

A collection of medieval-style armor and weapons leaning against a large tree trunk in a forest. The armor includes a blue and gold breastplate, a silver helmet, and a shield with a red and white design. A sword and a longbow are also visible.

# Alliance

Live Action Role-Playing

# Bylaws

# Table of Contents

Article I: Nate .....	4
Article II: Purpose.....	5
Article III: Membership.....	6
Article IV: Member Meetings.....	7
Article V: Alliance Player Issues .....	8
Article VI: Alliance Compensation—Dragon Stamps	13
Article VII: National Events.....	16
Article VIII: Regional Events.....	20
Article IX: Alliance LARP Staff .....	22
Revision History.....	26

# ARTICLE 1

## NAME

### SECTION 1.1: NAME

1. The business entity that shall hold the rights to the rules and business actions shall be BFM Live Action Entertainment, LLC and the common name shall be Alliance LARP.

### SECTION 1.2: ADDRESS

1. The principal office of the organization is PO Box 160, Willow Street, PA 17584

### SECTION 1.3: PRESIDENT

1. The President of the Alliance is BFM Live Action Entertainment, LLC

### SECTION 1.4: TERMS

1. Any undefined terms in this document shall be interpreted by the usage in the current Alliance LARP Rule Book.
2. The following terms shall have the meaning expressed in this Section:
  - A. Member: Each individual or organization who operates a Chapter running Events under the Alliance LARP Rules System shall be a Member of the Alliance LARP.
  - B. Alliance LARP Rules System (Alliance Rules): The rules for operating an Event under the copyright of BFM Live Action Entertainment, LLC.

# ARTICLE II

## Purposes

### SECTION 2.1: PURPOSES

1. Work to provide and promote live-action games using the official Alliance LARP rules system.
2. Establish and maintain communities built around inclusion and diversity.
3. Assure high-quality customer service.
4. Collaborate with each other and national staff to develop inter-chapter plots, to publicize our games, and further the goals of the national organization.
5. Run a consistent game system with story variations as necessary for local flavor, but with respect to the idea of a shared world setting within which all sanctioned games take place.

# ARTICLE III

## Membership

### Section 3.1: Membership

1. Each Licensee of the Alliance LARP rules system, signing a contract with Alliance LARP President is officially a Member of Alliance LARP unless said Membership is revoked according to the provisions in Section 3.2, Section 3.3, or Section 3.4

### Section 3.2: Removal for Contractual Violations

1. A Member may be removed from Alliance LARP by the President, either temporarily or permanently, for failure to abide by the provisions of its contract with Alliance LARP without regard to the provisions of Section 3.4

### Section 3.3: Self Removal

1. A Member may decide to remove itself from Alliance LARP at any time, however such action may impact that Member's rights and duties under its contract with BFM Live Action Entertainment, LLC.

### Section 3.4: Other Membership Status Changes

1. Removing a Member from the Alliance LARP, or reinstating a Member that has been removed from the Alliance LARP, requires a 66.6% majority vote, with the exception of self-removal and/or removal by the President for reasons pursuant to Section 3.2.
2. The Members of the Alliance LARP may decide to remove a Member from the Alliance LARP pursuant to section 4.3.1.c

### Section 3.5: Comprehensive Insurance

1. The membership shall be provided liability insurance paid via a yearly levy on *tbd date* unless they opt out of the insurance as per their contract.

# ARTICLE IV

## Member Meetings

### Section 4.1: Special Meetings

1. Special Meetings may be called at any time by BFM Live Action Entertainment, LLC. Said meetings may be attended by the Members in person, through on-line chat rooms on the internet, by conference call, or other meeting types either known now or developed in the future, and shall have all of the effect of a biennial meeting. Members will be given at least 1 full calendar month notice prior to the meeting date. Presence of seventy percent (70%) of the eligible vote is required for a special meeting to have effect.

