

# **The Tome of The Camarilla**

## **The Membership Manual to The Camarilla**

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# INTRODUCTION

Welcome to the Camarilla! We are an international social organization dedicated to building a network of friendships between people interested in White Wolf's World of Darkness. We support a global Mind's Eye Theatre live-action roleplaying game and three types of activities to build our unique community: arts, education, and service. Legally speaking, the Camarilla is a nonprofit organization based in the State of Utah and registered with the United States Government as a 501(c)(7) nonprofit organization. We are also recognized similarly in the United Kingdom, France, and Australia.

The Camarilla was founded in Seattle in 1992, soon after White Wolf released Vampire: The Masquerade. The Camarilla's goal was to provide an organized club for people who were interested in Vampire. With White Wolf's release of the live-action Mind's Eye Theatre product line, the club has grown to include nearly all types of gothic-horror genre enthusiasts. Both in fictional and real settings, the Camarilla has grown in depth and dynamics. As the club has diversified, it has become a worldwide community of members.

The Camarilla is one of the world's largest live-action roleplaying groups, with 6,000 members spanning five continents. Our members create characters using White Wolf game books and begin by playing those characters in locally hosted games. Many members also travel to games and events hosted by our hundreds of chapters or domains (groups of chapters in a city), use some of the hundreds of "in character" e-mail lists, and attend larger and larger events at the regional, national, or international level! Each year in October, the Board of Directors and the chapters in a selected city host the International Camarilla Convention (ICC), which brings many hundreds of members together to play in the pinnacle event of the year.

The focus of the Camarilla's game is on the dramatic politics in the World of Darkness and the tragic struggles of the spirit; it is not on the violent aspects commonly associated with the fictional creatures that intrigue us. For example, one member described the Vampire game with this sentence: "The vampire is a metaphor for humanity, and we prefer to study the human condition through the gleaming red eyes of those that metaphorically exist beyond the realm of the natural and logical world."

–Ren Cummins

**Twilight's nocturne wafts through the world. A world where the earth is solid, and we as humans assure ourselves we are governed by the rational laws of physics and science. While the music plays, there is defiance of these seemingly unbreakable laws, where the line between the magical and rational and the mystical and logical wavers. It is the time of the nocturne. The time of those things that humans have learned to fear or deny: the faeries and wraiths, the werewolves, vampires, and mages. Are they real or just shadows in the dying twilight? Can we see them clearly in the shadows? They are there, trespassing in our minds, monsters of great proportion dominating our dreams. At the time of the nocturne, we can call them to us and join their eternal dance for a few short moments. We can learn their secrets,**

**to the morning light. Was it real or just a well-crafted illusion? Only those of the twilight's realm know; only those that partake in the Masquerade. Wait again until twilight's nocturne, and pierce the veil once more. Join them again in their eternal dance, and learn the graces of the score. They invite you to dance, to learn the subtleties of their flow. Accept their invitation. They wait, their hand held out to you. You must reach to them. You must learn the dance if you wish to be invited again.**

While the Camarilla's live-action game is its most visible product, the Camarilla is foremost a social organization with a special commitment to the arts, education, and service. All members are encouraged to learn more about the arts, especially acting and costuming. In addition to the arts that we support through the live-action game, the Camarilla sponsors and encourages our members' artistic interests in writing, sketching, painting, illustration, photography, computer graphics, graphic design and other artistic pursuits. We publish a great deal of our members' work in our quarterly magazine *Requiem*, on our hundreds of web sites (start at [www.camarilla.org](http://www.camarilla.org)) and in our regional, citywide, and chapter newsletters (where available). Often, we display some of our members' artwork at the annual ICC.

The Camarilla is dedicated to member education—not just the fascinating history lessons one can learn while creating characters but also leadership development, acting, and other related topics. We sponsor panels and seminars about the arts, the World of Darkness, project coordination, and storytelling. Many members become officers of their chapters or domains, and the Camarilla supports them with leadership development programs and mentoring.

Last, but certainly not least, the Camarilla hosts many charity events to benefit good causes across the globe. The Camarilla has been recorded in the Shriners Hospitals' Golden Book Society for its contributions from the ICC charity auction. We have also raised over \$10,000 (USD) for The Boys and Girls Club of America (Our hats are off to our chapters in Midland and Odessa, Texas!), and have raised over \$12,000 to fight cystic fibrosis. Many of our chapters support a local charity, such as a food pantry or shelter, thus strengthening the community where they live. Some people ask why service work is so important in an organization such as ours. Quite simply, it builds our sense of community. When our members give something back to their communities—by getting together with their fellow members to do a good deed—it builds friendships and a sense of connection between members.

Our focus on arts, education, and service contributes to the culture that the Camarilla attempts to build between members worldwide. As a community of friends, we encourage members to be respectful of others, to participate responsibly and safely at all events, and support each other as we grow together and explore our creative abilities.

All of these activities and the events that we sponsor at conventions across the globe have earned recognition from White Wolf Publishing, Inc., which has designated the Camarilla as its official fan club, a distinction we carry with pride.

## HOW TO USE THE TOME

The Camarilla intends that your time with us will be fun, creative, and rewarding. In that vein, the Tome has been written to serve as a tool for you as a member—offering suggestions on how you can participate in and contribute to the club. The Tome also provides a basic understanding of the organization's administrative structure and many of the opportunities available to club members.

You are now a member of a worldwide network of World of Darkness fans. As a new member you receive a membership packet and some tools to help you become involved in the club. Traveling to nearby chapters to participate in their events is probably the easiest way for any member to get involved. If you have Internet access, the Camarilla has over three-hundred e-mail lists for roleplaying, getting advice, communicating about common interests, and learning about local, regional and national events (see the section on The Net or jump in at [www.camarilla.org](http://www.camarilla.org)). The Camarilla even has an online chapter for members who live far from existing chapters.

### Membership Benefits

#### Benefits of Camarilla Membership

1. **A membership card which serves as your passport into the largest, most integrated society of World of Darkness enthusiasts that exists.**
2. **A subscription to Requiem, our quarterly magazine.**
3. **The ability to register your MET character with the Camarilla and play it in our long-term, continuous, global Mind's Eye Theatre game—which we call the sanctioned game.**
4. **Organizational support from the Camarilla to build a local chapter or host a Camarilla event.**
5. **Access to the "Members Only" section of the Camarilla's web page, where you can find many on-line tools (e.g., databases to help connect characters, membership verification, and news) and organizational documents (e.g., our rule supplements, articles of incorporation, and forms).**
6. **Discounts from other companies, such as Hertz Rent A Car. Continental Airlines often works with us to provide lower fares to some of our special events (see the Members Only section of [www.camarilla.org](http://www.camarilla.org) for a complete list).**

If there are no members or active chapters in your area, we recommend that you build a chapter--and we will help! Even without a chapter nearby, however, there is much you can do. Here are just a few examples of how you can participate in the organization and its activities:

- Creating and portraying characters (you can earn experience points through game participation)
- Taking the ordeals (tests of your knowledge about aspects of the club)
- Serving as an officer, an assistant, or helping with projects
- Participating in the club's artistic or charitable projects
- Submitting your original stories and artwork to our quarterly magazine, Requiem
- Reviewing books, movies, and games for one of our local newsletters
- Creating and maintaining web pages

The Camarilla has designed a system to recognize and reward the volunteer efforts of its members. This system, known as prestige, provides a measure of the time that each member has invested into supporting the club and its activities. One the best ways to become involved is to share ideas with other members. Find your common interests and plan a project or event together. Your imagination is your only limit!

Many new members are surprised to find out that the Camarilla is not just a roleplaying organization. Although roleplay is indeed one of our major activities, our principal goal is to form a community of friends with common interests. In chapters where storytelling and gaming are the major chapter focus, members are encouraged to have socials and to become involved in their community to promote friendships. Where gaming is not common, members are encouraged to become acquainted with the concept of the gothic-punk World of Darkness created by White Wolf Publishing, Inc. Our global game and its chronicle provide universality to the club and allow us to work within a common frame of reference.

## **Membership**

**When I first joined the Camarilla, I thought it was all about roleplaying, and was a little wary of joining a group that devoted so much time to a game. In the past year, the chapter I am in has volunteered with numerous charity events, such as food/clothing drives, assisting with AIDS benefits, literacy programs for children and adults, etc., Through the Camarilla, I have become very active within my local community and now hold a position on the Board of Directors of a very well known charity organization that my chapter supports. The Camarilla is not just about playing a game; that is just one of the many benefits.**

**--Joseph Callahan, Assistant Chapter Coordinator for San Diego's "House Maledorium"**

## Membership Benefits

**In that ageless right of passage, I spent the summer of my 21st year backpacking across Europe. Towards the end of my three-month journey, I stumbled across a huge gaming convention, which to my surprise included a Camarilla live-action event. Not only did I have one of the most memorable roleplaying sessions of my life, interacting with players from half a world away, but I also made great friends with a few of the Dutch Camarilla members, who were kind enough to provide me with free room and board all the while I was in their country.**

**--Andrew Coristine, Chapter Storyteller for New Brunswick's "Sept of the Veiled Answer"**

Membership is designed for those who wish to take an active role in the club. You can do so by participating in social and community activities and by playing a creature chosen from White Wolf's World of Darkness. The Camarilla encourages exploring the intriguing gothic and romantically horrific atmosphere through roleplay, fiction, poetry, and more. Members can create a persona to portray at Camarilla functions using the Lineage Dossier provided in this handbook, the Camarilla rules supplements at our website, and White Wolf's books and supplements. Your participation in all club activities is governed by the Camarilla's Code of Conduct and its Constitution (see Appendix B). These documents define the general level of conduct the organization expects of all its members. The Camarilla will not accept behavior that is illegal or dangerous to self or others, and serious offenses will result in immediate expulsion.

Your membership is considered active from the time your membership materials are mailed out to you. You must sign the back of your membership card in order to participate in club activities. Your membership card and each *Requiem* mailing will include your membership number and expiration date. Members must be at least 18 years old or emancipated minors. Members should always send membership dues directly to the official Camarilla address to avoid renewal problems. Membership does not imply ownership of the club, but the organization attempts to incorporate member concerns in all of its decisions.

Membership in the Camarilla is voluntary. A member may resign from the club at any time, and the club may terminate any person's membership at any time. The Camarilla reserves the right to terminate membership for any reason. In instances where a member voluntarily resigns from the club, there will be no refund to the member of any fees paid to the club. In instances where a member is terminated by the organization, the person will receive a prorated refund of membership fees. See the "Membership Policies" section of this handbook for further details on membership.



## Materials

Upon becoming a member of the Camarilla, you will receive the following (as available):

1. The Tome, the Camarilla's membership handbook
2. A membership card
3. A membership certificate
4. The first ordeal, Laws of the Tome
5. Access to many of the organization's 300+ e-mail lists
6. A chapter registry allowing you to find a contact in your area
7. A White Wolf poster or other promotional product (as available)
8. A subscription to *Requiem*, the quarterly Camarilla magazine by and for members

## Chapter Affiliation

Being a member of a chapter helps you get involved in the Camarilla. Chapters are both local social groups and administrative reporting units. Each chapter hosts its own events and files a report to help the organization coordinate member activities and information. The Camarilla prefers that members join chapters near where they live, so that they can interact with each other on a regular basis. While chapter affiliation is not required, solitary members must be more responsible for getting their own information from officials and for communicating with other members. If you live near several chapters, you should join the chapter that best suits you. If no chapter exists or none suit you, you may form your own chapter. Some members may encounter a distant chapter which suits their needs better than a nearby chapter. Joining a distant chapter (30 miles/50 kilometers or more) requires approval from the Regional Coordinator and is contingent on many factors such as administrative policy, the distance to other chapters, and the member's intentions. Some members become attached to their first chapter and may not want to change chapters when they move. The Camarilla encourages members who move to become part of a chapter in their new locale. Again, being a member of a distant chapter requires at least regional approval.

## Live-Action Roleplay (LARP)

White Wolf released its first live action roleplaying books in 1993 and later, it's Mind's Eye Theatre line of live action roleplaying books. These books provide the live storytelling rules used by the Camarilla in its global chronicle. Mind's Eye Theater emphasizes roleplay, not rule play. The Camarilla, in true White Wolf style, looks for the same in our games. The Camarilla is interested in the spirit of the game rather than rules manipulation. The organization supports a game that provides the most enjoyment and interaction for the most players. If the rules need to be adapted for a particular scene, or actions need to be retracted for the good of the game, the club expects authorized storytellers to do so.

The Camarilla identifies three forms of live-action roleplay (LARP): Camarilla sanctioned, Camarilla troupe, and non-Camarilla.

1. Sanctioned play refers to play in the Camarilla global chronicle. Sanctioned play allows only specific character types and complies with the Camarilla's gaming supplement for that venue. The organization's Vice President of Storytelling and National Storytellers define the parameters of the game and administer the sanctioned game.
2. Troupe play is an individualized game designed by local storytellers that allows whatever the storyteller wishes (e.g. mummies, archangels, cybertechns, werechickens, Caine himself; you name it...) to be included in game play. Troupe play is still restricted to Camarilla members and members must abide by membership rules.
3. Non-Camarilla LARP is just that: A LARP that falls neither under the Camarilla's membership rules nor its standards.

In the sanctioned game, the shared rules of character creation and roleplay allow the organization to build a worldwide network of member/players who literally play in the same world-encompassing game. One of the strengths of having a cohesive set of rules throughout the organization is that your sanctioned character becomes truly portable. You can take your characters to any other chapter in the Camarilla and join them in their sanctioned game! If you created your character by having him or her related to an existing character, you can find unexpected "relatives" almost anywhere! Many exciting opportunities exist in a global chronicle.

### **Relatives**

**Through the Ventrue Lineage Search service, I met up with another member on the other side of the country whose character shared a very similar born and bred Southern belle concept as mine. Not only did both characters survive through Civil War Georgia, but very coincidentally, shared the same last name, save one small spelling difference. The two could have easily been mortal sisters! We got in touch with each other and though we initially were looking for Sires, we now are working to link our backgrounds as mortal family. Mae Virginia and Mary Louise reunited again!**

**--Kristina Kellermann of Richmond, Virginia's "House Divided"**

### **The World of Darkness**

**White Wolf's portrayal of the World of Darkness is one in which very little of what one sees is as it appears. Knowledge of fact is scarce, and wrong assumptions can lead to a short existence. It's a dark and forbidding world where humanity is**

**slipping away; where poverty, terror, and hopelessness dominate the scene. It is a world where forces greater than we can comprehend appear to control our every move. Big Brother is watching, but whose big brother is it? The preternatural forces of the enlightened direct the flow of existence. White Wolf populates this world with werewolves, vampires, changelings, wraiths, and mages. These characters carry a dizzying combination of strengths and weaknesses. They are all-powerful in some respects, frighteningly vulnerable in others. Myths and legends based on these creatures have been with us for hundreds, if not thousands, of years. White Wolf has given them shape so that we may try them on for ourselves and immerse ourselves in our imagined experiences of these creatures.**

The Camarilla and White Wolf recognize that some of the Mind's Eye Theatre rules need to be standardized for use in sanctioned play, so that interpretation across groups is more consistent. As such, the Camarilla has published a special rules supplement for our members. It explains how the organization runs live action games and how to create a character that is not of the initial template provided in White Wolf materials (for those of you who have earned promotions for organization activities). One copy of the gaming supplement will be sent free to each registered domain and chapter. The supplement is also available in the Members Only section of the Camarilla's Web Site ([www.camarilla.org](http://www.camarilla.org)). Any member can send \$5.00 (for printing and shipping) for their own copy, or ask to copy their storyteller's copy. Then, no matter where you go, you can join in the fun. By linking together characters, storylines, and storytelling styles, the Camarilla hopes to build a consistent and interconnected gaming network around the world. Imagine participating in a storyline that sweeps through your entire country and beyond—this is one of the central goals of the Camarilla's sanctioned game.

