

Bylaws of the Darkon Wargaming Club, Inc.

Article I – Name, Purpose

1. The name of the organization shall be Darkon Wargaming Club, Inc. herein referred to as the Club.
2. The Club provides its participants with a game in which fantasy based live action role- playing and medieval-style battles using specially constructed props is conducted.
3. The Club operates exclusively as a non-stock, not for profit corporation specifically as a 501(c)7.

Article II – Members and Participants

1. Participant
 - a. Participants are any person age 16 years or older that has paid the Club dues and signed the waiver; parents must sign waivers for any under the age of 18 years. Upon turning 18 Participants will sign a new waiver.
 - b. Participation may be suspended for a set period of time not to exceed one year, by the Board of Directors.
 - c. Anyone having joined as a Participant shall remain on the roster for life but can be banned from the club by the Board of Directors.
 - d. Senate may reinstate a suspended or banned Participant with a four-fifths supermajority vote.
 - e. A Participant has the right to terminate his or her own involvement at any time.

- f. The Board of Directors maintains the right to refuse participation to any individual for any reason, with or without cause.

2. Membership

- a. Membership is defined as groups organized by Participants in accordance with the Rules of Play of the Club.
- b. Members may send representatives to the Senate.
- c. Members may terminate their involvement at any time, ending the existence of the group.

Article III – Board of Directors

1. The Board is responsible for the overall policy and direction of the Club, and manages day-to-day operations of the Club. To include but not limited to:

- a. Shall vote on all new game rules and rule changes passed by the Senate.
- b. Shall have all the rights and responsibilities mandated and authorized by the statutes of the State of Maryland provided for a Board of Directors.
- c. Responsible for maintaining all rule books, and writing and maintaining all policy and procedure documents, and ensuring they are made available to Participants.
- d. Members of the Board cannot vote on the Noble Council or Senate except as described elsewhere in the bylaws.
- e. Members of the Board receive no compensation.

2. There shall be 5 voting members of the Board consisting of President, Vice President, Magistrate, Secretary, and Treasurer. There shall be 2 non-voting members of the board consisting of the Land Marshal and President Emeritus.

a. President

- i. Shall convene regularly scheduled Board meetings, shall preside or arrange for the Vice President of the Board to preside at each meeting.
- ii. Is authorized to delegate authority, appoint assistants to the President for any purpose and create committees for any purpose.
- iii. Is the default chairperson of all committee's or may appoint a chairperson for said committees.
- iv. Is the liaison with the public-at-large.
- v. Is authorized to represent the interests of the Club as an entity in all exchanges with federal, state and local authorities.
- vi. Is required to act as Compliance Officer and maintain the club's compliance with legal and insurance requirements, including actions necessary to maintain the club's tax status and classification as a non-profit organization.
- vii. Is responsible for maintaining necessary documentation and obtaining or appointing representatives to obtain required permits and permissions for event sites.
- viii. Shall make on-the-spot interpretations of the bylaws which will be reviewed and confirmed or corrected by the full Board.

b. Vice President

- i. Chairs the Noble Council (the Council, see Article V) and sets its meetings and agenda.
- ii. May appoint assistants to aid in the performance of the positions duties.
- iii. Appoints a Relics Marshal, and, Potions and Scrolls Marshal, and other Marshals as needed for duties specific to the Vice President and Council.
- iv. Collects and maintains the list of Marshal positions for the Council.
- v. Is the liaison with other clubs of the same purpose.
- vi. Responsible for requesting the submission of petitions for Squire and Knight of the Realm. Petitions for Knight of the Realm are to be delivered to the Secretary.
- vii. Shall be responsible for first aid kits and ensure all Board members have one at each event.

c. Secretary

- i. Responsible for the collection and maintenance of player records, to include waivers and character credits.
- ii. Responsible for the recording of minutes at corporate meetings.
- iii. Responsible for the production of the club newsletter, "Tavern Tales" and all advertising and recruitment efforts.
- iv. May appoint assistants to aid in his duties to include but not limited to an editor for "Tavern Tales", a recruiter and an aide to collect Participant information at event check-in.
- v. The Secretary shall appoint assistants on each body, Council and Senate to take minutes, and shall make the

minutes available to the Participants.