### Section 4.2: Biennial Meetings

1. Biennial meetings (known as "Symposiums") will be held with attendance in person by up to two official representatives from each Member. Members that cannot send a representative may appoint a proxy to attend who may represent their interests and vote on behalf of that Member. An individual proxy may not represent more than one Member

### Section 4.3: Voting

1. Alliance business requiring the vote of the Members shall be conducted by a request for aye or nay votes by a showing of hands. Each Member shall have one vote. Ties may be broken by a vote of the General Manager.
  - a. Policy Issues. Voting on general policy issues (such as relating to treasure disbursement, goblin stamp policy, transfer policy, etc.) requires a majority of those voting to approve of the proposal.
  - b. Rules Issues. If a change or amendment to the Alliance LARP rules system is proposed by the Alliance Rules Committee (a standing committee under the purview of the Alliance Rules Committee Lead), the change or amendment will automatically pass at the end of the voting period unless a 67% majority of those voting reject the proposal. Rules proposals made by any other committee lead must give ARC 14 days to respond before being called to vote.
  - c. Member Issues. Removing a Member from the Alliance LARP, or reinstating a Member that has been removed from the Alliance LARP, requires a 66.6% majority vote, with the exception of self-removal and/or removal by the President for reasons pursuant to Section 3.2. The Members of the Alliance LARP may decide to remove a Member from the Alliance LARP for any of the following reasons or for any other reason in their judgment they feel is necessary:

- i. The Member is not abiding by the decisions of the Alliance LARP or these Bylaws;
- ii. The Member is running Events that are harmful to the reputation or the smooth running of the other Member's Events;
- iii. The Member is no longer running Events or has otherwise ceased to exist.
- d. Amendments. Amending these Bylaws requires a majority vote.
- e. Proposals: A Member, Committee Lead, or the President(s) may submit a proposal online, if this proposal is seconded by another Member the Alliance General Manager will place the proposal up for vote. A standard online vote will remain open for a two week period.
  - i. A Rules Change Proposal from a Member, President, or Committee other than ARC must have 66% yay votes or more to pass. The ARC lead will continue to follow the process previously outlined (Proposals go directly to vote, 67% or greater rejection to fail). If passed, it enters the rule system immediately. Note: ARC will have a minimum of a two week period to review any rules proposal from a Committee Lead or the President(s) before it may be put up for vote.
  - ii. A Bylaw Proposal must have 66% yay votes or more. If passed, it enters the bylaws immediately.
  - iii. A Policy Change Proposal must have the simple majority in order to pass. If passed, it enters policy immediately.
  - iv. Any proposal that neither passes or fails, is tabled until the next Symposium.
- f. Any Member that does not cast a ballot in the two week voting period will be counted as Abstaining from the vote.
- g. Members ineligible for voting due to non-payment of dues/license fees will count as an 'abstain' as if not voting.

#### **Section 4.4: Issues Not Available for Alliance LARP Member Jurisdiction**

1. Issues regarding the business decisions of Alliance LARP, its legal obligations and requirements, and its contracts, are not within the power of the Alliance LARP. The Alliance LARP may, however, pass non-binding resolutions in these areas.
2. For the purposes of this Section, "Business Decisions" includes, but is not limited to, financial decisions concerning expenditures of Alliance LARP dues, formation of the business (whether d/b/a, incorporated, profit or non-profit), payment and accruing of debts and obligations, and advertising expenditures.

## **Section 4.5: Vetoing**

1. The President(s) of the Alliance LARP shall have the right to veto a vote made by the Members of Alliance LARP if, in their opinion, the result would be harmful to the Alliance LARP organization or game as a whole, be financially unfeasible, or legally inappropriate. This veto must be exercised in writing within five (5) days of the vote closure date or the right is forfeited for that vote. Any use of the veto must be accompanied by an explanation of the President's reasoning for the exercise of the veto, including any changes to the Proposal which would make the Proposal acceptable. Any veto may be overturned by a 75% vote of the Members, with Member(s) owned by the President abstaining.

