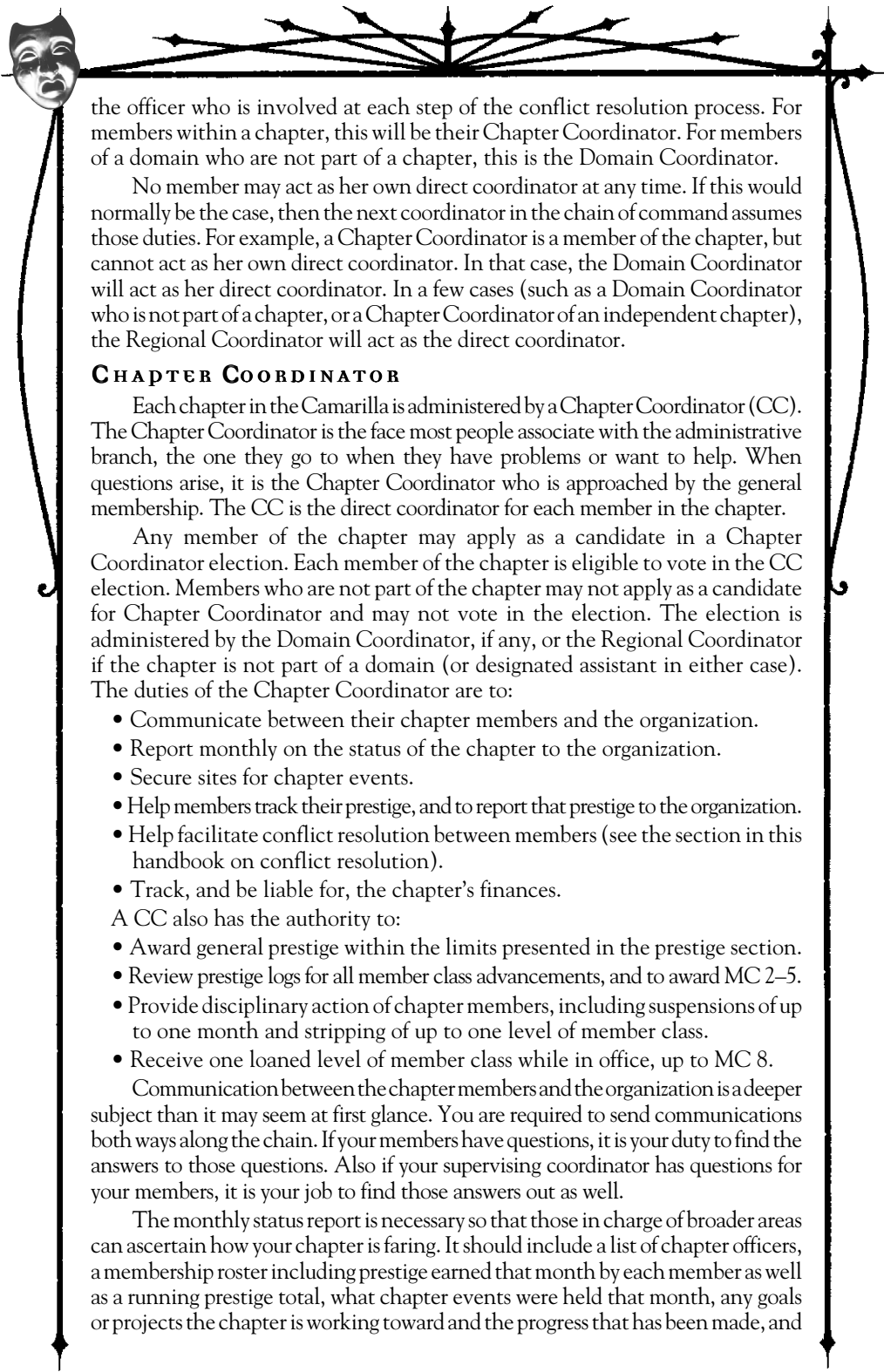
- No member may hold more than three offices simultaneously, including assistant positions. This does not include tasks such as list moderator, webmaster, or IRC operator.
- No member may hold more than two regional, national or global positions simultaneously.
- No member may hold more than one assistant position that reports to the same elected officer.
- No officer may serve as their own supervising officer.

Members who find themselves holding offices that do not comply with these guidelines must resolve the situation within 30 days. The National Coordinator may also approve exceptions to the first two rules listed.

COORDINATOR POSITIONS

Who is my direct coordinator?

Every member of the Camarilla has a single coordinator who acts as her direct coordinator. This is the officer responsible for reporting her prestige, and



the officer who is involved at each step of the conflict resolution process. For members within a chapter, this will be their Chapter Coordinator. For members of a domain who are not part of a chapter, this is the Domain Coordinator.

No member may act as her own direct coordinator at any time. If this would normally be the case, then the next coordinator in the chain of command assumes those duties. For example, a Chapter Coordinator is a member of the chapter, but cannot act as her own direct coordinator. In that case, the Domain Coordinator will act as her direct coordinator. In a few cases (such as a Domain Coordinator who is not part of a chapter, or a Chapter Coordinator of an independent chapter), the Regional Coordinator will act as the direct coordinator.

CHAPTER COORDINATOR

Each chapter in the Camarilla is administered by a Chapter Coordinator (CC). The Chapter Coordinator is the face most people associate with the administrative branch, the one they go to when they have problems or want to help. When questions arise, it is the Chapter Coordinator who is approached by the general membership. The CC is the direct coordinator for each member in the chapter.

Any member of the chapter may apply as a candidate in a Chapter Coordinator election. Each member of the chapter is eligible to vote in the CC election. Members who are not part of the chapter may not apply as a candidate for Chapter Coordinator and may not vote in the election. The election is administered by the Domain Coordinator, if any, or the Regional Coordinator if the chapter is not part of a domain (or designated assistant in either case). The duties of the Chapter Coordinator are to:

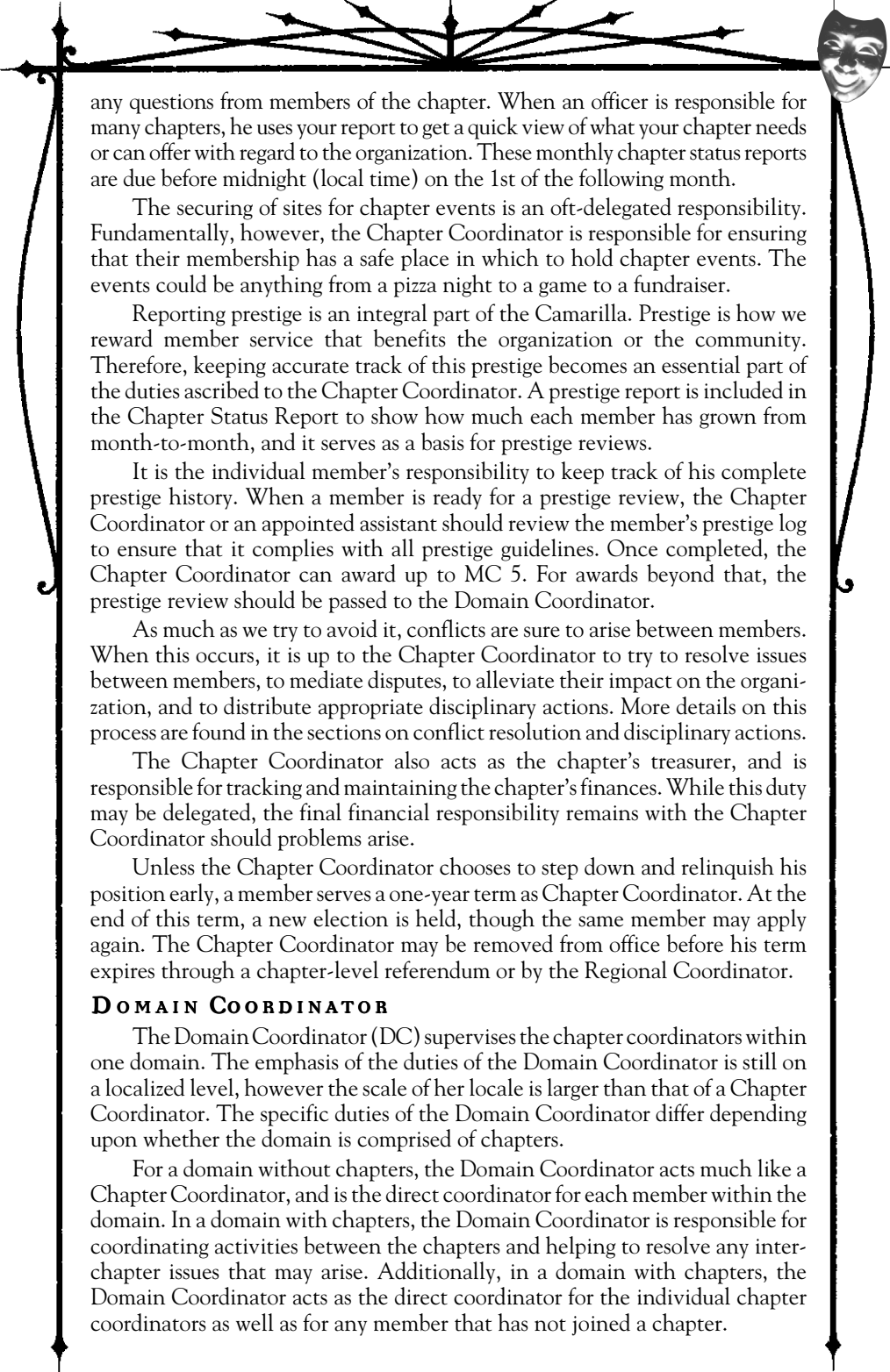
- Communicate between their chapter members and the organization.
- Report monthly on the status of the chapter to the organization.
- Secure sites for chapter events.
- Help members track their prestige, and to report that prestige to the organization.
- Help facilitate conflict resolution between members (see the section in this handbook on conflict resolution).
- Track, and be liable for, the chapter's finances.

A CC also has the authority to:

- Award general prestige within the limits presented in the prestige section.
- Review prestige logs for all member class advancements, and to award MC 2–5.
- Provide disciplinary action of chapter members, including suspensions of up to one month and stripping of up to one level of member class.
- Receive one loaned level of member class while in office, up to MC 8.

Communication between the chapter members and the organization is a deeper subject than it may seem at first glance. You are required to send communications both ways along the chain. If your members have questions, it is your duty to find the answers to those questions. Also if your supervising coordinator has questions for your members, it is your job to find those answers out as well.

The monthly status report is necessary so that those in charge of broader areas can ascertain how your chapter is faring. It should include a list of chapter officers, a membership roster including prestige earned that month by each member as well as a running prestige total, what chapter events were held that month, any goals or projects the chapter is working toward and the progress that has been made, and



any questions from members of the chapter. When an officer is responsible for many chapters, he uses your report to get a quick view of what your chapter needs or can offer with regard to the organization. These monthly chapter status reports are due before midnight (local time) on the 1st of the following month.

The securing of sites for chapter events is an oft-delegated responsibility. Fundamentally, however, the Chapter Coordinator is responsible for ensuring that their membership has a safe place in which to hold chapter events. The events could be anything from a pizza night to a game to a fundraiser.

Reporting prestige is an integral part of the Camarilla. Prestige is how we reward member service that benefits the organization or the community. Therefore, keeping accurate track of this prestige becomes an essential part of the duties ascribed to the Chapter Coordinator. A prestige report is included in the Chapter Status Report to show how much each member has grown from month-to-month, and it serves as a basis for prestige reviews.

It is the individual member's responsibility to keep track of his complete prestige history. When a member is ready for a prestige review, the Chapter Coordinator or an appointed assistant should review the member's prestige log to ensure that it complies with all prestige guidelines. Once completed, the Chapter Coordinator can award up to MC 5. For awards beyond that, the prestige review should be passed to the Domain Coordinator.

As much as we try to avoid it, conflicts are sure to arise between members. When this occurs, it is up to the Chapter Coordinator to try to resolve issues between members, to mediate disputes, to alleviate their impact on the organization, and to distribute appropriate disciplinary actions. More details on this process are found in the sections on conflict resolution and disciplinary actions.

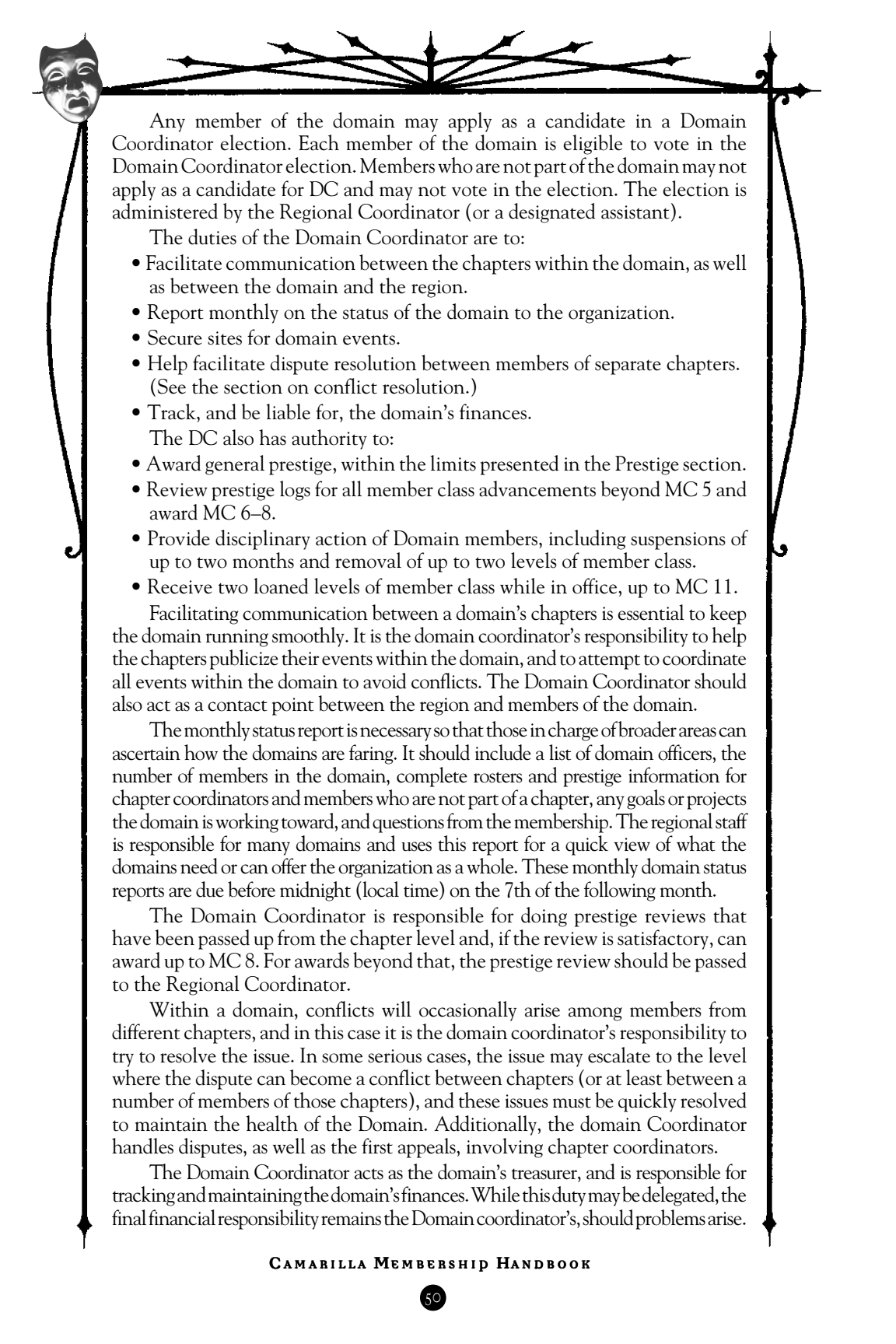
The Chapter Coordinator also acts as the chapter's treasurer, and is responsible for tracking and maintaining the chapter's finances. While this duty may be delegated, the final financial responsibility remains with the Chapter Coordinator should problems arise.

Unless the Chapter Coordinator chooses to step down and relinquish his position early, a member serves a one-year term as Chapter Coordinator. At the end of this term, a new election is held, though the same member may apply again. The Chapter Coordinator may be removed from office before his term expires through a chapter-level referendum or by the Regional Coordinator.

DOMAIN COORDINATOR

The Domain Coordinator (DC) supervises the chapter coordinators within one domain. The emphasis of the duties of the Domain Coordinator is still on a localized level, however the scale of her locale is larger than that of a Chapter Coordinator. The specific duties of the Domain Coordinator differ depending upon whether the domain is comprised of chapters.

For a domain without chapters, the Domain Coordinator acts much like a Chapter Coordinator, and is the direct coordinator for each member within the domain. In a domain with chapters, the Domain Coordinator is responsible for coordinating activities between the chapters and helping to resolve any inter-chapter issues that may arise. Additionally, in a domain with chapters, the Domain Coordinator acts as the direct coordinator for the individual chapter coordinators as well as for any member that has not joined a chapter.



Any member of the domain may apply as a candidate in a Domain Coordinator election. Each member of the domain is eligible to vote in the Domain Coordinator election. Members who are not part of the domain may not apply as a candidate for DC and may not vote in the election. The election is administered by the Regional Coordinator (or a designated assistant).

The duties of the Domain Coordinator are to:

- Facilitate communication between the chapters within the domain, as well as between the domain and the region.
- Report monthly on the status of the domain to the organization.
- Secure sites for domain events.
- Help facilitate dispute resolution between members of separate chapters. (See the section on conflict resolution.)
- Track, and be liable for, the domain's finances.

The DC also has authority to:

- Award general prestige, within the limits presented in the Prestige section.
- Review prestige logs for all member class advancements beyond MC 5 and award MC 6–8.
- Provide disciplinary action of Domain members, including suspensions of up to two months and removal of up to two levels of member class.
- Receive two loaned levels of member class while in office, up to MC 11.


Facilitating communication between a domain's chapters is essential to keep the domain running smoothly. It is the domain coordinator's responsibility to help the chapters publicize their events within the domain, and to attempt to coordinate all events within the domain to avoid conflicts. The Domain Coordinator should also act as a contact point between the region and members of the domain.

The monthly status report is necessary so that those in charge of broader areas can ascertain how the domains are faring. It should include a list of domain officers, the number of members in the domain, complete rosters and prestige information for chapter coordinators and members who are not part of a chapter, any goals or projects the domain is working toward, and questions from the membership. The regional staff is responsible for many domains and uses this report for a quick view of what the domains need or can offer the organization as a whole. These monthly domain status reports are due before midnight (local time) on the 7th of the following month.

The Domain Coordinator is responsible for doing prestige reviews that have been passed up from the chapter level and, if the review is satisfactory, can award up to MC 8. For awards beyond that, the prestige review should be passed to the Regional Coordinator.

Within a domain, conflicts will occasionally arise among members from different chapters, and in this case it is the domain coordinator's responsibility to try to resolve the issue. In some serious cases, the issue may escalate to the level where the dispute can become a conflict between chapters (or at least between a number of members of those chapters), and these issues must be quickly resolved to maintain the health of the Domain. Additionally, the domain Coordinator handles disputes, as well as the first appeals, involving chapter coordinators.

The Domain Coordinator acts as the domain's treasurer, and is responsible for tracking and maintaining the domain's finances. While this duty may be delegated, the final financial responsibility remains the Domain coordinator's, should problems arise.



Unless the Domain Coordinator chooses to step down and relinquish his position early, a member serves a one-year term as DC. At the end of this term, a new election is held, though the same member may apply again. The DC may be removed from office before his term expires through a domain-level referendum, or by the National Coordinator.

REGIONAL COORDINATOR

The Regional Coordinator (RC) is the head of administration for the region. The member who holds this office is the ambassador for his region to the rest of the Camarilla. A positive attitude, willingness to do the hard jobs, solid negotiating skills, and good communication skills are necessary for this position.

The RC is the regional spokesperson for the club, and he is the Camarilla representative for all the domains and chapters in the region. The Regional Coordinator needs to have open communication with all the lead coordinators in the region. It is up to the RC to pass along all information that may be needed and helpful to all those in the region.

The RC also acts as the direct coordinator for domain coordinators who do not belong to a chapter, for independent chapter coordinators, and for any members within the region who do not belong to a domain or independent chapter (though these members often join the Four Winds chapter).

Any member of the region may apply as a candidate in an election for Regional Coordinator, though candidates with little or no prior coordinator experience may frequently be removed at the discretion of the National Coordinator. Each Domain Coordinator within the region is eligible to vote in the election, with each vote cast being worth one vote per 10 members (or fraction thereof) in the domain, as determined by the official membership records on the date the election is first announced. The election is administered by the National Coordinator or his designated assistant.

The duties of regional coordinators are to:

- Communicate between their region's members and the Camarilla.
- Report monthly on the status of the region.
- Secure sites for regional events, when held.
- Help members track their prestige, and to report that prestige to the organization
- Help facilitate dispute resolution between members of different domains or independent chapters (see the section in this handbook on conflict resolution).
- Track and be liable for the region's finances.
- Provide leadership and guidance for the domains and the independent chapters.
- Create and maintain an identity for the region.
- Create and publish a regional newsletter.
- Create and maintain a regional web page.

The RC also has authority to:

- Award general and regional prestige within the limits presented in the Prestige section.
- Review prestige logs for all MC advancements and award MC 9–11.
- Appoint assistants and delegate responsibilities as needed.
- Provide disciplinary action of regional members, including suspensions of up to six months and stripping of up to three levels of member class.

- Remove a Chapter Coordinator within the region from office.
- Receive three loaned levels of member class while in office, up to MC 13.

Facilitating communication within a region, particularly between domains, is essential to keep the region running smoothly. It is the regional coordinator's job to help the region's membership publicize their events within the region. The RC should also act as a contact point between the nation and members of the region.

The monthly status report communicates the overall status of the region to the chapter and domain coordinators within the region as well as to the Camarilla Council. There is often little or no direct communication between some domains separated by large geographic areas, so this report is critical to maintaining a regional identity. These reports are due before midnight (local time) on the 15th of the following month.

The Regional Coordinator is responsible for performing prestige reviews that have been passed up from the domain or independent chapter level and, if the review is satisfactory, can award up to MC 11. For awards beyond that, the prestige review should be passed to the National Coordinator.

Within a region, conflicts will occasionally arise among members, sometimes even from different regions, and in this case it is the regional coordinator's responsibility to try to resolve the issue. Additionally, the Regional Coordinator handles any appeals of decisions made by a Domain Coordinator or disputes involving a domain coordinator's actions in office. The Arbitration Board handles any appeals of decisions made by a Regional Coordinator or disputes involving a regional coordinator's actions in office.

The Regional Coordinator also acts as the region's treasurer, and is responsible for tracking and maintaining the region's finances. While this duty may be delegated, the final financial responsibility remains the regional coordinator's should problems arise. This liability does not extend to any funds being managed directly by White Wolf.

It is generally impossible for a single member to manage every detail of a region's administration. At this level, assistants are less of an option and more a requirement. Some possible Assistant Regional Coordinator (ARC) positions are:

- ARC Solitary Members and Chapters (or ARC Outreach)—This position may perform duties similar to a Domain Coordinator, but for independent chapters. They may also serve as the direct coordinator for members that are not part of a chapter due to distance or other matters.
- ARC Service/Charities—This position may act as the one to start, oversee and coordinate region-wide charities or fund-raisers.
- ARC Prestige—This position may work in concert with the ANC Prestige and handle all prestige reviews at the regional level.
- ARC Tech or Web Presence—This position will be responsible for the creation and upkeep of the region's website. Now more than ever the website is a very important part of providing information and serving as a fixed reference point for all to see.
- ARC Publications—This position may be responsible for assembling, editing, and publishing the regional newsletter.
- ARC Conflict Resolution (or ARC Arbitration)—This position may be responsible for the formal hearing requests and/or appeals that reach the regional level.

These positions may be used, divided, combined, or remain unused at the option of each individual Regional Coordinator. The RC selects each member to serve in an



ARC position, generally from a pool of applicants after a public announcement. Each must then be reviewed and approved by the National Coordinator within 30 days of being selected by the Regional Coordinator. ARCs should have regular contact with the RC and should file a report by the 10th of the following month as to what they have been doing for the last month, as a written record for future reference.

