Gamer guild AGM Minutes

Date: 11/08/2018 Minutes taken by: Cory R. Jones

Start: 13:00

Agenda:

* Committee reports
* Fee structure
* Constitution
* Elections for new Committee

# Reports from committee members:

Guild Master <David Hopkins>:

It has been a relatively quiet year.

Advised to the membership that on top of presenting the guild membership cards giving the 5% discount at some gaming stores it also now gives 10% off Rabble Books and Games in Maylands.

We have had a good attendance this year in the afternoon sessions, the evening sessions are quiet currently and we have room to grow. A big thank you to all the GM’s, the running of games keeps us going.

New act released by WA govt requiring the Gamers Guild to have its Constitution. They have released modified legal requirements involving associations. We will need to update our constitution to the new requirements. (More to follow)

The Gamers Guild has been invited by the Southern Hemisphere Open (Gaming con) group to represent at the up and coming convention.

The Guild has a need for someone to actively run our social media.

We have a financial stability issue where we are not current covering our costs at the moment. (See below)

Lieutenant <Steven Morris>:

Guild drinks have been selling well, we have had no new requests for different drinks this year. We are going through about 50 cans per night. He asked that members raise any issues and or drinks please come see him. When sharing the venue with other events we will have the drinks on the right side of the fridge (Facing the fridge).

Secretary <Cory Jones>:

Please keep an eye on the attendance sheet.

The memberships books are currently empty and will need to be re-printed.

The shared events have attracted a lot of good attention, maybe something will come of it.

I have had feedback from the Cat shows saying thanks to us for being such gracious about sharing the venue with.

Treasurer <Chris Quin>:

(See – Report)

Summary: We are losing about $3000pa however we have plenty in the kitty so that if we plenty to keep us in the black. We have a requirement to change the way we handle our finances or the guild will go bankrupt. (See below)

Archivist <Michael Pritchett>:

We do not have any more books.

He is always being here to open, close and pack up the guild.

Purchasing ad hauling the drinks every week.

He has advised that the Archivist and the Subalternates should be helping the exec team run the guild.

Subalternates: <Riley Breen>

He has been helping ever since he took over from the previous Sub-Alt (David Forde).

The above reports were accepted. (Moved by David Forde and Seconded by Owen Raspa)

# New Business:

Fee increase:

The proposal to keep the Gamers Guild in the black and sustainable is to increase base membership by $2 per week. The new weekly fees will be as follows:

* Member – 5
* Non-Member – 7
* Membership – will stay unchanged at $25
* The Year of Saturdays will increase to $275

Questions from the members:

1. How long will it take for us to get back into the black? Treasurer said that we will go into the black as soon as we implement the new fee increase.
2. What would happen if we grow and get ahead? We could run some events, hold tournaments and door prizes. Mike said that as not-for-profit the guild members are unable to benefit from the guild profits. The surplus would also go ahead to potential upgrade of venue.
3. Are we nearly at capacity? – untrue, we can easily field a couple gaming groups in each afternoon and there is plenty of space in the evenings.
4. Have we enquired about moving into other venues? – We have not since we were evicted out of East Perth, however we are on a very good wicket currently. If required we could investigate further this year.

Vote: Moved by David Forde Second: Michael Pritchett

Amending the constitution

<See attachment>

The focus on the changes to the Gamers Guild Constitution were as light touch as much as possible with the following points of specific note:

* Dispute resolution process updated – The process is taken from the Western Australian Government model rules with one exception: As we have an established expulsion process that is within parameters we have decided to keep it.
* Quorum - must be defined as a % of the membership. Now 20% which is close to what we had before but now it been explained more clearly.
* Defined the financial year – updated and defined.
* Updated the description on the roles of the treasure and secretary.
* Update the distribution of assets on the event that the GG is disbanded.
* References in the rules have been to the 1987 act to be updated to the current one.

Once the changes have been approved David Hopkins will do a final write up to be sent to the Gov web site and distributed when required.

Move: Chris Quin, Michael Pritchett second. Passed by show of hands without dissent.

Election:

David Forde appointed as Returning Officer

He declared all the positions Vacant and to start the Election.

He asked if there were any pre-election nominations but there was not.

The nominations were done per role. No competing nominations were received for any role. Each election was conducted by show of hands.

The election results:

Guild Master is now David Hopkins – Seconded Owen Raspa

Treasurer – Chris Quin – Second: Mike Pritchett

Lieutenant: Steven Morris – Andrei Martinskis

Secretary: Cory Jones – Shane Kasson

Archivist: Mike Pritchett – Steven Morris

Subaltern 1 – Alex Pragnell – Riley Breen

Subaltern 2 – Riley Breen – Alex Pragnell

New Business

* Leon Peters-Malone of the Genghiscon committee offered to represent us in the con in January.
* We also have a request for volunteers to run a game at the Southern Hemisphere Open (Run by the outpost 6030 people)
* Does anyone have anything that you need, event and other. Feel free to approach any of the committee members and/or speak up in any of our social media spaces.
* There appears to be a small amount of storage in the kitchen. Dave Hopkins said that he enquires into it and again ask if we could get storage space.

AGM closed – 13:45