

Legend: Live Action Role Playing & Wargaming, Inc
Bylaws
Adopted 3/8/2026

Article I – Mission Statement

1.1 Purpose

Legend: Live Action Role Playing & War Gaming (hereafter "Legend" or "the Club") is a fantasy live-action role-playing organization that incorporates war-gaming scenarios. Legend exists to provide a safe, welcoming, and enjoyable environment for members to participate in immersive play; actively promote the hobby; host and support charitable and community-oriented events; and serve as a focal point for LARPing and related activities in the region.

1.2 Reference Materials

These bylaws shall be used in conjunction with the most current version of the *Legend: LARP & Wargaming Rules of Play*. In the event of conflict, the bylaws shall govern matters of organization, governance, and conduct.

1.3 Spirit of the Rules

Legend adheres to the principle known as the *Spirit of the Rules*. Rules allow interpretation, and members are expected to exercise sound judgment consistent with the Club's standards of sportsmanship, immersion, safety, and conduct. Actions that undermine the spirit or intent of the rules may be reviewed by the Administration Board and addressed as non-beneficial behavior.

Article II – Acknowledgements

2.1 Creators

Legend 1.0 was created by:

- Timothy J. Grabowski
- Renn Lugent
- Savanah Lugent
- Julianne Osborne

2.2 Founders

Founders recognized for their instrumental efforts include:

Christopher A. Jones, Christopher C. Jones, Dreux Leithead, Ethan Jones, Jacob Timm, Joseph Lugent, Nahm Kim, Randall Bozarth, Renn Lugent, Savanah Lugent, Timothy Grabowski, Timothy "Jacen" Walker, Todd Harrell, and William Amarillo.

Article III – Events

3.1 Overview

Legend sponsors events to allow members to participate in play, training, and community engagement. All events shall be announced no less than one (1) week in advance. The Administration Board shall provide a master event schedule by the first event of each calendar year.

3.2 Event Categories

- **Standard Events:** Primary events utilizing the full Legend Rules of Play. Each awards one (1) participatory credit unless otherwise adjusted by the Administration Board. Standard Events shall occur at least twice per month.
- **Practice Events:** Events focused on specific skills such as combat or arts & sciences. Each awards one (1) participatory credit, up to two (2) per month per member.
- **Special Events:** Campouts, demonstrations, festivals, or special activities. These may award up to three (3) participatory credits, as determined by the Administration Board.

3.3 Approval and Leadership

All events must be approved by the Administration Board and have a designated Event Runner. Final classification of event type rests with the Administration Board.

3.4 Event Runner Qualifications

Only members certified as Field Reeves may serve as Event Runners.

Article IV – Administration Board (Board of Directors)

4.1 Governance Authority

The Club shall be governed by a Board of Directors known as the **Administration Board (AB)**. The AB is responsible for Club operations, finances, property, and policy enforcement.

The AB may make temporary decisions on urgent matters not addressed by existing rules or bylaws. Such decisions may be brought before an Althing for review at the request of two (2) or more members.

4.2 Composition and Order of Precedence

The Administration Board consists of five (5) officers, in order of precedence:

1. President
2. Vice President
3. Treasurer
4. Secretary
5. Sheriff

4.3 Terms of Office

- a. President: One (1) year term, January 1 – December 31
- b. Treasurer: One (1) year term, July 1 – June 30
- c. Vice President, Secretary, Sheriff: Six-month terms (January 1 – July 1; July 1 – January 1)

No member may serve more than two (2) consecutive terms in the same office. Eligibility resumes after one (1) year out of that position.

4.4 Meetings and Quorum

- a. The AB shall meet at least once per calendar quarter.
- b. Meetings must be scheduled no less than one (1) week in advance.
- c. Emergency meetings may be called by the President with the support of one (1) additional AB member.
- d. Quorum requires three (3) of five (5) members, or a simple majority if fewer than five seats are filled.
- e. Decisions require a simple majority; ties are broken by the President.
- f. Meetings may be held virtually. Emergency meetings held virtually should be held with at least 24- hours' notice.
- g. The Administration Board may have discussions regularly via digital chat features. Decisions made via these chat features must be reaffirmed and documented in the following meeting minutes. Motions made in these chats must allow each member 24 hours to respond.

4.5 Powers and Responsibilities

The Administration Board shall:

- a. Administer the operations, funds, and property of the Club under general governance authority.
- b. Authorize the repair or replacement of lost or damaged Club property in furtherance of Club operations.
- c. Enforce disciplinary procedures against members in accordance with the Discipline Matrix, as adopted and maintained under these bylaws.
- d. Establish general governance and management policies, subject to review and oversight by Althing at the request of any two (2) members. Such policies shall be made readily accessible to the membership and published within forty-eight (48) hours of approval.
- e. Appoint committees and officers as authorized under these bylaws.
- f. Authorize discretionary expenditures of up to ten percent (10%) of the Club treasury per fiscal quarter, excluding routine events, venue, rental, or licensing expenses.
- g. Establish and maintain a digital presence for the club including a website, email, and other social media platforms.
- h. Be exempt from payment of club event fees.

- i. Perform such additional duties as may be assigned or directed by Althing in accordance with these bylaws.

4.6 Duties of Officers

President:

- a. The President shall serve as the Chief Executive Officer of the Club.
- b. The President shall preside over the Administration Board, Althing, and all official Club functions and events.
- c. The President shall have authority to appoint members to fill vacancies and to constitute or appoint committees, in accordance with these bylaws.
- d. The President shall possess the authority to veto any proposal adopted by Althing one (1) time, pursuant to the procedures set forth herein.
- e. The President may, on a temporary basis, exercise the duties of any Club office or role except those of the House of Lords, Masters Council, and Circle of Knights.
- f. The President shall be responsible for articulating and presenting the vision, direction, and strategic objectives of the Club.
- g. The President shall not be entitled to vote in matters before Althing.
- h. The President shall work collaboratively with the Monarch, or Monarchs where multiple chapters exist, to ensure coordination, continuity, and unified leadership in furtherance of the interests of the Club as a whole.
- i. The President shall have authority to interpret, clarify, and resolve ambiguities within the rules and governance framework of the Club, in accordance with the procedures established by these bylaws.
- j. The President may issue presidential directives within the scope of general governance, which shall have immediate effect unless and until modified or rescinded pursuant to these bylaws.
- k. The Administration Board shall retain full authority to review, override, amend, or nullify any presidential directive, consistent with its powers under these bylaws.

Vice President:

- a. The Vice President shall serve as the primary liaison between the Club, its membership, and the broader community.
- b. The Vice President shall preside in the absence or incapacity of the President, exercising such authority as is customarily incidental thereto.
- c. In the event the office of President is vacated, the Vice President shall immediately assume the office of President for the remainder of the term, unless otherwise provided by these bylaws.
- d. The Vice President shall oversee and coordinate inter-club relations and external community engagements on behalf of the Club.

- e. The Vice President shall be responsible for the management and administration of non-monetary donations, as well as the operation and oversight of the Lost and Found, in accordance with policies adopted under these bylaws.
- f. The Vice President shall chair the Trifecta Committee and shall perform such additional duties as may be assigned pursuant to these bylaws or by lawful directive of the President or Althing.

Treasurer:

- a. The Treasurer shall serve as the Chief Financial Officer of the Club.
- b. The Treasurer shall maintain, safeguard, and administer all financial accounts and the cash box of the Club.
- c. The Treasurer shall provide regular and accurate financial reports to the Administration Board and Althing, in accordance with these bylaws.
- d. The Treasurer shall oversee and coordinate fundraising activities, subject to any applicable policies or approvals required under these bylaws.
- e. In the event the Treasurer is absent for two (2) consecutive Standard Events, the Treasurer shall transfer custody of the cash box in accordance with procedures established under these bylaws.

Secretary:

- a. The Secretary shall maintain and preserve the official minutes, records, receipts, membership rosters, character records, contact lists, and all other documentation of the Club.
- b. The Secretary shall be responsible for the custody and maintenance of official Club communications, including notices, correspondence, and formal records, in accordance with these bylaws.
- c. The Secretary shall attend all meetings of the Administration Board and all Committees, except meetings of the Circle of Knights, unless otherwise directed pursuant to these bylaws.

Sheriff:

- a. The Sheriff shall serve as Head Reeve and Marshal of the Club.
- b. The Sheriff shall have authority to approve equipment for use in Club activities and events in accordance with established safety standards and policies.
- c. The Sheriff shall be responsible for ensuring appropriate Reeve coverage at all events, with a recommended ratio of one (1) Reeve per ten (10) participants, unless circumstances require otherwise.
- d. The Sheriff shall oversee and conduct equipment and character inspections or shall delegate such inspections to certified Reeves or Marshals as appropriate.
- e. The Sheriff shall administer, manage, and maintain Reeve and Marshal certification, including training, qualification, and revocation procedures established under these bylaws or by policy.

- f. The Sheriff shall, for the duration of their tenure, hold the rank and authority of Master Reeve.

Article V – House of Lords

5.1 Structure

The House of Lords is a permanent governing board led by the Monarch or, in their absence, the highest-ranking Noble by tenure. If there is no monarch, monarchal responsibilities shall not be executed. The House of Lords consists of the Monarch and all landed nobles. The House of Lords-At-Large shall consist of all those holding noble rank. When this document would reference the House of Lords, it shall only mean landed nobles and the monarch.

