Agenda

Kanar Gaming Enterprises, Inc

Date | time May 15, 2o16 | 1300 | Meeting chaired by C.Jarvis

# Board members

President – C. Jarvis | Secretary – E.Okonowski | Treasurer – D.Angell | Rep. – M.Kehoe| Rep. – E.Thornburgh

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|  | Item | Champion |
|  | 1. Quorum Check    1. Directors and Officer Seating-    2. Appointment of Sergeant of Arms-    3. Recording Secretary-    4. Take roll |  |
|  | 1. Standing items    1. Review Agenda    2. Approve the Minutes of the Previous Meeting    3. Approve the Financial Report 2. Special Business    1. Judicial Review Boards    2. KGE Staff Reviews/Appointments    3. Fund Requests |  |
|  | 1. Principal’s Report    1. General Representative Seat Even Year – Eric Thornburgh    2. General Representative Seat Odd Year – Maria Kehoe    3. Corporate Secretary   We continue to make progress. I will be looking at alternative methods in order to get some of the paperwork in which the President in requesting.   * 1. Corporate Treasurer   2. Corporate President   Each of the departments have a handful of projects in the works for 2016. I will mention each of the projects by name, and if you would like more information, or would like to help with one or more of the projects, please speak to me, or the relevant department head.  GMs: Lore Packets, B.E. Updates, Spindle™ Training, Story and Encounter Writing, Kanar Wiki  Econ: Tag, tags, tags  MQE: Quills  PMs: Rulebook Updates, Training Videos, SWI  CBDs: Character Updates  BLDs: Monthly Walkthroughs, Maintenance, New construction oversight, New Survey and Site Plan  QM: Tag all garb, “Look Book”  SD: Safety Storage boxes for each house, Safety Building in Town, Evacuation Plan and Drills  MD: Website facelift, Interactive Map, Interactive Timeline, Kanar Wiki  Board: Oversight on everything, rewrite the SOPs, POLs, and Rules of Order  Everyone: Standard Work Instructions (SWIs) for every task you might have to do more than once  The Board is trying to maintain momentum on big projects like the burn, the gravel, and the new construction. I apologize if I have not been good about keeping everyone in the loop. There are a lot of plates spinning. I have been reminded that we are all volunteers, and we are all doing our best with the limited time and funds available to improve the business and improve the game.  I am excited for new construction on the field for the safety staff, the Mallards, the Bardic College, and Camp Nothrim. There are still some repairs that are needed on the roof and railings of the Tower in Silverleaf, the roof of the Ordu Barracks, Po’s Treehouse, plus anything else the BLD’s point out in their Walkthroughs.  I have begun putting out feelers for a company that can drill a well for KGE, just so we have some estimates on cost. I have started talking to DTE about running electricity to the Check-in building, also so the Board and members will have an idea of what it might cost to start funding significant land improvements, like water, power, septic, and beyond.  I would like to see more people camping on the land during events, staying deeper in-character for longer, and exploring everything the game has to offer, from quests and camaraderie, to period crafting and (mostly) period cooking and dining. If that means I need to (help KGE) build a dozen ten-person cabins, a bathhouse with showers and flush toilets, a town hall, and dig a septic field, that is a sacrifice I am willing to have KGE make, to (help) achieve my vision.  The members are the life-blood of KGE. I do want the business to run like a business, with our volunteer Directors appointing our volunteer Department Heads to complete numerous tasks in a cost-efficient and timely manner. But I also want out game to run like a club, with everyone kicking in money or time or both to make the game entertaining for everyone. I want players to \*want\* to NPC a little, write an encounter occasionally, and clean up a few pieces of trash every event day. I want people to be proud of their garb and weapons and armor, whether new or recently repaired or recently cleaned, and to post pictures to the Facebook group. I want Kanar to be a hobby that appeals to the die-hard LARPer, and the casual roleplayer that just wants to enjoy the atmosphere for an evening as a non-com.  But most of all, I want the members to have fun. Tim loves to play in the dirt. Maria loves to hear the stories. Mo loves a good fight between skilled combatants. I’m not certain, but I think Shane loves personal, in-character tragedy. Matty loves to watch characters suffer. Nathan loves to see characters overcoming obstacles. Stephan loves a good axe. I want everyone to find the things they love. |  |
