

LEGEND: LIVE ACTION ROLEPLAYING & WARGAMING INC.

BYLAWS

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I. Mission Statement

- a. Legend: Live Action Role Playing & War Gaming, hereto Legend or the Club, is a fantasy live action role playing game (LARP) which incorporates elements of war gaming scenarios. It will provide a safe and enjoyable environment for its members to participate in all club activities, actively promote the hobby, host and implement charitable events for the community, and be a focal point for LARPing activities in the area.
- b. This document will be used in conjunction with the most current version of the Legend: Live Action Role Playing & War Gaming Rules of Play.
- c. Legend will adhere to a concept called the “Spirit of the Rules”. This concept will be defined as: The rules are not so hard fast and set that multiple conclusions cannot be drawn. The membership has its own sense of what is considered appropriate behavior and a play-style that may not be directly reflected by the rules. Violations

of this behavior are considered non-beneficial and may be met with review by the Administration Board.

II. Acknowledgements

- a. Legend was created by: Timothy J. Grabowski, Julianne Osborne, Renn Lugent, and Savanah Lugent.
- b. Although many people have made Legend what it is today, it would not have come to be without the dream and effort shared by: Christopher A. Jones, Christopher C. Jones, Dreux Leithead, Ethan Jones, Jacob Timm, Julianne Osborne, Joseph Lugent, Nahm Kim, Randall Bozarth, Renn Lugent, Savanah Lugent, Timothy Grabowski, Timothy “Jacen” Walker, Todd Harrell, and William Amarillo. They are to be considered the founders of Legend.

III. Events

- a. Legend will sponsor events for its members to participate in the hobby. These events will be divided into three categories and be announced at least one week before their date. A master schedule must be provided by the Administration Board by the first event of the year. The event types are:
 - i. Standard Events
 - ii. Practice Events
 - iii. Special Events
- b. Standard Events are the primary draw for Legend players. Standard Events will feature all aspects of the most current Legend Rules of Play and provide one participatory credit unless increased by the Administration Board. This increase should only be made twice a quarter and should not be increased by more than one credit. This does not prohibit events that would allow for the purchase of credit. Standard events should occur at least twice monthly.
- c. Practice Events are held to focus on a particular element of Legend. These most commonly focus on fighting and the arts & sciences. They will provide ½ participatory credit.
- d. Special Events are held for various reasons. They are most commonly a campout or demonstration. They may provide no more than three participatory credits.
- e. All Events must be approved by the Administration Board and have an approved event runner.
- f. To qualify as an event runner, a member must have passed an annual field reeves test.

IV. Board of Directors

- a. Legend will be governed by a Board of Directors referred to as the Administration Board.
- b. The Administration Board will consist of the following in order of precedence:
 - i. President
 - ii. Vice President
 - iii. Treasurer
 - iv. Secretary
 - v. Sheriff

- c. The President and Treasurer will serve year-long terms starting at midnight on January 1st of each year and ending on December 31st at Midnight.
- d. Each other member will serve for a term of six months. The first term begins at midnight on January 1st and ends at midnight on July 1st. The second term begins at midnight on July 1st and ends at midnight on January 1st.
- e. No member may be elected to the same position for more than two consecutive terms but may be reelected one year after their second term expired.
- f. The Administration Board shall be responsible for the administration of the club and its issues. The Board may also make temporary decisions for issues they feel need immediate attention and cannot be reconciled with the Rules of Play or Bylaws, which will be reviewed at the next Althing. The Board must meet at least once each quarter.
- g. The Administration Board may create policies to govern Legend, but each of these policies will be subject to reading and review at Althing by request of two members.
- h. The Administration Board shall appoint certain positions and committees as outlined in the bylaws.
- i. The Board may issue official verbal or written warnings to players they feel are violating the sanctity of the club. These warnings will expire one year from issuance. These warnings will consist of the player's name, their violation(s), and the date of issuance.
- j. The Board must meet at least once each quarter at a meeting scheduled no later than one week prior to the meeting date. The President may call an emergency meeting with the support of at least one other member of the Administration Board.
- k. The Board requires 3/5 of its members to be present to establish a quorum. The Board will operate with a simple majority and in the event of a tie, the President will make the final decision. In instances where there are not five members serving, a simple majority will be needed for a quorum.
- l. The Board is responsible for maintaining all Legend funds and property and is responsible for replacing it if lost or damaged.
- m. The Administration Board may spend up to 10% of the total Legend treasury per quarter. This is a discretionary fund used for the furtherance of Legend and its activities. Event venue fees, rental agreements, and licenses/permits may be paid without using this fund, provided they are already approved and or on the official schedule.
- n. The President shall preside over the Administration Board, and all club events, and be the spokesman for the club. The President may sponsor as well as appoint club members to committees as well as appoint members to vacant positions in a pro-tempore fashion until an election can be called. The President may Veto any motion passed by the Althing and House of Lords once. They may relieve any member holding a position of their duties but may not remove them from their position or their vote if a member of the Administration Board. This power does not extend to the House of Lords or the Circle of Knights. The President shall have no vote at Althing.

