1. Users
   1. Email address must be unique
   2. Email address must be verified
2. Invitations
   1. When inviting someone, you are also inviting their guests
   2. You can’t send an invitation that will put your current group over 4 hunters, including guests
   3. When an invitation is successfully accepted, automatically cancel all other invitations to the invitee
   4. When invitation is accepted, group count will be rechecked before merging
   5. When a user accepts an invitation, they (and their guests) are pulled out of their current group
   6. Invitations persist when the inviter moves groups
   7. All invitations are cancelled when signup status changes from open to closed
3. Participants
   1. Users can self-opt out during signup\_open only
   2. Managers can drop users in any status except hunt\_closed. This is so that old data isn’t inadvertently messed with
   3. Administrators can drop users in any status
   4. When a member drops out, their guests are automatically dropped too