

# CONSTITUTION

of the

# ENGINEERING GAMES OF CONCORDIA

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## GENERAL PROVISIONS

“EngGames” refers to the Engineering Games of Quebec

“EngGames Concordia” refers to the Student Society of Concordia Engineering Games

“Society” idem

“Executive” refers to the Executives of the Society, the Executive Body

“Executive Member” refers to a Member of the Executive Body

“Parrain” refers to a female or male ‘Godmother’ or ‘Godfather’ as per tradition

“Delegation” refers to the team of Concordians sent to EngGames

“Delegate” refers to a Concordian on the EngGames Delegation

“Member” idem

“EngGamer” idem

## CONCORDIA ENGINEERING GAMES

### CONSTITUTION

The Constitution is a general set of rules to be followed. The role of such a document is to embody, encapsulate, and revise the spirit of the Delegation, the Executive, and the Society. It paints with a broad brush what aims to be a correct representation of what the Engineering Games stand for and what the role of the Engineering Games should be, both at Concordia and externally. Amendments to the Constitution should be generally made with the consent of the entire board of Executives and presented to the members of the society, and only in the spirit of the betterment of the Society, the Delegation, and of the Engineering Games of Quebec.

**(Art.1)** First and foremost the values of the Concordia Engineering games are represented by The Three Pillars: FAMILY, SPIRIT, and LOVE. All actions by the society, it's members, and potential members, should it be in their selection or how business as usual is conducted should strive to upkeep and improve upon all Three Pillars. The Pillars are described as follows. FAMILY; to welcome and invite all into the group, and to always be there for when a brother or sister needs you. SPIRIT; to cheer till you lose your voice, to participate and compete till you are too exhausted, then to continue on going. LOVE; to include every courseur and delegate in part of your adventures, and to treat all other schools as your own delegation.

That being said, the main purpose of Concordia Engineering Games is to ensure the presence and success of Concordia at the Engineering Games of Quebec. From this, three distinct yet interlinked facets sprout: selection, growth and perennity.

(Art.1, Sec.1) Selection. EngGames Concordia should be able to select a delegation of Concordians along with two Parrains. This delegation should represent and embody the essence of what it means to be a true Concordian: Intellect, Camaraderie, Skill, Honor, and Strength which are derived from the three pillars. The Concordian Engineer is a well- rounded individual. The honor of being selected, the pride of being a Concordian, and the glory that comes via victory, should all be cherished and up kept by all EngGamers.

(Art.1, Sec.2) Growth. EngGames Concordia should promote the well-rounded student during all activities, be they hosted by the Society, the ECA, or another society. By virtue of tradition, only the most involved, skilled, and outstanding individuals are selected from Concordia. The individuals need to grow and mature in order to be able to represent Concordia, and the Society should do everything in its power to promote and nurture such individuals.

(Art.1, Sec.3) Perennity. EngGames Concordia should be ready to defend the honor of EngGames in all circumstances. In order to do such a thing, two aspects become paramount. On one hand, EngGames Concordia should be represented only by the best of the best, and the wisest of the wise. This helps by limiting the number of EngGamers to only the most humane and grounded individuals, reducing the number of incidents that could happen. On the other hand, the Society should limit any unfortunate incidents by taking all precautions necessary.

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**(Art.2)** The second purpose of Concordia Engineering Games is to promote good Concordian spirit within Concordia itself as well as externally. This can be achieved by several means, further mentioned.

(Art.2, Sec.1) Internal Competitions. Whenever there is an internal competition at Concordia, be it organized by a society, the ECA, or another faculty. EngGames Concordia should be on the lookout for an opening in order to send, at the very least, one team. This has the double purpose of promoting the success of EngGamers, as well as attracting other individuals towards our successful society.

(Art.2, Sec.2) External Competitions. Wherever the opportunity arises, and another school is hosting a competition similar to any of the EngGames competitions, EngGames Concordia should be on the lookout for an opening in order to send, and the very least, one team. This has a threefold goal of training the Delegation, promoting Concordia externally, and possibly, attracting other individuals towards our successful society.

(Art.2, Sec.3) Volunteering. In order for the Society to be recognized for involvement and activity level, it is of absolute importance to promote volunteering among EngGamers. This has the added benefit of increasing the visibility of the Delegation.

