

GM Projects & Policies:

Dismissing Disruptive Members from your Clan

Serve the Brotherhood —

Grand Master Jac Cotelin

GM Jac Cotelin (Sith)/GM/Dark Council

GLS/DS/ED/RS/AK/SB/GC-S-GS/SC-SoA/StA-QL/DC/BNAu/Cr-1D/CF/LSAg/DSS-QK-QL-QW-QA/
SoL-TC/S:-28M-1R

Dismissing Disruptive Members from your Clan

Occasionally Clan leaders encounter situations in which it becomes necessary to remove a member from their Clan for reasons other than going AWOL. Sometimes this must be done without that member's permission. This member may cause irresolvable conflict, refuse to cooperate with Clan leaders, or is simply incompatible with the Clan as a whole. Should a Consul encounter such a member, and all other alternatives have been exhausted, she may decide it is necessary to remove this member from her Clan. In this case, the following procedures will be followed:

- 1) The Consul will write a summary of facts, including any logs, emails or other evidence which show beyond doubt that this member must be removed.
- 2) The Consul will then send the summary of facts to the Justicar and Grand Master, requesting the offending member be removed from her Clan.
- 3) While it is assumed that the Consul is entitled to remove members from her Clan, the Justicar must first review the summary of facts and determine if the request is reasonable. The Justicar will then inform the Consul of his decision.
- 4) If approved, the Justicar then informs the offending member of the circumstances and removes his dossier from the Clan, placing him in the Rogues.
- 5) The Justicar then informs the Master-at-Arms of the proceedings. The Master-at-Arms is responsible for ensuring that the member does not attempt to transfer back into his former Clan without first receiving permission from the Consul.

Note: Only the Justicar can remove a member without his permission via a Consul's request. The Master-at-Arms may only remove members if they have gone AWOL.