## **Section 4.6: Committees**

1. Committees may be appointed by the General Manager to research and debate issues and make reports and recommendations to the Alliance LARP.
2. Committees may be given the power to oversee certain aspects of the game (Plot, Rules, Logistics, specific inter-chapter problems, etc.) and may be given powers over the events operated by the Members in these departments so long as said power does not violate another portion of these Bylaws.
3. Each committee has a member who serves in a position as a lead. Committee leads are required to attend at least one event per year.
4. Committee appointments must be posted on the Owner forums for 7 days in order to allow for objections. If a voting member objects to an individual's appointment, their appointment shall be moved to a vote, requiring a simple majority.
5. Any committee whose duties would fall under the purview of a detailed position (example: CTO) is staffed, overseen and directed by that position, not the General Manager.

# ARTICLE V

## Alliance Player Issues

### Section 5.1: Home Chapter

1. A Character's Home Chapter is chosen by the Player.

### Section 5.2: Experience ("XP")

1. Each Logistics Period is worth one "Blanket" of XP for each Player's Character participating in the Event and for the Character designated by each NPC participating in the Event.
2. A Blanket being defined as the number of XP earned by a character per Logistics Period for participating in an Event, as documented in the Alliance LARP Rulebook .
3. No Chapter is allowed to give "bonus" XP for Events or to give XP for any non-Event activity, with the following exceptions:
  - a. **Goblin Blanket:** Each Player may redeem Goblin Stamps in each Chapter for one (1) Blanket each month. Players may not redeem more than one Goblin Blanket to a character each month.
  - b. **Dragon Blanket:** Each Player may redeem Dragon Stamps through the Alliance LARP for one (1) Blanket each month. Players may not receive more than one Dragon Blanket per month.
  - c. **NPC Blanket:** A Player who NPCs shall receive one NPC Blanket to apply to any of their characters for each entire Logistics Period they NPC with the following limits:
    - i. A Player may receive a NPC Blanket in any Chapter and apply that NPC Blanket to any of their Characters.
    - ii. NPC Blankets may be applied up to three (3) months retroactively. NPC Blankets may not be rolled over into subsequent months. NPC Blankets may not be purchased, acquired, or given away for any reason, except for NPC.
  - d. **Alternative XP:** Each Chapter will offer Players attending Events in the Chapter the opportunity to gain XP for a second Character with the following limits:
    - i. One (1) Blanket may be purchased by a Player for each Logistics Period within the event.
    - ii. Chapters shall charge \$10.00 USD (or equivalent) per Logistics Period.
    - iii. A Player must attend an Event in person to purchase Alternative XP for

the Event.

- iv. Alternative XP must be purchased from the Chapter hosting the Event within ninety (90) days of the end date of the Event for which it is purchased.
- v. Alternative XP cannot be purchased with Goblin Stamps or Dragon Stamps.

### **Section 5.3: Treasure Policy**

- 1. In order for the smooth running and transferability of characters from Chapter to Chapter within Alliance LARP, all Members agree to abide by the requirements as to the disbursement of treasure, as codified in the [Alliance Treasure Policy](#) that is treated as a Policy for the purposes of voting.

### **Section 5.4: Goblin Stamps**

- 1. The Goblin Stamp policy as enumerated in the Rule Book is hereby incorporated within this document as the policy of the Alliance.
  - a. Goblin stamps earned in one Chapter cannot be spent in another Chapter.
  - b. The purchase with Goblin Stamps of Monthly Blankets or the Removal of a Black Stone from the Death Pull can only be done in a Character's Home Chapter.
  - c. A Player who does not attend an Event may spend Goblin Stamps in order to gain XP for missed event with the following limits:
    - i. Players may **ONLY** purchase credit for Events three (3) months prior to the date of purchase.
    - ii. Players may not purchase credit for Events on the same date in more than one Chapter.
  - d. A Player may only spend Goblin Stamps to purchase Goblin Blankets for a Character three (3) months prior to the date of purchase.