## **Getting Involved**

**Would you like to get involved? Get an e-mail account and make vast connections out of character. Write a message out of character to clan, regional and, national (or any other relevant) lists saying that you have a new character and would like to fill in their background. Post a brief summary and maybe areas where you would like to fit others in. Once people contact you, stay in touch and keep those connections. It's also a great way to make new real life friends in places you've never been.**

**--Jane Izumoto, member of Seattle's "Forsaken Sun"**

## **The Net**

Members with Internet/web access are encouraged to join the Camarilla online. With hundreds of lists and web pages, the Camarilla provides a great deal of information and interconnection for its members! The Camarilla web site ([www.camarilla.org](http://www.camarilla.org)) has a great deal of helpful information— including contact information, a Members Only section, International Camarilla Convention updates and highlights, in-character

discussions, and more. Members can roleplay or participate in out-of-character discussions through chat groups and mailing lists. The Camarilla also has an IRC channel (on dal.net) and even has a virtual Internet chapter known as Four Winds for members who have no local chapters or domains. And, the Camarilla e-mail center at [camstuff@camarilla.org](mailto:camstuff@camarilla.org) can direct your mail to regional, national, and international officers.

Using the web, members can renew their membership ( <http://store.yahoo.com/camarilla>) or verify their membership status, read Camarilla news, make administrative requests of the organization, submit reports and obtain copies of the ordeals. To help you build character background that includes histories with other members' characters, the Camarilla operates a double blind character information exchange web site at ( <http://dppw.tamu.edu/camarilla/vpst/cdbe/admaker.cgi>). You can log in, read others' requests for in character links, and post your own character information! These sites are just the beginning of the Camarilla web; there are many other sites--national sites, clan sites, tribe sites, regional sites, chapter sites, and much, much more. With every passing month our online services expand.

All members with Internet access are encouraged to subscribe to the cam-announce list, which provides organization-wide announcements as they occur. Cam-announce is moderated by a member of the Board of Directors, averages less than 10 messages each week, and should not be a burden to your account. Some other lists, however, average over 100 messages a day, so members should be discriminating when choosing the lists to which they subscribe.

To subscribe to any Camarilla list, send e-mail to [majordomo@vampire.tamu.edu](mailto:majordomo@vampire.tamu.edu). The subject line is unimportant, but the body of the message must include the following:

subscribe list-name your@e-mail.address

example: subscribe cam-announce your@e-mail.address

Majordomo is a program that responds to specific commands like *subscribe*, *unsubscribe*, *help*, *lists*, *who*, and *which*. For example, if you e-mail the word "lists" to [majordomo@vampire.tamu.edu](mailto:majordomo@vampire.tamu.edu), the program will return the names of the e-mail lists the Camarilla provides its members. E-mailing the word "help" to majordomo will return instructions on how to use majordomo. Almost all of the lists are restricted to current Camarilla members, and some lists are further restricted to office holders, players of particular types of characters, or specific topics. Majordomo will inform you if a list is restricted, and the list's moderator will consider your request when he or she is online. If you have not heard from the list moderator and it has been more than two weeks since you asked to subscribe, please resend your request to majordomo.

## **Internet Chapter**

Four Winds is our Internet-based chapter. If you live in an area that has no existing chapters and you have Internet access, you may join Four Winds. Four Winds cannot accept your membership if there are chapters in your area. Four Winds members who move to an area with existing chapters should join one of the local chapters, but they are encouraged to maintain contact with their friends in Four Winds and help them make even more connections! When participating in events hosted by a physical domain or chapter, members of Four Winds are subject to the same rules as local members. In fact, this is true for all members who are participating in events hosted by chapters or domains to which they do not belong. Presiding event coordinators and storytellers set the participation guidelines of the events they host.

Members can ask to join Four Winds by sending e-mail to [camstuff@camarilla.org](mailto:camstuff@camarilla.org) with "Attention Four Winds" in the subject line.

## STRUCTURE OF THE CAMARILLA

The international governing body of the Camarilla is the Board of Directors, and the organization is composed of both member nations and some country-specific regions. Some national organizations are subdivided into geographical regions made up of domains (cities) and chapters. A domain is an administrative body created when at least two nearby chapters wish to coordinate their efforts. A chapter is a social or gaming group of friends that meets on a regular basis.

The Camarilla uses a corporate structure at the international level because of its legal and contractual requirements. National and regional officers work to fulfill the nation's administrative needs. The structure and procedures of national organizations vary quite a bit, based on each country's law and preference. In the United States, the National Coordinator is appointed by the President, and the Regional Coordinators are appointed agents of the National Coordinator. Domain and chapter leaders are locally elected and focus more on individual member needs. Within this structure the Camarilla has set up two separate lines of communication: Administrative (organization development and maintenance) and storytelling (game development and maintenance).

## How are International and National Officers selected?

Nation or International Office	Method of Selection	Members who Select
International President	elected	Members of the International Board of Directors
International Vice Presidents	appointed	International President with Board confirmation
National Coordinator-Australia	elected	Australian Members
National Coordinator-France	elected	French Camarilla General Assembly

National Coordinator-Germany	elected	The heads of each German Camarilla city
National Coordinator-Netherlands	elected	The heads of each Dutch Camarilla city
National Coordinator-UK	elected	UK Board of Directors
National Coordinator-USA	appointed	International President

There is a distinct difference between the administrative and storytelling sides of the organization. The administrative arm of the Camarilla focuses on maintaining communication and structure among members, organizing events (game or non-game), and furthering non-game activities. The storytelling arm focuses on creating the global World of Darkness atmosphere for our games, facilitating a game environment in which members can act out their created personas with such things as providing storylines and plot hooks, and maintaining a global game continuity. The two arms of the organization are equally structured and maintained, but they oversee different aspects of the club. Both sides are equally valuable and necessary in creating a strong organization that meets the needs of all our members.

A chain of command has been established to facilitate communication within the club. The Camarilla encourages members to use this chain for organizational matters, but members are free to contact anyone they wish within the Camarilla. As a common courtesy, any request for postal correspondence to members on any level of the organization should always include a self-addressed stamped envelope—no one is required to answer without one.

Below is a simple outline and hierarchy of positions that exist within the club.

## Camarilla Positions

Organization Level	Administrative Positions	Storytelling Positions
Individual	Member	Player
Chapter	Chapter Coordinator (CC) Asst Chap Coordinator	Chapter Storyteller (CST) (ACC) Asst Chapter Storyteller (ACST)
Domain	Domain Coordinator (DC) Asst Domain Coordinator (ADC) Coordinator Council	Domain Storyteller (DST) Asst Domain Storyteller (ADST) Storyteller Council
Regional	Regional Coordinator (RC) Asst Regional Coordinator (ARC)	Regional Storyteller (RST) Asst Regional Storytellers (ARST)
National	National Coordinator (NC)* Deputy National Coordinator*	National Storyteller (NST)* Asst National Storytellers (ANST)*

	(DNC)	
International	President Board of Directors (BoD) Assistants to the Board (varies)	Vice President of Storytelling Executive Storytellers (varies)

*\*Some nations have their own national Board of Directors as required by their incorporation laws.*

*\*\* Positions in bold italics are the only ones identified by the Constitution.*

This organization is run entirely by volunteers, from the President to members who volunteer to help with a chapter project, and everyone, including the President and members of Board of Directors, pays annual dues (there is one exception--full-time White Wolf employees may join without paying dues). Your membership dues cover the cost of printing and mailing materials, maintaining the computer system that tracks your membership, and other organization expenses. Thousands of volunteered hours and donated professional skills go into this organization every year. Dues, while they may be significant for you, barely cover costs. Donations of time, skills, effort or money are always welcome. If you would like to make some sort of donation, please contact the Board of Directors through [camstuff@camarilla.org](mailto:camstuff@camarilla.org).

The Camarilla provides the vision, basic structure, and tools necessary for a cohesive organization with common goals. It is then up to you to network with your fellow members, participate in events, and form new friendships. Your membership is your passport into the Camarilla. The club invites you to explore the many opportunities that are available to you. Upon request, officers will help you to organize and make your membership and chapter work within their means and time constraints. Always remember, when you make requests of any coordinator or storyteller within the organization, you are making a personal request from one member to another, who out of the goodness of their heart will try to help you. Do not abuse their effort. The organization hopes you are always courteous and mindful of another's efforts. Try to find solutions to problems, rather than making problems worse.

## **PRESTIGE AND ADVANCEMENT**

The Camarilla relies on members who volunteer their time to provide all of the organization's services and events. Because members are not paid for their time and effort, the Camarilla has developed several ways to recognize those who volunteer. The most common form of recognition is with the prestige point system. Coordinators award prestige points for service to the organization. Prestige points are a reflection of effort, time, and energy volunteered to the Camarilla. Prestige points are not awarded for actions or events that result in experience point awards, monetary gain, or other forms of compensation.

Members who have earned prestige points can qualify for a higher Membership Class, resulting in awards, recognition in the organization's publications, and more flexibility in

character creation. Members who advance in Membership Classes also take on more responsibility for supporting the organization and helping other members. While a higher Membership Class does show distinction and grant some privileges, it does not give members authority over one another. All members are treated equally regardless of the Membership Class they have earned. It is easy to become caught up in the race to gain another Membership Class by earning as many prestige points as possible; however, the true value of the time and effort you volunteer is found in such intrinsic rewards as new relationships, completed projects, and leadership experience.

Members may earn three different types of prestige: general, regional, and national. General prestige can be awarded for service to the organization by any principal coordinator. If a member or group of members contributes to the organization beyond the needs of the local level and assists with the needs of the larger organization, the Regional Coordinator or National Coordinator can convert some of the prestige award to regional or national prestige, respectively. Regional and national prestige is only awarded when the supervising coordinator has commissioned an activity or project or when a successful local effort was expanded to include the entire region or nation.

These different types of prestige help members consider the larger structure of the organization and encourage them to pass ideas up the reporting chain to help the larger organization. Most prestige awards will be general, simply because local activities are the building blocks and primary activities of most members.

Because prestige points lead to recognition and privileges in the organization, they can become a hotly debated issue. A member may think it unfair that another member gains prestige for doing something he or she cannot do. Some members, for example, cannot give blood for medical or philosophical reasons, so they argue that some compensation should be given to them for not being eligible to earn prestige points for a chapter blood drive. However, members should remember that all prestige activities are voluntary, and there are many other ways to help the Camarilla. If a member cannot donate blood, that member may consider alternate things that the chapter needs and focus on what they can do instead. A member who cannot donate blood may instead help organize a book drive, find and clean a game site, organize a Walk-a-thon team for the chapter, design or maintain a database, or volunteer in other ways. There are many ways to earn prestige!

If you would like to start a project, you should begin by discussing your idea with your coordinator. Your coordinator can explain your chapter's needs and help you tailor your ideas to fit with the goals of the chapter. If you are not near a chapter, you can get in touch with your Regional or National Coordinator and begin to build a chapter in your area. Building a chapter is one of the most difficult things to do, but it is also one of the most rewarding.

## **Reporting and Tracking Prestige**

Members who wish to have their prestige recorded must regularly report their activities to their Chapter Coordinator (CC), while retaining their own copy of their prestige log. The



CC should report chapter members' prestige in the chapter's monthly report so that their supervising coordinator (which may be a DC, RC, or NC) has up-to-date prestige records. The organization cannot track prestige if the prestige is not reported, so make sure that your coordinator files their paperwork. If your coordinator has been reporting your prestige totals, your National Coordinator or the Vice President of Membership Services may be able to help you restore lost records or verify your records if you move to another chapter.

Your prestige log should be itemized. Each entry should include a date, activity description, award amount, award type, and award category. If possible, use a computer spreadsheet to automatically calculate a running total. Monthly totals are often helpful as well. Here is an example:

Sample Prestige Log Prestige

Date	General	Regional	National	Total	Category	Item Description
2-Aug-00	15	0	0	1205	Charity	Independent Blood Donation
5-Aug-00	5	0	0	1210	Organizational Service	Chapter Meeting
6-Aug-00	5	0	0	1215	Organizational Service	Site Set-Up
13-Aug-00	5	0	0	1220	Organizational Service	Site Clean-Up
19-Aug-00	10	0	0	1230	Charity	Book Drive donation
31-Aug-00	0	15	0	1245	Administration	ARC (NW) - Charity
31-Aug-00	20	0	0	1265	Administration	ADC Administration

Supervising coordinators review awarded prestige to make sure that the awards given are consistent and fair. Coordinators who supervise large numbers of members can sometimes accidentally overlook some individual prestige awards. These inconsistencies are corrected during a national-level prestige review.

While most prestige awards are reported to the organization by the Chapter Coordinator, there are exceptions. Some members do not belong to chapters; these solitary members may file their prestige requests with their Regional Coordinator (or National Coordinator in countries without regions). Also, Chapter Coordinators must have someone else track their prestige— in addition to keeping their own chapter records. A Chapter Coordinator's prestige is tracked by their supervising coordinator, be it their Domain (city), Regional, or National Coordinator. For instance, the DC keeps track of prestige for CCs and for independent members of the domain. The RC tracks prestige for solitary

members in the region and the CCs of solitary chapters. However, prestige for DCs and RCs is typically tracked by their CC.

### Who Tracks Prestige?

**Example: Mary Sidell is a member of the Chapter of Gratuitous Example. Both she and her CC keep track of her prestige. If Mary were the Chapter Storyteller, her CC would still be the coordinator who submitted her prestige in the chapter's monthly report. If Mary was then elected Domain Storyteller, her CC would still oversee her prestige. If, instead, Mary had been elected CC of the Chapter of Gratuitous Example, then the DC would be the coordinator who submitted her prestige in the monthly Domain report.**

### Prestige Benefits

A member's prestige point totals determine his or her Membership Class (MC). Each MC gives the member a title from Associate (MC 1) to Trustee (MC 15). While it is common for a member to earn fifty prestige points a month, it takes a very active member to earn 100 prestige per month. Awards over 100 points per month are often reviewed for appropriateness at the regional or higher level.

When members have enough prestige points to advance in Membership Class, they should send a request for increase in Membership Class with their prestige log to their Chapter Coordinator. The CC reviews the request and log, making awards of MC 2 through 5 or sending requests for MC 6 or above to the appropriate level for review. Coordinators who award Membership Class 2 through 11 are encouraged to send a letter or card to members who have increased in Membership Class (written notification is required, but it may be in e-mail format). Members who have been reviewed by their National Coordinator will be sent cards certifying their Membership Class. This level of review is usually only necessary for the higher Membership Classes.

If a member loses prestige points through disciplinary action, that loss of prestige immediately affects a loss of Membership Class if their prestige total drops below the required totals for their current MC.

### Membership Class and Prestige Chart

Membership Class	Minimum General	Minimum Regional	Minimum National	Level of coordinator approval required
Associate (1)	0	0	0	None (membership card)
Journeyman (2)	100	0	0	Chapter Coordinator
Artisan (3)	300	0	0	Chapter Coordinator

Contributor (4)	600	0	0	Chapter Coordinator
Sponsor (5)	1,000	0	0	Chapter Coordinator
Steward (6)	1,500	0	0	Domain Coordinator
Benefactor (7)	2,100	0	0	Domain Coordinator
Advocate (8)	2,700	0	0	Domain Coordinator
Advisor (9)	3,400	100	0	Regional Coordinator
Patron (10)	4,100	300	0	Regional Coordinator
Mentor (11)	4,800	600	0	Regional Coordinator
Luminary (12)	5,400	900	100	National Coordinator
Executive (13)	6,100	1,200	300	National Coordinator
Fellow (14)	6,900	1,500	800	National Coordinator
Trustee (15)	-	-	-	Board of Directors

Each Membership Class requires a minimum amount of prestige equal to the total of all the member's prestige (general, regional, and national). MC 9 and above requires that part of the member's total prestige be either regional or national prestige. MC 12 and above requires a minimum amount of national prestige as well what is required to be either regional or national.