- o. The Vice President shall preside over all club events that the President is unable to attend. In the event of the abdication or removal of the President, they will become the President. The Vice President will oversee all cross-game and community relations and maintain non-monetary club donations. They will also serve as the player liaison. The Vice President will ensure that a system for the clubs lost and found is maintained. The Vice President will also chair the Trifecta Committee.
- p. The Treasurer shall maintain club funds, bank account, and cash box, and provide a financial report to any member of the Administration Board upon request and to the club during Althings. If the Treasurer would be absent for two or more consecutive standard events, they must surrender the cash box to another member of the Administration Board until such time as they can resume their duties. The Treasurer will preside over all club fundraising activities.
- q. The Secretary shall draft minutes of all official meetings, shall maintain all club documents, receipts, rulings, the membership roster of the club, their character records, and contact lists, and shall maintain all club communication channels (social media, email, etc.)
- r. The Sheriff shall serve as the head reeve and marshal. They shall implement all testing and certification for full reeves, field reeves, and marshals. They will oversee all game marshals.
- s. The Administration Board may fulfill other duties as deemed necessary by Althing.

V. House of Lords

- a. The House of Lords will be a semi-permanent board within the club.
- b. The House of Lords will be led by the Monarch or the next highest-ranking Noble in order of tenure.
- c. Its members will be appointed and dismissed per the most current Legend: Live Action Role Playing & War Gaming rules of play.
- d. The House of Lords will operate with a simple majority and requires no quorum.
- e. The House of Lords may veto any motion passed by the Althing once.
- f. Only Landed Nobles, as defined in the rules of play, will be permitted veto power.
- g. The House of Lords must meet immediately following an Althing to approve or veto all motions passed by the Althing. Landed Nobles that are not present forfeit their vote.
- h. All other meetings may be called with majority agreement at least one day before the meeting would take place.
- i. The House of Lords will be responsible for maintaining the standard expected of Nobles, requirements, and events related to the House of Lords.
- j. The House of Lords must submit a proposed next-year schedule to the Administration Board at least one event before the end of the year.
- k. All Landed Nobles must also pass a field reeve's testing or be denied their veto power until they have passed the test.
- l. The reserved symbol of a member of the House of Lords is a crown, circlet, or coronet historically appropriate to their Noble Rank.

- m. The House of Lords may not use their veto power if there are not three active houses. In addition, the House of Lords shall have no vote at Althing if they have their veto power.

VI. The Circle of Knights

- a. The Circle of Knights will be a semi-permanent board within the club.
- b. The Circle of Knights will also be called “The Peerage”.
- c. The Circle of Knights will be led by the Speaker of the Circle. The Speaker will be selected from the members of the Circle of Knights and serve at the pleasure of the Circle.
- d. Its members must be of the rank Knight of the Realm or Knight Bachelor and will be appointed per the most current Legend: Live Action Role Playing & War Gaming Rules of Play.
- e. The Circle of Knights will meet quarterly, one event prior to the Althing.
- f. All other meetings may be called with majority agreement at least one day before the meeting would take place.
- g. Its members may be dismissed by a majority vote of the Knights of the Realm present during the quarterly meeting. The Circle of Knights may then vote to strip their Knighthood at their next quarterly meeting. Knights dismissed from the Circle may not enter an inactive status until they have been readmitted by a majority vote.
- h. The Monarch is permitted to attend and vote at all Circle of Knights meetings.
- i. The Circle of Knights will keep their own counsel and minutes.
- j. The Circle of Knights may impose sanctions or other actions against its members if they deem it necessary. These are a formality and may not be enforced by any game power. This is most reflected in the issuance of a black slash. This mark must be worn over the Knight’s heraldry/symbol until they have redeemed themselves in the eyes of the circle.
- k. Any member of the Circle of Knights, except for the Monarch, may enter a “non-active” status during a quarterly meeting. They must simply state that they wish to enter a non-active status at the meeting or submit it in writing to the Speaker before the quarterly meeting. Any member in a non-active status may not vote or take part in discussions within the Circle but may not be dismissed for any reason. Members that fail to attend at least one standard event in a twelve-month period will be placed in a non-active status. All members of the Circle of Knights must also pass a field reeve’s testing or be moved to a non-active status until that requirement has been fulfilled. A member may remove their non-active status after attending no fewer than two standard events.
- l. The Circle of Knights is charged with the mediation of player disputes and a liaison between the players and the game Administration. They will work with the Vice President to ensure that all player disputes and complaints are handled professionally and diplomatically.
- m. The Circle of Knights or their vassals may assist with the responsibilities of any Marshal position provided they have the appropriate qualifications.