Unless the Regional Coordinator chooses to step down and relinquish their position early, a member serves a two-year term as RC. At the end of this term, a new election is held, though the same member may apply again. The RC may be removed from office before their term expires through a regional-level referendum, or by a resolution of the Camarilla Council.

NATIONAL COORDINATOR

The National Coordinator (NC) is the head of administration for a nation. A positive attitude, solid negotiating skills, and good communication skills are a must in this position. The National Coordinator is the officer who lets the Camarilla Council know how and what each nation is doing within the organization. The National Coordinator is also responsible for managing the regional coordinators.

Any member of the Camarilla USA may apply as a candidate in an election for National Coordinator, though candidates without coordinator experience on a regional or higher level may be removed at the discretion of the Club Director. Each Regional Coordinator in the US is eligible to vote in the election. The election is administered by the Club Director (or designated assistant).

The duties of the National Coordinator are to:

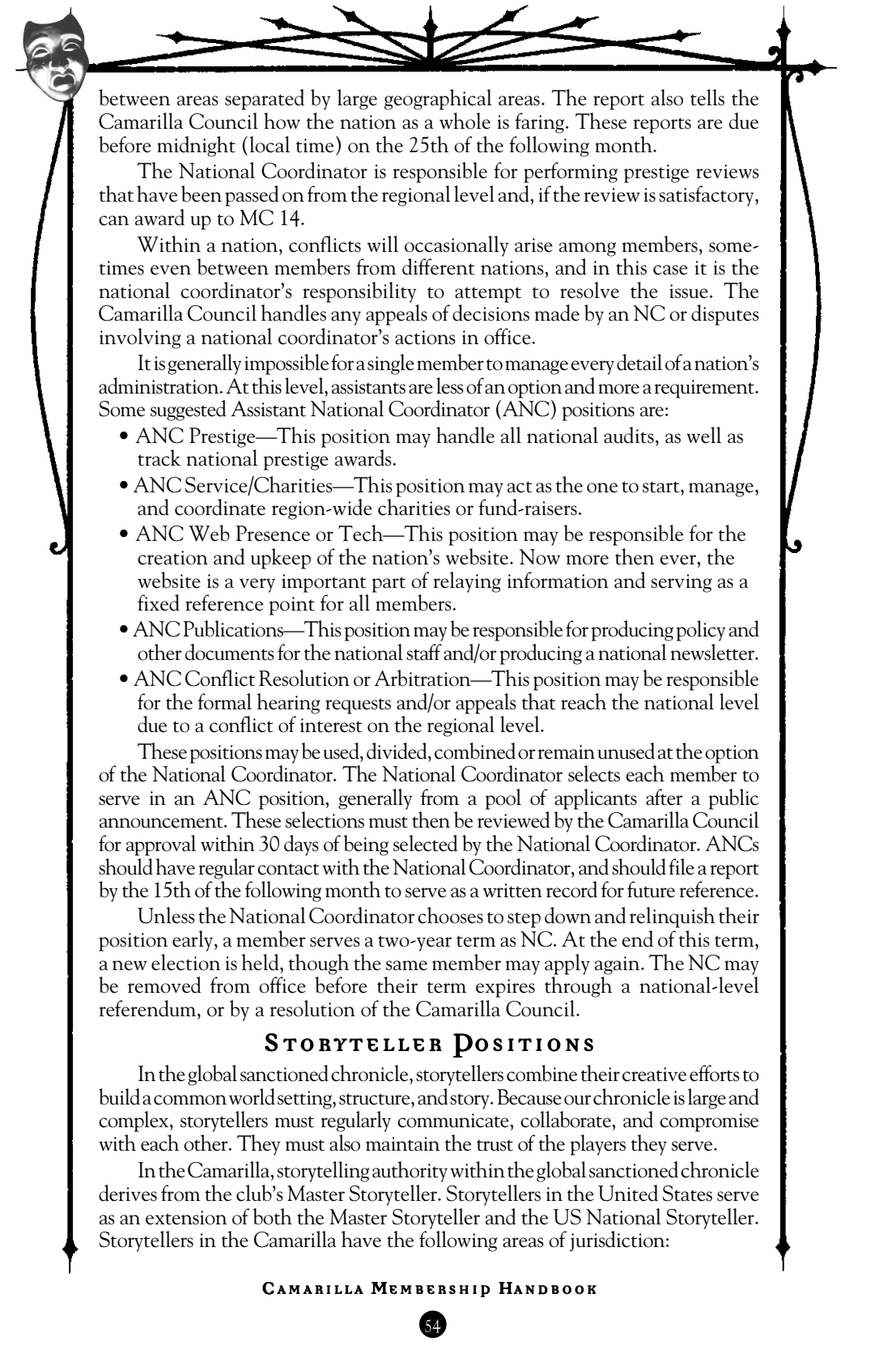
- Communicate between the member of the Camarilla USA, the Camarilla Council and the Club Director.
- Report monthly on the status of the Nation.
- Coordinate with the National Conventions Administrator to choose sites for national events
- Help members track their prestige, and to report that prestige to the organization
- Help facilitate conflict resolution between members (see the section in this handbook on conflict resolution).
- Provide leadership and guidance for the nation.
- Create and maintain an identity for the nation.

The NC also has authority to:

- Award General (also called Open), Regional and National Prestige within the limits presented in the Prestige section.
- Review prestige logs for all member class advancements and awards of MC 12-14.
- Provide disciplinary action of national members, including suspensions of up to six months and stripping of up to four levels of member class.
- Receive four loaned levels of member class while in office, up to MC 13.

Facilitating communication within a nation is essential to keep the nation running smoothly. It is the national coordinator's job to help the nation's membership publicize their events within the nation. The National Coordinator should also act as a contact point between the Camarilla Council, the Club Director, and members of the Camarilla USA.

The monthly status report is necessary so that those below you know how other regions in your nation are doing, as there tends to be little communication



between areas separated by large geographical areas. The report also tells the Camarilla Council how the nation as a whole is faring. These reports are due before midnight (local time) on the 25th of the following month.

The National Coordinator is responsible for performing prestige reviews that have been passed on from the regional level and, if the review is satisfactory, can award up to MC 14.

Within a nation, conflicts will occasionally arise among members, sometimes even between members from different nations, and in this case it is the national coordinator's responsibility to attempt to resolve the issue. The Camarilla Council handles any appeals of decisions made by an NC or disputes involving a national coordinator's actions in office.

It is generally impossible for a single member to manage every detail of a nation's administration. At this level, assistants are less of an option and more a requirement. Some suggested Assistant National Coordinator (ANC) positions are:

- ANC Prestige—This position may handle all national audits, as well as track national prestige awards.
- ANC Service/Charities—This position may act as the one to start, manage, and coordinate region-wide charities or fund-raisers.
- ANC Web Presence or Tech—This position may be responsible for the creation and upkeep of the nation's website. Now more than ever, the website is a very important part of relaying information and serving as a fixed reference point for all members.
- ANC Publications—This position may be responsible for producing policy and other documents for the national staff and/or producing a national newsletter.
- ANC Conflict Resolution or Arbitration—This position may be responsible for the formal hearing requests and/or appeals that reach the national level due to a conflict of interest on the regional level.

These positions may be used, divided, combined or remain unused at the option of the National Coordinator. The National Coordinator selects each member to serve in an ANC position, generally from a pool of applicants after a public announcement. These selections must then be reviewed by the Camarilla Council for approval within 30 days of being selected by the National Coordinator. ANCs should have regular contact with the National Coordinator, and should file a report by the 15th of the following month to serve as a written record for future reference.

Unless the National Coordinator chooses to step down and relinquish their position early, a member serves a two-year term as NC. At the end of this term, a new election is held, though the same member may apply again. The NC may be removed from office before their term expires through a national-level referendum, or by a resolution of the Camarilla Council.

STORYTELLER POSITIONS

In the global sanctioned chronicle, storytellers combine their creative efforts to build a common world setting, structure, and story. Because our chronicle is large and complex, storytellers must regularly communicate, collaborate, and compromise with each other. They must also maintain the trust of the players they serve.

In the Camarilla, storytelling authority within the global sanctioned chronicle derives from the club's Master Storyteller. Storytellers in the United States serve as an extension of both the Master Storyteller and the US National Storyteller. Storytellers in the Camarilla have the following areas of jurisdiction:



Storyteller	Scope of Authority
Venue storyteller	A genre within the domain or independent chapter
Domain storyteller	Geographic boundaries of the domain
Regional storyteller	Geographic boundaries of the region
National storyteller	Geographic boundaries of the US
Master storyteller	Anywhere in the world

Within the global sanctioned chronicle, each elected storyteller has within their storytelling jurisdiction, the authority to:

- Establish local chronicle continuity and history within the parameters defined by supervising storytellers.
- Design and implement suitable plotlines.
- Create and introduce appropriate Storyteller-controlled characters; the storyteller may portray these characters or assign members to portray them.
- Run games, downtime scenes, and proxies that affect global sanctioned chronicle.
- Interpret rules for scenes and make other necessary storytelling decisions.
- Freeze a scene or characters.
- Sanction characters for participation in the global sanctioned chronicle.
- Review and approve special requests up to their level of authority.
- Award experience traits to characters and track purchases.
- Require a player to provide full character sheet, experience trait log, and character background.
- Conduct investigations for game-related issues and enact storyteller-based disciplinary actions. See disciplinary action section for details.
- Hire assistants and delegate these authorities, in whole or part, to them.
- Conduct pre-game character check-in to ensure the characters conform to the venue style sheet and are suitable for the game.

Storytellers can exercise this authority as needed anywhere underneath their jurisdiction. They may also overturn or modify the decisions of any storyteller within their jurisdiction.

PLOT LINES

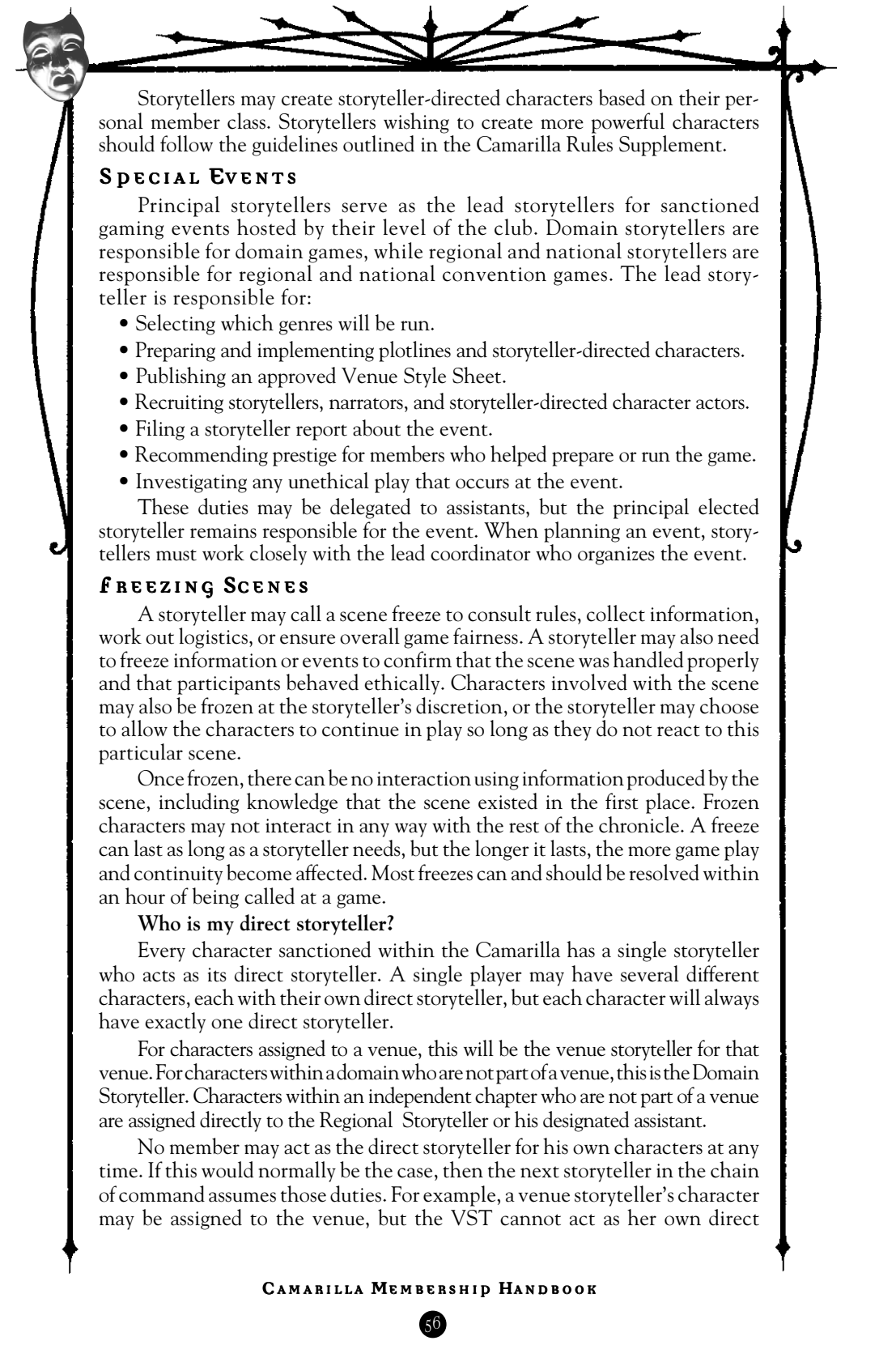
Storytellers maintain the Camarilla’s global sanctioned chronicle and weave player-generated stories together. Plotlines within a global game tend to spread further and faster than in a small local game. Therefore, when storytellers create plotlines, they should carefully consider the following:

- Paradigms of the genre as published by White Wolf
- Established continuity within the local or global sanctioned chronicle
- Styles of play listed on approved Venue Style Sheets
- Viability of the venue and genre

Supervising storytellers may modify or entirely veto plotlines within their jurisdiction. In order to preserve global continuity and metaplot, storytellers may require certain plotlines to be run within their jurisdiction.

NON-PLAYER CHARACTERS

Storytellers may create storyteller-directed characters (often called NPCs) to add depth to the global sanctioned chronicle. Storytellers may portray these characters themselves or assign them to players.



Storytellers may create storyteller-directed characters based on their personal member class. Storytellers wishing to create more powerful characters should follow the guidelines outlined in the Camarilla Rules Supplement.

SPECIAL EVENTS

Principal storytellers serve as the lead storytellers for sanctioned gaming events hosted by their level of the club. Domain storytellers are responsible for domain games, while regional and national storytellers are responsible for regional and national convention games. The lead storyteller is responsible for:

- Selecting which genres will be run.
- Preparing and implementing plotlines and storyteller-directed characters.
- Publishing an approved Venue Style Sheet.
- Recruiting storytellers, narrators, and storyteller-directed character actors.
- Filing a storyteller report about the event.
- Recommending prestige for members who helped prepare or run the game.
- Investigating any unethical play that occurs at the event.

These duties may be delegated to assistants, but the principal elected storyteller remains responsible for the event. When planning an event, storytellers must work closely with the lead coordinator who organizes the event.

FREEZING SCENES

A storyteller may call a scene freeze to consult rules, collect information, work out logistics, or ensure overall game fairness. A storyteller may also need to freeze information or events to confirm that the scene was handled properly and that participants behaved ethically. Characters involved with the scene may also be frozen at the storyteller's discretion, or the storyteller may choose to allow the characters to continue in play so long as they do not react to this particular scene.


Once frozen, there can be no interaction using information produced by the scene, including knowledge that the scene existed in the first place. Frozen characters may not interact in any way with the rest of the chronicle. A freeze can last as long as a storyteller needs, but the longer it lasts, the more game play and continuity become affected. Most freezes can and should be resolved within an hour of being called at a game.

Who is my direct storyteller?

Every character sanctioned within the Camarilla has a single storyteller who acts as its direct storyteller. A single player may have several different characters, each with their own direct storyteller, but each character will always have exactly one direct storyteller.

For characters assigned to a venue, this will be the venue storyteller for that venue. For characters within a domain who are not part of a venue, this is the Domain Storyteller. Characters within an independent chapter who are not part of a venue are assigned directly to the Regional Storyteller or his designated assistant.

No member may act as the direct storyteller for his own characters at any time. If this would normally be the case, then the next storyteller in the chain of command assumes those duties. For example, a venue storyteller's character may be assigned to the venue, but the VST cannot act as her own direct



storyteller—in that case, the Domain Storyteller will act as their direct storyteller. In a few cases (such as a Domain Storyteller with a character who is not assigned to a venue, or a venue storyteller's character in an independent chapter assigned to their own venue), the Regional Storyteller will act as the direct storyteller.

A character's direct storyteller:

- Assists players with character construction.
- Maintains the official and accurate record the character sheet and history.
- Tracks earned experience traits and approves experience trait expenditures.
- May approve any low-level requests.
- Initiates review of all other special character requests.

Your direct storyteller tracks your character and maintains the official character sheet. If there is ever a discrepancy between a player's copy and the direct storyteller's copy, then the direct storyteller's records are considered correct and accurate.

SUPERVISING STORYTELLERS

Supervising storytellers possess the following authorities within their storytelling jurisdiction, but each should be used judiciously:

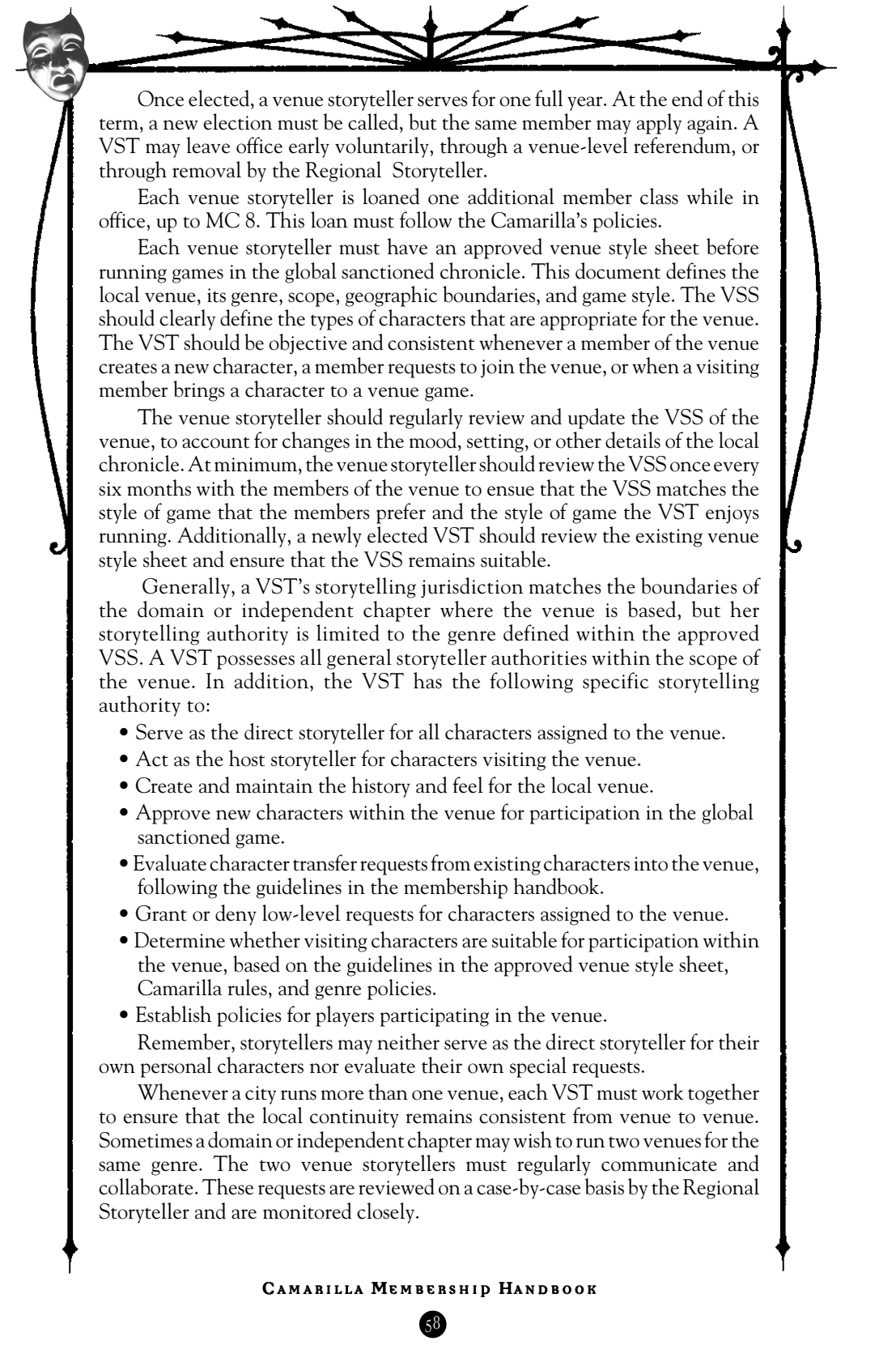
- Clarify or adjust the storytelling jurisdiction of any storyteller below them in their chain—whether as an assistant or elected—to prevent conflicts of jurisdiction between storytellers.
- Assume storytelling jurisdiction for a character, a plotline, an NPC, item, or investigation.
- Modify or entirely veto plotlines within their jurisdiction.
- Require certain plotlines to be run within their jurisdiction, in order to preserve global continuity.

VENUE STORYTELLERS

A venue storyteller (VST) is the principal elected storyteller for a local venue within the global sanctioned chronicle. In the Camarilla, venue storytellers run the majority of sanctioned games and serve as the direct storyteller for most characters. The VST prepares and runs games that entertain the venue's members as well as visiting members who bring suitable characters.

Most venue storytellers focus on one genre. However, it is possible for a member to hold multiple VST positions within the same domain or independent chapter, as long as each venue has an approved Venue Style Sheet (VSS).

Independent chapters and domains may host venues. When players decide to form a new venue, they must elect a venue storyteller. Any member of the venue (as defined in the venue section) may be a candidate in a VST election. The Domain Storyteller (or Regional Storyteller if the venue is within an independent domain) conducts the election. Each member of the venue may cast one vote during the election, regardless of how many characters they have in the venue. For more details on the application and voting process, see those sections of this membership handbook.



Once elected, a venue storyteller serves for one full year. At the end of this term, a new election must be called, but the same member may apply again. A VST may leave office early voluntarily, through a venue-level referendum, or through removal by the Regional Storyteller.

Each venue storyteller is loaned one additional member class while in office, up to MC 8. This loan must follow the Camarilla's policies.

Each venue storyteller must have an approved venue style sheet before running games in the global sanctioned chronicle. This document defines the local venue, its genre, scope, geographic boundaries, and game style. The VSS should clearly define the types of characters that are appropriate for the venue. The VST should be objective and consistent whenever a member of the venue creates a new character, a member requests to join the venue, or when a visiting member brings a character to a venue game.


The venue storyteller should regularly review and update the VSS of the venue, to account for changes in the mood, setting, or other details of the local chronicle. At minimum, the venue storyteller should review the VSS once every six months with the members of the venue to ensure that the VSS matches the style of game that the members prefer and the style of game the VST enjoys running. Additionally, a newly elected VST should review the existing venue style sheet and ensure that the VSS remains suitable.

Generally, a VST's storytelling jurisdiction matches the boundaries of the domain or independent chapter where the venue is based, but her storytelling authority is limited to the genre defined within the approved VSS. A VST possesses all general storyteller authorities within the scope of the venue. In addition, the VST has the following specific storytelling authority to:

- Serve as the direct storyteller for all characters assigned to the venue.
- Act as the host storyteller for characters visiting the venue.
- Create and maintain the history and feel for the local venue.
- Approve new characters within the venue for participation in the global sanctioned game.
- Evaluate character transfer requests from existing characters into the venue, following the guidelines in the membership handbook.
- Grant or deny low-level requests for characters assigned to the venue.
- Determine whether visiting characters are suitable for participation within the venue, based on the guidelines in the approved venue style sheet, Camarilla rules, and genre policies.
- Establish policies for players participating in the venue.

Remember, storytellers may neither serve as the direct storyteller for their own personal characters nor evaluate their own special requests.

Whenever a city runs more than one venue, each VST must work together to ensure that the local continuity remains consistent from venue to venue. Sometimes a domain or independent chapter may wish to run two venues for the same genre. The two venue storytellers must regularly communicate and collaborate. These requests are reviewed on a case-by-case basis by the Regional Storyteller and are monitored closely.



