

CONSTITUTION of
BGSU's Game and Anime Music Ensemble

Preamble

An ensemble dedicated to performing video game and anime music.

Article I. Name of the Organization

Section 1. Name

The name of this organization is the BGSU Game and Anime Music Ensemble OR G.A.M.E. OR GAME. In this document, this organization will be referred to as GAME.

Section 2. Logo



The official logo of GAME, created by Theo Rollock, is pictured above. Any color combination is a valid representation of the logo.

Article II. Affiliations

Section 1. Professional Affiliation

GAME is currently affiliated with the BGSU Arts Village Learning Community.

Article III. Purpose, Aims, Functions of the Organization

Section 1. Purpose

The purpose of GAME is to perform music from video games, anime, and similar pop culture, and to provide an environment in which interest in such music can safely thrive.

Section 2. *Goals*

GAME aims to perform quality music at conventions (cons) and other similarly-themed events.

Section 3. *Philosophy*

GAME aims to perform themed music to the best of its capability, and prides itself on the ability to collaborate, as well as having a freely flowing stream of ideas. To moderate the flow of these ideas there shall exist a group of officers denoted as the Council. The Council recognizes that everybody brings something special to the group, both musically and ideologically. GAME emphasizes building relationships with one another to form a network of like-minded individuals.

Section 4. *Mission Statement*

“Community Through Music.”

Section 5. *Avoiding Conflict*

As members and/or affiliates of GAME, one hereby agrees that all other members and/or affiliates of this ensemble are to be treated with kindness and respect. The terms kindness and respect refer to the act of abstaining from undue conflict or argument caused or extended by acts both external to or within GAME. These terms also refer to the complimenting and recognizing of the accomplishments and talents of any other members or affiliates of GAME. If one is not able to abide by this agreement or recognize the terms as defined here, they may be removed from the ensemble (see **Article XII. Section 4.** for *Conflict Resolution Procedures*). It will be noted that any member removed via these means shall be due to a “lowering of morale” and musical quality as consequence of such lowered morale. This is assumed to be a contract validated by one’s membership in GAME and extends to all general members, Council members, affiliates, and the Faculty Advisor of GAME.

Article IV. **Membership**

Section 1. *Membership Requirements*

Membership in GAME shall be open to both students and non-students of BGSU without regard to sex, gender identity, genetic information, gender expression, sexual orientation, race, color, religion, ancestry, national origin, marital status, developmental or physical disability, pregnancy, military status, age, or status as a Special Disabled veteran or Vietnam-era veteran.

To become a member of GAME, one must:

- If member is a BGSU student, be in good academic standing with a GPA of at least 2.0.
- Fill out an application/roster form.
- Pay dues (see **Article XI. Section 1.** for *Dues*).

- Contribute musical and/or non-musical talents to the ensemble.
 - Participate in at least 1 song, whether it is musical performance, audio/stage crew, conducting, or transcription (pending extenuating circumstances at the discretion of Council).
- Respect leadership, members, and affiliates.
- Follow attendance requirements (see **Article IV. Section 2.** for *Attendance Requirements*).

Section 2. *Attendance Requirements*

A member may only be absent, without excuse, 2 times from a rehearsal, general meeting, or other required event. After 2 absences, the member will be brought to trial-questioning (see **Article IV. Section 4.** for *Removing A Member*) in front of the Council. Viable excuses are determined by the Council and are subject to a majority Council vote. During a rehearsal where there is no general meeting and a member is not in any of the songs on the setlist for the day, that member must at least check in with the President or Secretary within 24 hours of the meeting (via any means of textual communication). If the Secretary is not notified within this time, the absence will count as unexcused. In addition, members only get 5 excused absences per semester before they will be brought forth for trial-questioning (see **Article IV. Section 4.** for *Removing A Member*). Non-students will have the opportunity to waive their attendance requirement within the first two weeks of each regular academic session pending a majority Council vote. Dress rehearsals/performances and elections are subject to stricter attendance policies, and all members are required as they are needed for the dress rehearsal/performance and to elect new Council members. Absence may lead to the member being unable to perform in the next performance or being brought for trial-questioning in front of the Council. An unexcused absence from a dress rehearsal/performance will be worth 2 general unexcused absences. An excused dress rehearsal/performance absence will only count as 1 excused absence.

Examples of excused absences include:

- Mandatory academic functions
- Work (If not notified within two weeks)
- Death of a relative or loved one
- Hospitalization/severe illness
- Other cases determined at Council discretion

Examples of unexcused absences include:

- Oversleeping
- Laziness
- Homework
- Failing to notify the Secretary
- Work (If notified within two weeks)

Section 3. *Member Voting Rights*

Any ensemble member may vote in Council elections, as well as any other motion submitted to the general group for voting by Council.

