

**Policies of the  
International Fantasy  
Gaming Society**

*Updated through the 12-10-98 Society Board meeting*

**December 1998**

**P.O. Box 3577  
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## Section 1 ADMINISTRATIVE

### 1. ASSUMPTION OF RISK FORM

The current assumption of risk statement was adopted on 2-2-86. This release must be used EXACTLY as published, on each and every registration form for any IFGS event. The game treasury rep is responsible for collecting forms from all game participants, and is instructed not to accept any game registration without a signed Assumption of Risk Form from the participant. At the end of each month, chapters should forward the forms to the Society Clerk, who will keep them on file.

### 2. LIAISON OFFICER

The position of Problems Liaison Officer is created to deal with complaints concerning specific individuals. A member of the Board will be assigned as liaison whenever a complaint is leveled against a member of the IFGS. The Problems officer will contact the individual in question and compile the necessary information.

### 3. CONFLICT OF INTEREST

A conflict of interest is considered to be manifest when any individual serving on any committee or Board at either the Society or Chapter level is employed by, even temporarily, or is potentially financially benefiting from any relationship with a potential competitor or potential contractor. Such disclosure must be submitted to the Society Board in writing.  
(Modified 3-13-94)

### 4. SUB-CONTRACTING

Subcontracting work for a game (i.e. paid staff of any kind) is not allowed unless the services being offered are unique to the extent that the services could not be offered by IFGS volunteers. This mitigates an earlier ruling that each subcontracting offer be handled on a case-by-case basis.

### 5. EXTERNAL CONTRACTS

All contacts with outside sources for the purpose of contracting the production of a game must be referred to the Society Board. In the case of Emerald Isle, the IFGS licensed their use of the rules system, excluding all references to safety. Sanctioning of the game took place after it had run, and at that point they could submit points for participants to the IFGS registry for consideration. Dream Park discussed an arrangement to submit points to the registry for conversion, on a fee-per-person basis, but no contract was signed.

## 6. BOARD

The IFGS Board shall meet once per month, with materials received at least one week prior to the date of the meeting to be put out with the minutes. The phone numbers and addresses of Board members and committee chairs are available to outside agencies upon request, and will be published in The Chainmail at least twice per year. The IFGS Clerk will send copies of approved Board Meeting minutes to two persons per chapter as designated by each Chapter Board.

## 7. SAFE DEPOSIT BOX

For the purpose of authorizing certain of its officers and/or agents of this corporation to have access to the corporation Safe Deposit Box No. 4313 in the Norwest Bank, Boulder, any two of the officers and/or agents named below are authorized to have access to and authority to surrender or exchange said safe deposit box: Sid Pogue, Peter Sartucci, Kevin Taylor, Janice Moore, David Holm, and Jeanne Schneider

Approved on 6-11-98

That John Brewer and Ted Rossier (as legal counsel) be added to the list of those with authorized access to the Corporation Safe Deposit box

## 8. AGENDAS

Approved on 5-15-94.

To improve the opportunity for Chapters to be informed about Board actions on a timely basis, the Board will send copies of its meeting agendas to each Chapter President. *(Note: This was modified by Administrative action 1-14.)*

## **9. BOARD MEETING MINUTES**

Approved on 6-11-98

1. The first working day for the Society Clerk after a Board Meeting, the minutes will be prepared and sent to the Board Members. This will be the first priority of the clerk on that day unless otherwise directed by the Society President.
2. The Board members will review the minutes in as timely a fashion as possible and comment or indicate approval to the Society Clerk. A majority of Board members must approve of the minutes before their release. If the Clerk does not receive word from four Board members, she will contact the remaining Board members for their comments. If any Board member has a major problem or disagreement with any section of the draft minutes, that section will be indicated as "under discussion" and omitted from the draft minutes, to be dealt with by the Board at its next scheduled meeting.
3. The minutes, once approved, will be labeled Draft Minutes and will be distributed to the membership through the ShopTalk and IFGSNews Digest lists; and any other lists with the approval of the Society President and Society Clerk.
4. The draft minutes will be reviewed for final approval at the next regular Board Meeting and published in the Chainmail as final

## **10. CONSTITUTION OF A QUORUM**

Approved on: 5-14-98

A quorum for the Society Board shall be as defined in the Society Constitution

## **11. RECORDING MEETINGS**

Approved on 6-11-98

That the IFGS Board may record, but is not required to record, each monthly meeting digitally for internal use, with the provision that an announcement is made at the beginning of each meeting that the meeting is being recorded, and all acknowledge that they realize they are being recorded. Also, the request of only two members of the Board are needed to shut off the recording for a portion of the meeting

## **12. CONTRADICTIONS IN BOARD POLICY**

Approved on 6-11-98

Whenever a Board policy contradicts the Society Constitution and/or the Society By-laws, Society Officers, Society Committees, and Society Positions are directed to follow the Society Constitution or Society Bylaws, and provide a written report to the Society Board describing their actions contrary to Society Board policy but supported by the Constitution or Bylaws. This report should be postmarked within 14 days of the action

## **13. POSTINGS**

Approved on 6-11-98

That posting of minutes and agenda to the ShopTalk and IFGSNews digest lists replace all previous requirements to mail minutes and agendas to specific persons and/or positions. Persons who desire to read the minutes and agenda prior to the publishing of minutes in the newsletter should subscribe to these email lists. Possible additional lists might be added to this list with the approval of the Society President and Society Clerk

## **14. E-MAIL**

Approved on 6-11-98

Email notification meets any internal requirement for notification in writing.

