

The Constitution

The Australian National University Branch of Humans Vs Zombies

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Section 1: The Name

1.1 The official name of the Club to which this Constitution applies is “The Australian National University Branch of Humans Vs Zombies”.

Section 2: Interpretation

2.1 In this Constitution, unless the contrary intention appears:

- **academic day** means a 24 hour period during any day or days that do not fall on a weekend or public holiday, and that fall during a teaching period of The Faculties;
- **Association** means the Australian National University Students’ Association;
- **club** means the Club named in Section 1 above;
- **committee** means the Australian National University Grants and Affiliation Committee;
- **executive** means the Executive Committee of the Club;
- **general meeting** means a General Meeting, Special General Meeting or Annual General Meeting of the Club;
- **member** means any full or associate member of the Club;
- **PARSA** means the Australian National University Postgraduate and Research Students’ Association Inc.;
- **student** means any student of the University who retains membership of either PARSA or the Students’ Association;
- **University** means the Australian National University.
- **game** means a single Humans vs Zombies event.

Section 3: Affiliation

3.1 This Club is affiliated to the Grants and Affiliation Committee of the Association and PARSA and anything in the Constitution which is inconsistent with the Association’s Grants and Affiliation Regulations is null and void to the extent of inconsistency.

3.2 The Club must fulfil its obligations under the Association’s Grants and Affiliation Regulations.

Section 4: Not-for-profit Clause

4.1 The assets and income of the club shall be used only for the promotion of the club’s objectives and no portion may be paid or transferred directly or indirectly to members of the club except as:

- (a) Bona-fide remuneration for services rendered by members to the club;
- (b) Repayment of expenses incurred on behalf of the club;
- (c) Interest at a rate not exceeding interest at the rate for the time being which is or

would be charged by the club's bankers for money lent to the club; and
(d) Bona-fide rent for premises let to the club.

Section 5: Aims and Objectives

5.1 The aims and objectives of the Club are to:

- (a) To run "Humans vs. Zombies" games at the Australian National University for the students of this university in an organized, coordinated, fun and fair way.
- (b) To improve the ANU community as a whole and to help students make new friends.
- (c) To spread "Humans vs. Zombies" within Australia.

Section 6: Membership

6.1 Full membership is open to all ordinary members of the Association and all ordinary members of PARSA.

6.2 Associate membership is open to all other persons, subject to approval by the Club's Executive.

6.3 Associate members are ineligible to vote at any General Meeting of the Club or to run for Executive positions but otherwise are to have the same rights as full members.

6.4 All full club members have the following rights:

- (a) Right to vote at general meetings;
- (b) Right to run for an executive position at an Annual General Meeting;
- (c) Right to enter the moderator pool;
- (d) Right to play Humans vs Zombies games run by the organization; and
- (e) Right to attend any other events organized by the organization for the members.

6.5 Membership may be suspended or withdrawn by an Executive Majority Vote where the executive sees considerable grounds to do so. Appeals against such a decision may be directed to the Committee, whose decision is final.

6.6 Club members can be suspended from a game by moderators of that game for reasons the moderators make clear. Appeals against such a decision may be directed at the Executive, whose decision is final.

6.7 A roll recording the name of all Club members, and the student number of all full members, is to be held and kept up to date by the Executive.

Section 7: The Executive

7.1 The Club's Executive consists of at least 5 members and must include the Club trustees who are specified by the President at the beginning of his or her term. The executive positions are as follows:

- (a) the President; and
- (b) the Treasurer; and
- (c) the Secretary; and
- (d) the Executive for Marketing; and

(e) the Executive for Documentation.

7.2 All members of the Executive must be full members of the Club.

7.3 The Executive is to be elected at each Annual General Meeting of the Club by a non-compulsory, simple majority, secret ballot vote involving the full members, but not the associate members, of the Club.

7.4 The Executive's term is defined as beginning exactly one week after being elected in and as ending exactly one week after a new Executive is voted in. This additional week should be used as a transitional period used to ensure all club documentation is up to date. Reconciliation of the club with ANUSA must occur during this week.