### **Three examples:**

To hold Patron, MC 10, a member must have at least 4100 total prestige points (counting all types), of which 300 points must be either regional or national.

If Frank has earned 3900 general, 100 regional, and 200 national points, he has a prestige total of 4200 and enough regional and national points to qualify for Patron, so he should apply for a Membership Class review.

If John has 4200 general, no regional, and 100 national points, then he has enough total prestige points for Patron—but not enough regional and national prestige (only 100). John is qualified for Advisor, MC 9, and he may apply for Membership Class review after he has earned 200 more regional or national prestige points.

If Mary has 4700 General, 820 Regional, and 50 National points, she qualifies for Mentor, MC 11. She needs another 50 National to qualify for Luminary, MC 12.

As noted in the chart above, Membership Class reviews and approval for MC 2 through 5 can be done by the member's Chapter Coordinator. Membership Classes 6 through 8 require DC approval (or RC approval for members in solitary chapters). Membership Classes 9 through 11 require RC approval, and MC 12 through 14 require approval by the National Coordinator. Trustee, MC 15, is an award conveyed only by resolution of the

Board of Directors for extraordinary service to the organization over the course of many years.

## **Loaned Membership Class**

Some officers gain the benefit of being able to create a more powerful character, even if their earned Membership Class does not permit it. This is to allow new chapters and domains the chance to participate at more broadly defined levels of the global game. These loaned Membership Classes are offered to the principal coordinator and storyteller of each chapter, domain, and region; the officers selected by the National Coordinator to serve in the National Council; and the Board of Directors. Assistants to principal officers do not gain these benefits. Chapter officers may create characters with an MC 4 loan; domain officers may use an MC 6 loan; regional officers may use a MC 10 loan; national officers may use a MC 12 loan; and Board Members may use a 13 MC loan. The officer does not gain the actual MC but can create characters with the loaned MC. When an officer retires, these characters are forfeited unless the officer has earned the MC to support the loan used when creating the character. The Camarilla Rules Supplements contain more information on the use of Membership Class.

## **Awarding Prestige**

Coordinators, including members of the Board of Directors, may award prestige. Assistants do not generally award prestige, although some executives who are supervised by a Board Member may do so. Any coordinator can award general prestige, but regional prestige can only be awarded by a Regional or National Coordinator or a Board Member. National prestige must come from a National Coordinator or Board Member. If you are awarded regional or national prestige by a Regional or National Coordinator other than your own, you must report that to your supervising coordinator, who will then send it to your Regional or National Coordinator for verification. In exceptional circumstances, a Chapter Coordinator may request that a member's prestige award be made regional or national based on the regional or national impact of the member's work. The appropriate coordinator will review the recommendation and make a decision.

Each principal coordinator awards prestige for the coordinators they directly supervise. Storytellers do not award prestige; however, they make recommendations to the appropriate coordinators for awards to those storytellers who report to them. For instance, an RST recommends prestige awards for each DST who reports to them. However, the DC of each domain makes the prestige awards based on these recommendations. The chart below clarifies who awards an officer's administrative prestige:

Chapter Coordinator (CC) awards:	ACC, CST, ACST
Domain Coordinator (DC) awards:	ADC, CC, DST, ADST
Regional Coordinator (RC) awards:	ARC, DC, RST, ARST
National Coordinator (NC) or President	ANC, RC, NST, ANST

awards:

President awards: NC, BoD

Board Member (BoD) awards: Their assistants, and as a collective they award the President

### **Who Awards Prestige?**

**Example: When Mary Sidell was the Chapter Storyteller of the Chapter of Gratuitous Example, her CC was the one who awarded her administrative prestige. Later, when Mary was elected Domain Storyteller, her DC then awarded her administrative prestige with the RST's recommendation. If, instead, Mary had been elected CC of the Chapter of Gratuitous Example, then the DC would be the coordinator who awarded Mary's administrative prestige.**

Members are awarded prestige for assisting in Camarilla events by the coordinator presiding over the event. That award is then reviewed by the member's Chapter Coordinator or supervising coordinator. If the presiding coordinator is not the event organizer, then the presiding coordinator would consult with the event organizers to determine prestige recommendations. If the amounts are approved, the Chapter Coordinator (or supervising coordinator) reports these and other prestige awards as part of his or her monthly report. He or she should also remember to notify each member of the prestige granted, so that the member has up-to-date records as well.

## **Prestige Awards**

The tables that follow cover most everything for which coordinators award prestige. If something is not listed, there is also an "Exceptional Service" category at the end. It is important that coordinators award prestige consistently to ensure fairness to all members. Also, when Membership Class reviews are conducted at the regional level and above, members who have totals exceeding the caps and values will lose the over-awarded prestige points (awards less than the stated values are permissible). For exceptional service, members may be awarded bonus points in the "Exceptional Service" category.

Usually, prestige awards are general prestige. Particular items may be worth some regional or national prestige. Regional and national level officers can expect to get regional or national prestige if they performed their duties to the membership and report on time. Accepted submissions to regional newsletters are worth regional prestige, and accepted submissions to Requiem are worth national prestige. An RC, NC, or Board Members, may determine that other items are worth regional or national prestige. Also, each item is awarded once per month, unless otherwise stated. For instance, reporting as a Coordinator is worth 40 points each month, whereas an accepted article for a newsletter is worth 10 per article.

### **Prestige Award Guidelines**

<b>Prestige item</b>	Amount
<b>Administration and Governance (note 1)</b>	<b>Maximum of 50/month</b>
City Developer (setting up a new area), report required	25
Holding a principal office (Coordinator, Storyteller, Board Member), Report required	40
Assistant to a principal officer (including venue STs and Global Specialist Advisors), may be required to file reports	20
List moderators on the dppw.tamu.edu server (Official Lists)	Maximum of 20/month
Big or highly active lists (in the top 10% for that month)	10
Average list	5
Small list or low activity (in the bottom 10% for that month)	3
No traffic or no subscribers for the month	0
<b>Camarilla Sponsored Community Service (note 2)</b>	<b>Maximum of 50/month</b>
Donating blood independently	15
Donating blood as part of a Camarilla blood drive	25
Donating an item as part of a Camarilla drive	1 per item (e.g., food, clothes, books)
Organizing the Camarilla presence at a charity event	25 per event
Working at a Camarilla charity event	10 per event
Organizing a Camarilla fund raiser	10 per event
Donating requested materials for Camarilla use	1 per item
<b>Publications (see notes 1)</b>	<b>Maximum of 50/month</b>
Editing a Camarilla newsletter	25 per issue
Having a written submission accepted by a Camarilla newsletter	10 per article
Doing grunt work for a Camarilla publication (e.g., stapling, copying)	5 per issue
<b>Art and Public Relations (note 3)</b>	<b>Maximum of 40/month</b>
Accepted or requested artwork for a Camarilla publication (e.g., newsletter, flyer)	20 per item
Making a Camarilla flyer	10
Making a Camarilla brochure	15
Sanctioned Camarilla Web Sites (sites may have	

multiple pages)	
Creating an informational web site requiring no updates	3
Creating an informational web site requiring monthly maintenance	10
Creating an informational web site requiring weekly+ maintenance	20
Creating a phenomenal web site requiring no maintenance	10
Creating a phenomenal web site requiring monthly maintenance	20
Creating a phenomenal web site requiring weekly+ maintenance	40
Updating an informational web site requiring no maintenance	2
Updating an informational web site requiring monthly maintenance	5 / month of maintenance
Updating an informational web site requiring weekly+ maintenance	10 / month of maintenance
Updating a phenomenal web site requiring no maintenance	5
Updating a phenomenal web site requiring monthly maintenance	10 / month of maintenance
Updating a phenomenal web site requiring weekly+ maintenance	20 / month of maintenance
<b>Storytelling Support from Non-Storytellers</b>	<b>Maximum of 15/month</b>
Accepted storyline from a non-storyteller	5 per storyline
Accepted NPC with detailed goals, etc from a non-storyteller	5 per NPC
Playing an NPC for a full session	5 per full session
Mentoring a new member (e.g., teaching game rules, RP tips; recommended by the presiding ST)	5 per formal session
<b>Event Service (note 4 and note 5) Camarilla Sponsored Conventions</b>	<b>Max 100 / event</b>
Organizing event, staff pre-event assistance	20 / month (max 50 / event)
Volunteering for an event help force	5 / hour (max 50 / event)
Organizing or speaking at a seminar or panel	5 / panel (max 40 / event)
Narrating at a sanctioned game at an event	5 / hour
Playing an NPC at an event	5 / session

Donating items for event	1 / item (max 25 / event)
Camarilla Attended Conventions	Max 50 / event
Organizing event, staff pre-event assistance	10 / month (max 25 / event)
Volunteering for an event help force	5 / hour (max 25 / event)
Organizing or speaking at a seminar or panel	5 / panel (max 20 / event)
Representing the Camarilla at the event (working Cam Table)	5 / hour (max 10 / event)
Narrating at a sanctioned game at an event	5 / hour
Playing an NPC at an event	5 / session
Donating items for event	1 / item (max 10 / event)
Camarilla Special Events	Max 25 / event
Organizing event, staff pre-event assistance	10
Volunteering at an event help force	5 / hour (max 15 / event)
Organizing or speaking at a con seminar or panel	5 / panel (max 10 / event)
Narrating at a sanctioned game at an event	5 / hour
Playing an NPC at an event	5 / session
<b>Organizational Service</b>	<b>Maximum 30/month</b>
Securing a game site	15
Maintaining or cleaning up a game site	5 per game, max 20par
Organizing a small social event (5-19 members)	5
Organizing a large social event (20+ members)	15
Organizing a small 24 hour+ event (10-40 members, social and gaming)	15
Organizing a large 24 hour+ event (41+ members, social and gaming)	25
Assisting with a large social event	5
Attending organizational meetings (e.g., chapter meetings, domain meetings, regional meetings, national meetings)(note 6)	5
Transporting 2+ members for a sanctioned event (3+ hours)	5, max 10
Providing lodging for 2+ out of town members for a sanctioned event	10, max 10
Recruiting a new member (after they receive their membership number)	10
Soliciting business sponsorship for the Camarilla	20
<b>Ordeals</b>	<b>(members receive prestige</b>



	<b>only once for passing each ordeal)</b>
The Law of the Tome (the first ordeal has been renamed several times)	100 general
The Code of Chapters	150 general
The Lore of Narration (formerly the "Lore of Thespis")	150 general
The Ordeal of Creation (formerly "Wisdom of the Stage")	50 general
<b>Exceptional Service (note 2)</b>	<b>Maximum of 30/month</b>
Service to the organization not listed in other categories	coordinator judgment
Exceptional service above and beyond expectations (requires at least RC approval)	coordinator judgment
Early Membership Renewal (must be prior to expiration)	50 per renewal

1. Administration, governance and publications work (and some other types of service as well) may be made regional or national depending on the level of office, newsletter, or magazine.
2. Materials donated to the Camarilla or to a charity tend to favor those who have the resources to have such things in the first place. It has been a long-standing tradition that "buying prestige" is unfair to other members. Therefore, these monthly limits should never be exceeded, even in the "Other Service" category.
3. Web sites must be sanctioned by the supervising coordinator (e.g., RC for a regional web site). When the site designer makes updates, he or she should inform the coordinator of those changes. The coordinator will determine the prestige award for this maintenance at the end of each month.
4. Non-recurring game events are divided into three categories: Camarilla sponsored conventions, Camarilla attended conventions, and special events. Camarilla sponsored conventions include ICC and regional events. Camarilla attended conventions include Dragon\*Con, Gen Con, and Norwescon. Members are encouraged to volunteer at conventions whenever possible, as their support is good publicity for our organization. Special events include your yearly Goth Ball or Garou camp-out. Non-gaming social events and your regularly scheduled games do not count in this category. For prestige purposes, determine the event type before the event ever happens.
5. All activities associated with an event go under the event category. This includes raising money for the event, donating office supplies, or going to a planning meeting. If a particular item is not listed (such as a meeting or running a fund raiser) use the guidelines from other categories, but place the item in the Events category.
6. All members who attend chapter or domain meetings receive prestige; however, staff meetings such as coordinator meetings, storyteller meetings, or Board of Directors meetings are part of the required activity of the staff and do not result in

- prestige points. If a non-staff member is invited to attend a staff meeting for the benefit of the staff (such as a member taking minutes for the meeting, or a guest speaker), that invited member may earn prestige for Organizational Service.
7. Guest attendees who have been allowed to observe at a staff meeting are not eligible for prestige. Similarly, guests to chapter and domain meetings (such as members from one chapter attending another chapter's meetings) do not receive prestige.

## **Examples and Ideas**

Example 1: The CC is the presiding event coordinator: A member wants to support The Nature Conservancy (a nonprofit charitable group). That member works with his or her coordinator and The Nature Conservancy to lead the chapter in a Nature Conservancy event to clean up a site area at a nearby wildlife refuge. The Nature Conservancy organizes the overall event, but the chapter participates on behalf of the Camarilla and The Nature Conservancy is aware of it. The member should earn 25 prestige. Other participating chapter members could earn 10 prestige based on their input.

Example 2: Wearing a Camarilla shirt while writing a check to The Nature Conservancy is not a prestige earning activity. No prestige.

Example 3: A member goes with a friend to a church sponsored event to sandbag for a flood watch. The member wears a Camarilla T-shirt. This participation was not done in the name of the Camarilla, the event was not planned in conjunction with the Camarilla, the CC was not notified, and the chapter was not involved. No prestige.

Example 4: The CC would be the presiding event coordinator: The sandbagging needs to be done NOW and the member calls Camarilla members, getting seven members to help (but no coordinator). The member makes the church aware of the Camarilla's effort and slings those bags. Although the action wasn't planned, prestige should be awarded for this type of initiative and effort. 10 prestige should be awarded to the organizer and 5 prestige to each of the other participants (a lower amount than if the event had been pre-planned and organized through a coordinator).

Example 5: The RC is the presiding event coordinator: At the request of a Regional Coordinator, a domain hosts a regional event. The Assistant Domain Coordinator puts many hours into planning the successful event: 25 regional prestige for the ADC with the potential for an exceptional service award for the month of the event—based on participation and level of success.

Example 6: The RC is the presiding event coordinator: At the regional event, a member offers to help and is asked to help clean up. It takes an hour. The member will likely be awarded only general prestige, or might be offered 5 general and then 1 regional prestige in the exceptional service category.

Example 7: The DC is the presiding event coordinator: A member writes and submits an original piece for the domain newsletter. The piece is printed. The member receives 10 prestige.

Example 8: The DC is the presiding event coordinator: A member modifies a short piece they read elsewhere, giving source credit (e.g., rewriting the lyrics to a song). The piece is printed. 5 prestige (note that this is less than the listed maximum value).

Example 9: A member produces a simple one-page newsletter. 5 prestige (note that this is less than the maximum value listed).

Example 10: A member produces a high quality eight-page newsletter complete with member contact information and event schedules. 25 prestige.

## CODE OF CONDUCT

Be real first.

When participating in Camarilla events or playing your character, keep in mind that the game is just a form of entertainment. The Camarilla does not recognize that vampires, werewolves and the like are real. Furthermore, the organization discourages members from playing their characters at out-of-character events. Similarly, it is essential that you do not make the mistake of thinking that a member's personality is just like the personality of character they play.

