



Explanation of our rules.

1. Everyone must be participating in a non-electronic (N.E.) game-related activity at all times.

C.C.G. is NOT a hangout. We have a specific purpose at our meetings. Typical C.C.G. events consist of multiple sanctioned tournaments. In these tournaments, rankings and points are very important. Those not participating in these tournaments at any given moment typically cause the noise and distraction levels to escalate causing people to lose their concentration. If or when people lose games, and matches, point totals and rankings can plummet. Participants in C.C.G. events strive to improve and help others to improve. Those causing distractions hinder progress for our events and players. Electronic games are not allowed as they make noise and cause a distraction to people around them. As these are typically 1-player games, they don't aid in building a social presence within our organization. Hence, GameBoys, PSP's, etc. are now allowed at C.C.G. events. Activities that we not game-play related that ARE allowed include deck discussion, trading, card organizing, and deck building.

In addition to video game systems, headphones are not allowed to be in use. Headphones prevent one from being focused on their games. When listening during down-time, announcements may be made. Headphones would also drown out any weather-related sirens that could sound over our radio. Not to mention that headphones that may not be as quiet to the observer are a distraction to others.

2. Respect ALL other gamers.

No disrespectful, rude, or vulgar comments, hitting each other, or fighting. Put simply, these actions cause people to NOT want to return. We strive to be as inviting and welcoming as possible so that others brought in and become regulars. The constant growth of a solid player base brings in new insights, new games, new opponents, new challenges, and trade material to our events.

3. Respect your judges and their rulings and decisions.

Rules allow our games to be played fairly. A fair game is likely to be more fun than an unfair game. Showing judges respect shows that we appreciate the time and effort they put into organizing events, and studying the rules. These individuals seldom receive payment for this time so show them the utmost respect.

4. Throw away your own garbage.

C.C.G. is not the only group that uses the facilities that we occupy on any given day. You wouldn't appreciate a bunch of people coming into your home and leaving their trash behind. Someone has to clean it up and as none of us get paid to be at these events, nobody wants to stay late because people neglected dispose of their own garbage.

5. Recycle your own pop bottles in the appropriate recycle bin. If you don't know where it is, ask someone.

We're not exactly striving to become "green", however, we feel that recycling as much as possible, allows us to feel as if we are playing our part. Not to mention that everything cited in rule #4 applies here as well. As an added bonus, the return of bottles allows us to apply any deposit to future pop purchases, ensuring that beverages and snacks can be purchased.



6. Keep all 4 chair legs on the floor at all times, and, of course, sit in the chairs the way they are meant to be sat in.

The chairs we use don't belong to us. Of course, if one would like to bring their own chair, that's welcome. Storage, however, is unavailable. The chairs we use are expensive to replace and, as a broken chair takes time to replace, the venue is inconvenienced if a new chair must be made available. Broken chairs constitute a minimum replacement fee of \$25 depending on the venue in which the breakage occurred. Replacement fees will only be requested at the time of the breakage. Depending on the particular situation, if other rules were broken, additional punishment(s) may be applied.

7. Don't swear. If you have to ask about certain words, don't use them.

This is the rule that is most-often broken so we depend on surrounding peers to keep each other in check. Abuse of this rule can lead us to using the "3-strikes, you're out" rule. In extreme cases, punishments have included, but are not limited to immediate and/or expulsion. Many times, this rule is accidentally "broken" by individuals who are on the negative end of a stressful game situation or judge ruling. Those with concerns about Tourette syndrome, please inform the responsible individual or event organizer of the situation before sign-up or event participation.

8. Don't even think about stealing. Police are called, people are expelled for life, etc. It's not fun so just don't do it.

Theft of any kind is NOT tolerated. Although C.C.G. is NOT responsible for lost or stolen items, thieves are not welcome at our events. When one has been the victim of theft, it becomes very difficult to be excited about playing that game again. Without players, our group simply does NOT exist. So, essentially, stealing property from players can be considered destruction of our group.

9. Be responsible for your own actions and property.

C.C.G. is not a daycare or babysitter. All attendees are expected to be mindful of their own behavior. If an accident occurs during an event in which someone is injured, we are at the whim of the ambulance or parent/guardian. Responsibility for personal property is explained in rule #8.

10. Play honestly. Cheating makes you a bad player and people don't want to play against cheaters.

At C.C.G. we believe that playing games in a face-to-face environment can help us become better individuals for ourselves and within society. Cheaters are similar to thieves in that they not only hinder the growth of our group, but also discourages current players from returning.

11. Make sure you have transportation home arranged BEFORE arriving at our events. We can't depend on everyone else to provide us with a ride home at the spur of the moment.

These days, the price of gas is on everyone's mind and not many of us can afford to make extra trips or longer trips because someone else was irresponsible. In many of our games, winning strategies rely on being prepared and thinking ahead. Just as we all enjoy winning, we should come to C.C.G. events prepared with proper transportation. Additionally, those that get rides home from friends should not expect a free ride. Be sure to treat them accordingly. One might consider a couple dollars for gas or a



small token of appreciation in the form of a card or a snack. Lastly, if you expect a ride to arrive at a specific time, please be sure that they arrive on-time and that you are meeting the on-time. We cannot be responsible for staying late to verify that one's ride will show up.

12. When you hear the alarm go off at 9:45, it's time to clean up.

We close the doors at 10:00 p.m. sharp. At rare times of the year, we close at 11:00 or maybe later. These nights typically happen before holidays. In other words, if the next day is a holiday, we will probably stay open an extra hour or so. An announcement will be made the previous night so that everyone is aware. CONTACT US if there are any questions.

13. At the beginning of the night, please help set up tables and chairs. At the end of the night, please help put away tables and put away the chair you used.

As we all use the furniture and facilities, it is imperative that we care for the venue that provides us with such great hospitality. Not to mention that if we don't all do it together, those of us that stay late have to take care of whatever is left. This is just a courtesy.

14. Have fun and make some friends! That's what we're here for in the first place.

This rule requires no explanation.