

# Thunder Guard Realm Constitution

## **MISSION STATEMENT**

The purpose of Thunder Guard is to have fun safely by recreating historical and medieval combat with padded hand-to-hand weapons.

## **Article 1: Membership Eligibly**

There are two (2) types of membership within the realm of Thunder Guard. The following requirements must be continuously met in order for a participant to become and remain a member.

### **1.1 Warrior**

In order to be a warrior, a participant must meet the following requirements.

- 1.1.1 Is at least fourteen (14) years of age.
- 1.1.2 Attends at least two (2) practices during each calendar month.
- 1.1.3 Has an up-to-date and signed waiver and media release on file with the realm. If under eighteen (18) years of age, this must also be signed by their parent or legal guardian.
- 1.1.4 Warriors are not required to wear garb, but it is strongly encouraged.

### **1.2 Honorary Member**

- 1.2.1 Is a member of Thunder Guard who does not live in Thunder Bay, ON Canada or claims another realm.
- 1.2.2 Has been made a member by a majority vote of all the voting members of Thunder Guard
- 1.2.3 Honorary Members may not vote.

## **Article 2: Realm Leadership**

### **2.1 Realm President and Vice President**

2.1.1 The President and Vice President must be eighteen (18) years of age or older. This is due to restrictions on the realm bank account.

The duties and responsibilities of the Realm President/Vice President are as follows:

#### **2.1.2 Off Field Duties:**

- 2.1.2.1 Handle all waivers, media releases and other paperwork. Waivers must be collected from every participant before they are allowed onto the field, or to travel to an event. Review all new waivers for accuracy and completeness. Waivers must be kept on file, and made available at all practices.
- 2.1.2.2 Organize Fundraising Endeavors
- 2.1.2.3 Organize Realm Events, Meetings, and other realm gatherings
- 2.1.2.4 Be the Second signing body on the Realm Bank Account

#### 2.1.2.5 Handle Media and Public Relations

### **2.1.3 On Field Duties:**

- 2.1.3.1 Be responsible for marshaling/heralding on the field, or assuring that the field is marshaled/heralded.
- 2.1.3.2 Organize and facilitate Weapons Check
- 2.1.3.3 Organize and lead Tactical Combat Games
- 2.1.3.4 Organize Realm tournaments
- 2.1.3.5 Teach New Members

***The President and Vice President may delegate the above duties between themselves as they see fit.***

### **2.2 Realm Treasurer**

The duties and responsibilities of the Realm Treasurers are as follows:

- 2.2.1 Keep an up-to-date realm ledger and bank balances
- 2.2.2 Handle all incoming and outgoing realm funds
- 2.2.3 Provide the Realm with Account Updates at every meeting
- 2.2.4 Assist with the organization of fundraising endeavors
- 2.2.5 Be the First Signing Body on the Realm Bank Account

### **2.3 Elections Coordinator**

The Elections Coordinator is a volunteer position, any member of Thunder Guard who is not already in an elected position, running for an elected position or the relative, spouse, or significant other of a member who is in an elected position or running for an elected position, may volunteer for this position. If someone does not volunteer a new Elections Coordinator will be appointed by the current realm leadership. A New Elections Coordinator will volunteer/ be appointed for each Realm Election, and the position will only be in effect during the election. The duties and responsibilities of the Election Coordinator are as follows:

- 2.3.1 Coordinate the Election
- 2.3.2 Receive all votes that are being submitted via fax, phone, mail, or sealed envelope
- 2.3.3 Attend and run the meeting where the vote takes place
- 2.3.4 Tally and present the results of the vote

### **2.4 War Council Representatives**

- 2.4.1 The Realm must appoint 2 members to be the War Council Representatives (WC Reps)
- 2.4.2 The WC Reps must have an active Belegarth Forums Account
- 2.4.3 The WC Reps must inform the Belegarth Board of Directors President or Secretary if the WC Reps change.
- 2.4.4 The WC Reps must provide the Belegarth Board of Directors President or Secretary with their contact information.

- 2.4.5 The job of the WC Reps is to inform the realm of all motions, discussions and votes happening during International Belegarth Voting Periods (March/June/September/ December)
- 2.4.6 The WC Reps will post all votes to the realm following Article 5.2 of the Thunder Guard By-Laws
- 2.4.7 The WC Reps are responsible for posting Thunder Guards responsible to all votes during International Belegarth Voting Periods and maintain our 100% response to vote rate.
- 2.4.8 The WC Reps are also responsible for motioning changes the realm wishes to make during the International Belegarth Voting Periods
- 2.4.9 The WC Reps can only second a motion if the realm has agreed upon it
- 2.4.10 The WC Reps should be in contact with other realms in order to create working relationships with them for the betterment of Belegarth overall.

### **Article Three: BMCSLU/BMCSCC**

#### **3.1 What is BMCSLU?**

- 3.1.1 BMCSLU is the Belegarth Medieval Combat Society of Lakehead University.
- 3.1.2 BMCSLU has a completely different leadership from TGBMCS

#### **3.2 BMCSLU Funds**

- 3.3.1 The BMCSLU Funds may only be use for BMCSLU purposes
- 3.3.2 Funds may not be transfused to the TGBMCS bank account

#### **3.4 BMCSLU Practices**

- 3.4.1 BMCSLU Practices take place in the Lakehead University Hanger
- 3.4.2 Practices are open to all Lakehead University Students, Confederation College Students and members of TGBMCS.