Approved on 6-11-98

To overturn the 4-16-96 motion requiring all official correspondence from the Clerk or Chair to be done by mail. Where appropriate, Email may substitute for those who have email.

## **15. SOCIETY POSITIONS**

Approved on 7-9-98

To overturn the previous Society Board restriction on holding the same position at chapter and Society level in the event that there is only one applicant for the position at the Society level.

In the event that the Society Position is in a direct supervisory position, protests that normally would go to the Society Position will pass directly to the Society Board



## Section 2 FEES

### 16. REQUIRED MEMBERSHIP

In addition to the Board members as described in the Constitution, Committee Chairs and Game Designers at both the Society and Chapter levels must be members of the IFGS.

### 17. CHAPTER DISCOUNT

As of October, 1989, chapters and provisional chapters receive a 25% discount on all Society products, including books, flag kits, T-shirts, and mugs.

### 18. DISTRIBUTOR RATES ON RULEBOOKS

Approved on 10-8-98

To receive distributor rates for rulebook sales, a U.S. distributor must be listed as a distributor in the Games Quarterly Catalog

#### 1. NPC FEES

There will be no difference between member and non-member NPC fees.

#### 2. SOCIETY FEES

A Society fee shall be assessed to each participant per day for expenses relating to the cost of insurance coverage and other administrative fees. This fee can be adjusted as needed.

#### 3. SOCIETY FEES

Approved on 11-19-96

The Society Fee was raised to \$2.50

#### 4. RECRUITMENT GAMES

Approved on 12-9-97

If a chapter requests to run a convention game for the purpose of recruitment at a reduced Society Fee, they must register with the Society Clerk at least 30 days in advance (1) the name of the game, (2) name of the convention, (3) date of the convention, (4) and a copy of the game. If these requirements are met, the Society Fee will be waived for that game. The number of participants must be reported to the Clerk within 30 days after the game. Up to four of these recruitment games per year per chapter may be run without specific additional permission of the Board

#### 5. INSURANCE

Local chapters will be billed by the Society for insurance costs for local games.

## Section 3 PROPERTY OF IFGS

### 1. PROPERTY RESPONSIBILITY

Personal items (those which belong to an individual and not the organization) damaged in games cannot be the monetary responsibility of IFGS.

### 2. PROPS DISPERSAL

If any prop is paid for by game funds, IFGS owns that prop and can disassemble, use, or recall the prop at will, regardless of who stores the prop.

### 3. PROPS MAINTENANCE

If IFGS owns a prop and someone else keeps in storage for IFGS, IFGS will pay for expenses for repair and upkeep of that prop. If the prop is not owned by IFGS, then the prop can be loaned or rented to the IFGS.

## Section 4 CHAPTERS

### 1. CHAPTER CONSTITUTION

The standard chapter constitution is mandatory for new chapters. Amendments to it are allowed with Society Board approval. Established chapters with other constitutions are recommended to adopt the standard constitution.

### 2. SOCIETY TO CHAPTER LIAISONS POLICY

- 1) The Society Board of Directors will cause to come to fruition direct liaisons between the society board and each full chapter and each provisional chapter liaison. The purpose of this communication will be to keep the society board informed of the activities of societal concern within each chapter.
- 2) Each full chapter Board of Directors shall appoint a chapter member, from within their chapter membership to fulfill the duties of the chapter liaison to the Society Board of Directors.
  - A) The duties of the chapter liaison to the Board of Directors are:
    - 1) To convey to the Society Board liaison matters of concern to the chapter.
    - 2) Other duties in relation to this policy as required by their local Chapter Board of Directors.
  - 3) The Society Board of Directors shall assign its members liaison positions with the chapters and provisional chapter liaisons as it deems appropriate. No society Board Member will be assigned to be liaison with a chapter to which (s)he is a voting member, nor to any provisional chapter to which the Society Board member is a voting member of the sponsoring chapter.
    - A) The duties of the society board liaison to the chapters are:
      - 1) To initiate and be responsible for the organization of said com-

- munication on a monthly basis.
- 2) To bring to the attention of the Society Board of Directors such concerns as are conveyed to the liaison by the chapter liaison on a monthly basis, and as time permits.
  - 3) Other duties in relation to this policy as required by the Society Board of Directors.
  - 4) The Society Board of Directors may make changes to the configuration of these liaisons from time to time as it deems fit to do so.
  - 5) Society Board members will be reimbursed for the phone calls that they may make in relation to this policy and are responsible for providing the necessary paperwork for such to the society clerk on a regular basis.
  - 6) The projected annual expense of this policy will be included in the annual society budget.