### Reality

**My first game in the Camarilla was incredibly intense. I was set up for a major fall, and one player just intimidated me to the core. However, as soon as game was called, we immediately went over to each other, shook hands, and introduced ourselves. We congratulated each other on good, intense emotional roleplay and became friends.**

**--T. J. Brumfield, Chapter Storyteller of San Jose's "Dark Side of Eden"**

**Be courteous and respectful of others.**

Members are expected to be courteous and cordial, solving problems rather than creating them. When dealing with others, compliment when you can and criticize constructively or not at all. Members will not, in reality, threaten others while participating in a Camarilla event, nor will they, in reality, promote or denigrate personal, political or religious viewpoints while participating in a Camarilla event. Members will not spread false or derogatory information about other members.

**Do not come into physical contact with others.**

Members will not come into physical contact with others while participating in a Camarilla event. Live-action roleplay is talking, not fighting. Consensual contact (such as hand shaking) is acceptable; non-consensual contact is grounds for disciplinary action.

### **Do not use drugs or drink alcohol at Camarilla events.**

Keep it all legal. Members will not participate in Camarilla events while under the influence of mind-altering substances, including alcohol. Some prescription medications have mind-altering effects that can significantly impair thinking and/or perception. Members who are taking such medications must follow medical advice as it relates to attending Camarilla events. Further, members will not cause or participate in any illegal activity as defined by local, state, provincial or national law while participating in a Camarilla event.

### **Play by the rules.**

Members will be honest in their dealings with others and in information submitted to the organization. Members may not drink blood or discuss the reality drinking of blood while participating in a Camarilla event. Members will not misrepresent the Camarilla or White Wolf Publishing, Inc. or their intent at any time.

### **Do not carry anything that may be construed as a dangerous weapon.**

Members will not carry weapons or realistic representations of weapons at Camarilla events. In the dark, toy guns look much the same as real ones. No props can be used if they must touch another person to be effective.

### **Play Smart.**

When possible, play inside a house or private place. Make sure that anyone else in the area understands what you are doing. Doing live-action roleplaying at conventions is fine, but obtain permission from the convention committee beforehand. Wear identifying badges to distinguish yourselves from other convention attendees. Do not take actions that can be easily misinterpreted, especially when playing in public. Never perform live-action roleplaying where people may be confused or frightened by what you are doing. Restrict your use of the hand signs and gestures in public settings because such gestures may be misconstrued as part of a gang subculture. It only takes one bad misunderstanding to cause problems.

### **Know when to stop.**

When a storyteller, narrator, or any member calls for a time-out, all action must immediately stop. Emotions can run high in the midst of roleplay, and it is every player's responsibility to be able to stop before play gets out of hand. Any member may call a time-out for safety reasons.

## **Have fun and help others have fun.**

We are all members of a social organization that emphasizes community, entertainment, arts, education and service. Please be mindful and respectful of your fellow members.

### **Equal Opportunity Policy**

**The Camarilla Equal Membership Opportunity Policy** It is the policy of The Camarilla that all members will be allowed to socialize free from any illegal discrimination or harassment from fellow members based on race, color, sex, age, religion, national origin, sexual orientation, or disability. "Members" means any person bearing legal membership in good standing within The Camarilla. All such misconduct is a serious violation of organizational policy and will not be tolerated. It is the policy of the organization to provide equal opportunity to all members and applicants for positions without regard to race, color, sex, age, religion, national origin, sexual orientation, or disability. The organization takes affirmative action to insure the continuous application of the policy. Discrimination against any qualified person in connection with his or her application, training, promotion, compensation, or other conditions of membership, discipline, demotion or termination, based upon the person's race, color, sex, age, religion, national origin, sexual orientation, or disability, is prohibited.

A "qualified person" is a person who possesses the education, training, ability, integrity, disposition to work, adherence to reasonable rules and regulations, and other club-related qualifications required by the organization for the particular position in question.

### **The Camarilla's No Harassment Policy and Procedure**

**The Camarilla's No Harassment Policy and Procedure** The Camarilla is committed to providing its members with a social environment free from any harassment that creates an intimidating, hostile or offensive atmosphere of interaction. Engaging in any kind of sexual harassment or other type of harassment is prohibited.

Sexual harassment includes all unwelcome conduct of a sexual nature including, but not limited to, physical contact, lewd or sexually suggestive comments, off-color language or jokes of a sexual nature, slurs and other verbal, written, pictorial, or physical conduct relating to an individual's sex or sexual conduct. Other derogatory or offensive comments or conduct of any kind, including those involving race, religion, age, national origin, sexual orientation, color, or disability status, which create an intimidating, hostile or offensive social environment, are also prohibited.

Unwelcome conduct is conduct which the member did not solicit or incite and which the member regards as undesirable or offensive. This policy is in effect for conduct

**functions, both sanctioned and non-sanctioned.**

**One note is necessary. The Camarilla's games involve roleplaying situations where members portray characters in a dark, fictional world. Players may encounter game situations in which characters are verbally abusive to other characters. Indeed, such a thing is common in the fictional World of Darkness. It is acceptable for characters to verbally abuse other characters, but the harassment policies of the organization always remain in force. Additionally, physical contact between players is specifically limited to consensual touch (as described above). Players may not use their characters' words or actions as a pretext to justify the harassment of another player. Any such behavior remains unacceptable and constitutes grounds for disciplinary action. Be mature. Look after your fellow members. Have fun. Do not harass others.**

**Procedure. Members are encouraged to immediately tell harassers when their conduct is unwelcome. Members must immediately stop when they are told their conduct is unwelcome. Attempts by a member to change the subject or to not participate in the conduct are also signals that the conduct is unwelcome. Members who tell harassers when their conduct is unwelcome are protected both by law and Camarilla policy from retaliation.**

**If other action is necessary, complaints of harassment should be reported to either the lead coordinator on scene, or to the nearest available officer. All such complaints will be promptly and thoroughly investigated. Investigation will be handled confidentially with information disseminated on a strict need-to-know basis. All reasonable efforts will be made to respect the confidentiality of both the person with a grievance and the accused. If it is determined that harassment occurred, the organization will take immediate and appropriate action by doing whatever is necessary to end the harassment and prevent the misconduct from recurring. Appropriate disciplinary action against the offender may range from a reprimand to termination of membership, depending on the severity of the conduct and on what action is necessary to stop the harassment from recurring.**

**State and federal law forbid retaliation against members who complain of harassment.**

## **THE ORDEALS**

The ordeals are exams open to all members within the Camarilla. They were created to enhance a member's understanding and appreciation of the organization and gaming structure. You can purchase and take the ordeals on line at the Camarilla's e-store (<http://store.yahoo.com/camarilla>) or you can get a copy of an ordeal by post or e-mail (send e-mail to [camstuff@camarilla.org](mailto:camstuff@camarilla.org)). Requests should be marked Attention: Vice

President of Human Resources.

Below is an overview of the current ordeals offered:

### **Laws of the Tome.**

This basic ordeal covers the elementary structure of the Camarilla and is a simple open-book test on this manual. All members are strongly encouraged to undertake this ordeal as it helps members explore the opportunities available within the organization. This ordeal is included as Appendix C in this handbook as well as being available online.

### **The Code of Chapters.**

This ordeal provides essential information about successfully operating a chapter. It prepares prospective leaders for the difficulties and responsibilities of running a chapter, domain, or region. Any member interested in holding a principal coordinator or storyteller position must complete this ordeal. The completion of the Laws of the Tome is a prerequisite for the Code of Chapters.

### **The Lore of Narration.**

This ordeal is designed to test a prospective storyteller's understanding of rules and game mechanics used in the sanctioned chronicle. This ordeal is also highly recommended to anyone who wishes to serve as an assistant storyteller or who wishes to aid storytellers as a narrator. The Lore of Narration must be completed to qualify for any principal storyteller position. The completion of the Laws of the Tome and Code of Chapters is a prerequisite for the Lore of Narration.

### **The Ordeal of Creation.**

This ordeal is designed for members who want to learn how to create in-depth characters and how to better portray them. It offers ideas on how to develop a character that has a solid background history, clearly defined motivations and goals, and internal consistency. This ordeal will also prepare you for making characters for the sanctioned game.

These are the Camarilla's general-interest ordeals. New ordeals are being developed regarding more specific areas of knowledge. You can find the most current information about ordeals by visiting our web page or asking your coordinator. All ordeals shall be completed to the specifications of the Vice President of Human Resources' office. It is acceptable for a member to submit several ordeals at the same time. If you have completed an ordeal on paper, send the test along with a check or money order for the appropriate fee (no cash please) to the Vice President of Human Resources at the address below:

The Camarilla Attn: Vice President of Human Resources  
[the name of the ordeal(s) submitted]

PO Box 27974  
Salt Lake City, UT 84127-0974

**Note:** Principal coordinators and storytellers of new chapters have a 90-day grace period, from receipt of chapter acknowledgment, for completion of required ordeals. New coordinators of existing chapters have two months to take and pass all required ordeals. If a local officer does not complete the ordeals on time, the chapter or domain must hold elections for that office again and the officer who has not finished the ordeals is not eligible for that or any position that requires the ordeals the member has not completed. While not required, it is highly recommended that assistants to officers complete the required ordeals for the office they are aiding.

**Ordeal Redo Policy** If a member does not pass an ordeal on the first attempt, the member receives one free opportunity to redo the test. This policy allows the member to retest at no additional cost, but the opportunity expires six months after the ordeal was originally submitted. If a redo is not submitted within six months, the redo opportunity expires, and the member must pay to retest the ordeal at a later date.

## **Plagiarism and Fraud**

Ordeals are one of the ways that the Camarilla uses to certify that members have the minimum working knowledge necessary to be a knowledgeable member, hold a position, or gain other privileges. Thus, the Camarilla graders have to be reasonably sure that the work they are grading is the work of the member they will be certifying. Directly copying of another member's answers, in whole or in part, prevents us from accurately judging the copier's knowledge and is also a dishonest practice. Please note that it is still quite acceptable to have ordeal parties where members confer on the answers to the ordeals. These events result in everyone learning the required materials, and they are similar to study groups at school. However, members should always write each answer in their own words to demonstrate their personal understanding. Copying another member's work 'word for word' is not acceptable. This is especially true for electronic submissions, since the copier would not even need to read the answers. It is also unacceptable to take the work of another and change it superficially in order to pass it off as one's own. Any member whose ordeals are found to be duplicates, in part or in whole, will be subject to the following penalties:

- They will be docked a number of prestige points equal to the ordeal's value.
- They will fail the ordeal with no redo option.
- They must pay for a new ordeal if they wish to retake it.
- They will be suspended for six months from holding any leadership position.

A member who feels their ordeal was copied without his or her knowledge may appeal to the Vice President of Human Resources.

## **THE SANCTIONED GAME**



Most chapters and domains host and participate in the Camarilla's sanctioned global chronicle. The sanctioned chronicle is created by the collaborative efforts of players and storytellers across the world. By agreeing to work together and link chronicles, we are weaving a grand tapestry of a unified worldwide story. In the sanctioned game, players in Perth can interact with players in Seattle, London, Dublin, and Paris. One of the most exciting events is to see roleplaying events in one part of the world have ripples elsewhere. This may happen when events from your game have an impact on nearby cities or they may have a subtle impact on events in another part of the world. In the sanctioned game, there is a whole world available for you to explore.

For a chapter or domain to include their storyline and their members' characters in the sanctioned chronicle, they must file a venue style sheet, report regularly, have a storyteller that has completed the required ordeals, and meet the ongoing guidelines of their RST. Storytellers must remember that the Vice President of Storytelling and the National Storytellers set the direction and overall style of the game. The RST, DST, and CST must consider themselves to be acting as extensions of their National Storyteller and the Vice President of Storytelling and they should apply and interpret the rules as they think the National Storyteller would do in that same situation. This is the only way the Camarilla can foster a level of consistency throughout the game.

## **Venues**

Venue is a term used in the Camarilla to describe roleplaying events that are part of the sanctioned global chronicle. Generally, a venue focuses on a specific supernatural type and also adheres to the style and limitations established by the National Storyteller. Chapters are encouraged to host sanctioned venues that reflect their gaming style or philosophy, but they must comply with the rules supplements appropriate for their nation. A chapter may also host multiple venues. For an event to be included in the sanctioned game it must have a venue style sheet approved by the Regional Storyteller (or National Storyteller in countries without regional officers). The venue style sheet describes the style of the event (e.g. drama, political, action) as well as the creature types that will be allowed at the event (e.g. vampires, werewolves, wraiths, bete, Sabbat). For more information on the venue style sheet, see the Camarilla Storyteller Guide. Members wishing to portray a character in a sanctioned venue must present characters that meet the parameters of the venue style sheet. The CST may deny any character at a chapter venue or troupe game if they deem the character inappropriate to the published venue style sheet.

## **Creating a Persona**

One of the most fulfilling challenges in the Camarilla can be creating your characters. For each character you create, you can choose the creature type you wish to portray. It is best to create characters you can play in sanctioned games, but it is not required. Your characters can be for tabletop games, live-action (LARP) games, or for fictional portrayals in the organization's publications and newsletters. When you are naming your character, do not name it after a historical or known fictitious figure. Historical figures

are often woven into the World of Darkness and may be the basis for White Wolf personae in the World of Darkness. Fictitious characters created by other authors, playwrights, and artists are often copyrighted to the artist, publishing house or other entity. Instead of copying what has been done in the past, The Camarilla strongly encourages you to create new fictitious characters. While creating these new characters, you should consider contacting other members and together creating fictional relationships between your characters. This will help you become more connected and meet new friends. It can also build relationships between geographic regions and countries.

For vampire characters, find your character's sire or childer among the existing characters. For Garou, find a sibling, mentor, or a long-lost relative. Any character can have historical relationships with any other character. Be creative and use resources such as your fello member, Chapter Storyteller and the C.D.B.E. (Camarilla Double Blind Exchange) at <http://dppw.tamu.edu/camarilla/vpst/cdbe/admaker.cgi>. Developing such ties is not a requirement, but it adds color to the fabric of the game and enhances your personal enjoyment. Many storytellers recommend that members begin by designing a human who is untouched by the supernatural. Begin by imagining the framework of your character. When you first develop a character, leave room for modifications; build a basic construct. Then let the fun begin! Contact a storyteller in your area and ask them to help you find a way into the game. Build relations for your character. Be willing to meet new people and link with their characters. When you've found a possible connection, contact that player and ask if they would like to make a link between characters. If so, begin an in-character dialogue. Prepare your character's introduction to the Camarilla's sanctioned game together, and then begin play. Enjoy the stories you create together.