- vi. Responsible for ensuring that the secretary duties are fulfilled at events in his/her absence.
- vii. Responsible for collecting petitions for Knight of the Realm, submitting the petitions to the Council via the Vice President, and submitted the names of petitioners for Knight of the Realm to the Senate via the Magistrate.
- viii. Responsible for the Credit Tracker. Shall work with the IT committee (or current equivalent) and/or the past Secretary to ensure that the events database entries are kept current with the schedule and the appropriate credit allocations. Shall do the same for official Chapters.
- ix. Shall track player credits at check-in via the Credit Tracker spreadsheet and the Darkon laptop. Written check-in is only acceptable on an emergency basis if the laptop fails or is unavailable.
- x. Shall upload the spreadsheet of event credits to the Credit Tracker prior to the next event. Shall also apply any extra credits earned prior to the next event (e.g. transfers, charity, new player, NPC, Elder, etc.).
- xi. Shall promptly respond to player email inquiries regarding credits, and shall provide logins for players to view their own records.
- xii. Shall make manual modifications to the credit record for transfers, late Elder lists, or other adjustments as needed.
- xiii. Shall promptly communicate in writing to the Board any technical difficulties, and shall diligently work with the IT Committee (or current equivalent) to resolve any issues.
- xiv. Responsible for training the Secretary elect in the

performance of the above duties. Must report to the Senate and the Board (incoming & outgoing) if the Secretary elect has not received training by end of year, along with the cause.

d. Treasurer

- i. Responsible for all fiscal activities of the club including but not limited to maintenance of insurance documents, collection of dues, monies for the sale of rulebooks, and the payment of debts incurred by the club.
- ii. Shall provide quarterly and annual financial reports to the Board, the Senate and Participants in accordance with state statutes.
- iii. Shall interface with the state and federal tax bureaus.
- iv. May appoint assistants to aid in his duties to include but not limited to an aide to collect dues at event check-in.
- v. Responsible for ensuring that the treasurer duties are fulfilled at events in his/her absence.
- vi. Shall deposit all monies collected at an event into the Darkon bank account prior to the next event.
- vii. Shall at all times avoid the commingling of Darkon funds with other accounts.
- viii. Shall maintain all items and monies related to the Treasurer position in a secure fashion, and shall minimize the amount of time that those are in a vehicle (time spent at events excepted).
- ix. Shall use cash payments only in the event of an bona fide emergency, and shall inform the board in writing prior

to the next event in any case where this is done.

- x. Shall use a lockable cash box and locked late check-in box for the collection of dues and other monies at events. Cash box shall be locked when not in use.
- xi. Upon receiving documentation of receipts, shall promptly reimburse individuals whose expenditures have been authorized by the Board.
- xii. Shall keep Treasury records in an organized and detailed fashion, such that each subsequent Treasurer can easily verify and audit the previous year's event revenue and expenditures.
- xiii. Is responsible for the filing of all Federal and State tax paperwork required.

e. Magistrate

- i. Shall Chair the Senate, set the Senate agenda and ensure event check-in is run smoothly.
- ii. Has sole power to interpret the game rules in the event a clarification is requested. Such interpretations shall remain in effect until January 1 of the next year or until the Senate votes to include or deny the interpretation in the Rules of Play, whichever is sooner. Should a conflict arise between Senate rulings and Magistrate rules interpretations, the Senate ruling shall supersede.
- iii. Clarifications made by the Magistrate must be published and made public. Clarifications approved by the Senate shall be added to the Rules of Play immediately upon passage and publicly published.
- iv. Magistrate shall present the names of candidates and

petitioners for Knight of the Realm to the Senate and document all comments. Comments will be presented to the Noble Council via the Vice President.