A VST possesses the following specific duties and responsibilities to the venue's members and to other storytellers:

- Entertain the venue's members and visiting members with great stories.
- Help players learn MET rules, the genre's details, and the Camarilla's setting.
- Organize and be responsible for the storytelling of all games within the venue.
- Assist members create characters appropriate to the venue.
- Run games that fit with the style of the approved and published venue style sheet, updating the VSS whenever necessary or appropriate.
- Maintain a venue chronicle.
- Mentor new players and also assistant venue storytellers.
- Evaluate all special requests for characters assigned to the venue.
- Ensure that the local venue remains aligned with the Camarilla's global sanctioned chronicle, its rules, and policies.
- Collaborate with fellow storytellers.
- File a monthly report to the supervising storyteller on or before the 1st of each month.
- Meet the ongoing requirements of supervising storytellers.

VST reports are due on the first day of each month, and cover the details of the previous month. The monthly status report should include the following details:

- A list of assistants and their duties.
- Prestige recommendations for all assistants and also members who provided storytelling support.
- A list of games hosted during the month.
- A brief summary of in-game events in the venue.
- Details of ongoing projects.
- Summary of active and proposed plotlines.
- Any problems or questions for the supervising storyteller.
- Formal record of any investigations or disciplinary actions.

Supervising storytellers may have additional requirements on where to file reports or on what information to include.

DOMAIN STORYTELLERS

As the first principal elected supervisor in the storytelling chain, the Domain Storyteller (DST) leads the storytelling activities of an entire domain and coordinates all of its venues. The Domain Storyteller is usually an experienced storyteller who can serve as mentor, mediator, and voice of reason for VSTs within the domain. While a venue storyteller runs games for a specific venue, the Domain Storyteller ensures that the venues within the domain run smoothly with each other and with the global sanctioned chronicle. The DST oversees all cross-venue stories, and handles all aspects of the domain's story not contained within any venue. The DST may implement plotlines that affect more than a single venue or multiple genres.

Any member of the domain may be a candidate in a DST election, and every member of the domain may cast one vote in the DST election. This election is administered by the Regional Storyteller or her designated assistant. For more details on the application and voting process, see those sections of this membership handbook.



Once elected, a Domain Storyteller serves for one full year. At the end of this term, a new election must be called, but the same member may apply again. A DST may leave office early voluntarily, through a domain-level referendum, or removal by the National Storyteller.

Each Domain Storyteller is loaned two additional member classes while in office, up to MC 11. This loan must follow the Camarilla's policies.

Generally, a DST's storytelling jurisdiction matches the boundaries of the domain, and it extends across all venues. A DST possesses all general storyteller authorities and supervising storyteller authorities within the boundaries of the domain. In addition, the DST has the authority to:

- Serve as the direct storyteller for any of the domain's VSTs who have characters assigned to their venues.
- Determine and maintain the history and vision for the domain's chronicle.
- Handle all cross-venue interactions, including influences, in order to ensure a single consistent chronicle across all venues and genres.
- Serve as the direct storyteller for characters within the domain but that are not assigned to a venue.
- Perform mid-level review for special character requests and venue style sheets.
- Grant or deny Mid-level requests for characters within the domain.
- Revoke or suspend any previously approved venue style sheet within the domain.
- Establish policies for players and storytellers within the domain.

Each Domain Storyteller possesses the following specific duties and responsibilities to the domain's members and to other storytellers:

- Provide narrative consistency within and across the domain's venues.
- Coordinate the efforts of the domain's VSTs.
- Align local venues with the Camarilla's global sanctioned chronicle, rules, and policies.
- Support venue storytellers and answer their questions.
- Promote fair and ethical game play within the domain.
- Recruit and train new storytellers how to storytell in the Camarilla's global sanctioned chronicle.
- Organize and be responsible for the storytelling of any domain level events.
- Establish policies for players and storytellers within the domain.
- Collaborate with fellow storytellers.
- File a monthly report to the Regional Storyteller on or before the 7th of each month.
 - Meet the ongoing requirements of supervising storytellers. DST reports are due on the seventh day of each month and cover the details of the previous month. The monthly status report should include:
 - A list of assistants and their duties.
 - Prestige recommendations for all venue storytellers, assistant domain storytellers, and members who provided storytelling support.
 - A list of games hosted during the month.
 - A brief summary of major in-game events in each venue.
 - Details of ongoing projects.

- Summary of active and proposed plotlines.
- Any problems or questions for the Regional Storyteller.
- Formal record of any investigations or disciplinary action.

Supervising storytellers may have additional requirements on where to file reports or what information to include.

Remember, storytellers cannot evaluate their own character's special requests.

REGIONAL STORYTELLER

The Regional Storyteller is the principal elected storyteller who weaves the storytelling efforts of an entire region into a compelling story that fits within the global and national settings. Most regional storytellers are highly experienced storytellers within the global sanctioned chronicle, and they may have run individual venues or served as domain storytellers. They use this experience to guide the regional chronicle, to mentor storytellers, and to encourage players to step beyond local venues and explore the larger aspects of the global sanctioned game.

The Camarilla builds its global sanctioned chronicle from many individual local venues, and the Regional Storyteller serves as the bridge between the local and global aspects of storytelling. A Regional Storyteller helps players and storytellers from individual local venues build a shared story. The Regional Storyteller specializes in issues of game balance, continuity integration, and chronicle management. These issues are often quite complex and often require difficult storytelling decisions. Therefore, the Regional Storyteller should have a solid understanding of the White Wolf genres, the global sanctioned chronicle, and storytelling theory.

Any member of the region may apply as a candidate for RST, although candidates with little or no prior storyteller experience are frequently removed at the discretion of the National Storyteller prior to the election. Each Domain Storyteller within the region is eligible to vote in the election. Each ten members (or fraction thereof) in the domain entitle the DST to one vote. Domain membership is determined by the official membership records on the election's announcement date. The National Storyteller (or a designated assistant) administers the election. For more details on the application and election process, see those sections of this membership handbook.

Once elected, a Regional Storyteller serves for two full years. At the end of this term, a new election must be called, but the same member may apply again. The RST may leave office early voluntarily, through a regional-level referendum, or through removal by the Camarilla Council or the Master Storyteller.

Each Regional Storyteller is loaned three additional member classes while in office, up to MC 13. This loan must follow the Camarilla's policies.

A regional storyteller's jurisdiction matches the boundaries of the region and includes all genres. The RST possesses all general storyteller authorities and supervising storyteller authorities within the boundaries of the region. In addition, the RST has the authority to:

- Determine the history and vision for the region's chronicle.
- Guide each genre's storytelling activities.
- Approve or deny a proposed venue style sheets.
- Revoke or suspend a previously approved venue style sheet.
- Serve as the direct storyteller for venue storytellers in independent chapters.



- Grant or deny Mid-level special requests for characters within independent chapters.
- Grant or deny Mid-level special requests for a DST's characters.
- Perform High-level review for special character requests.
- Grant or deny High-level requests for characters within the region.
- Establish regional policies for the players and storytellers within the region.
- Rewrite sanctioned continuity as needed, including altering or deleting scenes from established game continuity.

In the Camarilla, only a regional, national, or Master Storyteller has the authority to rewrite continuity and/or entire scenes. No other levels of storytellers possess this authority within the global sanctioned chronicle. This storytelling tool is generally only used to repair extreme situations of chronicle imbalance or unethical behavior.

The RST possesses the following specific duties and responsibilities to the region's members and to other storytellers:

- Weave local venue chronicles into the regional chronicle and ensure that they remain aligned with the Camarilla's global sanctioned chronicle, its rules, and policies.
- Coordinate the efforts of the region's storytellers.
- Support domain storytellers and answer their questions.
- Promote fair and ethical game play.
- Mentor domain storytellers and regional assistants.
- Organize and be responsible for the storytelling of any regional level events.
- Collaborate with fellow storytellers.
- File a monthly report to the National Storyteller on or before the 15th of each month.
- Meet the ongoing requirements of supervising storytellers.

RST reports are due on the fifteenth day of each month and cover the details of the previous month. The monthly status report should include the following details:


- A list of assistants and their duties.
- Prestige recommendations for all DSTs, ARSTs, and members who provided storytelling support.
- A list of sanctioned venues within the region, including VST contact information.
- A brief summary of major in-game for each genre across the region.
- Details of ongoing projects.
- Summary of active and proposed plotlines.
- Any problems or questions for the National Storyteller.
- Formal record of any investigations or disciplinary actions.

Supervising storytellers may have additional requirements on where to file reports or information to include.

Remember, storytellers may not evaluate their own characters' special requests.

NATIONAL STORYTELLER

The National Storyteller (NST) is the principal elected storyteller who serves as the head of the storytelling hierarchy within a nation. The National Storyteller exercises storytelling jurisdiction over the entire nation in all genres.



The National Storyteller establishes the national chronicle's vision and serves as perhaps the most visible representative of storytelling within the nation. In this way, the National Storyteller serves as a leader, spokesperson, and ambassador for the club's global sanctioned chronicle.

The Camarilla has thousands of members in the United States, so the National Storyteller relies on a team of experienced assistant storytellers to manage genres, run national NPCs, and complete storytelling projects. The National Storyteller must successfully define and delegate projects as well as supervise the efforts of many storytellers at once.

The National Storyteller serves as member of the Camarilla Council, as described within the Constitution. Additionally, the National Storyteller represents the interests of the national chronicle, its storytellers, and its players to other national storytellers and the Master Storyteller.

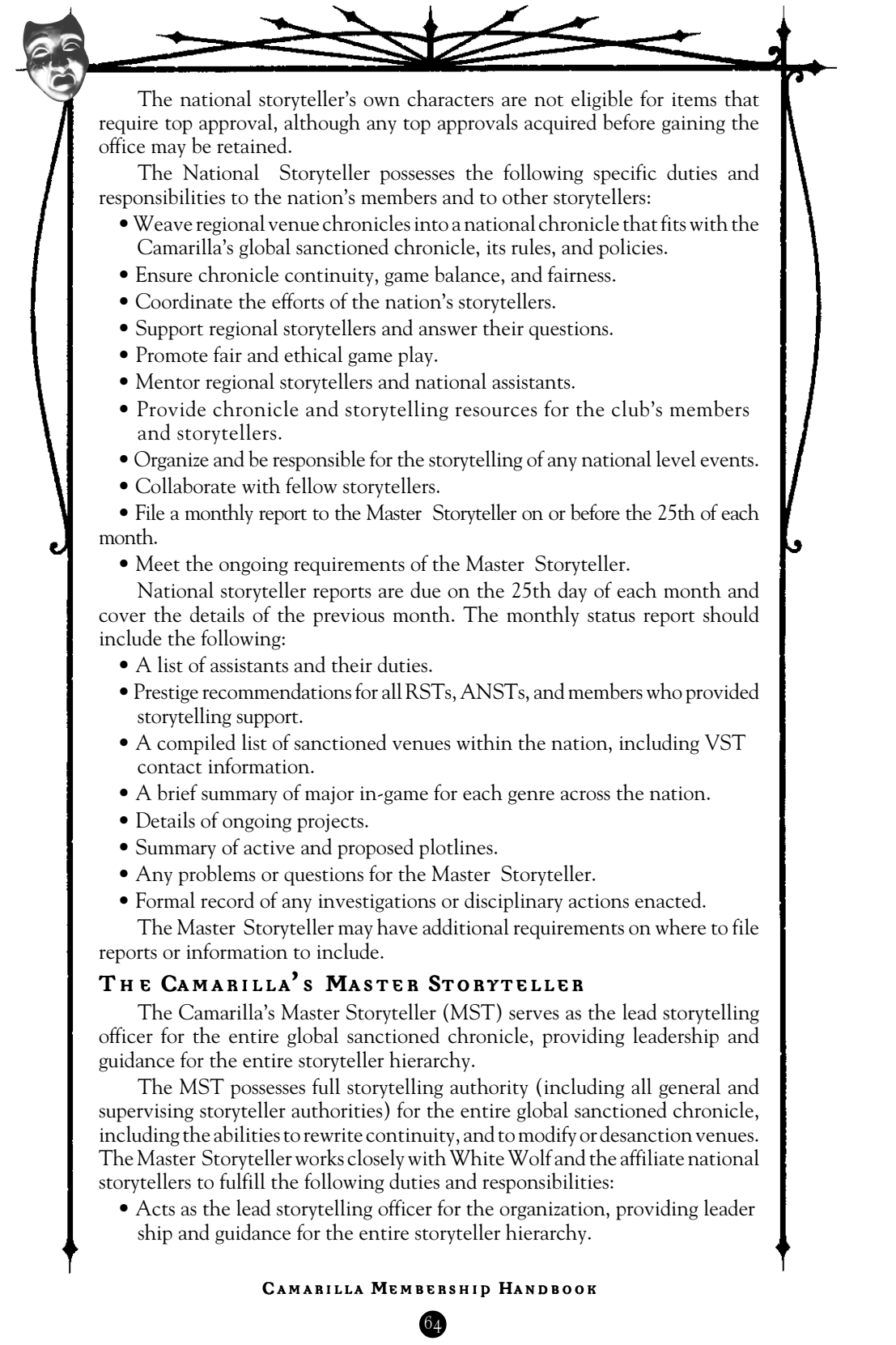
Any member within the US may apply as a candidate for National Storyteller, although candidates with little or no prior storyteller experience are frequently removed at the discretion of the Master Storyteller prior to the election. Each Regional Storyteller within is eligible to vote in the election. The Master Storyteller (or a designated assistant) administers the election. For more details on the application and election process, see those sections of this membership handbook.

Once elected, the National Storyteller serves for two full years. At the end of this term, a new election must be called, but the same member may apply again. The NST may leave office early voluntarily, through a national-level referendum, or removal by the Camarilla Council or the Master Storyteller.

The National Storyteller is loaned four additional member classes while in office, up to MC 13. This loan must follow the Camarilla's policies.

The national storyteller's jurisdiction matches the boundaries of the nation and includes all genres. The NST possesses all general storyteller authorities and supervising storyteller authorities within the boundaries of the nation. In addition, the National Storyteller has the authority to:

- Determine the history and vision for the nation's chronicle.
- Guide each genre's storytelling activities.
- Control national-level in-character organizations (such as the federal government, FBI, NASA, etc.) and direct their actions on every level, from local to national.
- Revoke or suspend a previously approved venue style sheet.
- Change an approved venue style sheet in order to maintain the overall continuity of the organization's game.
- Create national rules addenda and present them to the Master Storyteller for approval.
- Grant or deny Top-level special requests for characters.
- Grant or deny High-level special requests for a regional storyteller's characters.
- Establish national policies for players and storytellers.
- Rewrite sanctioned continuity as needed, including altering or deleting scenes from established game continuity.



The national storyteller's own characters are not eligible for items that require top approval, although any top approvals acquired before gaining the office may be retained.

The National Storyteller possesses the following specific duties and responsibilities to the nation's members and to other storytellers:

- Weave regional venue chronicles into a national chronicle that fits with the Camarilla's global sanctioned chronicle, its rules, and policies.
- Ensure chronicle continuity, game balance, and fairness.
- Coordinate the efforts of the nation's storytellers.
- Support regional storytellers and answer their questions.
- Promote fair and ethical game play.
- Mentor regional storytellers and national assistants.
- Provide chronicle and storytelling resources for the club's members and storytellers.
- Organize and be responsible for the storytelling of any national level events.
- Collaborate with fellow storytellers.
- File a monthly report to the Master Storyteller on or before the 25th of each month.
- Meet the ongoing requirements of the Master Storyteller.

National storyteller reports are due on the 25th day of each month and cover the details of the previous month. The monthly status report should include the following:

- A list of assistants and their duties.
- Prestige recommendations for all RSTs, ANSTs, and members who provided storytelling support.
- A compiled list of sanctioned venues within the nation, including VST contact information.
- A brief summary of major in-game for each genre across the nation.
- Details of ongoing projects.
- Summary of active and proposed plotlines.
- Any problems or questions for the Master Storyteller.
- Formal record of any investigations or disciplinary actions enacted.

The Master Storyteller may have additional requirements on where to file reports or information to include.

THE CAMARILLA'S MASTER STORYTELLER

The Camarilla's Master Storyteller (MST) serves as the lead storytelling officer for the entire global sanctioned chronicle, providing leadership and guidance for the entire storyteller hierarchy.

The MST possesses full storytelling authority (including all general and supervising storyteller authorities) for the entire global sanctioned chronicle, including the abilities to rewrite continuity, and to modify or desanction venues. The Master Storyteller works closely with White Wolf and the affiliate national storytellers to fulfill the following duties and responsibilities:

- Acts as the lead storytelling officer for the organization, providing leadership and guidance for the entire storyteller hierarchy.

- Develops and administers the global continuity with the assistance of affiliate NSTs.
- Works with White Wolf and the affiliate NST's to develop rules for the Camarilla's global sanctioned chronicle.
- Appoints and manages a global storytelling staff to provide resources to the affiliate national storytellers.
- Produces materials to aid in the training of storytelling staff.
- Works with White Wolf and Affiliate NST's to integrate new material into the Camarilla chronicle.
- Oversees reporting throughout the storytelling chain.
- Directs all global-level NPCs and White Wolf signature storyteller-directed characters.
- Provides a monthly summary report of storytelling activities throughout the global organization.

Any member of the Camarilla, from the US or other affiliate nations, may apply as a candidate for MST. The Club Director appoints the Master Storyteller from those applications received and recommended by the affiliate national storytellers. The term of office of the Master Storyteller is indefinite and at the sole discretion of White Wolf.

The Master Storyteller is loaned five additional member classes while in office, up to MC 13. This loan must follow the Camarilla's policies.

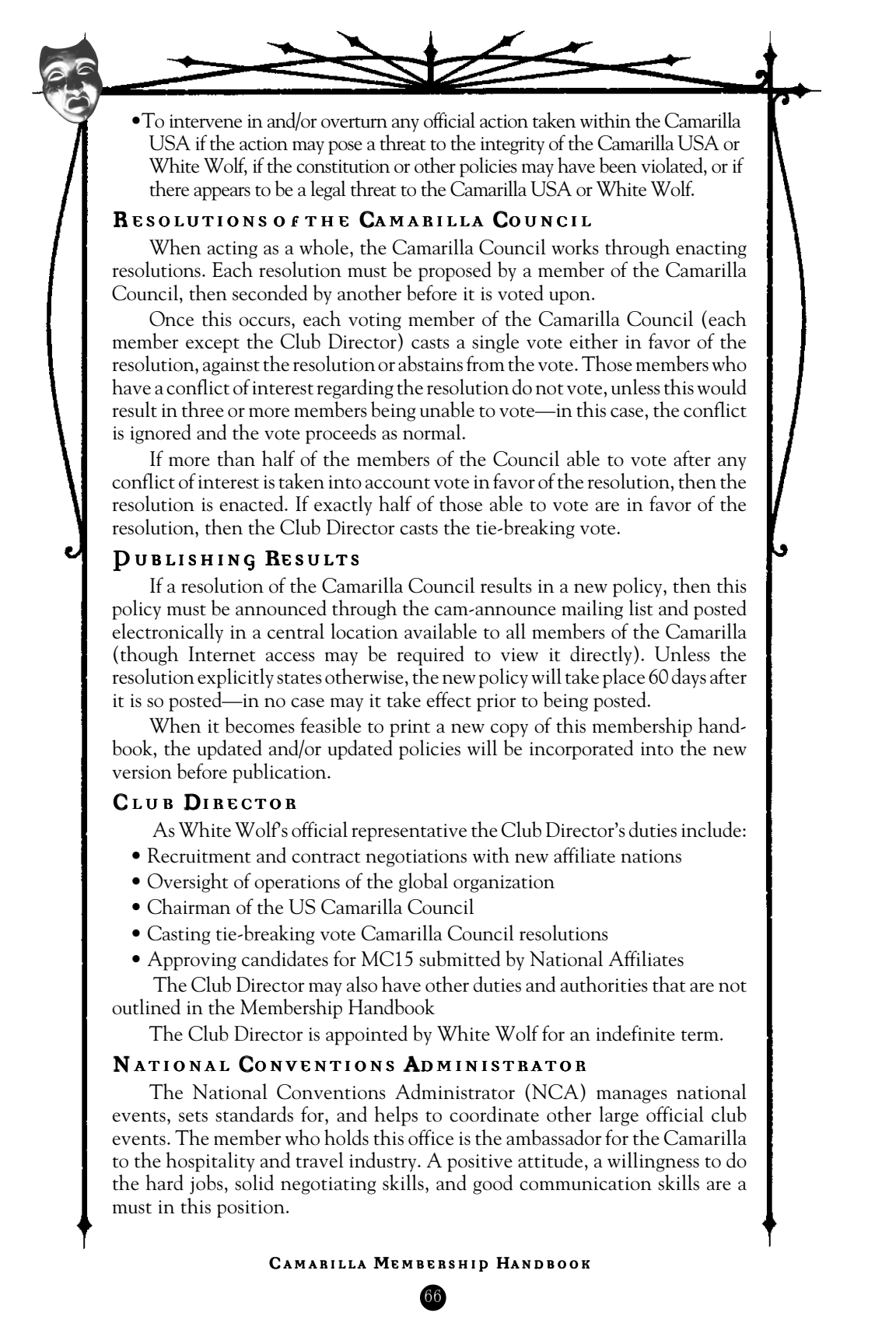
THE CAMARILLA COUNCIL

The Camarilla Council is the chief governing body of the Camarilla USA. They set national policy, make national-level decisions, and have several significant authorities that are reserved for the Camarilla Council acting as a whole. Quite possibly their most important duty is the maintenance of this membership handbook.

The Camarilla Council is made up of seven members: the Club Director, the National Coordinator (described in the coordinator section), the National Storyteller (also previously described in the storyteller section), and the four national administrators described later in this section.

POWERS OF THE CAMARILLA COUNCIL

- When acting as a whole, the Camarilla Council holds the authority to:
- Set or modify the geographical boundaries of any region, domain or independent chapter.
- Modify this membership handbook or enact, change, or remove any other national policy, procedure, or process.
- Determine whether a proposed amendment to the constitution of the Camarilla USA is feasible, and thus whether it will be voted upon by the membership.
- Remove or appoint any member in the Camarilla USA from or to any office.
- Award or remove any member benefit or reward granted at any level unless specifically granted by the constitution for the Camarilla USA.
- Recommend members to Club Director for award of MC15.
- Act as the final arbiter of the interpretation of the constitution, bylaws, or any other policy of the Camarilla USA.
- Enact disciplinary action up to and including expulsion from the Camarilla USA.

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- To intervene in and/or overturn any official action taken within the Camarilla USA if the action may pose a threat to the integrity of the Camarilla USA or White Wolf, if the constitution or other policies may have been violated, or if there appears to be a legal threat to the Camarilla USA or White Wolf.

RESOLUTIONS OF THE CAMARILLA COUNCIL

When acting as a whole, the Camarilla Council works through enacting resolutions. Each resolution must be proposed by a member of the Camarilla Council, then seconded by another before it is voted upon.

Once this occurs, each voting member of the Camarilla Council (each member except the Club Director) casts a single vote either in favor of the resolution, against the resolution or abstains from the vote. Those members who have a conflict of interest regarding the resolution do not vote, unless this would result in three or more members being unable to vote—in this case, the conflict is ignored and the vote proceeds as normal.

If more than half of the members of the Council able to vote after any conflict of interest is taken into account vote in favor of the resolution, then the resolution is enacted. If exactly half of those able to vote are in favor of the resolution, then the Club Director casts the tie-breaking vote.

PUBLISHING RESULTS

If a resolution of the Camarilla Council results in a new policy, then this policy must be announced through the cam-announce mailing list and posted electronically in a central location available to all members of the Camarilla (though Internet access may be required to view it directly). Unless the resolution explicitly states otherwise, the new policy will take place 60 days after it is so posted—in no case may it take effect prior to being posted.

When it becomes feasible to print a new copy of this membership handbook, the updated and/or updated policies will be incorporated into the new version before publication.

CLUB DIRECTOR

As White Wolf's official representative the Club Director's duties include:

- Recruitment and contract negotiations with new affiliate nations
- Oversight of operations of the global organization
- Chairman of the US Camarilla Council
- Casting tie-breaking vote Camarilla Council resolutions
- Approving candidates for MC15 submitted by National Affiliates

The Club Director may also have other duties and authorities that are not outlined in the Membership Handbook

The Club Director is appointed by White Wolf for an indefinite term.