Section 4. *Removing a Member*

GAME reserves the right to remove a member if that member does any of the following: has 2 unexcused absences in one semester, has 5 excused absences in one semester, or otherwise severely restricts the quality or morale of the group. If a member is charged with any of the aforementioned, they will be issued a strike. A member who has received three or more strikes will be notified that they are being moved to trial. Pending a 2/3 majority Council vote or final decision of the Faculty Advisor, the strike system may be negated in the event that said member's actions warrants immediate trial. The Council must have at least a 2/3 majority vote in favor of removing the member in order to revoke membership from GAME. The affected member must have the option to plead their case before the Council preceding the vote and will be given two chances for a trial within two weeks of being notified, excluding school breaks, major holidays, and other extenuating circumstances (as determined by a majority vote). If the affected member is absent twice from their trial, their membership will be considered terminated, pending Council discussion and a 2/3 majority vote, after which the affected member will be notified. If a Council member is on trial, they do not have a vote in any of their trial's proceedings or votes, and during the trial, will be treated as any other member who was on trial, such as being subject to stepping out of the room at Council request for deliberation.

Section 5. *Appeal Process for Removal of a Member*

If a member feels their membership from GAME has been unfairly terminated, for any reason, they are to inform the Council of their intent to appeal. The Council will then arrange a time within two weeks (excluding school breaks, major holidays, and other extenuating circumstances as determined by a majority vote) in which the affected member may plead their case before the Council and Faculty Advisor. The Council will also present the cause of membership termination. The member in question may not be present while the Council and Faculty Advisor deliberate. Council members will vote, pending a 2/3 majority, on whether to reinstate the membership of the affected member. The only exception to this will be the executive ruling of the Faculty Advisor, who reserves the right to reinstate or remove membership at will. A reinstated member will have the full rights and responsibilities of any other member. If a Council member is on trial, they do not have a vote in any of their trial's proceedings or votes, and during the trial, will be treated as any other member who was on trial, such as being subject to stepping out of the room at Council request for deliberation.

Article V. **Officers**

Section 1. *Officer Positions, Requirements, and Responsibilities*

In addition to the following, all official Council Members (President, Music Director, Secretary, and Treasurer) must be full time students, be in good academic standing with the university, and maintain at least a 2.0 GPA. All communication from Council members to any affiliates or organizations outside of GAME must be done through official means agreed upon by majority Council ruling.

President

- The President should have experience in leadership roles and public speaking positions.
- Communicate any updates in policy, rehearsal happenings, general meeting times, open Council meetings, and any other announcements deemed necessary.
 - May also delegate the communication of any aforementioned topics to other Council members as needed.
- Lead both general and Council meetings.
- Approve rehearsal, general meeting, and event times.
- Organize topics and prepare any necessary aids for general meetings.
- Responsible for maintaining and updating potential media outlets.
- Maintain the vision, goal, and philosophy of GAME while continuously improving the quality of the ensemble as a whole.
- Communicate with outside organizations and persons as the “face of GAME.”

If any Council member is unable to complete their duties for any reason or is removed from Council status, their responsibilities default to the President, who reserves the power to delegate those duties to other members of Council at their discretion, until the position can be refilled (see **Article V. Section 8** for *Filling Vacant Council Positions Mid-Year*).

Music Director/Vice President

- The Music Director must be, or have a background as, a musician and should have experience in conducting an ensemble.
- Maintain the musical vision of the ensemble and continuously improve the overall musical quality.
- Lead rehearsals and/or sectionals to improve the performance of the music.
- Arrange and edit music with the abilities of the ensemble in mind, potentially with assistance from Transcription committee (see **Article VII. Section 8.** for *Transcription Committee*).
- Hold auditions for parts that are soloistic in nature, determine choral range (SATB), or determine parts where many members are qualified to cover.
 - To prevent bias, it is also expected that co-evaluators be appointed for auditions so that for every audition, there will be at least three evaluators total.
- If, for some reason, the Music Director is unable to direct a piece, hold a sectional, or lead a rehearsal, it is expected that they will appoint an assistant director/section leader to fill said position following the requirements of experience expected of themselves during the Director’s leave of absence. It is recommended that this person be appointed from Music Leadership Committee (see **Article VII. Section 13.** for *Music Leadership Committee*).

Secretary

- The Secretary is expected to be organized, have effective communication skills, and be proficient in the use of communicative/organizational technology.
- Distribute and collect GAME Roster Applications.

