

Contracts

Keep the following available on corporate contacts:

- 5 x Anchoring Skillbooks
- 5 x Combination of racial shuttles
- 5 x Station Containers
- Each type of Starter Frigates – Alpha Friendly
 - 5 x Starter Probes
 - 5 x Starter Magnates
 - 5 x Starter Imicus
 - 5 x Starter Herons
- 5 x Starter ESRC Supplies, each should contain:
 - 5 x Small Secure Containers
 - 5 x Core Probe Launcher I's
 - 40 x Core Scanner Probe I's
 - 5 x Noise-5 'Needlejack' Filament's
 - 5 x fun items
- 5 x Firework Supplies, each should contain:
 - 1 x Festival Launcher
 - 50 x Firework
 - 50 x Firework
 - 50 x Firework

Forum Post

Ever wonder what our corporation hangars are for and if you have access to them or not? Well wonder no more. :) Access to the hangars start to open up for C2's and above. This post will be from a C2 perspective.

Corporation Hangars

- Shared Stuff
 - C2's can access. If you wish to donate supplies to the corp, this is the place to do it. You'll see a container called *Donations* so feel free to drop goods in there. It's also the place where you can pick up stuff you may need. Some C2's will be able to pull from for their use, others are viewable, but locked, so you will need to ask a director or QM to obtain items from them. You'll also see other containers to help the QM to organize stuff.
- Reserved - (formerly known as Doctrine Ships)
 - Currently reserved for future use
- Quartermaster Inventory (formerly known as Secured Ships-Gear)
 - C2's can view. Used by the station quartermaster to organize, assemble, stage inventory. See something you need here, feel free to ask.

- Skillbooks
 - C2's can view. Used by the station quartermaster to organize skillbooks and new player care packages. See something you need here, feel free to ask.
- ESRC Inventory (formerly known as Rescue Cache)
 - C2's can access. All your ESRC supplies for your sowing pleasure.
- SCFS Inventory
 - Wonder what they do in there? We will never know.
- Directors Closet
 - SC skeletons. You don't want to know...

Quartermaster

Works with leadership and other members to manage inventory in the corporation hangars. When stock runs low, they see that it is replenished. They also oversee the corporation contracts for fitted T1 alpha friendly exploration frigates, ESRC supplies, fireworks, and other things made available to membership from their respective station.

Assigned by leadership; requires minimum of six months in corporation with active engagement and demonstration of initiative in other areas.

Stations: Gelhan, Saisio, Thera, Zoohen

NOTE: Stuff in containers cannot be accessed from afar.

Corporation Hangars

- Shared Stuff
 - *Donations*
 - Blueprints
 - Boosters
 - Fireworks#
 - Skillbooks
- Doctrine Ships-Gear rename to "Reserved"

Hangar formerly used for FC's, no longer in use. ~~To be used ONLY for ships intended to be loaned out for fleet ops. Other titles, specifically Fleet Logistics title, give access to that hangar...never take any ships out of there you did not put there, without permission. FCs might be stocking for a specific event they have planned. Do not store parts and hulls for the free T1 frigs there.~~

- Secured Ships-Gear rename to "Quartermaster Inventory"
Store T1 exploration frigate hulls and parts in here. If you will make sure that there are a couple of each type of frigate fitted up in stock at all times, then myself or someone from leadership can always put one up on contracts if we should be online when there is a need, even if we are in another part of New Eden. Station Containers for contracts can also be stored here.
- Skillbooks
Always a good idea to keep a few singles of skillbooks here so they can be given out from afar.
- Rescue Cache rename to "ESRC Inventory"
Purpose of this hangar is to collect and stage supplies for our EvE-Scout Rescue Cache program.

Supplies should include the following:

- Small Secure Containers
- Core Probe Launcher I's
- Core Scanner Probes I's
- Misc fun items (Snowball's, Quafe, Spiced Wine, etc)
- 5 x Assembled Small Secure Containers as follows:
 - Container renamed to "EvE-Scout Rescue Cache - Stranded in this wormhole? Request help in the EvE-Scout Channel."
 - 1 x Core Probe Launcher I
 - 8 x Core Scanner Probe 1's
 - 1 type of fun item (10 x Snowball's or 10 X Quafe, etc)