5.2 Membership, Voting, and Veto Authority

- a. Membership and dismissal are governed by the Rules of Play.
- b. Decisions are made by simple majority; no quorum is required.
- c. Only Landed Nobles or their representative as defined in these bylaws may exercise veto authority.
- d. The House of Lords may veto an Althing motion once per motion.
- e. A minimum of three (3) active Houses is required for the House of Lords to exercise a veto.
- f. Landed Nobles shall have no vote at Althing.

5.3 Responsibilities

The House of Lords shall uphold Noble standards, administer Noble events, and submit the following year's Noble schedule no later than one (1) event before year end as well as exercise any other rights and responsibilities as outlined in these bylaws and the Rules of Play.

5.4 Monarch

The Monarch is a member who has won the right to the position through specifics outlined in the Rules of Play.

- a. The Monarch shall serve as the symbolic and public face of the Realm of Legend and shall possess the authority to break tie votes within the House of Lords.
- b. The Monarch shall exercise all authority vested in the office under the Rules of Play and may delegate any portion of their authority to their established royal court or officials whether that authority be within character or out of character.
- c. The Monarch shall possess the right of counsel with the President and the Administration Board on matters affecting the Realm and the Club.
- d. The Monarch shall meet quarterly with the President to review and discuss the state of affairs of the Realm and the Club, or more frequently as circumstances require.
- e. The Monarch shall retain sole discretion to deny the conferral of any noble order and to confer the Most Noble Order of the Golden Leaf, subject to consultation with the members of the Order.

- f. The Monarch shall establish and maintain the overarching storyline of the Realm, working in close coordination with the Keeper of the Quests to execute and advance said narrative.
- g. No member shall ascend to the rank of Knight of the Realm without the express consent of the Monarch.
- h. The Monarch shall serve as the head of the House of Lords and shall have authority to establish a court structured according to the Monarch's discretion and style, and to assign both in-character and out-of-character duties Germane to the function of the office to members of that court.
- i. The Monarch shall enjoy and exercise Monarchal Privilege, as defined and protected under these bylaws.

5.5 House Representation

There are times when a Landed Noble is indisposed or absent and unable to make decisions for their Noble House. In these situations, a representative may act on their behalf as long as the Landed Noble could not feasibly participate.

- a. Each Landed Noble (House Lord) may choose from the members of their House a representative. This representative must have at least one year of membership, have passed a field reeves test, and possess the noble rank of Lord or greater or any knighthood.
- b. The chosen representative shall be styled in a manner of the Landed Noble's choosing, such as:
 - i. Burgess
 - ii. Delegate
 - iii. Representative
 - iv. Senator
 - v. Senechal
 - vi. Any other created term which easily identifies their role
- c. The chosen representative shall be appointed and dismissed only during an equinox or solstice event. An absent representative may not exercise their authority. In each case, the Secretary will be made aware of the representative.
- d. The monarch may not serve as a house representative.
- e. The chosen representative shall act with all powers and voice of the Landed Noble and their votes may not be undone retroactively by the Landed Noble.

5.6 Monarchal and Archducal Privilege

In recognition of their service, leadership, and sustained contributions to the Club, the Monarch and all Archdukes (and Archduchesses) in good standing are hereby granted privileges consistent with their status within Legend.

- a. The Monarch and all Archdukes in good standing shall be exempt from the payment of annual membership dues.

- b. If an individual attains the status of Monarch or Archduke after annual membership dues for the current membership year have already been paid, such exemption shall apply beginning with the following membership year.
- c. The Monarch shall be exempt from all event-related fees. In the event that attendance at an event requires the payment of fees, such costs shall be borne by the Club.
- d. Archdukes shall be exempt from fees for Club-sponsored events that require payment, subject to the approval and discretion of the Administration Board.
- e. The Monarch and all Archdukes shall be exempt from the standard event check-in process. In lieu thereof, they shall complete an abbreviated check-in conducted by the Sheriff or the Sheriff's designee and shall be required only to report relevant information to the Secretary.
- f. All privileges described in this Section shall be subject to the continuing oversight and discretion of the Administration Board and may be limited, suspended, or revoked when deemed necessary in the best interests of the Club.

Article VI – Masters Council and Class Guilds

6.1 Structure

The Master's Council is a permanent non-governing board composed of all Class Masters and led by a speaker elected by the council and serving at their pleasure.

6.2 Authority

The Masters Council awards Class Master titles in accordance with the Rules of Play and evaluates petitions prior to Equinox and Solstice events. Generally, only the Speaker and the Class Guild Masters shall vote on potential advancement to the rank of class master.

6.3 Permanent Guilds

The Masters' Council is responsible for establishing and managing the class guilds outlined in these bylaws and selecting from their ranks a guild master of the appropriate master rank to oversee these guilds:

- a. Alchemists Guild
- b. College of Bards
- c. College of Clerics
- d. Druids Grove
- e. Monastery Guild (Monks)
- f. Order of Paladins
- g. Rangers Guild
- h. Assassins Guild (Rogues)
- i. Warlocks Guild
- j. Warriors Guild
- k. Council of Wizards
- l. Guild Inquisitorial (Witch Hunters)

Guilds serve as mentoring and representational bodies and may not participate in dungeon delves.

Article VII – Circle of Knights

7.1 Purpose and Structure

The Circle of Knights is a **permanent governing board** consisting of Knights of the Realm and Knight Bachelors. It exists as a peerage body with authority as defined herein and in the Rules of Play. The Circle maintains its own counsel, internal procedures, and minutes, independent of the Administration Board, while remaining subject to the Club's bylaws.

7.2 Authority and Duties

- a. The Circle mediates disputes and advises the Administration Board.
- b. The Circle may issue formal but non-binding sanctions.
- c. Only Knights of the Realm hold voting authority.

7.3 Process Observer & Knight Mediator

- a. Any player who may face suspension for their actions (Tier I – Continued or higher) has the right to request a Process Observer from the Circle.
- b. The Knights shall select, from their ranks, a member to serve as Process Observer.
- c. Observes the process for fairness, procedural integrity, and adherence to the bylaws.
- d. Is granted access to all relevant proceedings and information.
- e. May ask clarifying questions.
- f. May not interject, advocate, influence outcomes, or participate in deliberations.
- g. If the Process Observer determines the process has been conducted in bad faith:
 - i. They shall immediately notify the Monarch and the House of Lords.
 - ii. The Monarch and the House of Lords may determine whether an emergency Althing should be convened.
- h. Players in dispute with one another may, with Administration Board approval:
 - i. Elect to engage a Knight Mediator.
 - ii. Attempt resolution through mediation in lieu of formal disciplinary action.

7.4 Leadership & Quarterly Meeting

The Circle shall elect from its members a Speaker who will serve at the pleasure of the Circle and meet quarterly, generally prior to each Althing. The Speaker shall enjoy the right of counsel with the President and the Administration Board, as defined under these bylaws.

7.5 Dismissal from the Circle

The Circle shall have the sole power to dismiss members from the Circle. While not totally prohibited, an Althing resolution should never be used to dismiss and strip members. The Monarch or any Knight of the Realm may propose to dismiss a Knight of the Realm during any quarterly meeting, if consensus is reached by majority vote, that Knight of the Realm shall be dismissed from the Circle. Upon the next quarterly meeting, that Knight of the Realm may be reinstated in the same manner or permanently stripped of their rank. Similarly, members holding the rank of Knight Bachelor may be stripped of their rank at any quarterly meeting.

7.6 Inactive Status

Any member of the Circle, except Knights Bachelor, may declare an inactive status at any Quarterly meeting by informing the speaker during or before the meeting. While inactive, a member may not participate in any matters of the circle and may not be stripped of their rank. In order to reinstate their membership, the member must declare their intention to the speaker and then attend two standard events.

7.7 Vassals

Any Knight of the Realm may take under them any number of Squires and Pages which they shall train to become members. Knights Bachelor may take under them any number of pages for the same reason. Squires may take pages at the discretion of their Knight.

7.8 Reservation of Symbols

The Circle shall possess reservation of the following symbols for a knight of the realm: a white belt, an unadorned chain, and the symbol or use of spurs. The circle shall also possess the reservation of the following symbols for a knight bachelor: a red belt or sash with gold trim.

Article VIII – Committees

8.1 Committees – General Provisions

Committees are established to support the governance, development, and operation of the Club. Committees exist in an advisory capacity unless expressly delegated authority and are formed to carry out specific purposes as defined at the time of their creation. Committees operate under the authority of these bylaws and, where applicable, report to the Administration Board and Althing.

- a. Committees may be sponsored by the President or the Monarch or by the House of Lords and may be established for a predetermined duration or on an indefinite basis.
- b. The purpose of a committee shall be established by its Sponsor at the time of creation, and the Sponsor shall appoint the Committee Chair.
- c. Committees shall be formed for a defined purpose and shall consist of a Sponsor, a Chair, and no fewer than three (3) additional members.
- d. Meetings shall be scheduled at a date and time proposed by the Chair and agreed upon by a majority of committee members.
- e. Meeting cancellations and rescheduling shall be conducted using the same majority agreement process through the committee's customary communication methods.
- f. Committees shall provide a written summary of meeting minutes to the Administration Board following each meeting.
- g. Committee meetings should be announced and, when practicable, open to observation by Club members.
- h. The Committee Chair shall serve as the primary leader of the committee, set meeting agendas, and maintain order during meetings.
- i. Committee members must meet any requirements established by the Sponsor at the time of committee formation.