- Track attendance at:
 - Rehearsals
 - General meetings
 - Council meetings
 - Performances
- Keep records in a manner that is readily accessible by Council (e.g. Google Documents).
- Take minutes at Council meetings.
 - Keep record of all Committee minutes.
- Track inventory and GAME's belongings, in collaboration with the Treasurer and Arts Village Representative.

Treasurer

- The Treasurer is expected to be both organized and trustworthy.
- Should have some background in financial management.
- Keep track of all funds used and received by GAME.
- Collect dues.
- Safekeeping of all funds (in a manner approved of by the Council).
 - Track all transactions (deposits and withdrawals) in a document made readily accessible within five business days for the Council.
 - Include any and all transactions and current total of funds.
- Purchase and distribute any uniform, equipment, repair of equipment, merchandise, or product purchased for the purposes of GAME, which must be approved by the Council and recorded in the financial document.
- Collaborate with the Secretary for the keeping of records.
- Meet with the Faculty Advisor at least once a month and make sure financial understanding is accurate and in good standing with the Faculty Advisor.
- If the Treasurer has stolen or purposely misguided any funds, the Treasurer's membership will be immediately terminated and they may face criminal charges.

Unofficial Officer Positions

These positions greatly improve the efficiency of the running of GAME. They are not subject to the GPA requirement of the Council, but maintain full voting and electoral status. The following are listed as unofficial:

Performance Coordinator

- The Performance Coordinator is expected to work together with Council on fulfilling all travel and event needs.
- Duties include:
 - Applying for conventions and other venues for the group to perform at (with assistance from the President and majority approval from the Council).
 - Undergo trip coordinator training.

- Organize logistics of travel (transportation, hotels, assignment of members, etc.).
 - a. Informing membership of any extraneous forms or requirements for travel (e.g. Ohayocon staff/housing applications).
 - b. Excusal letters for students involved in classes/extracurriculars that conflict with performances/travel plans.
- Must be a student of BGSU for the full academic year (due to Office of Campus Activities (OCA) trip coordinator training requirement).

Arts Village Representative

- The Arts Village Representative must be a member of the Arts Village, and if possible, be an active member of other organizations affiliated with the Arts Village.
- Obtain and maintain access to the GAME Closet, Music Equipment Closet, and Projector Box within the Arts Village.
- When performing outside BGSU, meet with AV Director to check out AV equipment.
- Collaborate with Secretary to track inventory of AV equipment.
- Maintain communication between the Arts Village and GAME to prevent schedule conflicts.
- Communication responsibilities also include, but are not limited to:
 - The reporting of damaged shared equipment.
 - The scheduling of rehearsals.
 - Scheduling the Arts Village Concerts.
 - Reporting any Arts Village happenings that may affect GAME.
 - Scheduling meetings with the Arts Village Director when necessary.

General Membership Representative

- The General Membership Representative is considered a mediator between the Council and the general ensemble members.
- The Membership Representative is expected to:
 - Document and deliver member issues, questions, comments, suggestions, messages, and/or complaints to the Council (e.g. Suggestion Box)
 - Facilitate fair cooperation between general ensemble members and the Council
 - Encourage and increase overall morale
 - Organize events to encourage membership unity (e.g. Family Dinner, Movie Nights)
- Serve as a mediator between committees
- Voted on by the general membership after all other Council positions have been elected.
 - The newly elected Council may not vote for the Membership Representative.
- The Membership Representative is not required to be a student, but given the position description, a student representative is strongly encouraged.
- Membership Representative will take the last vote in all Council votes.

- o In the case of a tie within the Council vote, the membership will have a general meeting in which they will have both sides of the arguments presented, and then will immediately have a vote. Simple majority will choose the measure.

Section 2. *Terms of Office*

After being elected in the spring semester, the term of office for any Council member will begin immediately after the spring semester is concluded and will continue until the end of the following spring semester. Following elections, Council-elect will shadow their predecessor by attending Council meetings, being added to the Council's methods of communication, and by assisting with general Council responsibilities. During this period, the current Council is to complete a transition manual or other physical/digital record to assist their successor in fulfilling their duties (see **Article XII. Section 3.** for *Archiving*). These records must be made available for the successor (e.g. in the Google Drive). Council members elect do not have full voting rights as a Council member until their term of office begins. If a Council member comes into a position between election cycles, then the time through the next spring semester counts as one term. A member may be elected to Council for a max number of four terms.

Section 3. *Joint Council*

Joint Council is a conglomeration of current Council members and Council-elect following elections in the spring semester. Joint Council's purpose is to act as not only a part of the shadowing process for Council-elect, but also to edit the current GAME constitution and to go through song suggestions and select GAME's setlist for the following year.

