

# Pioneer Valley Gamer Collective

## Policies as Approved

As of January 9<sup>th</sup>, 2010

### Title I. Membership Dues

#### Section 1. Contributing Memberships

- \* The dues for a monthly membership shall be \$20.
- \* A one year membership may be purchased for \$60
- \* A Lifetime Membership may be purchased for \$150.
- \* A Lifetime Membership shall expire when the lifetime member is declared legally dead.
- \* An Eternal Membership may be purchased for \$200
- \* An Eternal Membership shall never end
- \* An Eternal Member may give a proxy for her vote in her will.  
(Note: no other proxies exist for General Membership meetings.)
  
- \* A Dynasty Membership may be purchased for \$250
- \* A Dynasty Membership shall allow the member to designate a single individual as an heir and so on unto the seventh generation. It will be inherited under Massachusetts Probate Law.  
(Unanimously Approved by the Council, September 4<sup>th</sup>, 2009)

#### Section 2. Working Membership

- 15 credits may be spent for a one month membership.
- Credits are awarded at a rate of 1 per hour of store coverage.
- Credits are also awarded at a rate of 1 per hour to people running events (ie. draft, Heroclix, RPGs, etc) approved by the General Manager if they draw no less than four participants.

#### Section 3. General Membership

Any person with a Working Membership and/or Contributing Membership shall be considered a General Member.

### Title II. Membership Benefits

#### Section 1. Discounts

- \* All members shall receive a 10% stackable discount on all purchases.
- \* A member who is both a Working and Contributing Member at the same time shall receive an additional 10% stackable discount.

\* This discount shall not exceed 90%.

### **Title III. Standing Advisory Committees**

#### Section 1. Ordering Committee

\* There shall be an Ordering Committee which shall be chaired by the Quartermaster. The Quartermaster shall appoint members to this committee which shall serve at the Quartermaster's pleasure.

\* The purpose of this committee shall be to assist the Quartermaster in making wise ordering decisions by working to ascertain market interest and researching new products as well as any other activities which will assist with wise ordering.

#### Section 2. Publicity Committee

There shall be a Publicity Committee who shall serve at the pleasure of the General Manager to assist with planning, organizing, and executing publicity projects.

#### Section 3. Finance Committee

There shall be a finance committee - under the treasurer all persons may join or quit based on willingness to modify or create budgets, and/or discuss issues of existing and forthcoming finance issues.

\* meets as needed

#### Section 4. Membership Committee

There shall be a membership committee under the membership coordinator. This committee shall work with the membership coordinator to draft membership benefits and policies.

### **Title IV. Officers**

#### Section 1. Discretionary Credits

Each officer shall receive a pool of 50 Credits per month to use to compensate members (including guest members) for assisting in the officer's duties or in service to the Store.

#### Section 2. Officer Compensation

Each officer shall receive 15 Credits each month as compensation for their work as officers.

Each officer shall receive \$20 in store credit.

The Council may by majority vote suspend or transfer this credit.  
(November 16<sup>th</sup>, 2009)

### Section 3. Terms

All Officer Terms expire on July 20<sup>th</sup>. An election will be held prior to May 20th.  
Training of new officers will begin in late April/early May.  
(March 18<sup>th</sup>, 2008)

### Section 4. Powers Delegated to the General Manager

#### Section 4.1 Credits for Getting Email Addresses

The General Manager shall be empowered to provide a commission of one Credit per address for members who submit customer email addresses into the system with the customer's permission.  
(unanimously approved May 12<sup>th</sup>, 2008)

## **Title V. Community Support**

### Section 1. Phoenix Games Gift Certificates

Worlds Apart Games shall honor gift certificates, snack cards, and draft cards from Phoenix Games.

### Section 2. Phoenix Games XP

Phoenix Games XP shall be redeemable for Worlds Apart Credits at a rate of 1 to 1. Redemptions must be made by March 31st, 2008.

## **Title VI. Using Credits**

### Section 1. Credits

Discounts do not apply to purchases paid for exclusively with Credits.

