

DRAFT CONSTITUTION

1. Name

- a) The name of the society shall be the Stargate Live Role-Playing Society UK, hereafter referred to as "the society."

2. Purpose

- a) The society shall exist to facilitate live role-playing events set against a background based on the "Stargate" TV series. This shall be a non profit making society where all funds generated will be used for the running of the society and holding of events.

3. Ethos

- a) All officers and members shall attempt to:
 - i) safeguard player enjoyment as their primary objective;
 - ii) foster a friendly and good-humoured atmosphere at all society events and meetings;
 - iii) welcome and encourage new players;
 - iv) minimise splits and factions;
 - v) not take the piss.
- b) However notwithstanding point 3 a) it shall be acceptable for members to constructively express their dissatisfaction with plot, props, organisation and other aspects of the society or its' events.

4. Membership

- a) The Membership year is to run from April 1st to March 31st. Membership of the society is open to any person who:
 - i) pays the full annual non-refundable subscription fee;
 - ii) abides by the rules of the society;
 - iii) abides by any requirements with regard to safety and legality as shall from time to time be laid down by the President or an authoritative external body.
- b) Membership of the society grants the right to:
 - i) attend any meeting of the society;
 - ii) speak at any meeting of the society;
 - iii) vote in any election of the society;
 - iv) stand for election to any post of official of the society;
 - v) attend any event organised by the society, on payment of the fee, if the event is not full.
- c) At the discretion of the Executive, new members may play one event as a "guest" before membership fees become due. They may not receive any other benefits of the society. Individuals who are crewing events are not required to join the society in order to accrue feats and downtime however they must join the society before attending any event as a player character or to receive the other benefits of the society.
- d) In the event that a member is perceived to have broken the rules of the society, including the LARP system rules, any member of the executive may:
 - i) require the member to abide by the rules.
 - ii) if the member will not so abide, and / or the breach is considered to be serious a suspension the individual's membership is allowed. The suspension shall be for a set duration and requires the agreement of two members of the executive

This decision may be reversed, ratified or given permanent effect by a majority vote of the membership, such a vote to be held within at most two weeks of the incident taking place.

- e) The Society's membership fee is set at a rate of £20.00 & reviewed annually at the AGM
Membership fees become due on April 1st.
- f) Society members are responsible for providing an up-to-date means of contact which shall include at least a postal address or email address. If this information is not provided and maintained, the executive shall not be responsible if the member is not kept informed of meetings, events, elections etc.

5. The Executive

- a) The society shall be administered by a group of officials (hereafter referred to as 'the executive') who shall be elected annually, by a ballot of all members, and shall have the duties and responsibilities set out below:
 - i) **The President** shall:
 - Carry out liaison as necessary with external bodies (e.g. the police);
 - Oversee the safety and legal aspects of all society activities;
 - Be responsible for booking site / facilities for society events;
 - Co-ordinate the storage of the society's props in good order and promote the creation of new props;
 - Attend general meetings of the society.
 - ii) **The Treasurer** shall:
 - Administer the society's finances;
 - Maintain an up-to-date account of all financial transactions;
 - Advise the executive and the membership of expenditure of budget;
 - Prepare a statement of income and expenditure to be presented at the AGM for ratification;
 - Attend general meetings of the society.
 - iii) **The Secretary** shall:
 - Be responsible for the administration of all matters relating to membership and subscription, and relevant liaison with the Treasurer;
 - Be responsible for all society correspondence and administration;
 - Take minutes at meetings, and circulate agendas and minutes of meetings to the membership;
 - Act as returning officer for all society polls, votes and ballots (Should this officer be a candidate in any election then another officer may be appointed acting returning officer by the executive for the duration of that election).
 - Attend general meetings of the society.
 - iv) **The Plot Co-ordinator** shall:
 - Have their membership contribution refunded
 - Be responsible for maintaining central details of player characters (e.g. downtime) and producing documentation of these for use at the society's events;
 - Co-ordinate the recording of plot points which occur at the society's events;
 - Work with event organisers to ensure that proposed plot developments are in accord with previous plot points;
 - Be required to organise at least one event per membership year.
 - Make the final decision as to whether a proposed plot or plots for a society event is approved;
 - Attend general meetings of the society.

iv) **The System Referees (numbering three)** shall:

- Assist the Plot Co-ordinator in their duties
- Be responsible for maintaining a current copy of the LRP system rules
- Be responsible for developing the rules
- Provide final adjudication on the interpretation and application of the Stargate LRP system rules
- Provide final adjudication on any rules and conditions established under which role-play on the society's website or message board are allowed to take place
- Offer appropriate support and guidance to Society members acting as event referees
- A final decision on any rules clarifications shall be decided upon by a vote of the three System Referees.
- Attend general meetings of the society.