### **3. GAME FEES FOR MEMBERS OF OTHER CHAPTERS**

Approved on 7-17-94

Chapters may not charge differential game fees to members of other chapters

### **4. COLLECTION OF CHAPTER NEWSLETTER FEES**

Approved on 7-17-94

Society will not collect money for Chapter newsletter fees. This is only done by chapters.

### **5. LOSS OF FULL CHAPTER STATUS**

Approved on on 10-16-94

A Chapter may never be stripped of full chapter status by the Society Board, except for financial misconduct or malfeasance, gross deviation from Society policies and regulations, or lack of membership to the point of not filling the Chapter Board and Officers' positions

### **6. FISCAL RESPONSIBILITIES**

For administrative purposes only, the local chapters have responsibility for and/or ownership of props, storage locker, operational game equipment, and revenue from games. The Society will have responsibility for and/or ownership of funds for the SSC and Registry, production costs of the Chainmail, publications, cost of promotional pamphlets, and the cost of administrative supplies.

## **7. INSURANCE**

Local chapters will be billed by the Society for insurance costs for local games.

## **8. CHAPTER AUTHORITY**

Chapters have the authority to establish their own Bank, Sanctioning committee, Quartermaster Corps, Treasurer, and PR Committee, which are subject to review by the Society.

## **9. CHAPTER BENEFITS**

Members of chapters have the following benefits: sanctioning of their own games, production of a newsletter, assistance of advisors, a vote in society elections, a membership card, insurance, rules structure, the Registry, ownership of props, and the Society's corporate existence.

## **10 LOCAL AUTHORITY**

Approved on 6-11-98

Local committees, sub-committees, and officers must bring protests to chapter level actions, policies, and standards to their local Board before taking them to the Society Board, Society level Committee or Officer.

## **11 REVOKING OF MEMBERSHIPS**

Approved on 12/10/98

It is the Board's determination that although Chapters cannot revoke a membership, individual game producers and safety officers in a chapter can prevent an individual from participating in a game, for cause. Because memberships are granted at the Society level, Chapter Boards do not have the authority to revoke memberships.

## **12 PREVENTION OF PLAY**

Approved on 12/10/98

Chapter Boards may prevent a member from participating in the Chapter's games for up to one year for cause. This could be reviewed by subsequent Chapter Boards. Their decision can be protested to the Society Board

## Section 4A PROVISIONAL CHAPTERS

## Section 5 COMMITTEES

### 1. NEW CHAPTER FEE

A fee of \$25 for new chapters when they apply to the IFGS for provisional status covers the costs of copying, production and first class mailing of internal IFGS publications.

### ALL COMMITTEES ARE GOVERNED BY THE FOLLOWING:

1. Meetings are open to attendance by all, except Sanctioning Committee meetings when pending game plots are being discussed.
2. Committees should announce in advance in their chapter newsletter all pending meetings and their agendas.
3. Committees should keep minutes and publish summaries thereof in their chapter newsletter.
4. Committees should publish all current policies and any pending policy changes.
5. All committee policies are subject to veto by the Board and (or) membership.
6. No committee may spend more than \$200 on a single expenditure without the approval of the Society Board.

### 1. COMMITTEES AND EXPENSES

Approved on 6-11-98

The Society is responsible for the Special and Standing Committees & Offices, and any expenses they may incur, up to the amount budgeted for the Committee and Offices for that fiscal year. Expenses in excess to the amount budgeted for the respective Committees and Offices may or may not be reimbursed.

### 2. REIMBURSEMENTS TO COMMITTEE MEMBERS

Approved on 3-17-97

Receipts to be reimbursed must be postmarked within 90 days of the date of the receipt in order to be eligible for reimbursement

Approved on 8-13-98

To accept a change to the reimbursement policy, so that after 90 days are up, each 30 days thereafter, the total amount of the reimbursement will drop by 15%

Approved on 8-13-98

To clarify that the previous motion applies to reimbursement requests submitted after 8-13-98

### **3. BUDGETS**

The following offices and committees will have budgets, and are instructed to submit proposed budgets: PR Committee, Chainmail, Registry, Safety Officer, SSC, Board, Treasurer, FRC, Expansion, Public Relations, and all Rules Committees. Insurance is to be listed as a fixed expense.

### **4. TERM OF OFFICE**

All positions of Society Committee Chairs have a term that coincides with the Society fiscal year (ending March 31).

### **5. SOCIETY POSITIONS**

Approved on 7-9-98

To overturn the previous Society Board restriction on holding the same position at chapter and Society level in the event that there is only one applicant for the position at the Society level. In the event that the Society Position is in a direct supervisory position, protests that normally would go to the Society Position will pass directly to the Society Board

### **6. POLICY ON APPOINTING COMMITTEE CHAIRPERSONS**

Approved on 3-13-94

Each of the society level committees shall recommend a chair person to the IFGS Board by the May Board Meeting each year. The Board shall appoint a chair

### **7. ASSISTANT OFFICERS**

Approved on 3-13-94

Society level Treasurer, Secretary, and Safety Officers shall have the power to appoint assistants as they feel necessary

### **8. REQUIREMENTS FOR COMMITTEE MEMBERS**

Approved on 2-8-95

Candidates should fulfill all requirements listed in their respective charters, and be members of the IFGS. They should have strong communication, especially written communication, skills, and that the Board simply wants the best candidate for the job.