- j. There shall be no general restrictions on committee membership unless expressly stated by the Sponsor at the time of the committee's creation.
- k. A committee member may be removed by majority agreement of the committee or by action of the Administration Board.
- l. Committees shall not be vested with independent decision-making authority and shall serve in an advisory capacity unless specific authority is delegated by the Administration Board, Althing, or these bylaws.
- m. Committees shall meet no fewer than once per calendar quarter unless otherwise specified by the bylaws.
- n. Committee members shall have the right to speak on all matters within the committee during designated discussion periods.
- o. All play-tested material shall be assigned to an appropriate committee for the duration of the playtest.
- p. Committees shall provide updates on their activities at each Althing while active.
- q. Certain committees are designated Standing Committees, which are permanent and may not be dissolved except with the approval of Althing.
- r. In the event of a conflict between a committee's creation and these bylaws, the bylaws shall prevail.
- s. Nothing in this section shall prohibit the President, Monarch, or House of Lords from creating committees for similar purpose.
- t. Committee Chairs and members shall, at the discretion of the Administration Board, be entitled to a discount on club event fees not to exceed 50% of the total cost.

8.2 Standing Committees – General Authority

Standing committees established by these bylaws are permanent governing instruments of the Club unless otherwise specified. Committees exist to support the Administration Board, enhance member experience, and ensure broad participation in organizational life. Committee Chairs report to the President and the Administration Board unless otherwise stated herein.

- a. No standing committee created by these bylaws may be dissolved, merged, or have its authority materially altered except by amendment of these bylaws or by vote of the Althing.
- b. All committees require a quorum of at least 60% of members present unless exempted by these bylaws.

8.3 The Advisory Committee

The Advisory Committee is a standing committee of the club responsible for providing a formal voice for members who do not otherwise hold major leadership roles.

- a. The Advisory Committee shall be led by the chair who is selected by the President and serves at their pleasure.
- b. The Vice President shall serve as the Vice Chair and have the following duties:
 - i. Shall provide the Administration Board with the feedback of the Advisory Committee

- ii. Shall provide the Advisory Committee with tasks and feedback from the Administration Board
 - iii. Shall not count toward the membership limit
- c. The Advisory Committee shall be composed primarily of:
 - i. New Members
 - ii. Members without titles or major accomplishments
 - iii. Members not otherwise serving on committees or holding official duties
 - iv. No more than seven (7) members appointed by the President
- d. The Advisory Committee shall have the following purpose and responsibilities:
 - i. Provide feedback and perspectives to the Administration Board
 - ii. Offer a free and open forum for discussion of club culture, rules, management, and direction
 - iii. Elevate concerns, ideas, and suggestions from newer or less established members to the Administration Board
 - iv. Serve as a sounding board to assess how leadership decisions impact the broader membership
- e. The Advisory Committee shall have the following meeting requirements:
 - i. Meet at least once per calendar quarter
 - ii. Meetings should generally occur at the event preceding the quarterly Althing
 - iii. Is exempt from quorum requirements, though a record of attendance shall be taken

8.4 The Arts & Sciences Guild

The Arts & Sciences Guild (hereafter “A&S Guild”) is a club sponsored guild as defined by the rules of play and a standing committee. It is charged with the management and oversight of the arts and sciences.

- a. The A&S Guild shall be led by the Guild Master of Arts & Sciences who is selected by the Monarch and serves at their pleasure; generally, for one year. If there is no Monarch, the highest ranking, longest tenured noble shall choose.
- b. The A&S Guild shall be composed of:
 - i. The Monarch
 - ii. Members of the Order of the Unicorn
- c. The A&S Guild should display the following heraldry and presence on the day of an arts and sciences event:
 - i. Per pale green and gray, a white unicorn rampant
 - ii. The physical presence or display of the guild flag shall not be required for the Guild to be considered active or present
- d. The A&S Guild shall have the following purpose and responsibilities:
 - i. Establishing and maintaining the standards and guidelines by which arts and sciences submissions are judged

- ii. Managing and overseeing the Order of the Unicorn Competition conducted at each equinox event, as outlined in the Rules of Play
- iii. Observing the established categories for submission unless otherwise amended in accordance with Guild authority
- iv. Judging submissions using an averaged twenty (20) point scale evaluated by three (3) judges, unless modified by a majority vote of the Arts & Sciences Guild.
- v. Promoting excellence in medieval arts, sciences, garb, and practices
- vi. Produce and sponsor classes and instructional activities designed to draw interest in the arts and sciences of the club, increase understanding of medieval history, garb, and practices, increase understanding of roleplaying, live-action roleplaying and wargaming, with such instruction being offered at events, special events, online, or through other formats approved by the Guild Master
- e. The Arts & Sciences Guild, as a Guild entity, is prohibited from participating in dungeon delves or combat-focused events of that nature. This restriction shall not preclude individual members of the Arts & Sciences Guild from participating in such activities in their personal capacity, provided they do not do so under Guild authority, banner, or function.
- f. The Arts & Sciences Guild shall meet no less than once per calendar year. The Guild is encouraged to meet quarterly whenever practicable. Meetings may be called by the Guild Master as necessary.
- g. The Arts & Sciences Guild shall be exempt from quorum requirements.

8.5 The Recruitment & Hospitality Committee

The Recruitment and Hospitality Committee is a standing committee of the Club responsible for membership growth, public engagement, and fostering a welcoming and immersive event environment. The Committee is divided into two operational divisions: Recruitment and Hospitality. The Committee operates under the authority of these bylaws and reports to the President and Administration Board.

- a. The Committee shall be led by a Committee Chair appointed by the President.
- b. The Vice President shall serve as either:
 - i. Vice Chair of Recruitment; **or**
 - ii. Vice Chair of Hospitality, as determined by the President at the time of appointment.
- c. The Committee Chair shall appoint the remaining Vice Chair to ensure both divisions are represented in leadership.
- d. The Vice President shall not count toward the Committee's member limits.
- e. The Recruitment Division may consist of up to five (5) members.
- f. The Hospitality Division may consist of up to five (5) members.
- g. Additional volunteers may assist with specific projects or events at the discretion of the Committee Chair; however, only assigned members shall be considered part of the official committee roster.

- h. The Recruitment Division is responsible for expanding Club membership and maintaining a positive external presence. Its duties include:
 - i. Conducting outreach efforts to actively bring new members into the organization.
 - ii. Attending local functions, conventions, demonstrations, and community events to promote Legend and maintain a favorable public image.
 - iii. Creating, maintaining, and deploying signage, banners, and other promotional materials.
 - iv. Coordinating with other clubs, organizations, and communities to pursue cooperative initiatives and joint events.
 - v. Supporting a consistent influx of new players through organized outreach, communication, and follow-up.
 - vi. One member of the Recruitment Division shall be assigned as Social Media Lead by the President upon the recommendation of the Chair of the Recruitment & Hospitality Committee and will manage the clubs social media through regular posts and engagement.
- i. The Hospitality Division is responsible for fostering a welcoming, immersive, and supportive environment at Club events. Its duties include:
 - i. Supporting immersive atmosphere at events, including the permitted use of wood fires, incense, environmental effects, and medieval or period-appropriate music.
 - ii. Ensuring refreshments are reasonably available at events when approved by the President or other designated officers.
 - iii. Coordinating with the Youth Involvement Coordinator to ensure age-appropriate engagement for youth participants.
 - iv. Managing donations of garb, costuming, props, and accessories, including organization, storage, and distribution.
 - v. Pairing new members with experienced players to support onboarding, orientation, and long-term retention.
- j. The Committee Chair shall report committee activities, ongoing projects, and logistical needs to the President and Administration Board at each regular Administration Board meeting.
- k. The Committee Chair and Vice Chairs shall coordinate closely to ensure alignment between Recruitment and Hospitality efforts.
- l. The Committee may collaborate with other committees, officers, or governing bodies as necessary to fulfill its mission.

8.6 The Rules Committee

The Rules Committee is a permanent standing committee of the Club responsible for the oversight, development, and review of game rules and mechanical content. The Committee exists

under the authority of these bylaws and operates in service to the Club as a whole. It reports to the Administration Board and submits approved matters to the Althing in accordance with established procedures.

- a. The Rules Committee shall be chaired by the **Keeper of the Rules**.
- b. The **Sheriff** shall serve as Vice Chair of the Committee.
- c. Committee membership shall consist of:
 - i. One (1) member appointed by each landed House Noble.
 - ii. One (1) member appointed by the Committee Chair.
 - iii. One (1) member appointed by the Vice Chair.
 - iv. One (1) member from each Fledgling Realm when applicable.
- d. Members of the Rules Committee may be dismissed only by the one that appointed them.
- e. The Rules Committee shall conduct business by simple majority of its members.
- f. The Committee Chair shall have authority to create subcommittees as necessary to carry out the Committee work.
- g. The Rules Committee is responsible for the overall development, maintenance, and evolution of the Club's ruleset.
- h. All new rules, systems, or mechanical content, excluding clarifications and minor adjustments, must be reviewed and approved/disapproved by the Rules Committee prior to inclusion on the Althing Docket.
- i. Proposals submitted to the Rules Committee shall be provided no fewer than one (1) month in advance of intended consideration unless an exception is granted by the chair.
- j. Upon approval of a proposal, the Committee Chair shall determine the timeline for submission to Althing. Such timeline shall not exceed six (6) months.
- k. Any proposal forwarded to the Althing shall clearly indicate whether it was supported or opposed by the Rules Committee.
- l. If the Keeper of the Rules simultaneously serves as President of the Game, the President shall appoint a **Pro Tempore** member to serve in the capacity of Committee Chair for the duration of that overlap.
- m. From time to time, the Rules Committee may request the Administration Board that a member, who would not ordinarily be able to participate in a playtest, be granted special exception. Such as playing a ranger to test an ability when normally that member plays a paladin.

