

# **Pioneer Valley Gamer Collective**

## **Policies as Approved**

### **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.)

#### 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 Credits

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

#### Section 3. Terms

All Officer Terms expire on July 20<sup>th</sup>. An election will be held prior to May 20<sup>th</sup>. 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

-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)

-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.

## **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)

## **Title IX. Council Authority**

### Section 1. 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)

### Section 2. 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)

## **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)