### **9. MEMBERSHIP REQUIREMENT**

Approved on 6-11-98

In addition to the Board members as described in the Constitution, Standing Committee members, Special Committee at both the Society and Chapter levels, Persons Submitting Games for Sanctioning, and Game Producers must be members of the IFGS.

## Section 6 RULES COMMITTEES

### 1. DOMAIN OF THE RULES COMMITTEES

The Rules Committees are responsible for making decisions regarding variant character classes for rules systems for which they are responsible (this includes Fantasy rules (FRC), Undercover rules, Science fiction rules, etc.).

### 2. PC FAIRNESS RULE

Any PC who is adversely affected, either directly or indirectly by the action of another PC which he or she finds objectionable, may call upon the PC Fairness Rule. The Player has one hour from the time of discovery of the action to call upon the rule. If a player invokes the Fairness Rule, then the action is negated and conditions would be such that the event never occurred, including PC knowledge of the action.

The GM may judge whether invoking the Fairness Rule is appropriate. If a player disagrees with the decision of the GM, the player make go through the appeals process as described in the Fantasy Rules.

The fact that the PC Fairness Rule is available in a game should be clearly stated on every registration form. The PC Fairness rule may be eliminated from a game if all the players in the game are aware of the fact before they register for the game. The unavailability of the Rule should be stated clearly on the registration form for the game.

## Section 6A FANTASY RULES

### 1. 6.8 RULES MANDATORY

Approved on 7-9-98

All games sanctioned after 11-1-98 must comply with the 6.8 Rulebook

### 2. EXCHANGING SPELLS, SKILLS AND ABILITIES

Approved on 5-17-95

The Spells, Abilities, and Skills gained by Player Characters as part of their class and level may not be traded or otherwise exchanged for Spells, Abilities, and Skills outside of their class. This policy shall remain in effect while the Blue Book Task Force, Fantasy Rules Committee, and Society Sanctioning Committee review this concept and ramifications stemming from the use of said idea. This policy governs all such effects coming "out of game" and cannot be changed by game design. This policy does not affect usage in "closed world" scenarios and may only be revoked by the Society Board.

## Section 7 SPECIAL COMMITTEES

### Section 7A EXPANSION

*The Expansion Committee was created 10-14-97*

#### 1. THE 4 STEP PLAN

Approved on 5-14-98

To approve the Four-Step Plan for use by all new provisional chapters and for conversion of existing provisional chapters by August of 1998

### Section 7B PUBLICATIONS

#### 1. OFFICIAL PUBLICATIONS

Approved on 6-11-98

In order for a Game book or lore to be an official IFGS publication, permission must be granted by the copyright holder, the Publications Committee must approve (which will check the work for factual data and do proofreading), and the Society Board must pass a motion to that effect.

#### 2. PUBLICATIONS COMMITTEE

Will create a compendium of all relevant "Hits & Misses" (answers of the Fantasy Rules Committee to rules questions) and make this document available.

### Section 7C REGISTRY

*The Registry Committee was created 7-9-98*

#### 1. EXPERIENCE POINTS

Only the Society has the right to determine how experience points are calculated.

#### 2. LM REQUIREMENT

There are no PEP requirements for Loremasters at the Society Level. LM requirements are left to the decision of the GD and chapter sponsoring the event. The only Society requirement to be a LM is that the individual have played as a PC once before.

#### 3. CONFIDENTIALITY

Experience points are a matter of public record. However, the contents of player evaluation, LM evaluation, GM/SK evaluation, and game evaluation are considered confidential.



#### **4. REPLACEMENT CHARACTERS**

A player can use available CAP to create a replacement character, equal to one they recently lost. This is an exception to the "Characters Must Play each Level" policy above.

#### **5. PLAYING LOW LEVEL FOR FUN**

Players may at their discretion refuse the experience points awarded to their characters. However, if the character makes a significant profit from the game, the character must accept the experience.

#### **6. LIMIT ON EXPERIENCE POINTS AWARDS**

Individuals are limited to the number of functions they can perform in a single game as follows: they are limited to three functions during any given hour, are limited to two staff functions during a game, and are limited to one hourly award during any given hour. Lastly, any one individual collecting points for both Game Writer and Game Producer can collect no other awards.

Experience points are not to be given out for working in administrative functions such as SC, game editing, etc. EP should be associated with specific game-related activities only. Volunteer work at the society level does not earn EP. Character Applicable Points (CAP) can be offered to game staff for game activity in sanctioned games only.

#### **7. DISPOSITION OF CAP AND PEP**

Approved on 3-13-94

CAP and PEP may not be exchanged for any gold, treasure or magic items.