### **Section 5.5: Chapter's Right to Limit Character Level**

- 1. Each Chapter has the right to set a "Level Cap" for Characters participating in Events in the Chapter with the following limits:
  - a. Players may temporarily remove Skills from a Character, in a manner that maintains a legal Character, in order to play that Character at Level Capped Events.

## **Section 5.6: Transfers from Non-Alliance Games**

1. Players from non-Alliance LARP games are not allowed to transfer their Characters' statistics and/or possessions from those other games into any Alliance LARP Chapter.

## **Section 5.7: Closing a Chapter**

1. Coin and items producible with production point items shall continue to function without restriction.
2. Upon closing of a Chapter the former owner must submit a copy of their Ritual Database to the Alliance General Manager and President within one (1) month of the Chapter's closure.
3. Once an audit has been performed and the database found satisfactory, Reagents may be used with their normal limitations. The existence of questionable items or violations of Treasure Policy revealed by the audit may cause all Reagents from the closed Chapter to become null and void.
4. Failure of the former owner to provide a database will also cause all Reagents from the closed Chapter to become null and void. This audit is a joint evaluation and decision between the President of the Alliance LARP, the Alliance General Manager, and the ARC Lead, and once made, is final. (Reagents will eventually be handled through the CMA, and thus would no longer be a part of the closing chapter audit.)
5. Allow any player to convert up to 1000 copper worth of LCO ritual scrolls and LCO magic items from a recently closed non-legacy chapter in their new home chapter. All items will be notated as linked to that character.

# ARTICLE VI

## Alliance Compensation—Dragon Stamps

### Section 6.1: Purpose

1. Dragon Stamps (“DS”) are the official compensation offered by the Alliance LARP.
2. DS are awarded for performing tasks or successfully submitting intellectual property for use within, and benefit the whole of, the Alliance LARP.

### Section 6.2: Awarding Dragon Stamps

1. Players seeking DS compensation for work or submissions must submit a claim to either the Alliance General Manager or the General Manager’s appointed designee.
2. Active Alliance Members on a Contract with the Alliance Ownership shall receive 20 DS compensation each month for their work promoting Alliance and organizing events.

### Section 6.3: Individual Chapter Dragon Stamps

1. Each Member will receive a DS Pool to assign to Players, at the Member’s discretion, upon each payment of licensee fees. DS from this pool may not be assigned to a current Alliance Member on a Contract with the Alliance Ownership.
2. One (1) DS shall be credited to a Member’s DS Pool for each paying Player at an Event per logistics period of the event.
3. Dragon Stamps may be awarded to Players in the following manner:
  - a. Via Chapter Nomination: Players contributing a single donation or body of work to a Chapter, with a fiscal value of more than \$250, may be nominated by a Member to receive DS compensation for their efforts.
    - i. Such nominations will be approved and awarded Dragon Stamps at the discretion of the Alliance General Manager.
    - ii. In order to award the Dragon Stamps, the Member must contact the Alliance General Manager and inform the General Manager of the award amount and justification for the award, along with relevant Player’s email information for contact.

- b. From the Alliance LARP: The Alliance LARP, via the General Manager or their assigned designee may assign DS to any Player as a reward for contributions to the Alliance LARP as a whole. This includes, but is not limited to, volunteering on a Committee of the Alliance LARP, providing intellectual property to the Alliance LARP, or work on behalf of the Alliance LARP.
4. The following assigns a standard value of compensation for service:
  - a. Physical labor shall receive 4 DS per hour.
  - b. Alliance National Staff and Committee Members will be compensated based upon performance and position rather than hours of labor.
  - c. A single donation or body of work donated to the Alliance LARP will be calculated as:  $(\$ \text{ Value} \times 2) / 5 = \text{DS}$ .
  - d. A single eligible donation or body of work donated to a single Chapter will be calculated as:  $\$ \text{ Value} / 5 = \text{DS}$ .