Section 4. *How and When Council Members are Nominated*

To be elected to a Council position, a candidate must first be nominated to run for Council. It is to be announced at least two weeks prior to elections that nominations are being accepted. Nominations are to be submitted either directly to both the Secretary and President or publicly during a meeting. Nominations may be accepted until the election officially begins. Members cannot nominate themselves, but they can ask another member to nominate them. The number of nominations a candidate receives has no bearing on who gets elected, and there is no limit on the number of nominations a member can submit. If a member has been nominated but does not wish to run for a Council position, then they must indicate either to both the Secretary and President before the election or to the group during the election that they will not run for a position. Candidates nominated three days before the elections and earlier must be notified that they have been nominated and provided with thorough descriptions of each Council position. Council nominees need to have been a member of GAME for at least one full semester.

Section 5. *Absentee Voting*

If a member is unable to attend elections, they may proxy through the President or Secretary. Their absence must be excused for them to vote by proxy.

Section 6. *How and When Council Members are Elected*

Council elections will occur in the spring semester at the discretion of the Council. During the election, candidates may run for as many positions as they desire. The procedure for elections will occur as follows (as outlined in the “Elections” folder in GAME’s Google Drive): President officially begins the elections and outlines the procedures. Nominated members are announced, and they can then accept or refuse their nomination. Description of the position of President is read aloud. All but one candidate running for President is to leave the room. First candidate gives their campaign speech, takes questions from the group, then leaves the room. Repeat with the rest of the candidates for President. All candidates for President leave the room. Group has open discussion. President and Secretary take a silent vote for each candidate and record results. Candidates are brought in, then winner is declared. Repeat from “Description of the position of...” for each Council position in the following order: President, Music Director, Secretary, Treasurer, Performance Coordinator, AV Representative, and Membership Representative. If there is a tie, then a majority vote of the current Council will break the tie. If a Council member is running, they do not have a say in the tie-breaker vote.

Section 7. *Removal from Office*

If a Council member has shown to be severely ineffective at their position, has had more than 3 unexcused absences per semester at either rehearsals, general meetings, or Council meetings, or is otherwise shown to severely restrict the effectiveness of the Council or group, then that Council member may be removed from office. The Council must have trial for the member up for impeachment, and there must be a 2/3 majority in favor of impeaching the Council member, not including the person on trial, to impeach them. During the trial, the Council member up for impeachment may be asked to leave the room during deliberation. The President is in charge of informing the member that they have been impeached. Should the President be on trial, the Vice President should notify them. Should the Membership Representative be on trial for impeachment, their trial will be in front of the membership and subject to a membership vote of 2/3 majority. Other Council members may discuss with the membership, but may not vote in this trial.

Section 8. *Filling Vacant Council Positions Mid-Year*

If a Council member is removed or chooses to resign, their position is to be filled by holding a midterm election for the position, at the discretion of the Council. Midterm elections will be held during the next available weekend (given that two weeks’ notice can be provided for nominations) and will proceed just like a regular Council election. During the interim between the resignation/removal of the Council member and these elections, the Council may appoint a temporary replacement (see **Article. V Section 10.** for *Holding Multiple Council Positions*).

Section 9. *Appealment Process for Removal from a Council Position*

If a Council member feels that they have been unfairly removed from the Council for any reason, they are to inform the Council that they would like to appeal. The Council will then arrange a time outside of rehearsal in which the removed Council member may plead their case before the Council and the Faculty Advisor. The Council may also present their reasons for removing the Council member. The

Council member in question will be removed from the room while the Council and Faculty Advisor hold a discussion. Council members then vote on whether to reinstate said member, under the approval or denial of the Faculty Advisor. There must be a vote of 2/3 or higher in favor of reinstating the member, or a check by the Faculty Advisor, for the appeal to be successful. A reinstated member will have the full rights and responsibilities of any other Council member.

Section 10. *Officer Voting Rights*

All Council members may vote in all Council motions. In general meetings where a motion is voted upon, every Council member may vote except for the impeachment of the Membership Representative. When electing the Membership Representative, current Council may vote, but the Council-elect may not.

Section 11. *Holding Multiple Council Positions*

If a Council position cannot be filled following an election or midterm election, then another Council member may be selected by the Council to serve in two Council positions (See **Article V. Section 1** for *Officer Positions, Requirements, and Responsibilities*). No more than two Council positions may be held by one Council member at any one time. This is to be considered a temporary solution, and a replacement for the originally vacant position should be sought out as soon as possible.