- n. Members with the rank of Knight of the Realm may take vassals which include: Squires that they may train for membership as well as the lower ranking vassal Pages. Knight Bachelors and Squires may take Pages under their tutelage.
- o. The reserved symbol of a Knight of the Realm is the white belt and the reserved symbol for a Knight Bachelor is a red belt or sash trimmed in gold. The generally reserved symbol for a squire is a red belt and for pages a yellow belt. Knights of all ranks also generally reserve the use of spurs and unadorned chains.
- p. House Knights (Housecarls) are not permitted membership within the Circle of Knights.

VII. Membership

- a. Anyone may join provided they are at least 18 years of age. Persons aged 12-17 years may join provided a parent or guardian has signed a waiver of liability providing their consent. Underaged participation may be disallowed by the Administration Board.
- b. The first event a member attends will be free. Dues will be \$10.00 USD per year and must be paid by the second event for new members and the first event they attend in a year for regular members.
- c. Legend does not discriminate against race, creed, sex, religion, color, or disability. Anyone who meets the requirements for membership may join.
- d. Members who have not paid or renewed their yearly dues are considered inactive and may not vote or participate in any club activities.
- e. Members of Legend will always act in a responsible and courteous manner to other members and guests. Failure to comply could result in expulsion from a club meeting, loss of membership privileges, or total expulsion from the club.
- f. Members of Legend are entitled to participate in all activities and events sponsored by the club.

VIII. Membership Discipline Matrix

- a. In order for a player to receive disciplinary actions toward their membership, there must be a complaint filed and a system of due process will occur. All complaints shall be in written form and presented to any member of AB. The administration board may choose to help the player draft their complaint, but in all cases, a written record must be made. This type of complaint will be known as a formal complaint.
- b. If a complaint is made toward a member of AB, the ab member must recuse themselves for the duration of the process.
- c. All complaints will be held on record by the administration board for a time determined by the discipline matrix below. If there is no record of a complaint, then the complaint does not exist.
- d. It is imperative to remember that Legend is not a policing nor investigative body and that instances of criminal behavior, should be taken up with the proper legal authorities. As such, Legend will not be liable for pressing charges on any member of the club in the name of another member. In turn, members may not lodge complaints that do not pertain to Legend, its activities, or events.

- e. If an investigation by the club is required, the following boards will provide one member to serve as an impartial investigatory committee: the Administration Board, the House of Lords, and the Circle of Knights. The purpose of this committee is to gather information and present it to either the Administration Board or the Althing to determine if any action by the club is necessary. This committee is in no way permitted to pass judgment. This information must be given to both the member who filed the complaint (if applicable) and the member who has had a complaint pressed against them.
- f. Any player who has had a complaint made against them may request a member of the Circle of Knights, that is not on the investigatory committee, to serve as a mediator. This mediator must be provided with all information and will have oversight to ensure that the rules and bylaws are being followed only. They will not serve or advocate for any member, board, or committee. Simply the rules and bylaws. They may, in their determination, offer a suggested course of action to the Administration Board or the Althing.
- g. If a complaint was found to have not been made in good faith, the AB may find the member filing the complaint culpable of a conduct violation.

Recommended Offense Disciplinary Action Matrix

Tier 1 (Conduct)			
Offense	1 st Offense	Subsequent Offense	Expiration of Record
Failure to abide by Legend rules and bylaws (where not otherwise covered by this matrix)	<ul style="list-style-type: none"> Conduct warning (verbal) Limited Restrictions* 	<ul style="list-style-type: none"> Conduct warning (written) 1 event suspension Upgrade to a minor offense 	<ul style="list-style-type: none"> 1 year
Unsportsmanlike Conduct (Overhitting, shouting, cursing, sluffing, cheating)	<ul style="list-style-type: none"> Conduct warning (verbal) Limited Restrictions 	<ul style="list-style-type: none"> Conduct warning (written) 1 event suspension Upgrade to a minor offense 	<ul style="list-style-type: none"> 1 year
Tier 2 (Minor offense)			
Offense	1 st Offense	Subsequent Offense	Expiration
Continued violation of Tier 1 Conduct	<ul style="list-style-type: none"> 3-event suspension 	<ul style="list-style-type: none"> 6 event suspension Upgrade to a major offense 	<ul style="list-style-type: none"> Indefinite (determined by AB, not to be less than 1 year)
Pending Criminal Action that would impact Legend's operations**	<ul style="list-style-type: none"> 6-event suspension Recommendation to Althing for an indefinite suspension until the pending 	<ul style="list-style-type: none"> N/A 	<ul style="list-style-type: none"> Indefinite (determined by AB)

