FREAKS

(Finding Responsible and Entertaining Activities on KampuS)

A Manual for Beginning Your Own Gaming Club

Created by:
The FREAKS at Fresno State
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Mission Statement

Finding Responsible and Entertaining Activities on KampuS (FREAKS) is intended to provide students and community members of all ages the opportunity to engage in safe and fun activities. Through the strategic competition offered by today’s board games, participants can develop decision making and analytic skills that can be applied to myriad future pursuits. Further, due to the inherent nature of board games to promote interaction between players, interpersonal and social skills are developed. Additionally, by providing a positive social environment, member’s health risk-taking behaviors will be reduced.
Introduction

The FREAKS program was started at Fresno State University in the fall of 2009 by Dr. Greg Thatcher, Assistant Professor in the Department of Public Health. After completing a research project determining the type of programming available to students on Fresno State’s campus during weekends, Dr. Thatcher recognized that a need was present in weekend activities for students. Being a gamer himself, he gathered some friends and invited some of his students to a Friday night gathering at the University Union. Twelve people were in the initial event, only three of which had ever played the types of games present. The remaining nine immediately became fans of the idea and game play, so a series of weekend gaming events were launched. By semester end, an average of 17 participants attended each week. Now three years later, the FREAKS club has grown to average more than 60 participants each week. In addition to students, families and community members regularly attend the weekly events, with the peak attendance nearing 100 participants on special events being held once or twice a semester.

Seeing the benefit boardgaming has had on his life and others, Dr. Thatcher attempted to understand the benefits to this new endeavor on reducing the health risk-taking behaviors of his students and also to determine if the participation improved critical thinking of attendees (and in turn improved university retention and graduation rates). In the spring of 2011, Dr. Thatcher conducted a randomized, experimental design to determine if participants did indeed demonstrate improvements in critical thinking and reduced health risk-taking behaviors (e.g., alcohol consumption, drinking and driving). In short, the results indicated improvements in both critical thinking and a reduction/protective factor for health risk-taking behaviors. Seeing these benefits, we want to bring this simple and easy student activity to all college campuses.

This manual is intended as a comprehensive guide to starting your own gaming club. While the FREAKS program was initially started at the college level, it contains information that should be easily transferred and utilized by any venue or group. We recognize that gaming of this nature is at best a sub-culture in the United States and development and implementation of a new program will be difficult and often lengthy. Perseverance and commitment is a must for this task, but the reward is well worth the effort.

FREAKS is now a federally registered trademark. However, materials provided here are free of charge and further technical assistance for starting a program is always available. Again, free of charge. We wish you the best of luck in starting your program!

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Contacts

Various individuals and groups will be necessary to fully gain the requisite support for beginning the new club. These individuals will vary depending on the structure of your institution. The following is a list of persons and organizations of interest that you may want to contact for the purpose of promotion, funding, and achieving club status. This list is not inclusive and new sources of support should constantly be sought after.

- **Professor/Teacher:** Your club will need a faculty advisor or director. Try to find someone who has an interest in board games and/or a desire to start an after school program.

- **Activity coordinators in student involvement programs, residence halls, intra and intermural coordinators and student affairs groups.** Combining efforts of several local colleges and universities is also a positive partnership.

- **Student government organization (Our program is named ASI – Associated Students, Inc.) or some other group responsible for coordination and oversight of campus clubs and organizations.** Alumni or PTA’s can also be approached for assistance.

- **Local game stores:** A local games store is a great place to recruit experienced gamers. Experienced gamers will be able to help teach rules of new games and give recommendations as to which games should be purchased by the club. Also, game stores may be willing to sponsor special events. Do not be afraid to trade advertisement/publicity for product. It is in their best interest to help develop new players as they can turn them into customers.

- **After-school programs:** Combining efforts with a pre-existing after-school program or several local colleges/universities can be an excellent way to recruit young members as well as generate good publicity. This can help them grow as well and generate additional interest due to the possibility of ‘cross-campus’ events.

- **Community organizations such as substance abuse prevention programs, churches, rotary, and local government.**

- **Campus and local libraries:** Often these sites make great locations for game nights and special events. Even though games are often louder than most would accept at a library, exceptions will often be made. Check with the activity coordinators at libraries to determine potential relationships.