NATIONAL CONVENTIONS ADMINISTRATOR

The National Conventions Administrator (NCA) manages national events, sets standards for, and helps to coordinate other large official club events. The member who holds this office is the ambassador for the Camarilla to the hospitality and travel industry. A positive attitude, a willingness to do the hard jobs, solid negotiating skills, and good communication skills are a must in this position.



This position is appointed by the Club Director from a pool of qualified applicants selected by the national council and has an indefinite term of office.

The national conventions administrator determines all ANCA positions, which must be reviewed by the Camarilla Council for approval within 30 days. ANCAs should have regular contact with the NCA and should file a report by the 15th of the following month as to what they have been doing for the last month as a written record for future reference.

A “large event” is any Camarilla event that meets one or more of the following criteria:

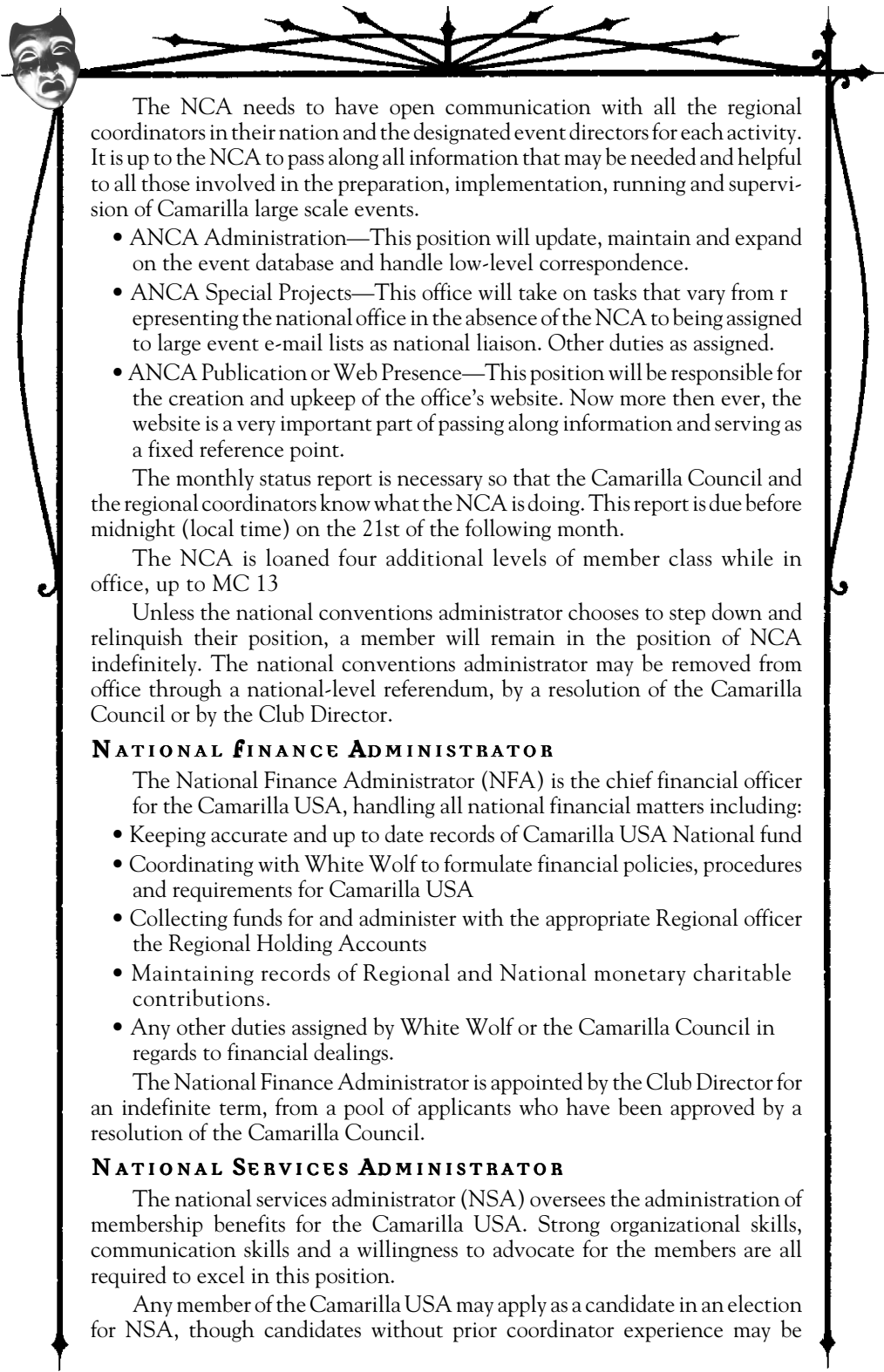
- Wishes to be recognized as a Camarilla sponsored event for purposed of prestige awards.
- Involves a hotel contract for more than 40 total room nights.
- Results in awards of national prestige.
- Any event that is eligible for the 100 prestige cap as defined in the Prestige Guidelines as a Camarilla-sponsored convention.
- Any special event sponsored by the NCA or delegated to the NCA by the National Coordinator or the national council as a whole.
- Any special event which the NCA has accepted as a project at the request of a Regional Coordinator(s).

The duties of the national conventions administrator are to:

- Facilitate communication between various event directors, the general membership and the Camarilla Council.
- Report monthly on the status of events under their supervision to the National Coordinator.
- Secure sites for national events.
- Tally, award, and report prestige awards related to large events.
- Track, and be liable for any finances associated with national events, and to review and approve the budget of any other large events.
- Set standards for bidding, staffing, planning, executing, and wrap-up associated with large events, and make these standards available upon request.
- Be available to any RC, NC or event director to assist with any aspect of managing an event.
- Document events for future reference.
- Create and maintain a Camarilla Events web page.

The NCA also has certain explicit authorities:

- Award general, regional and national prestige within the limits presented in the Prestige section.
- Provide disciplinary action of Camarilla members, including suspensions of up to six months and stripping of up to four levels of member class for issues that arise at large events.
- Facilitating communication within the nation and various regions is essential to keep the affiliate running smoothly. It is the NCA’s job to help the nation’s membership publicize their events within the nation and to other nations. The NCA should also act as a contact point between the nation and industry publications for publicity of events, as well as the hospitality industry.



The NCA needs to have open communication with all the regional coordinators in their nation and the designated event directors for each activity. It is up to the NCA to pass along all information that may be needed and helpful to all those involved in the preparation, implementation, running and supervision of Camarilla large scale events.

- ANCA Administration—This position will update, maintain and expand on the event database and handle low-level correspondence.
- ANCA Special Projects—This office will take on tasks that vary from representing the national office in the absence of the NCA to being assigned to large event e-mail lists as national liaison. Other duties as assigned.
- ANCA Publication or Web Presence—This position will be responsible for the creation and upkeep of the office's website. Now more than ever, the website is a very important part of passing along information and serving as a fixed reference point.

The monthly status report is necessary so that the Camarilla Council and the regional coordinators know what the NCA is doing. This report is due before midnight (local time) on the 21st of the following month.

The NCA is loaned four additional levels of member class while in office, up to MC 13

Unless the national conventions administrator chooses to step down and relinquish their position, a member will remain in the position of NCA indefinitely. The national conventions administrator may be removed from office through a national-level referendum, by a resolution of the Camarilla Council or by the Club Director.

NATIONAL FINANCE ADMINISTRATOR

The National Finance Administrator (NFA) is the chief financial officer for the Camarilla USA, handling all national financial matters including:


- Keeping accurate and up to date records of Camarilla USA National fund
- Coordinating with White Wolf to formulate financial policies, procedures and requirements for Camarilla USA
- Collecting funds for and administer with the appropriate Regional officer the Regional Holding Accounts
- Maintaining records of Regional and National monetary charitable contributions.
- Any other duties assigned by White Wolf or the Camarilla Council in regards to financial dealings.

The National Finance Administrator is appointed by the Club Director for an indefinite term, from a pool of applicants who have been approved by a resolution of the Camarilla Council.

NATIONAL SERVICES ADMINISTRATOR

The national services administrator (NSA) oversees the administration of membership benefits for the Camarilla USA. Strong organizational skills, communication skills and a willingness to advocate for the members are all required to excel in this position.

Any member of the Camarilla USA may apply as a candidate in an election for NSA, though candidates without prior coordinator experience may be



removed at the discretion of the Club Director. Each Regional Coordinator in the US is eligible to vote in the election.

The election is administered by the Club Director (or designated assistant).

The duties of the national services administrator are:

- Assist in maintaining and correcting the membership database for the Camarilla USA.
- Ensure that members have access to the exams as described in the Education section of this Handbook.

The NSA also has certain explicit authorities:

- Award general, regional and national prestige within the limits presented in the Prestige section.
- The NSA is loaned four additional levels of member class while in office, up to MC 13.

The monthly status report is necessary so that the Camarilla Council and the regional coordinators know what the NSA is doing. This report is due before midnight (local time) on the 21st day of the following month.

The national services administrator determines all ANSA positions, which must be reviewed by the Camarilla Council for approval within 30 days. ANSAs should have regular contact with the NSA and should file a report by the 15th of the following month as to what they have been doing for the last month as a written record for future reference.

Unless the NSA chooses to step down and relinquish their position early, a member serves a two-year term as NSA. At the end of this term, a new election is held, though the same member may apply again.

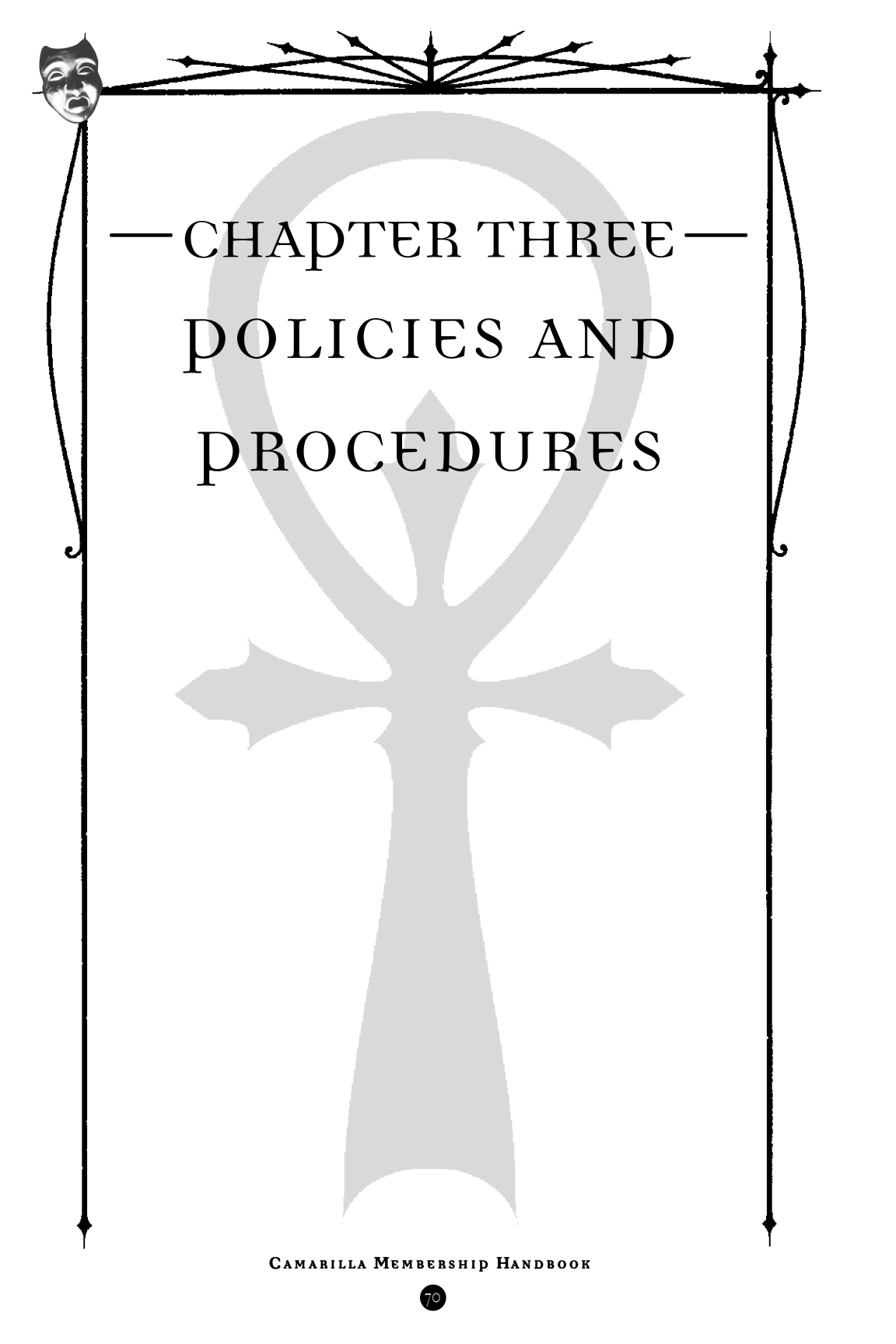
The NSA may be removed from office before their term expires through a referendum, or by a resolution of the Camarilla Council.

Any member of the Camarilla USA may apply as a candidate in an election for national services administrator, though candidates without prior experience as an officer on a regional or higher level may be removed. Each Regional Coordinator in the US is eligible to vote in the election. The election is administered by the Club Director (or a designated assistant).

NATIONAL TECHNICAL ADMINISTRATOR

The National Technical Administrator (NTA) is responsible for maintaining the electronic media of the organization such as e-mail lists, IRC (Internet relay chat), web pages and the like.

Any member of the Camarilla USA may apply as a candidate in an election for national technical administrator, though candidates without prior experience as an officer on a regional or higher level may be removed. Each Regional Coordinator in the US is eligible to vote in the election. The election is administered by the Club Director (or a designated assistant).

A decorative border surrounds the page. At the top left is a stylized mask. At the top center is a sunburst or starburst design. The border is composed of thin black lines with decorative flourishes at the corners and midpoints. In the background, a large, light gray stylized cross or caduceus symbol is centered. The symbol has a circular top, a vertical stem, and four horizontal arms with pointed ends.

— CHAPTER THREE —
POLICIES AND
PROCEDURES



SPECIAL POLICIES

DISCIPLINARY ACTIONS

Each coordinator and storyteller within the Camarilla shares responsibility for keeping our club fair and enjoyable for our membership. Members are expected to follow the rules and policies of the club. Inappropriate behavior always reduces other members' enjoyment and impairs the reputation of the Camarilla as a whole. Therefore, officers should investigate inappropriate conduct and act whenever it seems necessary.

Members are also encouraged to report inappropriate behavior to the appropriate presiding officer, whether storyteller or coordinator. If no one speaks up, the Camarilla suffers. Coordinators and storytellers may enact disciplinary action within the scope and limits of their offices.

Disciplinary action may be enacted after a formal hearing, after an investigation, or whenever a presiding officer directly witnesses inappropriate conduct.

The Camarilla uses disciplinary action to dissuade inappropriate behavior and encourage changes in that behavior. Disciplinary action should be designed to promote a positive change in the member's behavior.

PRELIMINARY EVIDENCE

When an officer hears of inappropriate conduct, the first step is to evaluate the preliminary evidence. If an officer has credible soft evidence (gossip or hearsay, i.e. something which cannot be proven) or any hard evidence (direct witnesses, paper trail, etc.), an investigation should begin.

At this point, an officer should keep an open mind and avoid forming conclusions. Rumors and allegations should never be a reason for disciplinary action without an investigation.

INVESTIGATION

Investigations must be conducted by an officer with jurisdiction, determined by either of the following cases:

- The member is within the officer's normal scope of office.
- The member attended an event where the officer served as presiding coordinator or storyteller, and the investigation concerns actions at that event.

If more than one member is involved in the investigation, it can be investigated jointly by more than one officer or by an officer with jurisdiction over all members involved. If an officer has a reason to believe that an investigation is necessary but does not have the jurisdiction to handle it themselves, the matter should be referred to an officer who does have that jurisdiction.

Before handing down a disciplinary action, the officer should first be sure to have the whole story. A decision should rarely, if ever, be made without first speaking with the member in question to make sure that the entire episode is not based on a mistake or misunderstanding. In most cases, the issue is not particularly urgent and the officer should take the time to speak with all parties involved and review any evidence available before making a decision.

When opening an investigation, the investigating officer should notify the member being investigated and their coordinator (and storyteller, if this is a



storytelling issue), clearly defining the scope of the investigation. Investigations should be focused on specific issues or incidents and should never turn in to fishing expeditions just to find something the member did incorrectly.

During the course of an investigation, the officer should collect hard evidence such as written statements from direct witnesses, copies of character sheets (for game-related issues), and logs of online chats. The member being investigated should have the opportunity to respond to the allegations and to provide additional evidence or witnesses.

Investigations should be handled promptly and kept confidential to the involved parties and officers who need to know. Show respect to members under investigation.

OFFICIAL WARNINGS

If a member makes a minor and unintentional mistake because of ignorance or misinformation, then an official warning may be the only action necessary to correct the situation. Most members wish to follow club guidelines and will change their behavior if given the opportunity.

Official warnings should be given in writing to the member and the member's supervising coordinator or storyteller as appropriate. The issuing officer should keep a copy of the official warning and also include a summary in their next report.

APPROPRIATE LEVEL OF ACTION

Officers may enact disciplinary action when a member's actions merit a greater response than an official warning. If a member has disregarded past warnings, willfully broken Camarilla rules, or committed a flagrant action, then disciplinary action is generally appropriate. This section discusses how to determine an appropriate penalty that fits the situation and focuses on preventing repeat incidents.

Disciplinary actions may affect a range of membership privileges, including but not limited to the following:


COORDINATOR ACTIONS:

- Reduction of a member's earned prestige points
- Suspension from any or all Camarilla activities for a period of time
- Ban from holding positions within the club
- Removing a member from a particular event
- Expulsion from the Camarilla

STORYTELLER ACTIONS:

- Awarding negative experience traits to one or more characters
- Removal of special approval items from one or more characters
- Suspending one or more characters from play for a period of time
- Permanently desanctioning one or more characters

See the job description section to learn more about the degree of disciplinary action that each level of officer can enact. Actions that affect characters, approvals and other in-game privileges are enacted by storytellers. Actions that affect membership status, prestige points, and other out-of-game privileges are enacted by coordinators. In cases where both may be warranted, the appropriate coordinator and storyteller should cooperate to issue a joint disciplinary action.



Additionally, if any situation warrants a greater disciplinary action than the investigating officer may enact, the officer may request a supervisor consider additional action.

The suggested consequences listed cover a wide range of possible severities. Not every situation warrants using every possible action, nor will every instance require the maximum severity available. Tailor each disciplinary action to match the severity of the offense.

Camarilla disciplinary action may affect any privilege granted by membership; however, it may not extend beyond membership privileges. Officers can ask a member to voluntarily consider an apology or other attempts for restitution for some harm done. Though such an action cannot be required, an officer may base a disciplinary action upon the member's willingness to make amends.

MINOR OFFENSES

We recognize that sometimes a careless mistake happens, a thoughtless action occurs, or a hasty word comes out. However, when they happen within the club, they deserve comment and warning so that they don't become patterns of behavior. For an action to merit only a warning, it should not have had a significant affect on other members.

- A character sheet was one to five points overspent
- Accidental use of out-of-character information in game
- Minor rudeness or name-calling at a Camarilla event
- A minor offense which was clearly accidental and which the player goes beyond the call of duty to correct

SUGGESTED CONSEQUENCES:

- A formal warning
- No experience traits awarded for the night

MODERATE OFFENSES

Moderate offenses have an impact on others. They may still be mistakes or lapses in judgment, but they deserve a response more substantial than a warning.

- A character sheet was six to ten points overspent
- Uses of out-of-character information in game that may disadvantage another character
- Portraying a special approval item without the appropriate level of approval
- Portraying a character without storyteller approval
- Arguing with an officer during an event, such as a storyteller during game
- A minor tantrum or outburst that is brought under control within three or four minutes
- A verbal or written personal attack in a public forum such as in front of witnesses or on an e-mail list
- Spreading harmful secondhand or false information about other members at a Camarilla event
- Minor violations of hotel policy at a Camarilla convention
- Two minor offenses during the same incident
- A minor offense which was repeated within a year after a formal warning or other disciplinary action



- A major offense which was clearly accidental and which the player goes beyond the call of duty to correct
Suggested consequences:
- No experience traits awarded for the month
- Up to six negative experience traits
- Removal of a character from play for up to a month
- Up to a two-week suspension
- Removal of up to 200 prestige points

MAJOR OFFENSES

These offenses are generally significant accidents or intentional violations of the rules that affect other members and the club as a whole.

- A character sheet is 11–25 points overspent
- Using a character to “avenge” or to retaliate against someone who may have been involved in the death or removal from game of one’s previous character
- Knowingly portraying a character that has been desanctioned
- Abusing the rules to take advantage of a new or unknowledgeable player
- A single tantrum or outburst at an event which is significantly disrupting to the event
- Knowingly violating a suspension from Camarilla activities
- Major or repeated violations of hotel policy during a Camarilla convention
- Claiming prestige for an action not actually performed
- Knowingly misrepresenting one’s member class
- Lying to conceal a breach of the rules
- Two minor offenses during the same incident
- A minor offense which was repeated within a year after a formal warning or other disciplinary action
- A severe offense which was clearly accidental and which the player goes beyond the call of duty to correct

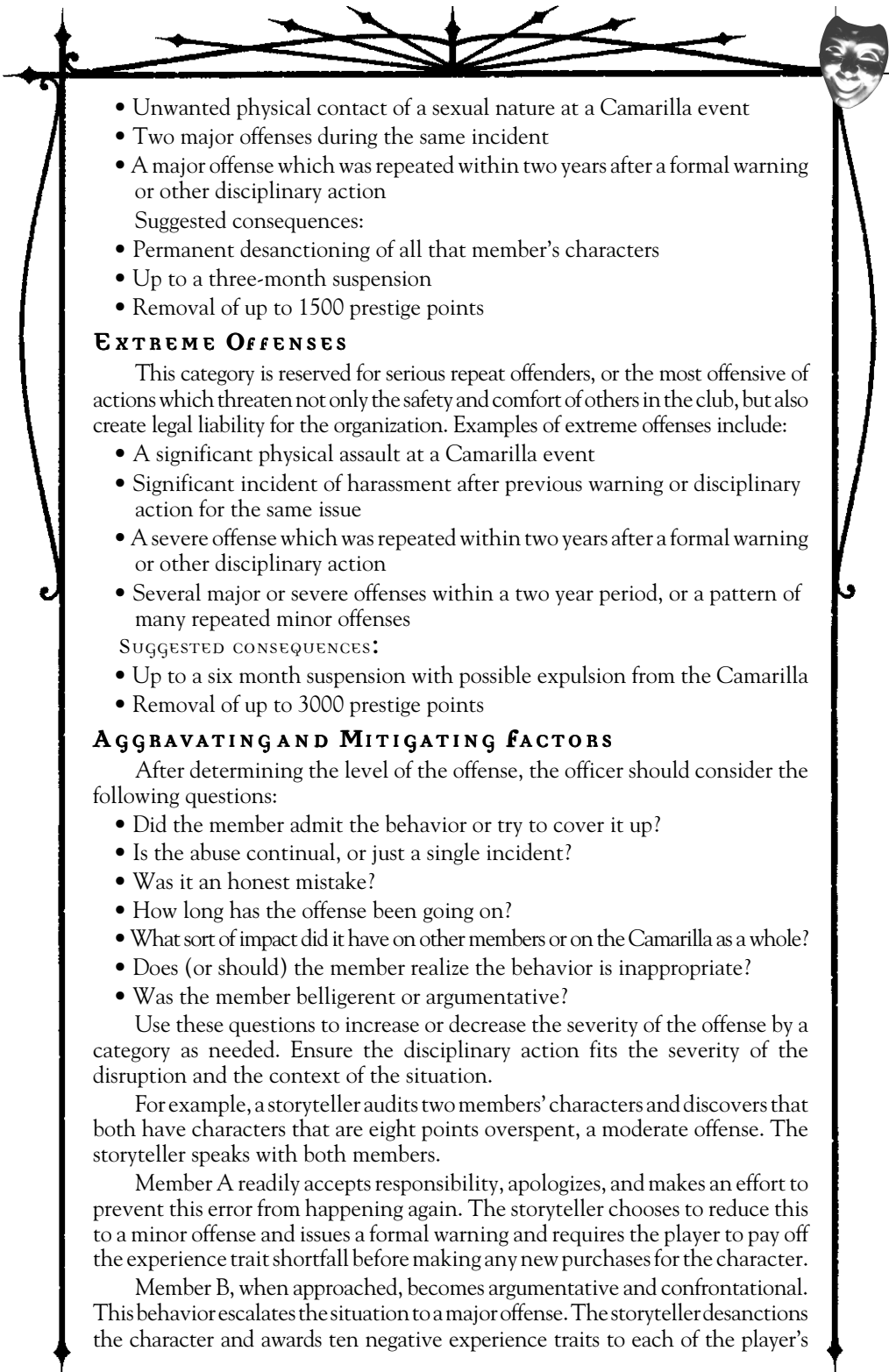
SUGGESTED CONSEQUENCES:

- Permanent desanctioning of the character involved
- No experience traits awarded that month to any of the member’s characters
- Negative experience traits awarded to other characters
- Limitations on special approval privileges for up to six months
- Inability to hold Camarilla offices for up to six months
- Up to a six-week suspension
- Removal of up to 750 prestige points

SEVERE OFFENSES

These are issues which cannot reasonably be an accident, and generally involve a willing and conscious decision to violate the rules of the club in a damaging way regardless of the consequences. Examples of severe offenses include:

- A character sheet that is more than 26 points overspent
- Deliberately forging an experience trait log, such as by predating the character’s creation date by a significant amount
- Openly threatening immediate harm to another member at a Camarilla event

- 
- Unwanted physical contact of a sexual nature at a Camarilla event
 - Two major offenses during the same incident
 - A major offense which was repeated within two years after a formal warning or other disciplinary action
Suggested consequences:
 - Permanent desanctioning of all that member's characters
 - Up to a three-month suspension
 - Removal of up to 1500 prestige points

EXTREME OFFENSES

This category is reserved for serious repeat offenders, or the most offensive of actions which threaten not only the safety and comfort of others in the club, but also create legal liability for the organization. Examples of extreme offenses include:

- A significant physical assault at a Camarilla event
- Significant incident of harassment after previous warning or disciplinary action for the same issue
- A severe offense which was repeated within two years after a formal warning or other disciplinary action
- Several major or severe offenses within a two year period, or a pattern of many repeated minor offenses

SUGGESTED CONSEQUENCES:

- Up to a six month suspension with possible expulsion from the Camarilla
- Removal of up to 3000 prestige points

AGGRAVATING AND MITIGATING FACTORS

After determining the level of the offense, the officer should consider the following questions:

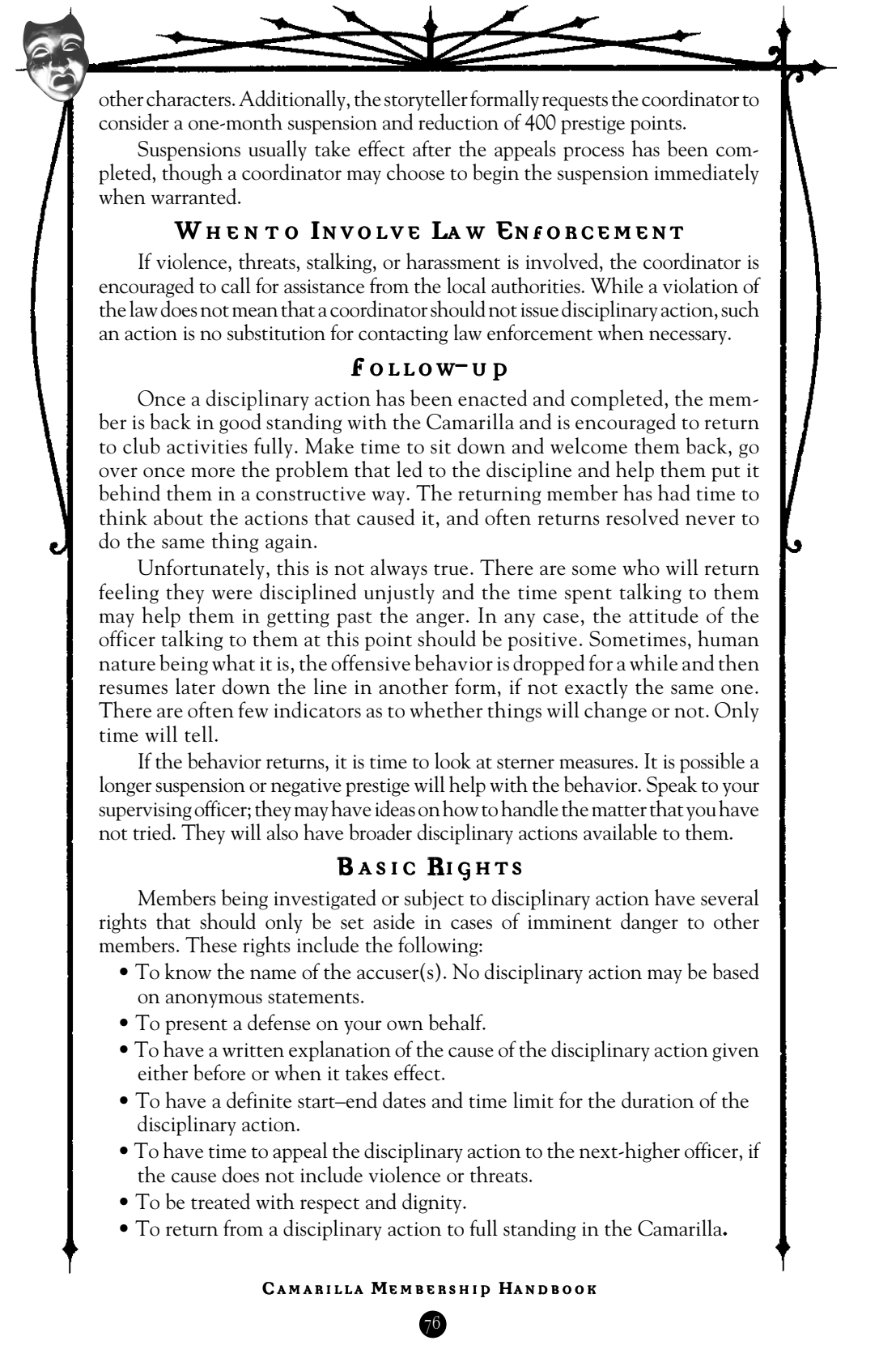
- Did the member admit the behavior or try to cover it up?
- Is the abuse continual, or just a single incident?
- Was it an honest mistake?
- How long has the offense been going on?
- What sort of impact did it have on other members or on the Camarilla as a whole?
- Does (or should) the member realize the behavior is inappropriate?
- Was the member belligerent or argumentative?

Use these questions to increase or decrease the severity of the offense by a category as needed. Ensure the disciplinary action fits the severity of the disruption and the context of the situation.

For example, a storyteller audits two members' characters and discovers that both have characters that are eight points overspent, a moderate offense. The storyteller speaks with both members.

Member A readily accepts responsibility, apologizes, and makes an effort to prevent this error from happening again. The storyteller chooses to reduce this to a minor offense and issues a formal warning and requires the player to pay off the experience trait shortfall before making any new purchases for the character.

Member B, when approached, becomes argumentative and confrontational. This behavior escalates the situation to a major offense. The storyteller desanctions the character and awards ten negative experience traits to each of the player's



other characters. Additionally, the storyteller formally requests the coordinator to consider a one-month suspension and reduction of 400 prestige points.

Suspensions usually take effect after the appeals process has been completed, though a coordinator may choose to begin the suspension immediately when warranted.

WHEN TO INVOLVE LAW ENFORCEMENT

If violence, threats, stalking, or harassment is involved, the coordinator is encouraged to call for assistance from the local authorities. While a violation of the law does not mean that a coordinator should not issue disciplinary action, such an action is no substitution for contacting law enforcement when necessary.

FOLLOW-UP

Once a disciplinary action has been enacted and completed, the member is back in good standing with the Camarilla and is encouraged to return to club activities fully. Make time to sit down and welcome them back, go over once more the problem that led to the discipline and help them put it behind them in a constructive way. The returning member has had time to think about the actions that caused it, and often returns resolved never to do the same thing again.


Unfortunately, this is not always true. There are some who will return feeling they were disciplined unjustly and the time spent talking to them may help them in getting past the anger. In any case, the attitude of the officer talking to them at this point should be positive. Sometimes, human nature being what it is, the offensive behavior is dropped for a while and then resumes later down the line in another form, if not exactly the same one. There are often few indicators as to whether things will change or not. Only time will tell.

If the behavior returns, it is time to look at sterner measures. It is possible a longer suspension or negative prestige will help with the behavior. Speak to your supervising officer; they may have ideas on how to handle the matter that you have not tried. They will also have broader disciplinary actions available to them.

BASIC RIGHTS

Members being investigated or subject to disciplinary action have several rights that should only be set aside in cases of imminent danger to other members. These rights include the following:

- To know the name of the accuser(s). No disciplinary action may be based on anonymous statements.
- To present a defense on your own behalf.
- To have a written explanation of the cause of the disciplinary action given either before or when it takes effect.
- To have a definite start–end dates and time limit for the duration of the disciplinary action.
- To have time to appeal the disciplinary action to the next-higher officer, if the cause does not include violence or threats.
- To be treated with respect and dignity.
- To return from a disciplinary action to full standing in the Camarilla.



ON-SITE ACTION

The presiding coordinator at any event always has the authority to remove any member from that event. This action must be reported in the coordinator's next report and to the member's direct coordinator as soon as possible.

In many cases, a situation requiring a member to be dismissed from an event will also warrant further disciplinary action. A coordinator receiving a report of this kind of action taken against a member within her jurisdiction should also begin a formal investigation to determine if further action is necessary.

INTERNATIONAL DISCIPLINARY ACTIONS

The National Coordinator, storyteller, or a designated assistant may enact disciplinary action upon a member visiting from another nation for any violations that occur during his stay in the US. Any appeals are handled through the methods appropriate for a national officer's decision in the member's home nation.

Of course, as noted, the presiding coordinator at any event can remove a member from that event regardless of jurisdiction. This includes members visiting from other nations.

CONFLICT OF INTEREST

WHAT IS A CONFLICT OF INTEREST?

A conflict of interest occurs when a reasonable person with knowledge of all the relevant facts would question the officer's impartiality on the matter. Possible sources of a conflict of interest include but are not limited to:

- The presiding officer has competing professional or personal obligations or personal interests that would make it difficult to fulfill his duties fairly
- An issue in which the presiding officer would receive a substantially greater benefit from one outcome than another
- Direct involvement in the situation

An officer should be willing to step aside from an issue in order to present the image of impartiality and fairness.

APPEALS

The Camarilla's officers are volunteers who regularly use their experience and best judgment to set policy, make decisions, and enact disciplinary actions. These decisions should be guided by the club's constitution, policy decisions from superior officers, and local laws. The Camarilla does not expect that every member will agree with every officer's decision. Therefore, members who are affected by an officer's official decision have the right to appeal.

Members should exercise some discretion when calling for appeals. Not every decision that affects you negatively should be appealed. Only those decisions which are clearly incorrect in the way they were made are likely to be reversed. An officer simply exercising her own best judgment in a way other than you feel you would rule, or even differently than her supervising officer, is not grounds to overturn a decision. So long as it is a reasonable course of action, that decision will stand. It should be noted, however, that a member may not be denied his right to appeal. Doing so may result in disciplinary action against the officer denying that appeal.



Only official decisions may be appealed. This includes:

- Rulings or official actions made by an officer
- Results of a formal hearing during the conflict resolution process
- Any disciplinary action
- An appeals decision made by a single officer

Only clearly incorrect decisions should be appealed. The Camarilla supports its officers when they make reasonable decisions based on their knowledge, experience, and best judgment.

All appeals must be made by a member directly affected by the decision. Decisions made by the Arbitration Board or the Camarilla Council as a whole cannot be appealed.

ASSISTANTS AND APPEALS

For appeals purposes, decisions made by an assistant shall be treated as if they were made by the elected officer they serve. However, elected officers may overturn the decisions of their assistants at any time.

For this purpose, appointed members of the Camarilla Council are treated as elected officers.

TO WHOM DO I APPEAL?

The first step in the appeals process is to determine what officer the decision should be appealed to. To do this, just consult the following table:

Decision was made by:	Appeal is reviewed by:
A chapter or venue officer	The Domain Coordinator or storyteller
A domain officer	The Regional Coordinator or storyteller
A regional officer	The Arbitration Board
A national officer	The Camarilla Council

Decisions made by coordinators are appealed to the appropriate coordinator. Decisions made by storytellers are appealed to the appropriate storyteller. If the officer reviewing the appeal has a conflict of interest, then it is handled by his supervisor. If this results in an appeal going to the supervisor of the National Coordinator or National Storyteller, then the Camarilla Council will select a neutral coordinator or storyteller to review the appeal.

HOW DO I INITIATE AN APPEAL?

To appeal a decision, you must submit a letter of appeal within 30 days of the decision to the original officer, the officer(s) to whom the decision is appealed, and to your direct coordinator. When appealing a formal hearing decision, the letter must also be sent to each party involved in the conflict resolution proceeding as well.

A member has one month from the time a decision is made to appeal that decision. Once that month has passed, an appeal can no longer be filed.

The letter of appeal must contain:

- A sentence describing the decision being appealed.
- A paragraph describing the situation that led to the decision being made.
- The original letter of arbitration, if applicable.

- A complete statement describing why the decision is believed to have been inappropriate. This statement must be complete, including any and all detailed evidence and documentation. No interview with the appealing member is required.
- Your contact information, full name, and Camarilla membership number.

It is recommended that disciplinary actions being appealed, when practical, not take effect until the appeal has been completed. This is, however, up to the officer enacting the disciplinary action on a case-by-case basis depending on the severity of the infraction, as the safety and comfort of all members must be considered as well. If the disciplinary action does begin immediately, this does not prevent the member from taking reasonable action to prepare an appeal.

WHAT HAPPENS NEXT?

The reviewing officer may spend up to a month reviewing the appeal and collecting information. The appeals decision should be based on whether the decision was made properly and not whether the reviewing officer would have made the same decision. A reviewing officer may uphold, modify, overturn, or amplify the decision. Unless the original decision was made improperly, the reviewing officer will likely uphold the original decision.

If an appeal takes longer than a month to resolve, the appellate officer should regularly update the involved parties on the appeal's progress. The appeal decision should be sent to member, the member's direct coordinator, and the officer whose decision was appealed. Decisions regarding a formal hearing should also be sent to all involved parties.

ARBITRATION BOARD

The Arbitration Board is an elected representative body of general members who review appeals of regional decisions. The domain storytellers and domain coordinators of a region together elect one member of the region to serve on the Arbitration Board. A 2/3 majority is required for the Arbitration Board to overturn a regional ruling. To prevent conflicts of interest, members of the Arbitration Board may not hold any other offices within the Camarilla. The Arbitration Board is only empowered to review appeals, and it has no other authority in the Camarilla.

Members of the Arbitration Board must recuse themselves from appeals that originate in their home region. However, if an appeal originates from more than three regions, this limitation is waived.

CONFLICT AND RESOLUTION

Sometimes a member may have a disagreement with another member, or may have concerns about an officer's decision or general performance. The Camarilla offers members ways to voice these concerns and seek resolution in a constructive manner.

The Camarilla relies upon three fundamental principles in resolving conflicts:

- Fair play across the board
- All members should be treated with dignity and respect
- Concerns can only be resolved when they are voiced officially

The following steps can guide you through any interpersonal or organizational disputes between yourself and a fellow member or officer:

- The 24-Hour Rule (when necessary)



- Open Discussion
- Mediation
- Formal Hearing
- Appeal (if needed)

Please note that this process is not used simply to object to a specific decision made by an officer of the club, or in cases where you may suspect deliberate unethical behavior. To appeal a specific decision, use the appeals process described in this handbook. If you wish to report specific violations of the rules or club policy, report them to the appropriate officer who will then decide whether to initiate an investigation.

GAME VS. REALITY

Please remember that players are different from the characters they portray. Don't be afraid to talk to another player about your concerns. Some of the most vicious characters are portrayed by very kind and considerate members who would be willing to step out of character and talk with you as a fellow member.

Be sure not to confuse game-based and reality issues. If your concerns revolve around the game, then it is likely a storytelling issue. If something affects you as a member of the club, then it is likely a coordinator issue. Some issues may impact both sides of the club and may require attention from both coordinators and storytellers.

Issues of cheating or unethical game play are investigated by storytellers. If you suspect something of this nature may be occurring, report your concerns to a storyteller for investigation.

Example:

“A spontaneous in-character rumor started that my character was of lower generation than she actually was. This was great story material; except that some members immediately took the situation out-of-character and complained that it was unfair that I was playing a character of lower generation than I was allowed. It ruined a lot of story potential and generated a bad feeling for everyone”

—Anonymous

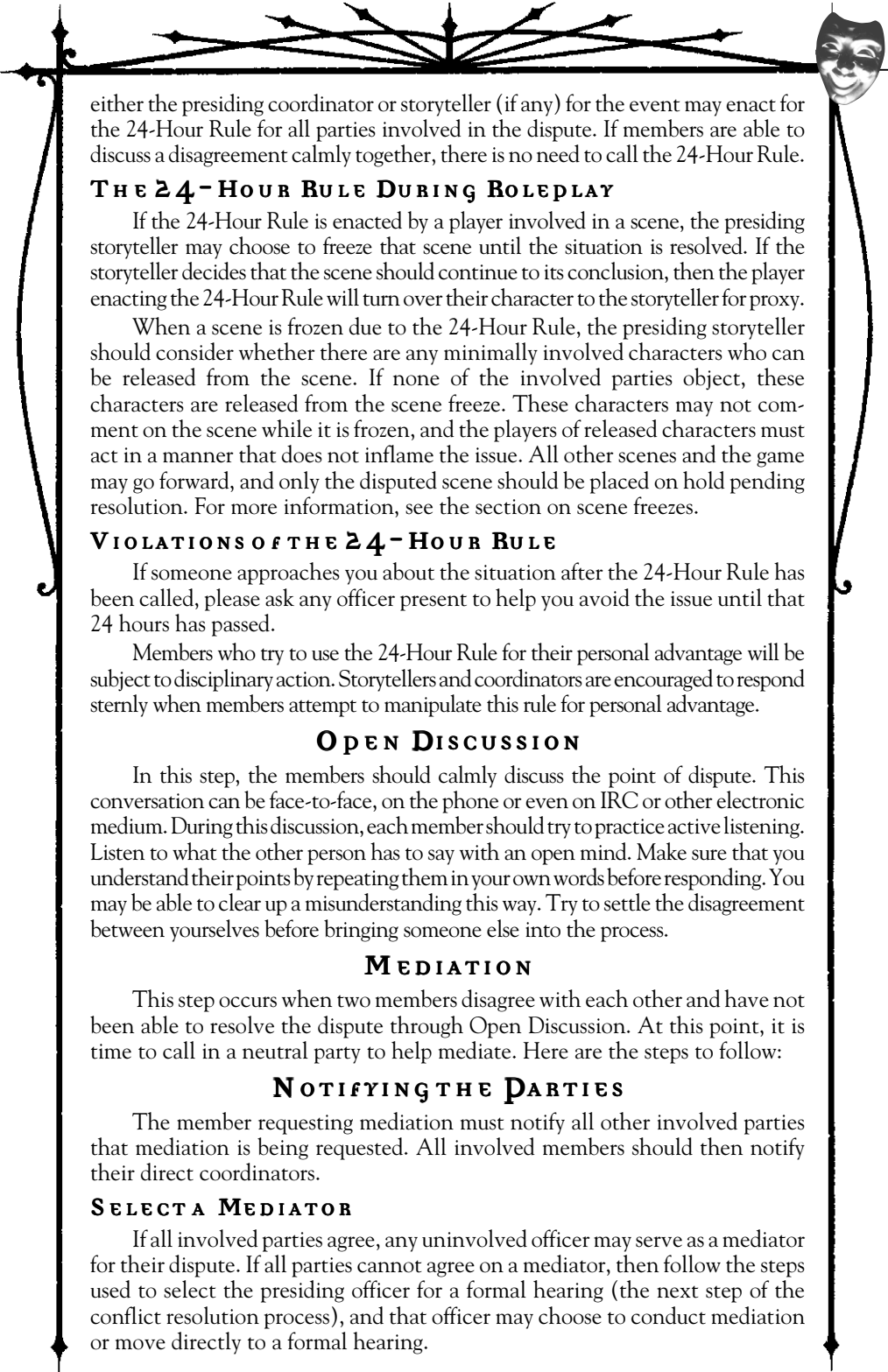
THE 24-HOUR RULE

Sometimes it is easy to get caught up in the emotions of a situation. Tempers can flare and the people involved may misunderstand or misinterpret what is said in the heat of the moment. Miscommunication can happen in person, over the phone, by e-mail, and in many other ways. In most situations, the best solution is to come back to the issue after tempers have cooled and some time has passed. It is amazing how yesterday's heated argument can seem quite harmless a day later. This is the reason for the 24-Hour Rule.

Generally, a 24-Hour Rule call applies to a specific situation or discussion. Once the 24-Hour Rule has been called, members should step away from the issue. Individuals involved in the dispute do not need to leave the event unless they cannot otherwise abide by this rule.

USING THE 24-HOUR RULE

If a tense situation arises between two or more members, any or all of them may choose to enact the 24-Hour Rule upon themselves at any time. In addition,



either the presiding coordinator or storyteller (if any) for the event may enact for the 24-Hour Rule for all parties involved in the dispute. If members are able to discuss a disagreement calmly together, there is no need to call the 24-Hour Rule.

THE 24-HOUR RULE DURING ROLEPLAY

If the 24-Hour Rule is enacted by a player involved in a scene, the presiding storyteller may choose to freeze that scene until the situation is resolved. If the storyteller decides that the scene should continue to its conclusion, then the player enacting the 24-Hour Rule will turn over their character to the storyteller for proxy.

When a scene is frozen due to the 24-Hour Rule, the presiding storyteller should consider whether there are any minimally involved characters who can be released from the scene. If none of the involved parties object, these characters are released from the scene freeze. These characters may not comment on the scene while it is frozen, and the players of released characters must act in a manner that does not inflame the issue. All other scenes and the game may go forward, and only the disputed scene should be placed on hold pending resolution. For more information, see the section on scene freezes.

VIOLATIONS OF THE 24-HOUR RULE

If someone approaches you about the situation after the 24-Hour Rule has been called, please ask any officer present to help you avoid the issue until that 24 hours has passed.

Members who try to use the 24-Hour Rule for their personal advantage will be subject to disciplinary action. Storytellers and coordinators are encouraged to respond sternly when members attempt to manipulate this rule for personal advantage.

OPEN DISCUSSION

In this step, the members should calmly discuss the point of dispute. This conversation can be face-to-face, on the phone or even on IRC or other electronic medium. During this discussion, each member should try to practice active listening. Listen to what the other person has to say with an open mind. Make sure that you understand their points by repeating them in your own words before responding. You may be able to clear up a misunderstanding this way. Try to settle the disagreement between yourselves before bringing someone else into the process.

MEDIATION

This step occurs when two members disagree with each other and have not been able to resolve the dispute through Open Discussion. At this point, it is time to call in a neutral party to help mediate. Here are the steps to follow:

NOTIFYING THE PARTIES

The member requesting mediation must notify all other involved parties that mediation is being requested. All involved members should then notify their direct coordinators.

SELECT A MEDIATOR

If all involved parties agree, any uninvolved officer may serve as a mediator for their dispute. If all parties cannot agree on a mediator, then follow the steps used to select the presiding officer for a formal hearing (the next step of the conflict resolution process), and that officer may choose to conduct mediation or move directly to a formal hearing.



Mediators possess no direct authority to make game rulings or enact disciplinary action as part of the mediation. This step is intended solely to help the members come to some sort of agreement between themselves.

SET A TIME AND DATE

The mediator should schedule a convenient time and notify all parties, allowing enough time for everyone to arrange their schedules. The mediator should also select a neutral meeting place. Generally, mediation should occur within a week of the request. Face-to-face meetings are preferred, but when email or IRC is used for mediation, all parties should retain logs.

