­­­­­\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ School Video Game Club

Bylaws

**ARTICLE I. NAME**

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

**ARTICLE II. PURPOSE**

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

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

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

**ARTICLE III. MEMBERSHIP**

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

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

**ARTICLE IV. DUES AND FINANCE**

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

**ARTICLE V. OFFICERS**

**Section 1.** Officers of the chapter shall be as follows: president, vice president, secretary, treasurer, and man at arms. These officers, with the advisors as ex officio members, shall constitute the executive committee. Officers shall be selected at the annual meeting and shall hold their respective offices for a term of one year or until their successors are selected. Officers shall assume their duties at the close of the meeting at which they were selected.

**Section 2.** The chapter shall have one advisor who shall be a ­­­­\_\_\_\_\_\_\_\_\_\_ faculty member.

**Section 3.** The advisor(s) is/are responsible for selecting students to lead the club. To be selected a student must fill out an application which states their intentions and outlines their gaming background.

**Section 4.** An officer may be removed from their assigned post for (a) dereliction of duty, (b) inability to communicate effectively with the executive committee or the membership, (c) failure to attend meetings, (d) unwillingness to accept a consensus vote of the executive committee.

**ARTICLE VI. DUTIES OF OFFICERS**

**Section 1.** The president shall (a) be in grades 10-12, (b) preside over all meetings of the chapter, and (c) appoint all committees.

**Section 2.** The vice president shall (a) preside in the absence of the president, and (b) assist the president.

**Section 3.** The secretary shall (a) keep an accurate record of the meetings.

**Section 4.** The treasurer shall (a) act as custodian of the funds of the organization and give financial reports.

**Section 5.** The man at arms shall (a) call the meeting to order, and (b) act as crowd monitor during meetings.

**ARTICLE VII. MEETINGS**

**Section 1.** The executive committee will meet from time to time as needed for organization and scheduling of events. Executive committee members are required to attend all official meetings of both the committee and the club. Executive committee members do not need to participate in all club events.

**Section 2.** There must be at least one regular meeting per month during the academic school year. These meetings will take place on the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ days of the month. These meetings will take place in the advisors classroom or predefined meeting location.

**ARTICLE VIII. GAME PLAY**

**Section 1.** Each member will sign a parent permission form at the beginning of the school year which identifies the ESRB level at which the student may play.

**Section 2.** Games played during meetings will be limited to “Teen” or lower, though some games rated “M” may be discussed for content and playability.

**Section 3.** Board and Card based games are held to the same rating system.

**Section 4.** Any and all games played outside of official meetings are done so at the individual players judgement and not subject to VGC/ESRB justification.

**ARTICLE IX. AMENDMENTS and EXEMPTIONS**

Section 1. Any and all amendments to the bylaws of the Video Game Club need to be ratified, discussed, and voted on by membership in its entirety (Club Vote).

Section 2. All proposed amendments need to be discussed amongst the advisors, executive committee, and school leadership prior to the “Club Vote”. School officials and advisors have final say on all matters pertaining to the club.

**The Career Magnet School VGC**

The Video Game Club has been instrumental in defining the culture and expectations of students at the Career Magnet School. Since its inception in early 2015, the club affectionately known as “THE VGC” has raised thousands of dollars for charity, connected countless numbers of students socially with one another, and promoted positivity amongst its membership on a daily basis. Jared Sawyer, Class of 2017, best defined the purpose of the VGC in that “Our goal is to make the socially awkward, socially active.” Each year we encourage camaraderie amongst the 100 or so members while we conduct friendly Mario Kart or Super Smash Brothers tournaments, build school pride as we compete nationally in E-Sports competitions, and develop our students altruistic tendencies when we challenge retirees to games of Wii Sports Bowling. Below you will find a timeline in regards to THE VGC’s accomplishments.

Since Inception

Spring 2015

* Minecraft server build for live play at the CMStival
* Organized Video Game tournaments at the CMStival

Fall 2015

* Organized our first homecoming float
* Organized 24 Hour Video Game Marathon in the like of Extra-Life.org
* Donated $1,500 to the family of Chris Sellers for funeral costs
* Organized 1st Annual Christmas at the Movies Event

Spring 2016

* Organized weekend tournaments for Franklin County gamers
* Organized into a formal club with regular meetings and iTunes U. postings
* Conducted CMStival Gaming Tournaments
* Operated the Minecraft Server for the CMStival

Fall 2016

* Began meeting after schools on Wednesdays to promote online gaming and e-sports.
* Organized our second homecoming float
* Organized 2nd 24 Hour Video Game Marathon in the like of Extra-Life.org
* Purchased Nintendo Wii’s for the Pediatric rooms at the Chambersburg Hospital, complete with Gaming and DVD library
* Donated to the Cumberland Valley Animal Shelter
* Organized 2nd Annual Christmas at the Movies Event

Spring 2017

* Organized our first “Spring Overnight” with leadership changeover
* Conducted CMStival Gaming Tournaments
* Operated the Minecraft Server for the CMStival
* Participated in the CASD Autism Walk, where we ran a Minecraft Room for kids to play

Fall 2017

* Competed in High School E-Sports League as Trojans
* Organized our third homecoming float, the biggest yet!
* Built 3 driving simulators at CMS
* Installed Virtual Reality into the CMS mindset
* Wrote curriculum for a history course through board game design
* Organized 3rd  24 Hour Video Game Marathon in the like of Extra-Life.org
* Donated money to BSA Troop 134, the Chambersburg Mountain Biking Team and other smaller charities
* Helped to organize the 1st ever Mr. CMS event
* Bowled against, and lost to, retirees at Lutheran SpriTrust Retirement home in Wii Bowling
* Organized 3rd Annual Christmas at the Movies Event
* Planned and organized for a trip to MAGfest in National Harbor, MD

Spring 2018

* Attended MAGfest in January, thanks to free tix from Brie Gipe, Class of 2017
* Paid for Dr. Long to travel to Chicago for the Apple iPad unveil with Tim Cook
* Made Contact with CAMS South about starting a VGC
* Organized our second “Spring Overnight” with leadership changeover
* Purchased two Wii U. Consoles, Games and Controllers for Middle School VGCs
* Conducted CMStival Gaming Tournaments
* Operated the Minecraft Server for the CMStival
* Participated in the CASD Autism Walk, where we ran a Minecraft Room for kids to play and Wii U’s to play various games
* Helped to implement new curricula at CMS through Apple’s Sprite Kit in 2d and 3d gaming
* Contacted the Chambersburg Rec Center to run a Minecraft class for kids grade 2-8
* Began a scholarship fund for VGC alumni going to college
* Completed an application for Mr. Bound to possibly conduct a TEDx Lancaster Talk on the power of Video Games to promote social skills and social activism.
* Began preliminary stages of organizing for a Suicide Awareness Walk in September.