8.7 The Safety Team

The Safety Team is an operational body of the Club responsible for monitoring event safety, addressing minor injuries, identifying terrain and venue hazards, and assisting in securing incident scenes. The Safety Team exists to support members, event staff, and the Administration

Board in maintaining a safe event environment and does not function as a professional medical or security organization.

- a. The safety team shall consist of members appointed by the President upon the recommendation of the Administration Board.
- b. The Safety Team shall be led by a Safety Team Leader appointed by the Administration Board. The Safety Team Leader should have medical certifications or experience beyond other members of the team. The Safety Team leader shall assign the role of Security Lead to a member of the team with the greatest qualifications.
- c. The Safety Team addresses minor injuries, terrain concerns, venue safety and security issues, and incident scene control during Club activities.
- d. Members of the Safety Team shall operate strictly within the scope of their individual training and certification and shall refer to any injury or situation beyond minor first aid to appropriate emergency service providers.
- e. The Safety Team is not a professional medical, emergency response, or security unit and shall not represent itself as such.
- f. The Club shall provide the Safety Team with no fewer than two (2) first aid kits at events. Each kit shall contain, at minimum:
 - i. Bandages;
 - ii. Alcohol pads;
 - iii. Gauze pads; and
 - iv. An ice pack.
- g. All members of the Safety Team must maintain valid certification in First Aid and CPR and shall provide proof of current certification to the Administration Board prior to approval for service.
- h. All members of the Safety Team shall wear an orange and white belt flag with diagonal stripling and the logo of the safety team provided by the club.
- i. The Safety Team Leader shall periodically provide education and guidance to Safety Team members and Club members on safety awareness, first aid practices, and proper emergency response protocols
- j. The Safety Team will complete safety and incident reports as prescribed by policy.

8.8 Shop and Assets Committee

The Shop & Assets Committee is a permanent standing committee of the Club responsible for the management and operation of the in-game Shop, artifacts, and related material assets. The Committee operates under the authority of these bylaws and reports to the Administration Board.

- a. The Shop & Assets Committee shall be chaired by a Committee Chair appointed by the President.

- b. The Committee Chair shall appoint a Vice Chair from among the members assigned to the Committee.
- c. The Keeper of the Lands and Underworld Marshal shall serve as a standing member of the Committee.
- d. The Administration Board shall assign no fewer than two (2) and no more than five (5) additional members to the Shop & Assets Committee.
- e. The Shop & Assets Committee is responsible for administering the artifact system as defined in the Rules of Play, as well as for the creation of seasonal artifacts.
- f. All newly created artifacts, modifications to existing artifacts, or additions to the artifact system must be submitted to and approved by the Administration Board prior to use or deployment.
- g. The Shop & Assets Committee shall oversee the training and testing of all Coin Marshals under the supervision of the Sheriff.

8.9 Trifecta Committee

The Trifecta Committee is a permanent standing committee of the Club responsible for maintaining a holistic, strategic view of the Club's operations, governance, and play environment. The Committee exists to evaluate the overall state of the Club and to recommend courses of action to the Club's governing bodies and committees. It operates under the authority of these bylaws and reports as appropriate to the Administration Board and Althing.

- a. The Vice President shall serve as Chair of the Trifecta Committee.
- b. The Trifecta Committee shall meet no fewer than one (1) time per calendar year.
- c. Membership on the Trifecta Committee shall be limited to the following:
 - i. All members of the Administration Board;
 - ii. All Landed Nobles;
 - iii. All members of the Circle of Knights;
 - iv. All standing Committee Chairs
 - v. Other Officials (i.e., Registrar, Keeper of the Rules, etc.)
- d. The Committee shall focus on a comprehensive assessment of the Club's situation, including organizational health, rules, culture, safety, and gameplay.
- e. Attendance by individuals not listed above may occur only by invitation of a sitting Committee member and with the approval of the Committee by motion.

8.10 Committee – Budgets

The Administration Board may approve annual budgetary allocations to standing committees to support their defined functions. Unless otherwise stated, allocated funds are granted on a calendar-year basis and do not roll over.

- a. Newly created committees shall have no budget unless authorized by the Althing.
- b. The Administration Board reserves the right to reallocate all money from any committee.

- c. The Standing Committees shall receive the following budget with no more than fifty percent (50%) of the allotted budget being discretionary for committee purposes. All other money in the budget shall only be spent with the consent of the Administration Board.
 - i. The Arts & Sciences Guild shall receive a budget of fifty dollars (\$50) for the purchase of class materials and supplies.
 - ii. The Recruitment and Hospitality Committee shall receive a budget of two hundred dollars (\$200) for the purchase of recruitment materials, ad space, hospitality supplies, and event immersion tools.
 - iii. The Safety Team shall receive a budget of one hundred dollars (\$100) for the purchase of medical and security supplies. The Administration Board is required to provide the team with two (2) first-aid kits which meet the requirements listed in these bylaws.
 - iv. The Shop and Assets Committee shall receive a budget of one hundred dollars (\$100) for the purchase and maintenance of the in-game shop and artifact system.

Article IX – Other Officers and Officials

9.1 Other Officers and Officials – General

Other positions within the club are established to ensure balanced governance and division of labor to ensure that club operations run smoothly. These positions generally report to the Administration Board and serve at their pleasure.

9.2 ADA Compliance & Accessibility Liaison

The Club shall comply, in good faith, with all applicable accessibility and accommodation laws, including the Americans with Disabilities Act (ADA), in the conduct of its programs, events, and activities.

- a. The Administration Board shall assign responsibility for accessibility and accommodation matters to either a qualified member or a member of the Administration Board, at its discretion (the Accessibility Liaison).
- b. The Accessibility Liaison shall serve as the primary point of contact for accommodation requests and shall advise the Club regarding reasonable accommodation appropriate to Club activities.
- c. The Accessibility Liaison shall possess relevant knowledge or professional experience related to accessibility and accommodations, which may include, but is not limited to:
 - i. Attorney
 - ii. Social Worker
 - iii. Disability or special education professional
 - iv. Disability advocate Rehabilitation professional
 - v. Counseling or human services professional
 - vi. ADA or accessibility compliance certification or training
 - vii. Other comparable qualifications deemed sufficient by the Administration Board

- d. The Accessibility Liaison shall draft and maintain an accommodations list, which shall be made available to the Event Runners and abided by in the administration of Club activities, subject to the oversight and discretion of the Administration Board.
- e. All accommodation determinations shall be made in good faith, taking into account safety, feasibility, and the nature of Club activities, and shall be subject to the oversight and discretion of the Administration Board.

9.3 Event Runners

Event Runners shall be responsible for the planning, organization, and implementation of Club events, including selection of the event date, time, location, games, quests, and other programmed activities.

- a. An Event Runner must, at minimum, be a qualified Field Reeve and should hold the rank of Master Reeve whenever practicable.
- b. Event Runners may propose and organize Legend events at times and locations of their choosing; however, all events must receive prior approval from the Administration Board before being scheduled or publicly announced.
- c. Event Runners, in the absence of the Administration Board, shall be responsible for overseeing event check-in procedures, including but not limited to:
 - i. Collection of sign-in sheets
 - ii. Collection of membership agreements and waivers
 - iii. Collection of dues or event fees
 - iv. Member inspections or compliance verification as required.
- d. All collected funds and documentation shall be delivered to the Administration Board at the earliest reasonable opportunity and no later than thirty (30) days following the event.

9.4 Keeper of the Lands

The Keeper of the Lands shall be responsible for implementing the land and wargaming system found within the Rules of Play.

- a. The Keeper of the Lands shall be appointed by the President and shall serve at the pleasure of the President.
- b. The Keeper of the Lands shall execute and administer all land-related actions as defined in the Rules of Play.
- c. The Keeper of the Lands shall establish and maintain a clear system or mechanism for the submission, tracking, and execution of all land actions submitted by players or governing bodies.
- d. The Keeper of the Lands shall work in conjunction with the Shop & Assets Committee to ensure an accurate and up-to-date record of all land-related effects, transactions, and asset allocations connected to gameplay.
- e. The Keeper of the Lands shall be responsible for the training, certification, and coordination of Land Marshals, subject to oversight by the Sheriff regarding procedural compliance and field conduct.

- f. The Keeper of the Lands shall coordinate with the Keeper of the Quests when necessary to ensure narrative consistency while maintaining fairness, transparency, and mechanical integrity in land-based gameplay systems.

9.5 Keeper of the Quests

The Keeper of the Quests shall be responsible for the ongoing storyline and implementation of the Monarch's ideas for a cohesive narrative.

- a. The Keeper of the Quests shall be appointed by the President upon the recommendation of the Monarch.
- b. The Keeper of the Quests shall work in conjunction with the Monarch to develop and maintain a compelling, ongoing narrative within the Club.
- c. The Monarch shall establish the tone, thematic direction, and overarching story arc, while the Keeper of the Quests shall design, develop, and implement quests, adventures, and related gameplay content consistent with that direction.
- d. The Keeper of the Quests shall oversee the training, certification, and coordination of Quest Marshals, subject to oversight from the Sheriff regarding safety, procedural compliance, and field conduct.

