

Byte Club Bylaws

Article I. Byte Club

The name of the club is **Byte Club**, hereafter referred to as the activity.

Article II. Purpose of the Activity

1. Give students at Mundelein High School the opportunity to learn and enjoy computer science, software development and technology.
2. Provide a positive forum in which students can utilize computer science in creative, innovative, and collaborative ways.
3. Provide a collaborative environment between skilled and novice programmers to foster peer-to-peer learning and engagement.
4. Accomplish these goals with at minimum one large project per term, competitions, and with a focus on learning and teaching.

Article III. Membership

1. Membership is open to any currently enrolled Mundelein High School student.
2. Membership Requirements
 - a. Students are required to come to the majority of club meetings in any given term in order to become members.
 - b. Memberships are maintained until a student misses 8 consecutive meetings at which point their membership moves inactive (potatoe) status.
 - c. Attendance is counted by sign-in and staying for at least 60 minutes.
3. Membership Levels
 - a. Byte Club members can achieve membership levels according to the following guidelines:
 - i. Level I - Novice: Attend the majority of club meetings during any given term and maintain regular attendance (don't miss 8 consecutive)
 - ii. Level II - Apprentice: Propose, complete, and present an Apprentice-level project for approval by the Executive Committee of Byte Club. Maintain regular attendance (don't miss 8 consecutive meetings)

- iii. Level III - Journeyman: Propose, complete, and present a Journeyman-level project for approval by the Executive Committee OR completion of selected Project Euler challenges. Maintain regular attendance (don't miss 8 consecutive meetings).
- iv. Level IV - Veteran: Propose, complete, and present a Veteran-level project for approval by the Executive Committee. Maintain regular attendance (don't miss 8 consecutive meetings).

Article IV. Officer Positions

1. The officers of this club shall be one President/Webmaster, one Vice President, one Director of Communications, and one Competition Coordinator.
2. The President and Vice President must be currently enrolled in or have already taken AP Computer Science, or have equivalent computer science experience unless approved by club sponsor.
3. Officers will be elected for one year by a vote of the club at the end of each academic year.
4. Officers cannot miss more than one meeting per month.

Article V. Officer Duties

1. President/Webmaster - principal officer and is responsible for leading the club in meetings and activities which include but are not limited to the mentoring of beginners, club workshops, and club projects, and shall create and maintain a dynamic website for the club, both on d120.org and on an external site, and document its code so other members may understand it.
2. Vice President - shall assist the president in club management, shall preside over club meetings in the absence of the president, and shall perform other duties assigned by the president, and shall keep minutes of club meetings, maintain club membership records, and maintain an attendance roster for the club records.
3. Director of Communications - shall be responsible for communication to all club members and prospective members through mediums such as Remind and email.
4. Competition Coordinator - shall research and coordinate any competitions or events and is in charge of arrangements for the former events.

Article VI. Faculty Sponsors

1. There must be a faculty sponsor(s).
2. A sponsor must be present at all club meetings.
3. Sponsors may vote in meetings and participate in all club activities.
4. A sponsor will be responsible for supervising elections and maintaining order within the club.
5. Sponsors will be responsible for registering for competitions and arranging transportation to competitions.
6. A sponsor will work closely with the club in business matters, including maintenance of the club website.

Article VII. Executive Committee

1. The executive committee will be composed of all club officers and sponsor(s).
2. The executive committee will meet as required to make club decisions that do not need a majority vote of all club members.
3. Meetings will be called as necessary.
4. This committee may recommend the creation of other committees. The additional committees will be created by vote of the club.

Article VIII. Voting

1. Each member may vote.
2. All proposed changes (amendments) to these bylaws must be approved by a majority of the club.

Article IX. Meetings

1. Meetings will be held after school on Tuesdays in either the room of a sponsor or a computer lab. Meeting locations and times are subject to change by a consensus of the club's officers.
2. Meetings begin and continue through the academic year.
3. At least one sponsor is required to attend each practice.
4. Minutes and attendance will be taken during all practices.

5. Minutes and attendance will be submitted to the Assistant Principal at the end of each term.

Article X. Activities

1. High school codeathons, such as Codeday Chicago.
2. Workshops performed by students, teachers, or industry professionals.
3. Long-term projects that will be developed collaboratively by the club members.
4. High school computer science competitions if any are available in the area.
5. Fundraisers - proceeds from fundraisers will be deposited into the club's school account via the school's business office.
6. Exhibitions to show both club and individual work in the fields of software engineering and computer science.

Article XI. Website

1. The content of the website may include, but is not limited to:
 - Meeting Times and Dates
 - Club Roster
 - Codeathon/Workshop schedule
 - Links
 - Tutorials
 - Articles
 - Team Pictures
 - Member recognition for club-relevant achievements
 - Fundraising
 - MHS Program information
 - Newsletters
2. Items and links on the website will adhere to all Mundelein School District policies.

Article XII. Code of Ethics

1. All members will be responsible for their actions and respect others' work and property.
2. All members will adhere to the Mundelein High School Activity Code of Conduct.
3. The club shall operate under current school policy.

4. Student program development for team purposes will have respectful, school-appropriate purposes as judged by the sponsor and school administration. Students who do not follow this directive can be warned, suspended from the team, or removed from the team as the sponsor and school administration deem appropriate.

Article XIII. Changes to Bylaws

1. Articles in this set of bylaws may be deleted or modified as deemed necessary by Byte Club sponsors.
2. Changes to the bylaws will be done as amendments.
3. A majority vote and approval of the sponsor are required to make any changes to the club's bylaws.
4. In the second to last meeting of the school year, active and inactive members will be able to nominate only active members who are eligible for the following positions:
President/Webmaster, Vice President, Director of Communications, and Competition Coordinator. At this meeting, elections will be hosted, and members will have one week to vote on a form for only one nominee per position. If there are positions that have not had a nominee who has attained a simple majority by the last meeting of the school year, then the top two nominees for each of those positions will be in runoff elections, in which the nominee for a specific position who has attained a simple majority by the end of the meeting will be appointed for that position. After these elections, there must be one President/Webmaster, one Vice President, one Director of Communications, and one Competition Coordinator of Byte Club.