

Star Wars® Trading Card Game™ Independent Development Committee



**-Charter-
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Disclaimer: The Star Wars® Trading Card Game™ Independent Development Committee does not claim, nor ever has claimed, any rights to the legal ownership of Star Wars: The Trading Card Game, its rules, ideas, production or designs. The IDC, likewise, does not intend infringement on the properties of Wizard of the Coast or Lucasfilm, Ltd., with the intention of making a profit. Any virtual card sets or rules will be developed for the TCG fan, with no charge for services or products rendered.

Section 1 - APPLICATION AND OPERATION OF THE CHARTER

- 1.1 Title
- 1.2 Basic Requirements
- 1.3 Operation of Charter
- 1.4 Definitions

Section 2 - CHARTER FLEXIBILITY

- 2.1 Flexibility Provision

Section 3 - COMMUNICATION, CONSULTATION AND DISPUTE RESOLUTION

- 3.1 Grievance and Dispute Settling Procedure

Section 4 - MEMBER RELATIONSHIP AND RELATED ARRANGEMENTS

- 4.1 Anti-Discrimination
- 4.2 Contract of Membership
- 4.3 Membership Terms
- 4.4 Reclassification Procedures

Section 5 - CLASSIFICATION OF MEMBERS

- 5.1 The Panel
- 5.2 The Board
- 5.3 The Board Chairperson Responsibilities
- 5.4 The Board Secretary Responsibilities
- 5.5 Sub-Committee Chairperson
- 5.6 Sub-Committee Vice-Chairperson
- 5.7 Associate
- 5.8 Temporary Member
- 5.9 Higher Duties

Section 6 - CLASSIFICATION OF SUB-COMMITTEES

- 6.1 IDC
- 6.2 Sub-Committee Responsibilities
- 6.3 Card Review Committee

Section 7 – TOURNAMENTS (ORGANIZED PLAY)

Section 8 - CARD CREATION AND EXPANSION PROCESS

- 8.1 Card Creation First Stage
- 8.2 Card Creation Second Stage

Section 9 - LEAVE OF ABSENCE

- 9.1 Leave

Section 10 – PENALTIES

Section 1 - APPLICATION AND OPERATION OF THE CHARTER

OPDATE [add date DD:MM:YYYY] This document comes into effect on and from

Clause 1.1 Title

- 1.1.1 The Star Wars® Trading Card Game™ (Hereafter referred to as SWTCG) Independent Development Committee (hereafter referred to as the IDC) shall be created as a decision-making body representing players of the SWTCG.
- 1.1.2 This document will be referred to as the Star Wars® Trading Card Game™ Independent Development Committee Charter, or simply "the Charter" for short.
- 1.1.3 The Purpose of the IDC is to provide direction, management, and oversight for the continued development of Star Wars Trading Card Game expansions and associated rules and to promote the continued growth and interest in the Star Wars Trading Card Game.

Clause 1.2 Basic Requirements

- 1.2.1 This document applies to all current and potential members of the IDC.
- 1.2.2 The Sub-Committee Chairperson will provide a copy of the Charter to each potential candidate of the IDC for his or her courted sub-committee.
- 1.2.3 All persons entering the SWTCG IDC must read this document thoroughly and understand its content.
- 1.2.4 All current and potential members of in the IDC will abide by the dictates of the Charter. Failure to do so will result in sanctions levied by the IDC Board.
- 1.2.5 No clause in this Charter can be amended, altered, or changed unless by a majority vote of IDC members eligible to vote.

Clause 1.3 Operation of the Charter

- 1.3.1 This Charter operates from [add date] and will continue in force until amended, rescinded or replaced.

Clause 1.4 Definitions

- 1.4.1 *Annotated Rulebook, The* – The rulebook edited and annotated by the IDC. It contains all rules, definitions, keyword abilities, and card types approved and referenced by the IDC.
- 1.4.2 *Associate* – A person recruited from the general public to work in association with a particular Sub-committee.
- 1.4.3 *Base Sub-Committee* – A sub-committee where Associates are assigned to perform, and be responsible for, their primary work.
- 1.4.4 *Board, The* – A group of three IDC members whose primary role is to ensure the IDC runs smoothly, efficiently, and democratically. The Board consists of a single Chairperson, a single Secretary and a third member for a tie-breaking vote. An individual may be referred to as a 'Board Member', but the term 'The Board' is only valid if all three Board members are present and involved in any particular decision-making. Board members will make available to all other sub-committee members and fellow Board members a valid and current email address for the purposes of the IDC. These individuals must check their email accounts daily for new messages and attachments.
- 1.4.5 *Card Development* – The sub-committee responsible for the initial raw card ideas, their text, development oversight, and retaining the purity of intent of original ideas.
- 1.4.6 *Chairperson* – An individual responsible for overseeing the completion of tasks by a particular group of people. The two types of Chairperson are Sub-Committee and Board. These persons will

make available to all other sub-committee members and The Board a valid and current email address for the purposes of the IDC. These individuals must check their email accounts daily for new messages and attachments. The IDC will elect The Board Chairperson from one of the three Board members.

- 1.4.7 *[CLEARED]* – A finalized card that is ready to go on the Master List. This card can no longer be modified without Board approval.
- 1.4.8 *Cleared List* – The list of all [CLEARED] cards as stated in 1.4.7.
- 1.4.9 *Draft List(s)* – A list of the cards in different stages of completion of the current expansion.
- 1.4.10 *Expansion* – A themed set of cards for the SWTCG created by the IDC.
- 1.4.11 *General IDC* – The authority of the IDC and all its members as a whole; the top-most authority.
- 1.4.12 *Graphic Design* – The sub-committee responsible for creating the finalized electronic card images.
- 1.4.13 *IDC* – The SWTCG Independent Development Committee. A group of SWTCG players from around the world striving to preserve the continuation of Wizards of the Coast's™ SWTCG by creating a leadership committee consisting of 3 Board members, 5 Sub-Committee Chairpersons and any Sub-Committee Vice-Chairpersons.
- 1.4.14 *IDC Officer(s)* – Positions held by each office within the IDC, including members of The Board, The Board Chairperson, The Board Secretary, each Sub-Committee Chairperson, and Sub-Committee Vice-Chairpersons. References to IDC offices as elected positions might not include Sub-Committee Vice-Chairpersons, who have special circumstances of responsibility and authority as described in the Charter.
- 1.4.15 *LackeyCCG* – A software application for playing trading card games using an internet connection.
- 1.4.16 *List(s)* – A formal document(s) passed between sub-committees. Such a document may be a Cleared List(s), Draft List(s), Preliminary Set List, Pre Master List(s) and Master List. All replies and forwarded list(s) from Card Development will be typed in black text. All replies and forwarded list(s) from Rules will have their amendments typed in red text. All replies and forwarded list(s) from Play-Testing will have their amendments typed in blue text.
- 1.4.17 *Majority Vote* – A voting procedure which will result in at least a 2/3 majority win from all relevant people involved in that particular vote. It is mandatory for a person to vote if that person is eligible to vote. A Majority Vote is required to determine an outcome for any clause in Section 5 and 6.
- 1.4.18 *Master List, The* – A final text list containing all the cards from any expansion in which no more changes to any cards will be made. This list is made available to all sub-committees.
- 1.4.19 *Meeting* – A formal gathering of different members to reach a decision on any issue pertaining to the success of the IDC. In the case of meetings of The Panel, it is a form of “question and answer time” between the members of The Panel for the purpose of keeping all members informed and to ensure work is progressing on schedule.
- 1.4.20 *Member* – A reference to any person affiliated with the IDC.
- 1.4.21 *Panel, The* – A decision-making body. The Panel is responsible for the scheduling of the IDC and any work created by the IDC. An individual may be referred to as a ‘Panel member’, but the term ‘The Panel’ is only valid if all three Board Members and the five designated Sub-Committee Chairpersons are present.
- 1.4.22 *Play-Testing* – The sub-committee responsible for the testing of all cards in a real-world playing environment to find any possible flaws and abusable exploits.
- 1.4.23 *Preliminary Set List* – The list compiled by Card Development consisting of all the potential names of the cards and the number of cards for the current expansion.
- 1.4.24 *Pre-Master List(s)* – The final Cleared List containing all [CLEARED] cards from any current expansion.
- 1.4.25 *Preview* – Any authorized information released to the public regarding an upcoming expansion. This information includes, but is not limited to, any facet of a card, rule or other detail specific to that expansion. Only the The Panel and Public Affairs can authorize the release of such information.

