



AGENDA

Kanar Gaming Enterprises, Inc.

Sunday, October 15, 2017 | (Time Began) | *Meeting chaired by C.Jarvis*

Board members

President – Craig Jarvis | Secretary – Jacob Smith | Treasurer – David Angell | EY Rep. – Steve Weiss | OY Rep. – Dave Milka

Item

Champion

1. Quorum Check
 - 1.1. Directors and Officer Seating-
 - 1.2. Appointment of Sergeant of Arms-
 - 1.3. Recording Secretary – Jacob Smith
 - 1.4. Take roll
2. Standing items
 - 2.1. Review Agenda
 - 2.2. Approve the Minutes of the Previous Meeting
 - 2.3. Approve the Financial Report – Financial Report attached
3. Special Business
 - 3.1. Judicial Review Boards
 - Judicial Review requested by Matt Tatosky
 - 3.2. Formal Complaints
 - Attached
 - 3.3. KGE Staff Reviews/Appointments
 - Postion Reviews
 - Approval of 2018 K1 Event Schedule
 - 3.4. Fund Requests
4. Principal's Report
 - 4.1. General Representative Seat Even Year – Attached
 - 4.2. General Representative Seat Odd Year – Attached
 - 4.3. Corporate Secretary – Attached
 - 4.4. Corporate Treasurer – Attached
 - 4.5. Corporate President – Attached
5. KGE Staff Reports
 - 5.1. Quartermaster - Attached
 - 5.2. Safety Director - Attached
 - 5.3. Media Director – None Submitted
 - 5.4. Building and Land Director - Attached
6. Committee Reports
7. Game Staff Reports
 - 7.1. K1 - Character Book Director - Attached
 - 7.2. K1 - Play Master - Attached
 - 7.3. K1 - Game Master – None Submitted
 - 7.3.1. K1 – Economy Staff - Attached
8. Old Business

9. New Business

9.1 Proposal 2017/09/10 – 1 (Jolene Naugle)

I, Kge Member in good standing, propose the following,

A sanctioned bow hunt only upon the lands during small game and open deer bow season.

This hunt should be only on the lands when no other activity is scheduled.

While this hunt is taking place a large orange sign will be placed at check in shed to let others know its taking place.

Only two hunter be using the land at a time for this reason,
Hunters would have to pre-apply for hunt dates, and for this use and follow all state and local hunting laws. Once 2 hunters have pre-applied all other hunters will have to wait for a open time slot.

Hunters in return would have to forfeit half there take of both small and large game to be donated to the game for feast dinner. Processing cost of large game donated to KGE for feast would be the KGE responsibility. Should only one deer be taken donation of meat would be based on the amount of processing cost paid for by KGE. Hides and antlers may also be donated at KGE processing cost For all animals

Should KGE find fit to allow this and provide the contact phone numbers for the land ownership a antlerless permit can be obtained and that can be donated to game as well.

I also purpose that should you the Board OF Directors wish to try this out on a small scale for the season this year I along with one other partner hunter working with who ever you see fit to try this out.

(Attachment 9.1)

Champion: ____ CJ: ____ JS: ____ DA: ____ DM: ____ SW: ____ ()

9.2 Proposal 2017/10/08 – 1 (Rachel Polk)

I'd like to request that the topic of encouraging a basic garb minimum be covered at the next BoD meeting.

I have put together a basic slide show that I think would be very helpful to direct new players, and keep things immersive on the field.

Attachment 9.2: My First garb.pdf

Champion: ____ CJ: ____ JS: ____ DA: ____ DM: ____ SW: ____ ()

9.3 Proposal 2017/10/08 – 2 (Rachel Polk)

I would like to request that the topic of implementing a code of conduct be brought up at the next BoD meeting.

I found myself extremely disappointed with the way the BoD has handled a couple of situations in the past year, including (but not limited to) the behavior of Steve Weiss (a player representative) and the actions of Erik Niles.