THE MEDIATION PROCESS

Members involved in mediation should only discuss the issue with the mediator present or with their coordinator. Members should not try to win popular support for their positions. Mediators may request each party to write a short summary of the issue, which will help the mediator prepare for the session. Mediators may also research the situation independently. During the mediation session, each party should have a chance to speak without interruption, and the mediator may ask questions or seek clarification. The mediator then suggests ways for the parties to resolve the disagreement, abiding by the Code of Conduct and the rules of the Camarilla. Ideally, the disagreement ends and the members part on friendly terms.

MEDIATION AND OFFICERS

If the mediation topic directly concerns the general performance of an officer, the supervising officer should consider whether mediation is appropriate and beneficial. The supervising officer may choose to bypass mediation and proceed directly to a formal hearing. Officers may not be required to reveal sensitive or confidential information during any mediation process.

FORMAL HEARING

Formal hearings can occur between members who disagree or when a member has concerns about an officer's general performance as an officer. Members should not initiate this step without having first followed the appropriate preceding steps.


DETERMINE THE PRESIDING OFFICER

In conflicts between members, the lowest level coordinator who has jurisdiction over all parties conducts the hearing.

Members in conflict are:	Presiding Officer is:
In the same chapter	Chapter Coordinator
In the same domain	Domain Coordinator
In the same region	Regional Coordinator
In different regions	National Coordinator selects
In different nations	National Coordinators jointly select

If the hearing focuses on an officer's performance as an officer, the officer's direct supervisor should conduct the hearing.

At any level, the presiding officer may select an assistant to conduct the hearing. If the presiding officer is a party to the dispute or has a conflict of



interest, then that officer's supervisor should either conduct the hearing or select a neutral officer to do so. If the National Storyteller or National Coordinator would normally serve as the presiding officer but cannot do so for such a reason, then the Camarilla Council will select a neutral officer to conduct the hearing, often either the Club Director or the Master Storyteller.

FILE A FORMAL HEARING REQUEST

After determining the presiding officer, the member requesting a hearing should file a formal hearing request to all involved parties and the presiding officer. Each involved party then advises their direct coordinator of the hearing. This request should include the following details:

Note:

Letters may be sent by electronic means for efficiency, but if everyone does not have access, an official complaint may be made via a hard copy of the complaint letter sent in the mail or delivered by other means. All persons involved must be in receipt of the complaint. Mailing the letter with a return receipt requested for each copy mailed will help you insure that all persons involved received their copy. The arbitrating officer will notify you of the proper mailing address to send their copy to upon request.

- A statement that completely describes all aspects of the problem, including why no agreement was reached during the mediation stage.
- Copies of the original letters used during mediation (if any) must be sent to the presiding officer.
- A suggestion for resolution. This can be disciplinary action, a public apology, termination of office, or something else. This does not limit the presiding officer's decision in any way.
- A list of all persons involved and their contact information.
- Your signature (may be electronic), printed name and Camarilla membership number.
- A self-addressed, stamped envelope if a reply is requested by mail.

Matters that have not been resolved through open discussion or mediation are treated very seriously. Members who file hearing requests must voluntarily withdraw from all Camarilla activities that would put them in contact with the conflicting party or parties until the hearing has been resolved. The hearing's presiding officer may decide that more than one party needs to withdraw from Camarilla activities, but this decision must be made on a case-by-case basis.

FORMAL HEARING

The hearing's presiding officer determines the place and time of the hearing. The hearing may take place in person, by telephone, or via electronic media such as e-mail or IRC. Face-to-face meetings are preferred whenever practical. During the hearing process, all involved parties present their positions to the presiding officer, including any evidence or witness statements, and the presiding officer may question any or all participants. Generally, all participants are present during the hearing, but the presiding officer may choose to accept statements privately. Either method is acceptable and valid.



DECISION

After conducting the hearing, the presiding officer will make a decision about the dispute. The presiding officer may first conduct additional investigation or research relevant precedents. However, the final decision must be delivered to all involved parties and their coordinators within 30 days. A summary of the hearing and the decision must be included in the officer's next report.

The hearing's presiding officer may issue any decision that lies within their normal authority as an officer. If they have been appointed by an officer, they may act within that officer's authority, subject to review by the appointing officer. If the presiding officer feels that greater action is warranted, they can make formal recommendations to supervising coordinators and storytellers.

WHAT CAN THE CAMARILLA NOT ADDRESS WITH CONFLICT RESOLUTION?

If the conflict involves some kind of criminal activity, such as one that might violate the Camarilla sexual harassment policy, are encouraged to report criminal behavior to local authorities once the complaint can be substantiated. The possibility of a violation of a law does not stop the conflict resolution process or disciplinary action should there also be a violation of a Camarilla policy or the code of conduct, but this should never serve as a substitute for involving the proper authorities.

The Camarilla itself is not able to charge a member with criminal activity against another member, but a coordinator may encourage a member to get help from authorities if they or another member feel they are in danger or if the law has been clearly broken. For example, if one member clearly assaults another, the coordinator may contact local authorities to report the assault and is free to encourage the assaulted member to press charges. What must be kept in mind is the maximum comfort and enjoyment of all members of the Camarilla.

Activities that are against local laws or place other members in fear of harm can result in dismissal from the Camarilla. An individual's membership may only be revoked by the Camarilla Council, the Club Director or White Wolf Publishing, Inc.

INTERNATIONAL CONFLICTS AND RESOLUTION

Since the Camarilla is a global fan club, members from different nations may come into conflict with each other. Members should follow all appropriate steps for their disagreement. If the issue requires a formal hearing, the national coordinators will determine how to resolve the issue.

ELECTION PROCEDURE

This section details the Camarilla's officer election process.

STEP ONE: THE APPLICATION PROCESS

When an office becomes vacant, or is about to become vacant, determine which officer administers the election.

The indicated officer may either personally run the election or delegate this authority. If the administering officer delegates this authority, the administering officer should review and certify the results. If the indicated officer cannot run the election for any reason, then the next officer in the chain of command will supervise the election.



Office Being Elected:	Coordinator Election:	Storyteller Election:
Venue	N/A	DST (or RST for independent chapters)
Chapter	DC (or RC for independent chapters)	N/A
Domain	RC	RST
Region	NC	NST
National	Club Director	MST

The administrator of the election chooses at least two proctors, usually three. The proctors will serve as the vote collectors and counters, and so should be neutral parties without a strong bias. Often, one of the proctors will be the administrator.

Note that the only function of a proctor is to receive and count votes.

The officer administering the election announces a call for applications. If the election is for the offices of National Coordinator or National Storyteller, then the Club Director or Master Storyteller will conduct the election, as appropriate.

This announcement should include the following information:

- The office being voted upon
- The deadline for applications
- Instructions on exactly how to apply
- A description of what should be included with the application

This announcement should be distributed as widely as reasonably possible among those eligible to apply. If the office being elected is already vacant, the announcement may also temporarily grant one of the former officer's assistants the powers of the office until the election can be completed. Such a pro-tem officer must be extremely careful to document all official decisions, however, as the newly elected officer will need to ratify those decisions once the election has completed.

In general, most applications will require the following information to be included:

- Identification—Name, Camarilla membership number, contact methods including address, e-mail, telephone, and whatever other means the applicant desires.
- Statement of purpose—what does the applicant want to accomplish while in office and how do they plan to execute that plan?
- Vision Statement—what would the applicant wish to do if he or she were in the office, both in terms of changes and similarities to the current policies and procedures?
- Camarilla experience.
- Relevant Non-Camarilla experience—this may include education, certification, professional experience, personal growth, related hobbies, etc.

The announcement should generally allow a two-week application period.

STEP TWO: SCREENING

After the application deadline, the officer administering the election reviews the applications. The officer may remove any applications that are inappropriate. Legitimate reasons for removal of an applicant include past disciplinary actions or an applicant's unwillingness or inability to meet the minimum standards of the



office. The officer administering the election should notify the applicant of their application's removal. A removed applicant may request the reasons for the removal, so that they may attempt to remedy the situation.

In the next step, the administering officer is required to identify removed applicants and the reasons for removal. If a removed applicant does not want the reasons for their removal announced to the electorate, then the member should notify the administering officer before Step Three begins.

This process should be completed within a week after the deadline for applications to have been submitted.

STEP THREE: APPLICATION REVIEW

The applicants who pass through the screening process become candidates in the election. The administering officer presents these candidates and their applications to those individuals who are eligible to vote in the election. At this point, the administering officer should inform the electorate of any applications that were removed and the reason for removal (unless the affected member has specifically requested that the reason for removal not be disclosed). The administering officer sets the length of the application review period and the voting period and should announce this schedule when presenting the candidates to the electorate.

Generally, the electorate takes time to review the applications and question the candidates. For a local election, this period should be a week or less, while for regional and national elections the process may last up to two weeks. This period may be waived when there are exceptional time constraints on the election process.

STEP FOUR: VOTING

In most cases, voting should begin immediately after the application review process ends. Eligible voters submit their votes to each proctor during the voting period. The Camarilla uses the instant runoff voting system that allows candidates to achieve a true majority vote without the need for time-consuming, separate runoff elections. When voting, each voter ranks the candidates from first to last preference. The voter should rank all candidates they find acceptable. If the voter leaves a specific candidate unranked, then the voter has stated that the candidate is unacceptable for the office. When a voter only ranks three of ten candidates, the voter has said "no" to the seven other candidates, and it could possibly lead to a new election where none of the current candidates are eligible.


The administering officer should ensure that all voters understand this point before they cast their votes.

Voters may cast their votes directly (either for a face-to-face election or electronically), or they may proxy their vote to another member. The voter proxies their vote by sending written instructions via e-mail or signed documents, and the proxy instructions should include all information normally included with the ballot. Proxied votes are treated identically to any other vote.

The voting process should generally last two weeks, although if all eligible voters submit votes prior to the deadline, results may be calculated immediately.

STEP FIVE: CALCULATING RESULTS

The administering officer and proctors should then calculate the election's results. Each ballot should be sorted according to the first-ranked selection on each ballot. If this tally indicates that more than 50% of the ballots were cast for a single candidate, then that candidate wins the election.



In elections with many candidates, it is more likely for no single candidate to be ranked first on more than 50% of the ballots cast. In these cases, eliminate from the election whichever candidate has the fewest number of first place votes. Then, review each ballot where that candidate received a first place vote. Strike out the name of the eliminated candidate and assign this ballot's votes to the next highest ranked candidate. Then, retally the ballots and see if any candidate has more than 50% of the first place votes.

If two candidates are tied for the least number of votes, then the tie is broken by comparing how many of the ballots list the two as the second place choice (after adjustment for any candidates who have already been removed from the election). If this again results in a tie, compare third and following rank choices until one receives fewer votes. At that point, eliminate the candidate and continue the tallying process.

The counting process continues until either of the following events occurs:

- One of the candidates receives more than fifty percent of the vote and wins the election.
- All but one candidate has been removed from the election process, and that candidate has received less than 50% of the total vote.

If the first situation occurs, contact the voters and the winner and share the results. If the candidate elect accepts the office, then notify the other candidates of the results, and then announce the results of the election.

The second situation can occur when voters do not rank all candidates. If this situation occurs, then the election is without a winner and it must be repeated with a new set of candidates.

Calculation of the vote should be completed no later than seven days after the election period closes.

REFERENDA

In some situations, members may be called upon to vote directly upon issues within the Camarilla through a referendum process. When a referendum is called, members may vote on policies that can affect an individual chapter or perhaps even the entire Camarilla. Some examples of club referenda include the following situations:

- Amendments to the club's constitution
- Changes, additions, or removal of club policies
- Alterations to the Membership Handbook
- Vote an elected principal officer out of office

The referendum process focuses on broad policy issues and cannot be used as an attempt to overturn a specific decision. Members who disagree with an officer's decision must file an appeal. It should also be noted that while the referendum process allows the membership to directly affect club policy, most club policies are set by officers of the club. Approaching the appropriate officer with a well-reasoned presentation may be a far simpler and faster way to affect club policy than the referendum process.

All referenda follow a common set of guidelines, although constitutional amendments and recall votes have additional requirements that must be met. This section describes how to properly conduct a referendum.



1. DRAFT THE REFERENDUM

Each referendum must be phrased as a question that can clearly be answered either “yes” or “no.” Some referenda may require short explanations or supporting texts so that members may make an informed decision. Please make sure that the proposed referendum will fit with both the constitution and the membership handbook.

POLICY REFERENDUM		
Affects	Who Conducts	Who is eligible to vote
Chapter	CC	Members of the Chapter
Venue	VST	Members of the Venue
Domain	DC or DST	Members of the Domain
Regional	RC or RST	Members of the Region
National	NC or NST	Members of the Nation
Camarilla Constitution	NC*	Members of the Nation

* Before the NC conducts the amendment referendum, the Camarilla Council first votes on the amendment’s feasibility.

OFFICER REMOVAL REFERENDUM					
To Remove	Conducts	Votes	To Remove	Conducts	Votes
CC	DC	Chapter Members	VST	DST	Venue Members
DC	RC	Domain Members	DST	RST	Domain Members
RC	NC	DCs in the region	RST	NST	DSTs in the region
NC	Selected by Camarilla Council	RC	NST	Selected by Camarilla Council	RSTs

* Before requesting an officer’s removal, members should make a good faith effort to settle differences through the conflict and resolution process.

2. DETERMINE THE TYPE AND SCOPE OF THE REFERENDUM

Consider what levels of the club the referendum will affect. It may affect a single chapter or the entire Camarilla. Generally, coordinators conduct referenda that affect coordinator issues, and storytellers conduct referenda that affect storyteller issues.

Additionally, determine whether the referendum seeks a change in policy or an officer’s removal, then follow the following charts.

3. DELIVER THE REFERENDUM

When the referendum has been drafted, present it for review to the conducting officer as determined in the referendum tables. The conducting officer reviews the proposed referendum, including the following aspects:

- Presents a clear choice with “yes” and “no” options
- Is submitted by a member who would be able to vote on the referendum
- Conforms with the Camarilla’s constitution, Membership Handbook and other established club policies



- Identifies the referendum’s level of effect
- Does not attempt to overturn a specific decision

If the proposed referendum meets these criteria, then the conducting officer sends the referenda to all members eligible to vote. If the referendum calls for an officer’s removal, the referenda should also be delivered to that officer.

If the proposed referendum does not meet the aforementioned criteria, the conducting officer may return it to the member and request clarifications or changes.

4. CONDUCT THE VOTE

The conducting officer may schedule a discussion period and a voting period, and each of these periods may be up to two weeks long. Most referenda are concluded within two weeks, but complex issues may take up to four weeks.

At the end of the voting period, the conducting officer and one other member tallies the vote. If more vote “yes” than “no,” the referendum is approved. The referendum takes effect as soon as the results are announced to the membership, unless the referendum specified a later date.

SPECIAL NOTES FOR AMENDMENTS

TO THE CAMARILLA’S CONSTITUTION

The following additional steps must be satisfied before the National Coordinator can conduct an amendment referendum

Members proposing constitutional amendments must first present them to the Camarilla Council. The Camarilla Council reviews each proposal and assesses its feasibility. If the Camarilla Council votes favorably on the amendment, then the National Coordinator conducts the referendum. The Camarilla Council must formally vote within two weeks, when either of the following situations occurs:

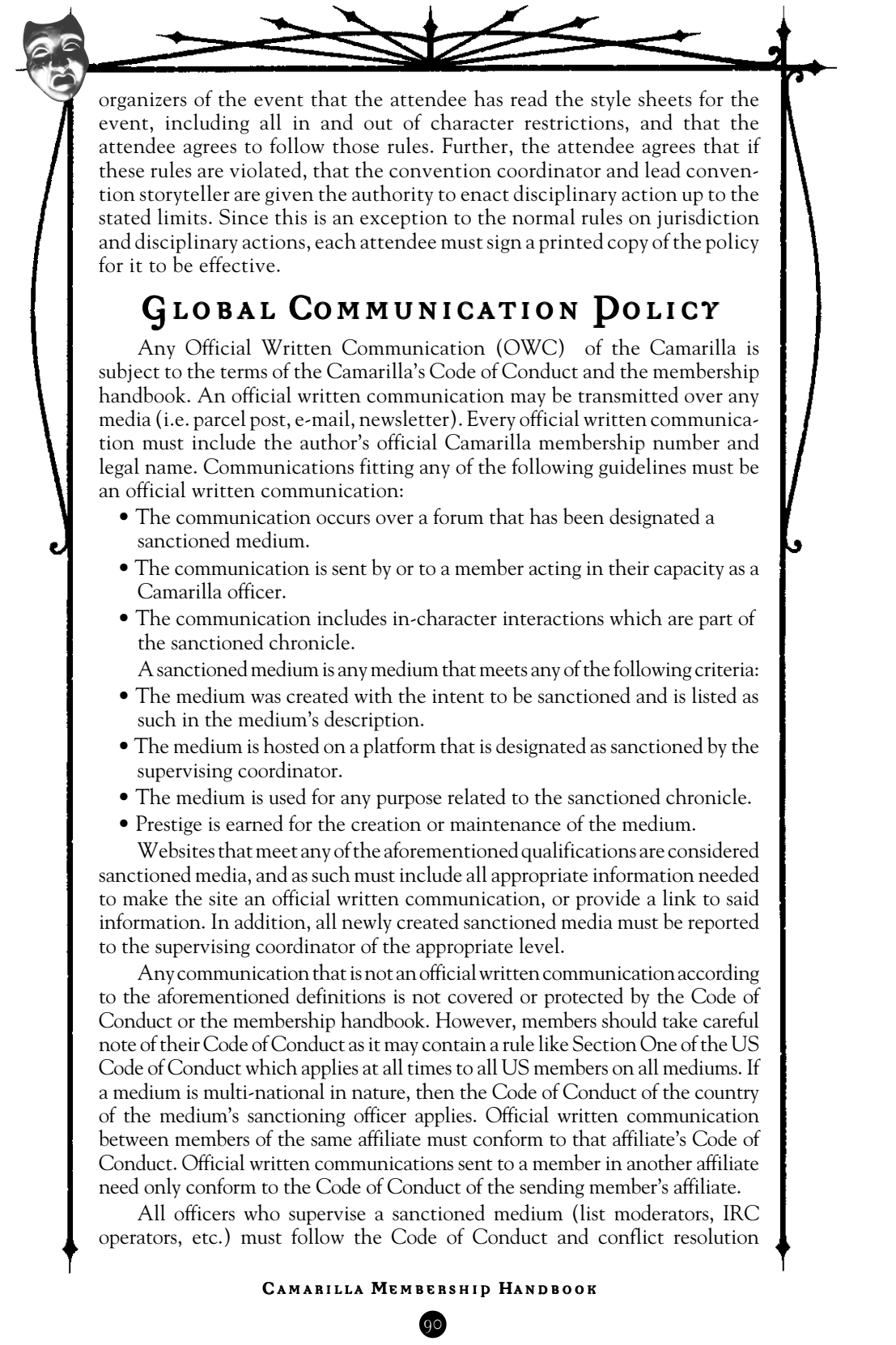
- A member of the Camarilla Council calls for a vote
- A Camarilla member collects and presents signatures from 5% of the current membership that indicate their support for the amendment
- If the Camarilla Council finds the proposed amendment feasible, then the referendum process continues as normal.

LARGE EVENT HONOR POLICY

At large events, such as regional, national, or global conventions, the Camarilla is faced with the unique challenge of managing hundreds of players from a wide geographical area, and often without their local storytellers’ supervision. This creates a situation in which it appears to be relatively easy for a dishonest player to gain advantage through various forms of misconduct. To aggravate this concern, these events often contain monumental plotlines that impact an even larger number of players—plotlines that can be significantly affected by such misconduct.

To counter this effect, several policies have been put into place at most large events. These range from being required to turn in copies of character sheets so that they can be reviewed for inaccuracies as time permits to strict guidelines with regards to special approval items. Be sure to review the policies for events that you plan to attend to avoid any surprises.

One policy that many events have in common has become known as the Honor Policy. This is simply an agreement between the attendee and the



organizers of the event that the attendee has read the style sheets for the event, including all in and out of character restrictions, and that the attendee agrees to follow those rules. Further, the attendee agrees that if these rules are violated, that the convention coordinator and lead convention storyteller are given the authority to enact disciplinary action up to the stated limits. Since this is an exception to the normal rules on jurisdiction and disciplinary actions, each attendee must sign a printed copy of the policy for it to be effective.

GLOBAL COMMUNICATION POLICY

Any Official Written Communication (OWC) of the Camarilla is subject to the terms of the Camarilla's Code of Conduct and the membership handbook. An official written communication may be transmitted over any media (i.e. parcel post, e-mail, newsletter). Every official written communication must include the author's official Camarilla membership number and legal name. Communications fitting any of the following guidelines must be an official written communication:

- The communication occurs over a forum that has been designated a sanctioned medium.
- The communication is sent by or to a member acting in their capacity as a Camarilla officer.
- The communication includes in-character interactions which are part of the sanctioned chronicle.


A sanctioned medium is any medium that meets any of the following criteria:

- The medium was created with the intent to be sanctioned and is listed as such in the medium's description.
- The medium is hosted on a platform that is designated as sanctioned by the supervising coordinator.
- The medium is used for any purpose related to the sanctioned chronicle.
- Prestige is earned for the creation or maintenance of the medium.

Websites that meet any of the aforementioned qualifications are considered sanctioned media, and as such must include all appropriate information needed to make the site an official written communication, or provide a link to said information. In addition, all newly created sanctioned media must be reported to the supervising coordinator of the appropriate level.

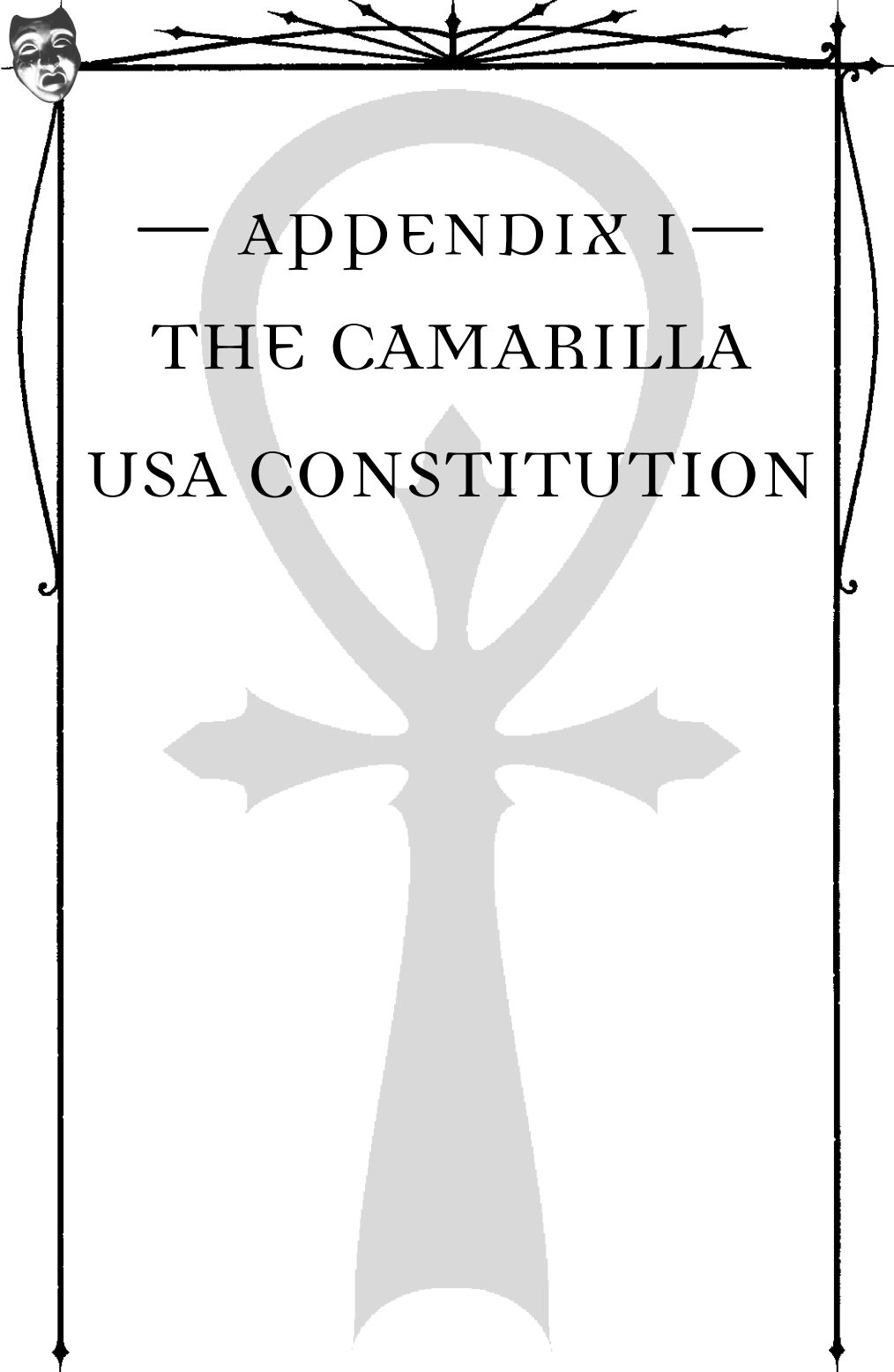
Any communication that is not an official written communication according to the aforementioned definitions is not covered or protected by the Code of Conduct or the membership handbook. However, members should take careful note of their Code of Conduct as it may contain a rule like Section One of the US Code of Conduct which applies at all times to all US members on all mediums. If a medium is multi-national in nature, then the Code of Conduct of the country of the medium's sanctioning officer applies. Official written communication between members of the same affiliate must conform to that affiliate's Code of Conduct. Official written communications sent to a member in another affiliate need only conform to the Code of Conduct of the sending member's affiliate.