- 1.4.26 *Public Affairs* – The sub-committee responsible for the IDC’s press releases, general communication with the public, and primary website maintenance.
- 1.4.27 *Reclassification* – The procedure used when a member applies for a different position than they currently hold within the IDC. The approval of any reclassification is at the discretion of The Panel.
- 1.4.28 *Rules* – The sub-committee responsible for ensuring all card texts abide and conform to all current rules, the development and maintenance of the SWTCG rulebook and reference documents, and provides rules and rulings for cards and game play to keep games fair, consistent, and enjoyable. Responsible for creating the LackeyCCG SWTCG plugins.
- 1.4.29 *Schedule* – Lists the stages and contains the following: Expansion Completion Date, Sub-Committee Work Completion Dates and Expansion Release Date. These dates are flexible and may be shortened or lengthened at the discretion of The Panel. A completed schedule is expected to be released two days after all of the information relevant and necessary to complete the schedule has been submitted to the Panel.
- 1.4.30 *Secondary Sub-Committee* – A sub-committee where Associates perform work in a sub-committee outside their base sub-committee.
- 1.4.31 *Secretary, The* – An individual Board member in charge of the documenting and cataloging of all ‘lists’ at all stages in any given expansion.
- 1.4.32 *Sub-committee* – There are six sub-committees: Card Development, Rules, Play-testing, Graphical Design, Public Affairs, and Organized Play. Each is involved in different aspects of work in the IDC.
- 1.4.33 *Sub-Committee Chairperson(s)* – An IDC member who oversees a particular sub-committee. This person is responsible for all work in that given sub-committee. These persons will make available to all other sub-committee members and to The Board a valid and current email address to be used for the purposes of the IDC. These individuals must check their email accounts daily for new messages and attachments
- 1.4.34 *Sub-Committee Vice-Chairperson(s)* – Secondary Leader in a given sub-committee appointed by the Sub-Committee Chairperson. A Sub-Committee Vice Chairperson will take over all work of their respective Sub-Committee Chairperson in the event that Sub-Committee Chairperson is unavailable, removed, or has left the IDC.
- 1.4.35 *New Abilities* – Any ability that does not come under the heading of any keyword ability in the Annotated Rulebook.
- 1.4.36 *WOTC* – An acronym that stands for Wizards of the Coast™.

Section 2 - CHARTER FLEXIBILITY

Clause 2.1 Flexibility Provision

- 2.1.1 Procedures to facilitate the efficient operation of the IDC will be established and put into practice as defined in this Charter.
- 2.1.2 Where no agreement is reached in the IDC through the procedures outlined in Section 3, and where giving effect to such agreement requires this Charter as it applies to be varied where it applies, an application to vary will be made to The Board. The application will be made available in writing to all members of the IDC.
- 2.1.3 When this Charter is varied to give effect to an agreement made under this clause, the variation will be identified directly above the changed clause with an Operation Date. The variation will take precedence over any provision of this Charter to the extent of any identified inconsistency.
- 2.1.4 The Operation Date of the variance will be written as such: "OPDATE DD:MM:YYYY on and from"

Section 3 - COMMUNICATION, CONSULTATION AND DISPUTE RESOLUTION

Clause 3.1 Grievance and Dispute Settling Procedure

Any grievance, dispute, or matter likely to create a dispute, shall be dealt with in the following manner:

- 3.1.1 All members will make every effort to ensure that they operate effectively under these procedures within the IDC and will co-operate and work efficiently with their fellow members.
- 3.1.2 The order of the dispute resolution process: Level 1 The Board > Level 2 The Panel > Level 3 the general IDC.

Level 1

- 3.1.3 In the first instance of dispute or grievance, the complainant must file an official complaint with The Board (the current level of authority).
- 3.1.4 The relevant IDC member and the current level of authority should inform each other in writing, or forum private message (PM), titled "Formal Complaint." The complaint must include the name(s) of the member(s) involved in matters of grievance and dispute, arising in the IDC.
- 3.1.5 The current level of authority will be responsible for dealing with matters raised by the relevant IDC member.
- 3.1.6 The member(s) in dispute will make themselves available for consultation by the current level of authority as required.
- 3.1.7 The consultation process referred to above will commence within 24 hours of the grievance, dispute, or likely dispute having been registered, or within a period of time agreed to by the parties involved.
- 3.1.8 After consultation has occurred between the parties in accordance with these procedures, either party may request, and be entitled to receive, a response to its representations within a reasonable time as agreed upon by the parties.
- 3.1.9 Without prejudice to either party, work should continue on a status quo basis while matters in dispute are dealt with in accordance with these procedures. A "status quo basis" will mean the work situation in place at the time the matter was first raised in accordance with these procedures.
- 3.1.10 If there is undue delay on the part of any party to the matter, the party complaining of the delay may take the matter to a higher level in the dispute process.
- 3.1.11 If the matter is not resolved at this level, the member of the relevant Committee in dispute can ask that it be referred to The Panel, who will then arrange a conference to discuss the matter.

Level 2

- 3.1.12 The Panel (the current level of authority) will review the matter using the same procedures found at 3.1.4 through 3.1.10.
- 3.1.13 If the matter is not resolved at this level, either party may refer the matter to the general IDC.

Level 3

- 3.1.14 The general IDC (the current level of authority) will review the matter using the same procedures found at 3.1.4 through 3.1.10.
- 3.1.15 After exhausting all avenues of dispute resolution, the member(s) in dispute will either accept the decision or leave the IDC.

Section 4 - MEMBER RELATIONSHIP AND RELATED ARRANGEMENTS

Clause 4.1 Anti-Discrimination

- 4.1.1 It is the intention that the members to this Charter will achieve a principal objective of helping to prevent and eliminate discrimination on the basis of age, race, color, sex, sexual preference, marital status, family responsibilities, religion, political opinion, national extraction, mental handicap, physical handicap, intelligence, or social origin.
- 4.1.2 Accordingly, in fulfilling their obligations under the Grievance and Dispute Settling Procedure, the members must make every endeavor to ensure that neither the Charter provisions nor their operation are directly or indirectly discriminating in their effects under 4.1.1.
- 4.1.3 Not to exercise any different treatment (or treatment having different effects) which is specifically exempted under 4.1.1.
- 4.1.4 Discrimination of the kinds identified in clause 4.1.1 cannot be used as a reason for terminating IDC membership unless the affected member's circumstances directly impede the performance of his or her duties outlined in Sections 5 and 6 beyond reasonable accommodation.
- 4.1.5 Those with mitigating circumstances and handicaps, physical or mental, must be given a reasonable amount of accommodation for accomplishment of deadlines and quality of work.

Clause 4.2 Contract of Membership

- 4.2.1 Each member will specifically be engaged as a Board Member, a Sub-Committee Chairperson, a Sub-Committee Vice Chairperson or an Associate, subject to the definitions and conditions contained elsewhere in this Charter.
- 4.2.2 All IDC members will actively participate in work as per their individual work level definitions. Members must log in to the IDC forums website at least once every two days to view all active discussions and participate in at least one discussion in forums they have access to. "Actively participate" is to mean constructively posting in currently active topics as determined by the Chairperson.
- 4.2.3 Subject to the provisions contained elsewhere in this Charter, the contract of recruiting members by Sub-Committee Chairpersons or The Board will, in the absence of express agreement to the contrary, be deemed to be a recruiting by the IDC and all words contained within the Charter will take effect.
- 4.2.4 Membership may be terminated at any time by one weeks notice given by either party or terminated immediately by The Board if a violation is deemed high enough. Any termination of membership will take effect at the end of that day, and the member's posting and viewing privileges will be removed from the IDC Development website.
- 4.2.5 All work performed and items created within the IDC are the property of the IDC.
- 4.2.6 Any communication that involves privileged information that can only be obtained by being a member of the IDC, verbal visual or textual, between an IDC member and a terminated member is prohibited and will result in investigation of the involved parties by The Board.

Clause 4.3 Membership Terms

- 4.3.1 A person entering the IDC cannot immediately accept, obtain, or take a position of Board member or Sub-Committee Chairperson until after fully participating in the creation of at least one expansion set.
- 4.3.2 Election of members of The Board, its Chairperson, and its Secretary shall be by majority vote of the IDC members that are eligible to vote.
- 4.3.3 Nominations for a Board position can be made by anyone, but a Board position can only be held by one person from any sub-committee.

