



Magic Mushroom Clubhouse

Constitution

Established December 2021

We the Mushrooms



Preamble

This constitution is a framework for governance of the Magic Mushroom Clubhouse (MMC). Bylaws are set to identify and limit the power of the Democratic Ancients Organization (DAO). Funds within the MMC treasury shall be prioritized to first protect and ensure the long-term viability of MMC and second to fund continuing development and improvement of the clubhouse in a manner that benefits all MMC members.

Article 1

The MMC DAO can vote to allocate funds from the MMC treasury by a simple majority approval of all votes cast where a minimum threshold of half of all eligible votes must be met.

Article 2

The MMC DAO can vote to add or remove a MMC members ability to vote by a two-thirds majority approval of all votes cast where a minimum threshold of two-thirds of all eligible votes must be met.

Article 3

The MMC DAO can add, modify, or remove articles by a two-thirds majority approval of votes cast where a minimum threshold of two-thirds of all eligible votes must be met.

Article 4

The MMC DAO may only vote to dissolve itself by adding an article of dissolution. In the event of a successful vote of dissolution, all DAO holdings will either revert back to the Development team and/or charity as decreed in the article of dissolution.

Article 5

The MMC DAO cannot vote to approve any project which would knowingly engage in illegal activity.

Article 6

The MMC DAO cannot remove or modify any of the initial six articles, if an additional article contradicts one of the initial six articles it cannot be enacted.

Article 7 – Development Team

- A. The Development Team consists of TheBrettWay, LunaGirl, and Crypto_Brando.
- B. Any proposed changes to the staff of the Development Team must be submitted to the DAO with 48 hours notice. The DAO must be notified immediately upon changes taking effect. Any proposed additions to the Development team require DAO ratification by a change to Article 7A
- C. The Development Team cannot force a vote themselves; however, they can petition the Shroom Cap-inent to bring a vote to the DAO.
- D. The Development Team cannot withdraw funds from the DAO Treasury.
- E. The Development Team cannot dissolve the DAO.
- F. The Development Team can veto any DAO vote except a vote of dissolution with the support of a majority of the Development Team. This veto must be communicated to the Shroom Cap-inent within 48 hours of a vote passing to be valid.
- G. The Development Team has 48 hours after a vote has passed to gain enough support for a veto, after that time has elapsed no Veto can occur.
- H. The Development Team can be hired by the DAO as an outside contractor to work on projects that the DAO has authorized, but they have the right to refuse any work.

Article 8 – The Shroom Cap-inent

- A. There will be a group of nine officers comprised of elected DAO members to be known as The Shroom Cap-inent that will be created to help ensure the DAO is able to fulfill their goals.
- B. Each of these nine positions will be filled by popular vote made by the DAO twice a year; February 1st and August 1st
- C. Each of the nine positions serves a unique role. Voting will take place for each role independently and with winner decided by highest vote count. Candidates may run for multiple positions and in the event an individual candidate wins multiple positions they may choose one among these resulting in their vote totals being removed from candidacy for the other positions.
- D. Reserved - for definition of title and responsibility of each of the nine unique officer positions
- E. If there is ever a vacancy in any of these nine positions the Development Team will select appropriate members from the DAO to fill the role until the next voting cycle.
- F. If an officer has been removed from their role they cannot be placed back into an officer position unless they win an election.
- G. Any officer that is absent for more than 30 days will have a recall vote submitted to the DAO. For the member to be recalled a majority must vote in favor and a minimum threshold of 50% of the DAO must vote.
- H. The Shroom Cap-inent will host a monthly forum open to all members of the MMC which will be announced at least 48 hours in advance.
- I. If any MMC member wishes to bring a vote before the DAO they can secure the support of 2 members of the The Shroom Cap-inent.

Article 9 – DAO Members

- A. Any member of the DAO may bring a vote to the DAO by getting 2 members of the Shroom Cap-inent to support them or 19 additional members of the DAO to support them.
- B. Members of the DAO will have access to more information than non-DAO members of the MMC about potential votes and projects being worked on within MMC.
- C. Members of the DAO must vote at least once every month to be considered active. If a member misses 3 consecutive votes or all votes within a month they will be placed on the inactive roster.
- D. Any member remaining on the inactive roster for 30 days will have a recall vote submitted to the DAO. For the member to be recalled a majority must vote in favor and a minimum of 50% of the DAO must vote.
- E. Members of the DAO are held to a higher standard than other members of MMC. If a DAO member engages in any form of discrimination, hate speech, or illegal activities a recall vote may be submitted according to Article 2. A special forum may be called in which evidence for/against this member may be presented prior to vote.
- F. Any member of the DAO can submit to become a member of the Shroom Cap-inent by stating intention to run for position at least one week prior to the election of the Shroom Cap-inent.

Article 10 – Voting

- A. There are 3 ways to bring a vote to the DAO.
 - (1) Any member of the Shroom Cap-inent can bring a vote to the DAO if they get a cosponsor for their vote.
 - (2) Any current member of the DAO can bring a vote to the full DAO by securing 19 cosponsors from other members of the DAO.
 - (3) Any MMC member can bring a vote to the DAO by securing 199 signatures of support from other MMC members.
- B. Votes are made publicly on a ballot. A ballot may contain multiple propositions but ballots do not require each proposition be voted in order for the ballot to be counted.
- C. A vote brought to the DAO by the Shroom Cap-inent will be given 24 hours before the results will be tallied.
- D. A spontaneous vote brought by other DAO members or MMC members will be given 72 hours before the results will be tallied.
- E. If a vote ever reaches the point where it can no longer be approved or denied, it will immediately pass or fail regardless of the time that has elapsed (ie a vote to pull money from the treasury that reached 51% of total eligible votes in either yay or nay would pass or fail immediately).
- F. Members of the inactive roster will not be considered eligible voters when determining threshold requirements.

Article 11 – Projects

- A. Any project that needs DAO funds or support must be approved through a DAO vote.
- B. A project cannot have recurring expenses automatically pulled from the DAO Treasury.
- C. A project cannot continue past the timeline initially voted upon without a petition for an extension that requires a simple majority vote. This only is required if the project is using DAO funds or support.
- D. A project has to be comprised entirely of MMC members unless disclosed during the voting process. If there is an MMC member with the same skills that the project is looking to get outside help for, that would like to be part of the project, they will be offered the role first and only upon declining will an outside member be allowed to participate in an MMC project.
- E. Any funded project must demonstrate how it will provide value to the entire MMC community prior to vote. This can be achieved by feeding revenue generated by the project into the DAO fund.

Signers of the Constitution



Shiesty



Battleguru



Mark-R



Gab



Alchemist



YoshiMotion



Popeye



Weaver



NFTia

Honorable Mention

Shoobeduuwaap

Token ID #3664

United Mushrooms

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