- v. Shall review the legitimacy of Member status and is authorized to deny membership for one Senate meeting pending full Board review.

f. Non-Voting Members

i. Land Marshal

1. Responsible for the management of the Land Rules portion of the Rules of Play.
2. Appoints the Coin Marshal and may appoint other assistants as needed.
3. Is the on-the-field interpreter of the Land Rules portion of the Rules of Play.
4. Has no vote on the Board of Directors but may attend meetings at the discretion of the Board.

ii. President Emeritus

1. The elected President of the previous year, this position is vacant if the President of the previous year is the current President.
2. Responsible for providing insight and information for the activities of the Board of the previous year to maintain continuity of management of the Club.
3. Has no vote on the Board of Directors but may attend meetings at the discretion of the Board.
3. Elections shall be semi-annually.

- a. Elections of the Secretary, Treasurer and Magistrate or the re-election of the same to a following term will occur as the first order of business at the first club gathering of November of each year. Board members shall be elected by a simple majority vote of the member representative body known as the Senate (see Article IV).
- b. Elections of the President, Vice President and Land Marshal or the re-election of the same to a following term will occur as the first order of business at the first club gathering of May of each year. Board members shall be elected by a simple majority vote of the Senate.
- c. Prior to the vote for each position, the section of the bylaws documenting the duties of that position shall be read aloud in full. Candidates must answer affirmatively to the following two questions:
 - Do you understand the responsibilities of this position?
 - If elected, will you faithfully perform all of these duties?
4. When a vacancy on the Board exists the Senate will elect a new member. The newly elected Board member shall serve until the end of the current term and is eligible for re-election.
5. All Board members shall serve 1 year terms, those elected in May shall start on July 1 following the election, and those elected in November shall start on January 1 following election.
6. The Board shall meet at least quarterly, in an agreed upon manner, time, and place. Unless otherwise specified in this Article all votes are a majority of those present.

7. Self-nominations begin two months prior to the date of elections. All nominations are submitted to the Secretary and posted on the official forums.
8. A quorum is set at four-fifths of the *voting* Board members before business can be transacted or motions made or passed. *(Clarified by Board December 2012, to be ratified by Senate CY2013)*
9. An official Board meeting requires that each Board member have written or verbal notice two weeks in advance.
10. Resignation from the Board must be in writing and received by the Secretary or President.
11. A Board member may be removed at any time for any reason by a three-fourths majority present vote of the Senate.
12. The Board is responsible for the enforcement of the Articles of Incorporation, the bylaws of the corporation, rules of the game, and has authority over all things not specifically authorized to another body and in accordance with state statute.
13. The club reserves the right to investigate and take legal action against Board members suspected of prosecutable crimes including but not limited to fraud, embezzlement and theft.

Article IV: The Senate

1. The Senate is comprised of representative(s) of each Member group. Said representative(s) must have each attended at least 20 events.
2. A quorum is met when two-thirds of the Members eligible to vote send at least one Senator to the Senate meeting.

3. The Senate shall be responsible for the creation and review of all game rules. All rule proposals shall be voted upon by the Senate and require a simple majority to pass. Rules passed by both Senate and Board shall go into effect the following June 30th or December 31st whichever comes first; unless the rule governs safety at which point the rule will go into effect immediately.
4. The Senate may over-ride a Board veto on rule proposals with a three-fourths majority.
5. The Senate shall review petitioners for Knight of the Realm and provide comments to the Council.
6. The Senate is chaired by the Magistrate, if the Magistrate is unavailable he may appoint another as Chair. The Chair may only vote in instances of a tie.
7. Any Senator may call an emergency meeting of the Senate in cases where the Magistrate cannot or should not Chair.

Article V: Noble Council

1. The Council is comprised of any Club Participants who have been given the award of "Knight of the Realm." See Article VI.
2. The Council is responsible for the planning of all tournaments and any other types of events they wish to promote and may appoint assistants to fulfill these responsibilities.
3. The Council, on behalf of the Board, is responsible for the evaluation of all rules in regards to safety within the Club to include; new and existing rules.