- 4.3.4 In the case that a previous Sub-Committee Chairperson should step down or be removed, the relevant sub-committee shall elect their Sub-Committee Chairperson and, if required by The Board, a Sub-Committee Vice-Chairperson, after gathering relevant information pertaining to an individuals request for that position.
- 4.3.5 The relevant sub-committee shall elect their Sub-Committee Chairperson. In the case of a tie, The Board shall decide by majority vote.
- 4.3.6 If required, a Sub-Committee Vice Chairperson will be appointed immediately after the Sub-Committee Chairperson is elected in the event of absence of that Sub-Committee Chairperson of that sub-committee. "If required" meaning if a sub-committee has at least four members.
- 4.3.7 All IDC officers are on a limited term for one complete expansion and therefore all positions will be up for nomination after every expansion has been officially released to the public, but before any work on the new set has commenced. Nomination threads will be made by The Board before a new expansion set commences.
- 4.3.8 Any person wishing to challenge for a position already held by someone, including Board, Sub-Committee Chairperson, and Sub-Committee Vice-Chairperson positions, shall put forth their request to The Board at any time, including any relevant documentation to back up their request. This request will be discussed and approved/denied by The Panel after being presented with the facts by The Board.
- 4.3.9 A challenge by another IDC member for a position already held by another member can only be accepted if the one being challenged is believed to be incompetent in the position, believed to be incapable of continuing in the position, has abused the trust his position holds as outlined in Section 4 and 5, has deliberately incriminated the IDC, or has brought the IDC into disrepute. Evidence is to be supplied by the challenger. The Board will approve/deny whether the challenge will be accepted before passing any information on to The Panel. In the event either party is unsatisfied with the result, Clause 3.1 can be exercised.
- 4.3.10 In the event the general membership of the IDC are unaware that another member is responsible for anything stated in clause 4.3.9, The Board may ask another member from the IDC to step down quietly. This includes a Board member, Sub-Committee Chairperson, Sub-Committee Vice-Chairperson, and Associate. A reason for member or position termination is to be submitted to the IDC by The Board with any relevant evidence.
- 4.3.11 When new members are needed to keep the IDC operational and on schedule for any work, The Board will write an advertisement asking for new members and what they're needed for. The Board will work in conjunction with Public Affairs to advertise on the IDC website. The Board will screen all applicants.
- 4.3.12 For the recruitment of Associates, the relevant Sub-Committee Chairperson will outline their requirements for a new member and submit it to The Board. The Board will write the advertisement for the position and work in conjunction with Public Affairs to advertise on the IDC website. The Board and the relevant Sub-Committee Chairperson will screen the applicants for suitability.
- 4.3.13 The elected Sub-Committee Chairperson will choose a Sub-Committee Vice-Chairperson immediately after the Sub-Committee Chairperson is elected, in the event of absence of the Sub-Committee Chairperson.
- 4.3.14 The Board, upon a majority vote, may restrict the number of Associates allowed in any Sub-committee.
- 4.3.15 Any sharing of other members personal information with parties outside of the IDC is prohibited. "Personal information" is defined as information relating to any members real life personal information including, but not limited to, real name, home address, age, Social Security Number, and email addresses.
- 4.3.16 Due to the severe nature of the accusation, anyone found sharing the personal information of other members without the expressed permission of The Board *and* that person whose

information is being shared, will be suspended from any further duties pending review by The Board.

- 4.3.17 Any sharing of IDC sensitive information with parties outside of the IDC without permission of The Board is prohibited. "IDC sensitive information" is defined as information within the IDC that has not been shared with the public that includes, but is not limited to, all card information and ideas for cards, rulebook and rulebook updates, any unreleased game mechanics and any discussions that have occurred involving IDC work.

Clause 4.4 Reclassification Procedures

- 4.4.1 A member may transfer from one sub-committee to another in accordance with the reclassification guidelines outlined in this section.
- 4.4.2 A reclassified member is someone previously assigned to a base sub-committee in the IDC, but has been reassigned to another base sub-committee, subject to approval by The Panel.
- 4.4.3 Any member has the right to apply for reclassification. Applications should be in writing to The Panel, stating reasons in support of the application.
- 4.4.4 The Panel will make all reasonable attempts to give a written reply to the applicant within one week from the date of application.

Section 5 - WORK LEVEL DEFINITIONS

Clause 5.1 The Panel

- 5.1.1 The Panel will be the main decision-making body involving work by the IDC.
- 5.1.2 The Panel must vote on any suggestion from any member that may alter any procedure outlined in this Charter or introduces any new work or an idea that will introduce any new work that has the potential to put the IDC and any sub-committee off schedule.
- 5.1.3 All decisions made by The Panel will be by majority vote.
- 5.1.4 Whenever The Panel is called for a meeting, it is mandatory that The Board and the five designated Sub-Committee Chairpersons attend. (The Organized Play Sub-Committee Chairperson is not considered a Panel member, but may communicate issues to The Panel through The Board.) Only The Panel can attend or comment on issues pertaining to discussion at the meeting. In the event a Sub-Committee Chairperson cannot attend, he will notify The Board Chairperson before the start of the scheduled meeting. In this event, the Sub-Committee Vice-Chairperson will attend on his behalf and all Panel member privileges will apply to the Sub-Committee Vice-Chairperson in the Chairperson's stead.
- 5.1.5 In the event that The Board or The Panel cannot make a decision due to Clause 1.4.21, the remaining Panel members will vote on the available Sub-Committee Vice-Chairpersons to allow them into a meeting of The Panel to make up the official member numbers.
- 5.1.6 The Panel is responsible for choosing a theme and number of cards for the next expansion. Agreement on the set theme and card numbers is expected to occur within five days.
- 5.1.7 The Panel will create a schedule consisting tasks to be done and completion dates for those tasks. All sub-committee requirements should be made knowledgeable to The Panel within two Panel meetings so the Schedule can be created.
- 5.1.8 The Panel will create a Mission Statement clearly defining the theme and focus of the set. This will include:
 - 1. What units/arenas need attention to bring balance to the game.
 - 2. What known mechanics (keyword or otherwise) will feature prominently.
 - 3. What strategies should be focused on to further the game
 - 4. A focus on new mechanics (keyword or otherwise).It may also include information such as:
 - 1. What units people are expecting to see.
 - 2. What situations and events people are expecting to see.
- 5.1.9 Sub-Committee Chairpersons will share their committees' work with The Panel for feedback by The Panel at specified scheduled meetings.
- 5.1.10 The Panel must vote on any future decisions that change the schedule.
- 5.1.11 The Panel is expected to discuss the progress of the current expansion set and address any issues that may be putting a sub-committee off schedule.
- 5.1.12 In the event a sub-committee is off schedule, The Panel will offer advice and implement methods to get said sub-committee back on schedule. The schedule will need to be altered to reflect any changes if this occurs.
- 5.1.13 A meeting of The Panel can be called anytime outside the agreed scheduled dates in the event a particular problem or dispute arises.
- 5.1.14 The schedule shall include specific dates for meetings of The Panel at intervals no more than two weeks apart.
- 5.1.15 A Panel member may use the IDC General Forum for "urgent" inquiries they need to make to complete their work in their particular sub-committee outside of scheduled Panel meetings. "Urgent" is defined as an issue that is deemed important by that sub-committee by majority vote of that Sub-committee.

- 5.1.16 All IDC members will have, at minimum, read-only access to The Panel's forum to view expansion progress, reports made by Sub-Committee Chairpersons, and any decisions made including the decision-making process.

Clause 5.2 The Board

A member at The Board level will:

- 5.2.1 Advise, manage and lead the members of the IDC
- 5.2.2 Liaise with the sub-committees outside of Panel meetings to ensure a coordinated approach to the success of the IDC and that the Charter is being adhered to
- 5.2.3 Set an example by following and adhering to the writings of the Charter
- 5.2.4 Exercise a high degree of initiative in the role of Board member with the implementation of policies related to the success and achievement of the IDC
- 5.2.5 Provide appropriate advice, undertake duties of a critical and complex nature and provide a consultancy service to the IDC members
- 5.2.6 Update the pinned Member List thread every time a member leaves or enters the IDC stating name and position held
- 5.2.7 Accept, deny, or terminate any IDC membership
- 5.2.8 Approve or decline petitions from a Sub-Committee Chairperson to dismiss members from individual sub-committee forums
- 5.2.9 Update the IDC forum with any new sub-forums or site adjustments
- 5.2.10 Levy penalties for any clause violations per Section 10 - Penalties
- 5.2.11 Determine the actual level of penalty based upon majority vote of The Board
- 5.2.12 Accept appeals made to The Board through the proper channels outlined in Section 3.
- 5.2.13 Ensure the Cleared List is up to date by the end of a scheduled meeting.
- 5.2.14 Combine all [CLEARED] cards on one list and present it to all sub-committees in a list named 'Cleared List' by the end of a scheduled meeting
- 5.2.15 Make no decisions unless all three members of The Board are present

Clause 5.3 The Board Chairperson Responsibilities

- 5.3.1 Speaks for the IDC in all announcements and situations concerning the IDC's work and work practices inside the IDC
- 5.3.2 Hosts all Panel meetings
- 5.3.3 Speaker for all legal and moral obligations that may arise from sources outside the IDC
- 5.3.4 Keeps a close working relationship with Public Affairs when activities, articles or announcements relating to the IDC as a whole are published
- 5.3.5 Notifies each member of The Panel of an upcoming scheduled Panel meeting two days in advance via private message (PM)
- 5.3.6 Notifies all Panel members immediately via PM in the event of any unscheduled Panel meetings
- 5.3.7 Keeps the IDC forums running and perform any needed updates and maintenance

Clause 5.4 The Board Secretary Responsibilities

- 5.4.1 Create, pin, and update a thread which will be made public for all IDC members containing details of all sub-committee members to include all names and positions held for every Committee in the IDC
- 5.4.2 Create the Expansion Schedule and pin it in a thread in the General forum from the resulting information of the first meeting of The Panel. "Resulting information" is information presented by

each Sub-committee stating the timeframe they need for each stage of work and by when they can expect to complete it.