### **With Sire**

**My character was intended to become Ventrue and associated with them, but in the course of the game she was embraced by a Tremere instead. Ouch! She hates her Sire deeply for it, and resents her bloodline. She's been a lousy student of Thaumaturgy and she hopes to destroy her Sire someday. She stays near him and watches and waits for her opportunity.**

**--Heidi Preuss, former President of the Camarilla (1995-1999)**

### **Electronic Resources**

**As a new member, you most likely have already seen the local game, but our games are global in scope. Getting involved at the national or international level can be easier than many people think and can take as much or as little time as you want. I have found the best way to start is by joining a few lists. Almost every sect, tribe, clan, region, kith or nation has their own list. Each one of these offers its own unique opportunities to become involved in the game on a regional, national or global level. One of the easiest ways to become involved with the global game is to**

**find other players to work into your background. The C.D.B.E. (Camarilla Double Blind Exchange) at <http://dppw.tamu.edu/camarilla/vpst/cdbe/admaker.cgi> one great way to find and work with other players. You will quickly find yourself involved in games—not only all over the country but also all over the world.**

**--Nathan Raddin, a member of Richmond, Virginia's "House Divided"**

## **No Sire**

**I wasn't really sure what or how the game was played, so for my first character I played the "unknowing" card. My character showed up at a gathering only three days after being made with no clue as to who or what he had become, his sire only left him a note telling him where to go to find answers. He suspected that he was now a vampire, but he didn't really think those kinds of things existed. Playing this style I was pulled into the plot quickly, for experienced players' characters usually love to feed on naivety. I quickly learned rules and game structure, and that this style was very risky, but quite fun. Some might lose their first character playing this way, but the lessons learned will greatly help the development of future characters.**

**--Roger Cox, Assistant Chapter Storyteller of Eternal Charade**

You can tie your character's growth to that of your fictional relative, entwining your characters deeply, or you can make their connection sudden or traumatic. Already the storyline possibilities spin off. You are on a quest to find your relation, you hate her and you want to destroy her; or you need information from her that is critical for your survival. You find her other victims, and you band together in your search. You enlist an elder leader to support your call for vengeance. The possibilities are endless.

White Wolf's creatures live in a World of Darkness. Your character's destruction can occur at any moment, so act like the paranoid prey you need to be to survive. That best-friend Brujah might suddenly go into frenzy and wipe out the character you spent months creating. Always keep fiction and reality separate. The challenge and enjoyment of playing this game comes not just from growing and nurturing one character but also from building and creating new characters. Each time you create a character, you are building relationships with other members, both fictional and real. This is involvement; this is what the Camarilla can be about! You may never find the relation you wanted for a particular character and remain an orphan; but in the process of searching for a sire or other relative, you will find other players who enjoy the game. You may even learn a different way of looking at the creature type that you have chosen to play.

## **OOC**

**Take every chance to meet people out-of-character (OOC) as well as in-character (IC). I hooked up with two other members who were new to the game. Instantly the**

**game went from boring to fascinating. Not only did I get some great IC roleplaying, I wound up with some OOC friends as well.**

**--Wallace Mack, Chapter Coordinator of San Antonio's "Sable Rose"**

Characters you create are yours and yours alone until you introduce them to the Camarilla sanctioned chronicle. Once you have played your character in the sanctioned game, it has become part of other characters' experiences and will be influenced by those characters and the global chronicle as well—sometimes in ways you cannot foresee. Your character becomes part of the chronicle. Its history and future become inextricably linked with those of other characters. We seek to create a shared global chronicle, where our characters weave histories and actions together. The story and all of its parts become part of the story tapestry. Thus, a character, once introduced, becomes part of that shared fabric and cannot be removed without disturbing the histories and actions of others. Because of this, character histories and actions introduced to the sanctioned game become property of the Camarilla and cannot be withdrawn or trademarked.

## **Story**

**Alexander the Malkavian had slighted the Prince and myself once too often. He was also a fool with a loose tongue, and my character knew Alexander regularly fed from a particular vessel before each Edinburgh court. My character used his influence over the hospital's haematology unit to have Alexander's vessel brought in for some urgent blood tests (three to be exact!), during which time my character ghouloued the vessel. After my character blood bound the vessel, he ordered the ghouloued vessel to throw Alexander out of the window when they next met. This sadly resulted in a breach of the Masquerade in full view of several mortals and the Prince's surveillance cameras.**

**--Tim Vines, Edinburgh Herald and the Storyteller for the Virtual Elysium**

## **YOUR CHAPTER**

The following sections contain the basic information about chapters and chapter formation. Once your chapter is registered, you will receive the Camarilla's gaming supplement, forms, and additional materials to help you get established, raise funds, recruit, and manage the chapter. You may also receive mailings that will include updates and other information.

### **The Structure of a Chapter**

Chapters are made up of Camarilla members who have banded together because they share a set of common interests. Some chapters have members who share a love of

literature. Others are primarily interested in a particular genre inside White Wolf's World of Darkness. Some chapters are principally interested in social events and community service. Others are made up of friends who just enjoy the game, genre, or atmosphere of the Camarilla. The central element is that chapters are the members' social focus within the organization. Camarilla chapters are self-governing and thus are required to select a Chapter Coordinator (CC) and an Assistant Chapter Coordinator (ACC). Most Camarilla chapters also select a Chapter Storyteller (CST) and Assistant Chapter Storyteller (ACST) who supervise the chapter's participation in the Camarilla's sanctioned game.

Chapters are encouraged to host events that reflect their philosophy or gaming style, within the guidelines of the Camarilla. Chapter members are also encouraged to organize and participate in social and charitable events because these events strengthen friendships between members and strengthen the connection between the Camarilla and its community. Non-game events allow Camarilla chapters to endure, while other groups come and go principally because more events means less dependence on the game for all social interaction. All Camarilla sponsored events must be open to all Camarilla members.

Members should recognize that the existing set of chapters may not serve everyone's needs, nor were they designed to do so. If you feel no affiliation with an existing chapter, you are encouraged to consider starting a new chapter with a focus you prefer. The diversity of chapters helps the Camarilla to provide for the many interests of its members.

Chapters are free to select any governance structure that does not contradict the constitution of the Camarilla. The constitution dictates that the CC and CST must be elected by the membership of the chapter (see Voting Procedure) and that ACCs and ACSTs are appointed. New chapters may choose only to fill the CC and ACC positions, but there are chapters with more than fifty members that have many functional, busy offices supporting their membership.

## **Chapter Officers**

Chapter Coordinators and Storytellers are elected from the membership of the chapter following the guidelines of the voting procedure (see Voting Procedure). The principal officers appoint their assistants and define their duties. All chapter officials must be members of the chapter they serve. When the principal coordinator or storyteller leaves office, all appointments also end, but the next coordinator or storyteller may reappoint the assistants. This policy on assistant appointment affects all assistant positions throughout the organization.

## **The Chapter Coordinator**

The Chapter Coordinator (CC) is the administrative head of a chapter. Chapter Coordinators are responsible to their chapter members and to their supervising coordinator (which is usually the DC or the RC, if the chapter is not part of a domain). A CC serves the following primary functions:

- To be responsible for member communication and chapter reporting
- To procure chapter event sites and plan, host, and schedule events
- To identify chapter interests and encourage member involvement
- To track and report chapter members' prestige
- To assist in resolving member conflicts
- To represent their chapter members' views in a Coordinator Council or to the RC (if no domain)
- To promote chapter recruitment and growth (as the chapter desires)

The CC is responsible for keeping the chapter's efforts organized and keeping the rest of the Camarilla and White Wolf Publishing, Inc. informed about chapter activities. Chapter reports must be filed with their supervising coordinator and others by the first of the month (see Ongoing Requirements).

### **Effective Management through Project Delegation**

- 1. Pick people who can accept responsibility.**
- 2. Try to match person and task.**
- 3. Don't be tempted to take over the project again--you save time by delegating.**
- 4. Help new assistants build confidence--assign lower risk projects first.**
- 5. Let delegates put their own spin on the project.**
- 6. Use clear communication when delegating. Make sure the goals and necessary procedure are understood. If possible, put it in writing.**
- 7. Ask the delegates to repeat or paraphrase the task. You can clarify what was not communicated well—your oversight or their interpretation.**
- 8. Keep tabs on the task—the team should check in with you, but you must check with them periodically, too. Set goals together.**
- 9. Give a deadline.**

The CC should work closely with the CST to schedule and coordinate gaming events. In disciplinary issues, CCs can fully or partially suspend a member under their jurisdiction for up to one month and/or the CC can assign negative prestige points. If the CC believes that a situation warrants further disciplinary action, the CC may recommend such action to their supervising coordinator. All disciplinary actions must be detailed in a disciplinary report to be included with the chapter's monthly status reports. Chapter Coordinators are elected by a vote of chapter members. CCs can be removed by vote of chapter members or by the Regional Coordinator (National Coordinator for those nations without regions) for failure to perform stated duties, usually with a Domain Coordinator's recommendation.

The CC must select one Assistant Chapter Coordinator (ACC) who reports to the CC and acts as the second in command of the chapter. The selected ACC functions as the chapter head when the CC cannot attend a meeting, is on vacation, or otherwise cannot perform his or her duties. This ACC's contact information must be reported to the national offices

before the chapter can be accepted. The ACC may maintain chapter records of earned prestige and participation. In smaller chapters the ACC may also be the Chapter Storyteller, but the position of ACC must be filled to meet the Camarilla's constitutional position requirement. The ACC is appointed and can be removed by the CC.

For large chapters, the CC may wish to consider appointing a chapter secretary to assist with record keeping or a chapter treasurer to maintain financial books and records of the chapter. Each country, state, and even possibly locale has laws governing donations to the chapter. Make sure you check with your local and state government before collecting donations and such.

### **Ten Things That Pay Off**

1. **Be assuring, positive, and pragmatic.**
2. **Praise publicly, chastise privately.**
3. **Listen to suggestions attentively.**
4. **Do not overlook unacceptable behavior.**
5. **Keep things as simple as they can be.**
6. **Use the words "please" and "thank you" often.**
7. **Give credit where it is due—let others share in successes that they contributed to.**
8. **Always be kind: Use persuasion over mandates.**
9. **Use the same standards of behavior for yourself and your team.**
10. **Don't take yourself too seriously.**

### **The Chapter Storyteller**

The Chapter Storyteller (CST) is the storyteller who supervises the chapter members' characters and serves as the presiding storyteller for chapter-sponsored gaming events. The CST is responsible to their chapter members and to his or her supervising storyteller (either the DST or RST if the chapter is not part of a domain). The CST serves the following primary functions:

- To act as lead storyteller for chapter sponsored gaming events
- To create and maintain chapter venue chronicles (see Venues)
- To oversee character creation and progression for chapter members who participate in sanctioned events
- To maintain member communication and file storyteller reports to the supervising storyteller
- To award and track game experience points for members' characters
- To work with the Storyteller Council and RST to create and maintain integrated storylines

- To recommend prestige awards for members who help with pre-game, post-game, or NPC work (recommendations must be submitted to the CC before the CC reports on the first of the month)

Chapter Storytellers are expected to file a storyteller report with their supervising storyteller by the first of the month. A copy of the storyteller report is sent to the other CSTs in the domain and the DST (if part of a domain), and/or the RST. The CST should work closely with the CC to coordinate gaming events and ensure that a site is available and prepared for the event. In disciplinary issues, the CST can award negative experience points, remove members from a game session (if they are cheating or otherwise abusing character privileges at a gaming event), and/or desanction characters of members of their chapter for cause. At any time, CSTs can also halt a game or part of a game that they are supervising. If the CST believes that further disciplinary action is required, the CST may make a recommendation to the CC. Disciplinary recommendations should be included in the CST's monthly report. The CST is a member of the CC's staff, but he or she is neither hired nor fired by the coordinator. Chapter Storytellers are nominated by a vote of chapter members and approved by the CC. The CST and can be removed by a vote of chapter members or by the Regional Storyteller (or National Storyteller in nations without regions) for failure to perform stated duties, usually on recommendation of the Domain Storyteller.

An Assistant Chapter Storyteller is advised for large chapters. This person may support the principal storyteller in tracking and maintaining character records such as character sheets, lineage dossiers, earned and expended experience points (in-game awards for performance) and character generation.

## **Starting a Chapter**

You are a member that has organized a circle of friends into a gaming group. So start that chapter! The key is to start right now, while you have the desire to form the chapter that you have envisioned. Absolutely nothing is as powerful as getting a friend in on the task: it divides the work, motivates both of you, and gives two perspectives instead of just one. Call a friend interested in White Wolf games or the gothic genre or even just in community support. Start talking about your ideas and plans. Find your strengths, and organize your chapter around those strengths. If you are good at getting people to help with projects, or like poetry readings, or costuming, organize your chapter with a social slant. If you are a creative storyteller, organize your chapter around roleplaying events. Chapters require organization and responsibility both to the club as a whole and to your fellow chapter members. Successful chapters often have between fifteen and twenty members and split their focus between gaming and social events (this is so that when two characters dislike each other in game, they have a social, non-game frame of reference to fall back on and continue to have a friendly relationship). Take the time and decide what you want to do and how you want to break down the work. Remember, this is mostly about fun, so make sure that the group you organize is one you are comfortable with and is not more work than you can handle. Also, as you recruit new members you should ask them what interests them and how they would like to be involved. By sharing interests



and working together, your chapter will continue to grow.

To create a new chapter in the Camarilla you need to do the following:

1. Have 5 members in good standing, if more than 30 miles (50 km) from the nearest chapter or domain. -OR- (b) Have 10 members in good standing, if less than 30 miles (50 km) from an existing chapter or domain. If the proposed chapter lies in the geographical boundary of a domain, it becomes part of that domain.
2. All members used to fill this requirement must have active and verifiable membership numbers, and a maximum of two members from a group membership can be counted toward chapter registration.
3. Choose a Chapter Coordinator and Assistant Chapter Coordinator and/or Chapter Storyteller.
4. The chosen Chapter Coordinator and/or Chapter Storyteller must take and pass the appropriate ordeals. (See Ordeals). If they have not taken them before forming the chapter, they have three months to complete the tests.
5. Design a chapter sigil (optional).
6. Complete and send in a chapter registration form, along with a one-time ten dollar registration fee to The Camarilla, Attention: New Chapters.

The above policy is in place in the United States. Other countries may have different procedures, and you should contact the appropriate National Coordinator or Vice President of International Development for more information.

## **Trademarked and Copyrighted Materials**

Because of our relationship with White Wolf Publishing, Inc., registered and active Camarilla chapters, domains, and regions may use White Wolf terms and phrases in their newsletters, flyers, and other printed material. Each trademarked term must be marked with a TM at least once in the document and attributed to White Wolf Publishing, Inc. Camarilla entities may also use all clan, tribe and any such sigils as well as any White Wolf artwork after but not including Vampire: The Masquerade, Second Edition. This artwork may be used on printed material (e.g., flyers, posters, brochures, but not t-shirts) as long as the Camarilla entities do not receive compensation for the material. Individuals cannot trademark chapter and character names that are used in the Camarilla and in the Camarilla's sanctioned game. These names become the shared property of all members of the organization.

## **Recruiting Members and Fundraising Ideas**

When recruiting, find out if there are any gothic-horror enthusiasts grouped together to start with. Contact the local stores, bookstores and game shops. Locate student groups, or other special interests groups that might share your interests. Surf the web with "White Wolf Games" as keywords. Ask your friends. Contact the Camarilla to see if there is a

chapter already in your area or if there are individual members nearby. You might be pleasantly surprised!

The next step may be making flyers. Game stores, bookstores, coffee houses, and specialized bulletin boards (like on a base or in the student programs office of a college) are great starting points. In fact, hanging around a coffee house with a couple of LARP books visible or a thick tome of Shelley or Joyce might attract some interest.

Flyers should include local information--try something like "The Camarilla, White Wolf's Official Fan Club, is looking for new members in Fayetteville, NC! Call ...". You could advertise the other parts of the culture we've built: global game, chapter events, subscription to the only official White Wolf magazine, community service, opportunities to help build a new part of the Camarilla. There is so much. You'll meet interesting people, have a nationally recognized character, get opportunities for leadership, have access to Camarilla e-mail lists and other unique premiums, join a network of White Wolf gaming enthusiasts, have access to things only the Camarilla offers, or any other special benefits your chapter can offer or other aspect that you like (e.g., literary discussions, online gaming). The ideas listed in the Benefits of Camarilla Membership section are other possible promotional points.