It is my belief that everyone, players, staff, and everyone in between, should all be held to the same standards. I have written up a code of conduct that I believe KGE would strongly benefit from. While it may not be perfect, I believe that some form of code must be set in place that to which ALL members must be held.

Adaptations of this CoC are welcome, but my hope is that this is a stepping stone to getting something officially in place.

Thank you, please let me know if I can provide anymore information.

Attachment 9.3: KGE CoC.pdf

Champion: ____ CJ: ____ JS: ____ DA: ____ DM: ____ SW: ____ ()

9.4 Proposal 2017/10/08 – 3 (Zach Zeid)

I, Zach Zeid, propose to raise the event fees to \$30.00 an event.

Rational: According to the Bureau of Labor Statistics, the dollar experienced an average inflation rate of 2.01% per year. Prices in 2017 are 29.6% higher than prices in 2004. Event fees haven't adjusted to accommodate, and KGE has operated at a loss for 2 of the 4 years on record.

Champion: ____ CJ: ____ JS: ____ DA: ____ DM: ____ SW: ____ ()

9.5 Proposal 2017/10/08 – 4 (Building and Land Division)

Building Type: Administrative

Cost: 218.00

Cost Breakdown*

Material – A-Frame Step Ladder

Quantity - 2

Price per unit - \$109

Total Price - \$218

<https://www.lowes.com/pd/Werner-8-ft-Fiberglass-300-lb-Type-IA-Step-Ladder/3048120>

Champion: ____ CJ: ____ JS: ____ DA: ____ DM: ____ SW: ____ ()

10. General Discussion

11. Adjournment

3.1 Judicial Review Boards

Judicial Review requested by Matt Tatosky.

3.2 Formal Complaints

Attached in BoD Assets folder.

3.3 Position Reviews

Per KGE-001 SOP:

5.5.5 Board of Directors Evaluation

The BOD shall evaluate the following positions at the end of each year. These positions are:

- Game Master First
- Play Master First
- Character Book Director First

The BOD retains the right to evaluate any other position defined by this SOP on a case-by-case basis.

3.4 Approval of 2018 K1 Event Schedule

I have completed the 2018 Kanar Event Schedule early, whoo! I have provided 3 different options, though I will say Option Number 1 is the far superior choice. I assume this should be brought up at the next board meeting, for voting.

I have included all pertinent holidays, the days of the full moon, and several other major LARPing events that might lower attendance numbers.

The greatest benefit of having events on or near the full moon is it alleviates some of the responsibility of the player base to keep the trails and camps well lit, as the full moon will provide a good amount of light.

Thanks!
Karigan, GM 2

2018 Kanar Event Schedule:

2018 Weekend Holidays

March 11th, Daylight Savings (Sunday)

March 17th, St Patrick's Day (Sunday)

March 30th, *Good Friday* (Friday)

April 1st, April Fool's (Sunday)

April 1st, *Easter* (Sunday)

APRIL 8TH, CLUTE & JOYE

APRIL 21ST, DANNY & ANNE

May 13th, Mother's Day (Sunday)

May 28th, Memorial Day (Monday)

June 17th, Father's Day (Sunday)

June 16th - 24th, **Ragnarok** (Sat-Sun)

July 27th - Aug 12th, **Pennsic** (Fri-Sun)

August 12th - 19th, **Bicolline** (Sun-Sun)

September 3rd, Labor Day (Monday)

November 4th, Daylight Saving (Sunday)

November 23rd, Black Friday (Friday)

2018 Full Moon Calendar:

March 1st

March 31st

April 29th

May 29th

June 28th

July 27th

August 26th

September 24th

October 24th

November 23rd

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1st Option: *Optimal [LIGHT YEAR]*

