

The Constitution of the Hendrix Sword Club

Edited September, 2018

Article I: The Basics

- i. Don't talk about Fight Club.
- ii. The Hendrix Sword Club aims to bring an experience that is almost unique to Hendrix College by practicing and exercising swordplay in various shapes and forms.
- iii. This organization shall be called "Hendrix Sword Club," henceforth referred to simply as "Sword Club".
- iv. The Sword Club mascot is Oltgardr, the Sword Club dragon.
 - a. Oltgardr wields the Flying V Axe, which was used to split the world and create Sword Club, as depicted in the Sword Club Official History.
- v. The Sword Club motto is "A Silly Club for Silly People".

Article II: Membership

- i. Anyone may join Sword Club, under the sole condition that they adhere to the rules and regulations of both Hendrix College, and of Sword Club, as outlined in the appendix and onwards.
- ii. Sword Club functions via a majority-decision process, and is represented officially by a Council that is either elected by popular vote or by volunteer basis.
- iii. Sword Club does not discriminate in choosing membership. It is an open club for any who wish to participate in the various "Sword Club Games" (henceforth referred to as "games"). This includes, but is not limited to, the Hendrix alumni, non-Hendrix students, prospective students, etc.
- iv. Sword Club accepts members from all races, religions and political backgrounds. Verbal abuse towards other members based on religious affiliation or other discriminatory factors will not be tolerated. That being said, verbal abuse towards other members based on anything will not be tolerated. Basically, don't be a dick.
- v. Sword Club, though a Hendrix Organization, will allow members who are not current students of Hendrix College.
- vi. Members who are not students of Hendrix College must also adhere to the rules and regulations of both Hendrix College and Sword Club. They will be henceforth referred to as "Off-Campus Members".

- vii. The Sword Club Council may represent Sword Club in all matters official (regarding funding, event planning, etc.), though every member of Sword Club is a representative in all matters unofficial (meetings and general conduct).
- viii. Members may be discharged or otherwise banned from Sword Club when appropriate. This may include, but is not limited to, repeated failure to adhere to the rules and regulations, repeated or severe conflicts with other members, or a refusal to return borrowed equipment.
- ix. All members must accept agency and liability for the games and activities hosted by Sword Club, within reason.

Article IV: Officers

- i. The Sword Club Council will consist of at least three official positions (as pertaining to officially running the club), each with their own duties and obligations. These positions are Regent, Chancellor, and Master of Coin. Other positions may be added by the Regent or Chancellor when need or whim arises. Non-official positions include Master of Ceremonies, Armorer, Bard, and Bailey-Senpai.
- ii. All active members of Sword Club may run for all non-official positions besides Armorer. (The Student Life Committee is formally considering whether or not non-Hendrix students may hold voting power or may only hold advisory roles.) Only Hendrix Students may run for official positions and that of Armorer.
- iii. These positions are appointed on volunteer basis during Sword Club Elections at the beginning of each year. Should a volunteer be contested, or two people volunteer for the same position, it will be determined by popular vote. Members who hold these positions must be active within Sword Club, able to attend most if not all of the Sword Club meetings, and fair to all players in Sword Club.
- iv. As a result of inactivity, inability to fulfill the duties and obligations of their position, or contestation of a Council-member's right to hold their position, a popular vote may be taken at any time to decide a new Council member.
- v. All officers (save Bailey-Senpai) are empowered with a single vote to use during voting in regular Council meetings to determine standard (not concerning the constitution) rules and regulations. The Regent and Chancellor may reserve the right to veto with regards to this voting, or any other sword club matter.
- vi. With the exceptions of the Regency and Chancellory, all officer positions may be filled by two students so long as one of the students filling the positions will only be attending Hendrix for a semester. This is made in special consideration for those students who may be graduating in the fall or studying abroad in the spring.
- vii. The duties of these positions are as follows:

Regent

- i. If need be, chooses the Chancellor and Master of Coin.
- ii. May appoint other positions when need or whim arises. For example, a need might be to appoint an Armorer, who would be in charge of collecting and maintaining Sword Club equipment (this has been done). A “whim” might be to appoint a Silly-Hat Guy, who would be in charge of wearing silly hats and reminding everyone of the good-naturedness of Sword Club.
- iii. Resolves conflicts and confrontations between players regarding rules and regulations. May also amend rules and regulations for games when necessary. For example, if a player accuses another member of breaking a rule or otherwise cheating, the Regent may deem whether or not the accusation is followed through by action (a do-over, disqualification, automatic loss, etc.). In these cases, the Regent has the final word, and decision cannot be overturned by anyone except the Chancellor or popular vote.
- iv. Represents the club in all matters official. The Regent may sponsor or organize events, and may be held accountable for organizational misconduct.
- v. May make decisions regarding the alteration or creation of rules and regulations.
- vi. Must pass down all documentation regarding Sword Club (including, but not limited to, the Constitution, the Rules and Regulations, and Game Descriptions.) to the next Regent upon vacating the position. Failure to do so will result in being called a dick.