#### **Section 6.4: Tracking Dragon Stamps**

1. DS will be tracked as part of the Character Management Application (“CMA”). All additions and purchases will be tracked via timestamp and mandatory notation, and will be available upon request for review from any Member.

#### **Section 6.5: Uses of Dragon Stamps**

1. Dragon Stamp to Goblin Stamp Conversion: A player may convert Dragon Stamps to Goblin Stamps in a Chapter of choice.
  - a. Once DS is converted to GS, the transfer is as if the Player earned it in that Chapter.
  - b. No additional limits are imposed once a player performs the conversion; it’s a full value goblin stamp within the Chapter.
  - c. Each DS has a value of five (5) Production Points, and may be converted into GS at a Chapter with a conversion rate of 1 DS for 5 GS.
2. Dragon Blanket: A player may purchase one Dragon Blanket per month.
  - a. Dragon Blankets shall be tracked in the CMA, and may be purchased monthly in addition to the Goblin Stamp blanket a Player may purchase.
  - b. No Player may ever receive more than twelve (12) Dragon Blankets per year spread across their Characters, but may purchase Dragon Blankets for other Players at their discretion.

3. **Chapter Event Blanket:** A Player may convert **DS** to obtain credit for an Event in any Chapter as if they attended the Event.
  - a. This may only be used for one (1) Event per weekend per Player.
  - b. Event Blankets may be purchased for other Players.
  - c. Chapter Event Blankets must follow all Chapter policies, including membership status as required.
4. **Restricted Alliance Magic Item:** A player may utilize **DS** to purchase magical items via a formula consistent with current Alliance Treasure Policy with the following limits:
  - a. Catalyst Required rituals are exempt from being able to be purchased with **DS**.
  - b. Rituals which target locations are exempt from being purchased with **DS**.
  - c. **DS** item purchases will be done at the cost of 15 treasure points per 1 **DS**.
  - d. Players may make magic item purchases with Dragon Stamps via a request to the designated record keeper to perform the transaction.

# ARTICLE VII

## National Events

### Section 7.1: National Event Purpose

1. For the purpose of running biennial Alliance LARP National Events, a National Event Team will be formed according to the following:
  - a. The hosting chapter will choose a General Manager of the National Event.
  - b. The National Event Plot Team or General Manager will maintain separate and up-to-date databases for Magic Items and Ritual Scrolls until such a time as these items are added into the CMA.
  - c. National Event staff will consist of Alliance LARP National Staff members, and other needed volunteers at the discretion of the National Event General Manager.
  - d. National Event volunteers will be compensated with Dragon Stamps according to the current Dragon Stamp policy.
  - e. The National Plot Committee Lead, the Host Chapter and the National Event General Manager will be determined at each Alliance Symposium. Unless there is no other option available, the same person should not be the Plot Committee Lead two events in a row, nor should the same chapter serve as the Host of the National Event two events in a row.

### Section 7.2: National Event Coordination

1. The National Event will be coordinated and managed by the National Event General Manager, working in conjunction with the Chapter Owner of the hosting chapter, and the National Plot Committee Lead.
2. The National Plot Committee Lead will submit a list of requested event donations and special props. This list needs to be submitted a minimum of three months prior to the event.
3. The National Event Team will handle and provide:
  - a. All pre-logistics
  - b. Magic Item tag
  - c. Ritual Scroll generation

4. The Host Chapter will provide:
  - a. Magical and non-magical item phys-reps
  - b. Coin
  - c. Player battle boards
  - d. Magical and non-magical item lists
  - e. Treasure policy for the event (working in conjunction with the National Staff to create the needed magic items from treasure policy)
5. The Host Chapter will retain the money from the National Event and will thus cover all costs associated with the event, including but not limited to:
  - a. Food
  - b. Campsite costs
  - c. Phys-reps for magic and production items
  - d. Printing
  - e. NPC camp costs
6. The Host Chapter shall produce a budget for the National Event that is to be shared with the President, General Manager, and Chapter Owners. This budget should include costs associated with the Event including but not limited to:
  - a. Site pricing
  - b. Food costs
  - c. Props costs
7. The National Event General Manager shall be responsible for working with the Chapter Owners to find ways to assist the Host Chapter to reduce and manage costs. The focus of these efforts should be to ensure the Host Chapter has a profitable Event and that NPCs can participate without any cost.

