

GHØSTWALKERS

SCENARIO PAINTBALL TEAM

BY-LAWS

1. At all times the Ghostwalkers shall adhere to the KISS principle in all they do, all their procedures, all their requirements.
 - 1.1. If things get too complicated, streamline it.
2. Team Status and Eligibility
 - 2.1. To join the Ghostwalkers Scenario Paintball Team as full time team members, candidates must do the following:
 - 2.1.1. Shoot with us, get to know us, let us get to know you.
 - 2.1.2. Join the Yahoo Group, Identify yourself with a call sign.
 - 2.1.3. Join the Forums.
 - 2.1.4. Provide a personal full-face photograph and some biographical data, or grant us permission to make up some lies about you.
 - 2.1.5. One of the Communications Specialists will create your bio page and post it on the Ghostwalker Reserves Page.
 - 2.1.6. Shoot with us on at least one "team event", such as Blackhawk Down, Market Gardens, Shoot The Monkey, or other planned scenario events.
 - 2.1.7. After 12 calendar months as a reservist, if you have continued shooting with us (at least two or three times that year), start pestering the CO or XO for full membership. Have some referrals ready from the Ghostwalkers you have shot with.
 - 2.1.8. The CO or XO will check your referrals and see if there is consensus on approval, then they have the IO verify all the above
 - 2.1.9. The IO will have your bio page moved to the Ghostwalker full time page.
 - 2.1.10. You are officially a full time Ghostwalker Team Member at this point.
 - 2.1.11. Full time team status is maintained by continuing to shoot at least two or three times a year and maintaining the level of sportsmanship, cooperation, camaraderie, mentorship, and fun that the team expects.
 - 2.1.11.1. Failure to meet the minimum number of shoots will reduce you back to reserve status until you are ready to return to full time status.
 - 2.1.11.2. Returning to full time status is simply a matter of meeting the above criteria again as defined in 2.1.11.
 - 2.1.11.3. Failure to maintain the level of sportsmanship, cooperation, camaraderie, mentorship, and fun that the team expects could result in your removal as a team member by simple petition and officer majority vote.

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- 2.2. To apply for and serve as a team officer you must meet the following criteria:
 - 2.2.1. Become a full time Ghostwalker Team Member.
 - 2.2.2. Maintain full time team member status for 12 calendar months.
 - 2.2.3. Shoot in at least one "team event", such as Blackhawk Down, Market Gardens, Shoot The Monkey, or other planned scenario events.
 - 2.2.4. If you meet the above criteria when the IO makes the call to duty, you may apply for an officer position.
3. There are Six (6) offices to the Ghostwalker team. These offices are primarily ceremonial with limited to no authority, serving primarily as organizers and coordinators. The five offices and their duties are:
 - 3.1. Commanding Officer (CO)
 - 3.1.1. Maintains relations and contacts with other teams, event sponsors and organizers, and speaks for the team to the media in the unlikely event anybody ever wants to hear from us. Coordinate and nag team players to participate in any charity or community service activities the team may become involved with. Enforce all safety rules. Manage whatever monies are associated with the duties of office.
 - 3.2. Executive Officer (XO)
 - 3.2.1. Nags and harasses the team to go to events and foster team communications. Make sure beer is served wherever a public meeting is held. Assists the CO as needed, taking over the position if the CO is unable to continue in that office. Enforce all safety rules. Manage whatever monies are associated with the duties of office.
 - 3.3. Quarter Master (QM)
 - 3.3.1. Coordinates gear, paint, and air for events and establishes communications between players who can make an event, but do not have possession of desired gear that is in possession of a shooter that cannot make the event. Assists the XO as needed, taking over the position if the XO is unable to continue in that office. Enforce all safety rules. Manage whatever monies are associated with the duties of office.
 - 3.4. Master At Arms (MAA)
 - 3.4.1. Coordinates honors, ceremonies, awards, and uniforms as needed. Referees individual duels and arbitrates disputes. Assists the QM as needed, taking over the position if the QM is unable to continue in that office. Enforce all safety rules. Manage whatever monies are associated with the duties of office.