All officers who supervise a sanctioned medium (list moderators, IRC operators, etc.) must follow the Code of Conduct and conflict resolution



guidelines when exercising their official duties. Should a member violate the Code of Conduct or membership handbook in an official written communication, disciplinary action may occur as appropriate to the violation, in accordance with the conflict resolution guidelines. In the case of interpersonal e-mail, the violation must be brought to the offending member's direct coordinator. Rulings of the coordinator of the member accused of a violation of this policy may be appealed up that member's coordinator chain as normal.

Any disciplinary action taken against a member by an officer must be reported to that member's supervising coordinator. Officers supervising a sanctioned medium may impose stricter limits on behavior beyond the Code of Conduct covering that medium. However, these limits may not themselves violate the governing Code of Conduct, and must be approved by the supervising coordinator. Disciplinary action against a member initiated by the supervisor of a sanctioned medium must be appealed up the chain of command defined for that medium.



— APPENDIX I —
THE CAMARILLA
USA CONSTITUTION



1. GENERAL

1.1. The Camarilla (herein also called “the Camarilla USA,” “club,” or “organization”) is the official fan club of White Wolf, Inc. in the United States of America.

1.2. The purpose of the Camarilla USA is to:

1.2.1. provide a forum for the enjoyment of live-action and tabletop roleplaying games produced by White Wolf Publishing, Inc.; and

1.2.2. provide a framework for individuals to participate in community, social, and charitable events.

1.3. All property and assets of the club are subject to the control of the Camarilla USA as defined by the Constitution and the Bylaws.

1.4. All official business between the club and its members may be conducted by commercial delivery, in person, mail, e-mail, or in an electronic medium or by electronic transmission, with the exception of revocation of membership or voluntary resignation of membership, which must be conducted only by commercial delivery or mail.

1.5. In the event that the club should be dissolved, liquidated, or otherwise cease operations, the assets of the Camarilla USA will be donated to a charitable cause chosen by the membership through Referendum from a list of charities created by the final Camarilla USA Council.

1.6. At times the Camarilla USA will act as a collecting agent for other non-profit organizations. Items and money may be collected by the Camarilla USA for the explicit purpose of combining donations prior to giving them to a 501(c)3 non-profit organization.

1.6.1. In these instances, the Camarilla USA does not take title to the donation, and the individual or firm who gave the items/money should get the tax benefit.

1.7. The Camarilla USA recognizes the absolute precedence of federal and civil law over internal rules and shall create those governing documents in accordance with applicable law.

2. MEMBERSHIP

2.1. The Camarilla USA has only one type of membership, that of General Member (herein also called “member”).

2.2. Holding a Camarilla USA office does not alter the benefits or duties of a being a General Member.

2.3. Membership in the club will be available to any person:

2.3.1. who is 18 years of age or older;

2.3.2. who pays the appropriate fee to the Camarilla USA; and

2.3.3. who has not been expelled from the club.

2.4. Only members of the Camarilla USA may hold positions in the organization. Non-members may not represent the Camarilla USA in any way at any time, nor should a non-member be put into a position of responsibility or authority where membership or representation of the Camarilla USA can be implied. This paragraph does not apply for the



purposes of obtaining outside legal, financial, or other professional counsel.
2.5. No person will be barred from membership based on race, gender, social class, religious affiliation, national affiliation, sexual orientation, physical condition, or membership in or affiliation with any other class or group protected by applicable law.

2.6. No person will be discriminated against within the organization based on based on race, age, gender, social class, religious affiliation, national affiliation, sexual orientation or physical condition, or membership in or affiliation with any other class or group protected by applicable law.

2.7. No person will be made a member of the club without that person's consent.

2.8. The Camarilla USA Council may issue cards or certificates evidencing membership in the club.

2.9. In the event such cards or certificates are issued, members may be required at any time while participating in a club event to show proof of membership.

2.10. Becoming a member of the Camarilla USA in good standing entitles the individual to the following benefits:

2.10.1. A membership number, expiration date, and access to a Camarilla USA Membership Handbook, so that the member is fully informed about the rules and governing regulations of the club;

2.10.2. The right to create and play characters in any Camarilla USA sanctioned game, including sanctioned electronic forums such as e-mail lists and IRC;

2.10.3. The right to be a member of the Domain or Independent Chapter in which the member lives;

2.10.4. The right to participate in Camarilla USA events;

2.10.5. The right to vote in all matters that this Constitution or other Bylaws designate; and

2.10.6. Other such rights as this Constitution, the Bylaws, or the Camarilla USA Membership Handbook so designate.

2.11. Becoming a member of the Camarilla USA requires that an individual assume the following responsibilities:

2.11.1. To adhere to the membership standards of the club, including the Code of Conduct, during participation in club events and when representing the club;

2.11.2. To abide by the rules and regulations contained in the Membership Handbook and the Bylaws;

2.11.3. To pay regular membership dues to White Wolf Publishing, Inc.; and

2.11.4. To comply with all Camarilla USA officer decisions that are not outside the officer's authority as outlined in this Constitution, the Membership Handbook and the Bylaws.

2.11.5. Violation of the responsibilities of membership may result in the official removal of benefits of membership, in part or in whole, in proportion to the offense.



2.12. When dealing with official Camarilla USA business as defined by the Camarilla USA Council, a member is obligated to disclose only true and accurate information (to the best of their knowledge), to White Wolf Publishing, Inc., Camarilla USA officers, and members.

2.13. Any legal suit a member may file against the Camarilla USA or White Wolf must be filed in the state of Georgia in the United States of America, unless applicable law requires otherwise.

2.14. The act of filing suit in a court of law shall constitute notice of the plaintiff member's voluntary withdrawal from all club activities until the matter is completely adjudicated in a court of law.

2.15. Members may withdraw from the Camarilla USA at any time by providing a written letter of termination to White Wolf Publishing, Inc. or to the Camarilla USA National Coordinator.

2.15.1. A resignation of membership must be sent to the National Coordinator via first-class U.S. Mail, its equivalent, or other commercial delivery service.

2.15.2. This type of resignation is considered valid only if written and signed, including the member's name, membership number, and mailing address.

2.15.3. Persons who resign in this manner forfeit any claim to benefits accrued within the organization, but may petition the Camarilla USA Council for restoration of benefits, in part or in whole, if the person should subsequently rejoin the club.

2.15.4. Persons who resign in this manner are not entitled to a refund of membership fees.

2.16. Members may also withdraw from the organization by choosing to not renew their memberships once the expiration date as recorded by White Wolf has passed.

2.16.1. The resignation of a member does not relieve that member from any monetary or legal obligation the member may have made to the club prior to resignation.

2.16.2. All fees are non-refundable in the event of voluntary resignation of membership.

2.16.3. Persons who resign in this manner and who subsequently rejoin the club may claim benefits previously accrued in the organization, subject to review and approval by the appropriate officers.

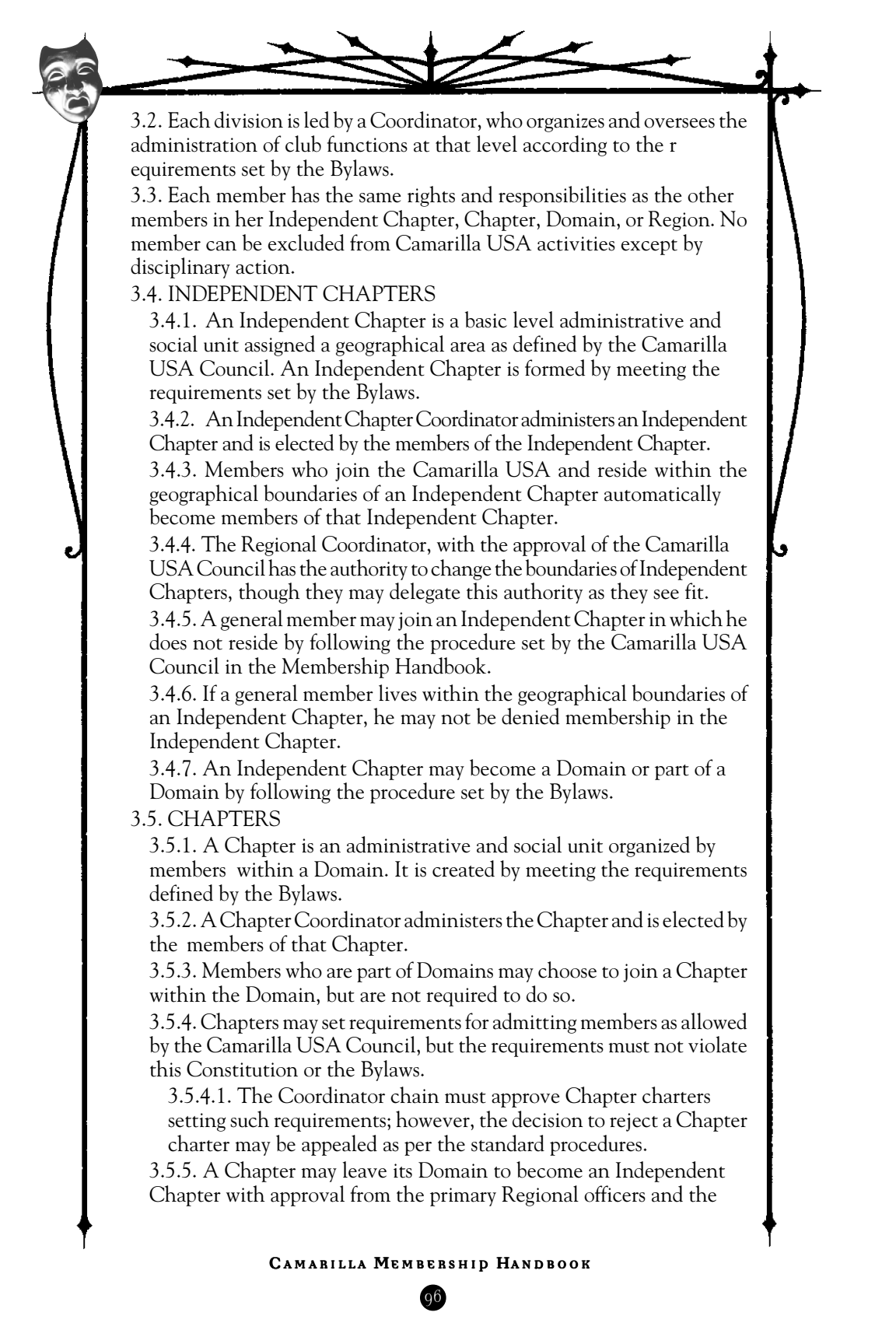
3. ADMINISTRATIVE DIVISIONS

3.1.1. The Camarilla USA has four primary administrative divisions organized as three levels under the Camarilla USA Council:

3.1.2. At the basic administrative level, there are Independent Chapters and Chapters;

3.1.3. At the middle administrative level, there are Domains; and

3.1.4. At the high administrative level, there are Regions.



3.2. Each division is led by a Coordinator, who organizes and oversees the administration of club functions at that level according to the requirements set by the Bylaws.

3.3. Each member has the same rights and responsibilities as the other members in her Independent Chapter, Chapter, Domain, or Region. No member can be excluded from Camarilla USA activities except by disciplinary action.

3.4. INDEPENDENT CHAPTERS

3.4.1. An Independent Chapter is a basic level administrative and social unit assigned a geographical area as defined by the Camarilla USA Council. An Independent Chapter is formed by meeting the requirements set by the Bylaws.

3.4.2. An Independent Chapter Coordinator administers an Independent Chapter and is elected by the members of the Independent Chapter.

3.4.3. Members who join the Camarilla USA and reside within the geographical boundaries of an Independent Chapter automatically become members of that Independent Chapter.

3.4.4. The Regional Coordinator, with the approval of the Camarilla USA Council has the authority to change the boundaries of Independent Chapters, though they may delegate this authority as they see fit.

3.4.5. A general member may join an Independent Chapter in which he does not reside by following the procedure set by the Camarilla USA Council in the Membership Handbook.

3.4.6. If a general member lives within the geographical boundaries of an Independent Chapter, he may not be denied membership in the Independent Chapter.

3.4.7. An Independent Chapter may become a Domain or part of a Domain by following the procedure set by the Bylaws.

3.5. CHAPTERS

3.5.1. A Chapter is an administrative and social unit organized by members within a Domain. It is created by meeting the requirements defined by the Bylaws.


3.5.2. A Chapter Coordinator administers the Chapter and is elected by the members of that Chapter.

3.5.3. Members who are part of Domains may choose to join a Chapter within the Domain, but are not required to do so.

3.5.4. Chapters may set requirements for admitting members as allowed by the Camarilla USA Council, but the requirements must not violate this Constitution or the Bylaws.

3.5.4.1. The Coordinator chain must approve Chapter charters setting such requirements; however, the decision to reject a Chapter charter may be appealed as per the standard procedures.

3.5.5. A Chapter may leave its Domain to become an Independent Chapter with approval from the primary Regional officers and the



Camarilla USA Council. Upon approval, the boundaries of the new Independent Chapter and the Domain will be established.

3.6. DOMAINS

3.6.1. A Domain is a mid-level administrative and social unit within a geographical area as defined by the Regional Coordinators with the approval of the Camarilla USA Council, and meeting the requirements described in the Membership Handbook.

3.6.2. A Domain may also contain Chapters, but is not required to. The Domain may not prohibit the forming of Chapters.

3.6.3. A Domain Coordinator administers a Domain and is elected by the members of that Domain.

3.6.4. Members who join the Camarilla USA and reside within the geographical boundaries of a Domain automatically become members of that Domain.

3.6.5. A general member may join a Domain in which he or she does not reside by following the procedure set by the Camarilla USA Council.

3.6.6. All Domains are part of the Region in which they are located.

3.6.7. Independent Chapters may not exist within the geographical area of a Domain.

3.7. REGIONS

3.7.1. A Region is a high-level administrative unit within a geographical area as defined by the Camarilla USA Council, consisting of all Independent Chapters and Domains within that area.

3.7.2. A Regional Coordinator administers a Region and is elected by the Domain Coordinators of that Region, as described in the Membership Handbook.

3.7.3. Members who join the Camarilla USA and reside within the geographical boundaries of a Region automatically become members of that Region.

3.7.4. The Camarilla USA Council has the sole power to change the boundaries of Regions.

3.7.5. A general member may join a Region in which he does not reside by following the procedure set by the Camarilla USA Council in the Membership Handbook.

3.7.6. If a general member lives within the geographical boundary of a Region, he may not be denied membership in the Region.

4. STORYTELLING DIVISIONS

4.1. The Camarilla USA has three primary storytelling divisions organized as three levels under the Camarilla USA Council:

4.1.1. At the basic storytelling level, there are Venues;

4.1.2. At the middle storytelling level is the Domain, which corresponds to the administrative level division of the same name and conforms to its respective geographical boundaries; and



4.1.3. At the high storytelling level, there is the Region, which corresponds to the administrative level division of the same name and conforms to its geographical boundaries.

4.2. Each division is led by a Storyteller, who organizes and oversees the storytelling activities at that level according to the requirements set by the Camarilla USA Council.

4.3. Each member has the same rights and responsibilities as the other members in his Venue, Domain, or Region. No member can be excluded from Camarilla USA gaming activities except by disciplinary action.

4.4. Although storytelling divisions are not subordinate to their corresponding administrative divisions, they are expected to work with the administrative divisions to provide for the gaming interests of members and the orderly execution of other club functions.

4.5. VENUES

4.5.1. A Venue is the basic level storytelling unit meeting the requirements set by the National Storyteller and in authorized storytelling supplements, and runs a particular genre of game as allowed by the Camarilla USA's storytelling supplements.

4.5.2. A Venue Storyteller administers a Venue and is elected by the players in that Venue through the procedure set by the Camarilla USA Council.

4.5.3. Each Venue must be contained within the geographical area of an Independent Chapter or Domain.

4.5.4. A member may become a player in a venue by having a valid character created in accordance with the rules used by the Camarilla USA and approved by the Venue Storyteller.

4.5.5. The creation of and changes to a Venue Style Sheet must be approved at the basic, middle and high levels of the storytelling hierarchy, as described in the Bylaws. A Venue Style Sheet may be changed by the National Storyteller as necessary to maintain the overall continuity of the organization's game.

4.5.6. A Venue Style Sheet may be revoked or suspended by the Domain Storyteller (if the game is within a Domain), the Regional Storyteller, or the National Storyteller.

4.5.7. A member may join Venues not within the geographical boundaries of his Independent Chapter, Domain, or Region by following the procedure set by the Camarilla USA Council.

4.6. DOMAINS

4.6.1. Domains are the middle level storytelling units that meet the requirements described in the Membership Handbook and authorized storytelling supplements.

4.6.2. A Domain Storyteller administers the storytelling functions and coordinates the activities of the Venue Storytellers and their Venues within the Domain's area.

4.6.3. The members of the Domain elect the Domain Storyteller.



4.7. REGIONS

- 4.7.1. A Region is a high-level storytelling unit consisting of all Venues within that area.
- 4.7.2. A Regional Storyteller administers the games in a Region, and is elected by the Domain Storytellers of the Region as detailed in the Bylaws.

5. THE CAMARILLA USA COUNCIL

- 5.1. The overall governing body of the Camarilla USA is the Camarilla USA Council.
- 5.2. The Camarilla USA Council establishes the rules of the organization and minimum administrative requirements for subordinate levels and their officers at all levels. These rules and administrative requirements are contained within the Camarilla USA Membership Handbook.
- 5.3. The Camarilla USA Council has the power to:
 - 5.3.1. conduct such business operations as may be permitted by law;
 - 5.3.2. appoint officers of the organization in keeping with the Camarilla USA Membership Handbook; and
 - 5.3.3. establish and amend the Camarilla USA Membership Handbook by the passage of Bylaws.
- 5.4. The Camarilla USA Membership Handbook may contain any provision for managing the business and regulating the affairs of the organization that is not inconsistent with law or this Constitution.
- 5.5. The Camarilla USA Council will publish the Camarilla USA Membership Handbook and make copies available to all members.
- 5.6. Members may request a physical copy of the Camarilla USA Membership Handbook, but may be charged a fee to cover the costs of printing and delivery if required.
- 5.7. The Camarilla USA Membership Handbook will also be published electronically, as appropriate.
- 5.8 POWERS RESERVED FOR THE CAMARILLA USA COUNCIL
 - 5.8.1. The Camarilla USA Council reserves to itself various powers as described in the Constitution and Bylaws, and these reservations apply to all members.
 - 5.8.2. The Camarilla USA Council reserves the right to intervene in the affairs of its subsidiary levels if the events precipitating the intervention appear to pose a threat to the integrity of the Camarilla USA or White Wolf, the Constitution or Bylaws appear to have been violated or there appears to be a legal threat to the Camarilla USA or White Wolf.
 - 5.8.3. If the Camarilla USA Council finds it necessary to intervene in the affairs of its subsidiary levels to protect the legal standing of the Camarilla USA or White Wolf, the intervention will focus as precisely as possible on the individuals responsible for the threat to the legal standing.
 - 5.8.4. The Camarilla USA Council reserves the right to revoke, limit, or suspend the status and authority of a Region, Domain, Chapter, Independent Chapter, or Venue, if necessary, to maintain the legal standing, the financial stability or the business reputation of the Camarilla USA or White Wolf.



5.8.5. The Camarilla USA Council reserves the right to set geographical boundaries for Regions, Domains, and Independent Chapters.

5.8.6. The Camarilla USA Council reserves the right to pass Bylaws to create and modify, as necessary, the application procedures and election processes for all offices in the club.

5.8.7. The Camarilla USA Council may, by Resolution, remove any other Camarilla USA member from his office.

5.8.8. The Camarilla USA Council reserves the right to award to or remove from any member, by Resolution, member benefits or rewards granted at any level, save those granted by this document.

5.8.9. The Camarilla USA Council may delegate some or all of this authority to other officers through Bylaws.

5.8.10. Rewards or other member benefits granted by the Camarilla USA Council must be recognized and honored by all members and all levels of the organization.

5.8.11. The Camarilla USA Council is the final arbiter of the interpretations of the Constitution, Bylaws and other policies as made by the officers of the Camarilla USA.

6. POSITIONS ON THE CAMARILLA USA COUNCIL

6.1. The specific job duties of each position on the Camarilla USA Council are contained in the Membership Handbook and may be expanded temporarily by Resolution or permanently by Bylaw.

6.2. Additional positions on the Camarilla USA Council may be created only by amendment to this Constitution.

6.3 CLUB DIRECTOR

6.3.1. The Club Director is considered the Chairman of the Camarilla USA Council.

6.3.2. The Club Director is appointed by White Wolf.

6.3.3. The term of office of the Club Director is indefinite and at the sole discretion of White Wolf.

6.3.4. The Club Director votes only in the case of a tie on the Camarilla USA Council.

6.4. NATIONAL CONVENTIONS ADMINISTRATOR

6.4.1. The National Conventions Administrator manages national-level events, sets standards for, and oversees other large official club events.


6.4.2. The National Conventions Administrator is a voting position.

6.4.3. The Club Director appoints the National Conventions Administrator from those applications received and approved by the Camarilla USA Council.

6.4.4. The term of office of the National Convention Administrator is indefinite and at the sole discretion of White Wolf.

6.5. NATIONAL COORDINATOR

6.5.1. The National Coordinator is the executive officer of the Camarilla USA Council and is responsible for the day to day operations of the organization and overseeing the administrative hierarchy.



6.5.2. The National Coordinator is a voting position.

6.5.3. The National Coordinator is elected by a vote of the Regional Coordinators.

6.6. NATIONAL FINANCE ADMINISTRATOR

6.6.1. The National Finance Administrator the chief financial officer of the Camarilla USA, conducting its financial operations and maintaining its financial records in accordance with applicable law, generally accepted accounting practices and the Bylaws.

6.6.2. The National Finance Administrator is a voting position.

6.6.3. The Club Director appoints the National Finance Administrator from those applications received and approved by the Camarilla USA Council.

6.6.4. The term of office of the National Finance Administrator is indefinite and at the sole discretion of White Wolf.

6.7. NATIONAL SERVICES ADMINISTRATOR

6.7.1. The National Services Administrator oversees the administration of membership benefits.

6.7.2. The National Services Administrator is a voting position.

6.7.3. The National Services Administrator is elected by a vote of the Regional Coordinators.

6.8. NATIONAL STORYTELLER

6.8.1. The National Storyteller is the head of gaming activities in the club, managing a staff that provides information facilitating the use of the World of Darkness for the use of the club and supervising the storyteller hierarchy.

6.8.2. The National Storyteller is a voting position.

6.8.3. The National Storyteller is elected by a vote of the Regional Storytellers.

6.9. NATIONAL TECHNICAL ADMINISTRATOR

6.9.1. The National Technical Administrator is responsible for maintaining the electronic media of the organization, including mailing lists, IRC (internet relay chat), web pages, and similar media.