After you have at least one person to help (or if there is no other Camarilla support but you want to try it yourself), plan an event to gather members, using the talents of all the people who are helping you. If you have a good storyteller, ask that person to host a story for a recruiting LARP. If one or more of the people involved work with music, hold a dance or a rave. Someone has a great speaking voice? Hold a white-elephant auction. Do you know of a local charity (food drives, blood drives, clothing drives, etc.) that needs some help? Publicize it and go help. If a few people you know have great style, hold a fashion show or a costuming workshop. Do you have good actors? Hold an in-character pageant for the public (especially any segment of the public that might want to join!). If a few of your members are artists, have an open house showing off their art. Your CC might want to offer bonuses for bringing in new members. Be sure that the things you do are relevant to what your chapter is about.

Your chapter may find it very helpful to put someone in charge of recruitment. The recruitment officer should be able to take phone calls from interested parties and get them to come to a monthly recruitment meeting in which all the potential members meet your chapter members and see what you do. If your chapter has monetary resources, you could offer to pay part of a needy potential member's local or national dues in exchange for hours of service! Never give something away for nothing. You will resent having given the gift if you feel the person took advantage of you.

In general, make certain all new members are given something to do to get him or her involved without overwhelming them. Put the new member in touch with your education coordinator (if you have one) and let them learn about the history of vampires, werewolves or other mythical creatures, take the ordeals, or share other mythic lore your

chapter has gathered for its library. Let organized subgroups of your chapter have their own recruitment activities.

## **Chapter Names and Sigils**

Just like creating a persona for your character, the name and sigil of a chapter create an image for your group as part of the Camarilla. The more time and effort you put into it, the more commitment you have to the chapter's success. Take some time and be creative. The name may even be the deciding factor as to which chapter a new member will join. Names derived from literature of any kind (e.g. House of Usher) or questionable/tasteless names will be rejected. Originality is a must, due to intellectual property concerns, and the Camarilla discourages the gratuitously tasteless to avoid unnecessary adverse attention. The Camarilla will also not recognize trademarked names and will ask you to rename your chapter if the offered name is trademarked. As members of a nonprofit organization with a somewhat strange focus, you may find yourself engaged in fundraising pursuits or getting media attention. Your name is your calling card. Think of a poetic or compelling name, a name that will intrigue or challenge people. Consider foreign language names, as well as names from different cultures. Some examples of good chapter names include Furia de la Morta, Warriors' Twilight, Mountain Shadows, or Obsidian Rose. Each chapter is issued a unique chapter code, but the Camarilla allows the reuse of chapter names from chapters who are no longer active.

## **Chapter Materials**

Chapter packets are sent out to all new chapters. They are to be passed on to each successive CC as the chapter leadership changes. Individual members can also purchase their own chapter packet by sending a request and \$10 to the Camarilla. The chapter packet includes:

- Contact information
- Current chapter and domain registry
- Chapter certificate
- Chapter resource information and copies of commonly used forms
- Camarilla gaming supplement
- Master copies of Camarilla brochures to be used for reprinting

## **Probationary Period**

New chapters begin with a six-month probationary period during which the new chapter must both submit timely monthly reports and accomplish a goal they have set. This may be a log of regular business or gaming meetings of the group, the organization of a social event, or active participation in a charity drive. Chapters formed under the five-member exception need to recruit five more members. If the chapter cannot show progress towards a project within six months, it will be dissolved for lack of activity. Older chapters that fail to meet reporting requirements can also find themselves on probation. Chapters on probation cannot form domains.

## Ongoing Requirements

Chapter members should meet regularly, at least on a monthly basis, to chart the future and goals of the chapter and exchange information.

## Chapter Reports

On the first of each month the CC is responsible for the completion and mailing of the chapter's monthly status report. Failure to report leads to the dissolution of the chapter. The report should include:

1. A completed chapter status report including a list of officers and summary of the month's activities
2. An up to date membership list including membership number, membership expiration date, name, monthly prestige award and cumulative prestige totals
3. A listing of any disciplinary actions taken

Most chapter reports are filed electronically to the regional or national reporting lists as designed by the national organization. Questions about filing reports electronically should be sent to [camstuff@camarilla.org](mailto:camstuff@camarilla.org) with information about the location of the chapter, including its home country.

Some chapters file reports on paper. If filing a paper report, the chapter should always keep the original. Copies should be sent to other CCs in the domain, the DC and/or the RC (if applicable), the national office and White Wolf Publishing, Inc. and should be mailed to:

Attn: Chapter Report  
The Camarilla  
PO Box 27974  
Salt Lake City, UT 84127-0974  
USA

Attn: Camarilla Chapter Report  
Camarilla Liaison  
White Wolf Publishing, Inc.  
735 Park North Blvd., Ste 128  
Clarkston, GA 30021-1971  
USA

## Chapter Storyteller Reports

Chapter Storytellers presiding over sanctioned venues are expected to file a report by the first of each month. Failure to report can lead to desanctioning of all chapter venues and/or the removal of the CST. Copies of the monthly report should be sent to the other local CSTs, the DST (if the chapter is part of a domain), and the RST. It should include:

1. Venue style sheet for any new venues
2. A summary of monthly venue activities and venue storyline synopsis
3. Storyline proposals to be considered for sanctioned play

4. Gaming ideas and suggestions to be offered and shared with other Camarilla gaming groups

## **BEYOND CHAPTERS**

While chapters are as loose or as complex as you want to make them, domain and regional positions take a good bit of time, energy and dedication--not just to your fellow members but also to the organization as a whole. The domain and regional officers' responsibilities increase to include more members' viewpoints, and the membership's expectations increase. These increased demands require superior management skills and a host of other qualities. Some people are very charismatic and can lead large groups of people by example alone, but most of us struggle trying to deal with factions that simply cannot be satisfied. The most important qualities a coordinator or storyteller must possess are a positive attitude, an ability to work with others, a friendly and professional demeanor, and administrative competence. Officers act as the local ambassadors and spokespersons for the game and club. These are the reasons the Camarilla offers the ordeals and expects people interested in leadership and storytelling positions to take them. The Camarilla hopes they help our leaders to be good ones and who will attract more people to the club and game.

### **Keys that Help: Advanced Management Tips**

1. **Keep your staff manageable. Most domain officials should rarely have more than two assistants to start with. Regional officials should not have more than five assistants, and shouldn't even think about twelve until they have established policies for completing routine business. For larger domains, regions and nations, it is good to have an assistant close to home to help, but make sure you have representation from all over the area that you oversee (e.g., region, nation) in the rest of your staff.**
2. **Keep a mid to low impact project for yourself. Domain and regional officials become administrative workhorses and sometimes forget about the joys of being part of a project. To avoid the tunnel vision and monotony that can lead to burnout, you should have something that you can do to feel generative but not something that is critical to your area's needs.**
3. **Keep the projects moving. When in doubt, raise the priority of projects that allow others to get more work done. Some things you will identify to be mission-critical, and some things you will work on when you can. If you are working on something when you can, work on those things that help others to move forward on their projects.**
4. **Keep a project-oriented focus. It is very good to be able to complete tasks, because it gives you a sense of accomplishment and frees resources, which you then can devote to other projects. If you subdivide your work into projects and keep track of the state of your projects, you will feel more satisfaction and less burnout. Also, your reports will be much easier to read. Have at least one project (more if possible) that results in a tangible product. So much of what we do focuses on service and communication. While such**

things are rewarding, they do not compare to seeing the physical results of your efforts. Build a database, print a flyer, publish a useful web page, make t-shirts for your region, or produce some other tangible thing that you and others can see and use. You and those you work with will feel a greater sense of accomplishment if you have physical markers of progress.

5. **Keep it real.** Do not confuse your character's conflicts with your own. If you have to deal with members who claim that you are doing things for your character's sake, ask the RST (or another senior supervising storyteller) to review the disputed actions and make a ruling. Do not let ill-feelings fester; deal with the issue immediately, fairly, and decisively. The flip side is that you should never use your position or any other OOC factor to make things easier for your character. Ever.
6. **Keep your rulings and decisions clear.** Write your rulings and decisions in the most succinct form possible, but be sure to give your reasons for the decision. Prioritize the top two or three factors that were the basis for your decision, and summarize each point in two to four sentences each. Your entire written decision should be within the five to fifteen sentence range. It should be well-reasoned, use a professional tone, and make reference to the organization's rules whenever possible.
7. **Keep a confident but open demeanor.** If someone shows you that you are wrong, then you should correct yourself. Apologize and credit the member who helped. However, don't be indecisive or change your decisions with every suggestion or comment. Before you make a statement or decision, consider the consequences of what you are doing and possible arguments against your position. Be prepared to defend your reasoning, while knowing that other members might see things you have missed.
8. **Keep an eye on the big picture.** Use your report as a time to reflect on your goals, successes and shortcomings. What are the trends in your domain, region or nation? What are the emerging problems? What is the coolest thing happening this month? How are projects progressing? What are the next steps? After you finish your report, look over it and think about the patterns. Attach your analysis to your report with action items if necessary. Send at least one note of praise to a member. Check to see if you are showing signs of reactivity or burnout. Make sure your vision is incorporated in your plan for the next month, quarter, and year.

If you are interested in learning a lot more about management from the standpoint of a nonprofit organization, check out <http://www.mapnp.org/library/> (especially the "Training and Development" section).

## **The Domain**

A domain is a geographically-based administrative body formed to coordinate the efforts of multiple chapters in the same area and only exists if there are two or more chapters in the same area. Domains exist primarily to coordinate the efforts, resources, and schedules

of many chapters by minimizing conflicting events or use of services (e.g. use of the same site). A domain structure benefits chapters by allowing them to act as one entity when negotiating for resources. Through communication and scheduling, they can share those resources equitably between chapters. In contrast to chapters, domains should not represent a single set of ideological views but should include many views. Domains additionally host social and charity or public events to promote member satisfaction, club-wide unity, friendships, and goodwill to and from the community. Domain-hosted open events can be a great recruiting tool because a DC can direct potential members to a chapter that might best match their individual interests.

Domains require the positions of Domain Coordinator (DC) and Assistant Domain Coordinator (ADC). Other suggested positions are detailed below. Chapters wishing to form a domain must petition their Regional Coordinator for a recommendation. The domain, once recommended by the RC, must send in their domain registration form and fee along with a copy of the RC's letter of recommendation to the National Coordinator for approval. Established domains are required to send monthly domain status reports and meet the same reporting requirements as chapters. Because of workload requirements and possible conflicts of interest, the DC and DST should hold no chapter level positions and the DC and DST positions cannot be filled by the same person except temporarily under unusual situations that have been approved by the RC. Domain officers must be members of the Domain they serve.

## **Domain Officers**

### **The Domain Coordinator**

The Domain Coordinator is the administrative head of a domain and the position requires strong management skills. Domain coordinators are responsible to their CCs and RC. A DC serves the following primary functions:

- To communicate gathered information to participating CCs, the RC, and the designated national officers
- To coordinate chapter schedules and events
- To host domain events
- To oversee Coordinator Council meetings and encourage chapter interaction
- To procure shared chapter and domain event sites
- To review, award, and track prestige
- To help resolve member and coordinator conflicts
- To oversee area-wide recruiting efforts
- To assist and train new coordinators and assistants

Many Domain Coordinators find that maintaining lines of communication becomes their most critical task. A DC must maintain open communication with all CCs in the domain (to coordinate chapter event schedules and to disseminate that information to local members) and also with the larger organization (schedule of events, newsletter, announcements, etc.). While a chapter is usually a close group of friends, the domain

level brings greater groups of people together and requires more formal interaction. For instance, a newsletter is not usually necessary or feasible for a chapter, but it is a valued tool at the domain level. Domain Coordinators can provide leadership and further assistance to chapter leaders (if requested or necessary). Additionally, the DC is the Camarilla's representative for all chapters in their area. If resources are limited, the DC can assist chapters by leading negotiations for event sites and sponsors. Further, many activities require more support than a single chapter can generate, so the DC can encourage members from all local chapters to coordinate their efforts for a larger event (such as representation at a convention). The DC and Coordinator Council should meet at least monthly to exchange information and to chart the future and goals of the domain. Domain Coordinators are expected to collect all chapter reports, review membership lists and prestige awards, and file a domain report by the seventh of each month. Copies of this report are posted to the regional or national reporting list (or can be mailed to the domain's CCs and RC, and the National Coordinator) and should include:

1. A domain status report including a summary of significant fund-raising, community service, or social activities sponsored by the domain
2. Domain chapter list, including all CC and ACC membership numbers, expiration dates, contact information and prestige totals, as well as a member list (same as used for chapters) for any members tracked by the DC
3. A copy of the most recent domain newsletter (if any)
4. A summary of any chapter or domain disciplinary actions taken

Domain Coordinators may award prestige points. In an arbitration or disciplinary situation, a DC may award negative prestige points, demote a member by at most one Membership Class, and/or suspend a member's full or partial membership privileges for up to two months. If they feel the situation requires more serious action, they should recommend action to be endorsed by their Regional Coordinator (or the NC if there is not an RC). Any promotion, demotion, or disciplinary action, should be included in the DC's monthly report and can be vetoed or modified by their Regional Coordinator or National Coordinator. If the discipline is deemed unfair, member appeals should follow dispute resolution guidelines. Domain Coordinators have no authority for in-game or LARP-rules disputes, unless the dispute involves a reality disciplinary issue. Gaming interpretation questions and storytelling disputes should be referred to the storyteller hierarchy.

The DC is chosen by Coordinator Council vote. If there is no consensus, this position should be voted on by the general membership of the domain (see Voting Procedure). The Camarilla recommends that candidates have passed the first two ordeals, have held an administrative or storytelling position in the club for at least six months, or have other documented leadership experience. As a DC performs critical coordination and reporting functions for the Camarilla, failure to perform these duties can lead to dismissal by the National Coordinator (or the Member of the Board of Directors supervising the DC), usually on the recommendation of a Regional Coordinator, allowing local chapters to elect a replacement coordinator who can meet the organization's needs. Domain Coordinators can also be removed by a majority vote of the Coordinator Council.



## The Domain Storyteller

The DST coordinates domain gaming activities and serves as the presiding storyteller for all domain-sponsored gaming events. This position requires many of the same skills as a DC as well as an excellent working knowledge of White Wolf's gaming genre.

Domain Storytellers are responsible to their CSTs and RST. If the domain's chapters participate in the sanctioned game, the DST serves the following primary functions:

- To monitor and interweave venue storylines into a single domain chronicle and create domain storylines
- To communicate venue and chronicle information to participating CSTs and their RST
- To construct the mood and atmosphere of the domain, giving the domain an identity
- To act as the domain's interpreter of White Wolf's World of Darkness
- To oversee Storyteller Council meetings and encourage storyteller interaction
- To assist and train new storytellers and narrators
- To recommend prestige awards for assisting members (recommendations must be submitted to the DC before the DC reports on the seventh of the month)

The Storyteller Council is critical to present and help evaluate the feasibility of each venue's storylines and to consider how their effects and repercussions can be incorporated into each other venue. The DST may modify or veto a storyline's inclusion in the sanctioned chronicle if it is inconsistent with the domain's existing storylines.

The DST and Storyteller Council should meet at least monthly to exchange information and chart the future and direction of the domain's chronicle. If the domain's chapters only participate in troupe gaming events, whether tabletop or LARP, the DST and Storyteller Council can exist more informally. The Storyteller Council can be used to facilitate a sharing of gaming styles and ideas, storyline creation techniques, and discuss rules interpretations. It can be used to teach and train new storytellers and narrators and offer a roundtable of peers. The DST also needs to work closely with the DC to coordinate any domain-hosted gaming events.