#### **8. PLAYING THE CHARACTER OF ANOTHER PLAYER**

Approved on 12-17-96

One person cannot play another person's character.

#### **9. CREATION OF THE REGISTRY COMMITTEE**

Approved on 7-9-98

To create a special committee called the Registry Committee, whose duties would be to propose registry policy

## Section 7D SOCIETY SANCTIONING COMMITTEE

### 10. EXCHANGING SPELLS, SKILLS AND ABILITIES

Approved on 5-17-95

The Spells, Abilities, and Skills gained by Player Characters as part of their class and level may not be traded or otherwise exchanged for Spells, Abilities, and Skills outside of their class. This policy shall remain in effect while the Blue Book Task Force, Fantasy Rules Committee, and Society Sanctioning Committee review this concept and ramifications stemming from the use of said idea. This policy governs all such effects coming “out of game” and cannot be changed by game design. This policy does not affect usage in “closed world” scenarios and may only be revoked by the Society Board.

#### 1. SOCIETY SANCTIONING COMMITTEE CHARTER

Approved on 8-14-94 Modified on 11-12-98

**PURPOSE:** To provide the Society Board with a committee whose members understand the varied needs of chapter sanctioning committees and game designers, and who are capable of preparing policy proposals (for review and approval by the Society Board) to address the issues of these people/groups. Also, to serve as a resource of sanctioning knowledge for the Society Board, chapter sanctioning committees and individual members.

**QUALIFICATIONS:** To be a member of the Society Sanctioning Committee (SSC) you must have served on at least one chapter sanctioning committee. You must also be appointed by the Society Board.

**TERM OF OFFICE:** Each member of the SSC will serve a three year term. Each year the Society Board will review the available seats on the committee and determine the need for appointment or re-appointment to the committee. The seats will become available on a 3-2-2 per year basis. The Society Board may remove any member of the committee prior to their review if they deem it necessary.

**RESPONSIBILITIES:** The following define the responsibilities of the SSC;

To serve as a technical resource and a committee of qualified individuals for the Society Board to use in determining fair and appropriate policy for the membership pertaining to sanctioning. It is understood that the Society Board will ask the SSC to review and comment upon any policy that directly or indirectly affects the sanctioning of games in the IFGS.

To be a resource of knowledge for membership concerning society policy pertaining to the sanctioning of games in the IFGS. Members of the SSC will be responsible for keeping up to date on society policy pertaining to sanctioning and will be prepared to answer questions of the membership pertaining to these issues.

To serve as the committee for the Society Board in the creation of new policy pertaining to the sanctioning of games in the IFGS. The SSC will research, study, develop and make recommendations for implementation of any project or policy that the Society Board directs them to do, pertaining to the sanctioning of games in the IFGS.

To serve as an arbitration committee for the Society Board in determining whether a member, committee or chapter has or is in the process of deviating from society policy and to recommend suitable action to take against such person/group. The SSC will research any such supposed violation of society policy when the society board directs them to do so.

To develop new policy recommendations and address the concerns provided by chapter members, committees and boards pertaining to existing society sanctioning policy. The SSC will seek out input from the membership pertaining to existing sanctioning policy and shall endeavor to create policy recommendations for review and approval by the Society Board which address those issues if need be.

To manage the research, development and implementation of the "Society Sanctioning Handbook" for use throughout the organization. The SSC shall provide such a document to the Society Board for review and approval and shall subsequently research and comment upon any proposed changes made to that document.

To be involved in the research, development and implementation of any subsequent versions of the Blue book.

Will be responsible for making available new policies or changes to existing policies dealing with the Blue book, Society Sanctioning Handbook or other Society Sanctioning policy.

To sanction and maintain sanctioning at Sanctioned Pending Production (SPP) status of a set of game scripts to be usable by any chapter without additional sanctioning required by Society. These scripts should be of games of varying lengths, formats, and styles, and should be at all times current in regards to the rules, Blue Book, and sanctioning policy.

To work with the Expansion Committee in the oversight and training of Provisional Chapter Sanctioning Committees, to include the appointment of a Society Sanctioning Liaison during the Provisional's Phase II period to facilitate this process.

All decisions of the Society Sanctioning Committee are non-binding until approved by the Society Board. Once item(s) are approved by the SSC they must be sent to the Society Board which has 60 days from the Board meeting where the item first appears on the agenda to veto, request changes to, or approve them. If the Society Board has not acted, after 60 days the items become policy.

## **2. SANCTIONED EVENTS**

All IFGS activities, including weapon's tournaments, in which points are awarded, must receive sanctioning from the Chapter Sanctioning Committee.

## **3. NON-SANCTIONED GAMES**

Non-sanctioned games will not be recognized in any way by the IFGS. The local SC will deliver a letter or certificate to Game designers when their game is sanctioned (if necessary), so that the GD can show the letter to anyone concerned about sanction status.

## **4. CONFLICTS OF DATES**

Date conflicts for events between chapters should be avoided whenever convenient. If it is not possible to avoid a date conflict, games will run in both chapters.