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- 3.5. Pivot Man (PM) note - this could also be Pivot Gal, Pivot Person, Pivot Bitch, or even Pivot Slack Bastard, as the case may be.
 - 3.5.1. The go to person to get stuff done. Assists the MAA as needed, taking over the position if the MAA is unable to continue in that office. Enforce all safety rules. Monitor the money management of the other offices.
- 3.6. Information Officer (IO)
 - 3.6.1. Coordinates activities within the Ghostwalker's network (Web Site, Yahoo Group, Forums) and ensures consistent format, content, and overall "Look and Feel". (Note: The IO does not need to be an administrator or moderator of the network to coordinate activities.) Coordinates storage of electronic data including identification of storage locations. Assists team officers in distribution of information to team members. Enforce all safety rules. Manage whatever monies are associated with office. In the event the IO is unable to continue duties, the position is filled by one of the administrators or moderators of the network. If more than one administrator or moderator volunteers, a duel is held as described in the by-laws.
- 3.7. Two additional non-elected team positions are maintained. These positions can be filled by multiple personnel at any time.
 - 3.7.1. Combat Medic: Any person with current first aid certification or training is encouraged to identify themselves to the team. The XO is responsible for maintaining the names and skills of these individuals. During an event, one or more of these team members are selected to be designated medics. Any medical emergency is handled by the designated medics. The combat medic position is held as long as the individual has current certification and desires the position.
 - 3.7.2. Communications Specialists: The administrators and moderators of the Ghostwalkers network and any individual with specialized computer or communications skills (graphics, database, code writing, radiotelegraph, etc.) that can be utilized by the team. The IO is responsible for maintaining the names and skills of these individuals. The Communications Specialist position is held as long as the individual performs the work.
4. Towards the end of each year the IO will post a call to office. Players respond with a volunteer to one of six offices.
 - 4.1. If only one person volunteers for a specific office, that office is theirs throughout the following year.
 - 4.2. If more than one person volunteers for a specific office, the matter shall be settled on the field of honor with all volunteers for that office shooting simultaneously.

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- 4.2.1. Participants shall use only side arms with one spare clip, not to exceed 20 rounds total.
- 4.2.2. The shoot shall take place in a large enough field to accommodate all shooters, while providing adequate cover to make it interesting.
- 4.2.3. Last person standing holds the office throughout the following year.
- 4.2.4. The Standing MAA shall oversee the shoot and arbitrate any disputes. The final call is that of the MAA.
- 4.3. If an office fails to receive any volunteers, the current office holder maintains that office for another year.
- 4.4. If no other person is available to hold office, we do without and spread the responsibilities among the remaining officers.
5. Field Commanders are selected during any event by a simple nomination and majority vote process, or by simple volunteer. The field commander serves only during the one event and is essentially the voice of the Ghostwalkers, communicating with the other teams and commander in chief for that event.
 - 5.1. During the event, the field commander is also responsible for team strategies and tactics, and can nominate one or more lieutenants to assist as needed.
6. Simple business such as which side to shoot on during an event can be left to Yahoo posts or other means to decide.
 - 6.1. Critical Ghostwalker businesses requiring a moderated voting process, such as impeachment of officials or by law changes, are determined via poll in the Ghostwalker Forum Inner Sanctum.
 - 6.2. Any person registered on the Ghostwalker Forum, with access to the Inner Sanctum, can make a call for by law change or impeachment.
 - 6.3. Any other person registered on the Ghostwalker Forum, with access to the Inner Sanctum, can second the call.
 - 6.4. Once seconded, a 2-week period is given to allow for discussion.
 - 6.5. After discussion, a Ghostwalker Forum Administrator posts a simple 2-week poll within the Inner Sanctum asking for a Yeah or Nay vote.
 - 6.6. A 2/3 majority of the cast votes are required to pass a by law change or approve an impeachment.
7. If at any time the Ghostwalkers start to get bogged down in red tape, bureaucratic bull shit, politics, and other such nonsense then the by laws shall be overturned by simple majority vote also posted in the Inner Sanctum (see item 5).
 - 7.1. All offices are abolished.
 - 7.2. We pull our heads out of our asses.

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7.3. We start over.