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**(Art.3)** Concordia Engineering Games should be promoted by correct use of all symbols pertaining to the Society and the Delegation. These symbols should be used carefully and respectfully as their usage can impact the Society's image.

(Art.3, Sec.1) The Sword, the Fist, and the Flag. EngGames Concordia has to ensure that the Sword, the Fist, and the Flag be used whenever ceremonies happen. As such, the Sword is used to bestow the kilt onto someone, the Fist is used to remind the person of the upcoming pain, and the Flag is a reminder of the year the kilt was brought onto Concordia. 2012.

(Art.3, Sec.2) The Logo. The Logo should be used on all documents or apparel pertaining to the delegation. During EngGames, the Logo can find its way on any t-shirt, or be placed on other, larger apparel such as hoodies. The Logo should be the image that appears on any official EngGames CO documents, such as the prize presentation, or the official badge.

(Art.3, Sec.2, Par.1) Alternatively the word 'CONCORDIA' with a sword cutting through from left to right can be adorning the kilt. This patch cannot be placed on anything other than the kilt.

(Art.3, Sec.2, Par.2) Historically the Crest was utilized before the creation of the Logo. The Crest is not to be used on any official documents or manner in lieu of the Logo, however it can be used in unofficial capacities as well as on larger forms of apparel, such as hoodies.

(Art.3, Sec.2, Par.3) The Motto, "Familia, Spiritus, Amare" should be used on the crest. These are the latin translations of The Three Pillars. Previous mottos are not allowed in any capacity, however it is of note the origin of the old motto "Lardum, Cervisia, Ubera" landed Lando a job after a CQI debate.

(Art.3, Sec.3) The Honeybadger, colloquially known as the Badger, should be used in reference to the Machine. Honeybadgers shall be numbered as of the beginning of 2012, Honeybadger V1. The use of the badger as a symbol, and as a word is strictly tied in to the Machine. With permission and approval of the Machine head along with the President; the Entrepreneurship head may use the likeness of the Honeybadger as they see fit.

(Art.3, Sec.4, Par.1) The Forge is the official machine room, as this room is used to forge the badger. The Forge carries the same numbering scheme as the Honeybadger.

(Art.3, Sec.5) The Concordia school drink, also known as WTF, and its secret recipe shall be passed from one exec to another at a special WTF-ing ceremony. The recipe should be kept secret by all past, present, and future executives.

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**(Art.4)** Concordia Engineering Games should promote good spirit within the delegation. In order to do so, certain Constitutional articles are set in place, several By-Laws should be respected, and the presidential Policies should only be written with the well-being of the Delegation and the Society in mind. In addition to these three documents, a fourth document is available to be edited by the outgoing exec with tips and tricks for the years to come, namely the Recommendations.

(Art.4, Sec.1) Constitution. The Constitution is the most sacred document of all, however, it is the document with the least practical impact. It is a general set of guidelines, and should be treated as such. Any and all modifications to the Constitution should have very little impact on the Delegation and the Society, as it is strictly only a codification of what EngGames Concordia stands for. Changes to the Constitution must be approved by the executive committee and are ratified by a simple majority of Enggames with voting rights at a General Assembly, as outlined by the By-Laws.

(Art.4, Sec.2) By-Laws. The By-Laws impact several aspects of the Society itself, and derive their power from the Constitution. They should always be written, read, and modified with the Constitution in mind. However, any modification to the bylaws should go through approval by simple majority of the EngGamers with voting rights at a General Assembly, as outlined within it.

(Art.4, Sec.3) Policies. The Policies are a document written by the President, and modifiable by the Executives. It has the most impact on the Delegation, and some impact on the Society. It derives its power from the By-Laws, and it is modifiable only according to the By-Laws.

(Art.4, Sec.4) Recommendations. The Recommendations are a document written by the outgoing President together with the Executives, as a way of preserving Society memories, events, and overall intentions. This is shaped as a series of paragraphs, and whilst it has no power assigned to it, it can serve as a guide.

END OF THE CONSTITUTION

Revised and Ratified in the year 2021 by Internal Matthew Padvaiskas, with aid of Alex Gendron and Eduard Paraschivescu.

Written in the year of 2016 by President Eduard Paraschivescu.

Inspired by the prior Constitution on which Executives David Brault, Sergio Lando, Mike Natale, Shan Wain, Carmit Tzoubari, James Fradette, and Carole-Anne Trudel worked and contributed to.