### Section 2. Uses of Credits

B.

-10 credits allows you to have a one time 10% discount on a single purchase. This is not stackable with membership discount. (March 18<sup>th</sup>, 2008)

### Section 3. Credit Auctions

#### ~~Section 3.1 Ultraviolet Privileges~~

~~Every month there will be an auction for ultraviolet privileges (excluding the month of May due to Female Gamer Appreciation Month). A minimum of 20 credits is required to enter.~~

~~The winner of the auction will receive the following privileges:~~

~~Choice of color in board games.~~

~~Choice of seat (excluding behind the counter)~~

~~Choice of music within reason~~

~~Does not have to cleanup~~

~~An additional 10% discount not to exceed a maximum of 40% on any purchase.  
(Approved by General Membership March 18<sup>th</sup>, 2008)  
(Repealed by Council June 23<sup>rd</sup>, 2008)~~

### Section 3.2 Credit Physreps

There will be an auction for each printing run of physical credits (phys reps). A minimum of 20 credits is required to enter.

The winner of the auction gets to have their picture or a picture of their choice (subject to approval) on that run of said bills.

## **Title VII. Coverage**

### Section 1. Removal of Troublesome Individuals

Any Member who is covering the store shall be authorized to expel any individual for a reasonable cause.

If one individual is a repeat offender it shall be brought to the attention of the General Manager and/or Membership coordinator and further action discussed at a General Membership meeting.

### Section 2. No-Call No-Shows

Any member who is scheduled for a regular shift and is more than 1-hour late for said shift without contacting the Membership Coordinator or finding a replacement, will be docked 1 (one) Credit.

Any member who misses an entire shift without finding a suitable replacement or contacting the Membership Coordinator will be docked 2 Credits.

These Credits will go directly to any member who ends up covering their missed shift in addition to any credits they would otherwise receive for their time. If no other member is

present at the store then the credits will not be given to any member and will return to the "Great Fund."

(November 10<sup>th</sup>, 2008)

## **Title VIII. Inventory**

### Section 1. Inventory Budget

~~The budget for inventory for the current month shall be equal to 60% of the sales of the previous month.~~

The budget for inventory shall be equal to 60% of the sales. Prepaid items do not count against the budget.

(Revised May 12<sup>th</sup>, 2008)

### Section 2. Demo Fund

~~The demo fund is \$50.00. Lucky is to decide what games to order for the Tuesday night event as he is running it and Dan is to place the order.~~

~~A 20% discount will be offered on the demo game the week that it is used and ONLY that week.~~

~~The inventory budget has been increased to 60% with \$50.00 allocated for the demo fund.~~

(March 18<sup>th</sup>, 2008) (Rewritten November 10<sup>th</sup>, 2008)

There shall exist a virtual fund called the Demo Fund. This fund will be for the purchase of demo games for the use of the Worlds Apart community and to serve as an aid in selling board and card games. This fund may purchase board and card games at cost under the authority of the Quartermaster.

The initial value of this fund shall be \$50.

The price of any demo game sold shall add to the fund.

Not more than once per month, an action of the Council may increase the fund by as much as \$25.

(November 10<sup>th</sup>, 2008)

## **Title IX. The Council**

### Section 1. Authorities

#### A. Convention Expenditures

The Council shall be empowered to authorize any expenditures for convention vending with the understanding that all such expenditures should be covered by sales made at the

event. Convention vending shall include conventions, fairs and other congregations of Fen. These expenditures shall be considered “critical expenditures” for the purpose of the agreement with Phoenix Games.

(unanimously approved May 12<sup>th</sup>, 2008)

#### B. Inventory Purchases for Special Events

A separate budget for the special releases of merchandise may be approved by the council on a case by case basis.

(unanimously approved May 12<sup>th</sup>, 2008)

#### Section 2. Compensation

Every council member shall receive 5 credits per advanced-scheduled council meeting they attend.

(unanimously approved July 16<sup>th</sup>, 2008)

### **Title X. Store Rules**

#### Section 1. Smoking In the Well

Smoking shall be prohibited in the Well, defined as depressed area outside the store to the top of the stairs.