- **Campus Health Centers:** A goal of the club is to reduce health risk behavior by providing a safe social environment for your campus and community. Because this is also a goal of your campus health center, they may be willing to provide financial support and/or publicity.

- **Advocates within the community that can bring experience and knowledge about the hobby to your club.** They can both teach the games and defray the costs by supplementing the club’s collection with games from their own club.
Initial Organization

When initiating a new club, several things must be addressed before the first meeting or event. In addition to several minute details, some of the major items include member recruitment, selection of event location, and establishing resources.

Recruitment

First-time recruitment methods will be important to the initial impact and image of your club. First, establish a target population (Who). Second, determine the best medium for advertisement (How). Third, plan a way to deliver the advertisement (Where). People will react to advertisement methods differently, so recruitment should utilize multiple methods and focus later on what is deemed most effective for your population. For example, one way to potentially recruit college freshmen would be to make a colorful flyer and post them throughout the dormitories and in high traffic areas on campus. To recruit members from an established club, it may be more effective to put together a small presentation at their next meeting. We have found that nothing beats FREAKS logo t-shirts and word-of-mouth advertisement, especially weekly reminders to people expressing interest and previous attendees. Regularly encourage club members to bring their friends and to spread the word about your club. Here is a list of ideas you can use to start your recruitment drives:

<table>
<thead>
<tr>
<th>Who</th>
<th>How</th>
<th>Where</th>
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<tbody>
<tr>
<td>Underclassmen</td>
<td>Flyers</td>
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<tr>
<td>Experienced Gamers</td>
<td>Presentations</td>
<td>Cork Boards</td>
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<tr>
<td>Existing Clubs and Organizations</td>
<td>Newspaper Articles</td>
<td>High Traffic Areas</td>
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<tr>
<td>Chess Club</td>
<td>T-Shirts</td>
<td>Club Recruitment Day</td>
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<tr>
<td>Math, Physics, Engineering, and Science Majors</td>
<td>Table Tents</td>
<td>School Quad</td>
</tr>
<tr>
<td>Journalism Club</td>
<td>School Activity Events</td>
<td>Cafeteria</td>
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<tr>
<td></td>
<td>Facebook</td>
<td>Game Stores</td>
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<tr>
<td></td>
<td>Emails</td>
<td>Community Center</td>
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<tr>
<td></td>
<td>Boardgamegeek.com</td>
<td>College Apts. Activity Board</td>
</tr>
</tbody>
</table>

Event Location

Selecting a good event location is important to the success and sustainability of your club. When selecting an event location you must look for place with certain details to make it attractive, but also not have any restrictions. Here is a list of features and restrictions you should be taking into account when selecting a location:
Features

- Size
- Conveniently Located and Easy to Find
- Visible/High Traffic
- Available Tables and Chairs
- Safe and Free Parking
- Access to Food

Restrictions

- Noise Tolerance
- Days/Hours of Availability
- Rental Fees
- Competing Users
- Competing Events or Activities

Resources

There are two types of resources that your club should be concerned with finding: financial resources and human resources. Financial resources are people and organizations willing to donate money, games, food, or other items to the club. When money or items are donated to the club, do not forget to thank the donor and invite them to your club events. Human resources are people and organizations willing to donate their time to the club, have skills or knowledge needed by the club, or have the ability to help your club find new members. Both financial and human resources can come from unexpected places, so do not stop searching for new contacts and resources that can advance the club. Here is a list of some resources that have been fruitful for FREAKS clubs in the past:

Financial Resources

- Student Affairs
- Local Game Stores
- Local Restaurants
- School Health Center
- Substance Abuse Prevention Community
- Sponsorships/Corporate Donations

Human Resources

- Local Game Stores
- Student Affairs
- Boardgamegeeks.com
- Club Advisor
- Professors
- Alumni

“Minute” Details

(If you forget or disregard these, the club will most likely fail miserably!)