	criminal action is resolved		
Promotion of/for commercial or other organizations during club events or on club media without approval of the Administration Board.	<ul style="list-style-type: none"> Conduct warning (verbal) 	<ul style="list-style-type: none"> Conduct warning (written) 1-3 event suspension Upgrade to a major offense 	<ul style="list-style-type: none"> Indefinite (determined by AB, not to be less than 1 year)
Use of illegal substances, including the underage drinking of alcohol at Legend events.	<ul style="list-style-type: none"> 2-event suspension (automatic) 	<ul style="list-style-type: none"> 6-event suspension Upgrade to a major offense 	<ul style="list-style-type: none"> N/A
Verbal Assault at Legend events or using Legend media***	<ul style="list-style-type: none"> 2-event suspension 	<ul style="list-style-type: none"> 6-event suspension Upgrade to a major offense 	<ul style="list-style-type: none"> Indefinite (determined by AB, not to be less than 1 year)
Tier 3 (Major offense)			
Offense	1 st Offense	Subsequent Offense	Expiration
Continued violation of Tier 2 Conduct	<ul style="list-style-type: none"> 6-event suspension with a recommendation to Althing for a 2-year suspension. 	<ul style="list-style-type: none"> 6-event suspension with a recommendation to suspend the player for 5 years. 	<ul style="list-style-type: none"> N/A
Tier 2 & 3 violations amounting to 5 or more that have not expired	<ul style="list-style-type: none"> Recommendation to suspend indefinitely or ban. 	<ul style="list-style-type: none"> N/A 	<ul style="list-style-type: none"> N/A
Physical Assault & Battery	<ul style="list-style-type: none"> 6-event suspension with a recommendation to Althing for a 2-year suspension. 	<ul style="list-style-type: none"> 6-event suspension with a recommendation to suspend the player for 5 years. 	<ul style="list-style-type: none"> N/A
Theft/willful destruction of club property (monetary)	<ul style="list-style-type: none"> 6-event suspension with a recommendation to Althing to ban the player. Police report filed by AB (automatic) Litigation to retrieve lost funds. 	<ul style="list-style-type: none"> 6-event suspension with a recommendation to ban the player. Police report filed by AB (automatic) Litigation to retrieve lost funds. 	<ul style="list-style-type: none"> N/A
Theft/willful destruction of club property (non-monetary)	<ul style="list-style-type: none"> 6-event suspension with a 	<ul style="list-style-type: none"> 6-event suspension with a 	<ul style="list-style-type: none"> N/A

	recommendation to Althing for a 2-year suspension. <ul style="list-style-type: none"> • Police report filed by AB (automatic) • Litigation to retrieve lost funds. 	recommendation to suspend the player for 5 years. <ul style="list-style-type: none"> • Police report filed by AB (automatic) • Litigation to retrieve lost funds. 	
Theft/willful destruction of member property	<ul style="list-style-type: none"> • 6-event suspension with a recommendation to Althing for a 2-year suspension 	<ul style="list-style-type: none"> • 6-event suspension with a recommendation to suspend the player for 5 years. 	<ul style="list-style-type: none"> • N/A
<p>*Limited Restrictions may be applied to any offense. The administration board may limit or restrict the abilities of players within the club. I.e., limiting or suspending the use of the internet and communication forums, disallowing members from communication via Legend channels or Legend events, or disallowing players from utilizing certain equipment/aspects of their characters. These restrictions should not be greater than six events in duration. The administration board also reserves the right to require members to leave an event, but this does not count as a suspension and only applies to the event they are dismissed from.</p> <p>**Legal proceedings that could impact the function of Legend are in reference to the club taking legal action against a player, a player taking legal action against the club, or if two players are taking legal action against each other (in which case both should be suspended). This offense exists to protect Legend during proceedings but should not otherwise be held against a player after proceedings have ended.</p> <p>***Verbal assault means to repeatedly annoy or attack a person or group in such a way as to cause anxiety or fear for safety, more specifically any unwelcome conduct that creates an intimidating, hostile, or offensive environment. If the behavior is not repeated, it will count as a tier 1 unsportsmanlike conduct warning.</p>			

1. This matrix is designed as a guideline for the Administration Board to provide a consistent level of discipline to players.
 2. Offenses are categorized into three tiers, conduct, minor offense, and major offense. When an offense has been determined by the administration board, recommended disciplinary actions are listed for 1st offenses and subsequent offenses.
 3. Some offenses have multiple bullet points, each bullet point is an option for the administration board, and they may institute any or all of them.
 4. Expiration of record simply means that the administration board will not factor in disciplinary action when determining subsequent offenses.
 5. The administration board reserves the right, at all times, to institute a 1-6 event suspension for any offense.
- h. Membership may be terminated voluntarily or as disciplinary action by the club. In either case, the termination must be in writing. Membership may only be terminated at Althing and the decision may not be vetoed.
 - i. Membership may be suspended by the club Administration Board as per the matrix above.
 - j. Membership may be suspended for no more than three months (per violation) without approval at an Althing.