- 5.4.3 Acquire, organize and archive all completed lists from all sub-committees in an “orderly fashion” (“Orderly fashion” being all relevant lists are to be in separate sub-committee folders of which will be inside one folder which will be named after the expansion set)
- 5.4.4 Create and update, when required, a pinned thread entitled “Cleared List” to keep a list of [CLEARED] cards.

Clause 5.5 Sub-Committee Chairperson

A member at this level will:

- 5.5.1 Advise, manage and lead all members participating in their sub-committee.
- 5.5.2 Issue rules for participation in their sub-committee outside those defined by this Charter.
- 5.5.3 Liaise with The Board outside of Panel meetings to ensure a coordinated approach to the success of the IDC.
- 5.5.4 Exercise a high degree of initiative and accept responsibility for all decisions involving work in their respective sub-committee.
- 5.5.5 Provide appropriate advice to all Associates and strive to keep their committee on schedule.
- 5.5.6 Prepare any questions for any meeting of The Panel relevant to their Sub-committees work and answer all questions from other members of The Panel truthfully and to the best of their knowledge.
- 5.5.7 Work as an Associate within sub-committees as outlined in section 5.7.
- 5.5.8 Represent their base sub-committee with distinction in all Panel meetings.
- 5.5.9 Allow the involvement of sub-committee chairpersons and Associates from other sub-committees to work in their own base sub-committee.
- 5.5.10 Petition the Board to dismiss a member not originally from that base sub-committee in the event that member doesn't follow the sub-committee's rules.

Restrictions:

- 5.5.11 There will only ever be one Sub-Committee Chairperson per sub-committee at any time.
- 5.5.12 A Sub-Committee Chairperson may not be a Sub-Committee Chairperson or Vice-Chairperson within another sub-committee. A Sub-Committee Chairperson may work as an Associate in another sub-committee as outlined in section 5.7.
- 5.5.13 Sub-Committee Chairpersons may request the appointment of any number of Associates to assist them in the performance of the duties of that sub-committee following the procedure outlined in clause 4.3.12.
- 5.5.14 When a list is submitted to a Chairperson's relevant sub-committee from a different sub-committee, that person will post the original, unaltered list, in a pinned thread in their forum. They may then provide a copy in a separate thread or document with their changes in their respective colors as stated in Section 6. The title of the thread or document will be changed to “[NAME OF DOCUMENT V.X] [NAME OF SUB-COMMITTEE] Reply.”
- 5.5.15 Condense all comments on individual cards from their respective forum into a concise paragraph stating reason for the changes included in reply lists.

Clause 5.6 Sub-Committee Vice-Chairperson

A member at this level will:

- 5.6.1 Work closely under the Sub-Committee Chairperson to ensure a coordinated approach to the success of the IDC
- 5.6.2 Exercise a high degree of initiative
- 5.6.3 Provide appropriate advice to all Associates
- 5.6.4 Assume all duties and responsibilities of the Sub-Committee Chairperson if the current Sub-Committee Chairperson cannot or will not continue work, while at the same time being respectful of the current Sub-Committee Chairperson and that Sub-Committee Chairperson's duties
- 5.6.5 Assume all duties and responsibilities of the Sub-Committee Chairperson in the event of any notified absence of the Sub-Committee Chairperson for the duration of the absence
- 5.6.6 Assume the title of Sub-Committee Chairperson in the event that any absence is not notified by the Sub-Committee Chairperson per Section 8 or after a period of one week of not hearing from, or having reasonable excuse from the absent Sub-Committee Chairperson on their return.
- 5.6.7 Work as an Associate within their sub-committee

Restrictions:

- 5.6.8 A Sub-Committee Vice-Chairperson may not be a Sub-Committee Chairperson or Vice-Chairperson within another sub-committee. A Sub-Committee Vice-Chairperson may work as an Associate in other sub-committees as outlined in section 5.7.
- 5.6.9 Sub-Committee Vice-Chairpersons should be knowledgeable of the work they are assigned by their Sub-Committee Chairperson.
- 5.6.10 Sub-Committee Vice-Chairpersons are responsible for completing the work required for their sub-committee, in a timely manner, as requested by the Sub-Committee Chairperson.

Clause 5.7 Associate

A member at this level will:

- 5.7.1 Work closely with their Sub-Committee Chairperson(s) to ensure a coordinated approach to the success of the IDC
- 5.7.2 Exercise a high degree of initiative and ensure all work assigned to them is done in a timely manner as outlined in the schedule
- 5.7.3 Have the skills required to perform the tasks required in their sub-committee(s)
- 5.7.4 Shall be knowledgeable of the work they are assigned by their Sub-Committee Chairperson(s) and Sub-Committee Vice-Chairperson(s)
- 5.7.5 Follow any sub-committee's rules issued by that sub-committee's Chairperson while working in that sub-committee

Restrictions:

- 5.7.6 An Associate may work as an Associate in another sub-committee. However, their primary responsibility should always be their base sub-committee.
- 5.7.7 An Associate must accept dismissal from a sub-committee that is not their base sub-committee upon request of The Board. A dismissal of this nature will be denial of access to that sub-committee's forums.
- 5.7.8 Discussion of issues outside one's base sub-committee shall be high-level and kept to a minimum.

Clause 5.8 Temporary Member

- 5.8.1 A temporary member is someone sourced from outside the IDC and is not officially recruited into the IDC.

- 5.8.2 The Board may, in its discretion or from recommendation, engage people as temporary members.
- 5.8.3 Any person(s) entering into a position in the IDC as a temporary member will still be subject to, and will abide and follow, Clause 1.2.
- 5.8.4 All Temporary members will be given an exact date as to when their work is to be completed by and when to expect their viewing and posting privileges on the IDC forum to expire, as decided by The Panel.

Clause 5.9 Higher Duties

- 5.9.1 The Board may direct that a member perform temporary duties applicable to a classification higher than currently held by that member in the event of absence by a member of a higher classification position. It is essentially a temporary promotion with the possibility of keeping the new position.

Section 6 – CLASSIFICATION OF SUB-COMMITTEES

All clauses are expected to be followed for every expansion set.

Clause 6.1 IDC

- 6.1.1 The IDC will be divided into six subgroups each called sub-committees.
- 6.1.2 The six sub-committees are: Card Development, Rules, Play-testing, Graphic Design, Public Affairs, and Organized Play.
- 6.1.3 Each sub-committee will have designated duties and work to perform as outlined in clause 6.2.
- 6.1.4 Each sub-committee will have one Sub-Committee Chairperson.
- 6.1.5 Each sub-committee will have a number of Associates assigned to it. A sub-committee's workload will determine the number of Associates for that sub-committee. The Board may restrict the total number of Associates assigned to a sub-committee.

Clause 6.2 Sub-Committee Responsibilities

Card Development

- 6.2.1 All work at all stages must be completed in each timeframe outlined in the current Schedule.
- 6.2.2 Within the timeframe set by the schedule finalized by The Panel, Card Development will decide on a finalized list consisting of Expansion Name, individual card names of units, Location and Equipment cards, finalized names or suggested names of Battle and Mission cards. Development work on this list will commence after the last day's first meeting of The Panel for that current expansion set.

This list will be written in black and be outlined as:

Card Development Sub-Committee, full date written as DD:MM:YYYY, [Expansion Name], list of card names.

- 6.2.3 Any formal reply, including lists, in regards to card creation to the Card Development Sub-Committee Chairperson from any other sub-committee must be posted in a thread and pinned in their forum unedited and unaltered.
- 6.2.4 Anything on the list that a Panel member doesn't agree with will put forward their argument and will be heard by The Panel.
- 6.2.5 Once the list is agreed upon by The Panel, this list will be called the "Preliminary Set List" and will be labeled as such at the top of the document.
- 6.2.6 The Secretary will provide all sub-committees The Preliminary Set List once finalized.
- 6.2.7 The Panel must approve any changes to the list of card names.
- 6.2.8 Card version lettering on unique cards will continue in alphabetical order following on from WOTC's version lettering. Version lettering following "Z" will be designated as "AA", "AB", "AC", etc.
- 6.2.9 Card Development is responsible for the creation of ideas for new effects and mechanics and is responsible for those new ideas for effects and mechanics as being researched and referenced against effects and mechanics from past sets. Card Development must include Rules as part of their research.
- 6.2.10 Card Development will write all text ideas for cards in an understandable format conducive with Wizard's wording and language.
- 6.2.11 Card Development will create and maintain a short list of no less than three unpublished abilities, all of which will be completely different in the effects of those workings. This list serves as a

backup if the first chosen ability proves to be unfit for use and as a means of having suitable alternatives and new abilities for any future sets. Clause 7.1 outlines this process.

- 6.2.12 Card Development will consider any amendments to non-numeric card text from Rules as mandatory. It is not a list of suggestions or recommendations.
- 6.2.13 Card Development will research all data available to provide accurate card names, abilities and flavor text.
- 6.2.14 Card Development will proofread their card lists for basic errors in grammar and spelling and make clear to Rules the way they want text to "work." ie, their "intent."
- 6.2.15 Card Development may recommend suitable movie scenes or still image(s) for each card. Card Development will work closely with Graphic Design to ensure each card has a suitable image.
- 6.2.16 Anytime a list must go to Rules, all concerns of all Card Development members regarding specific cards and/or abilities must be clearly stated and included in the list.