|  | 1. KGE Staff Reports    1. Quartermaster   QM responsibility have been met. Several donations have been accepted and continuing organization of the new shed and props is progressing smoothly.   * 1. Safety Director   2. Media Director   3. Building and Land Director   First I want to say thank you to Craig Jarvis for dealing with the contractor for the controlled burn and the gravel.  The Controlled Burn of the property still needs to be finished by the contractor. Craig has been dealing with this issue and is continuing to do so.  The stumps have been removed from the town area. We cleared all accessible areas. I am hoping that later this year once the property dries up and we have made more repairs to trails to possibly rent the grinder again and get to other areas of the field.  The grading of high trail is 95% complete. This is due to the hard work of many people, including Craig who brought his tractor down and helped spread and grade it.  My staff would also like to take our entire 2016 maintenance budget that is approved by the BOD and have it used to purchase more gravel. We would like to work on low trail and the trial that heads from town to the Tribe area.  I am going to get with the treasurer and determine how much money was donated from 2015 and 2016 and take that money and procure a medium size generator that can run my table saw and miter saw. So that we can start building the requested structure and small projects the BOD has asked for.  My staff has noticed a bad trend in the care of houses this year. Many people have been bringing out large quantities pallets and leaving them around their houses.  I have created blue prints and material sheets for the Safety Building, Bulletin Boards, and Signs that were requested by the BOD. I will turn the material sheets over to the treasurer t have him place an order from Lowes and have it delivered.  We have added Zachary Zeid to our staff as BLD3rd and he Is going to help us work on the paperwork side of our job. |  |
|  | 1. Committee Reports   Adopt a Road Discussion  **SP Committee-**  Here are the formal finding of the committee put in place to review the current policy governing SP, and the gaining of Experience points. In February of 2014 we had an informal meeting in regards to this matter. It allowed us to toss around ideas and set the stage for a productive formal meeting. On April 13, 2014 we held a formal meeting to discuss the items set before us by the Board of Directors. I was the Chair of this meeting and recorded minutes which will be sent to the corporate secretary.  First I will discuss the matter of earning experience points.  Our committee was unanimous on not changing the current event cap for experience at 10 XP per day of the event. 1 Day events – 10 XP, 3 Day events – 30 XP, 10 Day Events – 100XP.  At the time of this meeting a player who earned all XP available to them during a Kanar season would earn 440 XP. At the June 1, 2014 BoD meeting that XP total was changed to 540 XP. A player who attends every event and NPC’s or does enough Staff time to max out for the event will be able to 340 experience. They can earn 100 XP for attending work days and assisting the BLD on projects, and another 100. If a new player took advantage of every available experience to them they could reach any classes “pinnacle” skill within a year and a half of starting.          On the matter of receiving XP for paying dues.  Proposal 2013/3/23– 4 “All members who pay their event fee for an event will receive the base per day XP.”  While it is my personal belief that what was intended by this proposal does not match what is written, I understand why the board may choose to allow for people to earn XP by just paying their dues. As it is currently written it does not state that members who pay their event fee shall receive the base XP per day as if they attended every day of the event. It currently reads that if a player pays their event fee they will receive the base per day XP which is currently 6. The majority of our committee does not like the concept of earning XP for paying and not attending. Yet the majority of us also understand how this could increase spending capitol that could be used to increase budgets to improve the land and the game as a whole. We also discussed the option of removing per day experience. Offering players who attended even 1 day of the event the maximum amount allowed for attendance. This seemed to be another option if the board was looking for a way to increase revenue and allow casual players to still advance at a reasonable pace.  