### **Section 7.3: National Chapter Treasure Policy**

1. The National Event will use standard treasure policy with the following exceptions:
  - a. Ritual scrolls sent out at the National Event must be non-catalyst required scrolls, and will be able to travel from Chapter to Chapter.
  - b. No National catalysts will ever be sent into game.
  - c. Any catalyst-optional scrolls sent out in this manner will be able to be cast for their catalyst effect(s) by using the appropriate catalyst from the chapter where the scroll is being cast.

### **Section 7.4: National Chapter Player Policies**

1. Players may bring any combination of LCO items with up to 20 ritual effects. For the purpose of counting rituals effects the following will not be counted: Permanence, Spirit Link, Spirit Lock, and Preserve Duration.
  - a. Staff Member rewards are excluded from this cap. Staff Members are responsible for ensuring their item tags which are above the cap are marked appropriately by their Logistics Team.
2. Players may bring unlimited Restricted items.
3. GS from any Chapter may be used for production items, and must be spent during pre-registration. GS from any Chapter other than the Host Chapter may not be spent after pre-registration closes.
4. GS from any Chapter may be used to blanket the National Event.
5. DS may be traded in for production items, and must also be requested during pre-registration.
6. Players do not need to purchase membership at the Host Chapter in order to play the National Event, but must sign the standard release waiver prior to playing.

## Section 7.5: Incoming Scrolls and Catalysts

1. All Ritual Scrolls and Catalysts from any Alliance chapter will be allowed to be cast at the national event with the following exceptions:
  - a. No LCO scrolls may travel to or be cast at the National Event.
  - b. Ritual scrolls from multiple chapters may be cast within a “batch”.
  - c. For catalyst-required casting, the correct catalyst must accompany the scroll (Both scroll and catalyst must come from a single chapter).
  - d. Permanent Duration scrolls from any chapter do not travel to and cannot be cast at a National Event.
  - e. Preserve Duration functions as usual.
  - f. Boost Duration cannot be cast at a National Event.

# ARTICLE VIII

## Regional Events

These events will be put on with the purpose of building the true “community” feel of Alliance by promoting cross-chapter play in the off-years of Nationals.

### Section 8.1: Requirements

1. At least 3 Chapters need to participate in order to qualify as a Regional Event.
2. Regional Events must be approved nationally at least 60 days prior to the event. This is only to verify that all chapters involved qualify, as well as to make sure an announcement is made in advance for non-local (hosting chapter) members to be given a chance to participate and attend.
3. Regional Events are only to be held in years that there is no National Event.
4. A chapter may only participate in one regional event in a calendar year.

### Section 8.2: Incoming Scrolls and Catalysts

1. Regional Events will allow Ritual Scrolls to be used from any Participating Chapter.
2. All scrolls issued during the Regional Event are Mist-Touched (Restricted, allowed to travel).
3. If an LCO ritual is cast to create an item, the entire item will become LCO to the chapter of the LCO scroll's origin. An Item may not be created using LCO scrolls from more than 1 chapter.
4. Ritual scrolls from multiple chapters may be cast within a “batch”.
5. For catalyst-required casting, the correct catalyst must accompany the scroll (Both scroll and catalyst must come from a single chapter).
6. Preserve Duration functions as usual.
7. Boost Duration cannot be cast at a Regional Event.