## 5. MEMBERSHIP REQUIREMENT

Approved on 6-11-98

In addition to the Board members as described in the Constitution, Standing Committee members, Special Committee at both the Society and Chapter levels, Persons Submitting Games for Sanctioning, and Game Producers must be members of the IFGS.

## 6. RESANCTIONING OF TREASURE

Approved on 9-20-95

The Society Board delegates the function of resanctioning treasure to the SSC to operate as they see fit, subject to appeal to the Society Board. This delegation does not provide for the formation of society policy without Board approval

## 7. SANCTIONING POLICY

Approved on 8-20-96

In matters pertaining to the Society sanctioning policy, including the Blue Book, questions may be handled in a "Hits & Misses" fashion by the SSC without going to the Society Board for review. Note that any chapter or member can protest these clarifications or interpretations to the Society Board

## 8. DEFINITION OF THE SSC

The SSC is defined in the new constitution, as a committee responsible for sanctioning. It will be primarily a clearing-house for all sanctioned games. Each game, when sanctioned, will have a game number assigned to it. This number will be made up of a two-digit year, followed by a two-digit chapter ID, and finally a number up to four digits to identify the game, i.e. 93-12-0001 would be game #1 sanctioned in chapter #12 in the year 1993. Upon final sanctioning of the game, the liaison on the Sanctioning Sub-committee will send the following to the SSC, so that a list may be maintained:

- |                       |  |
|-----------------------|--|
| (1) Game Writer:      | Name of game writer or writers                             |
| (2) Game Ratings:     | The physical, mental, fighting risk and difficulty ratings |
| (3) Team Information: | Number of players and levels by player and team            |
| (4) Type of Game:     | Bar, Line, World, etc.                                     |
| (5) Style of Game:    | Serious, Humorous, Heroic, Chaotic                         |

- (6) Releasable: If this writer would allow this game to be released to other chapters (writer must grant producer permission to change the game for sanctioning in the local chapter)
- (7) Sanction Date: Date the game was sanctioned, and expiration of that sanction year.

This will allow the SSC to track games sanctioned in each chapter, and allow chapters to run games from other chapters based on a list available to SC chairs, as well as compile a group of games suitable for new chapters to run. Additionally, the duties of the SSC will be:

- (1) Answer protests received at the society level, after they have gotten through the proper channels, and define the proper channels.
- (2) To produce an SSC and Chapter SC Handbook to provide universal sanctioning guidelines from chapter to chapter. This must include a section on the authority of the Watchdog position.
- (3) Develop definition of game ratings, i.e. risk, physical, mental, fighting and game difficulty.
- (4) Develop a sub-committee to oversee sanctioning of games from provisional chapters under the new EEPR plan.
- (5) Determine how to deal with problems of rules and Blue Book changes and their effect on existing items and players, and to insure that the updates are being distributed and used when received.
- (6) The SSC will recommend to the Board a set terminology and phrasing that the Society should require for sanctioning. This will standardize all definitions for terms used in sanctioning and producing IFGS games.
- (7) The SSC will develop a training handbook (and other such tools as it sees fit) for teaching sanctioning to new provisional chapters.
- (8) The SSC will draft policies governing what actions, themes, and things are not to be sanctionable by the Chapter SCs, then hold hearings on them, revise them, and recommend a final version to the Society Board. This will include the issues of what (if any) magic and non-magic items may not be distributed by games designers.

In all cases the Board reserves the final decision on what will become Society-wide policy to itself. The SSC shall also recommend to the Board proposed policies regarding what is sanctionable, after consulting the Chapter SCs.

## 9. SANCTIONED PENDING PRODUCTION GAMES (SPP)

Approved on 6-11-98

The SSC recommends the following standards for the games it will be considering 'nationally sanctioned'. These games will be considered usable by any chapter, including provisional chapters without sanctioning committees, without further sanctioning (though LSC's as always have the option of requiring further sanctioning).

All games sanctioned to sanctioned-pending-production (SPP) status by the Society Sanctioning Committee (SSC) will be considered to be at that status for all IFGS chapters, full and provisional, until there is an edition change in the IFGS Fantasy Rules or the IFGS Bluebook, at which point the games will revert to Intent-to sanction status.

All games sanctioned by the SSC to SPP status will comply completely with all relevant sections of the SSC Handbook. Thus all the requirements for that status included in the Handbook will be completed. Any stricter requirements mandated by a chapter's sanctioning committee may be placed on the game without need for resanctioning. Any other changes made by a local sanctioning committee to games given SPP status by the SSC will cause that version of the game to revert to 'Intent to Sanction' status for the rest of the Society.

At least one member of the SSC must act as liaison during the national sanctioning of each game. Other, non-SSC, IFGS members may make up the remainder of the subcommittee for each game. Any member of the SSC may, at any point in the national sanctioning of a game, ask for and receive an update on the progress of the game. Regular reports on the status of games submitted for national sanctioning must be submitted to the full SSC, on a schedule to be decided by the full committee.