Here is a list of additional tasks that may be required before the first meeting:

- Check with your facility or school for policies regarding:
  - Hours of Operation
  - Food and Drinks
  - Community membership/involvement
• Purchase games for the club
  o See section Recommended Game for a list of recommended beginner games
  o Game storage outside of play nights WILL be an issue that needs to be managed. The club’s game library will need to be kept in a secure location.
• Development of a listserv or mailing list (email, Facebook, etc.)
• Make sure to have general supplies to keep game pieces together (tape, bags, rubber bands, etc.)
• Be able to explain the intent of FREAKS and its purpose to anyone inquiring.
• Be able to teach games to new players
• Be able to answer questions regarding the board games
• Try to keep meeting times consistent and frequent. Once a week seems to work great for us, but often members request more frequent events.
• Sign up lists with contact information so you can thank participants and invite them back for more.
• Name tags. Being able to identify a person’s name helps break the ice in the social situation.
• Teach members to respect the games and the pieces in order to insure games last for future members.

Officer’s Event Night Checklist

Setup

• Arrive early:
  o Have games laid out on a table
  o Make sure location is accessible
  o Have tables and chairs available to accommodate current and prospective club members
  o Erect a sign or banner so folks know where the club is
• Prepare a sign-in sheet or some other form of member tracking:
  o Have members sign-in
  o Have first time members input contact information for updates and reminders
  o Optional: have a way to distinguish between student and non-student members

Event Management

• Remind members to put games back in their boxes in an organized fashion
  o This keeps games from losing pieces and ready for the next player(s)
• Make sure to have orderly conduct
• Actively recruit members in the immediate area
• Officers should try to make themselves available to teach new games
• Keep an eye out for new attendees that may be unsure of what to play or how to join in.
Breakdown/Cleanup

- Have ample time to put away games
- Leave the facility cleaner than at set-up
  - This gives your club a better image
  - Check under tables for lost game pieces
- Update list serve with new members’ contact information

Recommended Games

When beginning a gaming club, the initial members that you attract will most likely already own some of their favorites and will be happy to bring them to the game nights. These individuals or groups of friends will likely be your most consistent participants so gathering additional games they enjoy, but do not own, will be very important within the first few months of meetings. It is important to consult with them on purchases as they will be able to provide insight to the current desires and gaming taste of the members.

The following list however represents what we feel is a standard game library targeting players of all skill levels. These board games are a broad class of tabletop games that generally have simple rules, short to medium playing times (20 minutes to 2 hours), indirect player interaction and attractive physical components. The games emphasize strategy, downplaying luck and conflict and lean towards economic rather than military themes, while usually keeping all the players in the game until it ends. These games are sometimes contrasted with American-style games, which generally involve more luck, conflict, and drama. We tried to provide relatively cheap and readily available games from most online vendors. Local game shops can also be used to purchase games, however they tend to be more expensive than online game distributors (see the following section for online game vendors). Starting with 10-15 games is recommended to provide participants the ability to experience each different game mechanic. Below is a list of games (many more than you will need or most likely have the funds to purchase) that we would recommend you select from when first purchasing games. Three levels of recommendations are presented.

**Level 1: Initial Purchase (we recommend selecting any 10-15)**

<table>
<thead>
<tr>
<th>For Sale</th>
<th>Time’s Up</th>
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<tbody>
<tr>
<td>Incan Gold</td>
<td>Hey That’s My Fish</td>
</tr>
<tr>
<td>Zombie Dice</td>
<td>Bohnanza</td>
</tr>
<tr>
<td>Tsuru</td>
<td>Forbidden Island</td>
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<tr>
<td>Archaeology</td>
<td>Family Business</td>
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<tr>
<td>Ticket to Ride</td>
<td>Piece of Cake</td>
</tr>
<tr>
<td>Apples to Apples and/or Cards Against Humanity*</td>
<td>Liar’s Dice</td>
</tr>
<tr>
<td>Magical Athlete</td>
<td>Animal Upon Animal</td>
</tr>
<tr>
<td>King of Tokyo</td>
<td>No Thanks</td>
</tr>
<tr>
<td>Settlers of Catan</td>
<td>Werewolf</td>
</tr>
<tr>
<td>Saboteur</td>
<td>Scattergories</td>
</tr>
<tr>
<td>Telestrations</td>
<td>Wits and Wagers</td>
</tr>
<tr>
<td>Standard 52-Card playing deck w/ books of rules</td>
<td>Dominoes</td>
</tr>
</tbody>
</table>
**Level 2:**