#### **3.5 What is BMCSCC?**

- 3.5.1 BMCSCC stands for Belegarth Medieval Combat Society of Confederation College
- 3.5.2 BMCSCC has a completely separate leadership from TGBMCS and BMCSLU

#### **3.7 BMCSLU Funds**

- 3.7.1 The BMCSCC Funds may only be use for BMCSCC purposes
- 3.7.4 Funds may not be transfused to the TGBMCS bank account

### **Article 4: Realm Meetings**

- 4.1 It is the duty of the President/ Vice President, whoever handles the off field duties, to plan all realm meetings and notify members.
- 4.2 Realm Meetings are to be held at least once every two (2) months, and must always be held outside of regularly scheduled practice times
- 4.3 Realm Leadership can call extra meetings if there is need (i.e to speak about Giants Awakening, deal with an emergency situation, ect)

- 4.4 The President/ Vice President, whoever handles the off field duties, is to appoint a secretary at each meeting to record the minutes of that meeting
- 4.5 The secretary is to hand in the minutes of the meeting to the President/ Vice President, whoever handles the off field duties, at the conclusion of the meeting
- 4.6 Meetings should always take place in a public location. A meeting may take place at a members home, provided that this has been previously discussed and all members are comfortable with said location
- 4.7 Meetings may not happen at any location where the flow of business/foot traffic would adversely affect the meetings progress or where space does not accommodate good communication between all members in attendance (ie. Tim Hortin's, McDonalds, Burger King, Boston Pizza, ect)
- 4.8 When meetings are planned, at least two (2) weeks notice should be given to all members
- 4.9 Realm Leadership (President, Vice President, Treasurer) should be at all meetings, barring any unforeseen/ extenuating circumstances
- 4.10 All meetings will be conducted in a mature fashion. There will be no attacking of other members on a personal level. All disagreements shall be settled respectfully. Personal bias shall be left at the door
- 4.11 The main purpose of Meetings is to discuss and/or vote on realm policies, current issues, fundraisers, realm by-laws, and the allocation of realm funds.
- 4.12 The April Realm meeting is to be held on the Saturday of the second week of April. This is the only realm meeting of the year that is to be planed and run by someone other than the President/ Vice President. It is planned and run by the Elections Coordinator

## **Article 5: Voting Processes and Policies**

In the following subsections, the processes and polices for voting within Thunder Guard will be explained.

### **5.1: Voting Eligibility**

- 5.1.1 Any member who meets the outlined criteria of "Warrior" in Section One (1) is able to vote

### **5.2: Voting Process during Non-Election Period**

- 5.2.1 All voting on any non-emergency realm issue shall be done on the Facebook group via the polling option
  - 5.2.1.1 Every vote must include a "Yes", "No", "Abstain" and "I am not from TG, but I like to push buttons" option in order to sort out the realm members from random people on our Facebook page.
  - 5.2.1.2 All votes will be open for 7 days
- 5.2.2 The WC Reps are responsible for posting votes from the Belegarth Forums to the Facebook Group for the realm to vote on. The majority will be how the realm votes (ie. If the majority is yes, the realm votes yes, is the majority is no, the realm votes no, is the majority is abstain the realm will abstain)
- 5.2.3 Any non- International Belegarth Voting Matters, and non-Realm Election matters must be nominated by a member who meets the criteria for "Warrior" in Article One (1), and seconded by another member who meets the criteria for "Warrior" in Article One (1).

- 5.2.4 Once the vote is tallied and present, the decision is final and cannot be changed unless another vote is called.

### **5.3: Voting Process during Elections Period**

- 5.3.1 Everything to do with Realm Elections is to be organized and run by the Elections Coordinator
- 5.3.2 The *Election Period* will be the last two weeks (third and fourth) of March and the first two weeks (first and second) of April, in order to allow the new Realm Leadership Team to prepare for the upcoming Outdoor Season
- 5.3.3 The third week of March will be known as the *Declaration Period*, which is when all interested parties will declare their intention to run for a position within the Realm Leadership Team
- 5.3.4 In order to run for a position within the Realm Leadership Team, you must fulfill the following criteria:
  - 5.3.4.1 You must be eighteen (18) years of age or older. This is to meet requirements on our TD Canada Trust Bank Account.
  - 5.3.4.2 You must meet all of criteria in Article 1.1
  - 5.3.4.3 You must have been with the realm for a minimum of one (1) year
- 5.3.5 At the end of the *Declaration Period*, the *Campaign Period* begins, this takes up the fourth week of March and the first and second weeks of April
- 5.3.6 During the *Campaign Period* all realm members are encouraged to ask questions of the candidates, talk with them and start thinking about their choices
- 5.3.7 The Realm Meeting in April will be held on the Saturday of the second week of April. The vote will take place at this time
- 5.3.8 This realm meeting is to be planned and run by the Elections Coordinator
- 5.3.9 Anyone who meets the outlines criteria in Section 1.1 may vote in the election
- 5.3.10 It is preferable that everyone wishing to vote is present at the meeting, however if you are unable to be present at the meeting you may vote in the following manners:
  - 5.3.10.1 Via phone to the Elections Coordinator, during the meeting
  - 5.3.10.2 Via sealed envelope to the Elections Coordinator
- 5.3.11 The vote will start fifteen (15) minutes after the designated start time of the meeting, in order to make sure that everyone who can attend is there, and last for fifteen (15) minutes to give people time to vote
- 5.3.12 The Elections Coordinator will collect and tally all the votes and present the realm with the outcome