February - Feast (one day) - 3rd [Next Event In: 6w 6d] **PENDING**
March - Season Opener - 23rd - 25th [Next Event In: 5w] 1st Quarter of the Moon on the 24th
April - 27th - 29th [Next Event In: 3w] Full Moon on the 29th
May - 18th - 20th [Next Event In: 5w] 1st Quarter of the Moon on the 21th
June - Agelong - 22nd - 7/1 [Next Event In: 5w] Full Moon on the 28th
July - One Day Open House / Family Event - 14th
July - 27th - 29th [Next Event In: 4w] Full Moon on the 27th
August - 24th - 26th [Next Event In: 4w] Full Moon on the 26th
September - 21st - 23rd [Next Event In: 4w] Full Moon on the 24th
October - All Hallows - 19th - 21st [Next Event In: 4w 1d] Full Moon on the 24th
November - Season Closer - 16th - 18th = 1st Quarter of the Moon on the 15th
Weeks counted between are from the last day of the event, to the first day of the next event.

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2nd Option: *Based on ever 4 weeks [DARK YEAR]*

February - Feast (one day) - 3rd
March - Season Opener - 23rd - 25th = 1st Quarter of the Moon on the 24th
April - 20th - 22nd = 1st Quarter of the Moon on the 22th **{WEDDING}**
May - 18th - 20th = 1st Quarter of the Moon on the 21th
June - Agelong - 15th - 24th = New Moon on the 13th to First Quarter of the Moon on the 20th **{FATHER'S DAY & RAGNAROK}**
July - 13th - 15th = New Moon on the 12th
July - One Day Open House / Family Event - 21st
August - 10th - 12th = New Moon on the 11th **{PENNSIC & BICOLLINE}**
September - 7th - 9th = New Moon on the 9th
October - All Hallows - 5th - 7th = New Moon on the 8th
November - Season Closer - 2nd - 4th = 3rd Quarter of the Moon on Oct 31st **{DAYLIGHT SAVINGS}**

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3rd Option: *Alternative Dates [DARK YEAR]*

February - Feast (one day) - 3rd [Next Event In: 4w 6d] **PENDING**
March - Season Opener - 9th - 11th [Next Event In: 5w] **{DAYLIGHT SAVINGS}** 3rd Quarter of the Moon on the 9th
April - 13th - 15th [Next Event In: 4w] New Moon on the 15th
May - 11th - 13th [Next Event In: 4w] **{MOTHER'S DAY}** New Moon on the 15th
June - Agelong - 8th - 17th [Next Event In: 6w 6d] **{FATHER'S DAY}** New Moon on the 13th
July - 13th - 15th [Next Event In: 5w] New Moon on the 12th
July - One Day Open House / Family Event - 28th **{PENNSIC}**
August - 3rd - 5th [Next Event In: 6w] 3rd Quarter of the Moon on the 4th
September - 14th - 16th [Next Event In: 4w] 1st Quarter of the Moon on the 16th
October - All Hallows - 12th - 14th [Next Event In: 4w 1d] 1st Quarter of the Moon on the 16th
November - Season Closer - 9th - 11th = New Moon on the 7th

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4.1 October 2017 Even Year Representative Report:

Dear fellow board members.

This quarter has seen continued growth of the player base and the welcoming of newer players. There have been rumblings from the older players about some ruffled feathers and legitimate problems. These are currently being looked into to see if they warrant further review by the board as a whole. So far nothing has surfaced but bruised egos. Should I find anything more I will communicate it forthwith. Happy larping.

-Steven Weiss
Even year rep.

4.2 October 2017 Odd Year Representative Report:

Fellow Board Members,

This quarter has seen it's share of feedback from the players, a lot of which has been positive. There are players showing up, having fun, and contributing to the betterment of this game out of love and friendship. The Negative feedback we're getting has included some general rabble-raising but there have also been legitimate concerns raised about the conduct of some of our members. It is my belief that these concerns are largely being handled appropriately. A few of the situations being brought to my attention warrant further investigation; I have nothing concrete to bring to the board as of now.