6.9.2 The National Technical Administrator is a voting position.

6.9.3 The National Technical Administrator is elected by a vote of the Regional Coordinators.

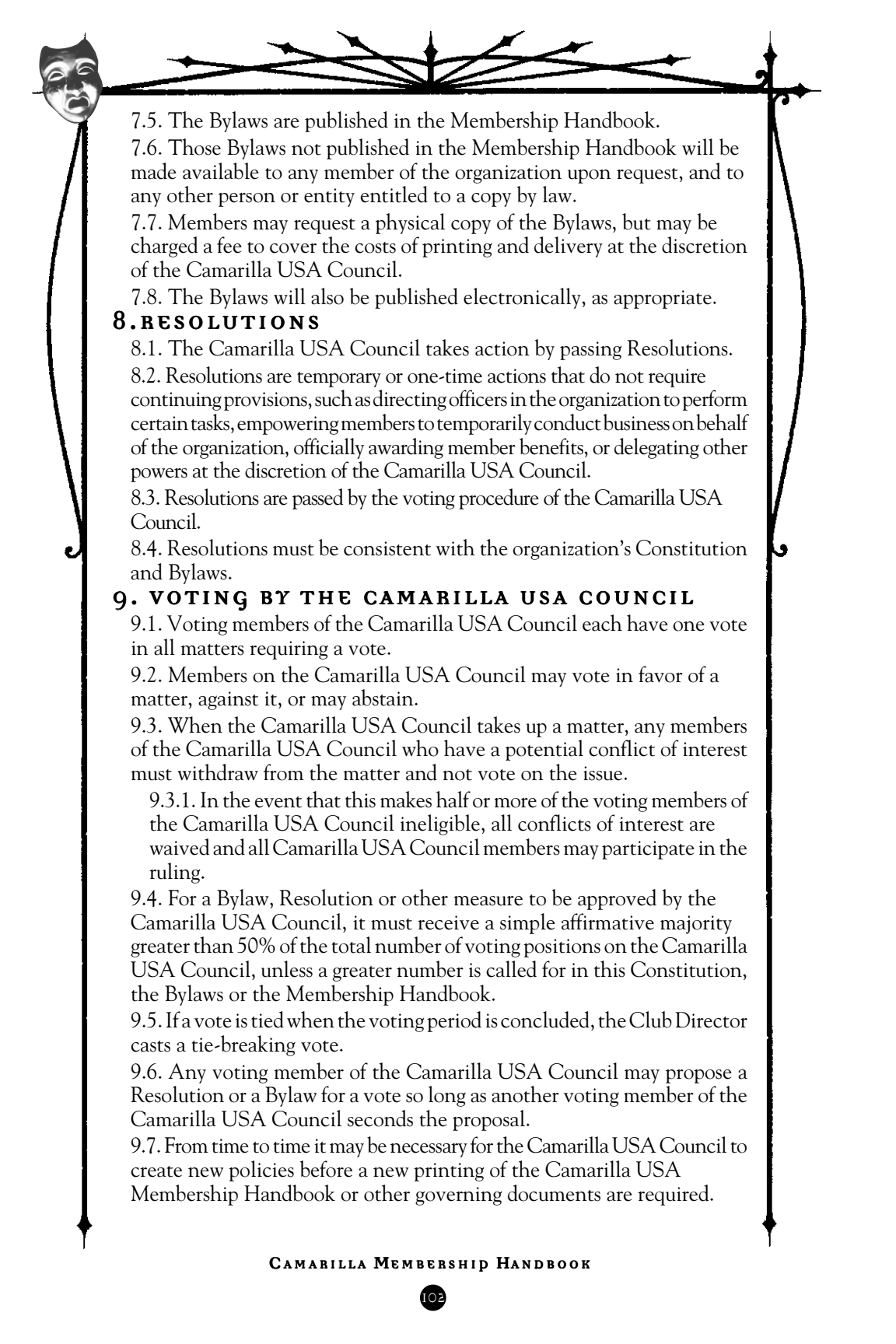
7. BYLAWS

7.1. The Bylaws of the organization are the continuing provisions for managing the business and regulating the affairs of the organization.

7.2. Bylaws must be passed by the voting procedure of the Camarilla USA Council.

7.3. The Bylaws must be consistent with applicable law and this Constitution.

7.4. The Bylaws are considered permanent provisions and may only be amended or revoked by the passage of a subsequent Bylaw or amendment to this Constitution.



7.5. The Bylaws are published in the Membership Handbook.

7.6. Those Bylaws not published in the Membership Handbook will be made available to any member of the organization upon request, and to any other person or entity entitled to a copy by law.

7.7. Members may request a physical copy of the Bylaws, but may be charged a fee to cover the costs of printing and delivery at the discretion of the Camarilla USA Council.

7.8. The Bylaws will also be published electronically, as appropriate.

8. RESOLUTIONS

8.1. The Camarilla USA Council takes action by passing Resolutions.

8.2. Resolutions are temporary or one-time actions that do not require continuing provisions, such as directing officers in the organization to perform certain tasks, empowering members to temporarily conduct business on behalf of the organization, officially awarding member benefits, or delegating other powers at the discretion of the Camarilla USA Council.

8.3. Resolutions are passed by the voting procedure of the Camarilla USA Council.

8.4. Resolutions must be consistent with the organization's Constitution and Bylaws.

9. VOTING BY THE CAMARILLA USA COUNCIL

9.1. Voting members of the Camarilla USA Council each have one vote in all matters requiring a vote.

9.2. Members on the Camarilla USA Council may vote in favor of a matter, against it, or may abstain.

9.3. When the Camarilla USA Council takes up a matter, any members of the Camarilla USA Council who have a potential conflict of interest must withdraw from the matter and not vote on the issue.


9.3.1. In the event that this makes half or more of the voting members of the Camarilla USA Council ineligible, all conflicts of interest are waived and all Camarilla USA Council members may participate in the ruling.

9.4. For a Bylaw, Resolution or other measure to be approved by the Camarilla USA Council, it must receive a simple affirmative majority greater than 50% of the total number of voting positions on the Camarilla USA Council, unless a greater number is called for in this Constitution, the Bylaws or the Membership Handbook.

9.5. If a vote is tied when the voting period is concluded, the Club Director casts a tie-breaking vote.

9.6. Any voting member of the Camarilla USA Council may propose a Resolution or a Bylaw for a vote so long as another voting member of the Camarilla USA Council seconds the proposal.

9.7. From time to time it may be necessary for the Camarilla USA Council to create new policies before a new printing of the Camarilla USA Membership Handbook or other governing documents are required.



9.7.1. In such an event, the Camarilla USA Council will post the new policy electronically in a central location on the Internet accessible to all members of the organization.

9.7.2. Upon the date posted, the new policy will take effect in 60 days unless the Resolution or Bylaw as passed states otherwise.

9.7.3. All previously unpublished Bylaws and necessary policies that have been posted to the membership but were not previously published will be published in the next edition of the Camarilla USA Membership Handbook and/or other appropriate documents.

10. OFFICES AND ELECTIONS

10.1. All offices in the club serve only to reflect a member's position or responsibilities as relates to club affairs. At no time does the occupation of an office or position give any member any authority over another member beyond the proper duties of the office.

10.2. At no time does an officer have the authority to violate any of the rights or privileges of another person granted by law or this Constitution. Any officer found to have acted in such manner may be immediately stripped of title and/ or position by the Camarilla USA Council and may be recommended for further disciplinary action up to, and possibly including, expulsion from the club.

10.3. A member of the Camarilla USA has the right to apply for any elected or appointed office within the administrative or storytelling divisions in which he is a member, including positions on the Camarilla USA Council.

10.4. Only members of the Camarilla USA may hold positions in the Camarilla USA, with the exception of Club Director (who must be a member but not necessarily a US member).

10.5. A member may be prohibited from taking another appointed or elected office if he already holds one, as detailed in the Membership Handbook.

10.6. TERM LIMITS

10.6.1. The maximum term of office for all elected officials in Independent Chapters, Chapters, Venues, and Domains is one (1) year, though this may be shortened by Referendum.

10.6.2. The maximum term of office for all elected officials at the Regional level and on the Camarilla USA Council is two (2) years.

10.6.3. An elected officer whose term has expired or who is resigning early may continue to serve in the office until such time as a replacement is elected.

10.6.4. A member may serve consecutive terms in the same office, but must go through the election process each time.

10.7. A member the Camarilla USA in good standing has the right to vote in any elections to choose officers in his Venue(s), Independent Chapter, Chapter, and/or Domain.



10.8. All Domain Coordinators who are members in good standing have the right to vote in elections to choose their respective Regional Coordinators.

10.9. All Domain Storytellers who are members in good standing have the right to vote in elections to choose their respective Regional Storytellers.

10.10. All Regional Coordinators who are members in good standing of the Camarilla USA have the right to vote in elections to choose certain positions on the Camarilla USA Council, as previously indicated.

10.11. All Regional Storytellers who are members in good standing of the Camarilla USA have the right to vote in elections to choose the National Storyteller.

10.12. The procedures for applying for an elected office and obtaining a spot on the ballot are set according to the Bylaws.

II. BASIC ELECTION PROCEDURE

11.1. Elections are conducted to select members for certain offices.

11.2. Elections are conducted using secret ballots, though individual members may waive their right to keep their votes secret with a written statement to the officer charged with overseeing the election.

11.3. Only the final numerical results of an election must be made public knowledge.

11.4. No members running for election, officers supervising an election or tabulators counting votes in an election forfeit their votes in the election.

11.5. The procedure for who oversees an election and the selection of vote tabulators is determined by the Bylaws.

11.6. The Camarilla USA uses an instant run-off system for use in electing officers, which ensures the election of the candidate most preferred by the greatest number of voters.

11.6.1. Voting tabulation may be done with written or printed ballots, e-mailed ballots, electronic ballots or a combination thereof, so long as the tabulation does not violate any other requirements or restrictions listed in the Constitution, the Bylaws, or the Membership Handbook.

11.6.2. Each eligible member has one vote, and ranks candidates in order of choice (1, 2, 3, etc., with 1 being the highest) on the ballot.

11.6.3. Members may cast proxy votes for other members who are otherwise unable to vote in the election, as permitted by Bylaw.

11.6.4. At the conclusion of the voting period, all first choices are counted, and if no candidate wins a greater than 50% of the total first choice votes, then the last place candidate (the candidate with the fewest first choices) is eliminated.

11.6.5. Ballots of voters who ranked the eliminated candidate first then are redistributed to their next-choice candidates, as indicated on each voter's ballot.

11.6.6. Last place candidates are successively eliminated and ballots are redistributed to next choices until one candidate remains or a candidate gains over 50% of the votes cast.



11.6.7. Voters have the option to rank as many or as few candidates as they wish.

11.6.8. If the elimination of candidates results in all ranked candidates on a ballot being eliminated, the ballot is then counted as “None of the Above”.

11.6.9. If an election results with “None of the Above” receiving over 50% of the votes cast, the election is halted and a new election called, allowing for new candidates to apply for the office.

11.7. ELECTION OF REGIONAL COORDINATORS

11.7.1. When voting for a Regional Coordinator, the eligible Domain Coordinators have a number of votes proportionate to the total membership of the Domain.

11.7.2. Each Domain Coordinator has a number of votes equal to one per ten members, or fraction thereof, as listed in official membership records on the date the election is announced.

11.7.3. A Domain Coordinator may not split his votes between candidates.

11.7.4. The process then follows the basic election procedure.

11.7.5 Following the conclusion of the election the Domain Coordinator will make their ballot available to their Domain.

11.8. ELECTION OF REGIONAL STORYTELLERS

11.8.1. When voting for a Regional Storyteller, the eligible Domain Storytellers have a number of votes proportionate to the total membership of the Domain.

11.8.2. Each Domain Storyteller has a number of votes equal to one per ten members, or fraction thereof, as listed in official membership records on the date the election is announced.

11.8.3. A Domain Storyteller may not split his votes between candidates.

11.8.4. The process then follows the basic election procedure.

11.8.5 Following the conclusion of the election the Domain Storyteller will make their ballot available to their Domain.

12. REFERENDA

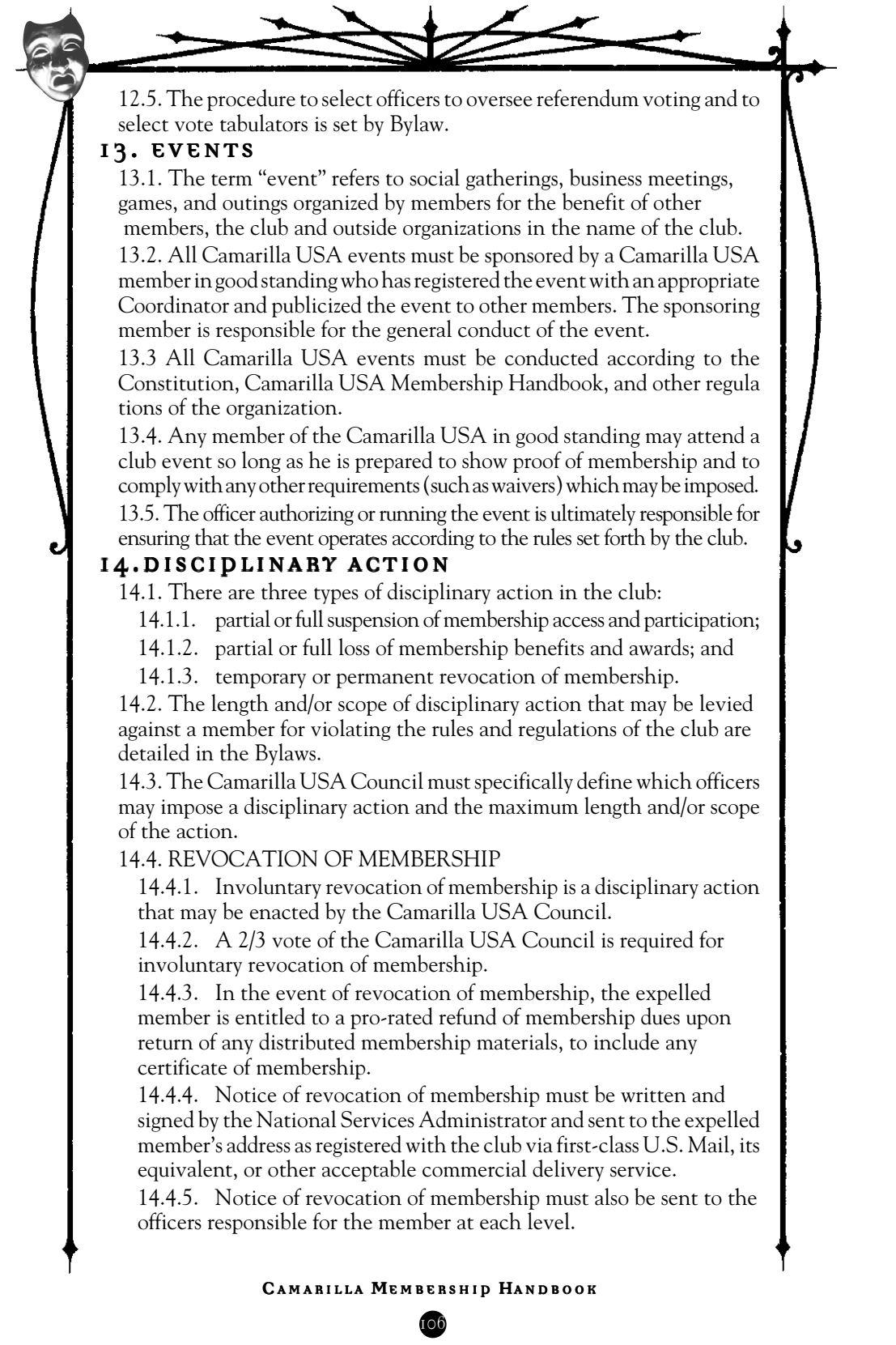
12.1 Referenda are used for voting on certain matters other than selecting a member for an office.

12.2. Referenda use a standard majority vote system, wherein each eligible member gets a single vote.

12.2.1. Members may cast proxy votes for other members who are otherwise unable to vote in the Referendum, as detailed in the Membership Handbook.

12.3. Referenda require a number of affirmative votes greater than 50% of the total votes cast, less abstentions, to be approved.

12.4. Referenda are used for amendments to this Constitution, for changing certain Bylaws, for removing members from specific offices, and elsewhere as called for in and detailed by this Constitution, the Bylaws, and the Membership Handbook.



12.5. The procedure to select officers to oversee referendum voting and to select vote tabulators is set by Bylaw.

13. EVENTS

13.1. The term “event” refers to social gatherings, business meetings, games, and outings organized by members for the benefit of other members, the club and outside organizations in the name of the club.

13.2. All Camarilla USA events must be sponsored by a Camarilla USA member in good standing who has registered the event with an appropriate Coordinator and publicized the event to other members. The sponsoring member is responsible for the general conduct of the event.

13.3 All Camarilla USA events must be conducted according to the Constitution, Camarilla USA Membership Handbook, and other regulations of the organization.

13.4. Any member of the Camarilla USA in good standing may attend a club event so long as he is prepared to show proof of membership and to comply with any other requirements (such as waivers) which may be imposed.

13.5. The officer authorizing or running the event is ultimately responsible for ensuring that the event operates according to the rules set forth by the club.

14. DISCIPLINARY ACTION

14.1. There are three types of disciplinary action in the club:

14.1.1. partial or full suspension of membership access and participation;

14.1.2. partial or full loss of membership benefits and awards; and

14.1.3. temporary or permanent revocation of membership.

14.2. The length and/or scope of disciplinary action that may be levied against a member for violating the rules and regulations of the club are detailed in the Bylaws.

14.3. The Camarilla USA Council must specifically define which officers may impose a disciplinary action and the maximum length and/or scope of the action.

14.4. REVOCATION OF MEMBERSHIP

14.4.1. Involuntary revocation of membership is a disciplinary action that may be enacted by the Camarilla USA Council.

14.4.2. A 2/3 vote of the Camarilla USA Council is required for involuntary revocation of membership.

14.4.3. In the event of revocation of membership, the expelled member is entitled to a pro-rated refund of membership dues upon return of any distributed membership materials, to include any certificate of membership.

14.4.4. Notice of revocation of membership must be written and signed by the National Services Administrator and sent to the expelled member’s address as registered with the club via first-class U.S. Mail, its equivalent, or other acceptable commercial delivery service.

14.4.5. Notice of revocation of membership must also be sent to the officers responsible for the member at each level.



14.5. RIGHT TO APPEAL/ARBITRATION BOARD

14.5.1. A member has the right to appeal the decision of an officer up to twice for Chapter and Domain levels, and once for Regional or National levels.

14.5.2. Appeals of a decision enacted at the Chapter or Domain level go first to the next elected officer in the appropriate chain. If further appeal is warranted, the case may be appealed to the Camarilla USA Arbitration Board.

14.5.3. Appeals of a decision enacted at Regional level go to the Camarilla USA Arbitration Board.

14.5.4. Appeals of a decision enacted at the National level go to the Camarilla USA Council.

14.5.5. Complaints against an officer, rather than against a specific decision, go to the next elected officer in the appropriate chain. Complaints against a National officer go to the Camarilla USA Council.

14.5.6. The Camarilla USA Arbitration Board consists of one member from each Region selected by a vote of the Domain Coordinators and Domain Storytellers.

14.5.7. Arbiters who represent the Region(s) from which an appeal originates must abstain from reviewing that appeal.

14.5.7.1. If this would result in more than half the Arbiters abstaining, no Arbiter is required to abstain.

15. AMENDMENTS

15.1. Amendments to this Constitution must be proposed in writing to the Camarilla USA Council.

15.2. All amendments deemed reasonable and feasible by the Camarilla USA Council will be presented to the membership for a Referendum as detailed in the Constitution within one year of the date the proposal was received.

15.3. All members in good standing of the Camarilla USA will have one vote.

15.4 An amendment is approved if it receives the affirmative majority of those votes cast.

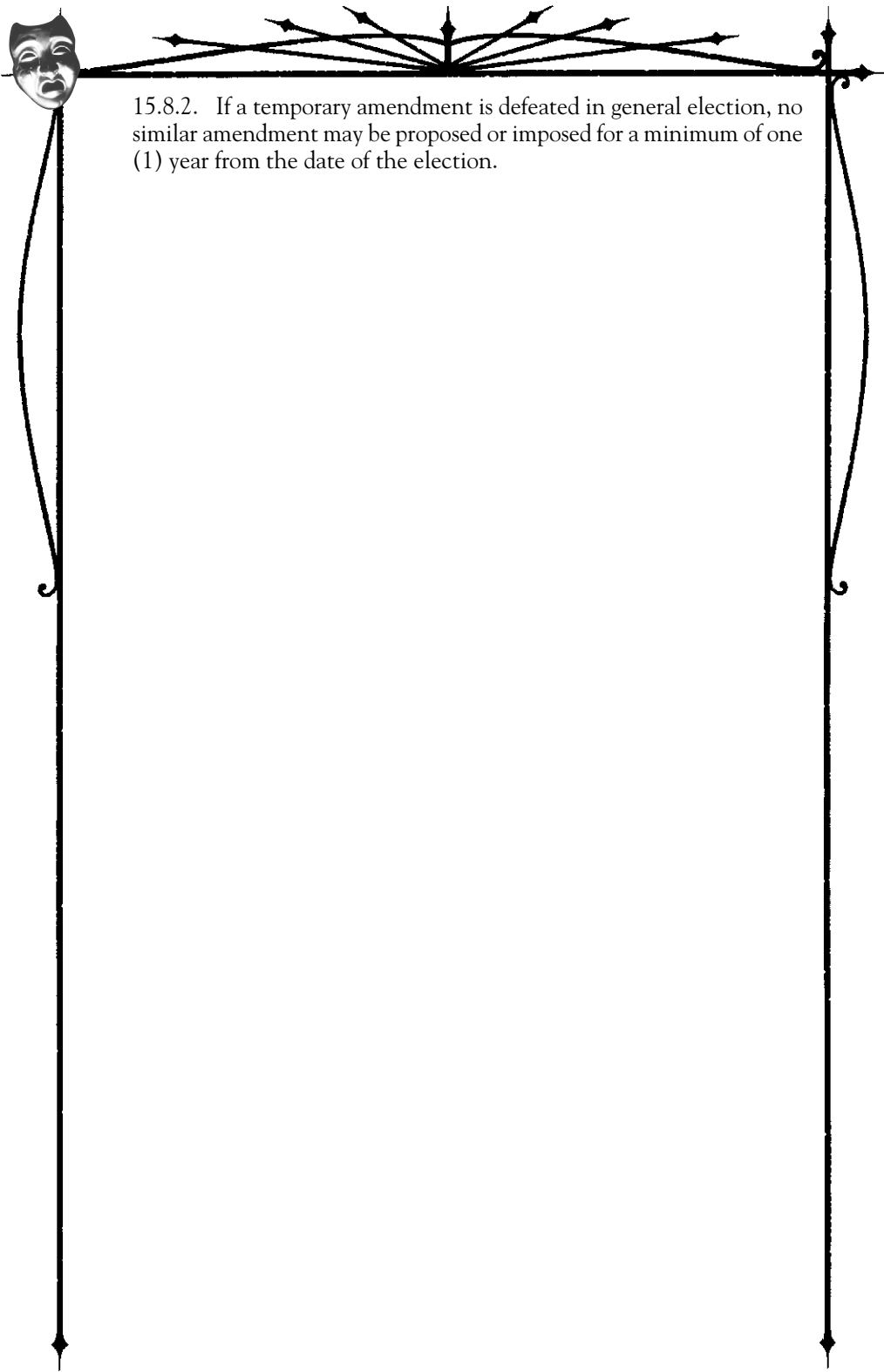
15.5. An amendment so approved becomes effective immediately.

15.6. The Camarilla USA Council may, by two-thirds affirmative vote, adopt temporary amendments deemed necessary to continue the legal, financial and efficient operation of the club when the current rules and restrictions of this Constitution would otherwise prohibit such.

15.7. A temporary amendment has the full force of a regular amendment.

15.8. If the temporary amendment is not brought before the general membership for a vote within six (6) months it must be annulled.

15.8.1. A temporary amendment not brought before the general membership or withdrawn before a vote may not be imposed for a minimum of one (1) year from the date of adoption, nor may similar temporary amendments be approved.



15.8.2. If a temporary amendment is defeated in general election, no similar amendment may be proposed or imposed for a minimum of one (1) year from the date of the election.