

The Constitution of the Hendrix Sword Club

Edited August, 2010

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. The name of 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 Cabinet 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, though a Hendrix Organization, will allow members who are not current students of Hendrix College.
- v. 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".
- vi. The Sword Club Cabinet 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).

- vii. 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.
- viii. 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 Cabinet will consist of at least three positions, each with their own duties and obligations. These positions are President, Vice President, and Treasurer. Other positions may be added by the President or Vice President when need or whim arises.
- ii. Only Hendrix students who are also active members of Sword Club may hold any of these three positions.
- iii. These positions are appointed on volunteer basis 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 Cabinet-member's right to hold their position, a popular vote may be taken at any time to decide the new Cabinet member.
- v. The duties of these three positions are as follows:

President

- i. If need be, chooses the Vice President and Treasurer.
- 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. 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 President may deem whether or not the accusation is followed through by action (a do-over, disqualification, automatic loss, etc.). In these cases, the President has the final word, and decision cannot be overturned by anyone except the Vice President or popular vote.

- iv. Represents the club in all matters official. The President 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 President upon vacating the position. Failure to do so will result in being called a douchebag.

Vice President

- i. Aids in the decision-making process and makes sure the President's decisions remain fair to all parties involved.
- ii. Assumes the roles and duties of the President when the President is absent.
- iii. Represents the club in all matters official. Like the President, 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 Cabinet positions based on need or whim.

Treasurer

- 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 President or Vice President, or alone, when necessary.

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 aware students to Sword Club.
- ii. Sword Club funds will be used primarily by the Treasurer, but members may be compensated when appropriate.

Article VI: Constitutional Changes

- i. The Sword Club constitution may be changed stylistically by the President and Vice President 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 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 President and Vice President 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 President and Vice President 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

The 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 angry fellow players. 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 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 kneel. Hopping around while fighting is dangerous to everyone involved. A player may hop in order to travel, but confrontation must take place with the player kneeling on the ground.
 - a. Players who have lost both legs may not move from their location, nor may they turn to face another direction.

- 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. Metal, wood, or glass may not be used in the creation of weapons.
 - a. Metal may be used as a counter-weight or other reasonable uses.
 - b. Wood may be used as a hand-guard or other reasonable uses.
 - 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 weapons divided into one of four categories: Negative-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. As a result, non-sanctioned weapons may only be used with the explicit permission of the President or Vice President, and must be re-approved at the beginning of each semester. The President and Vice President 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 duck tape. Other materials may be used within reason, and must be approved by the President or Vice President.
- iv. All sanctioned weapons have rules and regulations, as outlined below.
 - a. **Negative-Handed Weapons:**
 - i. Must be wielded in combination with another weapon. Shields are the only sanctioned negative-handed weapons.
 - ii. Total length cannot exceed that of a One-Handed weapon.
 - iii. Shields, though not technically weapons, are considered negative-handed.
 - a. Shields are defensive only. Shields cannot maim nor kill other players.
 - b. Shields can be grabbed by other players.
 - c. Negative-handed weapons can be grabbed by the handle or cross-guard, but not in mid-swing.
 - b. **One-Handed Weapons:**
 - i. May be wielded alone or in combination with another weapon.
 - ii. Total length cannot exceed 36", with at least 1" of foam at the tip of the weapon.
 - iii. Blade length cannot exceed 28".

a. 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 sword—one-handed, hand-and-a-half, and two-handed.

c. Hand-and-a-Half Weapons:

i. May only be wielded alone, and not in conjunction with another weapon. Can be wielded with one hand.

ii. Total length cannot exceed 42", with at least 1" of foam at the tip of the weapon.

iii. Blade length cannot exceed 32".

a. A one-handed staff cannot exceed the total length of 61". A staff cannot be wielded in conjunction with another weapon. A one-handed staff may be wielded with one hand.

b. A one-handed staff cannot exceed the total blade length of 28".

c. If the 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.

d. Two-Handed

i. Total length cannot exceed 48", with at least 2" of foam at the tip of the weapon.

ii. Blade length cannot exceed 34".

a. A two-handed staff cannot exceed the total length of 70".

b. A two-handed staff cannot exceed the blade length of 30".

c. A two-handed staff must be divided at the middle of the handle (not to exceed 10 ½") using some type of mark that divides the weapon into two regions (with the divided handle not to exceed 5" each). A player may not hold the staff with two hands in the same region.

iii. If a player loses an arm while wielding a two-handed weapon, they are considered "killed" unless they have another weapon that may be wielded with one-hand and can be immediately armed (such as hiding a knife in one's belt buckle, or in one's pocket, etc.).

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

The Games

Article X

- i. 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.
- ii. 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)
- iii. A full list of games and their descriptions can be obtained by the President, but are primarily passed down orally.

Current President: Scott Banks

Current Advisor: Andrea Newsom