- k. A Member that has been terminated or suspended may appeal their standing by submitting, in writing, a letter citing reasons for reinstatement. The Administration Board may shorten or end the suspension. Terminated members may only have their membership returned by an Althing vote. All letters of appeal must be listed on the next Althing docket.
- l. Anyone who has had their membership terminated or suspended may not participate in any aspect of Legend.
- m. Any member suspended or terminated by the club Administration Board will have their status upheld throughout the club.
- n. Members who attempt to circumvent their suspension, by acting in a way that makes them present at official Legend events, venues, or functions, will immediately have their suspension extended to the next upcoming Althing (if applicable)
- o. Members have the right to be informed as to the exact reasoning for their suspension, made in writing to them by a member of the club Administration Board or their designee.
- p. Members have the right to have the Vice President, or a member of the Circle of Knights present when appealing their suspension.
- q. The Administration Board can moderate any online forum in which members may cause an issue. With a majority vote, the Administration Board may remove members from online forums temporarily and not exceed three months per offense. This removal will not necessarily impact the member's ability to attend events.

IX. Permanent Expulsion

- a. Any member who has continually caused an issue within the game, its functioning, and mission, and after repeated warnings may be submitted for permanent expulsion from the club. The decision will be made by majority vote at Althing and may not be overturned by any veto authority.
- b. Expelled members may not participate in any aspect of Legend and their character records will be erased.
- c. Expulsion should only occur after a lengthy and well-thought-out discussion. The Administration Board should support the decision as well as the other boards. The Althing will make the final decision.
- d. An expelled member may appeal their expulsion in writing to the Administration Board, one year after their expulsion. The Administration Board must agree unanimously to allow the player their appeal. If allowed, the appeal will be added to the docket of the next Althing. If overturned at the Althing, the previously expelled member may begin attending events again at the next standard event. At that time, they will be placed on one year of probation. If during that year they are issued any conduct warnings by the Administration Board, they will immediately reenter a status of expulsion.
- e. Members which have previously been permanently expelled may not hold positions on the Administration Board in perpetuity nor may they Chair Committees, serve as a landed noble or as Monarch, or be granted or retain Knighthood.

X. Game Marshals

- a. Game Marshals will be players who have passed testing to govern a specific area or aspect of Legend. Once a Marshal has shadowed a certified marshal in a specific area for two events, they are eligible for testing and status as a marshal. Testing need only occur once for the lifetime of the player, but the Sheriff may require additional or retesting as they see fit.
- b. Marshal areas will consist of Archery, Abilities & Spells, Artifact, Garb & Armor, Land, and Weapons. Testing may be conducted by the Sheriff, or any Marshal certified in that area. After a player has shadowed (observed & assisted) a certified Marshal for two events, they are eligible to test. Documentation of certification should be kept with the Secretary and Sheriff.
- c. Archery Marshals shall govern the inspection and use of all projectile weapons. Including arrows, bolts, bows, crossbows, javelins, throwing weapons, and siege engines. Archery Marshals must at times, test the strength of all bows and crossbows with a draw-weight tool. This tool must be provided by the club.
- d. Abilities & Spells Marshals shall govern the use of and inspection of all spells and abilities and their materials as prescribed in the most current version of the rules of play.
- e. Artifact Marshals (Also called Coin marshals) shall govern the use of in-game items and coins as well as proper writs, write-ups, and documentation for those items. Players should keep their own list to be signed off by an Artifact Marshal for each event.
- f. Garb & Armor Marshals shall govern the inspection of all member garb, armor, adornments, class requirements, and restricted items.
- g. Land Marshals shall assist the Keeper of Lands in governing the land system of Legend Houses and should keep a list of assets and actions to be signed off by a Land Marshal at each event.
- h. Weapon Marshals shall govern the use of and inspection of all weapons. They must from time to time provide a more thorough inspection of all weapons to ensure they meet the requirements prescribed in the most current rules of play.

XI. Safety Team

- a. Legend will assemble a safety team to address minor injuries, terrain issues, venue safety, and securing an incident. Safety team members should not aid beyond the scope of their training. They should refer to emergency service providers for anything more than minor injuries.
- b. The safety team is **NOT** a professional medical or security team and will not function as such. The goal of the safety team is to assist players, event runners, and the Administration Board to ensure that events are safe.
- c. The club will provide the safety team with at least two (2) first aid kits containing: bandages, alcohol pads, gauze pads, and an ice pack.
- d. Members of the safety team must have at a minimum certification in first aid & CPR and must provide a copy of their valid certification to the Administration

Board before they may be approved to join the team. A leader will be appointed by the Administration Board.