- Cranium
- Zooloretto
- Lunch Money*
- Balloon Cup
- Through the Desert
- Mama Mia!
- Gang of Four
- Tichu
- Aquadukt
- Bang: The Bullet
- Gift Trap
- Colossal Arena
- Guillotine*
- Clans
- Strasburg
- Frank’s Zoo
- Ingenious
- Dixit
- Citadels
- Dominion

**Level 3: Advanced play after several months**

- Puerto Rico
- 7 Wonders
- St. Petersburg
- Stone Age
- El Grande
- Eclipse
- Alien Frontiers
- Mission Red Planet
- Strozzi and/or Medici
- Kingsburg
- Last Will
- Power Grid
- Princes of Florence
- Race for the Galaxy
- Vegas Showdown
- Battlestar Galactica

*Warning: Adult content

**Online Game Vendors**

In Alphabetical Order:

- Amazon **http://www.amazon.com/Board-Games/**
- Cool Stuff Inc. **http://www.coolstuffinc.com/**
- Fun Again Games **http://www.funagain.com/control/main**
- Game Surplus **http://www.gamesurplus.com/**
- Miniature Market **http://www.miniaturemarket.com/**
- Thoughthammer **http://www.thoughthammer.com/**
CONSTITUTION AND BYLAWS OF FREAKS
(FINDING RESPONSIBLE AND ENTERTAINING ACTIVITIES ON KAMPUS)

At California State University, Fresno

**Article I:** NAME AND PURPOSE OF THE ORGANIZATION

Section 1 The name of this organization shall be FREAKS

**Article II:** PURPOSE

Section 1 The purpose of this organization is to provide all students at CSUF the opportunity to engage in responsible and entertaining social activities. To enhance decision making and analytical skills through the strategic competition offered through today’s board games. To aid in the development of interpersonal skills. To provide a meeting place for the students of CSUF to safely interact with peers.

**Article III:** AUTHORITY

Section 1 This organization is a recognized student organization at California State University, Fresno and adheres to all campus policies as set forth in the Handbook for Student Organizations and Use of Campus Facilities and Grounds.

Section 2 This organization may establish Standing Rules to govern administrative procedural matters (such as time and location of meetings, etc.). Standing Rules shall not conflict with these bylaws. Standing Rules may be adopted, amended, or temporarily suspended by a majority vote present at an organization meeting where a quorum is present (advance notice is not required). 6/12

Section 3 The rules contained in the most recent version of *Robert’s Rules of Order, Newly Revised* shall be the parliamentary authority for this organization and shall govern in all cases to which they are applicable and in which they are not inconsistent with these bylaws and any special rules of order the organization may adopt.

**Article IV:** MEMBERSHIP

Section 1 Membership in the organization shall be open to all those regularly enrolled California State University, Fresno students who are interested in membership. There shall be no other requirements for admission to regular membership. Each regular member has equal rights and privileges.
Section 2
There shall be two types of membership in the organization: High Freaks (Officers) and Freaks (Members) voting membership is limited to regularly enrolled students at California State University, Fresno. Voting rights will be granted to those FREAKS who have attended at least 3 meetings during the semester. Any member may be suspended or expelled from the organization for conduct. After the alleged offense has been submitted to the organization, the accused member shall have a right to a hearing before the organization and be suspended or expelled only upon the affirmative vote of the majority.

Section 3
Eligibility for membership or appointed or elected student officer positions shall not be limited on the basis of race, religion, national origin, ethnicity, color, age, gender, gender identity, marital status, citizenship, sexual orientation, or disability. The organization shall have no rules or policies that discriminate on the basis of race, religion, national origin, ethnicity, color, age, gender, gender identity, marital status, citizenship, sexual orientation, or disability.

Article V: HIGH FREAKS

Section 1
The elected High Freaks of the organization shall be the Master Freak, Vice-Master Freak, Order Freak, Money Freak, and others as deemed necessary – See provisions for amending.

