**Reacting Editorial Board Constitution**

**Mission**

* Assist game designers.
* Maintain standards and quality for Reacting games, including but not limited to Reacting to the Past and Flashpoints.

**Work**

The REB oversees the development of new games and new editions to existing games. This work includes:

* Setting policies for the online Game Library.
* Maintaining and updating templates for game components as well as introductory boilerplate copy for the GB and IM. These are available for download from the Reacting website.
* Reviewing manuscripts and giving clear feedback to the authors. There are two review cycles each year. At least one REB member as well as volunteers from the community review all L3 (downloadable) and L4 (published) games.
* Arranging anonymous reviewers at the L4 stage. Each game must be reviewed by at least one content specialist at this stage.

**Membership**

On 15 January of every year, Reacting Central disseminates a call for new members through all available Reacting channels (social media, website, newsletter, etc.)

Candidates must provide a statement of interest as well as a current CV.

The REB approves candidates with a majority vote. Those approved immediately join the REB as full members.

REB members serve renewable, five-year terms.

There is no set number of REB members.

The Publications Liaison of the RC board is an ex officio member of the REB.

**Chair**

The REB solicits candidates for chair from current REB members.

Candidates must provide statements of interest as well as current CVs.

Once the REB approves a candidate by majority vote, it sends the name and materials from the nominee to the Executive Director (ED) of the Reacting Consortium. The ED must respond within one week. If the ED concurs with the REB choice, that person becomes the new chair. If the ED does not approve of the selection, the REB must submit a new nominee within one month.

REB chairs serve renewable, five-year terms.

The REB chair serves as an ex officio member of the RC board.

Duties of the REB chair include:

* Calling REB meetings and setting their agendas.
* Writing and disseminating a quarterly report to the RC board and REB.
* Working with the Publishing Liaison to guide manuscripts toward publication.
* Advising the GDC Junta and Reacting Central regarding the timing of playtests for games in development.
* Assigning REB members to review games in development.
* Identifying and compensating reviewers from outside the Reacting community.
* Updating the BLORG.
* Working with Reacting Central to maintain the game library.
* Creating subcommittees and task forces as seems necessary.
* Writing promotion and tenure letters when game authors request them.
* Soliciting candidates for the REB who will improve the diversity of the membership of the REB.

The chair may delegate some of these responsibilities to other members of the REB.

**Removal**

A majority vote of the REB may remove any REB member, including the chair.