4. The Council is responsible for the evaluation and implementation of new construction methods for weapons, shields and armor as well as evaluating new weapon types not yet introduced. Any additions to weapon types shall be presented to the Senate as a rule proposal.
5. The Council is responsible for the checking of all costuming and equipment for compliance with rules and safety standards.
6. Any rules considered unsafe by the Council shall be revoked and removed from the rulebook. Any new safety requirements set by the Council shall go into effect immediately and placed in the next edition of the rulebook. The Board may veto any Council safety decision with a four-fifths majority vote. The Council can overturn a Board veto of a safety ruling with a three-fourths majority of those present.
7. The Council shall appoint individuals to positions of Armor Marshals, Weapons Marshals, Costume Marshals, and Spell Marshals and assign the position of head Marshal for each; to ensure all Participants are in compliance with the game rules and have equipment constructed according to the published safety standards. Active Knights of the Realm are automatically Marshals.
8. The Council, on behalf of the Board, shall track Participants rule infractions and report to the Board subsequent to the Council meeting. The Council may also submit recommendations for disciplinary actions to the Board.
9. The Council shall review petitions for, select and monitor Squires.
10. The Council shall review petitions for, and select those to be given the award of Knight of the Realm per the rules of the Council, Rules of Play and by laws. Petitions for Knight

of the Realm must be submitted to the Secretary 6 months prior to the Council vote on the petitioner.

11. The Council shall review comments submitted by the Senate regarding petitioners for Knight of the Realm and Squires being considered for promotion to Knight of the Realm.
12. Candidates approved by the Council for Knight of the Realm shall be submitted to the Board. The Council can override a Board veto of candidates for Knight of the Realm with a three-fourths majority vote of those present.
13. A Participant may be stripped of the award of Knight of the Realm with a majority vote of those present of the Council or a supermajority of the Senate or in accordance with Article VI.
14. The Council shall meet quarterly or as business dictates. Unless otherwise specified in this Article all votes are a majority of those present.
15. A quorum is met when fifty percent of the active Knights of the Realm are in attendance. A Knight of the Realm may declare themselves inactive at any time, and the Council may declare a Knight of the Realm inactive if they have not attended a scheduled meeting in 12 months. Executive Board members are not counted against quorum.
16. Inactive Knights of the Realm may not vote on the Council, do not count towards quorum of the Council, and may not act as Marshals unless specifically appointed by the Council.
17. To become active a Knight of the Realm they must attend 1 Council meeting as a non- voting member and attend a minimum of 50 percent of the events prior to the following Council meeting.

18. The Council may create committees to deal with issues under the Council's purview.
19. The Council is chaired by the Vice President, if the Vice President is unavailable the Vice President shall select one of their number to Chair. The chairperson of the Noble Council may only vote in the instance of a tie.

Article VI: Awards

1. Knight of the Realm (KR)
 - a. Awarded by the Council or per Section 2.e of this Article.
 - b. Eligibility, procedures and privileges are defined by the Council, Rules of Play and bylaws.
2. Armigerous Awards - Awards that when given bestow the right to wear personal livery and heraldry and be known as "Master" or "Mistress." These awards may be given once a year, nominations are to be given to the chairperson of the awarding body responsible by the second event of October.
 - a. Order of the Stag (OS) - Granted by the Board for major contributions of service to the Club not necessarily related to an elected office. A Master of The Stag is one who has repeatedly served with distinction as marshal, organizer, elder, etc.
 - b. Order of the Dragon (OD) – Granted by the Senate for continuous demonstration of positive attitude. Master of the Dragon is one who has continually demonstrated a positive attitude, good sportsmanship and high level of support for the other Participants and has the general respect of the realm.
 - c. Order of the Gryphon (OG) - Granted by the Council for demonstrating great leadership. A Master of The Griffin is

one who has led the Club forward as a club elected official or furthered the development of the game in some outstanding way.