Section 2
Powers and duties of High Freaks:

a. The duties of the Master Freak:

1. Responsible for making sure meeting locations are secured and available to everyone.
2. To facilitate recruiting methods.
3. To organize any advertising intended to promote the organization.

b. The duties of the Vice-Master Freak:

1. Assist Master Freak or perform the duties of the Master Freak in their absence.

c. The duties of the Order Freak:

1. To record all game completions and winners for weekly recognition.
2. To preside over elections of High Freaks.
3. Notify all members and participants of meetings, gaming selections, news and notes pertaining to the club.

d. The duties of the Money Freak:

1. Manage FREAKS funding provided by the University or outside sources.
2. Report financial status to membership and Faculty Freak on a quarterly basis.

Section 3

Qualifications necessary to hold office in this organization are as follows:

The Master Freak and Money Freak are required to meet the minimum requirements established for Minor Student Representative Student Officers.

Minimum Academic Qualifications

Students must be matriculated and enrolled at a CSU campus and maintain a minimum overall 2.0 grade point average each term. The students must be in good standing and must not be on probation of any kind.

Incumbent Unit Load

This requires undergraduate students to earn six semester (nine quarter) units per term while holding office. Graduate and credential students must earn three semester (four quarter) units per term while holding office. Students enrolled at quarter campuses must attend a minimum of two quarters during the academic year to maintain eligibility.

Incumbent Maximum Allowable Units

Undergraduate students are allowed to earn a maximum of 150 semester (225 quarter) units or 125 percent of the units required for a specific baccalaureate degree objective, whichever is greater. Graduate and credential students are allowed to earn a maximum of 50 semester (75 quarter) units or 167 percent of the units required for the graduate or credential objective, whichever is greater. Students holding more than this number of units will no longer be eligible for minor student government office.

Section 4

Petition by the majority of members shall be the cause for recall election. Recall will require a favorable vote of three-fourths of the voting membership in attendance.

Section 5

In the event that an elected High Freak is unable to fulfill his/her term of office, there shall be a special election to fill the vacancy. Any eligible member, including those already holding office, may be nominated for a vacant office.
ARTICLE VI: SELECTION OF HIGH FREAKS

Section 1 The Master Freak, Vice-Master Freak, Order Freak, and Money Freak are elected once a year. Elections are held at the end of the spring semester and shall take place at a regularly scheduled meeting of the organization at which a quorum is present. At least one week’s notice shall be provided for any meeting at which an election is to be held.

Section 2 Nominations for High Freaks shall be made at the regular meeting immediately preceding the election. Nominations may also be made from the floor immediately prior to the election for each office. Members may nominate themselves for an office.

Section 3 The High Freaks shall be elected in this order: Master Freak, Vice-Master Freak, Order Freak, and Money Freak.

Section 4 High Freaks shall be elected by majority vote. If no candidate receives a majority vote, a runoff election shall be held between the two candidates receiving the highest number of votes. In the event of a tie, there shall be a revote. If the result of the revote is still a tie, the election shall be decided by the flip of a coin.

Section 5 Votes shall be cast by secret ballot; however, when there is only one candidate for an office, a motion may be made to elect the candidate by acclamation.

Section 6 High Freaks shall assume office on the first day of the semester following the election and shall serve for the entire academic year.

Section 7 High Freaks may be recalled from office for cause. To initiate a recall election, a petition signed by one-third of the total number of voting members must be submitted at a regular meeting and a recall vote shall be taken at the next regular meeting. The High Freak subject to recall shall be given written notice of the recall at least 72 hours prior to the meeting at which the recall vote will be held and shall be given an opportunity to provide a defense. A two-thirds vote is required to remove a High Freak.

Section 8 In the event that an elected High Freak is unable to fulfill his/her term of office, there shall be a special election to fill the vacancy. Any eligible member, including those already holding office, may be nominated for a vacant office.
ARTICLE VII: MEETINGS

Section 1 Regular meetings shall be scheduled weekly during the academic year.

Section 2 Special meetings may be called by any elected officer. All members must be given a minimum of 24 hour notice prior to the meeting time.

Section 3 Business cannot be conducted unless a quorum of the membership is present. A quorum for this organization is defined as a majority of the voting membership. A quorum for this organization is defined as 50%+1 of the voting membership.

Section 4 Members must be present to vote. Absentee or proxy voting is not permitted.