Domain Storytellers are expected to file a storyteller's report with their RST (or their supervising storyteller) by the seventh of each month, preferably in electronic format. Failure to report can lead to desanctioning of all chapter venues and/or the removal of the DST. Copies of this report should also be sent to the domain's CSTs and should include:

1. Overview of the domain chronicle based on the interwoven chapter venue chronicles
2. Number and type of sanctioned venues held (present by chapter) and presiding storyteller contact information
3. A summary of reported storyline proposals to be considered for sanctioned play

4. A summary of reported ideas and suggestions to be offered and shared with other Camarilla gaming groups

In disciplinary issues where the DST is the presiding storyteller, he or she can award negative experience points, remove members from a game session (if they are cheating or otherwise abusing character privileges at a gaming event), and/or desanction characters of members of the domain for cause; however, all reality issues should be referred to the DC.

The DST is considered a member of the DC's staff, but he or she is not hired or fired by that coordinator. The DST is nominated by the Storyteller Council and approved by the DC. If there is no Storyteller Council consensus, this position should be nominated by vote of the general membership in the domain (see Voting Procedure). Domain Storytellers can be removed from office for failure to perform required duties. This can be done by a vote of the Storyteller Council or by the NST, usually on recommendation of the RST.

## **The Coordinator and Storyteller Councils**

These councils exist when chapters form a domain. The Coordinator Council is a council made up of the DC and the domain's CCs and the lead ACC (the ACC who would take over) if there are less than five chapters in the domain. If there are five or more chapters only the CCs make up the Coordinator Council. The Storyteller Council is a council made up of the DST and of the domain's CSTs and ACSTs (one ACST per chapter) if there are less than five chapters in the domain. If there are five or more chapters only the CSTs make up the Storyteller Council.

## **Regional Officers**

### **The Regional Coordinator**

The RC is the administrative head of a region. The RC acts as the regional representative of the National Coordinator and President and provides support for regional needs. Regional Coordinators must have a positive attitude, good negotiating skills, an ability to work with others, a friendly and professional demeanor, and administrative competence. An RC serves the following primary functions for the Camarilla:

- To provide leadership and guidance and act as a general resource to domains and independent chapters
- To provide a monthly synopsis to the National Coordinator, the President, and other regional officers
- To review domain and chapter activities via reports, and review and award prestige
- To coordinate and preside over regional events
- To serve independent members via an outreach and recruitment program
- To act as the final stage of appeals arbitration

- To provide a regional newsletter
- To build regional identity

The RC manages regional conflicts. They also act as the regional ambassador and spokesperson for the club, and they serve as the Camarilla representative for all domains in the region. To perform these tasks, the RC must maintain open communication with all DCs and independent CCs in the region, and they must disseminate club information to Domain and Chapter Coordinators as requested. Depending upon need, an RC can choose assistants (ARCs) to help administer their region and distribute the workload. Like Chapter and Domain coordinators, the RC is required to appoint an ARC who acts as the RC's second in command and acts as the ARC of arbitration as well as helping with administrative duties. Generally, ARCs should not oversee geographical areas but fill functional duties. Recommended positions include:

- Arbitration ARC to handle regional level appeals
- Outreach ARC to serve members not affiliated with a chapter and to encourage member recruitment
- Publications ARC to produce a regional newsletter
- Service ARC to oversee and coordinate region-wide charity and organization fund-raising events.

All ARC positions are determined by the RC but must be reviewed by the National Coordinator for approval. Regional Coordinators and ARCs should have regular contact, at least on a monthly basis, to discuss pressing issues in the region.

RCs may award regional and general prestige points. Depending on the grievousness of a disciplinary offense, an RC may award negative prestige points, demote a member by at most two Membership Classes, and/or suspend a member's full or partial membership privileges for up to six months. Any promotion, demotion, or disciplinary action should be included in the RC's monthly report and can be vetoed by the National Coordinator. If the disciplinary action is deemed unfair, member appeals should follow steps outlined in the Dispute Resolution section. Due to workload and possible conflict of interest problems, an RC should hold no other official leadership positions. RCs have no authority for in-game or LARP-rules disputes unless the dispute involves a reality disciplinary issue. Gaming interpretation questions and storytelling disputes should be referred to the storyteller hierarchy. In an emergency situation, the National Storyteller may temporarily appoint the RC to act as the RST if the RST position is open and the RC is deemed qualified; this constitutes a very unusual exception to the rules that RCs are not able to hold another position and not able to make decisions regarding the in-game situations and experience points.

The National Coordinator, following their country's rules and laws, presides over the selection of the RC. In the United States, RCs are directly appointed by the National Coordinator from qualified applicants (see the "Applications" section). The National Coordinator also reviews the RC's performance and may remove an RC. Regional Coordinators are expected to file a report by the fifteenth of each month. Failure to send

in timely reports will result in dismissal. Copies of this report should be sent in electronic format to Regional Coordinators and Storytellers as well as the National Coordinator, and it should include:

1. A regional status report including a summary of significant fund-raising, community service, or social activities sponsored by the region
2. A synopsis of domain and independent chapter reports
3. Regional chapter and domain list listing CC, DC contact information and RC awarded prestige
4. A copy of the most recent regional newsletter
5. A summary of any chapter, domain, or regional disciplinary actions taken

## **The Regional Storyteller**

The RST coordinates all sanctioned storytelling activities within a region. The RST acts as the regional representative of the National Storyteller and provides support for regional sanctioned-gaming needs. The position of RST requires the same skills required from RCs as well as an excellent working knowledge of the White Wolf gaming genre. An RST serves the following primary functions for the Camarilla:

- To monitor and interweave domain chronicles into a single regional chronicle and create regional storylines
- To foster communication between storytellers within the region and files storyteller reports
- To construct the mood and atmosphere of the region, giving the region an identity
- To make decisions about rare and unusual characters which should support the theme and atmosphere of the region
- To act as the regional interpreter of White Wolf's World of Darkness
- To train, improve, and educate storytellers
- To recommend prestige awards for assisting members (recommendations must be submitted to the RC before the RC reports on the fifteenth of the month)

The RST has the authority to take appropriate disciplinary action in cases that relate specifically to roleplay and in-game issues including recommending negative prestige point awards to the RC; however, all reality issues should be referred to the RC. The RST has the authority to award roleplaying experience points (both positive and negative) as well as recommend prestige points for exemplary support by organizers of a gaming event (not for roleplaying skill). They may desanction or eliminate characters and venues with impunity and rewrite storylines if, in their judgment, the resulting outcome is unacceptable. The RST may also deny any character at a regional game if they deem the character inappropriate for the published venue style sheet. The RST needs to work closely with the RC to coordinate regional events and present RST recommended prestige requests before the RC turns in his or her report. The National Storyteller oversees the selection of RSTs according to their country's procedures and laws. In the United States, the National Storyteller directly appoints RSTs from qualified applicants (see Application procedure). The National Storyteller also reviews the RSTs' performance and may

remove an RST. Regional Storytellers are expected to file a storyteller's report by the fifteenth of each month. Failure to send in timely reports will result in dismissal. Copies of this report should be sent to Regional Storytellers and Coordinators, the NST, and the Vice President of Storytelling (VPST), in electronic format, and should include:

1. Overview of the regional chronicle and a synopsis by city
2. Number and type of sanctioned games and presiding storyteller contact information
3. A summary of reported storyline proposals to be considered for sanctioned play
4. A summary of reported ideas and suggestions to be offered and shared with other Camarilla gaming groups

## **National Officers**

### **The National Coordinator**

The National Coordinator is the administrative head and steward of a recognized national Camarilla organization. The specifics of the responsibilities and authority of each National Coordinator varies with the agreement that each nation has with the Camarilla Board of Directors, but in general the National Coordinator serves the following primary functions for the Camarilla in their country:

- To serve as the principal agent and steward of the national organization for the Camarilla by providing leadership, guidance, and vision
- To work with the Board of Directors, principally through the President, to represent their national organization's perspective and limitations (e.g., legal, cultural, executive) and to facilitate the global policies and vision for the Camarilla in their nations and as defined by their agreement with the Board of Directors
- To manage a staff which serves as a general resource to regions, domains, and independent chapters in the national organization
- To provide a quarterly report to the President, Vice President of International Development and the other national officers
- To review regional and possibly domain activities via reports and also review and award prestige
- To coordinate and preside over national events and to work with others at times to host international events
- To serve independent members via an outreach and recruitment program
- To act as the final stage of appeals within the national organization
- To provide a national newsletter

National Coordinators must have superior negotiating and diplomatic skills, excellent managerial skills, the ability to work with agencies in their countries as well as with the Board of Directors, and superior administrative competence. National Coordinators are expected to manage a staff or national board of service departments to meet their members' needs as required by their nation's laws and the spirit of the global Camarilla.

National Coordinators may award members for service to their national organization as specified by their policies and procedures up to and including awarding the Fellow Membership Class (MC 14). Depending on the grievousness of a disciplinary offense, an NC may discipline a member under their purview by reducing Membership Classes, fully or partially suspending membership privileges as defined in their charter, and/or removing rewards given by the organization. Based on the national organization's charter, a national coordinator may also have the authority to begin expulsion proceedings against members under their purview.

National Coordinators are selected in accordance with their national organization's policies and national laws. In the United States, the National Coordinator is hired by the President and confirmed by the Board of Directors.

The content of a National Coordinator's quarterly report is specified by the national agreement the country has with the Board of Directors which respects the laws of that country. It is common for national reports to contain:

1. Contact information for the national organization and officers
2. A summary of the national status including a summary of significant fund-raising, community service, or social activities sponsored by the national staff
3. Notice of any changes and their effects on the national or international levels of the Camarilla
4. List of regional or city status summaries and event lists for the nation
5. A copy of the most recent national newsletter
6. A summary of any national disciplinary actions or expulsions made

## **The National Storyteller**

The National Storyteller is the lead storytelling executive in a nation and a steward of a recognized national Camarilla organization. A National Storyteller must have superior negotiating and diplomatic skills, excellent managerial skills, the ability to work with storytellers in their country as well as others, superior administrative competence, and superior knowledge of White Wolf's MET rules systems. National Storytellers are expected to manage a staff to meet their members' needs in the spirit of the global Camarilla. The specifics of the responsibilities and authority of each NST varies with their country's laws and the national organization's agreement that each nation has with the Camarilla Board of Directors, but in general the NST serves the following primary functions for the Camarilla in their country:

- To serve as the lead storyteller for a national organization providing leadership, guidance and vision for the national storyteller hierarchy
- To manage a staff that serves as a general resource to the country's storytelling hierarchy
- To develop the national chronicle, interweave the chronicles of the nation together, and link the national chronicle with the global chronicle

- To work with the Vice President of Storytelling to represent their national organization's storytelling perspective, needs and limitations, and to facilitate the global chronicle for their members.
- To set storytelling policies that respect the Camarilla's global storytelling policies and White Wolf's World of Darkness in conjunction with the other NSTs as directed by the Vice President of Storytelling.
- To provide a quarterly report to the Vice President of Storytelling and the NSTs of other nations
- To review regional and possibly domain activities via reports and recommend prestige awards.
- To train, improve, and educate storytellers

The authority of a NST varies between countries. In the United States, the NST has the authority to award experience points (positive or negative) as well as recommend prestige awards to the NC (positive and negative again). The NST has the authority to take appropriate disciplinary action in cases that relate specifically to roleplay and in-game issues including recommending negative prestige point awards to the NC; however, all reality issues should be referred to the NC. The NST may desanction or eliminate characters and venues with impunity, deny any character at a national game if they deem the character inappropriate to the published venue style sheet, rewrite storylines, and overturn any ST decision in their hierarchy.

National Storytellers are selected in accordance with their national organization's policies and laws. In the United States, the National Storyteller is hired by the National Coordinator in consultation with Vice President of Storytelling and President.

The NST allocates storytelling resources to their nation's needs and works closely with the NC to provide the best experience possible for all members. National Storytellers are expected to file a quarterly report with the Vice President of Storytelling, the other NSTs, and their NC. This report should include:

1. Contact information for the national storytelling staff
2. Number and type of sanctioned games in the nation
3. A summary of the national chronicle to date, including a summary of significant happenings
4. Notice of any changes that affect the national or international levels of the Camarilla
5. List of regional or cities and summaries of their chronicles
6. A report of the national level plots (including internationally significant NPCs), their status, and estimated international impact
7. A summary of any disciplinary actions enacted
8. A summary of reported ideas and suggestions to be offered and shared with other Camarilla nations and the Vice President of Storytelling

## **The Board of Directors**

The Board of Directors is composed of the President and Vice Presidents of the global organization. The Board of Directors is charged with providing leadership, service, and benefits to members. The Board certifies membership in the global organization and is responsible to the overall membership. The President hires Vice Presidents in consultation with the rest of the Board. Board Members deal principally with the functional duties required to maintain the overall organization but also act as ambassadors and spokespersons for the Camarilla. All board positions, except President, are voting positions. Board Members can also choose assistants to help administer and distribute their workload. The following is a list of Board positions and the associated responsibilities and duties.

The President is the Chief Executive Officer, principal agent and chair of the Board of Directors. The President is responsible for providing leadership and guidance for the entire organization, overseeing the Board of Directors, coordinating the national organizations, overseeing reporting and directing the organization's philanthropy. The President has veto power over Board decisions and votes only in the event of a tie.

The Executive Vice President is the Chief Operations Officer for the Camarilla. The Executive Vice President assists in the coordination of the Board of Director's departmental offices, chairs the Camarilla Advisory Panel, and takes over for the President in the event that it is necessary.

The Vice President of Finance is the Chief Financial Officer of the Camarilla. The Vice President of Finance serves as the Treasurer of the Camarilla and is responsible for maintaining all of the nonprofit organization's financial documents to legal and corporate specification, overseeing the budgeting cycle, and overseeing legal review and risk management.

The Vice President of Information is the Chief Information Officer of the Camarilla. The Vice President of Information serves as the Corporate Secretary of the Camarilla, maintains all non-financial documents to legal and corporate specifications, manages the Camarilla archives, serves as chief historian, and disseminates information as required by the President.

The Vice President of Human Resources is responsible for overseeing training, supervising organizational analysis, tracking officer transitions, formulating solutions to organizational complaints, and providing general officer support.

The Vice President of International Development is the principal contact for developing national organizations. The Vice President of International Development is responsible for overseeing international outreach, assisting and evaluating developing national organizations, assisting with national incorporation and compliance with Camarilla guidelines for national organizations, and facilitating international relations between both established and developing nations.



The Vice President of Marketing oversees merchandise development and production as well as e-store management and operations. The Vice President of Marketing is responsible for the Camarilla's advertising efforts, supervises convention support, oversees corporate relations, and solicits membership benefits from external agencies.

The Vice President of Membership Services is responsible for overseeing membership certification and data, overseeing awards and recognition at the international level, tracking inventory of membership materials, developing materials for members, and administering membership benefits.

The Vice President of Publications is responsible for overseeing the Camarilla's image, supervising the Requiem Editor, overseeing production of organizational documents and promotional material, producing the Camarilla's web site content, and providing design services to the rest of the Board of Directors.

The Vice President of Storytelling is the Chief Storytelling Officer for the Camarilla. The Vice President of Storytelling oversees global game continuity and setting, oversees Camarilla rules augmentation, communicates with White Wolf and integrates their material into the Camarilla game, and oversees Camarilla Storyteller reporting.

The Vice President of Technology is the Chief Technology Officer for the Camarilla. The Vice President of Technology prepares the technology plan for the Camarilla, creates and maintains lists, performs server administration, and is responsible for technical support for the organizational database, web site, and other computer mediated tools.