7.5 A simple majority in the Executive can create a motion to override any other motion or veto, to change any aspect of the Club, save for those protected by the Constitution. If two such motions are contradictory, the most recent motion stands.

7.6 Executive Orders are any standing motions of the Executive. Standing means that they have been approved and not revoked since their last approval. Executive Orders are the laws of the Club, and exist below the rules set down in the Constitution. An Executive Order can cover any aspect of the club or game, so long as it is in accordance with the constitution. Executive Orders must be straightforward and accessible by all members of the club.

7.7 A meeting of the Executive is to be held at least once during each teaching period of the academic year, when and where the Executive sees fit. Such meetings are open for all members of the club to attend, however attendance may be limited to observation only on the Secretary's discretion.

7.8 The quorum for a meeting of the Executive is the next whole number above half the number of members of the current Executive.

7.9 The Executive has the power to do all things it believes to be in the best interests of the Club subject to the provisions of this Constitution and the Grants and Affiliation Regulations of the Association.

7.10 Each member of the Executive has certain powers, responsibilities and jurisdictions. These will be as follows:

(a) The President has the following responsibilities:

- (I) To ensure the spirit of the game is maintained;
- (II) To ensure the game rules are relevant and up to date; and
- (III) To ensure all documentation of the club is kept up to date.

Furthermore the President has the following powers:

- (I) The President can make Executive Orders or judgments independently of the rest of the Executive (except as set out in section 7.5).
- (II) The President can veto any decision that has been made below the level of the Executive (except as set out in section 9.10). Such a decision should be made known to the Executive after the fact.
- (III) The President will be a trustee of the club in addition to two other

trustees chosen by the president from willing executive members. If there are not enough willing executive members the president may choose trustees from other full members of the club.

- (IV) The President has the power to fill any vacancy in the Executive of the Club that may occur between Annual General Meetings. The Executive must also vote in favour of the individual before the announcement is made public.
- (V) The President has the power to choose the Moderators for the next game from the Moderator Pool. Such a choice must be made known to the Executive before being made public.
- (VI) The President can vote as a member of the Executive.

(b) The Treasurer has the following responsibilities:

- (I) To collect funds for the group from various sources;
- (II) To allocate funds, in collaboration with the rest of the Executive and Moderators;
- (III) To complete regular reconciliations of revenue with expenditure;
- (IV) To keep records of allocated funds and to acquire receipts from whichever member bought the items in question; and
- (V) To keep records of all assets the club owns and to note who is safekeeping them between events.

Furthermore the Treasurer has the following powers:

- (I) The Treasurer can allocate club funds.
- (II) The Treasurer can vote as a member of the Executive.

(c) The Secretary has the following responsibilities:

- (I) To set times for meetings;
- (II) To chair all meetings and ensure they run smoothly; and
- (III) To complete minutes of each meeting and to make these available to members and other interested parties.

Furthermore the Secretary has the following powers:

- (I) The Secretary has the power to call meetings of the Executive or General Meetings provided they give notice at least one week in advance to all parties involved.
- (II) The Secretary has the power to control the discussion of Executive or General Meetings in such a way as to optimise the use of time and maximise the benefit of the meeting.
- (III) The Secretary can vote as a member of the Executive.

(d) The Executive for Marketing has the following responsibilities:

- (I) To coordinate the creation and distribution of information, including advertising for the Club and upcoming events;
- (II) To coordinate public contact and organise a stall for market day; and
- (III) To work with other groups or sponsors for the benefit of the club.

Furthermore the Executive for Marketing has the following powers:

- (I) The power to decide the direction of the marketing campaign and to advertise without having to seek formal approval from the Executive.
- (II) The Executive for Marketing can vote as a member of the Executive.

- (e) The Executive for Documentation has the following responsibilities:
- (I) To coordinate the documentation of games and significant club events.
 - (II) To ensure the website is up to date and maintained at all times.
- Furthermore the Executive for Documentation has the following powers:
- (I) The power of creative control over all documentation of games and events.
 - (II) The Executive for Documentation can vote as a member of the Executive.