Rules

- 6.2.17 All work at all stages must be completed in each timeframe outlined in the current Schedule.
- 6.2.18 The Rules Sub-Committee has three primary responsibilities: "Card Legality and Text Finalization", "Rulebook", and "Software". The Rules Sub-Committee has one secondary responsibility: "Rules Knowledge Base."
- 6.2.19 Any formal reply, including lists, in regards to card creation to the Rules Sub-Committee Chairperson from any other Sub-committee must be copy/pasted and pinned in their forum unedited and unaltered. This list is to be updated as lists progress.

Card Legality and Text Finalization

- 6.2.20 Any amendments from Rules in regards to wording changes of new effects or abilities, will be cataloged and received by Card Development as "a list of change of wording."
- 6.2.21 All forwarded list(s) from Rules will have their amendments typed in red text leaving unchanged text in their original color.

This list will consist of and be outlined as such:

Rules Sub-committee, Full Date written as DD:MM:YYYY, Wording for [ability/effect X] - V.1, Expansion Name, Current Effect/ Ability Wording, List of rewordings. Reason for wording chosen.

- 6.2.22 Any new abilities for cards are sent to Rules for approval. (eg, Lando F, Orn Free Taa A). The reply to Card Development will be formatted as follows:

Rules Sub-committee, Full Date written as DD:MM:YYYY, New Ability - Suggested wordings for [ability/effect X for card X] - V.1, Expansion Name, Current Effect/ Ability Wording, List of rewordings.

Lists will be compiled as received from Rules without any editing of their wording as V.1, V.2, etc, and cataloged in order of dates by the Card Development Sub-Committee Chairperson as V.1, V.2, etc and be passed on to The Secretary for cataloguing in his or her database for record.

- 6.2.23 Any formal reply, including lists, in regards to card creation, to the Rules Sub-Committee Chairperson from any other Sub-committee must be posted in a thread and pinned in their forum unedited and unaltered.
- 6.2.24 Responsible for checking the legality of text and rules for continuity, including any new abilities, effects and/or mechanics, to ensure card texts abide by and follow the most current rules and rulebook at the time the current expansion would be released on all lists submitted to Rules.

- 6.2.25 Verify that the abilities on any listed cards, whether an ability is old or new, coincide with the description of that ability in the rulebook.
- 6.2.26 In the event that any text followed on from WOTC is questionable in regards to grammar or basic understanding, Rules will discuss changes in precedence between correct grammar and WOTC usage to determine which is more important.
- 6.2.27 Observe text length and recommend changes in text where text may be too long to fit on a card. Rules will work in conjunction with Graphic Design to determine any compromise between suitable text length and font size that may be needed.
- 6.2.28 Check for accuracy of flavor text and recommend corrections.
- 6.2.29 Identify possible problematic differences between cards and existing *Star Wars* material and canon and make recommendations to Card Development accordingly.
- 6.2.30 Identify potential problems and provide possible solutions for problems based on interaction between any specific card(s).
- 6.2.31 Rechecking all of the cards provided in the Master List for any spelling and grammatical errors.

Rulebook

- 6.2.32 Providing an addendum rulebook to be used in conjunction with the latest *WOTC Star Wars* Trading Card Game rulebook.
- 6.2.33 This rulebook should include, but not be limited to any new abilities and their descriptions and any new rulings that may have affected any past rulings and instructions for playing the Star Wars Trading Card Game.
- 6.2.34 An Annotated Rulebook must provide the original Rulebook text in its entirety in the original color of the original text. Any WOTC documents may be added using green text, and Rules Subcommittee rules must be added in blue text.

Software

- 6.2.35 Provide Lackey plugins for play-testing cards at various stages and provide a completed, up to date plugin for public release at a time specified in the schedule. The Lackey plugin for public release will be set out as such:
 1. One zip file with all current text files. These text files are to be updated for each expansion.
 2. Separate zip files with all current image files. That is, one zip file for FOTR. One zip file for SAV, etc.
 3. One all-encompassing zip file that contains everything to bring a LackeyCCG SWTCG install (from the LackeyCCG website, including their WOTC card images) up-to-speed for IDC-created sets.
- 6.2.36 Update the Lackey plugin with any relevant changes that occur in regards to clause 6.2.65.
- 6.2.37 Arrange for the current zipped text file and the latest zipped image file to be updated on the LackeyCCG website.

Rules Knowledge Base

- 6.2.38 The Rules Knowledge Base is a repository for basic guidelines and procedures to be used for any rules-based card development. It is not specific to any expansion set.
- 6.2.39 Knowledge Base houses: the ability heirarchy, when and how to use certain grammar for certain types of abilities, and a basic, but always incomplete, checklist of game text necessities and answers to rules-based Frequently Asked Questions.

Ability Hierarchy:

- 6.2.40 When any list is received by any Sub-Committee, check it for keeping in tune with the hierarchy. When a card is created by Card Development, check it past the hierarchy.
- 6.2.41 Each portion is categorized with a title. This is to identify the purpose for the ability to be in that section of the list. Whenever new abilities are provided, they must be applied to the appropriate subheading.

AFFECTING THE CARD

Extra Pilot
"Treat as..."
Choose not to untap (and any abilities affected)
"This unit can't..."

ALTERNATE COSTS

Upkeep
Hidden Cost
affecting Build or Force cost

ATTACK ORDER

attacks first
speed bonus

ATTACK AUTO-RESPONSE

Attack...
(Pilot only: + Power)
Accuracy
Bounty
Critical Hit

PROTECTION

Armor
Lucky
Parry
Shields*
Stealth

PROTECTION (cont.)

Stun

NORMAL TEXT

hierarchy abilities
speed
power
health
triggered
static
activation cost

ALTERNATIVE ATTACK

Bombard/Ion Cannon
Overkill

PLAYER-ACTIVATED RESPONSE

Deflect
Evade
Intercept
Retaliate
Untap

UNPREVENTABLE DAMAGE

UTILITY

Equipment bonus/penalty
Reserves

* Analysis of Shields shows a switch in use in PM. It was not previously included in this list, but came after Overkill in earlier sets.

Play-Testing

- 6.2.42 All work, at all stages must be completed in each timeframe outlined in the current *Schedule*.
- 6.2.43 Any formal reply, including lists, in regards to card creation to the Play-Testing Sub-Committee Chairperson from any other sub-committee must be posted in a thread and pinned in their forum unedited and unaltered. This list is to be updated as lists progress.
- 6.2.44 Responsible for the testing, in a real-world match environment either by face to face playing or online via Lackey or Apprentice, of the cards developed by the two previous Sub-committees for game balance and good playability and to identify any broken, abusive or problematic cards.
- 6.2.45 Identify potential problems and provide possible solutions for problems based on interaction and power of any specific card(s).

- 6.2.46 Recommend changes to any card as outlined in 6.2.44 when a card is deemed broken, abusive or problematic.
- 6.2.47 Allow, in the event that it is deemed necessary, independent review or play-testing outside of the IDC upon approval by The Panel.
- 6.2.48 Check for any spelling mistakes either in text or ability descriptions.
- 6.2.49 Each Draft List from Card Development will need a reply list with changes from Play-testing. Each Draft List replied to by Play-testing must be replied to with all recommended changes completed within two weeks.
- 6.2.50 All forwarded list(s) from Play-Testing will have their amendments, changes and any relevant comments attached to each individual cards highlighted in blue text leaving unchanged text in their original color.

This list will consist of and be written as:

Play-Testing Sub-Committee, Full Date as DD:MM:YYYY, [Expansion Name] First Draft reply, number of cards, card list.

Graphic Design

- 6.2.51 All work, at all stages must be completed in each timeframe outlined in the current Schedule.
- 6.2.52 Any formal reply, including lists, in regards to card creation, to the Graphic Design Sub-Committee Chairperson from any other sub-committee must be posted in a thread and pinned in their forum unedited and unaltered
- 6.2.53 Create, and update when necessary, card templates for use in making card images. These templates are to resemble, as close as possible, the current WOTC standard
- 6.2.54 Begin researching images and putting cards together after receiving the Preliminary Set List
- 6.2.55 Use all mediums available for gathering images including, but not limited to, DVD's, books, magazines, photographs and the internet
- 6.2.56 Compile a digital database of all images used for all cards made by the IDC and housed on the IDC's current server. This database will be backed up by an IDC website administrator on a regular basis.
- 6.2.57 Create an expansion symbol for each expansion release. The design of the symbol is to stay within the theme of the set as discussed by The Panel.
- 6.2.58 Take the card texts from the Master List and create finished digital graphical versions of those cards for publication on the IDC website.
- 6.2.59 Check own spelling and check that all card texts are on the correct templates.
- 6.2.60 Create any custom artwork that may be needed for the completion of any cards.
- 6.2.61 Be involved in creating banners, posters, card pack images and any artwork not directly related to card creation for the IDC website.
- 6.2.62 Create three PDF files containing all finished cards for publication on the IDC website. These three files are to contain the rare, uncommon and common card files respectively. Images are to be presented horizontally with eight cards per page.
- 6.2.63 All PDF's are to be made so that no adjustments are needed to be made by the public. Card images are to be finished at the same size as real cards of 3.5 inches X 2.5 inches and are made to be conveniently printed off as is. Instructions are to be provided for extraction of single cards for printing.
- 6.2.64 Create thumbnail images for Public Affairs to host for easy viewing and for use in articles and for promoting the set expansions. These are to be 435 x 315 pixels and presented so all game text and card names are horizontal.
- 6.2.65 Create the Lackey image folder that contains all card images from a current expansion for the Lackey plugin. These images are to be 205 x 285 pixels in dimension and presented vertically.