I would propose that if you are to keep Proposal 2013/3/23-4 that you change its wording and pass it as a modification to rulebook. This would allow both new and existing players a full understand of how they can earn experience. Currently this is not a policy nor is it the rulebook.          One of the central points of this meeting was to discuss K1-POL-006. The game policy that governs Service Points. The committee was unanimous that current SP system in place needs to be overhauled. Its original intention of being a reward system that would allow players access to in game consumables for going above and beyond was an excellent idea. I feel it has failed to be used as it was originally intended. The majority of the committee agrees that we should overhaul the system and use SP as it was originally intended, as a rewards systems and removing the ability to convert SP to XP. Players who exceed the amount of time required as a NPC to max out for an event would then begin to accrue Service points. The original consumable rewards system put in place just needs an overhaul and points adjustment to make it fully functional. I now feel that we are too far into the season to make a drastic change to the way the game is currently being run and played and feel we should implement this change at the end of the current season.          A point of contention during the meeting was people who donate their time to the game in the capacity of marshalling. Steve Jones expressed concern that with the removal of SP people who staff would no longer be awarded XP for that time. While I personally believe this game has been run by people volunteers who do not receive a XP bonus for their time in the past and could easily do so again, I feel I would be doing a disservice by not at least bringing to your attention that this should be something that you personally should consider as well. If it is the feelings of the board that staff should receive XP at the same rate that players who NPC do, I would encourage you to limit the time eligible to time spent on the field during an event marshalling and remove the ability for marshals to amass huge sums of SP between events. The above statements are based on the meeting held on 4/13/14. I would like to include some personal feeling and recommendations as well. I would highly encourage the BOD to add the line back in to the SOP that prevents game policy from overwriting the rulebook, and encourage a full review of all game Polices that currently do so. I would ask that the Policies that modify statements in the rulebook be passed as rules changes and all future polices that would overwrite the rulebook be forced to do the same. New players who join our game, download our rulebook, and take the time to learn what is inside do know all of the rules. Make rules modification just that, rules modifications. Pass them as such and place them in the rulebook so new and existing players are all on the same page.      Both the Previous CBD and I both despise the current play by model that KGE has adopted and suggest it be immediately removed along with lower more stringent caps placed on BLD and QM XP. |  |
|  | 1. Game Staff Reports    1. K1 - Character Book Director   The 2016 season is well underway and the influx of new players continues to bring much-needed new blood to the organization. We have worked with the treasurer to ensure better enforcement of K1-POL-004. This will allow players who purchase season passes or attend an event but fail to sign in to continue to do sign outs but will not allow them to purchase new skills.  The removal of SP has been complete. As a team, we have debated the idea of SP as a “XP” based reward system and we have as a team stated that we do not feel it is ideal for the game. Very little has changed since that group was assembled, nothing has changed to makes us think SP should be brought back into the game.  We continue to effectively process updates, retain player character data, and communicate well as a team. As we move forward into the year we will be sure to openly and clearly communicate any issues or concerns.   * 1. K1 - Play Master   We have received a concern about NPCs not wearing sashes. While it has been a strong preference toward alternate costuming, roleplaying, and garb change versus sashes for NPCs to differentiate between a player portraying their PC vs NPC; We are discussing whether a sash is or should be mandatory.  