

Social Board Game Club

REGULATIONS:

- 1) A game may not begin without a minimum of 3 players.
- 2) A game in progress may not be played longer than ninety minutes.
- 3) The games host stipulates the games rules and proper equipment handling.
- 4) No real money or possessions may be transferred as a process of a games play.

RECOMMENDATIONS:

Due to their short play times and simple rules; board and other games marketed towards preteens and casual family groups (such as those incorporating a "spinner") are encouraged over more complex games.

Due to there already being a nationwide infrastructure of specialized clubs; the playing of card games (such as Bridge), role playing games (such as AD&D), collectable card games (such as Magic: The Gathering), and collectable miniature games (such as Warhammer 40,000) is highly discouraged.

=====

AMPLIFICATIONS:

For regulation 1: The club is intended to be as much a social club as a gaming club. This does not mean that kibitzing is to be encouraged over playing, but it does mean that ideally there should be a constantly changing group of 4 to 6 cheerful players for each game session (note that including more than six players can make play unwieldy). The 3 player rule is therefore to restrict the play of isolating one-on-one games.

For regulation 2: If the ninety minute session limit is reached before the game in progress would normally end, the game will terminate regardless, and the games host shall pronounce a winner by decree. The time limit is to encourage multiple sessions of shorter games, so a person who gets bumped out of a game does not have to suffer a long wait for another game to start that they can participate in. It also has the side benefit of encouraging hosts to bring forth some of their older, quick completion games that have been languishing in their closets since childhood. From a practical standpoint (factoring in about half an hour for setup/breakdown, gathering players, and etceteras); a two hour time slot is the typical maximum allotment that many establishments will feel comfortable about allowing a game club to reserve.

For regulation 3: Regardless of the regulations packaged with a game or conventions by which most persons play a game; it shall always be the host who determines the rules under which the current game session will be played. The only stipulation is that in the interest of fairness, it is encouraged that the host reveal any rules before the commencement of the game session which may affect play strategy. Also, to help preserve a game for future use, the hosts decision on the proper handling of the games equipment (such as "don't bend the cards" or "don't scrape the tokens on the board") must be adhered to by all players.

For regulation 4: Games of chance may be played only as long as their method of play remains outside any regulated definitions of gambling (regardless of whether gambling is legally allowed at the venue).