- d. Order of the Raven (OR)- Granted by the Senate for exemplary performance in the arts. A Master of The Raven may be a superb roleplayer, has outstanding garb, or someone who makes great weapons, armor or accessories, or contributes in some extraordinary way to the atmosphere of the game. A Master of the Raven is one who enriches the game through their actions and appearance, and espouses their excellence to others.
- e. Order of the Sword (OSW) - Granted for skill at arms and fighting prowess. Sword Masters differ from other Orders in that they must prove themselves in battle to attain the title.
 - i. A Sword Master candidate petitions and is voted on by the Council, if approved they must win a Noble Tournament fight as run by the Noble Council to earn entry into the Order and become a Sword Master.
 - ii. Sword Masters, after possessing their title for one season, may defend in Noble Council Tournaments against both Council members and approved Sword Master Candidates.
 - iii. Grandfathering Clause - All Knights of the Realm who have won a bout in a Noble Council Tournament before passage of these bylaws are members of the Order of the Sword.
- f. Order of the Eagle (OE) - Any Participant who has achieved membership in all five Master Orders, the ultimate achievement in the club, is eligible to be made a Master of the Eagle with Board approval. Masters of the Eagle are automatically awarded Knight of the Realm with all rights and responsibilities given for said award.

3. Non-Armigerous Awards - Given for recognition by the Club but do not bestow any special privileges or costuming. These awards will be given once a year, nominations are to be given to the chairperson of the awarding body by the second event of October.

- a. Order of the Mask (CM)- Given to those individuals *to one individual annually*, chosen as the best representation of their class. Companions of the Mask are awarded by the Senate. *(Clarified by Board December 2012, to be ratified by Senate CY2013)*
- b. Order of the Crown (CC) - Awarded to those that have served on the Board for a full term.
 - i. Companions of the Crown are automatically awarded at the end of the term.
 - ii. Grandfathering Clause – Any who have served a full term on what was called the Executive Board of the Club are given this award for each full term.
- c. Order of the Boar (CB)- Awarded for outstanding contributions to the club by a group (country, retinue, guild, etc.) Companions of the Boar are awarded by the Board.
- d. Order of the Swan (CS) - Awarded for minor contributions of service to the Club. Companions of the Swan are awarded by the Board.
- e. Darkon Award of Excellence - Awarded for excellence to one person annually by the President.
- f. Golden Spud- Awarded *to one individual annually* for having a great attitude and showing eagerness and loyalty to the club. Awarded by the Senate to a player that has joined the Club within the past 12 months. *(Clarified by Board December 2012, to be ratified by Senate CY2013)*

4. Participants may receive an award from Sections 2 and 3 multiple times.
5. Retired Awards - Titles and awards that the club has given out but are no longer awarded. a. Knight Errant - Retired in 2008 and replaced with Lord of the Realm. All those with Knight Errant were converted to Lord of the Realm. b. Lord of the Realm - Retired in 2012 and replaced with various awards. All those with Lord of the Realm were converted to an order in Section 2 and given the title "Master."
6. If a Participant is suspended, the awarding bodies shall review applicable awards of that Participant and vote to determine continued merit.
7. All awards are revoked if the Participant is banned from the Club. A unanimous vote of the Board can reinstate any award to a reinstated Participant.
8. All awards are given out at the discretion of the awarding body and each awarding body reserves the right to not give out awards in any given year.

Article VII: Meetings

1. Once a year at the second event of December the Senate, Board, and Council shall meet to discuss any issues of the previous year. This shall be known by the Triumvirate meeting and chaired by the President.
2. A general Participant meeting shall be held once a year during the Summer months at which the Board shall present a status on the club and take questions from the Participants. The time and place of the meeting shall be announced four weeks prior to the meeting.
3. Unless otherwise indicated in these bylaws, the time and

place of all meetings must be announced two weeks prior to the meeting date.

4. Emergency meetings may be called by the Senate, Board or the Council as needed.

Article VIII: Use of Technology

1. Meetings may be conducted via in-person meetings, conference calls, video conferencing or other meeting collaboration tools that involve audio and or visual components.
2. Business may be conducted via e-mail but all votes must be taken using a method outlined in Section 1 of this article.
3. Meetings may not be conducted using instant messaging.

Article IX: Intentionally Left Blank for Future Proposal Article X: Amendments

1. These bylaws may be amended when necessary by a three-fifths majority of the Board and two-thirds majority of the Senate.
2. These bylaws shall be reviewed and amended as necessary no less than every 5 years.

These bylaws were approved at a meeting of the Board of Directors of the Darkon Wargaming Club, Inc. on November 13, 2012 and the Senate of the Darkon Wargaming Club, Inc. on November 4, 2012. Amended September 21, 2014.