- 6.2.66 Amend any single images and update any separate image files in clause 6.2.59, 6.2.60, 6.2.61, 6.2.62 as The Panel deems necessary after an expansion release. If one card is changed in a particular clause, then all of those exact same cards need changing across all mentioned clauses.
- 6.2.67 Cards developed by the IDC will be designated by the IDC symbol in the lower left-hand corner of the card photo. This is to be the same size as WOTC's promo symbol. The symbol must appear exactly like this:



Public Affairs

- 6.2.68 All work, at all stages must be completed in each timeframe outlined in the current Schedule.
- 6.2.69 The Public Affairs Sub-Committee has two primary responsibilities: "Website" and "Promotions and Articles."
- 6.2.70 Any formal reply, including lists, in regards to card creation to the Public Affairs Sub-Committee Chairperson from any other sub-committee must be posted in a thread and pinned in their forum unedited and unaltered.

Website

- 6.2.71 Provide an up-to-date, one-stop website for inclusion of current expansion news, projected release dates, rules updates, corrected cards and updated data files of finished cards for download presented graphically and textually in a G-rated format.
- 6.2.72 Correct any links, spelling and web page issues.
- 6.2.73 Create the pages for the new articles that includes inserting photos gathered from various sources and inserting links to specific card images.
- 6.2.74 Create the main expansion page and update it as required to show the links to the most recent checklists and pdf's. The creation of different color schemes for each expansion and the way the page is presented is at the Sub-Committee Chairperson's discretion, but remaining within the clause of 6.2.68.
- 6.2.75 Create the expansion thumbnail page, insert, and check the image links.
- 6.2.76 Answer IDC email from players worldwide at the Sub-Committee Chairpersons discretion.
- 6.2.77 Take all relevant information from each scheduled meeting of The Panel to stay informed of production of any current expansion so as to update and build web pages.
- 6.2.78 Create the folders on the ftp server to prepare for expansion graphics and PDF files so they can be uploaded by Graphic Design. The exact location of these specific folders must be given to Graphic Design.
- 6.2.79 Introduce any new features at the Sub-Committee Chairperson's discretion by approval of The Panel.
- 6.2.80 Back up the website on a regular basis.

Promotions and Articles

- 6.2.81 Responsible for promoting the release of all IDC expansion sets scheduled for release through online posts and promotional online card previews. This includes showing the new set name, logo, preview cards, article links and updating info about the set.
- 6.2.82 Write and request new articles pertaining to the IDC for publication on the IDC website and update the website weekly with these new articles. This includes the main page, the article link page and the actual article page.
- 6.2.83 Edit and proofread all articles prior to publication.

- 6.2.84 Create the promo posters for the expansion in conjunction with Graphic Design using finalized cards and provide links to these posters on the expansion page.
- 6.2.85 Post articles on rebelbasers.com to promote new features, articles and tools available on the IDC website.

Clause 6.3 Card Review Committee

- 6.3.1 The Rules and Play-Testing Sub-Committees will form the Card Review Committee.
- 6.3.2 This committee is responsible for the banishment and/or restriction of any cards created by the IDC past or present in the event any card(s) or combination of cards become broken, abusive or problematic. This committee is not allowed to ban or restrict cards created by WOTC.
- 6.3.3 Modify or clarify rules and effects that are deemed ambiguous or consistently misinterpreted.
- 6.3.4 A majority vote by the Card Review Committee will determine if anything regarding clause 6.3.2 and clause 6.3.3 is necessary for change. The suggested change will then be submitted to The Panel for final approval by majority vote.
- 6.3.5 If the vote passes, the Card Review Committee shall create the verbiage for the resolution, and add it to the IDC Errata document and any other applicable online content.
- 6.3.6 Update any rulebook and SARD amendments and addenda.
- 6.3.7 Provide updated errata and any other modified online content will be provided immediately on the IDC website, and announced on rebelbasers.com. If the basis for review was submitted by petition, the Card Review Committee will provide the courtesy of an appropriate response to the petitioner.
- 6.3.8 Will provide question and answer support to the player community.

Section 7 – TOURNAMENTS (ORGANIZED PLAY)

Clause 7.1 Organized Play

- 7.1.1 Organized Play (Hereafter referred to as OP) is the sub-committee responsible for managing and sanctioning organized play. 'OP' will be defined as the Sub-committee Organized Play and 'organized play' will be defined as the actual tournament itself.
- 7.1.2 Organized Play will operate under the same rules and conditions as the other sub-committees as outlined elsewhere in this Charter including having one Sub-Committee Chairperson. The only difference is that Organized Play will not have a presence on The Panel. The Organized Play Sub-Committee Chairperson will not have a Panel seat.
- 7.1.3 Organized Play is under the complete authority of The Board for both ethical and professional reasons.
- 7.1.4 All official discussion concerning Organized Play is to be done in the IDC forums. "Official discussion" is to mean any discussion via posting pertaining to the organization of and the running of OP and it's tournaments.
- 7.1.5 If players object to decisions made by Organized Play they may forward their concerns to the IDC Board.
- 7.1.6 Clause 7.1.5 will clearly be stated on the Organized Play webpage on the IDC site.
- 7.1.7 If The Board wishes, they may request that individual Organized Play articles be sent to them before Public Affairs for review.
- 7.1.8 Organized Play will send approved material to Public Affairs for publishing on the IDC website with the understanding that it does not interfere with Public Affairs other duties as stated in Section 6.

Clause 7.2 Tournament Director

- 7.1.9 There will be three Tournament Directors (TD) one of which is the Organized Play Sub-Committee Chairperson. Each TD will have their name clearly published as such on the Organized Play homepage on the IDC website. All three TDs have equal authority in regards to running tournaments.
- 7.1.10 Tournament directors will answer questions for tournament participants both privately and publicly. Tournament directors may answer questions concerning organized play with the full authority of Organized Play.
- 7.1.11 If there is a disagreement between tournament directors, then the issue is to be addressed on the Organized Play forums where all three TDs will respond. The majority decision will be official and publicly stated on Rebelbasers.com.
- 7.1.12 If a player is suspected of cheating, then the 3 TDs will review the situation.
- 7.1.13 A player may only be ejected from the tournament if all 3 TDs agree.
- 7.1.14 It is the players responsibility to contact a TD before the round ends letting them know that they intend to keep playing.
- 7.1.15 If a player does not play his games for the round and does not contact a TD he will be dropped from the next round. To be safe, players are encouraged to private message (PM) all TDs if they miss their games and want to keep playing.
- 7.1.16 Any questions or concerns can be posted or sent via private message (PM) to a Tournament Director.
- 7.1.17 The Board and TDs are strongly discouraged from changing rules during a tournament unless it is viewed to be absolutely critical. "Absolutely Critical" is to mean a combined vote by The Panel and Organized Play has occurred with a majority vote as the result.
- 7.1.18 All TDs will review official announcements concerning tournaments prior to them being sent to Public Affairs or The Board.

- 7.1.19 Each tournament will attempt to have 3 TDs which will be composed of the 3 members of Organized Play.
- 7.1.20 The 3 TDs may not come from one team.
- 7.1.21 If a TD feels like another TD (or both) are being unfair they are to report the matter to The Board.
- 7.1.22 The Board has the full power to remove a TD both from Organized Play and from his responsibilities in the tournament.
- 7.1.23 The Board has the power, if they choose, to appoint a TD.
- 7.1.24 All tournament rules are subject to change by The Board and Organized Play review.

Clause 7.2 Online Tournaments

- 7.2.1 Organized Play will sanction play through official tournaments reported on the IDC website. "Official Tournaments" are to mean competitive play organized and promoted through the IDC.
- 7.2.2 All tournament articles will be sent to Public Affairs directly from Organized Play with the understanding that Organized Play updates on the IDC site are done outside of Public Affairs' primary duties as outlined in Section 6. All other information on the running of Organized Play, including its member numbers, or anything that has the potential to put the IDC off schedule in its work, is to be forwarded to The Board to be presented for discussion at a Panel meeting.