- e. Members are entitled to wear an orange or yellow and white belt favor that has safety or safety team written on it and are appointed and dismissed by the Administration Board.
- f. The Safety Team Leader will from time-to-time work to educate members of the club and team on safety procedures, first aid, and a proper protocol for handling an emergency.

XII. Other Positions

- a. Several other appointed positions exist within the club.
- b. The Head of Advertisement will be appointed/dismissed by the club Administration Board and (working in conjunction with the Vice President) will oversee all club advertisement activities as well as recruitment and retention. The Advertisement will chair the Recruitment & Retention Committee and appoint/dismiss three members to the committee. The Vice President will serve as Vice-Chair. The Recruitment & Retention committee must meet at least once each quarter.
- c. The Arts & Sciences Guild Master will be appointed/dismissed by the House of Lords and upon consultation of the Order of the Unicorn. The Arts & Sciences Marshal will plan classes & activities throughout their term and conduct (in conjunction with the Order of the Unicorn) the Equinox Event Arts & Sciences Fairs.
- d. The Tavern Master will be appointed/dismissed by the Administration Board and must be at least 21 years of age. The Tavern Master will operate the tavern or similar locations at events that allow Alcohol. The Tavern Master will be responsible for managing the ABC/Liquor License and regulating consumption.
- e. The Webmaster will be appointed/dismissed by the club Administration Board and be responsible for updating and maintaining the Legend Websites.

XIII. Reeves

- a. Legend play events will be overseen by referees known as Reeves. Members of the Administration Board are always Reeves. Reeves is denoted by a gold sash or a tunic with the word Reeve written on it. A Reeve is responsible for ensuring fair play and enforcement of game rules. The decision of a Reeve is final unless overruled by the Event Runner or a member of the Administration Board.
- b. There are two types of reeves. Full Reeve and Field Reeve. Full Reeves must pass an extensive and comprehensive test and be certified in all areas of marshaling. Field Reeves must pass a shorter test that covers the rules of combat and the basic functions of playing Legend.
- c. Full Reeves must pass a written test made by the current Sheriff and must requalify each year. The test shall consist of no fewer than twenty-five questions and require a score of 80% to pass the test. This will consist of the combat and field rules and any other sections the Sheriff deems necessary. Field Reeves must pass a test consisting of no fewer than ten questions and a score of 90% to pass. The Sheriff may require retesting of any Reeve if they deem it necessary.

- d. Reeves must also assist/administer the new player speech at least twice before becoming an eligible event runner.
- e. Any member who served as Sheriff before 2021 is considered a full reeve unless removed by the current Sheriff.

XIV. Event Runners

- a. Event Runners will be responsible for planning the organization and implementation of an event including its date, time, location, games, and activities.
- b. An Event Runner must be a qualified field reeve but should be full reeves.
- c. Event Runners may organize Legend events where and when they desire, but all events must be approved by the Administration Board. They are responsible for the collection of signs in sheets, waivers, dues, and other check-in requirements (player inspection) during each event. They must provide the Administration Board with any documents or money at their earliest convenience and within one month of the event.
- d. Members of the Administration Board are always considered to be eligible Event Runners.

XV. Keeper of the Rules

- a. A The Keeper of the Rules is the only club member that may retain a master copy of the Legend rules and bylaws. The Keeper of the Rules will be responsible for updating, formatting, and distributing the documents as directed by the Administration Board or Althing. The Keeper of the Rules must verify all changes to the documents with the President.
- b. The Keeper of the Rules is appointed by the President on even-numbered years and will serve for two years. The Keeper of the Rules may only be dismissed by the President at Althing.
- c. The Keeper of the Rules will decide when a physical update to the rulebook will take place, generally yearly, and will otherwise provide an errata page for rule changes not reflected in the rulebook.

XVI. Registrar

- a. The Registrar will serve as the group's registered agent with the State and Federal Government and be responsible for all correspondence and duties as of that position.
- b. The Registrar will retain access to the group's bank account and be responsible for continuity between Administration Boards. They may never, under any circumstances spend money without express written consent from the Administration Board.
- c. The Registrar will be elected by the club and serve for a term of two years.

XVII. Althings & Proposals

- a. Althings are the general assembly of Legend. Althings must take place in March, June, September, and December unless otherwise decided by the Administration Board. The location of Althings must be announced at least two (2) weeks before the Althing and must occur at a venue traditionally used by the club for events. Althings will be chaired by the Administration Board and follow any rules of order

set forth by the board. Members absent during the Althing forfeit their vote and no absentee voting will be accepted. The Althing requires a supermajority (60%) of the voting members to pass a proposal.