Article VI. Faculty/Staff Advisor

Section 1. *Responsibilities*

The Faculty Advisor will be responsible for attending at least one Council meeting per semester to discuss upcoming meetings and events, financial transactions, long range plans and goals, and to address any conflicts. The advisor is also responsible for providing any additional consultation as needed. Additionally, the advisor is encouraged to attend any number of meetings, rehearsals, and performances.

Section 2. *Terms of Service*

The term of service for the Faculty Advisor will last one academic year, from the beginning of the fall semester to the end of the spring semester. An advisor may serve an unlimited number of terms.

Section 3. *Advisor Selection and Transition Process*

In the case that a new advisor will need to be selected at any time, Council members will be responsible for finding a replacement advisor. After receiving written interest from a potential advisor, the Council will vote, pending majority, whether to appoint the advisor. While in transition between advisors, the former advisor must meet with their successor to discuss the status of GAME and any recommendations

for future improvement, and to provide the replacement with any pertinent files or information needed to fulfill their role.

Article VII. Meetings and Committees

Section 1. *How and by Whom Meetings Will be Called*

General meetings, rehearsals, and Council meetings will be called using any approved method of communication by the President, following majority Council approval. Committee meetings will be called by the committee head, who must inform all committee members one week in advance at minimum. Any Council member may propose any meeting time at Council meetings.

Section 2. *When Meetings Will be Held*

Council meetings will be held at least every two weeks throughout the year until the final concert of the school year. General meetings will be held at least three different times throughout the year: the first weekend after Campus Fest for the first meeting, elections, and a final meeting after the last concert to announce the next year's setlist and provide closure to the year. The Council may call additional general meetings as needed. Rehearsals should be held for approximately 3 hours every week plus a half hour for set up and a half hour for teardown, following the first meeting until the final concert, except during weekends containing any campus, federal, or popular holidays that may interfere with member attendance. Committee meetings will be held at the discretion of Council and the committee head.

Section 3. *Council Meetings*

Council meetings are held to conduct Council business. Council meetings may be held using the following process: call to order, roll call, updates, upcoming weekend, general issues, final thoughts, and adjournment. The President may designate Council meetings to be "closed Council meetings" at their discretion. Closed Council meetings function in the same way as a normal Council meeting, with the exception that non-Council members of GAME are barred from observing the meeting. In addition, non-Council members will not have the ability to vote during Council meetings.

Section 4. *General Meetings*

General meetings are held when the presence of all members of GAME are required, either to provide important information to members, for Council elections, for side project promotion/business/practice, or for any other motion that requires the presence of GAME members. General meetings should be announced two weeks in advance and held using the following process: call to order, roll call, and any other important business matters.

Section 5. *Rehearsals*

The purpose of holding rehearsals will be to improve the musical and performance skills of the group by practicing the songs on GAME's setlist. Sound equipment will be used during rehearsals at the discretion of the Music Director.

Section 6. *The Formation of New Committees*

New committees are formed by Council members; each Council member has the right to create a committee, which will fall under their jurisdiction. The Council member must submit their idea to the rest of the Council and have the committee creation approved with a majority vote. The Council member in charge may decide to appoint a head for their committee at their own discretion. A committee is formed to assist the Council member in completing their duties as set forth in this constitution.

Section 7. *How Committees Operate*

Committee meetings are to be called and run by the committee head at least once per semester. After each meeting, committee heads must attend a Council meeting to update Council members or submit the minutes and summary of the meeting to the President and Secretary, along with any recommendations for the Council.

Section 8. *Transcription Committee*

This committee falls under the jurisdiction of the Music Director. Members of this committee are to share the work of transcribing all the sheet music that GAME uses for the year. 2/3 of the setlist must be completed before the first general meeting. Members of the Transcription Committee waive their right to copyright claims to the music written while on Transcription Committee and in GAME. This does not apply to side projects (see **Article IX, Section 4.** for *Side Projects*) because they are not a part of the Joint Council-approved setlist. Online summer collaboration is highly recommended. If a non-member of GAME is commissioned to write music for GAME, they will sign a contract approved by Council and the person being commissioned regarding copyright claims as well as payment. The deadline for payment will be the end of the fall semester.

Section 9. *Advertising & Media Committee*

This committee falls under the jurisdiction of the President and is responsible for recruitment and for raising awareness and support of GAME. They should create art to be used in flyers, posters, website design, etc. This committee is to meet well before the first general meeting in order to do effective recruiting. Online summer collaboration is highly recommended. During the active year (fall/spring semesters), it is the job of this committee to update and maintain any and all social media. All posts made that pertain specifically to the direction or exposure of the organization will be moderated and approved by the President or committee head.