### **Section 8.3: Compensation**

1. Regional Event Staff & NPCs are awarded Dragon Stamps at a rate of 50% of what would be awarded for a National Event.
2. Cash and Item donations will be awarded goblin stamps only (unless an individual donation is over \$250 per the bylaws, then the Alliance General Manager can authorize Dragon Stamps).

# ARTICLE IX

## Alliance LARP Staff

The following positions shall be permanent staff of the Alliance LARP, with the responsibility to assist the President and Owners in the operations of the organization

### Section 9.1: General Manager

1. The General Manager of the Alliance LARP shall serve to organize communication between the Members of the Alliance LARP, communicate the actions of the Alliance LARP to the Players, and supervise the national level volunteers of the organization.
2. Nomination, Approval, Resignation and Removal:
  - a. Upon the existence of a vacancy in the position of General Manager, within ten (10) days the President of the Alliance will submit one or more nominees for the General Manager position to the members.
  - b. The members shall then elect or ratify the nominee through a vote held pursuant to these Bylaws.
  - c. During such time as there is no confirmed General Manager, the President shall hold the position of General Manager.
  - d. The General Manager shall serve until such time as they choose to resign the position or are removed.
  - e. The General Manager may be removed either by a majority vote of the Members of the Alliance or by the President, whose decision must then be ratified within ten (10) days by 70% of the Members eligible to vote at the time of removal.
  - f. If the General Manager is a Member of the Alliance LARP, he or she must appoint a proxy to vote for the interests of their Chapter.
3. Duties of the General Manager
  - a. Establish and distribute to all Members an Agenda for any meetings of the Alliance LARP no less than ten (10) days prior to the meeting.
  - b. Chair all meetings of Alliance LARP, the in absence of the General Manager at any meeting of the Alliance LARP, the President may serve as the Chair of the meeting or appoint a Member to serve in that position.
  - c. Establish and supervise committees responsible for discussing Alliance LARP issues.

- d. Write-up votes and place them before Alliance LARP at the request of any Member.
    - i. A vote is requested by a Member via the Alliance LARP message board, asking that it be an Opinion Poll, Official Vote, or Bylaw Amendment.
    - ii. Once a vote request is seconded by another Member, the General Manager must put it up for a vote to the Alliance LARP Members within ten (10) days.
  - e. Work with the Chief Technology Officer.
4. Powers of the General Manager:
- a. Create and/or dissolve any Committee of the Alliance LARP.
  - b. Appoint and/or remove any appointed Committee leader.
  - c. Appoint and/or remove any member of an Alliance LARP committee.
  - d. Appoint other individuals as secondary Alliance LARP staff members to address needs not requiring a Committee, i.e. A Secretary for meetings.
  - e. Compensate Players, Alliance LARP staff members, and Committee members for their actions and contributions by approved Alliance LARP methods within the bylaws.
  - f. The General Manager may take any reasonable action necessary to fulfill their duties under the Bylaws, but may not under any circumstances legally bind the Alliance LARP, its Owners, or Members to any contract, agreement, or similar legal or financial obligation without the express written consent of the President.

## Section 9.2: Chief Technology Officer

- 1. The Chief Technology Officer (CTO) of the Alliance LARP shall serve as the primary liaison between the President and the Members with regards to all technological matters and reports to the General Manager.
- 2. Nomination, Approval, Resignation and Removal
  - a. Upon the existence of a vacancy in the position of CTO, the President of the Alliance will submit one or more nominees for the position to the Members.
  - b. Those nominated must have a professional level of understanding related to the matters related to the operation and maintenance of the Alliance LARP's technological needs. Experience in development, design, and systems administration are desirable.
  - c. All nominees shall provide a brief summary of their experience.

