

The Charter
of the
**Sydney Board Games
Association**





Contents

1. Purpose of Association	3
2. Membership	3
3. Office Bearers	3
4. Meetings	4
5. Games	5
6. Funds	6
7. Competition Scoring	7
8. Rank & Dress Code	9
9. Disputes	9
10. Version History of This Document	10

1. Purpose of Association

The SBGA - Sydney Board Games Association (often referred to as “the Club”) - was conceived in 1985 as a purely social group in which a few friends gather monthly to play board games. There are no club premises or assets with the exception of one small perpetual trophy and some shirts (see below).

2. Membership

2.1. Size of Association

The club is limited to eight (8) full members.

2.2. New Members

In the event of a vacancy, a new member may only be introduced by a current member.

2.3. Resignation

Members are free to resign at any time, however, no refund of dues will be made. Conversely, a member who resigns with dues owing will not be asked to pay outstanding amounts.

2.4. Expulsion

A member can be expelled if that member's behaviour is sufficiently objectionable to cause the rest of the members to agree to an expulsion. A member is also liable to expulsion if three consecutive meetings are missed without adequate explanation or other extenuating circumstances.

3. Office Bearers

3.1. President

This office has always been held by the founder, Wayne Thomas, and is by tacit agreement not really subject to democratic election, as at time of writing nobody would want to stand to be elected for the job. Responsible for maintenance of the club Record Book, purchase of prizes and trophies, purchase and decoration of club clothing, and maintenance of current games list.

3.2. Treasurer

Responsible for safekeeping of club funds, maintenance of records of expenditure and income, reimbursement of expenses, and calculation and distribution of rebates (see *Funds* below).

3.3. Webmaster (optional)

Responsible for maintaining a website or social media presence in a manner of his/her own choosing such that members can view news, scores, meeting schedules, etc.

4. Meetings

4.1. Time

Meetings for the primary purpose of the Club - playing board games - are held once each month from January to November inclusive. Meetings are held on a Monday evening which is mutually convenient to as many members as possible. Meetings commence as close as practicable to 8pm (or a mutually chosen time) and efforts are made to finish before midnight. In December the games meeting is replaced by the annual Club Dinner.

4.2. Quorum

It is considered that a quorum consists of 50% of the membership - ie; **four** members. If less than this number is present at a meeting, it will become an unofficial meeting and scores will not be recorded for the competition ladder. Members may decide to re-schedule the meeting with the same host.

4.3. Venue

Meetings are held at the home of each Club member in turn. It is permitted for a member to “borrow” the home of another member if circumstances dictate (marriage breakdown, no fixed address, etc). The availability of the host member will of course be the prime determinant of the meeting date.

4.4. Inability to attend

If a member is unable to attend a meeting, it is expected that he/she will advise another member at least 15 minutes before games are scheduled to commence. This avoids wasted game time checking up on a missing member.

4.5. Catering

Members are responsible for supplying their own “nibblies” at meetings (these may be shared around) and their own drinks. The catering obligation of the host member is limited to the provision of eating utensils and water - any additional food or drink is optional at the discretion of the host.

4.6. Alcohol

Alcohol is permitted at meetings, but excessive consumption is forbidden. No objectionable behaviour will be tolerated as a result of excessive alcohol consumption (see *Expulsion* above).

5. Games

5.1. Programme

The host for the meeting will choose which games will be played from the official list of games (maintained by the President) without the necessity to consult other members. However, with the consent of a majority of the other members, a new or unusual game may be selected. There will usually be two games played at a meeting - the primary or “main” game of about 1½ to 2 hours duration, and a secondary or “backup” game of less complexity and ½ to 1 hour duration.

5.2. Maximum Frequency

It is not usually permitted for a host to choose a game which has already been played twice in the current season.

5.3. New Games

With the exception of very simple games, any new game should be outlined to members before inclusion in a programme. This could be done at an earlier meeting, or by publication on the website.

5.4. Team Games

Some games are team events by their nature, eg; *Pictionary* and *Articulate!*, while others are team games by agreement in order to allow more people to play than the maximum number for which the game is equipped, or to reduce the time spent on the game, eg; *Trivial Pursuit* and *Tribond*. SBGA teams usually comprise two players. Teams are chosen randomly by a mutually agreed method such as drawing names or coloured tokens. A player may request a re-draw if selected to play with another player who is close to his/her score and within reach of a trophy-winning ladder position, thus removing the element of competition between them. If a team event is scheduled and an even number of players is unavailable, then there are two alternative solutions – if necessary use a vote to determine which method applies:

5.4.1. Alternate game:

The meeting host will have prepared an alternate game selection (not requiring teams) – this is obviously the only solution for games that can only be played by teams.