National sanctioning will be accomplished without changing the game, unless the writer's permission is given. 'Changing the game' is defined as, for any reason other than rules or bluebook changes, altering the intent of an encounter or encounters by altering the actions, stats, or descriptions of the NPCs; adding or deleting encounters; adding or deleting treasure items; or in any other way changing the plot and

content of the game. Changes allowed by the writer will be noted in an appendix of writer's comments added to the game script.

If possible, the writer's approval of the SPP version of the game will be sought, with a 60 day time limit for a reply from the writer from the time the game copy is made available. If, after this time limit, the writer wishes to protest a sanctioning decision, they may follow the protest procedure outlined in the SSC Handbook, beginning with the SSC.

#### **10. PROVISIONAL SANCTIONING**

Approved on 6-11-98

The provisional stage recommendation listed for the nationally sanctioned games (provisional one, two, three) is not a set standard. Provisionals can request any game for which the EC and SSC think they are ready, no matter what status they currently have

#### **11. PROVISIONAL GAME LIBRARY**

Approved on 6-11-98

The listing of available SPP games, to be sent to each provisional as part of the Provisional Chapter Packet with updates as necessary, shall include: Game Name, Game Size/Type, Level Range, and Recommended Provisional Status. Also available upon request from the EC shall be a brief synopsis of the game plot, ratings list, and any rules variations or game writer recommendations, as listed on the title page/flyer.

#### **12. SANCTIONING HANDBOOK**

Approved on 10-8-98

To make the Sanctioning Handbook an official (not mandatory) IFGS document

Approved on 10-8-98

To make the Sanctioning Handbook a document mandatory for use for game sanctioning after February 1st, 1999

#### **13. GAME WRITERS**

Approved on 6-11-98

In order to use a game that has not been given blanket permission by the IFGS game writer, the producer should contact the writer to obtain permission to use and/or make changes to that game.



## SECTION 8 STANDING COMMITTEES

### Section 8A ELECTIONS

#### 14. EXCHANGING SPELLS, SKILLS AND ABILITIES

Approved on 5-17-95

The Spells, Abilities, and Skills gained by Player Characters as part of their class and level may not be traded or otherwise exchanged for Spells, Abilities, and Skills outside of their class. This policy shall remain in effect while the Blue Book Task Force, Fantasy Rules Committee, and Society Sanctioning Committee review this concept and ramifications stemming from the use of said idea. This policy governs all such effects coming “out of game” and cannot be changed by game design. This policy does not affect usage in “closed world” scenarios and may only be revoked by the Society Board.

#### 1. ELECTIONS

Election Committee members may not run for office, and must be members of the IFGS. Election Committee members may sign petitions if they choose. Anyone who submits, in writing, a statement of intent to run for office shall be placed on the ballot.

#### 2. VOTING

Approved on 6-11-98

The right to vote in chapter elections for Chapter Board members is and has always been a benefit to being a member in a chapter

#### 3. SOCIETY ADMINISTRATION OF CHAPTER ELECTIONS

Approved on 7-9-98

If the Society Clerk and/or the Society Elections Chair receives a petition signed by a majority of a chapters' current membership requesting that the Society take over Chapter Elections for one or more years, then the Society Elections Chair run the election for the chapter. If the petition is not received more than 90 days before the Society ballots are received, then the Society-run Chapter election will be delayed until the following Society election, unless the Chapter agrees to pay the costs of the Chapter Election

## Section 8B GENERAL PROMOTIONS

Approved on 7-9-98

If a two-thirds majority of a Chapter Board votes to request the Society to run their Chapter Elections for one or more years, then the Society Elections Chair run the election for the chapter. If the petition is not received more than 90 days before the Society ballots are received, then the Society-run Chapter election will be delayed until the following Society election, unless the Chapter agrees to pay the costs of the Chapter Election.

### 4. PUBLICATION OF ELECTION RESULTS

Approved on 1-22-95

When the results of the election are published in the Chainmail, the report should list successful candidates, and that all of those received more than 82 votes, and not mention the number of votes received by each candidate. The minutes should say that the “election report was read”.

### 5. USE OF OFFICIAL MAILING LIST IN ELECTION CAMPAIGNS

Approved on 12-17-96

Due to possible advantages and disadvantages of write-in candidates for Society Board, the official mailing list as labels or the IFGS postal imprint shall not be made available to candidates and supporters for write-in campaigns

### 1. PUBLICITY

The Society is responsible for printing promotional pamphlets.

### 2. REVOLVING INCOME PROJECTS FUND

Approved on 7-14-97

\$8,000 from the existing \$15,000 + in the Society’s Regular Savings account is declared to be the “Revolving Income Projects Fund”, similar to the three current Society Funds (Life Memberships, Capital Expenses, and Expansion). The costs for the new Rules Books will be taken out of it, and as income is derived from the Rules sales the Treasurer will deposit at least \$1.60 for every book sold back into this Fund during FY 1997-8.