I'm excited over the improvements being made to the land. I hope we can continue to take measured steps to best use the resources available to us to enhance our game.

Odd-Year Representative,
Dave Milka

4.3 October 2017 Corporate Secretary Report

This is my first report as KGE Corporate Secretary since taking over the position in July. In the months since, I've worked on becoming acquainted with the cogs and gears of the KGE and K1 machines. The KGE document archive has been majorly sorted and organized and a basic filing structure has been established. However, the archives themselves are woefully out of date and many key files are currently either insufficiently compiled or missing entirely. It would benefit both the corporate and game management branches to work on bringing the archives up to date and properly backed up.

As a point of contact between the Board and main branches of the organization, I've worked on making sure to meet and listen to members of the staff as well as players when they have comments, complaints, and questions. This appears to be going well.

As far as the organization as a whole is concerned, it is my opinion that KGE and K1 requires a period of shoring up its foundations, laying the groundwork for forward progress, and organizing its assets before moving into the next stage of the game's development. Taking the time and effort, concerted with the cooperation of all the volunteers on staff, will smooth the journey as this wonderful and storied game moves into the future.

I look forward to improving in 2018 and hope that those around me look forward to doing so as well.

4.4 October 2017 Corporate Treasury Report

Attached financial report for KGE 10-2017.

4.5 October 2017 Corporate Presidential Report

President's Report 2017-10-08

I always try to restrict my reports to under one page, under the theory that few people wants to read reports, and no one wants to read multiple pages if me talking about the same things I say every three months.

I will start by saying that I will not be running for President in June 2018. I have enjoyed much of my time as President, and hope to accomplish a few more business tasks before my term is up, but I no longer have the passion to do the job well. If anyone is interested in the position and my take on how to do it "right" please send me an email at president@kanar.org and I will happily share my secrets of "make a checklist, follow it, and after everything is checked off, revise the checklist for next time."

My successor will need to be a bit more of a business manager than I was. KGE is run by a committee, which has a few inherent flaws. KGE is also run like a club, with the intrinsic desire to be friends with all of the club members, and not make waves. KGE needs some waves at the moment. Improvements are being made by the Board, and by most of the Departments, but at a glacial pace.

Our volunteers are skilled, and passionate, but (in my opinion) are not getting sufficient direction and support from the business, and are not getting sufficient feedback and support from the members.

I do want to extend additional thanks to all of the hardworking volunteers that give selflessly of their time and expertise to handle all of the details that keep Kanar alive. You are what makes Kanar exceptional, year after year.

I'm going to push hard in the spring of 2018 for several significant improvements. More stories for newer players, more stories for characters that that don't require violence, an more streamlined rule book, a faster and more automated character update system, a new website, and greater transparency from the KGE support staff.

In turn, I'm going to ask the players that can to donate money, and the players that cannot to donate time. We are a business, and we are a club, and we need to devote resources to both to make progress on either.

I hope everyone has a wonderful October and November event, and an excellent winter break.

5.1 October Quartermaster Report

Quarter Master Report by Kaitlin Berezky

As of October 6th, 2017

1. All garb currently in QM possession has been tagged, numbered, and stored
 - Garb types are all separated into labeled bins
 - Garb does not include undead or masks
 - One bin of garb is currently in the possession of Dan Walker to be tagged for QM XP
 - We are running very low on bins. QM purchased more bins with cash on hand, but they were filled as soon as they were bought
2. The Look Book has been created
 - Book contains all pictures of numbered garb
 - Book also contains the numbers of the garb next to the pictures
 - Book is awesome, all hail the book
3. Shed has been (somewhat) organized
4. Weapons keep breaking. QM is offering XP to fix or replace them.
5. Donations are consistent but lacking in items the QM requests
6. XP for cash has been returned to 1xp/\$2
7. XP for donated weapons has been adjusted
8. All XP for donation and work days has been updated with the CBD
9. The label maker has gone missing. It was lost between my and Tashi's moves. We have looked everywhere I can think of for it but (unless it is cleverly disguised as makeup sponges) we do not know where it is. QM has requested that a new one be purchased.
10. Currently the QM staff positions are as follows:
 1. Kaitlin Berezky
 2. Megan Lalonde-Faynola
 3. Kiri Brasseur
 4. Tashina O

Comments:

Everything is going really well for the most part. The disappearance of the label maker has the staff perplexed. We assume it is somewhere, but after months of looking for it, we have decided it be best to purchase a new one.