- d. The members shall then elect or ratify the nominee through a vote held pursuant to these Bylaws.
- e. During such a time as there is no confirmed CTO, a Member of the Technology Committee appointed by the outgoing CTO shall serve in the position of CTO.
- f. The CTO shall serve until such time as they choose to resign the position or are removed.
- g. The CTO may be removed either by a majority vote of the Members of the Alliance or by the President, whose decision must then be ratified within ten (10) days by 70% of the Members eligible to vote at the time of removal.

### 3. Duties of the Chief Technology Officer

- a. Establish and maintain adequate and secure hosting infrastructure for the Alliance LARP Character Management Application (CMA), the Alliance LARP website, the Alliance LARP Forums, and any future tools, applications, or other technological needs of the Alliance LARP at the request of the General Manager.
- b. Provide support to the Members and Players with respect to the CMA.
- c. Work with the President, General Manager, and Members to establish defined goals and benchmarks of the Alliance LARP's use of technology.
- d. Manage and supervise the members of the Alliance LARP Technology committee, including allocating to them compensation as allowed by the Bylaws.
- e. Work with the Committee Lead of the Alliance Rules Committee to ensure that the CMA reflects the current iteration of the Alliance Rules System.
- f. Establish and/or supervise the Technology Committee, Logistics Committee, CMA Assistants, and Forum Moderators.
- g. Oversee the record keeping related to Dragon Stamps and/or appoint special Alliance LARP staff members to do so.

### 4. Powers of the CTO

- a. Create and/or dissolve the Alliance Technology Committee, Alliance Logistics Committee, CMA Assistants, and Forum Moderator Committee.
- b. Appoint and/or remove any leader or member of the above committees.
- c. Compensate Players, Alliance LARP staff members, and Committee members for their actions and contributions by approved Alliance LARP methods within the bylaws.

- d. The CTO may take any reasonable action necessary to fulfill their duties under the Bylaws, but may not under any circumstances legally bind the Alliance LARP, its Owners, or Members to any contract, agreement, or similar legal or financial obligation without the express written consent of the President.

# REVISION HISTORY

- Updated December 14, 2021, Sarah Shimko. Amended Section 6 of the Bylaws per Owner's Votes. Amended Section 4 re Proposals and Voting. Amended Section 8 re donation amount.
- Updated July 26, 2021, Sarah Shimko. Typed into new format.
- Updated July 24, 2021, Justin Doheny. Made changes due to owner votes on: Update Bylaws section 5.2.3 (June 19, 2021), Update Bylaws Section 5.2.4 (June 19, 2021), Increase NPC Compensation (July 5, 2021)
- Updated May 2021, Alliance Documents Committee per Proposals from Members Special Meetings on February 19, 2021 & March 19, 2021. Various updates, revisions, and modifications to reflect new Alliance LARP Ownership, organizational direction & requirements.
- Updated March 23, 2020, Matt Watkins. Amend the National Event policy to allow "staff" items. Amend Section 8.2 of the Bylaws to Provide Greater Assistance to the National Event Host Chapter. Remove Section 8.6 of the Bylaws: National event logistics database pre-audit. Modify Section 6.4 of the Bylaws: dealing with chapter level caps
- Updated May 27, 2019, Matt Watkins, Updated to include changes to National event ritual scrolls. Modified Dragon Stamp item restrictions and costs. Modified online voting cycle.
- Updated: February 26, 2019, Matt Watkins, Revised to include bylaw that allows ARC to pass rule votes.
- Updated: February 25, 2019, Matthew Ferrara, as approved by Matt Watkins Revised to include tech fee
- Updated February 2019 by Matthew Ferrara, as approved by Matt Watkins o Reformatted for readability
- Revised to include Amendments related to the 2.0 Rules
- Revised to include Amendments related to the Alliance LARP Staff
- Revised to include Amendments related to Technology Fee
- Updated: April 2nd 2018, Matt Watkins

- Updated: November 5th 2017, Matt Watkins
- Updated: December 8th 2016, Matt Watkins
- Updated: June 30th, 2015 by Alison Buntmeyer, Alliance Chairman 2014–2016.