Section 10. *Tech Committee*

This committee falls under the jurisdiction of the Music Director and controls all sound equipment and setup/teardown responsibilities dedicated to rehearsals and/or performances. The Tech Committee is also responsible for training membership on proper equipment storage and maintenance. Select members of this committee are also responsible for operating the sound equipment during rehearsals and

performances. Arts Village equipment is under the jurisdiction of the Arts Village Representative, Secretary, Treasurer, and President.

Section 11. *Human Resources Committee*

The Human Resources Committee is under the jurisdiction of the General Membership Representative. This committee serves to represent the general membership when the Membership Representative cannot attend a meeting. The committee will stand in for the Membership Representative as an advising body, but may not vote in final decisions. When the Membership Representative is available, then the committee will serve to inform them of membership concerns. In addition, Human Resources Committee may suggest and host events for the membership pending majority Council approval. It is recommended that the members of this committee are voted in by general membership, with the Membership Representative leading the election, at the beginning of the fall semester. The election will be reaffirmed at the beginning of the spring semester. No Council member may serve on or vote for this committee.

Section 12. *Music Leadership Committee*

The Music Leadership Committee falls under the jurisdiction of the Music Director and is a conglomerate of individuals who have strong musical backgrounds and can benefit the ensemble in a musically educational sense. These people can hold sectionals at the discretion of the Music Director and are expected to be an example of effort and playing ability above those of their peers. This committee will also be in charge of assisting with auditions for solos, harmonies, and lead vocals. Positions can include: Assistant Music Director, Diction Advisor, and various Section/Co-Section Leaders. There must be at least 5 people on this committee, and at least 3 people from this committee (including the Music Director) must be present at auditions.

Section 13. *Performance Coordination Committee*

The Performance Coordination Committee falls under the jurisdiction of the Performance Coordinator and is a conglomerate of individuals chosen by the Performance Coordinator to assist them in organizing performances and other outside events. It is strongly recommended that members of this committee attend any in-person meetings that the performance venue holds. If the Performance Coordinator cannot attend these meetings, a committee member may volunteer to go in their stead.

Article VIII. Performance Guidelines

Section 1. *Arts Village Concerts*

Arts Village Concerts are held towards the end of each semester. They take place in the Arts Village Learning Community and often give out AV Points.

Section 2. *Non-AV-Related Major Performances*

These performances are not held in the Arts Village and can be characterized by collaboration with and/or applications to other clubs or organizations and major conventions (such as FANDOM's Yule Ball, ArtsX, Ohayocon, WooCon, and Animarathon). These are subject to BGSU rules and regulations and anything performed under these circumstances during a "summer GAME" is not directly affiliated with BGSU or GAME, but rather a conglomeration of GAME members that want to perform when GAME is officially on break.

Section 3. *Uniform*

The Uniform of GAME features the GAME logo on a t-shirt and is worn at all performances. All other articles of clothing or accessories are up to the discretion of the Music Director. An example of this is the GAME shirt with blue jeans, closed-toed shoes, and small non-performance-interfering jewelry if preferred by an individual. Council members must wear black outerwear (e.g. solid-color dress shirts, sweaters, blazers, etc.) at performances, and general membership is not permitted to wear anything resembling the Council's outerwear.

Section 4. *Cosplay*

At performances which require members to check in at regular intervals, cosplay is not allowed due to potential conflicts with the check-in process. At all other performances, cosplay will be left to the discretion of Council.

Article IX. **Rules Involving Music and its Selection**

Section 1. *Total Number of Songs*

Setlists are to be 7 or 8 songs total.

Preferred Song Type Distribution:

- 60% Rock
- 40% Band/Orchestral

Section 2. *Acceptable Song Types*

Songs must be from a video game, anime, or be anime/video game-inspired:

- Songs must be written for the video game/anime or approved by the original artist in said media.

Anime/Video Game-Inspired Songs:

- Only 2 songs may be used per year.
- Whether something counts as "anime/video game-inspired" is to be decided by Joint Council.

No porn/hentai/excessive violence/gore:

- This includes non-graphic songs *from* a porn/hentai.

- Excessively violent/gory/questionable media may be approved following debate and a majority Joint Council vote.

Section 3. *The Two-Year Rule*

The same source cannot be used more than 2 years in a row:

- Artists do not count under this rule, only the source.
- After two consecutive years, one year must pass until the source can be brought back into the setlist.

The same song cannot be performed more than twice consecutively:

- Two years after the song’s second performance, it may return.
- After a song’s third performance, it is considered “retired” and four years must pass before the song can be revived.
- Once a retired song is revived, it is considered “dead” and cannot be performed again.
- Only one retired song can be revived each year.

