

**DEFINITIONS:** Per CH-01, in addition to the following:

- Good Standing – When the conduct of a Guild Member or Community Member is in compliance with all applicable charter requirements
- Internal – Organized by or inclusive of the Guild
- External – Organized by and/or inclusive of entities other than the Guild
- Community Game – A match meeting all of the following conditions:
  - Hosted by a {Member}
  - Minimum four players
  - Broadcasted-live to an external platform (such as Twitch or YouTube)
  - No locked teams OR at least four locked teams
- Involvement – A “Fudge Factor” between 0 and 1 estimating the percentage of ownership someone had in making a competition happen. Agreed to by all competition administrators and {Officer}s.

**OVERVIEW** – This document describes how a {Provisional Member} can become a full {Member} of Alchemy. The process is designed to provide a full and objective vetting of Alchemy membership, providing leadership opportunities only to those with proven dedication to our group.

**POINT-SYSTEM** – Alchemy uses a point system to account for activities relevant to Membership progression.

- i) {Provisional Member}s shall use the worksheet CH-08 to keep an account of their own progress, which contains an itemized list of all contributions to Alchemy, with associated point values.
- ii) {Provisional Member}s shall submit a copy of CH-08 to an {Officer} when applying to become {Member}. {Officer}s shall review the application together to ensure that:
  - Each item is listed correctly and matched to its appropriate point value.
  - The {Provisional Member} exemplified the Alchemy Charter while performing that item.
  - The value of all items is correctly tallied in the final summation
 {Officer}s shall approve applications meeting the following conditions, if the {Provisional Member}:
  - Is in “good-standing” with the Guild, and trusted to remain that way.
  - Exemplified the ideals of the charter through the accumulation of 200 membership points minimum.
- iii) Only {Provisional Member}s may earn membership points.
- iv) Membership points do not expire.

Bill of Materials:		Alchemy AOE		CH-07		Revision	
CH-01	Definitions					---	
CH-08	Membership Worksheet						
		Membership Progression					
		----- Document Approvals -----				Date:	
		Prepared:	TechChariot#4776			2023/05/22	
		Checked:	PlushWerewolf#9041			2023/05/25	
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		Used In:		CH-02			
		Change Authority: Officers				Page 1 of 2	

**CONTRIBUTIONS** – Table 1, shown below, itemizes the activities helpful to the guild, for which membership points are credited:

Activity		Value [pt]
Game-play	Internal Team Competition	(4 + 1 per {Member} team-mate) per game
	External Team Competition	(6 + 1 per {Member} team-mate) per game
	Internal Team Games (Ranked or Lobby)	(1 per {Member} team-mate – 1) per game
	Community Games	(1 per {Member}) per game
Map-Making	Make a Custom Random Map for a Guild-Organized Event	Participants / 25
	Make a Custom Random Map for Internal Team Game	0.25*(Participating {Member}s – 1) per game
	Make a Custom Random Map for Community Game	0.50*(Participating {Member}s – 1) per game
	Release a Custom Random Map Script to the Guild Repository	2 per Script
Competition	Administer an Internal Competition on Behalf of the Guild	Involvement * Participants / 2
	Administer an External Competition on Behalf of the Guild	Involvement * Participants

*Table 1: Breakdown of Activities With Potential Credit for Full Membership, With Point Value*

Some notes on the “Contributions”:

- Activities are intended to foster cooperation with {Member}s –to help build trust and fellowship with the {Provisional Member} who wishes to join their ranks. Other activities are listed because they:
  - Are highly beneficial to the Guild, and therefore should be encouraged.
  - Will likely require coordinating with {Member}s.
  - Give the {Provisional Member} an opportunity to represent the Guild to outside groups.
- Activities involving a larger number of {Member}s are worth more. The process is designed to reward {Provisional Member}s for supporting {Member}s.
- Activities with higher visibility are worth more because they are higher risk.
- Activities more likely to result in unfair circumstances (such as Community Games) are worth more than their generic Team-Game counterparts.

Revision	Description	Change Document	Date
Original Issue	-----	-----	2023/05/31