Chancellor

- i. Aids in the decision-making process and makes sure the Regent’s decisions remain fair to all parties involved.
- ii. Assumes the roles and duties of the Regent when the Regent is absent.
- iii. Represents the club in all matters official. Like the Regent, has the right to sponsor or organize events, and may be held responsible for said events.
- iv. May make decisions regarding the alteration or creation of rules and regulations.
- v. May add more Council positions based on need or whim.

Master of Coin

- i. Maintains and handles the Sword Club funds and budget.
- ii. Using the Sword Club funds and budget, may compensate players for the maintenance or providence of new equipment, within reason.
- iii. Keeps track of the costs of equipment, maintenance, and public events.
- iv. Requests budget increases, along with the Regent or Chancellor, or alone, when necessary.

Master of Ceremonies

- i. Works with the Regent to organize events.
- ii. Communicates with people in power to acquire equipment and locations needed for events to run smoothly.
- iii. Advertises Sword Club to the Public. For example, ensuring that Sword Club meetings are listed on the daily Communications emails and other campus media.
- iv. Works to ensure that events are properly staffed.

Armorer

- i. Maintains the integrity of Sword Club weapons.
- ii. Is given the Sword Club toolbox upon initiation into office.
- iii. Removes broken weapons from the club weapons bins and repairs them when they have time.
- iv. Helps to repair weapons at the beginning of each year.
- v. Is empowered as Sword Club's Safety Officer to ensure that the club and games therein comply with to that end.

Bard

- i. Supposedly records sword club lore in the form of poems, songs and stories.
- ii. Optional performances at Sword Club meetings
- iii. Ironically, usually only actually gets lore done *after* serving as Bard.
- iv. Is empowered to serve as Sword Club's Public Relations Officer and to maintain visible advertisements for Sword Club as the SLTC Council.

Foreign Ambassador

- i. Each Ambassador exists to preserve the interests of any off-campus students from being solely subsumed by the Hendrix population.
- ii. A group of off-campus students shall be granted an Ambassador once there are three of their number in sword club, this means that if both CBC and UCA had groups of three students, that there would be an ambassador for each granted.
- iii. (Pending approval of the Student Life Committee) Once approved, each Ambassador shall have full voting rights on the Council, however, in the interim, they shall serve as a purely advisory role.
- iv. Ambassadors shall be elected solely by the members that they are representing.

- v. Off-campus students retain their right as followers of our lord Öltgärdr to vote for all positions normally, but the position of Ambassador is the only (pending approval) voting position that they are yet able to attain.
- vi. The Regent and Chancellor shall retain their rights to appoint or dismiss an Ambassador as they may all other positions.

Bardling

- i. The position of Bardling shall be one to assist the Bard in the hypothetical process known as lore creation.
- ii. A Bardling does not have a formal vote on the Council, as such, this position may be held by off-campus students, although, anyone may run for this most prestigious of offices.

Bailey-Senpai

- i. This position is held by the previous Regent and is the only position not voted on during elections at the beginning of every year.
- ii. Provides advice to the new Regent about how to run the club and give tips on how best to herd cats.
- iii. Now freed of his or her responsibilities as leader, the Bailey-Senpai is free to make silly suggestions about games or practices that should be instigated by the club (such as bicycle jousting) which the Regent is equally free to completely ignore.
- iv. Bicycle jousting is hereby banned in Sword Club to prevent further injury.

Article V: Funding

- i. Sword Club will use funds obtained through a combination of self-funding and supplied funding from Student Senate in order to purchase new equipment, repair old equipment, purchase materials for equipment, and, when necessary, to purchase food, drinks, and possibly a movie for events designed to attract or otherwise make students aware of Sword Club. Funds are mostly used for Gladiators.
- ii. Sword Club funds will be used primarily by the Master of Coin, but members may be compensated when appropriate.

Article VI: Constitutional Changes

- i. The Sword Club constitution may be changed stylistically by the Regent and Chancellor at any given time, provided the basic rules and regulations of Sword Club (as outlined in Article VII and VIII) do not change as a result.

- ii. In order to change rules and regulations, a genuine need is required. A genuine need is determined by the members of Sword Club by general consent or popular vote.
- iii. Changes to Articles I-V that are not stylistic in nature may only be made after deliberation between the officers and with the approval, as determined by popular vote, of Sword Club members.