There was a report forwarded to the PlayMaster regarding an encounter in which an NPC was "drum-rolling", swinging down from over their head and striking in the face, and continued to strike as the player went down. As well as striking through walls. The player will be identified and re-certified prior to being able to engage in  combat.    The combat certification will be used to prevent things like this from recurring. If we have other players that are in need of help, we will have them participate as well. We need to ensure that these concerns are addressed before they have the chance to become a pattern of behavior.  A few players have offered to have on-field practice sparring to aid in safer combat instruction on-field as well.  When a member of the staff makes a ruling, clarification, or call: that call stands. There is NO argument. If there is a disagreement with the call or find it lacking in some fashion, I encourage you to email [pm1@kanar.org](mailto:pm1@kanar.org) to express your questions or contact a member of the Board of Directors.   All Players, especially new players, MUST meet with a member of the Play Master staff prior to going on the field of play.  Results of a conversation with the PlayMaster, GameMaster, Econ, and CBD: we have determined that according to  the SOPs, that EVERY member of the SRT is able to deem a weapon to be fit or not.  ALL weapon physical representations must be checked for safety and suitability at EVERY event by an authorized member of the Staff.  All Game Staff Personnel defined in all game SOPs and BOD members shall fulfill the role of Safety Response Team members and are authorized to remove any weapons that are deemed unsafe until re-approved by the appropriate marshal. Since the SRT members are capable of deeming a weapon unsafe, it stands to reason that they are also fully capable of deeming if a weapon is safe and suitable for use at a Kanar event. You do NOT check your own weapons. I do not check MY own weapons.  Any player that insists on attempting to use a weapon that has been deemed unsafe, is to be removed from combat for a specified duration by any member of the SRT.   These directives from the SRT may not be overruled by any other authority in KGE for making any determination in regard to safety except the Safety Director, or a BOD member. Anyone who disobeys a Safety Response Team member regarding safety issues will be subject to removal from the field for the rest of the event, forfeiture of XP earned for that event and be subject to a Judicial Review.  A few players have held gatherings for combat practice and weapon physical representation construction. We are encouraging greater documentation of methods and materials to share with the membership.  Planning to submit modifications for the current rulebook on a monthly basis beginning in June 2016, as needed.  Current list of Play Master staff:  PM1 Nathan Niemi PM2 Leigh PM Staff Dan Weiler PM Staff James Fragomeni PM Staff Eric Hitt PM Staff Tim Schafer Advisory PM Brandon Burns  Neil Kiernan has been removed from the Play Master staff.   * 1. K1 - Game Master |  |
|  | 1. Old Business |  |
|  |  |  |
|  | 1. New Business   **Proposal 2016/05/15 –1 (Eric Hitt)**  I, Eric Hitt, member of the safety staff for Kanar propose an evacuation plan for the field of play during events.  Safety staff plans and procedures:  The plan follows, due to inclement weather or any reason a member of the safety staff or safety response team deems necessary will call the game off. At which time only 2 members of the safety staff will be allowed to enter the field of play. The 2 safety staff members will each don a reflective safety vest and will retrieve 2 air horns each. They will both walk onto the field, one heading into the center of town, the other heading towards the trail split between tent city and the field of play. If they are to encounter any players, they are to inform them that the game is off and to exit the field of play immediately. Starting with the safety member in town, they will sound off the air horn with a short blast. Then after a 3-5second count, the safety member by the trail split will sound off their air horn. This will continue in tandem until each safety member’s air horns are empty.  