### **5.4: Vote of Non-Confidence**

- 5.4.1 Any member who meets the criteria in Article 1.1 may motion for a vote on Non-Confidence, and it must be seconded by another member
- 5.4.2 The member being recalled cannot vote in his/her vote of non-confidence
- 5.4.3 If a member of the Realm Leadership Team has been neglecting their responsibilities to the Realm, they may be removed from office by a three-fourths ( $\frac{3}{4}$ ) vote of eligibly Thunder Guard members.

- 5.4.4 A Motion of Non-Confidence must be announced at least two (2) weeks before the actual vote.
- 5.4.5 Any and all members meeting the criteria in Section 1.1 may vote and get one vote but **must be present** at meeting where the vote is to take place in order to cast their vote.
- 5.4.6 In the event of a Vote of Non-Confidence, an emergency election will be held to elect a new officer using the regular election procedure.
- 5.4.7 Another officer will fill the position of the impeached officer until elections can be held.

### **Article 6: Giants Awakening**

- 6.1 Giants Awakening (GA) is Thunder Guard's yearly Belegarth Event
- 6.2 GA is to be planned by the realm leadership
- 6.3 GA is to be published as a Facebook event and posted to the Upcoming Event Sub-Forum on the Belegarth Forums
- 6.4 GA is hosted in August. Try to avoid the weekend of Dunharrow's KGC Event and Kita-Kon, and GenCon if possible.

### **Article 7: Funds and Fundraising**

- 7.1 All funds are to be used only for the realm (ie. Loner gear, running GA, promotional materials)
- 7.2 All funds are to be given to the Treasurer and deposited into the realm bank account for safe keeping
- 7.3 Fundraising endeavors should be supported by all members of the realm in some manner

### **Article 8: Thunder Guard By-Laws**

Here listed are the realm specific rules of Thunder Guard for the Warrior field, they are to be followed along with the International Rules of the Book of War.

- 8.1 Shield Contact (Edging/Bashing) to the head is forbidden
- 8.2 All new fighters must pass a Red Weapons Technique Class before being allowed to fight with a Red Weapon
- 8.3 All new fighters must pass an Archery Class before being allowed to arch at practice.
- 8.4 There is to be no grappling with any person less than sixteen (16) years of age without parental consent.
- 8.5 There shall be absolutely no physical altercations between members that is not Belegarth Combat
- 8.6 Thunder Guard Fighting Seasons are May-October (Outdoor Season) and November-April (Indoor Season)

### **Article 9: Consequences**

The following are the consequences for breaking Realm By-Laws, Belegarth By-Laws, or acting in a manner that is unbecoming of the realm.

- 9.1 Disputes are always to be taken to the Realm Leadership for arbitration.

9.2 Any members who partake in physical altercations at a Thunder Guard practice or event that is not Belegarth related will be subject to immediate dismissal from the practice or event and suffer a suspension of rights and privileges

9.3 Other violations will result in the following:

9.3.1 First Violation- The member in questions gets a reminder of the rule he/she broke and a warning

9.3.2 Second Violation (in the same day)- The member in question is asked to sit out for fifteen (15) minutes

9.3.3 Third Violation (in the same day)- The member in question is sent home

9.3.4 Members who are sent home twice in one season will be suspended for the remained of that season or a determined amount of time by the realm leadership

9.4 If a member continues this course of behavior after returning from their suspension they will henceforth be expelled from the realm permanently or until the Realm Leadership sees fit to reinstall them

9.5 Violations are as follows but not limited to:

9.5.1 Using a weapon that is known to be unsafe.

9.5.2 Repeatedly not taking hits.

9.5.3 Using a weapon improperly (hitting with hilt, shaft, etc.) after repeated warnings.

9.5.4 Intentionally breaking a weapon

9.5.5 Intentionally throwing, a non-throwing weapon.

9.5.6 Intentionally violating any rule or practice of the club.

9.5.7 Doing anything that endangers participants, the public, weapons or equipment.

9.5.8 Arguing with a Marshal on the field. (All questionable calls or marshaling disputes should be settled off the field at a later time).

9.6 At the discretion of the Realm Leadership, they have the right to revoke access to realm activities if a member has Sexual Harassment, Sexual Misconduct, or Sexual Assault Related Charges.

9.7 At the discretion of the Realm Leadership, they have the right to revoke assess to realm activities if a member has Aggravated Assault Charges.

9.8 **ONLY** Realm Leadership can suspend or expel a member