Article VII: Events

- i. Sword Club events may be hosted by Sword Club either alone or in conjunction with other clubs.
- ii. The Sword Club Regent and Chancellor have the right to exclude certain players from said events based on conduct and previous behavior. This decision must be mutual, and can be vetoed by popular vote of the Sword Club members.
- iii. The Sword Club Regent and Chancellor have the right to act as or appoint hosts for these events. However, if they choose to act as hosts, they cannot also act as competitors.
- iv. Off-Campus members may not always be allowed to compete in certain events.
- v. Prizes may be issued to the winners of competitive events. These prizes will be provided by the Sword Club budget.

Sword Club Appendix

Rules:

Article VIII

- i. Sword Club holds a myriad of events and meetings. Sword Club Games all follow the same basic rules, with few exceptions.
- ii. In order to make games fun, fair, and safe, players must be careful not to hit one another too hard, as this can leave bruises, cause serious injury, or otherwise make fellow players angry. Although all Sword Club weapons are made with safety as a top priority, players must accept agency in that much of the safety depends upon their acceptance of the safety measures in place.

- iii. Getting hit in the head, face, or neck (hereafter referred to as “headshots”) does not count towards the basic point system of any Sword Club game, and is not condoned by Sword Club as a whole. Headshots are dangerous and painful.
 - a. Any player who must be repeatedly warned about headshots is subject to removal from the game or if need be, the club.
 - b. Any player who purposely hits another player via a headshot will be immediately removed from the club, as well as reported to an appropriate authority.
- iv. In order to continue playing in a game, a player **must** be carrying a weapon. Hand-to-hand combat, though silly and ridiculous, is not allowed. “Weapons” are defined as any equipment with a designated “blade” area.
 - a. For clarification, “blade” refers strictly to a padded part of a given weapon that is meant to represent an area by which a player can be “killed” or “maimed”.
 - b. For clarification, “kill” refers to the removal of a player from a game due to the competitive actions of another player.
 - c. For clarification, “maim” refers to the imaginary removal of a body part from a player due to the competitive actions of another player.
- v. Except where individual game rules provide exception, a player’s body is divided into arms, torso, and legs. Being hit on an arm or leg causes a player to “lose” said arm or leg. Being hit on the torso - chest or back - causes a player to be killed.
- vi. Players who have lost a leg must either kneel or plant their foot on the ground where it was struck. For clarification, “plant” refers to holding one’s foot in place on the ground as if held there by super glue. Hopping around while fighting is dangerous to everyone involved. A player may slowly drag their foot in order to travel towards areas of combat, but confrontation must take place with the player’s leg stuck in place.
 - a. Players who have lost both legs may not move from their location, nor may they turn to face another direction, as both of their feet must be planted on the ground.
 - b. Players who have been hit in the same leg twice are still alive. Since that limb has been technically removed, any contact with that limb is technically not hitting anything.
- vii. Players who have lost an arm must make it clear to their opponent, either visually or verbally, that they have lost their arm, and may not wield a weapon with that arm.
 - a. Players who have lost an arm may not use that arm for anything until they have been “killed” and a new round or game has begun.
 - b. Players who are hit in the same arm twice are killed. Since that limb has technically been removed, any contact with that limb is technically hitting the torso, which is an instant kill.

- viii. Players will, as a general rule, be trusted to be honest and admit to a blade having made contact with a given body part. Repeated refusal to do so will result in a verbal warning, possibly followed by removal from the game.
- ix. Blind players must be alerted verbally of another player's presence, and challenged to a duel. Blind players cannot be killed by being stabbed in the back.
 - a. Blind players do not need to alert one another to their presence. Players must alert a blind player due to the natural advantage of being able to see. Since a blind player cannot see, this advantage does not apply, and as a result neither does the initial challenge.
 - b. Blind players do not need to alert nor challenge other players in any way shape or form. However, a battle cry is appreciated, as well as feared.
- x. Cory Jones will forever be remembered as the Blind Samurai, and the title will refer specifically to him. An official history for why he has earned this title has been created and kept.
- xi. If a player yells repeatedly "Stop hitting me!", "I'm dead!", or "OUCH!!!" you **must** stop hitting said player.
 - a. That means you, Cory.

The Regulations:

Article IX

- i. All Sword Club weapons must be made safe and durable. No metal, wood, or glass may be used in the creation of weapons.
 - a. Metal may be used only as a counter-weight or other reasonable uses as approved by the current Regent.
 - b. Wood may only be used as a hand-guard or other reasonable uses as approved by the current Regent.
 - c. Glass may not be used for any purpose whatsoever. Not even decoratively.
- ii. All Sword Club weapons fall into one of two categories: Sanctioned, and Non-Sanctioned.
 - a. Sanctioned weapons are divided into one of four categories: Half-Handed, One-Handed, Hand-and-a-Half, and Two-Handed,
 - b. Non-Sanctioned weapons are weapons that do not immediately fall into one of the above-mentioned categories, and are not outlined in The Rules. This includes older weapons that followed past weapon rules. As a result, non-sanctioned weapons may only be used with the explicit permission of the Regent or Chancellor, and must be re-approved at the

beginning of each semester. The Regent and Chancellor reserve the right to revoke approval of any non-sanctioned weapons.