Section 8: General Meetings

8.1 An Annual General Meeting of the Club is to held at least once each year, not more than 14 months after the previous Annual General Meeting of the Club, at which the members of the Executive of the Club are to be elected, and an Annual Report, statements of income and expenditure, and a current balance sheet are to be presented by the outgoing Executive.

8.2 A General Meeting of the Club may be convened no more than twice during each teaching period of the academic year at the discretion of the Executive.

8.3 A Special General Meeting must be called by the Executive within 10 academic days of being presented with a petition signed by 10 members of the Club setting out the purpose for which such a meeting is requested.

8.4 The quorum for a General Meeting is 10 members.

8.5 Except as set out in section 6.5 and section 10.3 of this Constitution, decisions of a General Meeting are by a simple majority of full members present in person who cast a vote.

8.6 The Secretary must, where possible, Chair, or appoint another Club member to Chair, a General Meeting. Where this is not done, those full members present must elect a Club member to Chair.

8.7 The Chair is to conduct the General Meeting in accordance with the Standing Orders Regulations of the Association.

Section 9: Humans vs Zombies Games

9.1 Each Humans vs Zombies game should last for no more than one week and should occur within the first five weeks of a semester.

9.2 The club should endeavour to run two games a year, one at the start of each semester.

9.3 All games must be run in accordance with public law, university rules and the club's constitution. The President must authorise each game held.

9.4 Each game shall be run by an odd number of Moderators, chosen by the President from the moderator pool at least 10 weeks prior to the games duration.

9.5 Moderators cannot be players in a game they are organising.

9.6 A Moderator's term is defined as beginning as soon as they are chosen and ending as soon as the game they are running is complete.

9.7 Moderators have the following responsibilities:

- (a) To meet regularly to discuss and plan: the story of the game, the missions for the game, events within the game, specific rules for the game and any other plans;
- (b) To distribute jobs between themselves as they see fit.
- (c) To referee the game in an organised fashion based on the rules of the Executive, the Constitution and their own specific rules; and
- (d) To run missions and events in game and to award appropriate prizes.

9.8 Moderators have the following powers:

- (a) To suspend any player(s) from the game if the player(s) in question break the rules of the game, break laws in the process of playing the game or endanger the successful running of the game.
- (b) To change the rules of the game mid-game if a rule loophole threatens the safety of the players or the game, or is being repeatedly abused in a manner that is against the spirit of the game.

9.9 If moderators have any disputes between themselves, these will be settled with a simple majority vote. If a moderator is particularly concerned about decisions being made and in how they keep with the ethos of the club they can bring such concerns to the Executive.

9.10 The President has no power to veto decisions made by moderators. The Executive veto is still valid.

9.11 Moderators will be given a specific budget by the Executive to use on their game. They must shape their game around this restriction and must keep an accurate record of expenditure to hand over to the Treasurer at the end of the game.

9.12 Any lost weapons or darts unclaimed after club events will be placed in club safekeeping and will be considered assets of the club until claimed.

9.13 Each game will cost each player a set fee determined by the executive to the maximum value of 10.00 Australian Dollars.

Section 10: Interpretation and Amendment

10.1 If a dispute arises as to the interpretation of this Constitution, or a dispute arises for which there is no provision made in this Constitution, the matter must be referred to the Committee, whose decision is final.

10.2 Where the club's constitution is silent on an issue, the ANUSA Model Constitution will apply.

10.3 This Constitution may be amended by a referendum carried by a two-thirds

majority of full members present and voting at a General Meeting of the Club – however such amendments are subject to rectification by the Committee.

10.4 Any member of the club can propose an amendment of the Constitution however it must be approved by a majority vote of the Executive. Appeals to such a rejection should be referred to the Committee, whose decision is final.

10.5 Notice of proposed amendments must be placed upon the front doors of the Association at least 5 days prior to the General Meeting.

Section 11: Dissolution Clause

11.1 The club can be dissolved by decision of the current membership at a general meeting or when the club ceases to operate due to no members being elected to the executive (and thus trustee) positions and the club ceasing to function through natural attrition. In the case of the club being dissolved any excess assets, property, funds or money remaining after all debts and liabilities are paid shall not be given to members but shall be given or transferred to the ANU Student's Association.