Player’s procedure for evacuation of the field of play:    The procedure follows, in the event of a field of play evacuation; all players are required to exit the field of play immediately. At this time the game is off and no one is allowed to enter the field of play once they have been notified by a safety staff /safety response member. Notification consists of either being told verbally by a safety staff /safety response member or you have heard the air horns sounding off.    The purpose of this proposal is to aid in the safely organized and timely evacuation of the field of play in the event of an emergency. We have in the past tried to evacuate the field and it wasn’t safe; there were numerous people running around the field trying to make sure people were exiting the field. I feel this will help to expedite the safe removal of everyone from the field by limiting the number of members actually trying to get people off the field. Eric Forge and I have tested two different air horns on field and have found one that can be heard in Bein-Amar, Tribe, and Ordu from the first split in the trail coming from the parking lot. I have attached where I have purchased the air horn from and where to get reasonably priced reflective safety vests as well as the prices.    2 evac drills will be performed a year during events. Coordinatation with GMs and TMs on what time to do them to try and not interrupt any mods or plot stuff happening on field. Something would be printed up for the players to read that a drill will happen on this day between these times and what is expected of them to do.  I would like 2 air horns purchased along with 4 vests.  Champion: \_\_\_\_ CJ: \_\_\_\_\_ EO: \_\_\_\_ DA: \_\_\_\_\_ MK: \_\_\_\_\_ ET: \_\_\_\_\_ ( )  **Proposal 2015/05/15 –2 (Alyssa Short)**  1) I propose the number of Adopt-A-Road pickups be increased to six per year. (April-October, skipping June). Doing this will allow members who, for some reason, can't make the dates set by the county for the currently scheduled events and allow a wider range of members a chance to participate.  Champion: \_\_\_\_ CJ: \_\_\_\_\_ EO: \_\_\_\_ DA: \_\_\_\_\_ MK: \_\_\_\_\_ ET: \_\_\_\_\_ ( )  **Proposal 2015/05/15 –3 (Alyssa Short)**  I propose that the experience earned for the Adopt-A-Road pickups be placed as it's own category separate from the BLD XP listed in KEG-SOP 5.1 and QM XP in KGE-SOP 5.4. This is in an effort to not draw workers away from the other two groups.  Champion: \_\_\_\_ CJ: \_\_\_\_\_ EO: \_\_\_\_ DA: \_\_\_\_\_ MK: \_\_\_\_\_ ET: \_\_\_\_\_ ( )  **Proposal 2015/05/15 –4 (Alyssa Short)**  I propose, in lieu of the previous proposal, that any XP awarded for Adopt-A-Road be counted last and used as a filler for any QM or BLD points not received at the end of the year. i.e. For the year, Ricky earns 80 BLD XP and 75 QM XP and does 3 adopt a road pickups--the 30 XP for the pickups would be spread equally so that he now has 95 BLD XP and 90 QM XP for the full year.  Champion: \_\_\_\_ CJ: \_\_\_\_\_ EO: \_\_\_\_ DA: \_\_\_\_\_ MK: \_\_\_\_\_ ET: \_\_\_\_\_ ( )  **Proposal 2015/05/15 –5 (Eric Thornburgh)**  I propose to strike KGE SOP 5.5.1, bullet point 6: ·          Have participated in not less than one (1) scheduled work day or work day activity as approved by the Building and Land Director or Quartermaster per twelve (12) months  Champion: \_\_\_\_ CJ: \_\_\_\_\_ EO: \_\_\_\_ DA: \_\_\_\_\_ MK: \_\_\_\_\_ ET: \_\_\_\_\_ ( )  **Proposal 2015/05/15 –6 (Eric Thornburgh)**  I propose to Amend KGE 5.1, bullet point 13 to read as such: ·          Be responsible for evaluating proposals for land development submitted to the BLD and submitting approved proposals greater than $5000 to the BOD for final approval. This includes any lasting changes to KGE property not limited to new construction, removal of old structures, new trails, and the clearing of land.  Champion: \_\_\_\_ CJ: \_\_\_\_\_ EO: \_\_\_\_ DA: \_\_\_\_\_ MK: \_\_\_\_\_ ET: \_\_\_\_\_ ( )  **Proposal 2015/05/15 –7 (Eric Thornburgh)**  I propose to replace section 8, the Judicial Arbitration Board, with the previously used Judicial Review Board  Champion: \_\_\_\_ CJ: \_\_\_\_\_ EO: \_\_\_\_ DA: \_\_\_\_\_ MK: \_\_\_\_\_ ET: \_\_\_\_\_ ( )  **Proposal 2015/05/15 –8 (Eric Thornburgh)**  I propose to strike K1 3.2, bullet point 4: ·          Have participated in not less than one (1) scheduled work day or work day activity as approved by the Building and Land Director or Quartermaster per twelve (12) months.  Champion: \_\_\_\_ CJ: \_\_\_\_\_ EO: \_\_\_\_ DA: \_\_\_\_\_ MK: \_\_\_\_\_ ET: \_\_\_\_\_ ( ) |  |
|  | 1. General Discussion   Open up nominations for Treasurer and Even Year Rep. |  |
|  | 1. Adjournment |  |



 

