



# AGENDA

*Kanar Gaming Enterprises, Inc*

*Date | time (January 6<sup>th</sup>, 2018) | (Time Began) | Meeting chaired by C.Jarvis*

---

## Board members

---

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

---

<b>Item</b>	<b>Champion</b>
1. Quorum Check	
1.1. Directors and Officer Seating-	
1.2. Appointment of Sergeant of Arms-	
1.3. Recording Secretary-	
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	
3. Special Business	
3.1. Judicial Review Boards	
3.2. KGE Staff Reviews/Appointments	
- GM 1 <sup>st</sup> Appointment	
- CBD 1 <sup>st</sup> Appointment	
- QM 1 <sup>st</sup> Appointment	
3.3. Fund Requests	
4. Principal's Report	
4.1. General Representative Seat Even Year	
4.2. General Representative Seat Odd Year	
4.3. Corporate Secretary	
4.4. Corporate Treasurer	
4.5. Corporate President	
5. KGE Staff Reports	
5.1. Quartermaster	
5.2. Safety Director	
5.3. Media Director	
5.4. Building and Land Director	
6. Committee Reports	
7. Game Staff Reports	
7.1. K1 - Character Book Director	
7.2. K1 - Play Master	
7.3. K1 - Game Master	
8. Old Business	
9. New Business	
9.1 Proposed changes to the K1-SOP	
10. General Discussion	
11. Adjournment	

---

## 3.2 Staff Appointments

GM1 – Ferd Blackburn / Tim Schafer / Zach Zeid  
CBD 1 – Amanda Aquino  
QM1 – Kaitlin Bereczky

## 4.3 Secretary Report

Nothing major to report other than that I will be working in the coming weeks to get the year's ARF set to be sent out and working with Erich O to document the steps required for doing so into the Secretary SWI. Looking forward to the 2018 season and hopeful for the future.

## 4.5 President Report

KGE President's Report, 2018-01-07, Craig Jarvis

If the ancient lore is to be believed, the first Kanar event happened in 1988, when Jason Monarch's D&D group had a disagreement about the number of possible attacks per round. Arming themselves with broom handles, bats, and trash can lids, the gamers decided to test the theories, and would come to the realization that hitting each other with sticks while playing make-believe can be just as fun as rolling dice while playing make-believe.

If 1988 was the beginning of the game that would become Kanar, then this year marks our 30<sup>th</sup> anniversary. We have come a long way, from Jason's backyard and the gravel quarry in Milford and the ruins of fabled Pelanor, through Dave Oldfield's parent's backyard and the savage forests of Wildantor, to Jim Pigtain's property and the secrets of Epping Wood, past Kalamazoo and the mostly-forgotten tales of Lord Neidhard's Land, with random tidbit at Dodge-10 park in Milford for festivals on the road, a wild party at the Ultimate Sports Bar with Sir Mythindor, two dark elf one-days at Laser Quest in Madison Heights, a quest to find a lich's heart at Craig Jarvis' farm in Croswell, Michigan, several winter hunts on Andy Bies' property, a magic carpet ride to the Sleeping Bear Dunes in Muskegon, and for the last 24 years, Ilveresh, our swampy home in Milan, Michigan.

Kanar has done amazing things across the past three decades. Over a thousand people have created a character and left their marks, great and small, on the shared story in which we participate. Life-long friendships and no small amount of marriages have resulted from folks taking the plunge and trying out LARPing with our wonderful "Kanerds." (With credit to Jeff Berndt for "Kanerds.")

Kanar has lead to a handful of spin-off games, and inspired a few more, like Kanar: Northern Wilderness, Wild Lands, Kansas City Kanar, Kanarak, Shadowed Realms, K2, K3, and possibly even CARPS. Kanar players have come from all walks of life, and gone on to careers as doctors, lawyers, engineers, tradepeople, accountants, jousters, artists, and farmers, and many have maintained ties with their Kanar-friends despite not having played the game since the mid-90s.

When I first arrived in Ilveresh in 996 there was exactly one structure. The duke's keep was a 30x40 box of aluminum siding nailed to 4x4s. The center of town was a ring of stones for a fire pit. Hawk's Haven on the Hill was eight cider blocks and two benches. House D'Cather was a clearing. House Everyn was a more distant clearing, and Count Chaylin forbid anyone approaching his house from using the same path twice, to avoid the creation of obvious footpaths leading to Everyn.

Within two years there would be seven structures. Two years later there were ten more. Some did burn down, some did fall over, and some did sink into the swamp, which inspired the Kanar-folk to build better and stronger walls, buildings, and Households.

I say all this because Kanar is incredible, and as much as I bitch about the state of the business and the state of the game, I still love Kanar. Certainly, there are things that could be improved in my opinion. The Board and all seven departments could do with some motivation to make things better for the players, and better for the game. None-the-less, Kanar continues to slowly improve, through the tireless efforts of its volunteers, and the relentless crush of positive inertia, which shows small but measurable improvements are made every year.

Personally, I am tired, and need a break. I have a few projects I'd like to see finished, including an updated rulebook, a new Worldbook, a character database, and some capital improvements to the land. Hopefully I will see some of them before the March opener. I want to thank everyone that has helped make Kanar enjoyable for these last 30 years, and thank those that will help for the upcoming 30 as well.