The creation of the Look Book is a huge testament to how hard the staff has worked and how hard it was to get to this point. There are still several items that need to be cataloged but it is a huge start to making our NPCs more believable and original for the GM staff.

I have been consistently asking staff and players what they would like to see more of for the QM, but I haven't gotten much feedback. There are a few things I know we need and many things we don't.

Turnout for workdays is still abysmal.

I still have some receipts from the purchase of the Look Book and a few other things that need to be submitted. We currently need more bins and more storage drawers for the shed. I have also talked to the BLD about the new shed they would like to build the QM staff.

Our next project to to finish tagging and labeling all the undead items. They should be at the event regardless.

5.2 October Safety Report

Ok so far this year the safety shed was completed and painted. There is a plan in place to begin construction on a bench/storage bin inside for the evaluation of injuries and to store supplies. Eric Hitt is working on a good option for a light source. I have a volunteer that will be making the safety boxes to go next to each fire pit to hold a First Aid kit and a fire extinguisher.

I am working on a set of SOPs for following safety directors to use as a guide for what needs to be done year to year. When I took over nothing existed as to that and we have had to make it up as we go.

Staff are at this point:

Safety 1st – Eric Forge

Safety 2nd - Eric Hitt

Safety 3rd - Elise Stoliker

Safety 4th - Stephen Whitaker

Safety 5th - Kiri Brasseur

Safety 6th - Jeremy Boyd

5.3 October Media Report

None submitted

5.4 October BLD Report

BLD Report for BOD meeting 10/15/17

The BLD has not been as active during the third quarter of this season as the rest of the season, as personal matters within the staff have taken the necessary priorities. We have focused our energies more on writing and evaluating BLD policies publishing them during the September 2017 event. We have continued supporting players in their own projects with Nordwood being the most notable. The BLD has continued to work on the BLD shed, however a number of technical hurdles have slowed progress, and the BLD expects to close out the season with the shed completed.

The BLD scheduled a total of 4 workdays (of 5 planned) this quarter, with an average attendance of 8.6 players. September's workday was canceled as there were numerous scheduling conflicts for that month. The low average turnout during workdays has limited the number of projects the BLD can run simultaneous and hinders expected timelines for project completion.

The BLD has been requested by the BOD President to create blueprints for all structures that do not have one on file. The BLD anticipates having this done by June August as soon as a number of pressing projects can be done.

In regards to parking, the safety markers in the parking lot have proven effective, however we would like to remind the player base to park straight, and between the markers so we can maximize the number of spots on the land.

Below is a list of the current projects for 2017. Rather than order by priority, the projects are ordered by project type. Project types are listed as 'Capital', 'Maintenance', and 'New Construction'. Priority is given to Capital projects as they require significant resources (as defined by time, labor and money) to complete:

Priority	Project Type	Task	% Complete	Deadline	Notes
	Administrative	BLD SWIs	20%	Ongoing	
5	Capital	Trails (See 04-2017 BOD Report)	0%	03/01/21	
	Capital	- Main trail	0%		
	Capital	- Low Trail (Town > Mahala Nar), (Mahala Nar > Bein Amar)	33%		
	Capital	- Tribe Trail	0%		
	Capital	- NPC Land Trail			
	Capital	Electricity to Check-In Shed	25%		On hold until further BLD discussion on next steps
4	Maint.	Alladine Tower roof repair	0%		
2	Maint.	Gnip's Shack	0%		
3	Maint.	Black Shack Repair	0%		
	Maint.	- Replace Roof	0%		
	Maint.	- Re-side structure	0%		
	Maint.	- Raise off ground	0%		
	Maint.	Storage Shed (Caladagh)	0%		
1	New Const.	BLD Shed	90%		
6	New Const.	Signs	0%		
	New Const.	- Welcome SIGN	0%		
	New Const.	- Illveresh Sign	0%		
7	New Const.	Stockades/Jail	0%		
	New Const.	- Build Stockade	0%		
	New Const.	- Build Jail	0%		
9	New Const.	Build up Field of Honor	0%		
	New Const.	- Fence off area	0%		
	New Const.	- Add Heraldry	0%		
	New Const.	Build Merchant Alley	0%		
8	New Const.	QM Shed	0%		
10	New Const.	GM Structure	0%		
	Administrative	Kanar Land Blueprints	0%		

7.1 October Character Book Director Report

CBD Report

October 15, 2017

CBD Staff:

Matt Tatosky - CBD 1st,

Amanda Aquino - CBD 2nd

Kylie Jokie - CBD 3rd

Matt Ash - CBD 4th

Patrick Vance – CBD Staff

Melissa Keith – CBD Staff

Sweeping changes have been happening throughout the CBD staff, we've got two new staff members who are being trained. In preparedness for stepping down as the first at the end of the year, I've been handing more and more of my 1st duties to Amanda. I fully believe she is going to be a capable replacement for me, and as always she can use myself and past CBD's for advice if necessary.

We've also switched over to the new signout process and email to better facilitate GM/CBD sign outs, as well as a new website. This makes our signout process much easier.

Character retirement has been worked on with one character fully retired. The CBD staff has had to be very firm with the member in question and while I do feel that retirement was a worthwhile experiment, I am not sure if it has improved the game as a whole to have this experience available. Am still gathering data about the situation as the member who did the character retirement has been at Ren Faire. GM and CBD complaints get discussed both from and to the different staff members. We're able to work on resolving those complaints quickly because of our regular communication. We started out the year heavily discussing new players and how to integrate them into our game better, which is how we came up with the new player checklist.

Speaking of new players, at the beginning of the year I had asked the player representatives to reach out to potential new members who attended the game. Out of the 32 new players we have had an abysmal retention rate, and we should have attempted to find out why. During that meeting the BoD had agreed to make more of an effort to assist the game staff and to assist in growing the game as a whole. I would ask what has been done to further this goal?

I'm also very disappointed that the BoD did not put any effort into assisting with our non member event, Family Day, which was supposed to be run by someone other than the GSOM. It's frustrating to have had work dropped into the laps of the staff members, when we had not endorsed having this event in the first place. There were approximately 30 kids, and probably around 50 adults, with 30-40 individuals NPCing almost constantly. We had some individuals who were not a member of our organization come out to family day as well thanks to Tim Schafers efforts and Facebook.

I feel that this is another opportunity for the BoD to reach out to the players and the membership to potentially help our organization grow. I hope they take the opportunity to do so.

I also would like to publically thank our community as a whole. They set aside everything that day to work together and make our game look spectacular. I couldn't have asked for anything more than what everyone gave that day, and it was amazing. To those BoD

members who were able to attend, they can attest. To those that could not, you truly missed out on an opportunity to see our community shine.

As this is the last BoD meeting of the year, I would also like to formally resign from the position of CBD 1st as of 11.20.17. I have no doubt that the many individuals on the staff is fully ready to take over.