Clause 7.3 Guidelines

- 7.3.1 Tournaments will run under these guidelines. Organized Play has the right to change these guidelines to make competitions more efficient. Any change must be made public on the IDC site one week prior to the start of any new tournament.
 - Pairings for the first round will be done randomly.
 - Pairings for subsequent rounds will be done using the Swiss format.
 - Rounds will last two weeks.
 - Rounds will have 3 games per match.
 - If there is an odd number of players per round then the player with the lowest score will receive a bye and automatic win (providing they have not already received a bye).
 - Pairings will posted on Rebelbasers.com.
 - Winners will receive 3 points. Both players will receive one point for a draw. Losers will receive zero points.
 - The first tie-breaker will be game winning percentage.
 - The second tie-breaker (which will only be used in the final standings) is opponent's points.
 - The third tie-breaker (which will only be used in the final standings) is opponent's game winning percentage.
 - A player may request a time limit to the match. The request must be made before bidding is begun for the first game and the time limit request must be granted. Players may not request a time limit of less than two hours. Both players should post the time in the lackey log if playing with a time limit. If no request for a time limit is made before the bidding for the first game, then the match is played without a time limit. If both players request time limits, then the shorter time limit is granted. If a match reaches the time limit, then players will play 3 more turns after the current turn is finished. If after that there is no winner, then the game is considered a draw.
 - Players must submit decks for review prior to playing their games.
 - If the person reviewing decks is playing in the tournament, they must post their decks publicly in the announcement thread.
 - Unplayed games will automatically result in draws for the round.

Clause 7.4 Ranked Games and Rating System

- 7.4.1 Organized Play will sanction ranked games.
- 7.4.2 Organized Play will provide a sanctioned rating system.
- 7.4.3 Organized Play is responsible for establishing the rules for ranked games.
- 7.4.4 The rules for ranked games will be published on the IDC website.
- 7.4.5 The rating system will be published on the IDC website.
- 7.4.6 Any changes to the rules of ranked games and the rating system are discouraged and should only be done if viewed as critical.
- 7.4.7 The rules for ranked games and the rating system are as follows, but may be changed by Organized Play and The Board if deemed necessary as outlined in 7.1.8 and 7.4.6.
- 7.4.8 Both players must agree to a ranked game before beginning.
- 7.4.9 Players may only play constructed games unless The Board or Organized Play decides to develop a rating system for other formats.
- 7.4.10 Players may play ranked games either online or face-to-face.
- 7.4.11 Ranked games will abide by all rules used in the latest IDC rulebook.
- 7.4.12 Players will report all ranked games in a set aside thread on Rebelbasers.com.
- 7.4.13 Players must report the games in the order they are played.
- 7.4.14 The rating system will follow the ELO rating system used internationally by chess federations.
- 7.4.15 Ranked games will have a K value of 16.
- 7.4.16 Sanctioned tournaments with 8 or more players will have a K value of 32.
- 7.4.17 Sanctioned tournaments with 4-7 players will have a K value of 24.
- 7.4.18 Games will be entered into the rating system in the order they are played.
- 7.4.19 Tournament games with rounds that last more than a day, such as the *Champions of the Force* (COTF) tournament, will have their date of play marked as the beginning of the round.
- 7.4.20 If the organizers of the rating system feel that a player's rating is suspicious, they have the right to take administrative action. Such action could include, but is not limited too, limiting the players games, disregarding reported games, asking the player to play games against well known and respected players or revoking the players rating.
- 7.4.21 All ranked games will be placed in a thread on the Organized Play forums by the ratings organizers. This list must be checked by at least two organizers and report their findings in the OP forum.
- 7.4.22 At least two organizers must validate the ratings list before sending it to Public Affairs (or The Board if necessary) and report their findings in the Organized Play forum.
- 7.4.23 All work concerning Organized Play must be done in the Organized Play forum.
- 7.4.24 The Board has the power to remove someone from Organized Play and their responsibility in the rating system.

Clause 7.5 Local Tournaments

- 7.5.1 Organized Play will develop rules for sanctioning local tournaments if a desire should arise from the player base.
- 7.5.2 Organized Play will send such rules to The Board for review.
- 7.5.3 Organized Play will develop a charter section for Local tournaments if Organized Play begins sanctioning local tournaments.

Clause 7.6 Prize Support

- 7.6.1 Prizes will be awarded in the tournament when available. Any prizes available will be announced before the start of that particular tournament.
- 7.6.2 Prizes will have little to no monetary value since the honor system is relied upon to some degree.

Section 8 – CARD CREATION AND EXPANSION PROCESS

Clause 8.1 Card Creation First Stage

- 8.1.1 Creating a "Future Keyword Abilities" list of new potential Keyword abilities. All new potential Keyword abilities are to be suggested and created, in collaboration with Rules and Play-Testing, within a one-month timeframe from the beginning of any new expansion. The inclusion and creation of suitable wording for a new ability will be the first order of business in Card Development's work responsibilities. When The Board requests it, Card Development will create the idea and workings of no less than three new unique abilities for the Future Keyword Abilities list. Card Development will pass these three abilities to Rules for any wording changes to abide by current rules.

This list will be written as:

*Card Development: Full date as DD:MM:YYYY, [Expansion Name] unique abilities.
Ability 1 [ability name]: [Ability text as interpreted by Card Development].
Ability 2 [ability name]: [Ability text as interpreted by Card Development].
Ability 3 [ability name]: [Ability text as interpreted by Card Development].*

Rules will add their amendments in red to the list and pass it on to Play-testing. The list will now look like this:

*Card Development: Full date as DD:MM:YYYY, [Expansion Name] unique abilities.
Ability 1 [ability name]: [Ability text as interpreted by Card Development].
Ability 2 [ability name]: [Ability text as interpreted by Card Development].
Ability 3 [ability name]: [Ability text as interpreted by Card Development].*

*Ability 1 [ability name]: [Amended text wording][Any reasons for changes]
Ability 2 [ability name]: [Amended text wording][Any reasons for changes]
Ability 3 [ability name]: [Amended text wording][Any reasons for changes]*

Play-Testing will either approve, after actual play-testing, or converse with Rules and recommend a change to the ability. If amendment is needed Play-Testing will write their recommended amendment on the list before passing it on to Card Development. If approved, the exercise ends here, and the ability goes on the Future Keyword Abilities list.

Text from Play-testing will be typed in blue. The list will now look like this:

*Card Development: Full date as DD:MM:YYYY, [Expansion Name] unique abilities.
Ability 1 [ability name]: [Ability text as interpreted by Card Development].
Ability 2 [ability name]: [Ability text as interpreted by Card Development].
Ability 3 [ability name]: [Ability text as interpreted by Card Development].*

*Ability 1 [ability name]: [Amended text wording]
Ability 2 [ability name]: [Amended text wording]
Ability 3 [ability name]: [Amended text wording]*

*Ability 1 [ability name]:[Ability wording] passed
Ability 2 [ability name]:[Ability wording] [recommend X changes and/or limit to only X units, X Speed,or any other limiting factors to stop abuse][reason for changes]
Ability 3 [ability name]:[Ability wording] passed*

- 8.1.2 Any new amendments will need to be passed on to Rules by Card Development for wording verification and possible change. Then Rules passes on these changes to Play-testing following the above outline. The process will continue in a circle from Card Development to Rules to Play-testing until at least three different abilities are finalized.
- 8.1.3 In the event Rules has several different ways to write and express an ability forwarded to them by Card Development, Rules will list them all as Ability 1a, Ability 1b, Ability 1c, etc. All abilities will be play-tested by the Play-testing Sub-committee and ending with either a 'passed' or 'failed' verdict. A 'failed' verdict must also be accompanied by a reason for failure and any suggestions or recommendations to improve the ability. A 'failed' verdict may be accompanied by a recommended limitation by Play-Testing so that it may be possible for it to be 'passed.' Limitations may be in the order of reduced Speed as in the case of Stealth.
- 8.1.4 At the beginning of Card Creation Second Stage, The Panel will decide by majority vote, which abilities, if any (maximum of three), will be included in the set from the Future Keyword Abilities list. Card Development gets +1 automatic vote in the event of a tie between two new abilities. All new abilities from the Future Keyword Abilities list that is included in the set will have it's 'Keyword' name removed when included on a card. Any new ability from the Future Keyword Ability list included in the set will be limited to a select number of cards as voted on by The Panel.
- 8.1.5 Any ability that is proven popular by the gaming community will be added to the list of Keyword abilities as defined in the Annotated Rulebook to be included in any future sets with it's full Keyword name.
- 8.1.6 After three new abilities are finalized and approved by Card Development, Play-testing, Rules and The Panel, Card Development will commence the second stage of the card creating process within one month.

Clause 8.2 Card Creation Second Stage

- 8.2.1 Creating the final card Master List. A new list, separate from the Preliminary List, will be created and named a Draft List. A series of Draft Lists will be compiled of cards created by Card Development. There is no limit to the amount of Draft Lists that can be made, but each Draft List must be made within the scheduled dates and a Pre Master List finalized within the timeframe as stated in the schedule.
- 8.2.2 All Draft Lists are to go to Rules for checking before being sent to Play-Testing. The Rules Chairperson will forward the list to the Play-testing Chairperson when finished and notify the Card Development Chairperson that it has been sent and that he has been notified that the Play-testing Chairperson has received it.
- 8.2.3 Each card will be formatted as:

Card Name - Affiliation
 Type - Subtype
 Build: ?
 Speed: ?
 Power: ?
 Health: ?
 Game Text
Flavor Text
 Image recommendation
 RARITY

Battle, Mission, Location, Equipment and any other card that does not utilize all text above will have that text omitted where relevant.

