

Mascotry Policy

A. Introduction

1. Mascotry shall be defined as the competitive game of capturing the mascots of other CUs.
2. Only CUs may take part in Mascotry, and only if they themselves have a violate mascot.
3. A captured mascot, once securely stored, becomes the responsibility of the President of the CU responsible for the capture. The CU President will have final say over the fate of the mascot within the framework of these rules.
4. CUs have a responsibility to inform their members about Mascotry and the rules of Mascotry.
5. All disputes regarding these rules and Mascotry shall be heard and rules upon by the ICU President, whose decision in final.

B. Mascots

1. Every CU may have one or more mascots if they so wish. ICU shall have no obligation to provide one.
2. All mascots shall be valued on a reasonable interval for insurance purposes, on the advice of the Deputy President (Finance & Services).
3. Inviolate mascots may also be held, which shall not be subject to the rest of these rules, and may not be captured in Mascotry.
4. Mascots can be declared violate or inviolate by informing the ICU President and the other CU Presidents in writing. This may be for a time period set in advance, or indefinitely.
5. CUs shall make a reasonable effort to bring out mascots to events and functions.
6. At no point in Mascotry should any lasting damage be done to a mascot. If this occurs the damaging party would be liable to pay for repairs and could be ejected from Mascotry at the discretion of the ICU President.

C. What Constitutes a Capture

1. A capture shall:
 - a. Be a capture by virtue of outnumbering the opposing

mascot protectors by a ratio of 5:1, unless there are 5 or more mascot protectors in which case the mascot cannot be stolen even if the capturing force is in excess of 25 individuals.

- b. Be a clean capture, i.e. members of a CU clearly take another CU's mascot and place it into secure storage (which is unknown to, or inaccessible by, the other CU). If the team defending the mascot grows in size before this is achieved such that they are no longer outnumbered 5:1, the capture attempt is deemed to have failed and the mascot must be handed back. This does not prevent another attempt at capture taking place before the mascot can be securely stored by the defending team.
 - c. Be supervised by at least one member of a CU's committee or the Principal Officer of one of a CU's associated Departmental Societies or Motor Club.
2. A capture shall be invalid if it involves:
- a. Any physical violence or intimidation taking place.
 - b. Any person on any side being injured.
 - c. Any College or ICU property being damaged. In this event, any responsible parties may be required to pay to repair any damage.
 - d. Any ICU Policy or UK law being broken.

D. Ransom Demands

1. A capture must be brought to the attention of the President of the CU whose mascot was captured within 24 hours.
2. The prompt return of a mascot may be contingent on the completion of ransom demands.
3. Ransom demands shall be decided by the respective CU President and must be issued within 2 College days of the capture, otherwise the capture shall be invalidated and the mascot returned.
4. Demands may only impose a financial cost if that cost is a donation to ICU Rag or ICSM Rag and that cost is not so large as to negatively affect the CU's activities.
5. Penalties that would significantly impugn the reputation of specific individual members, or the CU as a whole, should not be included in ransom demands.
6. Demands must be legal and must not contravene Union policy.
7. Mascots must be returned within 2 College days upon completion of the demands (unless another timetable is

- agreed between the two parties).
8. In the event of a dispute over the fairness, or reputational appropriateness, of ransom demands that have been issued, the ICU President will arbitrate on a fair compromise that may ensure the prompt return of the mascot.

E. Punishments

1. The ICU President may eject any CU from the game of Mascotry for contravention of these rules, or any ICU policy including and in particular the Safe Space Policy.
2. If a mascot is lost by the capturing party in the course of Mascotry, a suitable punishment shall be decided by the ICU President which may include liability for the value of the mascot and exclusion from Mascotry.

F. Mike the Micrometer

1. Mike the Micrometer is the inviolate mascot of Imperial College Union.
2. It is unacceptable for any constituent part of ICU to steal Mike the Micrometer.
3. Mike the Micrometer should attend important Union events at the discretion of the President.
4. The President may appoint a "Mike-Bearer" if he or she feels incapable of bringing Mike to any event.
5. Mike the Micrometer shall remain under the guardianship of the President.
6. Mike the Micrometer shall remain in the President's Office when not attending events.