

THE

FLAME ON BOARD CHARTER

2020-2021

The Student Activity and Affairs Committee

FLAME University

October 2020

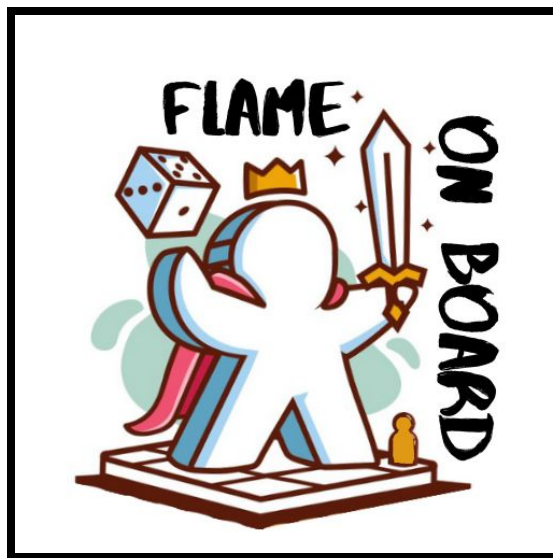
Article I: Club Principles

This Student Club:

1. Initiate development and recreation in the lives of all members of FLAME University irrespective of gender, sex, age, race, religion, physical ability, or sexual orientation.
2. Will encourage and welcome all members of the FLAME community and respect each individual's skills, viewpoints, and opinions equally.
3. All rights and behavior to be exercised within the boundaries of the FLAME university guidelines.

Article II: Name and Logo

This Club shall be known as '**FLAME on Board Club**' of FLAME University.



Article III: Purpose

The purpose of 'FLAME On Board' shall be to 'create a recreational space for all members to play games with their peers, both online and offline, abiding the FLAME culture.'

Article IV: Club Leadership (Executive Committee)

The President and Founder of this club would be 'Ms. Karishma Shah' Batch UG2.

The Vice-President and Co-Founder of this club would be 'Ms. Vandita Sanghvi' Batch UG2.

The Secretary and Co-Founder of this club would be 'Ms. Kaavya Ramamoorthy' of Batch UG2.

The Treasurer and Co-Founder of this club would be 'Ms. Veera Hema Sarayu Palnati ' of Batch UG2.

The Faculty Advisor of this club would be 'Mr. Hoshier Mal.'

Presidential Statement:

I, Karishma Shah, am currently a second-year student majoring in Finance with a minor in Public Policy. Undoubtedly, education is a stepping stone to self-growth and development. However, increasing competitiveness and stressful schedules have left students scrambling toward success. Coming to college, away from concerned family and friends, I realized the importance of self-care and recreation. Dedicating a small amount of time daily or even once a week to spend time with loved ones or even socializing in a creative space, far away from screens, can make a positive difference in your outlook on life. Today, we continue to remain glued to our screens, willingly and unwillingly, and hardly stop to look around and appreciate the beauty that surrounds us. Cut-throat competition has only added to our problems as we generate negative feelings towards others and ourselves. Like most families, I learned to play different board games with mine. The stakes were always high, with the winner boasting glory for the evening and relaying their “expertise.” However, the games I played in my childhood allowed me to form a positive relationship with the competition, allowing me to learn from my mistakes and rise from them. I aim to bring back the same childlike enthusiasm to students over board games, old and new. Through FLAME On Board, I aim to encourage recreation without restriction; there are no requirements to stop you from participating and forming healthy relationships within the FLAME family.

Objectives:

1. To facilitate open discussions and dialogue in a relaxed atmosphere where individuals can share personal views and introduce their choice activities.
2. Conduct recreational activities every alternate week to improve conscious and unconscious mental functions and trigger happy hormones, creating feelings of positivity, happiness, and content.
3. Challenge members to improve upon their existing skills, encourage healthy competition and sportsmanship.
4. Bring the FLAME community closer, strengthen relationships and feelings of camaraderie.