5.4.2. One player solo:

For games that allow it, one player may volunteer to play solo against the rest of the teams. If more than one player wishes to play solo, a draw or dice roll will determine the solo player before proceeding to the team draw.

6. Funds

6.1. Dues

Dues will be determined by the President in consultation with the Treasurer and the rest of the members. They are due monthly except December, and it is the responsibility of members to ensure that the Treasurer has recorded any dues paid *at the time they are paid*. It is suggested that \$10 per month per member will more than suffice to maintain the club expenses and result in a significant rebate at year end, although any amount will be accepted. The Treasurer will maintain records that allow any member to find out his/her financial status. No dues will be refunded to a member who resigns.

6.2. Non Profit Distribution of funds

The SBGA is a non profit association. All fees paid by members are held by the Treasurer in a manner of his/her choosing till settlement at year end.

6.2.1. Expenses

Reasonable expenses such as those for monthly prizes, trophies, common property clothing (coloured shirts), postage, website costs etc will be reimbursed from fee revenue.

6.2.2. Year End Rebate

After all expenses have been deducted from the end of year balance, the Treasurer will distribute a rebate to each member which is calculated as the member's contributions less a share of the total expenses. Members who joined after the commencement of the year will be debited with a share of total expenses reduced pro-rata according to the number of months of actual membership. If the member's contributions are less than his/her pro-rata share of expenses, then that member will be expected to make up the difference as soon as possible. The Treasurer may apply rounding to the rebate payment to simplify distribution - rounding amounts will be carried forward to the following year.

Members may arrange with the Treasurer to claim their rebate by electronic funds transfer. Optionally, members may elect to roll over some or all of their rebate as a credit on the following year's dues.

7. Competition Scoring

The points scheme described below may occasionally be varied by agreement, eg; *Texas Hold'em Poker* was played without a backup game with points being awarded for the first 6 placings.

7.1. Primary (Main) Game

The placegetters of each primary game will receive the following points:

1st place - 100 points

2nd place - 50 points

3rd place - 25 points

7.2. Secondary (Backup) Game

The placegetters of each secondary game will receive the following points:

1st place - 50 points

2nd place - 25 points

3rd place - 10 points

7.3. Resolution of Ties

In the event of a tie for a placing, the winner will be decided by a method appropriate to the game as decided by members at the time, for example a die toss for dice based games, a quiz-off for games involving question answering.

7.4. Team event scoring

For games in which teams are used - eg; *Pictionary*, *Trivial Pursuit*, competition points gained by a team are added to the scores of all members of the team, they are not divided.

7.5. Scoring for late joining members (Rookie Protection rule)

If a new member (a rookie) joins after the first meeting of the year, and subsequently runs last in the championship, there shall be a count back to protect the rookie from the ignominy of being unjustly awarded the Spoon. The rookie's score will be notionally adjusted by adding to it the maximum number of points it would have been possible to win if all meetings prior to joining had been attended and all games won. If the adjusted score still qualifies the rookie for the Spoon, then so be it. If the adjusted score is no longer the lowest, then the rookie is exempt from the Spoon and it goes to the new lowest scorer. If the adjusted score is good enough to qualify for a trophy (other than the Spoon), too bad, the trophy will still go to its original winner. Note that this notional score is not recorded, it exists only temporarily. Note also that this rule applies to all late-joining members, including re-joining former members who may not be officially classed as rookies.

7.6. Prizes

The winners of games at a meeting may be awarded a prize of goods, gift vouchers, or cash. This monthly prize is optional at the discretion of the President in consultation with the Treasurer - it is purchased with Club funds.

7.7. Trophies

A points total will be kept by the President, and at the end of the season (after the November meeting) the total will determine the trophy winners for the year. Until 2024 it was usual to award permanent trophies for first, second and third places, and a perpetual trophy for last place - the Wooden Spoon.

From season 2024 onwards, the awarding of three trophies for the first three placings is replaced by awarding a single perpetual 1st place trophy engraved with the winner's name and year of winning. The Wooden Spoon continues to be awarded to the last placed member.

Cash prizes of \$50, \$30 and \$20 will be awarded to the first three competition placegetters. This replaces the previous (undocumented) tradition of a \$50 cash prize for the winner of the last main game of the season.

It is compulsory for the member currently holding the Wooden Spoon to have the Spoon clearly on display at all times (see *Penalties* below).

7.8. Penalties

Unless there are extenuating circumstances as decided by the membership at the time, competition points will be deducted for:

7.8.1. Dress Code violation - 10 points

This penalty will apply if a member is not wearing an appropriate SBGA shirt by the time the first game commences at any meeting. This penalty can only be applied once per offender per meeting, and *cannot* be avoided by borrowing an official shirt from a host who may have a spare. An appropriate shirt is defined in Dress Code below.