All final decisions on whether a song is acceptable fall on Joint Council.

Section 4. *Side Projects*

Side Projects are songs separate from the main setlist that are prepared by individual members, or small groups containing at least one member of GAME. These can be performed in multiple settings at the discretion of the Music Director. The Music Director can dedicate portions of rehearsal time to side projects if they so choose, but side projects should be practiced outside of rehearsal. Side projects must be approved twice by the Music Director: once at least a month before the performance and once closer to the actual performance date. Side projects still follow most of the rules previously stated (see **Article IX. Section 2.** for *Acceptable Song Types*), but can also be sourced from or inspired by pop culture, at the discretion of the Music Director/Council.

Section 5. *Collecting Song Suggestions*

Members who have paid dues have the right to suggest songs for the next year’s setlist. The amount of songs that a member can suggest is up to Council discretion, but total songs suggestions must reach a minimum of 100 (if every member were to suggest the full amount of songs). The number of songs each member is allowed to suggest must be determined by the first Council meeting of the spring semester. Song suggestions should be sent to the Music Director and Secretary within a time period set by Council. Song suggestions should include: song title, artist/composer, source, whether that source is a game or anime (or game/anime inspired), and a working link to the full song.

Section 6. *Song Selection*

Songs are selected by a Joint Council meeting (see **Article V. Section 3.** *Joint Council*) held at the end of the year.

The following process is outlined as

a recommended guide:

- Round 1: Listen to 1:30-2:00 minutes in. A majority vote moves the song to the second round. Each Council member has unlimited votes.
- Round 2: Listen to 1:30-2:00 minutes in. Each member has approximately 10 votes, depending on the number of songs that passed the first round. One third of positive votes passes a song.
- Round 3: Listen to approx. 1:00 minute of song. Each person has approximately 5 votes, and one third of positive votes passes. Serious debate of songs begins.
- Round 4: Listen to full song and debate in full. Each person has approximately 3 votes. Majority vote passes.
- Round 5 (Final round): Listen to approx. 1:00 minute of song. Each person has approximately 3 votes, and a majority vote passes. (Repeat until setlist is achieved). This round serves as the final debate and selection process. 8 songs must be chosen with a minimum of 2 backup songs.

Unanimous votes do not count as official votes for each Council member but automatically pass a song. In the case of a tie, each Council member receives 2 votes and the songs with the most votes move on to the next round. Once one song from a source has been chosen, all other songs from that source are no longer an option. Any song that has been played previously must receive a 2/3 majority vote from Joint Council.

Section 7. *Copyright Infringement Policies*

In order to avoid copyright infringement, GAME will:

- Credit the artist.
- Communicate through official channels when selling/profitting from music.

Article X. **Quorum**

Section 1. *Council Business*

In order to conduct Council business, a 60% majority of Council members must be present.

Section 2. *Group Business*

For general meetings, 2/3 of general membership must be present before business can be conducted.

Section 3. *Committee Business*

In order to conduct committee business, a 60% majority of committee members, including the committee head, must be present.

Article XI. Finances

Section 1. Dues

Dues are defined as money not associated with University funding that is paid to GAME as a membership requirement. Dues will be \$12 per semester for each member. Both semesters' dues may be collected in the fall semester at a rate of \$20 for the year. The period of time in which this can be done is up to the discretion of the Council. If a member is unable to pay dues, then they should inform the Treasurer, who will work with the member by coming to an agreement on one of three payment options: a payment plan, reduced dues, or waived dues. If, a month after the deadline for dues, a member has not spoken to the Treasurer or paid their dues, they will automatically be on trial (see **Article IV. Section 4.** for *Removing a Member*).

Section 2. Spending Funds

The Treasurer has the primary responsibility of spending organization funds. However, if the Treasurer is unable to spend the money for a particular item that needs to be purchased, then the President also has the ability to spend the money on behalf of GAME. In both cases, it is necessary that the purchase is approved by majority Council vote and by the Faculty Advisor before purchase. No purchase shall be made that would place GAME in a position of debt.

Section 3. Merchandising

Merchandise is described as items sold by GAME for the purpose of funding the organization. What merchandise is sold at any given time is subject to a majority Council vote. The responsibility of creating merchandise falls to the Advertising and Media Committee, but the distribution of said merchandise falls to the Treasurer and President. This is subject to change at Council discretion.