Closing Statement: We, FLAME On Board, are a group of students looking forward to reinforcing positive relationships and mental well-being within the FLAME community, one game at a time.

Article V: Membership

Membership shall be open to all Students of FLAME University, irrespective of gender, sex, age, race, religion, physical ability, or sexual orientation.

Currently, the membership is as follows:

Sr. No.	Name	Batch	Designation
1	Karishma Shah	UG2	Executive Member
2	Vandita Sanghvi	UG2	Executive Member
3	Hema Sarayu Palnati	UG2	Executive Member
4	Kaavya Ramamoorthy	UG2	Executive Member
5	Bhavya Sekhri	UG2	Member
6	Arushi Doshi	UG1	Member
7	Krishna Sengupta	UG1	Member
8	Kunal Bhargava	UG1	Member
9	Sheil Singh	UG1	Member
10	Utkarsh Srivastava	UG2	Member
11	Mihiran Boppana	UG1	Member
12	Anannya Deshpande	UG2	Member
13	Ibrez Tyabji	UG1	Member
14	Pratham Karnani	UG1	Member
15	Venush	UG1	Member
16	Gunika Nakra	UG1	Member
17	Adarsh Mahapatra	UG1	Member
18	Arnav Sarin	UG1	Member
19	Sreenija Chintha	UG1	Member

20	Elisha Himani	UG1	Member
21	Nafisa Kalladi	UG2	Member
22	Mitali Balki	UG2	Member
23	Devashri Shah	UG1	Member
24	Akshat Singh	UG1	Member
25	Toshet Sethi	UG1	Member
26	Akshat Mundra	UG1	Member
27	Muskan Kaur Chopra	UG2	Member

Article VI:

Club Plan for the Academic year 2020-21

Below is the ‘tentative plan’ of The FLAME On Board Club for the academic year 2020-21.

Months	Activity Plan
November Meeting 1 (Week 1)	Dumb Charades and Antakshri
November Meeting 2 (Week 3)	Online Ludo Tournament
December Meeting 3 (Week 1)	Cards Against Humanity and heads up
December Meeting 4 (Week 3)	Would you rather and Scribbl.io
January Meeting 5 (Week 1)	Monopoly
January Meeting 6 (Week 2)	Make Your Own Game (students can form their own groups and sit down together to create the ultimate Board Game, and the winner bags the ultimate prize.)
February Meeting 7 (Week 1)	Twister

February Meeting 8 (Week 3)	Taboo and Pictionary
March Meeting 9 (Week 1)	Ludo Tournament
March Meeting 10 (Week 3)	Scotland Yard and Life
April Meeting 11 (Week 1)	Culture-specific games (playing simple, old and forgotten games)
April Meeting 12 (Week 3)	Open Day (get your own group and play any game of your choice)

Article VII: FLAME Support

1. Logistical support for events organized within FLAME
(for e.g: A venue to conduct our events, IT and printing services, audio-visual support, etc.)
2. Financial support for providing necessary and essential materials required
(e.g.: Board games like Life, Monopoly, Ludo, etc.)

Article VIII: Expected Budget/Sponsorship-Raising Plans

The FLAME on Board club would not require any funds immediately (as the campus is not open). However, we would need a budget once we are on-campus for the remaining of our activities (from January onwards) to buy essential materials and organize game nights on our campus for the academic year of 2020-21.

We will require minimum funding of 11,770 rupees for the academic year 2020-2021 and 2021- 2022.

The link for the revised budget sheet is attached below:

https://docs.google.com/spreadsheets/d/15bxp6SjvkLZs_OXh773GXFSKQWOvktBWeSJkdGbT2F8/edit?ts=5f7b635c#gid=0

We, the Executive Committee of the club, have read and clearly understood the club's terms and conditions and the roles and responsibilities of the various office bearers.

President

Ms. Karishma Shah

Vice president

Ms. Vandita Sanghvi

Secretary

Ms. Kaavya Ramamoorthy

Treasurer

Ms. Veera Hema Sarayu Palnati

The Club Advisor

Mr. Hoshiar Mal