9.6 Keeper of the Rules

The Keeper of the Rules shall be responsible for the generation, maintenance, and updates to the Rules of Play and the Bylaws of Legend.

- a. The Keeper of the Rules shall maintain the official master copy of the Legend Rules of Play and the Club Bylaws.
- b. The Keeper of the Rules shall be responsible for updating, formatting, preserving, and distributing the official documents as directed by the Administration Board or Althing.
- c. The Keeper of the Rules shall verify all substantive changes to the Rules of Play or Bylaws with the President prior to publication or distribution.
- d. The Keeper of the Rules shall determine when a physical or compiled update to the rulebook will be issued, generally on an annual basis, and shall otherwise provide errata documentation for rule changes pending formal publication.
- e. The Keeper of the Rules shall be appointed by the President in even-numbered years and shall serve a term of two (2) years.
- f. The Keeper of the Rules may be removed only by the President and only at an Althing.

9.7 Registrar

The Registrar is a unique position in that is elected in by the populace and not appointed and is responsible for maintaining State Corporation Commission paperwork.

- a. The Registrar shall serve as the Club's registered agent with the appropriate State and Federal authorities and shall be responsible for all statutory correspondence, compliance filings, and duties associated with that role.
- b. The Registrar shall retain administrative access to the Club's bank account for purposes of continuity between successive Administration Boards.

- c. The Registrar shall not, under any circumstances, expend, transfer, withdraw, or otherwise authorize the use of Club funds without the express written consent of the Administration Board.
- d. The Registrar shall be elected by the Club in even numbered years and shall serve a term of two (2) years and may only be removed from office by a vote of the Althing.

9.8 Tavern Keeper

The Tavern Keeper is responsible for the operation, supervision, and maintenance of all events in which food or alcohol will be served.

- a. The Tavern Master shall be appointed and dismissed by the President.
- b. The Tavern Master must be at least twenty-one (21) years of age at the time of appointment.
- c. The Tavern Master shall oversee the operation of designated tavern spaces at events.
- d. The Tavern Master shall be responsible for managing any required ABC or Liquor License and ensuring compliance with applicable laws and regulations.
- e. The Tavern Master shall regulate alcohol service and consumption in accordance with Club safety policies, applicable law, and venue requirements.

9.9 Youth Involvement Coordinator

The Youth Involvement Coordinator shall oversee and organize youth activities within the Club for participants ages one (1) through eleven (11). The purpose of this role is to provide safe, age-appropriate, and enriching activities that support family participation within Legend.

- a. The Youth Involvement Coordinator shall have no criminal convictions involving crimes against children.
- b. The Administration Board may require a criminal background check as a condition of appointment or continued service. Any such background check shall be conducted at the expense of the Club.
- c. Youth participants must be children or sponsored by current members in good standing.
- d. Participation shall require a signed youth participation agreement approved or drafted by the Administration Board.
- e. The Youth Involvement Coordinator shall provide, at minimum, basic organized youth activities at each Club event where youth are present.
 - i. Supervised youth combat activities
 - ii. Coloring sheets or themed educational materials
 - iii. Craft activities
 - iv. Simple cooking demonstrations or participation
 - v. Instruction or storytelling relating to medieval or fantasy history and culture
- f. The Youth Involvement Coordinator shall encourage parents who are members of the Club to assist and rotate responsibility in providing youth activities in order to promote shared stewardship and community involvement.

- g. The Youth Involvement Coordinator shall assist in furnishing or facilitating access to appropriate garb for youth participants to support immersion and inclusion in Club activities, subject to available Club resources.
- h. The Youth Involvement Coordinator shall operate under the oversight of the Administration Board and shall comply with all safety, liability, and child-protection policies adopted by the Club.

9.10 Webmasters

The Webmaster shall be responsible for the maintenance and operations of all digital tools managed or utilized by the club.

- a. The Webmasters shall be appointed and dismissed by the Administration Board.
- b. No fewer than two (2) and no more than three (3) individuals shall serve in this capacity.
- c. The Webmasters shall maintain and administer the Club's official websites and digital platforms, email addresses, and social media channels and accounts not otherwise managed by the social media lead.
- d. The Webmasters, in conjunction with the Secretary, shall maintain the Legend Online Credit Tracker or any successor system adopted by the Club.

Article X – Game Marshals & Reeves

Marshals and Reeves are designated event officials responsible for maintaining safety, fairness, and adherence to the Rules of Play during Legend activities. They may pause play, clarify rules, inspect equipment, and address immediate concerns to ensure smooth event operations. Their authority is limited to gameplay and safety administration and does not substitute for formal disciplinary processes.

10.1 Game Marshals

Game Marshals are certified members responsible for governing specific gameplay systems. They oversee safety, compliance, and administrative integrity within their designated areas.

- a. Game Marshals shall be players who have passed testing to govern a specific area or aspect of Legend. Once a prospective Marshal has shadowed (observed and assisted) a certified Marshal in a specific area for two (2) events, they shall be eligible for testing and certification in that area. Testing need occur only once in a player's lifetime for each designated area; however, the Sheriff may require additional testing or recertification at their discretion.
- b. Marshal areas shall consist of Archery, Coin, Garb & Armor, Land, Spells & Abilities, Quest, and Weapons. Testing may be conducted by the Sheriff or by any Marshal certified in the relevant area. Documentation of certification shall be maintained by the Secretary and the 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 shall, when appropriate, test the draw weight of all bows and crossbows using a draw-weight measuring device provided by the Club.

- d. Coin Marshals shall govern the use of in-game items and coins, including proper writs, write-ups, and documentation associated with such items. Players shall maintain their own inventory records, which shall be reviewed and signed off by a Coin Marshal at each event.
- e. Garb & Armor Marshals shall govern the inspection of all member garb, armor, adornments, class requirements, and restricted items to ensure compliance with the Rules of Play.
- f. Land Marshals shall assist the Keeper of the Lands in governing the land system of Legend Houses and shall maintain or verify records of assets and land actions as required. Players shall maintain documentation of their land assets and actions for review and signature by a Land Marshal at each event under the direction of the Keeper of the Lands.
- g. Spells & Abilities Marshals shall govern the inspection and use of all spells, abilities, and associated materials as prescribed in the most current version of the Rules of Play.
- h. Quest Marshals shall govern the implementation of quests, including their generation, oversight, adjustment, and impact on the overall story under the direction of the Keeper of the Quests.
- i. There shall be only one Underworld Marshal as defined in the Rules of Play who will manage Assassinations and Bounties under the direction of the Administration Board.
- j. Weapon Marshals shall govern the inspection and use of all weapons. Weapon Marshals shall periodically conduct thorough inspections of weapons to ensure they meet the safety and construction standards prescribed in the most current version of the Rules of Play.

10.2 Reeves

Reeves are referees responsible for overseeing live gameplay during events, ensuring fair play, and enforcing the Rules of Play in real time.

- a. Legend play events shall be overseen by referees known as Reeves. Members of the Administration Board are automatically considered Reeves. Reeves shall be denoted by a gold sash or a tunic bearing the word "Reeve." A Reeve is responsible for ensuring fair play and enforcement of game rules. The decision of a Reeve shall be final unless overruled by the Event Runner or a member of the Administration Board.
- b. There shall be two types of Reeves:
 - i. Master Reeves must pass an extensive and comprehensive test and be certified in all areas of marshaling. Master Reeves may wear a gold sash adorned with black and white trim or a belt flag that indicates they are a Master Reeve.
 - ii. Field Reeves must pass a shorter test covering the rules of combat and the basic functions of playing Legend.
- c. Master Reeves must pass a written test created by Master Reeves with input from the current Sheriff. The test shall consist of no fewer than twenty-five (25) questions and require a minimum passing score of eighty percent (80%). The examination shall include combat rules, field procedures, and any other sections deemed necessary by the Sheriff.

- d. Field Reeves must pass a test consisting of no fewer than ten (10) questions and achieve a minimum passing score of ninety percent (90%).
The Sheriff may require retesting of any Reeve at their discretion.
- e. Reeves must assist in administering the new player orientation speech at least twice before becoming eligible to serve as an Event Runner.
- f. Any member who served as Sheriff prior to 2021 shall be considered a Master Reeve unless such status is revoked by the current Sheriff.

Article XI – Membership

A Member is an individual who has met the eligibility requirements of the Club, completed any required agreements, and remains in good standing through payment of dues and adherence to the Bylaws and Rules of Play. Members are entitled to participate in Club activities and exercise the rights and responsibilities afforded under these governing documents.

11.1 – General Provisions

- a. Membership in Legend is open to any individual who is at least eighteen (18) years of age.
- b. Individuals aged twelve (12) through seventeen (17) may become members upon submission of a signed membership agreement and written parental or legal guardian consent.
- c. The Administration Board reserves the authority to limit, condition, or deny participation of minors when deemed necessary for safety, liability, or operational reasons.
- d. The Administration Board reserves the right, in its best judgment and in furtherance of safety or best interests of the Club, to deny initial membership to any applicant. Any denial of initial membership shall be placed upon the docket of the next duly called Althing for discussion and approval. The applicant shall not be considered a member unless and until approved.