Section 4. Procedures Should Official Status Lapse

Upon GAME's lapse of "Official" status as a Bowling Green State University Student Organization, all assets and debts will be disposed of, assuming this lapse lasts a period longer than six consecutive months. In accordance with University Policy, all borrowed and allotted funds originating from the University to GAME will be returned promptly. These funds will be solely kept in the OnCampus Account. If a difference remains, as much of the difference as possible will be paid through membership dues. Any remaining difference will be rectified by the loss of physical assets of GAME. Assets include, but are not limited to: any equipment, materials, appliances, and/or tools bought totally or in part by GAME and to which GAME has been given full unlimited access. Any remaining difference to the University will be rectified at a cost, divided evenly, by the membership of GAME. The above also applies to all external entities and affiliates to which GAME is indebted. If this lapse results in the

foreclosure and/or collapse of GAME as an organization entirely, the above still applies, and any remaining assets are to be donated to the Arts Village, or ownership is to be given to the individual or entity that initiated the donation or sale.

Article XII. Referendum and Recall

Section 1. Means of Proposal

Any Council member may propose a motion to the Council during a Council meeting, either verbally or in writing. A suggestion system must be available at all rehearsals and general meetings so that members may provide feedback (questions, comments, suggestions, or complaints) to the Council (e.g. the Suggestion Box). All relevant feedback must be addressed by the Council to the group at the following general meeting.

Section 2. Notice Required

To hold a Council meeting, at least two days' prior notice must be provided to all Council members. For general meetings and rehearsals, one week's prior notice to all members is required. Committee members are required to have one week's prior notice before committee meetings.

Section 3. Archiving

After the final meeting of the school year, each Council member is responsible for providing any information used during the year to their Council successors to be used for the following year. If possible, information should be stored in a location accessible to all of next year's Council members, either online or in paper format. Digital (e.g. Google Documents and Facebook Documents) and paper backup of information is encouraged. Information may include, but is not limited to: documents, audio/video files, photos, financial records and receipts, and administrative access on websites.

Section 4. Conflict Resolution Procedures

If any member of GAME has a conflict with any other member of GAME, that member is encouraged to privately talk to the member they have a conflict with and try to resolve it amongst themselves. If the issue is not resolved, someone in the conflict should inform the General Membership Representative so that they may mediate the conflict. If the issue has still not been resolved and the problem severely impacts the functionality of GAME, the General Membership Representative and the members in conflict should meet with the Faculty Advisor to receive advice on how to address the issue. Should the conflict escalate and severely restrict the functionality of GAME, the strike system may be utilized (See **Article IV. Section 4.** for *Removing a Member*). In all cases, only those involved should be informed of any relevant details, but the President should be informed that there is a conflict.

Article XIII. Constitution Changes

Section 1. *Ratification*

For constitutional ratification to take place, there must be a unanimous vote by Joint Council in favor of ratifying the proposed constitution. Joint Council will, during the end of the school year, decide upon the keepsake or revision of the constitution as is upon that time. Revision, in this case, means that any changes may be made by Joint Council to the Constitution, but each potential change needs to pass with a simple majority within Joint Council. All changes must be provided to the membership promptly.

Section 2. *Amendment/Veto Process*

Any proposed amendments must be presented at a Council meeting by any member of GAME. The Council will arrange a time during a general meeting at which the proposed amendment may be reviewed by the members of GAME. Proposed changes must be clearly indicated in writing, and a copy of the proposed amendment must be provided to all members of GAME present at said general meeting. After the proposed amendment has been explained and reviewed, the group will then debate the proposed amendment, followed by a vote. For the amendment to be ratified, there must be a 2/3 majority member (including Council) vote in favor of the change. The Faculty Advisor must approve amendments. In addition, members may override portions of the Constitution as a “veto,” pending a 2/3 majority in favor of overriding the section. Changes will take place immediately.

Former President: *Meghan Ruth Marxen*

President Elect: *Thomas John Montesanto*

Former Music Director: *Lauren Claire Stille*

Music Director Elect: *Hanna Marie Felver*

Former Secretary: *(Signed Previously) Hanna Marie Felver*

Secretary Elect: *Joseph Isaac Hattery*

Former Treasurer: *Bradford Quintin Simpson*

Treasurer Elect: *(Signed Previously) Bradford Quintin Simpson*

Former Performance Coordinator: *(Signed Previously) Joseph Isaac Hattery*

Performance Coordinator Elect: *Mickayla Renae Thompson*

Former Arts Village Representative: *Steven Perry McNeal II*

Arts Village Representative Elect: *(Signed Previously) Steven Perry McNeal II*

Former Membership Representative: *(Signed Previously) Thomas John Montesanto*

Membership Representative Elect: *Damia Ann Davis*

Signed & Ratified on: May 2nd, 2019