- b. Any member may propose a course of action, rules clarification, or change, to the Althing. This proposal must follow the listed format and be submitted to the Secretary at least one week before the Althing. A docket of all the proposals must be made available at the Althing and should be posted online at least one week before the Althing. All proposals should be submitted with the following:
 - i. Proposal Name
 - ii. Proposal Reasoning
 - iii. Pages Effected (If applicable)
 - iv. Expected Cost (If applicable)
 - v. Exact Wording
- c. A proposal may be submitted no more than three times in a calendar year. Altering the wording of a proposal, provided the intent is functionally identical or substantially similar, will not make it a different proposal. The Administration Board or the House of Lords may determine that a proposal is too similar to be considered a different proposal, by voting as such during an Althing. The Althing may add clarifications and addendums to proposals with a super-majority vote. Any member may move to table the proposal until the next Althing with a super-majority vote. The House of Lords may do so in a similar fashion after the proposal has moved to them but only need a majority vote.
- d. A proposal may be vetoed by the House of Lords once and the President once. If a proposal would pass Althing and the House of Lords and then be vetoed by the President, the House of Lords may not choose to veto the proposal should it pass Althing again.
- e. All proposals that have passed Althing and the House of Lords and President will be instituted at the June Althing. The exception is for allotting money for the paying of bills or other management responsibilities as well as the suspensions and terminations of members.
- f. Emergency Althings may be called by the Administration Board or the House of Lords and may contain no more than three proposals. Emergency Althings should only be called if the concern is truly pressing and will affect the operation of the club. Proposals passed at an Emergency Althing will go into effect immediately. They must be announced at least one day prior.
- g. By majority vote of the Administration Board or the House of Lords a docket item may be given the “urgent” tag which would indicate that it would go into effect immediately after a general Althing.
- h. Players who have been members for less than one calendar year may not make rule or rule change proposals without first gaining approval on the proposal from the Rules Committee.
- i. Proposals that are entering playtest for any reason must be submitted to a committee for control. During the playtest period the committee may make changes as deemed

necessary by their discussions. Changes will take place at the next standard event following the committee meeting. All rules proposals, to include bylaws must be given to the Rules Committee for review.

XVIII. Elections

- a. Elections will take place in the second and last Althing of the year. Candidates for office must be at least 18 years of age, have passed a field reeves test, and be in good standing with the club.
- b. Good standing means any member who has paid their yearly dues and has not been barred from running by Althing resolution or the bylaws.
- c. Candidates must state their intention to run at least one week before the Althing. Elections will be held at Althing and require only a majority vote. Elections may not be vetoed.
- d. In circumstances where a candidate is running unopposed, they will receive a “vote of confidence” rather than undergoing an election. At least 60% of the votes must be in favor of the candidate running unopposed in order for them to gain the position.
- e. Candidates must have been a member for at least one calendar year or active for at least six months if they have been previously inactive for a year or more before paying dues.
- f. Special Elections may be called by the Administration Board if a position becomes vacant.
- g. Unless otherwise stated, those elected will take office on January 1st and July 1st.

XIX. Committees

- a. Committees may be sponsored by the President or Highest Ranking Noble and will be in existence for a pre-determined amount of time or indefinitely. Some committees are permanent and may not be dissolved except by the approval of Althing.
- b. Committees are not vested with power and simply serve in an advisory capacity unless specifically delegated authority by the Administration Board, Althing, or Bylaws. Committees are formed for a specific purpose and must be made up of a sponsor, chairman, and at least three other members. All play-tested material must be assigned to a committee for the duration of the playtest. The committees should provide updates on their activities each Althing.
- c. The Sponsor of a committee must be the President or the Highest Ranking Noble at the time the committee was formed. They may remain as its sponsor indefinitely. The purpose of the committee will be determined by its sponsor at the time of its creation. They will select its chairman.
- d. The Chairman is the leader of the committee. They create the agenda and keep order during committee meetings. If the sponsor and chairman would ever be the same person, an additional member must be added.

- e. Committee Members must meet all requirements as set by the committee sponsor. Committee Members are entitled to speak on all matters within the committee during times for discussion.
- f. There are no restrictions on which members may join a committee unless stated by the committee sponsor at the time of its creation.
- g. Removal of a committee member may be done by majority agreement of the committee or by the Administration Board.
- h. Committees should meet at least once a quarter unless otherwise dictated by the bylaws and meetings should be on a date and time suggested by the chair and agreeable to a majority of the members. Canceling will be done with a majority indication via whichever means most normal for the committee. Rescheduling will follow the same procedures for scheduling. Committees must provide a summary or minutes of their meeting to the Administration Board after each meeting. All committee meetings should be announced and open, when possible, to all members.
- i. Some committees are created with a charter and discrepancies between the charter and the bylaws will always favor the bylaws.

