
School Video Game Club

Bylaws

ARTICLE I. NAME

The name of this organization shall be The Video Game Club, shortened to “THE VGC” when appropriate.

ARTICLE II. PURPOSE

Section 1. The purpose of The Video Game Club is to connect students, faculty and staff through the use of and discussion about gaming culture, play and competition.

Section 2. The specific goals of The Video Game Club are as follows:

- Provide an opportunity for students to learn and play games together and form personal bonds with one another.
- Foster an understanding of the importance of being socially active and participate in philanthropic works at the local, state and national level.
- Strengthen the confidence of students in themselves through public discourse and competitive game play.

ARTICLE III. MEMBERSHIP

Section 1. Membership in The Video Game Club is open to all students. Due to space and equipment constraints, membership may be capped and an application process may be implemented.

Section 2. Any student may join the club, but failing grades are not allowed. Students in the club will be completing a grade check once per quarter, three weeks prior to the end. Students with failing grades on a grade check will meet with the advisors during mentor time to discuss bringing the grades up. If grades do not improve by the end of the quarter, the student will be placed on an action plan for the following quarter. If a student’s grade improves, they will be returned to “good standing” and monitored accordingly. If the grades do not improve after the action plan run its course, the student will be barred from all VGC activities.

ARTICLE IV. DUES AND FINANCE

- There are no dues to join the club. Members may have the opportunity to bring their own equipment, however the school will not be liable for loss or damages.
- Any funds raised for charity will be documented appropriately and funds distributed to identified charities, individuals or groups at designated times.

ARTICLE V. OFFICERS

- Section 1.** Officers of the chapter shall be as follows: president, vice president, secretary, treasurer, and man at arms. These officers, with the advisors as ex officio members, shall constitute the executive committee. Officers shall be selected at the annual meeting and shall hold their respective offices for a term of one year or until their successors are selected. Officers shall assume their duties at the close of the meeting at which they were selected.
- Section 2.** The chapter shall have one advisor who shall be a _____ faculty member.
- Section 3.** The advisor(s) is/are responsible for selecting students to lead the club. To be selected a student must fill out an application which states their intentions and outlines their gaming background.
- Section 4.** An officer may be removed from their assigned post for (a) dereliction of duty, (b) inability to communicate effectively with the executive committee or the membership, (c) failure to attend meetings, (d) unwillingness to accept a consensus vote of the executive committee.

ARTICLE VI. DUTIES OF OFFICERS

- Section 1.** The president shall (a) be in grades 10-12, (b) preside over all meetings of the chapter, and (c) appoint all committees.
- Section 2.** The vice president shall (a) preside in the absence of the president, and (b) assist the president.
- Section 3.** The secretary shall (a) keep an accurate record of the meetings.
- Section 4.** The treasurer shall (a) act as custodian of the funds of the organization and give financial reports.
- Section 5.** The man at arms shall (a) call the meeting to order, and (b) act as crowd monitor during meetings.

ARTICLE VII. MEETINGS

- Section 1.** The executive committee will meet from time to time as needed for organization and scheduling of events. Executive committee members are required to attend all official meetings of both the committee and the club. Executive committee members do not need to participate in all club events.
- Section 2.** There must be at least one regular meeting per month during the academic school year. These meetings will take place on the _____ days of the

month. These meetings will take place in the advisors classroom or predefined meeting location.

ARTICLE VIII. GAME PLAY

- Section 1.** Each member will sign a parent permission form at the beginning of the school year which identifies the ESRB level at which the student may play.
- Section 2.** Games played during meetings will be limited to “Teen” or lower, though some games rated “M” may be discussed for content and playability.
- Section 3.** Board and Card based games are held to the same rating system.
- Section 4.** Any and all games played outside of official meetings are done so at the individual players judgement and not subject to VGC/ESRB justification.

ARTICLE IX. AMENDMENTS and EXEMPTIONS

- Section 1. Any and all amendments to the bylaws of the Video Game Club need to be ratified, discussed, and voted on by membership in its entirety (Club Vote).
- Section 2. All proposed amendments need to be discussed amongst the advisors, executive committee, and school leadership prior to the “Club Vote”. School officials and advisors have final say on all matters pertaining to the club.