- iii. The basic Sword Club weapon is made out of PVC pipe, PVC foam, garden hose, and duct tape. Other materials may be used within reason, and must be approved by the Regent or Chancellor.
- iv. All sanctioned weapons have rules and regulations, as outlined below.

General Rules:

- i Shields are defensive only. Shields cannot maim nor kill other players.
- ii Shields can be grabbed by other players
- iii A player may grab another player's sword by the handle or cross-guard, but never by the blade. If a player grabs the blade of another player's weapon, they lose that arm. This applies to any weapon with the exception of staffs.
- iv If a staff is stationary (not mid-swing), a player may grab it. If a player grabs another player's staff mid-swing, they lose that arm

a. Shields:

- i Must be wielded in combination with another weapon. Shields fall into three categories: Small (half-handed), Medium (one-handed), and Large (hand-and-a-half).
- ii Total length of a small shield cannot exceed 22" along its longest dimension.
- iii Total length of a medium shield cannot exceed 33" along its longest dimension.
 - a. The suggested length for personal shields is around the width of the wielder's shoulders for increased flexibility.
- iv Large shields do not have a total length limit. However, they can only be wielded with a dagger.

b. Half-Handed Weapons:

- i Daggers may be wielded alone or in combination with another half-handed, one-handed or hand-and-a-half weapon or any shield.
- ii Total length cannot exceed 15", with at least 1" of foam at the tip of the weapon.
- iii Blade length cannot exceed 10".
- iv When wielding a dagger a player will receive a "gauntlet" from their hand to their elbow on which if they are hit with another player's weapon they will not lose that limb. However, daggers wielded with Hand-and-a-Half weapons do not receive this gauntlet.

c. One-Handed Weapons:

- i May be wielded alone or in combination with another one-handed or half-handed weapon or shield.
- ii Total length cannot exceed 36", with at least 1" of foam at the tip of the weapon.
- iii Blade length cannot exceed 28".

d. Hand-and-a-Half Weapons:

- i May only be wielded alone, or in combination with a half-handed weapon or shield. Can be wielded with one hand.
- ii Total length cannot exceed 43", with at least 1" of foam at the tip of the weapon.
- iii Blade length cannot exceed 33".

e. Two-Handed Weapons:

- i The wielder may keep a half-handed or one-handed weapon on them as back-up.
- ii Total length cannot exceed 54", with at least 2" of foam at the tip of the weapon.
- iii Blade length cannot exceed 38".
- iv Two hands must be kept on the handle of a two-handed weapon in order for a hit to count towards maiming or killing. This is to avoid injury from these heavy weapons.

f. Staffs

- i A one-handed staff can be wielded alone or in combination with another one-handed or half-handed weapon or shield.
 - a. Total length cannot exceed 36" with at least 1" of foam at both tips of the weapon.
 - b. Blade length cannot exceed 14" on either side.
 - c. Basically it's a one-handed sword with a hilt in the middle.
- ii A hand-and-a-half staff can be wielded alone or in combination with a half-handed weapon or shield (but why would you).
 - a. Total length cannot exceed 61" with 1" of foam at both tips of the weapon.
 - b. Blade length cannot exceed 28" on either side.
- iii Players must keep one hand on the hilt of their staff at all times. The player's other hand is free to move along the weapon.
- iv Two-Handed Staffs are a myth propagated by the Old Guard. Do not believe their lies.

g. Poke-Ball

- i. The poke-ball counts as a dagger and gives the trainer a dagger gauntlet on the hand wielding it.
- ii. The poke-ball may only be wielded with one hand.

- iii. The player killed by the poke-ball becomes the Pokémon of the trainer and must do as they say.
- iv. Only one Pokémon per trainer.

All rules and regulations, in more detail, can be obtained from the Regent, but are primarily passed down orally.

The Games

Article X

- iv. Sword Club games are hosted at biweekly meetings (determined at the beginning of the school year or semester) and are determined by popular vote of present members.
- v. Games may amend specific rules of Sword Club in order to fit the game's purpose. (For example, in the game "Achilles", the rules are disregarded almost entirely)
- vi. A full list of games and their descriptions can be obtained by the Regent, but are primarily passed down orally.

And remember Sword Club Warrior,
"Thou Shalt not be a Dumbass!"

Current and First Regent: Bucky Troup

Current Advisor: Chris Simon