11.2 – Criminal Conviction Disclosure

Legend acknowledges that individuals may make mistakes and that growth, accountability, and rehabilitation are real and meaningful. The Club recognizes that past convictions do not, in themselves, permanently define a person's character or future conduct. Accordingly, while disclosure of qualifying felony convictions is required under these bylaws, such disclosure shall not be automatically prohibitive to membership. Each matter shall be evaluated individually, with consideration given to the passage of time, evidence of rehabilitation, and the safety and best interests of the Club and its members.

- a. Prospective members shall disclose to the Administration Board any felony conviction involving:
 - i. Theft or larceny
 - ii. Crimes against children
 - iii. Sexually based offenses
 - iv. Crimes of violence

- b. Such convictions do not automatically prohibit membership; however, disclosure is mandatory prior to acceptance.
- c. Upon disclosure, the Administration Board shall review the matter and may approve, conditionally approve, or deny initial membership based upon safety considerations, risk management, and the best interests of the Club.
- d. Eligibility for consideration under this section requires that:
 - i. At least ten (10) years have elapsed since the date of conviction; and
 - ii. At least five (5) years have elapsed since completion of any term of incarceration, supervised release, or probation, whichever is later.
- e. Failure to disclose required convictions may constitute grounds for denial of initial membership or subsequent disciplinary action if membership has been granted.
- f. Record of disclosures shall be maintained by the Administration Board in a confidential manner and never released to other organizations or legal entities without valid subpoena or court order.

11.3 Dues

Membership dues are annual financial contributions made by members to support the ongoing operations, events, and administrative needs of the Club. Dues help fund site reservations, equipment maintenance and replacement, insurance obligations, materials, and other expenses necessary to sustain Legend's activities. Payment of dues signifies active membership status and supports the continued growth and stability of the organization.

- a. A prospective member's first event shall be free of charge
- b. Annual membership dues shall be fifteen dollars (\$15.00 USD)
- c. New members must pay dues no later than the second event they attend
- d. Returning members must pay annual dues prior to or at the first event they attend each calendar year

11.4 Non-Discrimination

Legend does not discriminate on the basis of race, creed, religion, sex, color, or disability. Any individual who satisfies the eligibility requirements of this Article may apply for membership.

11.5 Membership Status

Members who fail to pay or renew annual dues shall be considered inactive. Inactive members shall not be entitled to vote, hold office, or participate in Club activities until dues are paid in full.

11.6 Conduct

Members shall conduct themselves in a responsible, respectful, and courteous manner toward fellow members, guests, and the public. Failure to comply with the Club's standards of conduct may result in removal from an event, suspension of membership privileges, or expulsion pursuant to the disciplinary provisions of these bylaws.

11.7 Rights of Members

Active members in good standing are entitled to participate in all activities and events sponsored by the Club, subject to applicable rules, safety requirements, and lawful administrative determinations.

Article XII – Complaints and Discipline

Complaints and discipline provide a structured process for addressing alleged violations of the Bylaws, Rules of Play, or standards of conduct. Formal complaints must be submitted in writing and are reviewed through established procedures to ensure fairness, documentation, and accountability. Any disciplinary action taken shall be consistent with the Club’s governance framework and applicable discipline matrix.

12.1 Formal Complaints

Formal Complaints are complaints made by members of Legend against another member of Legend for alleged violation of the rules of play or bylaws.

- a. Disciplinary action affecting a member’s status shall not occur absent a filed complaint.
- b. All complaints must be submitted in written form to any member of the Administration Board (“AB”)
- c. The AB may assist a complainant in reducing the complaint to writing; however, a written record is required in all cases.

A properly submitted written complaint shall be referred to as a Formal Complaint

12.2 Recusal

If a Formal Complaint is filed against a member of the Administration Board or their spouse or child, that member shall recuse themselves from all deliberations, discussions, and decisions related to the matter for the duration of the process. If a complaint is filed against the entire Administration Board, an Inquiry Board will be formed as outlined by these bylaws. The Inquiry Board will determine the outcome instead of the Administration Board.

12.3 Recordkeeping

All Formal Complaints shall be maintained by the Administration Board in accordance with the retention periods established in the Discipline Matrix. If no written record of a Formal Complaint exists, the complaint shall not be recognized as having been formally filed.

12.4 Scope and Limitation

Legend is not a law enforcement agency or criminal investigative body. Allegations of criminal conduct should be referred to appropriate legal authorities. The Club assumes no responsibility for initiating or pursuing criminal charges on behalf of any member. Formal Complaints must pertain to Legend, its events, its activities, or member conduct directly impacting the Club. Matters unrelated to Club operations shall not be considered.

12.5 Inquiry Board

Occasionally, issues arising within the club are more complicated and require an inquiry board made up of members from the Administration Board, House of Lords, and Circle of Knights to help find the truth of the matter at hand.

- a. When an investigation is deemed necessary, one (1) representative from each of the following bodies shall serve on an Inquiry Board:
 - i. The Administration Board;
 - ii. The House of Lords; and
 - iii. The Circle of Knights.
- b. The Inquiry Board's sole function shall be to gather relevant information and present its findings to either the Administration Board or the Althing for determination of whether Club action is warranted.
- c. The Investigatory Committee shall not render disciplinary judgment or impose sanctions, except where outlined in these bylaws.
- d. The information gathered shall be made available to:
 - i. The member filing the complaint (where applicable)
 - ii. The member against whom the complaint has been filed
- e. The Investigatory Committee shall complete its review within thirty (30) days unless extended by the Administration Board for good cause.

12.6 Right to a Process Observer

A member against whom a Formal Complaint has been filed may request that a Knight of the Realm, who is not serving on the Investigatory Committee, act as a Process Observer as outlined in these bylaws.

12.7 Bad Faith Complaints

If a Formal Complaint is determined to have been filed in bad faith, the Administration Board may initiate disciplinary proceedings against the complaining member for conduct violations in accordance with these bylaws.

12.8 Discipline Matrix

The Discipline Matrix serves as a guideline for the Administration Board to promote consistency and proportionality in disciplinary decisions.

- a. Offenses are categorized into three tiers:
 - i. Conduct Violations
 - ii. Minor Offenses
 - iii. Major Offenses
- b. When multiple disciplinary options are listed for an offense, the AB may impose any one or more of the listed sanctions.
- c. Expiration of record means prior offenses shall not be considered when determining discipline for subsequent violations.
- d. The AB reserves the authority to impose a suspension of one (1) to six (6) events for any offense, consistent with the Matrix and these bylaws.

12.9 Limited Restrictions

The AB may impose limited restrictions for any offense as an alternative or supplemental sanction.

- a. Limited restrictions may include, but are not limited to:

- i. Limiting or suspending access to online forums or communication platforms
 - ii. Restricting communication via Legend channels
 - iii. Prohibiting use of specific equipment or aspects of a character
 - iv. Requiring modified participation at events
- b. Limited restrictions shall not exceed six (6) events in duration unless approved by an Althing.
- c. The AB may require a member to leave a specific event. Removal from a single event does not constitute a suspension unless otherwise specified.

12.10 Legal Proceedings

A Legal Proceeding is any formal action filed in a court of law or before an authorized judicial or administrative body, including civil, criminal, or administrative matters. For purposes of these bylaws, it includes proceedings that directly involve the Club or arising out of Club activities.

- a. When legal proceedings arise that may materially impact the function, reputation, or legal standing of Legend, including:
 - i. The Club initiating legal action against a member
 - ii. A member initiating legal action against the Club
 - iii. Legal action between two members directly related to Club activities, the AB may impose temporary suspension for the duration of the proceedings
- b. If two members are engaged in legal action against each other relating to Club matters, both may be suspended pending resolution.
- c. Suspensions under this section exist solely to protect the interests of the Club and shall not be treated as disciplinary findings once proceedings conclude.

12.11 Verbal and Physical Assault – Definitions

Legend recognizes that it is a contact, combat sport and that tempers may flare or arise during the heat of simulated combat. Our definition does not preclude the definition as reflected in the Code of Virginia.

- a. For purposes of the Discipline Matrix, Verbal Assault means repeated and unwelcome conduct directed toward an individual or group that creates an intimidating, hostile, or offensive environment, or causes anxiety or fear for safety. A single instance of such conduct shall be categorized as a Tier I Unsportsmanlike Conduct warning unless repeated or aggravated.
- b. Physical Assault means any intentional, non-consensual physical contact, act of physical aggression, or use of force against another person outside the established Rules of Play, or in a manner inconsistent with safety regulations. Any act of Physical Assault shall constitute a Major Offense and may result in immediate suspension pending further review.

12.12 Sexual Harassment

For purposes of Legend governance, there shall be no distinction between the definition of sexual harassment under the laws of the Commonwealth of Virginia and the definition adopted by the Club. Sexual harassment includes unwelcome sexual advances; requests for sexual favors; and other verbal, visual, or physical conduct of a sexual nature when (i) submission to such conduct is made explicitly or implicitly a term or condition of participation, (ii) submission to or rejection of such conduct is used as the basis for decisions affecting an individual, or (iii) such conduct has the purpose or effect of unreasonably interfering with participation or creating an intimidating, hostile, or offensive environment.

- a. The Administration Board shall establish, maintain, and periodically review a formal Sexual Harassment Policy and shall require that all Club officials receive training in the recognition, prevention, and proper response to sexual harassment.