## Section 8C NEWSLETTER

### 1. CHAINMAIL SUBSCRIPTIONS FOR LIFE MEMBERS

Approved on 5-21-96

The 23 current life memberships that do not include a chapter membership or subscription to the Chainmail, shall be offered on an annual basis a subscription to the Chainmail and a membership in a local chapter of their choice as per the standard membership policy, at a price of \$5 (\$15 international), with \$3 going to the chapter and \$2 (\$12 international) towards the Society's cost for the Chainmail. If a chapter of choice is not designated, the \$5 (or \$15) will be kept in entirety by the Society

### 2. PDF NEWSLETTER

Approved on 7-9-98

To add a block to the membership form saying: "Are you willing to download your newsletter from the website instead of receiving a paper copy? A notice will be posted on IFGSNews when it comes out.

Approved on 8-13-98

That for those members who have declared they would like a newsletter in PDF format, the clerk shall be directed to email them a notification that the newsletter is available and including a link to access the newsletter.

### 3. NEWSLETTERS FOR LIFE MEMBERS

Approved on 8-13-98

That a PDF version of the Chainmail be put up on the IFGS web page as soon as possible after the newsletter is complete.

### 4. THE CHAINMAIL

The Society newsletter, The Chainmail, should be mailed first class on a permanent basis.

## Section 8D SAFETY

### 1. SAFETY OFFICERS

The IFGS Society Safety Officer is responsible for the approval of all Chapter Safety Officers. All games, including mini games, must have a Game Safety Officer approved by a Chapter Safety Officer.

### 2. RESPONSIBILITIES OF SSO

The Society Safety Officer maintains a complete set of safety guidelines, and trains new Chapter Safety officers.

### 3. REAL KNIVES

Real knives are not allowed to be carried by a game participant in any place where the knife is visible or accessible to any other game participant except the person who is carrying it. Lock-blade knives in a carrying case that is clearly visible are exempted from this policy.

### 4. CHECK-IN/CHECK-OUT PROCEDURES

The SO and SO designee's are responsible for checking in and out all participants of IFGS games. The SO is also instructed to ensure that game non-participants who are minors and are on course have Assumption of risk forms signed by their parents/guardians, and that said minors are under supervision of their parents/guardians or their designee's.

### 5. PRE-EXISTING MEDICAL CONDITIONS

Judgment on any pre-existing medical condition, including pregnancy, that may impact game performance is left to GSO discretion.

### 6. ALCOHOL

Alcoholic beverages are not allowed at any IFGS event. Anyone found to have such shall be immediately expelled from the event. Furthermore, it is the responsibility of all members and officials of the IFGS to enforce this rule.

## Section 8E TREASURY

### 7. ENDANGERING THE SAFETY OF PARTICIPANTS

No participant shall intentionally, carelessly, or recklessly endanger the safety of any other participant. The safety of a participant is endangered when the endangering conduct would reasonably be expected to result in the need for a participant to seek professional medical or psychological treatment.

This policy shall not apply to the use of legal, non-prescription drugs used in accordance with manufacturer's or licensed physician's instructions. Participants may use and possess drugs prescribed to them by a licensed physician if such use and possession does not endanger any participants and if such use and possession has been approved in advance by the Game Safety Officer. Obtaining the approval of the GSO is the responsibility of the participant.

### 1. DUTIES OF THE TREASURER

Approved on 9-14-94

The duties of the IFGS Society Treasurer shall be as follows:

- (1) Write & sign checks over \$500 and all payroll checks.
- (2) Sign tax returns and formal Treasury documents.
- (3) Monitor Society Budget income and expenses.
- (4) Draft a Budget proposal for the Board each year.
- (5) Maintain all contacts with the IRS and other government agencies.

The treasury duties of the IFGS Society Clerk shall be as follows:

- (1) Accounts Payable and Receivable.
- (2) Bookkeeping.
- (3) Notices.
- (4) Deposits.
- (5) Write and sign all checks not required to be signed by the Treasurer.
- (6) Monitor Society Budget income and expenses.
- (7) Monitor and supervise Chapter financial reporting.
- (8) Prepare monthly accounting of moneys handled.
- (9) Other responsibilities as assigned from time to time by the Board or the Treasurer.

### 2. DUE DATE FOR CHAPTER FEES

Approved on 11-15-95

Chapter fees shall be made due monthly instead of quarterly.

## Section 9 MEMBERSHIP

### 3. TREASURER EMERITUS

Approved on 9-8-97

Created the position of Treasurer Emeritus with the sole responsibility of signing the Clerk's paycheck.

### 4. REFUNDS

Approved on 2-10-97

Once a game has been run, Society fees are due and non refundable.

### 5. QUARTERLY REPORTS

Approved on 5-12-97

The Society Treasurer will generate a quarterly report to be included in the minutes mailing to chapters, and posted on the web site

### 1. REQUIRED MEMBERSHIP

In addition to the Board members as described in the Constitution, Committee Chairs and Game Designers at both the Society and Chapter levels must be members of the IFGS.

### 2. MEMBERSHIP

An individual must be a member of the Society to be a member of a local chapter.

### 3. RENEWAL

The clerk will send out a renewal form to persons whose membership is expiring.