All Board Members may award national, regional, and general prestige points. Depending on the grievousness of a disciplinary offense, a Board Member may independently award negative prestige points, demote a member by at most two Membership Classes, and/or suspend a member's full or partial membership privileges for up to six months. Most disciplinary action taken by Board Members should be discussed with the appropriate National Coordinator. Any promotion, demotion, or disciplinary action should be included in the Board Member's next report. If the discipline is deemed unfair, member appeals should follow dispute resolution guidelines. For members of the Camarilla in the United States, the organization's constitution requires that the Board of Directors vote on permanent expulsions and any disciplinary actions greater than those an individual Board of Directors member can make.

Due to workload and possible conflict of interest problems, a Board Member should hold no other leadership positions. Other than the Vice President of Storytelling, Board Members have no authority for in game or LARP-rules disputes, unless the dispute involves a reality disciplinary issue. Gaming interpretation questions and storytelling disputes should be referred to the storyteller hierarchy.

## **MEMBERSHIP POLICIES**

### **Memberships**

Funds should always be sent directly to the Camarilla's national address. The Camarilla strongly discourages members giving membership funds to a friend or club officer to be mailed, as this is the primary reason for lost memberships and dues. They don't get sent in. The organization can take no responsibility for funds given to others on the organization's behalf. Members should make copies of all ordeals, applications, and checks or money orders as well as note the date of mailing so any errors can be addressed more efficiently. Better than that, those with a MasterCard or Visa card can use the Camarilla's e-store (<http://store.yahoo.com/camarilla>) to purchase or renew their membership. No additional forms are required!

If you choose to register as an individual member and later decide to add someone to your membership as a group member, you may do so by sending in the difference in fee along with another membership application. Include your membership number atop the application along with a note of explanation. Their membership will be considered to have the same expiration date as the original individual member. If you add someone six months after you join, his or her membership will technically only last six more months. You should always include your membership number on all correspondence so officers can address your questions or requests more quickly.

### **Age Requirements**

Due to the mature themes found in White Wolf games, the Camarilla does not accept minor members in the United States of America (under the age of eighteen). The Camarilla cannot afford to be held legally responsible for actions of minor members at any United States Camarilla events. Falsifying birth date information can be grounds for immediate dismissal without recourse. Legally emancipated minors are eligible for membership, but they must send copies of their legal status to the Camarilla before they will be considered for membership.

## **SPECIAL PROCEDURES**

The following four procedures are standardized for everyone's benefit. Though all should be closely followed, and dispute resolution guidelines in particular should be strictly adhered to. These guidelines help members process information more quickly and enhance the consistent and efficient transfer of information.

### **Voting Procedure**

It is important to make any election or vote as fair as possible and insure that all affected members have a chance to participate. This section exists to support an orderly method for holding a vote to decide an issue. When an elected chapter position is vacant, members will elect Chapter Coordinators and Storytellers; when a Coordinator or Storyteller Council cannot come to a decision on an elected domain official, chapter members will elect domain leaders. Domain Councils may use this procedure to vote for the appropriate elected domain official. Also, for chapter level issues, any chapter member may request that this procedure be used in any vote such as chapter separation, a

vote of confidence and more. At the domain level, council members may use this procedure.

Voting is usually done with secret ballots, but may be open if the issue is not considered sensitive. Two responsible and trustworthy members should be chosen to act as election officials. With the help of others, they should complete the following steps. If there is contention in the cause or purpose of the election, a supervising coordinator can be asked to oversee the election (for example, the RC may be asked to preside over a domain election).

1. Determine what needs to be voted on and frame the wording of the proposal.
2. Compile a list of affected members (voter registration list).
3. Determine the announcement/nomination and voting/compilation time periods. These are dependent on the amount of contact among affected members and the number of members affected. The time periods may be as little as a meeting for an assembled Coordinator Council selecting a domain coordinator or as much as one month for a complex domain or regional issue.
4. Copies of final election documentation should be given to the supervising coordinator.

During the announcement/nomination period all members on the voter registration list should be contacted. Voters should receive information on the proposals and how they can vote. At the domain level there should be a vote announcement and nomination period of at least one week and a vote compilation period of at least one week. General notification cards can be made up and distributed at open meetings or events. Participating members can initial their name on the voter registration list as having received their notice. Those members that have not checked off their names should be notified by email or mail.

During the voting/compilation period, members should turn in their votes. Each member is allowed one vote, and all votes should be in writing. The voter registration list should be used to track which members have voted. Members who cannot attend have the option to email, mail, or request that another member hand-carry their written vote in to those compiling the results.

The results of the vote should be posted in a public manner. A copy of the ballot issues, the results and the checked off membership list should be included in the next coordinator report. Complaints of inconsistencies or improprieties should be resolved via the Complaint Procedure detailed in the Dispute Resolution section of the Tome.

With the consent of the National Coordinator, Domain coordinators who note problems within a chapter and RCs who note problems within a domain can initiate elections on behalf of the beleaguered chapter or domain respectively. For example, were a domain to be troubled with coordinator issues but domain members not able to oversee a domain election, the RC could initiate and oversee a domain election on behalf of the domain.

This is, however, discouraged and should occur very infrequently. Justification for approval should be noted in the quarterly national report to the President.

## **Application Procedure**

All positions at the global level are filled by appointment and require an application. Interested candidates should e-mail their application to [camstuff@camarilla.org](mailto:camstuff@camarilla.org) or mail their application to the Camarilla's office. All appointed positions require reliable e-mail access. In extreme circumstances, the Camarilla may elect not to post open or available positions; however, in general, calls for Board positions or assistants to the President or Vice Presidents will be made on the cam-announce list or other widespread electronic media. Applications will be considered from those the Camarilla has on file and those collected during the application process. If no applications are available, applications may be solicited using whatever method will generate a qualified applicant. To make positions available to all members, the organization recommends that members interested in any appointed positions apply, even if those positions are currently filled. Any coordinator or storyteller appreciates having a file of available applicants, so if a position is vacated it can be filled quickly and with a minimum of confusion for affected members. It helps those currently in a position to groom replacements or find assistants and helps those appointing people to positions to learn more of applicants' qualifications.

Members interested in applying for a position should send a resume (or resume-type document) to [camstuff@camarilla.org](mailto:camstuff@camarilla.org) or to the Salt Lake City office of the Camarilla detailing their experience and qualifications. This should cover education, jobs held, gaming experience, and a listing of Camarilla positions held. The applicant should also include a cover letter detailing why they are qualified and what skills they can bring to the position. It is essential for applicants to include an outline of what they would do if they held the position and what parts of the position they feel are vital for its smooth operation.

## **Disciplinary Action**

Authorized coordinators and storytellers have the ability to take disciplinary action against members who violate the Camarilla's Code of Conduct or other duly made policies (such as electronic list rules, decisions made by authorized Camarilla officials, or the Constitution of the Camarilla). The scope of action available to officers is listed under the coordinator and storyteller position descriptions. The officer exercising disciplinary authority must report their decision in their next report.

## **Appeals**

If a member feels that disciplinary action taken against them was inappropriate, the member may appeal the official's decision. Appealing disciplinary action requires that the disciplined member write a letter to the coordinator who supervises the officer who took the disciplinary action. The letter of appeal must contain:

- A sentence describing the disciplinary action taken
- A paragraph describing the situation that led to the disciplinary action
- A statement that describes the reason or reasons that the disciplined member feels that the decision was inappropriate. This statement should be complete; no interview with the disciplined member is required
- The member's contact information, signature, printed name, and Camarilla membership number
- A self-addressed, stamped envelope so that the supervisor can acknowledge receipt of the member's appeal

Appeals must be made within a month of the disputed disciplinary action. Resolution of disciplinary appeals may take up to one month. The results of a disciplinary appeal must be sent to the appealing member and reported in the supervisor's report. No further appeals will be accepted. It is important to remember that Camarilla disciplinary actions do not affect a member's status under law, only their privileges as a Camarilla member. Playing in the Camarilla is analogous to playing in a private home; guests who abuse the house rules may be asked to leave.

## **Dispute Resolution**

### **The 24 Hour Rule**

**Sometimes it is easy to get caught up in the emotions of a situation. Tempers can flair and all parties may misstate their point or misinterpret what others have said. Misstatement or misinterpretation can happen in person, over the phone, via e-mail, and in many other situations. In most situations, the best solution is to come back to the issue after tempers have cooled and some time has passed. It is amazing how yesterday's vicious argument can seem quite harmless twenty-four hours later. This is the point of the 24 Hour Rule. If you feel offended or begin to get angry, you may voluntarily take a few steps away from the situation and come back to it with a fresh perspective.**

**We are all members of a club dedicated to having fun and doing some good. Keep everything in perspective and take a break before things get to the boiling point. For instance, if things are getting tense between you and another member over e-mail and you feel that the 24 Hour Rule would help you get perspective, you should politely inform the other member that you are going to use the 24 Hour Rule and step back from the situation. You are then responsible for keeping yourself away from the situation and coming back twenty-four hours (or so) later. Consider going out with friends, spending time with family, seeing a movie, or working on a personal project instead of dwelling on the tense situation.**

**Many requests for dispute resolution or complaints against fellow members arise from members who project another player's character's behavior into the player's intentions. It is inappropriate for members to make assumptions about another**

**member based on the actions of that member's character.**

**"A spontaneous in-character rumor started that my character was of lower generation than she actually was. This was great story material ; except that some members immediately took the situation out-of-character and complained that it was unfair that I was playing a character of lower generation than I was allowed. It ruined a lot of story potential and generated bad feeling for everyone."**

**-Anonymous**

There are two types of dispute resolution that can occur in the Camarilla: complaints and arbitration.

## **Complaints**

Complaints may be made about a decision that an official has made in the capacity of their office in the Camarilla or about the general disposition of an official. Members petitioning the removal of an officer or who are unhappy with an official decision should first consider the factors that may have led the Camarilla official to make the decision. Sometimes, invoking the 24 Hour Rule for yourself will resolve the issue before it becomes a problem. However, if the official decision still seems unreasonable, a member can write a letter of complaint. Members must support their call for reconsideration, discipline or dismissal. The letter of complaint must be sent to the official who made the decision and to that officer's supervisor. The letter of complaint must contain:

- A sentence describing the decision in question
- A paragraph describing the situation that led to the decision
- A statement that describes the reason or reasons that the member feels that the decision is unreasonable. This statement should be complete, no interview or follow up procedure is required.
- A request for action, if any
- The member's signature, printed name, and Camarilla membership number
- A self addressed, stamped envelope if a reply is requested by mail

Additionally, the letter of complaint sent to the official's supervisor must contain a self-addressed, stamped envelope so that the supervisor can acknowledge receipt of the member's complaint. Complaints are taken very seriously, are taken under advisement, and discussed among officials. Often, complaints are the basis for a performance review. They will not always result in immediate action being taken against anyone, but can have a significant impact if well presented. No action, except the acknowledgment of receipt of the complaint, is immediately required. Please remember that complaints should be filed about official decisions; the Equal Opportunity (Opportunity) Policy and No Harassment Policy as well as Arbitration procedures detail ways to seek the resolution of other problems.

## Arbitration

Arbitration occurs between members who have a personal disagreement that is difficult to resolve. Issues of a disciplinary nature should be taken directly to a coordinator.

Arbitration has three stages: conflict resolution, mediation, and occasionally appeal.

### Conflict Resolution

**Don't get caught up in the OOC drama. If you have a problem with someone, conflict resolution is the way to go...and it works. I've met more interesting people by sitting down and talking out my problems with them than I think I could have in any other place. Some of them are good friends now, and I hate to think what I would have missed out on if I had kept up the conflict.**

**--Rowan Cota, Assistant Chapter Coordinator for San Francisco's "Monsters under the Bed"**

Conflict Resolution. Conflict Resolution is the first step, and it involves the two members discussing the issue in a calm and rational manner. Often, the 24 Hour Rule should have been used by one or more parties, and the dispute should be discussed a day or so later. Members should arrange a meeting in a way that allows all parties to communicate comfortably. This is an important stage because it is the only stage that does not involve a coordinator making a binding decision for both parties. If a party refuses to meet for more than a week, the concerned member should inform his or her coordinator so that appropriate action can be taken to resolve the conflict or initiate disciplinary action.

The conflict resolution step is frequently overlooked because members often seek to validate their own position by bringing in others who they believe will agree with them. Coordinators are urged to take disciplinary action against members who skip this stage.

Arbitration. Arbitration is the second step. If the members involved in conflict resolution cannot reach an agreement, a coordinator may be involved as an arbitrator. Each member involved in the conflict must send a letter to the selected arbiter. It is best to involve the lowest level coordinator with jurisdiction over both members and with the most knowledge of the situation. If the arbitration involves another chapter member, then the CC receives the letters. If the arbitration involves members of different chapters who are within the same domain, then the DC should receive the letters. If the members live in the same region but are not in the same chapter or domain, then the RC or the ARC who handles arbitration receives the letters. If the members live in different regions, then the two arbitration ARCs may co-preside or they may name an impartial arbitrator who would receive the letters. If the dispute occurs over one of the Camarilla owned electronic lists, then the list moderator is empowered to act as a CC for purposes of arbitration. The electronic list coordinator can act as a DC for purposes of arbitration and is considered to be the electronic list moderator's supervising coordinator.

The letters sent by each party should include:

- A paragraph describing the situation in question
- A concise statement describing why the member feels mistreated (if applicable)
- A paragraph explaining why no agreement was reached
- A paragraph describing the personal perspective of the member writing
- The member's signature, printed name, and Camarilla membership number
- A self addressed, stamped envelope if a reply is requested by mail

After the arbitrator receives the letters, the arbitrator may contact the parties for more information. If the arbitrator is different from the site coordinator at which the dispute began, the site coordinator should also be contacted. The arbitrator may choose to contact the CCs of the members as well. After the perspectives have been gathered, the arbitrator should make a decision and, if necessary, take disciplinary action against any or all members who are in conflict. Involved coordinators should make note of actions and decisions made in their next monthly report. If, during arbitration, a coordinator feels that further disciplinary action is warranted, the coordinator may request further action by their supervisor.

If arbitration involves a coordinator, the coordinator who supervises the involved coordinator is the lowest level arbitrator. If a National Coordinator is involved in arbitration, the charter of the nation should be consulted to determine whom the arbitrator should be. In the United States, the President presides. If the President is involved in arbitration, all parties must agree upon an impartial arbitrator. If a member of the Board is involved in arbitration, the President presides.

Appeal. Appeal is the last possible stage of arbitration. If any party in conflict feels that mediation has resulted in an unreasonable decision, the party may make a one-time appeal to the next higher-level coordinator. No further appeals will be accepted. If the President made the arbitration ruling, no appeal is possible. The appealing party writes a letter based on the previous arbitrator's decision, stating the reason or reasons why the previous arbitration decision seems unreasonable. The appeal must be based on the previous ruling, not on the original circumstances of the arbitration. A copy of the original arbitration letter and a self addressed, stamped envelope should be sent as well.

The coordinator who is presented with an appeal may investigate it or refuse to hear the appeal on particular grounds. In most cases, the previous arbitrator's ruling will be upheld unless compelling arguments are presented. The coordinator arbitrating the appeal may exercise whatever disciplinary authority they have on any or all parties who are in conflict. Whether the appeal is heard or refused, the arbitration decision is final.

The Camarilla believes that most arbitrations can be solved at the conflict resolution stage of arbitration, but also understands that there are serious matters that may have to begin at the arbitration stage. In the case that a member decides to request formal arbitration between themselves and another member, the member who initiates the request for arbitration must voluntarily withdraw from all Camarilla activities that would put them in contact with the other party in the arbitration until that arbitration is resolved. Note that this policy does not apply to complaints filed in response to an officer's official



actions. In most situations, the Camarilla may only take action against members for their behavior or actions at a Camarilla event, although the Camarilla will take steps to uphold any official legal decisions. The Camarilla itself does not have the authority or jurisdiction of a court of law and may only take actions that affect membership status.