12.13 Membership Suspension and Termination

Suspension is a temporary revocation of membership privileges for a defined period, during which the member may not participate in Club activities or represent Legend in any capacity. Termination (banning) is the permanent removal of membership status by vote of the Althing, resulting in complete loss of all rights and privileges associated with the Club. Both actions shall be imposed only in accordance with these Bylaws and the established disciplinary framework.

- a. Termination:
 - i. Membership may be terminated voluntarily or as a disciplinary action.
 - ii. All terminations must be documented in writing.
 - iii. Disciplinary termination may occur only by vote of the Althing and shall not be subject to veto.
- b. Suspension:
 - i. The Administration Board may suspend membership consistent with the Discipline Matrix.
 - ii. No suspension shall exceed three (3) months per violation without approval at an Althing.
 - iii. Suspended members shall not participate in any aspect of Legend during the term of suspension.
- c. Suspension or termination imposed by the Administration Board or Althing shall be recognized and upheld throughout the Club.

12.14 – Appeal Rights

An appeal is the formal process by which a suspended or terminated member may request review of a disciplinary decision. Appeals must be submitted in writing and shall be considered in accordance with the procedures established in these Bylaws. The purpose of an appeal is to ensure fairness, proper application of the governing documents, and consideration of any relevant new information.

- a. A suspended or terminated member may submit a written appeal requesting reinstatement.
- b. An appeals board made up of the President, Monarch, and Speaker for the Circle of Knights or their designees shall convene during an appeal and vote to shorten or end the suspension time. This board shall not apply to permanently expelled members.
- c. Reinstatement of a terminated member may occur only by vote of the Althing.
- d. All appeals shall be listed on the next Althing docket.
- e. Members have the right to receive written notice stating the specific reason for suspension or termination.
- f. Members may request the presence of a process observer when appealing.

12.15 – Online Forums

An Online Forum is any digital platform, communication channel, or internet-based space that is owned, operated, moderated, or officially recognized by Legend for purposes of member communication, coordination, or content sharing. This includes, but is not limited to, official websites, social media groups, messaging platforms, discussion boards, and event management systems sanctioned by the Club.

- a. The Administration Board may moderate any official online forum associated with Legend.
- b. By majority vote, the AB may temporarily remove a member from online forums for up to three (3) months per offense.
- c. Removal from an online forum does not automatically restrict attendance at in-person events unless separately determined.

12.16 – Permanent Expulsion

Any member who persistently disrupts the operation, mission, or proper functioning of the organization, and who has received repeated prior warnings, may be submitted for permanent expulsion. Permanent expulsion shall require a 60% majority vote of the Althing and shall not be subject to veto or override by any officer, board, or other authority.

- a. An expelled member shall be prohibited from participating in any aspect of Legend, including events, activities, governance, or affiliated functions. All character records and in-game privileges associated with the expelled member shall be revoked.
- b. Expulsion is an extraordinary remedy and shall only occur after careful and deliberate consideration. The Administration Board and other relevant boards are expected to provide input and recommendations prior to the matter being brought before the Althing. The Althing shall retain final decision-making authority.
- c. An expelled member may submit a written request for appeal to the Administration Board no earlier than one (1) year following the date of expulsion. The Administration Board must unanimously agree to permit the appeal to proceed. If granted, the appeal shall be placed on the docket of the next scheduled Althing.

- i. If the Althing votes to overturn the expulsion, the individual may resume attendance at the next standard event. Upon reinstatement, the individual shall be placed on probation for a period of one (1) year. During this probationary period, issuance of any conduct warning by the Administration Board shall result in immediate reinstatement of expulsion status without further vote.
- d. A member who has previously been permanently expelled shall remain ineligible, in perpetuity, to serve on the Administration Board, chair any committee, hold landed noble rank, serve as Monarch, or be granted or retain Knighthood.

12.17 – Circumvention

Members who attempt to circumvent a suspension by attending or appearing at official Legend events, venues, or functions shall have their suspension automatically extended to the next duly called Althing for review and potential additional action.

12.18 – The Discipline Matrix

The Discipline Matrix is a structured guideline used by the Administration Board to promote consistency, proportionality, and transparency in addressing member misconduct. Offenses are categorized by tier, with recommended sanctions corresponding to the severity of the violation. When a subsequent offense occurs within the applicable record-retention period, discipline may escalate in accordance with the Matrix. Prior offenses that have not expired may be considered when determining sanctions, resulting in increased penalties for repeated or patterned misconduct. Once an offense has expired under the Matrix, it shall not be used to enhance future discipline. Within the applicable tier of the Discipline Matrix, the Administration Board may impose any one or more of the listed disciplinary measures, as it deems appropriate to the circumstances.

Tier 1 (Conduct)			
Offense	1 st Offense	Subsequent Offense	Expiration of Record
Disruption to Club Operations (Knowingly interfering with established governance processes, failing to perform assigned obligations, and engaging in conduct functionally equivalent to an announced/unannounced temporary resignation)	<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
Failure to abide by Legend rules and bylaws (where not)	<ul style="list-style-type: none"> • Conduct warning (verbal) • Limited Restrictions 	<ul style="list-style-type: none"> • Conduct warning (written) 	<ul style="list-style-type: none"> • 1 year

otherwise covered by this matrix)		<ul style="list-style-type: none"> • 1 event suspension • Upgrade to a minor offense 	
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 criminal action is resolved 	<ul style="list-style-type: none"> • N/A 	<ul style="list-style-type: none"> • Indefinite (determined by AB)
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 recommendation to Althing for a 2-year suspension. Police report filed by AB (automatic) Litigation to retrieve lost funds. 	<ul style="list-style-type: none"> 6-event suspension with a recommendation to suspend the player for 5 years. Police report filed by AB (automatic) Litigation to retrieve lost funds. 	<ul style="list-style-type: none"> N/A
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

--	--	--	--

Article XIII – Althing

The Althing is the sovereign legislative assembly of Legend and serves as the primary forum for member governance. Through the Althing, members exercise their right to debate, propose, amend, and enact rules, policies, and organizational directives. Except where otherwise specified in these bylaws, final authority for adopting measures on behalf of the membership originates with the Althing, subject to any duly authorized review or veto provisions.

13.1 – General Assembly

Althing serves as the general assembly of Legend. Regular Althings shall be held in March, June, September, and December unless otherwise directed by the Administration Board.

- a. The location of each Althing must be announced no fewer than fourteen (14) days prior to the meeting and shall be held at a venue traditionally used by the club for its events.
- b. Althings shall be chaired by the Secretary and conducted under the rules of order established by the Board, generally simple order. Members not present at the Althing forfeit their vote; absentee voting is not permitted.
 - i. Simple Order in a meeting refers to the structured and respectful process by which business is conducted under the authority of a designated Chair. The Chair is responsible for recognizing speakers, maintaining focus on the matter at hand, enforcing time limits or procedural rules, and ensuring discussion proceeds in an organized and fair manner. Members may speak only when recognized by the Chair, address remarks to the body through the Chair, and refrain from interrupting others. The purpose of order is to ensure efficiency, clarity, and equitable participation in decision-making.
- c. Unless otherwise specified within these bylaws, proposals require a sixty percent (60%) supermajority of voting members present to pass.

13.2 – Submission of Proposals

Any member may submit a proposal for action, clarification, or amendment to the Althing. Proposals must be submitted to the Secretary no later than seven (7) days prior to the Althing and must follow the required format.

- a. A docket of all submitted proposals shall be made available at the Althing and posted through official club channels no later than seven (7) days prior to the meeting.
- b. All proposals must include:
 - i. Proposal Title
 - ii. Statement of Reasoning
 - iii. Pages Affected (if applicable)
 - iv. Expected Cost (if applicable)
 - v. Exact Proposed Wording

13.3 - Resubmission and Similar Proposals

A substantially similar proposal may not be submitted more than three (3) times within a single calendar year. Minor alterations to wording that do not materially change the intent shall not constitute a new proposal.

- a. The Administration Board or the House of Lords may determine, by vote during an Althing, that a proposal is substantially similar to a prior submission.
- b. The Althing may adopt clarifications or addenda to a proposal by a sixty percent (60%) supermajority vote. Any member may move to table a proposal until the next Althing by a sixty percent (60%) supermajority vote. After a proposal advances to the House of Lords, that body may table the proposal by majority vote.

13.4 – Veto Authority

A proposal may be vetoed once by the House of Lords and once by the President. If a proposal passes the Althing and House of Lords and is subsequently vetoed by the President, the House of Lords may not exercise a veto if the proposal passes the Althing again in substantially the same form.

13.5 – Implementation of Approved Proposals

All approved proposals shall be posted in a conspicuous location on Legend’s official website and online media channels. Unless otherwise specified, approved proposals shall take effect at the next standard event.

- a. The Secretary and Webmaster shall ensure that such proposals are prominently published within seven (7) days of their approval at the Althing.
- b. Proposals that fail to pass or are vetoed will indicate as such in a similarly conspicuous location to include the date in which they failed or were vetoed and by whom.

13.5 – Emergency Althing

The Administration Board or the House of Lords may call an Emergency Althing. An Emergency Althing may include no more than three (3) proposals. Such meetings shall be reserved for matters that materially and immediately affect club operations.

- a. Notice must be provided through at least two (2) official club communication channels no fewer than twenty-four (24) hours prior to the meeting. Proposals passed at an Emergency Althing shall take effect immediately.