Article VIII: FACULTY FREAK

Section 1 The organization shall appoint an individual employed on a halftime or more basis as a faculty or staff member by California State University, Fresno to serve as the university advisor to the organization. Auxiliary staff and student assistants are not eligible to serve as advisors. The Faculty Freak shall fulfill the responsibilities specified in the Handbook for Student Organizations and Use of Campus Facilities and Grounds.

Section 2 Faculty Freaks shall serve on an academic year basis or until their successor has been selected.

Section 3 If a Faculty Freak is deemed to be ineffective by the organization, the Faculty Freak(s) may be removed from their role by majority vote of a quorum of the membership at a regularly scheduled meeting. A minimum of seven days’ notice must be given prior to such a vote.

ARTICLE IX: FINANCES

Section 1 This organization does not have the ability to assess the membership for any reason.

Section 2 No dues will be collected from the membership. Any monies collected for the organization will be from outside sources such as ASI or community partners.

Section 3 Organization funds shall not be used to purchase or reimburse members for alcoholic beverages.
ARTICLE X: DISCIPLINE OF FREAKS

Section 1  Any Freak may be suspended or expelled from the organization for conduct obviously contrary to the Constitution of the organization or for conduct which grossly impairs the rights of other Freaks to enjoy the benefits of the organization. The alleged offense must be in writing and submitted by a Freak. After the alleged offense has been submitted to the organization, the accused Freak shall have a right to a hearing before the organization at a regular meeting and may be suspended or expelled only upon the affirmative vote of three-fourths of the voting Freaks present. The accused Freak has the right to appeal an adverse decision at a regular meeting, and the accused Freak shall be reinstated unless the suspension or expulsion is again approved by three-fourths vote.

Section 2  The membership shall review the hearing report in executive session, and the Freak accused of misconduct shall have an opportunity to rebut the information in the report. After providing a statement to the membership, the Freak accused of misconduct shall leave the room for the remainder of deliberations.

Section 3  The membership shall vote first on whether the Freak has engaged in misconduct. If by a two-thirds vote, the membership determines that misconduct has occurred, the membership shall then by a two-thirds vote, determine appropriate sanction(s).

Section 4  By a two-thirds vote, the membership may reinstate a Freak who has been suspended or expelled.

Section 5  The University can place an organization on probation for failure to observe regulations and responsibilities, as well as financial obligations on campus.

Section 6  Official recognition of a student organization may be withdrawn for hazing. Hazing is defined as any method of initiation into a student organization or any pastime or amusement engaged in with regard to such an organization which causes, or is likely to cause, bodily danger, or physical or emotional harm, to any member of the campus community; but the term “hazing” does not include customary athletic events or other similar contests or competitions. Organizations or individuals found guilty of violation of this section of the Education Code will be subject to suspension by the University. (Title 5, California Education Code, Subchapter 4, Article 1, Section 40301).

Section 7  If an organization loses recognition or benefits as a result of action taken by the Director of Student Involvement, it may appeal to the Dean of Students.
Section 8  A final appeal may be filed with the Dean of Students within ten (10) work
days after receiving written notification from the Director of Student
Involvement if the organization does not accept the decision and/or the
sanctions. The written appeal must state all reasons why the student
organization does not accept the decision of the Director of Student
Involvement. The Dean of Students may meet with organization
representatives or make his/her decision based on the information
submitted for review and the written request for appeal. Written
notification of his/her decision and any sanctions shall be sent to the
organization within ten (10) working days after having received the
appeal. The decision of the Dean of Students is final.

Section 9  A description of the student club & organization conduct review
process is available:

http://www.csufresno.edu/studentactivities/programs/studentorgs/index.shtml

ARTICLE XI:  AMENDMENTS

Section 1  Proposed amendments to these bylaws shall be presented to the
membership, in writing, one meeting prior to the meeting where the
amendment will be voted upon.

Section 2  Bylaw amendments require approval by two-thirds of the voting
members present at a regular meeting. The amendment shall be
effective immediately unless otherwise stipulated in the amendment.

Section 3  A copy of any amendments to these bylaws must be submitted to the
Student Involvement Office at California State University, Fresno within
two weeks after adoption.

ARTICLE IX:  DISBURSAL OF ORGANIZATION ASSETS

Section 1  In the event FREAKS should become defunct, all remaining assets
provided by ASI will be turned over to ASI for re-disbursement to other
University organizations.