XX. Permanent Committees

- a. The Rules Committee (Class Construction Committee) is a permanent committee. It is sponsored by the club itself. The chair will be the Keeper of the Rules and the Vice Chair shall be the Sheriff. Members will include one appointed by each landed House Noble and one appointed by the chair and one by the vice chair. Members may only be dismissed upon recommendation of the Chair to the Administration Board, which will approve or disapprove. The Rules Committee will operate with a simple majority. The chair may keep order during meetings and create subcommittees, as necessary. The chair will decide the timeline for submission to Althing after a proposal has been approved by the committee. This timeline is not to exceed six months. The Rules Committee will focus on the overall development of game rules. All new rules and content (excluding clarification and minor changes) must be reviewed by this committee before the proposal is included on the Althing Docket. Submissions should be given to the committee at least one month in advance. The proposal must include whether it was supported or opposed by the committee.
 - i. If the Keeper of the Rules is also the President of the Game, the President must appoint a Pro-Temp member to serve in their capacity as Chair.
- b. The Trifecta Committee is a permanent committee. It is sponsored by the club itself. The Vice President will serve as its chairman. The Trifecta Committee must meet at least once annually. The committee will focus on a holistic view of the club's state of affairs and play. It will recommend courses of action to the various boards and committees of the club. Membership will be restricted to Administration Board members, all Landed Nobles, all members of the Circle of Knights, Committee

Chairs, and the Advertisement Marshal. All other attendees may be invited by a sitting member with the approval of the Chairman.

- c. The Recruitment Committee is a permanent committee. The Head of Advertisement will serve as its chair. The Vice President will also have a membership. The committee will focus on all recruitment and retention efforts.
- d. The Arts & Sciences Guild. The Arts & Sciences Guild Master will serve as its chair. One member of the AB may be appointed to this committee by the President. The remaining membership will consist of players who have received the Order of the Unicorn.
- e. The Storyline Committee is a permanent committee. The President will appoint the Chair of the committee and the Chair will appoint the Vice-Chair from the other members assigned to the committee. The Administration Board will assign a minimum of two and a maximum of five players to the Storyline Committee. The Storyline Committee will create a narrative for a period determined by the Administration Board. Quests should be submitted to the Storyline Committee two weeks before their running to ensure that the story is consistent with the narrative. The committee will then either recommend approval or not to the Administration Board. Members are dismissed by the Administration Board.
- f. The Shop & Assets Committee is a permanent committee. The President will appoint the Chair of the committee and the Chair will appoint the Vice-Chair from the other members assigned to the committee. The Underworld Marshal will also serve on the committee. The Administration Board will assign a minimum of two and a maximum of five players to the Shop & Assets Committee. The Shop & Assets Committee will run the artifact system as listed in the rulebook as well as create seasonal artifacts. In all cases, new artifacts must be approved by the Administration Board.

XXI. Legend & Other Organizations

- a. A The club Administration Board may enter into agreements with similar organizations in a temporary or permanent status. These agreements must be mutual and enacted by both groups to be valid. All agreements are subject to review at Althing. If at any time the other organization would alter the agreement, it is immediately considered void unless validated by the Administration Board. The recognition of by-virtue Noble status may be approved by the House of Lords and recognition of honorary Knightly status may be approved by the Circle of Knights as it applies to reserved symbols.
- b. Members who have significant experience with a similar organization, six months or more, may ignore any restrictions regarding class/equipment as listed in the most current Rules of Play. This requires the approval of the President or Sheriff.

XXII. Kelly the Bard Memorial Fund

- a. The club will establish a fund of \$200.00 that will be available to the families of a club member who has passed away. This fund is a way that the club can help offset

the financial burden for the families of members who have passed away. The administration board will maintain the fund and may only deny its disbursement if it places undue financial hardship on the club. This fund is named for Kelly Johnson, a former member of the club who passed away suddenly in 2021.

- b. Active and inactive members are eligible for the fund. This fund may only be disbursed once per deceased member.
- c. Any member or family member may request disbursement of the fund, by submitting a letter of request to the administration board. This request must be made within six months of the member's passing. The administration board will approve/disapprove the request within one month. If approved, the treasurer will determine how the party receiving the funds will be paid. If it is disapproved, which may only be for undue financial burden on the club, the administration board must inform the party who requested disbursement of denial in writing.
- d. The decision of the administration board is final and may not be appealed, except by Althing decision.
- e. The administration board must keep detailed records of the use of this fund.

NOTE OF RECORD FOR PERMANENT CLUB EXPULSION

By a decision of 27 to 2 with 4 abstentions and after lengthy discussion and consideration during the September Althing 2018, Emily Erichsen a.k.a. E.J. Tench is permanently expelled from Legend: Live Action Role Playing & War Gaming, Inc. and all its activities. This note shall remain in the Bylaws until the expulsion is repealed.