7.8.2. Abuse of Official Clothing - 10 points

This penalty will apply to any member reported wearing official club clothing during inappropriate activity. For example - mowing the lawn, fixing the car, posing at golf, shopping with the kids, cleaning out the garage or any other activity likely to damage the sacred shirt. The determination of whether or not a reported incident constitutes clothing abuse will be determined by democratic vote at a meeting.

7.8.3. Failure to display Wooden Spoon - 10 points

If the current holder of the Wooden Spoon fails to display it at his or her principal place of residence a ten point penalty will apply. The display must be prominent enough for any reasonable person to be able to identify the Spoon without having to search for it. The display is not limited to club meetings - if another member happens to be visiting the Spoon holder and fails to see the Spoon on display, the offence shall be reported at the next meeting and the penalty will be imposed.

8. Rank & Dress Code

The colour of a member's official shirt indicates the status of the member. There is a penalty for failure to wear an appropriate official shirt (see 7.8.1 under *dress code violation*).

8.1. Base level Boardgamer (Blue, Yellow or Grey shirt)

This is an ordinary member who has won less than two championships. The Boardgamer must wear either a blue SBGA shirt, or the yellow or grey anniversary shirt.

8.2. Spooner

The current holder of the Wooden Spoon will wear the base ranking Boardgamer shirt (including Anniversary shirts) to all meetings until the Spoon has been passed on. This applies to *all* ranks. A penalty will apply to a Spoon holder who wears any shirt that ranks above Base level Boardgamer.

8.3. Boardlord (Red shirt)

This is a member who has won two championships and has been awarded a red SBGA shirt. The Boardlord may optionally wear the red *or* base level shirt to meetings if not the current Spoon holder.

8.4. Boardmaster (Black shirt)

This is a member who has won three championships and has been awarded a black SBGA shirt. The Boardmaster may optionally wear the black *or* any rank below black to meetings if not the current Spoon holder.

8.5. Board King (Green shirt)

This is a member who has won between four and nine championships and has been awarded a green SBGA shirt. The Board King may optionally wear the green shirt *or* any rank below green to meetings if not the current Spoon holder. The Green shirt will be badged (at club expense) to indicate the championship rounds won.

8.6. Board Icon (Purple shirt)

This is a member who has won ten or more championships and has been awarded a purple SBGA shirt. The Board Icon may optionally wear the purple *or* any rank below purple to meetings if not the current Spoon holder.

9. Disputes

Disputes over results of games, rules, dues, personal complaints, etc will be resolved by discussion among those concerned. If this fails, the matter will be put to a simple majority vote of members in attendance. If a majority is not forthcoming, it will be resolved by the toss of a die. If a dispute is holding up progress of a game, members should endeavour to resolve it as quickly as possible – each point of view should be heard clearly once, then take the vote and continue with the game.

10. Version History of This Document

Issue	Date	Comments
1	1/1/86	Original by Wayne Thomas, Paul Thomas, Steve Helmich
2	7/1/95	Completely revised by Wayne Thomas & Rob Askew
3	4/1/97	Cosmetic changes by Rob Askew
3.1	24/4/97	Further cosmetic changes by Rob Askew
3.2	1/6/97	Reformat for Word 97 (No change to content)
3.3	25/7/98	Amend rule 7.5 – Rookie Protection rule to apply to former members. Proposed by Brenda Keays and agreed at meet 23/7/98
3.4	24/1/99	Expand rule 9 on disputes
3.5	8/8/99	More explanation added to rebates section 6.2.2
4.0	28/7/2002	Rookie Shirt deleted, Spooner shirt deleted, Board King & Board Icon shirts added
4.1	21/5/2008	Added paragraph 5.4, team game details. Updated paragraph 6.1 to reflect current practice.
4.2	27/8/2008	Paragraph 4.2 - <i>Quorum</i> inserted. Paragraph 7 updated to allow variation in points allocation proposed by L.Shephard.
5.0	15/2/2014	Some cosmetic updates, eg; logo Par 2.3 updated - No pursuit of unfinancial resigning members. Delete new members liable for full year dues. Par 3.3 added - New office bearer Webmaster (optional) Par 5.3 - Newsletter replaced by website Par 6.2.1 - Newsletter costs replaced by website costs Par 6.2.2 - EFT rebate payment. Option to roll over rebate. Par 8 - Dress code wording updated to include current shirt (yellow)
5.1	11/5/2015	Par 7.7 trophies – updated to allow multiple trophies in the event of tied scores.
5.2	14/9/2015	Par 7.8 Penalties – added extenuating circumstances wording.
5.3	19/2/2024	Some cosmetic updates, eg; logo Updates to Section 8 (Rank and Dress Code) to include Anniversary shirts.
5.4	8/12/25	Update to rule 7.7 Trophies. 3 trophies replaced by single perpetual trophy.