Date	Sign Outs	Attendance
03/11/17	121 + 3 Not on Acu	120
04/08/17	126 + 5 Not on Acu	126
05/06/17	98 + 5 Not on Acu	119
06/03/17	113 + 8 Not on Acu	150
07/08/17	102 + 9 Not on ACU	113
08/05/17	90 + 5 Not on ACU	107
09/02/17	90 + 8 Not on ACU + 5 Late	108
10/21/17	-	•
11/18/17	-	•

7.2 October Playmaster Staff Report

Play Master Report 4th Quarter
October 2017

Current list of members of Play Master staff:

Play Master First - Nathan Niemi
Leigh
Dan Weiler
Dave Sullivan
Eric Hitt
Tim Schaffer
Nicholas Aquino

- Tasked additional help to aid with formatting, grammar, and editing of the rulebook in preparation for the 2018 version. A sit-down meeting to be scheduled in November with Nathan Niemi, Dan and Leigh Weiler, Matt Ash, Tashi O, and Alyssa Short.
- We plan to record the Fighter instructional video as the first of the tutorials in October with the aid of Dan Holland, Jerimy Herpel, and Tess.
- The PM staff is assessing the need for greater coverage near Bein Amar and Tribelands.
- As many of the rulings and clarifications are an ongoing process, it is difficult to put a percentage number as to how much of the task is complete, at any given time. The PM staff answered questions concerning the spell "Aid"; that it only effects 1 specified (Target) weapon and not ALL of that type of weapon. So, if the character has a mace in each hand and Aid is cast upon the mace in the left hand, the mace in the right hand is not enhanced. Casting Aid again and targetting the right mace would be required for both weapons to be enhanced.
- Determined that the Astrology racial cost difference for Dwarves was a remnant from a previous version of the rulebook where it was a skill and that it should be read as "Astronomy" instead.
- Received feedback from a signout, indicating that a player was concerned about someone else being struck "too hard" by a third player. An email response was sent. The "offending" player will be informed that concern was raised and will be reminded to gauge strikes appropriate to their opponents. Though, in such situations, players who are not informed that their strikes are "too hard" are not at fault.
- While we strive to be inclusive to members of varying ability, rules as written indicate that ASL (American Sign Language or other sign) is not sufficient for the "aloud" requirement for incantations. Also, the 10 count after incants is not an in-character utterance, but a mechanic NOT heard by other characters.
- All armor physical representations, "fake" or "real", must be approved by staff to have an armor rating, otherwise it is just considered costuming and grants no armor value. The phys rep also must be accompanied by a tag.
- As the Resurrection is different for each character, it is determined that this likely falls moreso under the jurisdiction of the CBD, though as a "Ritual" it also is a hazy line between the Rules in the book and the World of the GM.
- Weapon length and fighting styles are being addressed, particularly, though not limited to Spears and their potential use with shields.
- Again the issue of Training damage bonuses regardless of Handedness arose.
- Several concerns have been brought up regarding the expiration dates (particularly lack of communication and consistency) for consumable items crafted (ie, Potions, Toxins, Herbs, Alchemies).
- One player showed two identical items crafted in the same month with a discrepancy of 3 months on the expiration dates listed. It was also presented to the PMs by players, who are under the impression that it is a violation of jurisdiction for the GM staff to implement expiration on items that previously did not regularly have them. The matter was then discussed with the GM First who has been acting as Econ during the interim absence of an Econ First. It was agreed that expiration dates and tags are moreso in the purview of the Econ staff than that of PM.

- Regularly in communication with the GSOM, including but not limited to: authorizing character retirement, ruling on case-by-case basis for players playing more than 1 character during a single event, suspended players, and Policies etc.

Of the 33 feedback comments from signouts, roughly 12 expressed gratitude for the work the PM staff is doing, 13 had no comment, and the remainder of concerns are being addressed. While we accept this as a vote of confidence, it only goes to bolster our motivation to improve the game for everyone.

Passed along Comments/concerns from Signouts that were deemed to be GM purview, as opposed to PM purview.

7.3 October Game Mastery Staff Report

None submitted

7.3.1 October Economy Staff Report

I would like to report that we have received the necessary materials for this position, printed out the backlog of tags, and began brainstorming ideas for short term and long term goals.

Sincerely,
Kevin Reading
Econ 1st