8.2.4 Each Draft List will be written as:

Card Development: Full Date written as DD:MM:YYYY, [Expansion Name] First Draft, number of cards, card list (including all stats and texts).

Each consecutive draft list will be named in numeric order as such: First Draft, Second Draft, Third Draft, etc.

- 8.2.5 Any cards created from the Preliminary Set List that Card Development considers ready for review by Rules and Play-Testing will be compiled and added to a new Draft List as per the Schedule. Incomplete cards or cards that Card Development deems unsatisfactory shall not be included on a Draft List until Card Development agrees they are satisfactory.
- 8.2.6 Cards that were not on Draft List that warranted more discussion by Card Development will be included in a following Draft List.
- 8.2.7 Any amendments or recommended changes from Play-Testing regarding the alteration of stats, card text changes (limited to the addition or subtraction of texts from the list of keyword abilities found in the Rulebook already created from past sets) or the removal of abilities old or new (limited to Rules clearing any new ability text) will be cataloged and received by Card Development as “a list of recommended changes.”
- 8.2.8 Any new abilities are to be forwarded on to Rules immediately. Rules will reply within one week. Their reply will contain any rewording or acceptance of the current wording in red, leaving unchanged texts in their original color.
- 8.2.9 Each consecutive Draft List will be named in numeric order as such: First Draft, Second Draft, Third Draft, etc. created by Card Development from the amendments by Rules and recommendations from Play-Testing.
- 8.2.10 Each new Draft List will be typed in black by Card Development to be sent to Play-testing, and all return recommendations and changes to the Draft List from Play-testing to Card Development will be typed in blue, leaving unchanged texts in their original color. This is expected to be a ‘whittling’ process by Play-testing and not be seen to complicate matters by suggesting completely different texts or wordings. They are there to say if a card is fair and playable or not.
- 8.2.11 Lists will be compiled as received from Play-testing without any editing of their wording as First Draft, Second Draft, Third Draft, etc., and catalogued in order of dates by the Card Development Sub-Committee Chairperson as First Draft, Second Draft, Third Draft, etc., and be passed on to The Secretary for cataloging and backing up on the IDC website.
- 8.2.12 Each Draft List will be completed on time as per the agreement outlined in The Schedule.
- 8.2.13 When a card is passed by Play-Testing and the relevant, up to date Draft List is returned to Card Development, all passed cards will be identified by the wording [CLEARED]. In the event that Card Development has sufficient reason to extremely modify the [CLEARED] card, the Card Development Sub-Committee Chairperson must compile all [CLEARED] cards and present their reason for change to The Panel. The Panel will make a majority vote for this request to be approved.
- 8.2.14 Any change to the wording of any game text or unique game text MUST be added to a new Draft List and cleared by the Rules and Play-Testing Sub-Committees for the card to become [CLEARED].
- 8.2.15 [CLEARED] cards go straight to the Cleared List compiled by the Card Development Sub-Committee Chairperson unless Card Development exercises clause 8.2.14.
- 8.2.16 The rarity and numbering of individual cards shall be done when the Cleared List is complete.
- 8.2.17 This Cleared List will be delivered to The Board by the Card Development Sub-Committee Chairperson at all scheduled meetings for them to update their Cleared List as required and to distribute the updated Cleared List to all the Sub-Committee Chairpersons.
- 8.2.18 Preview cards can only be selected from the Cleared List.

- 8.2.19 The final Cleared List in which Play-testing can make no more recommended changes outside the general IDC card list review process will be named the Pre Master List. Text in this list will be formatted all in black.
- 8.2.20 The Pre Master List will be forwarded to The Board by the Card Development Sub-Committee Chairperson.
- 8.2.21 This Pre Master List will be forwarded to Rules by The Board for the checking of current rules wordings. They are not to suggest any changes other than spelling, grammar and simple rewording of sentences to be consistent with past cards and the rulebook.
- 8.2.22 The list will be written as:

Full Date as DD:MM:YYYY, [Expansion Name] Pre Master V.1 – Rules. Number of cards, card list including all texts. All changes to be highlighted in red.

- 8.2.23 There is no limit to the amount of Pre Master Lists that can be made. Each list will be identified as V.1, V.2, etc.
- 8.2.24 Each Pre Master List will be forwarded to The Board by the Rules Sub-Committee Chairperson to be rechecked by The Panel.
- 8.2.25 A final Pre Master List will be posted and pinned in the IDC general forum for review and approval by the general IDC.
- 8.2.26 Each Pre Master List must be made within the scheduled dates and The Master List finalized within the timeframe as stated in the schedule.
- 8.2.27 The final list in which Rules and The Panel make no more changes will be called The Master List.
- 8.2.28 Cards on the Master List cannot be changed, altered or modified unless that card grossly contradicts the Annotated Rulebook or is graphically incorrect and without majority vote by The Panel.
- 8.2.29 The Master List will be distributed to all sub-committees by The Board.
- 8.2.30 A one week review period will commence after the completion of the card images. This review period is open for all IDC members for comment, but comments can only be made on spelling and grammar of card text and image quality.
- 8.2.31 At the end of each expansion there should be a complete record from start to finish. Included will be all card Draft Lists, Pre Master Lists up to and including The Master List, all recommended ability and effect wording changes and all final wordings from Rules.

Section 9 - LEAVE OF ABSENCE

Clause 9.1 Leave

- 9.1.1 All members are responsible for posting their own upcoming absences that will occur in the "Notification of Absence" thread to be pinned and maintained by The Board in the IDC general forum.
- 9.1.2 An absence of more than two days requires notification.
- 9.1.3 An absence of more than a week with no notification leaves open the possibility that member will lose their position in the IDC or lose their membership.

Section 10 - PENALTIES

- 10.1 Actual level of penalty to be determined by majority vote of The Board. Any decision made by The Board is final.
- 10.2 The Board will consider all evidence presented by any member of the IDC in regards to any said offense.

Level 1:

Incur a written formal warning from The Board. Two (2) Level One warnings = One (1) Level 2 warning.

Level 2:

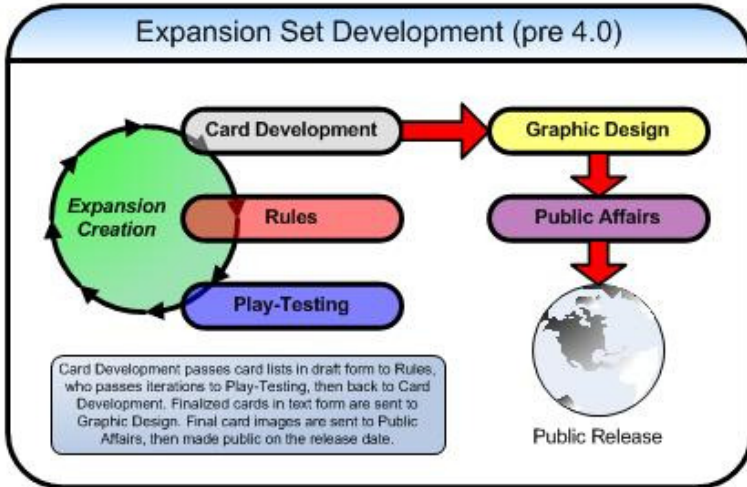
Incur a written formal warning from The Board and exclusion from certain duties for a limited time as determined by The Board. Two (2) Level Two warnings = One (1) Level 3 warning.

Level 3:

Immediate expulsion. One (1) Level Three warning = Expulsion.

An example for a Level 1 violation would be not having assigned work completed by due date or not being cooperative in the Workgroup environment. An example for a Level 3 violation would be leaking or posting an image or text of a complete or near-complete card before the official release.

**Star Wars TCG Independent Development Committee
Charter v4.0 – Sub-Committee Interaction Changes**



Card Development
Responsible for the initial raw card ideas, their text, development oversight, and retaining the purity of intent of original ideas.

Rules
Responsible for ensuring all card texts abide and conform to all current rules, the development and maintenance of the IDC rulebook and reference documents, and provides rules and rulings for cards and game play to keep games fair, consistent, and enjoyable. Responsible for creating the LackeyCCG *Star Wars* TCG plugins.

Play-Testing
Responsible for the testing of all cards in a real-world playing environment to find any possible flaws and abusable exploits.

Graphic Design
Responsible for creating the finalized electronic card images.

Public Affairs
Responsible for the IDC's press releases, general communication with the public, and primary website maintenance.

Organized Play
Responsible for managing and sanctioning organized play.
Although a full sub-committee of the IDC, Organized Play does not contribute to expansion creation. This sub-committee helps fulfill the IDC's mission to promote the future of the *Star Wars* TCG through online gameplay.