13.6 – Urgent Designation

By majority vote of either the Administration Board or the House of Lords, a docket item may be designated as “Urgent.” An Urgent proposal shall take effect immediately upon final approval following a regular Althing.

13.7 - New Member Proposal Restrictions

Members with less than one (1) calendar year of membership may not submit rule change proposals unless the proposal has first been approved for submission by the Rules Committee.

13.8 – Playtest Proposal and Committee Oversight

Any proposal entering playtest shall be assigned to a designated committee for oversight. During the playtest period, the assigned committee may implement modifications as necessary following deliberation. Changes shall take effect at the next standard event following the committee meeting.

- a. A playtest may be implemented by a vote of the Althing, the House of Lords, or by the President for a period of 3-12 months, generally 6. After which time it shall be voted on and implemented, rejected, or the playtest extended.
- b. All rule proposals, including bylaw amendments, must be submitted to the Rules Committee for review prior to consideration by the Althing.

13.9 – Virtual Althing

The Administration Board may convene a Virtual Althing of any type. A virtual Althing must adhere to all general Althing procedures except as follows:

- a. Notice must be provided through at least two (2) official Legend communication channels.
- b. Discussion shall take place via an approved virtual meeting platform.
- c. All members, regardless of live attendance at the meeting, shall be eligible to vote. Voting shall remain open for twenty-four (24) hours prior to transmission to the House of Lords.

Article XIV – Elections

Elections are the formal process by which the membership of Legend: Live Action Roleplaying & Wargaming Inc. selects individuals to serve in designated leadership offices. Through elections, members choose the President, Vice President, Treasurer, Secretary, Sheriff, and Registrar. Elections ensure that leadership authority is derived from the consent of the membership and exercised in accordance with the bylaws and governing procedures of the organization.

14.1 – Regular Elections

Elections shall be held at the second and fourth Althing of each calendar year. Candidates for office must be at least eighteen (18) years of age, have successfully passed the Field Reeve examination, and be members in good standing.

- a. “Good standing” shall mean a member who has paid all required annual dues and who has not been declared ineligible to run for office by Althing resolution or pursuant to these bylaws.
- b. Candidates must declare their intent to run no fewer than seven (7) days prior to the Althing at which the election will occur. Elections shall be conducted at the Althing and

shall require a simple majority vote of the eligible voting members present. Election results shall not be subject to veto.

- c. If a candidate runs unopposed, the membership shall conduct a vote of confidence in lieu of a contested election. A candidate running unopposed must receive at least sixty percent (60%) approval of votes cast in order to assume the office.
- d. Candidates must have maintained membership for at least one (1) full calendar year. If a member has lapsed for one (1) year or more, they must demonstrate at least six (6) consecutive months of active membership following reinstatement before becoming eligible to run.
- e. The Administration Board may call a Special Election to fill a vacant position when necessary.
- f. Unless otherwise specified, individuals elected to office shall assume their positions on January 1 and July 1, as applicable and shall affirm, in writing, their acceptance of the position.

14.2 – Restrictions Incumbent on the House of Lords

- a. No member may hold the position of President, Vice President, Treasurer, Secretary, or Sheriff more than twice consecutively with the following exceptions:
 - i. They held the position in a pro-tempore capacity
 - ii. No other candidate has declared their intention to seek office at the deadline, at which time they may declare their own intention
- b. The monarch shall at no time hold the office of President.
- c. Members of the House of Lords serving in the office of President shall forfeit their House of Lords veto rights to their appointed representative for the duration of their term.
- d. Members of the House of Lords serving on the Administration Board shall forfeit their right to call for an Emergency Althing within the House of Lords and must instead defer that vote to their chosen representative.
- e. Members of the House of Lords retain all other privileges.

Article XIV – Miscellaneous Provisions

Miscellaneous Provisions consist of supplementary rules, policies, and administrative authorizations that do not fall within a specific governance category but are nonetheless necessary for the effective operation, stewardship, and long-term stability of the organization. These provisions address specialized funds, procedural clarifications, honorary recognitions, and other matters of limited scope that support the mission and functions of the club.

15.1 – Payment of Expenses and Tax Forms

The Administration Board (AB) is authorized to pay bills and expenses incurred by the club, including but not limited to venue fees, attendance fees, taxes, and contract fees, without taking funds from the Administration Board's discretionary fund or requiring approval from the Althing.

- a. Payments may be made without the need for Althing approval if they meet one of the following criteria:
 - i. The payment is related to an activity that has been established and included in the approved yearly schedule, which was submitted and approved in advance of the payment requirement.
 - ii. The payment is for an AB-approved recruitment or hospitality event, as determined by the Administration Board.
 - iii. The payment is for a special event that has been specifically designated by the Administration Board and included in the approved schedule or as a recognized club activity.
- b. The President or Treasurer of the Administration Board may direct the payment of any expenses as outlined in 15.1. However, any Administration Board member retains the right to insist on a vote for payment before it is made. If a vote is insisted upon, it must be conducted in accordance with the club's procedural rules.
- c. Any expenditure under this bylaw must not place an undue burden on the club's finances. The Administration Board must ensure that such expenses are within the approved budget and that the total expenditure does not threaten the financial health of the club.
- d. The Administration Board shall maintain records of all such payments and shall report to Althing on a quarterly basis, providing a summary of expenses paid under this bylaw, including their purpose and the relevant budgetary category. If a vote is insisted upon under Section 3, the outcome of the vote must be recorded and notated in the Treasurer's financial report each quarter, specifying the items for which a vote was required.
- e. Any payment that does not meet the criteria outlined above or exceeds the approved budget for the activity shall require approval from the Althing or be taken from the Administration Board's discretionary fund as per standard procedures.

15.2 – Kelly the Bard Memorial Fund

The Kelly the Bard Memorial Fund is established to provide limited financial assistance to the families of deceased members as an expression of fellowship and support from the club community.

- a. The club shall establish and maintain a memorial fund in the amount of two hundred dollars (\$200.00), to be made available to the family of a deceased member. The purpose of this fund is to help offset incidental financial burdens following the passing of a member.
 - i. This fund is named in honor of Kelly Johnson, a former member who passed away unexpectedly in 2021. The Administration Board shall maintain oversight of the fund and may deny disbursement only if such payment would create undue financial hardship for the organization.
- b. Both active and inactive members are eligible beneficiaries. The fund may be disbursed only once per deceased member.

- c. Any member or immediate family member may request disbursement by submitting a written request to the Administration Board within six (6) months of the member's passing. The Administration Board shall approve or deny the request within one (1) month of receipt. If approved, the Treasurer shall determine the appropriate method of payment to the designated recipient. If disapproved, which may only occur upon a determination of undue financial hardship to the club, the Administration Board must provide written notice of denial to the requesting party.
- d. The decision of the Administration Board shall be final and not subject to appeal, except by action of Althing.
- e. The Administration Board shall maintain detailed financial and administrative records of all fund activity.

15.3 – Legend & Other Similar 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 alters 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 provided, they have the approval of the President or Sheriff.

15.4 – Right of Counsel

In an effort to ensure continuity of leadership and co-equal leadership between the governing bodies of the club, the Right of Counsel shall be observed by the Administration Board in which they shall consider and from time to time solicit the positions, opinions, and proposed courses of action of those with this right.

- a. This right shall apply to:
 - a. The Monarch
 - b. The Speaker for the Knights
 - c. The Immediate Past President "President Emeritus", and only if they completed their term fully and in good standing

15.4 – Student Scholarship Fund

The Student Scholarship Fund is established to support the educational development of eligible student members in good standing.

- a. Legend may award up to fifty dollars (\$50.00) per eligible student member, with a maximum of three (3) recipients per calendar year, for a total annual cap of one hundred fifty dollars (\$150.00).

- b. To qualify, a student member must:
 - i. Provide proof of enrollment at an accredited institution of learning.
 - ii. Submit an essay of no fewer than 250 words outlining their academic goals and intended career path.
 - iii. Be a member in good standing with at least one (1) full calendar year of membership.
- c. Applications shall be submitted to the Treasurer and administered by the Administration Board. The Administration Board shall be responsible for reviewing, vetting, and selecting qualified recipients.
 - i. If none of the members of the Administration Board holds a college degree or trade certificate, they must include within their vote a general member of their choosing who meets the criteria.
- d. The Administration Board shall deliberate and vote on scholarship recipients and inform them in writing of their award or denial, and in cases of denial, the reason for such denial.
- e. Scholarship funds awarded under this section shall not count against any discretionary funds allocated to the Administration Board.
- f. The Administration Board may deny scholarship awards if disbursement would create undue financial hardship for the organization.
- g. The decision of the Administration Board shall be final and not subject to appeal, except by action of Althing.

Notes of Record for Permanent Club Expulsion

1. By a decision of 27 to 2 with 4 abstentions and after lengthy discussion and consideration, September 2018 Althing determined that EJ Tench, known at the time of banning as Emily Erichsen, also known as Tano Gaewolf as well as any other identity or alias they choose to use is permanently expelled from Legend: Live Action Roleplaying & Wargaming Inc. and all its activities. This note shall remain in the Bylaws unless the expulsion is repealed.
2. By a decision of 37 to 2 and after lengthy discussion and consideration during the June 2024 Emergency Althing, Mychal Matta also known as Myar'G'Nar and The Creature as well as any other identity or alias he chooses to use is permanently expelled from Legend: Live Action Role Playing & War Gaming, Inc. and all its activities. This note shall remain in the Bylaws unless the expulsion is repealed.