(unanimously approved by the Council June 23<sup>rd</sup>, 2008)

#### Section 2. Unofficial Commerce in the Store

There shall be no buying or selling, involving money, of any items inside the store without authorization of the cashier on duty.

(unanimously approved by the Council March 8<sup>th</sup>, 2009)

#### Section 3. Fridge Rules

All food in the fridge must be labeled with name and date. Any that is not labeled may be disposed of. Food labeled communal may be consumed by anyone.

Any food left in the fridge over night may be disposed of at opening.

Members covering a shift the next day may leave food over night, with a clear note.

(unanimously approved by the Council September 4<sup>th</sup>, 2009)

#### Section 4. Rental of Storage in Store

The General Manager shall be authorized to rent wire frame and other storage spaces in the back room for personal use for up to \$25 per unit.

(November 16<sup>th</sup>, 2009)

## **Title XI. Magic The Gathering**

### Section 1. Admission to Magic Events for Credits

#### A.

-5 credits allows you to play in a regular Magic draft. Cards are retained by the store. 4 or more people may start a draft at any time on any day. (March 18<sup>th</sup>, 2008) (Supplimented November 10<sup>th</sup>, 2008 by Title XI, Section 1B)

#### B.

Credits can be spent to participate in a magic event. The store will retain any prizes and product of theirs from that tournament. Should this person win (1st place) the tournament, they will receive double the credits they spent to enter Credits. Should they place such that they would be at the bottom of the prize pool\*, they will receive Credits equal to their entrance fee. The Tournament Organizer should determine intermediate prizes levels. Door prizes can be kept by the participant (this may be voided at the discretion of the TO).

Current Credit costs for Magic The Gathering Events:

1. Sealed (sanctioned or unsanctioned): 12 Credits.
2. Constructed: 5 Credits
3. Draft\*: 5 Credits

\*For draft, bottom of the prize pool will be considered bottom of the top half, rounded up.  
(November 10<sup>th</sup>, 2008)

### Section 2. Buying and Selling Cards for Credits

#### A. Selling Commons for Credits

Members may earn 1 Credit for giving a playset (4 cards) of a common Magic card that is not currently in the Binder for that set. These credits come out of the great fund instead of any specific officers monthly credit pool.  
(November 10<sup>th</sup>, 2008)

#### B. Buying Commons for Credits

Credits can also be used to purchase Magic commons from the store at the following rates.

- 1 Credit for 6 unsorted common Magic cards.
- 1 Credit for 4 sorted common Magic cards.

These rates apply only to Magic Commons that are priced at the default common price.  
(November 10<sup>th</sup>, 2008)

### Section 3. Compensation

#### A. Compensating Judges

That the General Manager shall be authorized to give Judges \$40 in store credit for running and judging a Magic: the Gathering Prerelease or Release event, and

That judges may request, pending Quartermaster approval, to be compensated with 18 packs instead, and  
(November 16<sup>th</sup>, 2009)

### **Title XII. Outreach Programs**

#### Section 1. Fund Raiser Program

There shall exist a program which will allow members to liaise with organizations to set up fundraisers in which members of the organization will sell games on behalf of the store. The organization will submit money and orders to the liaison, who will convey them to the organization who will be responsible for distribution of merchandise.

At the end of the fund raising period, the organization shall be given 20% if the total sales. If the organization is able to achieve sales over \$25 per member, the organization shall get 25%, At over \$50 per member, the organization's share increases to 30%. From this amount, Worlds Apart may deduct up to 5% of total sales to cover costs including catalogs and incentives for organization members.

The liaison shall earn 5% of sales for the fundraiser. The liaison shall be paid as a 1099 contractor. Multiple people may split this in any manner that they feel is acceptable.

This program shall be under the aegis of the General Manager, who must authorize a member prior to their officially contacting an organization. The General Manager may create sales territories for members wishing to be liaisons.

(November 10<sup>th</sup>, 2008)