- b) In the absence of any member of the executive their duties may be delegated to another executive member. Alternatively a member may be co-opted to fulfil such duties subject to the approval of a society general meeting.
- c) The Plot Co-ordinator shall not take part as a player character in any event which runs during their term of office, unless this has been designated a stand-alone event of which they have no plot knowledge. Other members of the executive may participate in society events as player characters during their term of office unless they have been privileged with knowledge of the plot.

6. Elections

- a) Members of the executive committee shall be elected at the AGM and shall take office immediately following the closure of the AGM.
- b) In the event of resignation, failure to elect, vote of no confidence or permanent absence from the executive committee for any other reason, an election for the officer post in question must take place:
- i) either at a general meeting of the society which takes place not more than ten weeks later;
 - ii) or by a postal / electronic ballot of all the membership which takes place not more than ten weeks later.
- c) When an election is to take place for any officer post, society members will be informed of the procedure for nomination as a candidate at least 2 weeks before nominations close. A candidate must be nominated and seconded by two members of the society, neither of which may be the nominee. The nominee must agree to the nomination.
- d) There will be at least two weeks between nominations closing and ballots being cast in order to allow candidates to explain their platform.
- e) When a ballot is to take place for any officer post, society members will be informed of the date and format of the at least 2 weeks before the ballot takes place.
- f) The post of Plot Co-ordinator can be extended by up to 3 months if deemed necessary by the executive, with the agreement of the Plot Co-ordinator.

7. Meetings

- a) The Annual General Meeting (AGM) shall take place during March. If possible it will take place at an event. The date, time and place of the AGM must be publicised to all members at least four weeks in advance.
- b) Society general meetings (SGM) should take place between two and four times per year. If possible they should take place at an event. The date, time and place of society general meetings must be publicised to all members at least three weeks in advance.
- c) Emergency general meetings (EGM) may be called by a majority vote of the Executive. If possible they should take place at an event. The date, time and place of EGMs must be publicised to all members at least two weeks in advance. An EGM may only discuss the matter for which the meeting was called.
- d) Quorum is necessary to make changes to this constitution, or consider a motion of no confidence in a society officer. The quorum for an AGM shall be 21 members, or 60% of the membership, whichever is less. The quorum for a SGM or EGM shall be 14 members or 40% of the membership, whichever is less. A non-quorate meeting may make decisions 'in principle' but the result must be ratified by the next quorate meeting or the motion will lapse.
- e) Each member has the right to attend any executive committee meeting. These meetings shall be announced as far in advance as possible. Any non executive member has the right to speak for not more than five minutes on any subject under discussion but may not vote on any decisions of the meeting

8. Events

- a) Any member of the society may organise an event on behalf of the society with the approval of a majority of the executive including the Plot Co-ordinator.
- b) Any event organiser or official will not be allowed to take part as a player character at the event they organise but will still gain feats & downtime as if they had played.
- c) Any member of the society shall gain feats / downtime for events at which they attend but cannot participate as player characters equal to 1 feat per day, 1 vitality increase per event and full downtime. Reasons for non participation include roles in crewing, organization, refereeing, or in the role Plot Co-ordinator

9. Complaints

- a) Any complaints about the running or operation of the society should initially be discussed with the President or, if the complaint concerns the President, with the Secretary.
- b) If a satisfactory resolution to the complaint cannot be found, then the matter shall either be dropped or be raised at a general meeting of the society, as the complainant prefers.
- c) If a complaint is raised at a general meeting, the members may vote on a solution to the problem or request the parties negotiate.
- d) If the complainant believes that an officer of the society is not carrying out their role to a sufficient standard, has abused the trust of the members or brought the society into disrepute, s/he may bring a motion of no confidence against that officer at a general meeting. The motion must be seconded by one other member of the society and must be passed at a quorate meeting with a 2/3rd majority of those present.

10. Property and funds

- a) Any property purchased for the society should be held in the society's name or, if this is not possible, in the name of the President, who shall hold this property on behalf of the members. If this property generates any income (e.g. via sale or hire) this shall be added to the society's funds.
- b) If the society is dissolved, any funds remaining after all obligations have been settled shall be shared equally among the members at the time.