

## Gamers Club Bi-laws

The Gamers club shall represent the Gamers of the LSSU community. The club shall accomodate, inspire and encourage recreational gaming of all kinds. The Gamers club shall bring together gamers of all sorts, promote fellowship and organize events, meetings and tournaments for their purpose. Areas of gaming shall include, but are not limited too, Table-top Roll-playing Games, Computer Games, Cosole Games and board/card games.

1. The President shall be elected at a special assembly of the Gamers club, once a year, in the second week of the Fall Semester. The election shall be determined by recognized voting members of the gamers club.

a. All recognized members have voting rights. Recognized members are defined as having been entered into the club roster, and having attended and taken part in at least 2 Gamers Club events or meetings.

b. The election shall be held and determined by an annonymous, simple majority.

2. Presidential Duties:

a. The President shall be responsible for running all aspects of the gamers club, Including organization of events, team cohesivness, and fund raising.

b. The President has the power to appoint recognized members of the gamers club to positions he sees fit, as long as that member agrees. These positions may take on special duties and responsibilities that aid in the running of the club.

c. The president must be active on the presidents council, and miss no more than 2 sessions.

3. Impeachment

The president can be removed from office, if

It is determined by recognized memebers of the gamers club that he has failed, or is poorly fullfilling his duties. In such a case, a special meeting must be called for, and organized by the general assembly. If two thirds of the members who show up determine by annonymous vote that the president has failed in his duties, than he is removed from office.

a. Elections shall take place in no less than 2 weeks to fill the vacancy.

4. Amendment

Amending the bilaws requires a special meeting to be called, and a 2/3 vote in favor by all thoose in attending. Only Recognized members may vote.

a. The President has the power to veto any ammendment he sees unfit.

b. Over-riding the veto requires a 3/4 majority of thoose in attendance, and atleast 30% of recognized members in attendance.