



AGENDA

Kanar Gaming Enterprises, Inc

January 7th, 2024 | 1 P.M. | Meeting chaired by E. Okonowski

Board Members

| President – Erich Okonowski | Secretary – Christian Colarossi | Treasurer – Maria Kehoe |
| EY Rep. – Rob Hubbard | OY Rep. – Tashina Okonowski |

1. Quorum Check

- 1.1. Directors and Officer Seating – open 1:02 January
- 1.2. Appointment of Sergeant of Arms – J Boulianne
- 1.3. Recording Secretary – C Colarossi
- 1.4. Take roll

A Cunningham

A Reeve

C Colarossi

D Holland

E Okonowski

G Adkins

J Awbrey

J Boulianne

J Herpel

J Law

K Brasseur

K Louis

L Okonowski

M Schwimmer

R Hubbard

S Luce

T Lewis

T Okonowski

Z. Bacon

1.5.

Standing items

- 1.6. Review Agenda
- 1.7. Approve the Minutes of the Previous Meeting

[October 8th 2023 Quarterly Meeting Minutes](#)

Approved

__Y__ EO: __Y__ CC: __Y__ RH: __Y__ TO: __Y__

[December 3rd 2023 Emergency Meeting Minutes](#)

Approved

__Y__ EO: __Y__ CC: __Y__ RH: __Y__ TO: __Y__

[December 10th 2023 Emergency Meeting Minutes](#)

Approved

__Y__ EO: __Y__ CC: __Y__ RH: __Y__ TO: __Y__


[December 20th 2023 Emergency Meeting Minutes](#)

Approved

__Y__ EO: __Y__ CC: __Y__ RH: __Y__ TO: __Y__

Docusign completed on 12/5/2023 for Rulebook Phrasing and Grammer update.

- 1.8. Approve the Financial Report

 2024 Approved KGE Budget

__Y__ EO: __Y__ CC: __Y__ RH: __Y__ TO: __Y__

2. Special Business

- 2.1. Judicial Review Boards
- 2.2. KGE Staff Reviews/Appointments

Positions open

EO Motion to move staff appointments 3.2 to old business

2nd by R Hubbard

Vote 4-0-0 motion passes

Media 1st

Quartermaster 1st

- 2.3. Fund Requests

3. Principal's Report

- 3.1. General Representative Seat Even Year –

I would like to take a moment and say that this board is working and communicating with each other very effectively. We have been having many meetings to achieve our goals.

Odd year rep tashina O has helped us immensely in this regard. She has created many forms that we have used to improve our staff reviews for this year and for many years to follow. Also she has created a progress tracker for all the projects we as the board have going on, or would like to work on in the future.

We have created a capital projects fund to start working towards getting an official land survey and site plan, so we as a club can have far greater structures and amenities on our property than we ever really thought was possible. This is step 1 of a many year process.

We are also looking into multiple ways for the club to bring in more money not from our membership. Examples of the things we are looking into are, possible partial logging of the property, state or federal grants, or our property being used as a carbon offset for a corporation.

2023 was a step in a more positive direction for our club than in many years past and I hope to see that momentum carried forward in 2024 to continue to make even more positive progress.

Even year rep 2020-current
Rob hubbard

3.2. General Representative Seat Odd Year —

Over the past quarter, I have been diligently working to fulfill my duties as the Odd Year Representative. While progress on the email backlog is slower than desired, my primary focus has been on addressing the incoming concerns and ensuring their timely resolution. We are making headway in this area, and I appreciate your understanding as we navigate through the accumulated correspondence.

One of the significant achievements during this period has been advancing toward key goals for the club. We are actively working on gathering the necessary information to apply for grants, a process that is crucial for the expansion and improvement of our community. Additionally, efforts are underway to create a new logo that will better represent the identity of our club.

In the realm of foundational improvements, we've been successful in updating and creating systems that will contribute to the long-term enhancement of our game and club. Such as working on a complaints system to ensure no concerns fall through the cracks and working on a new Code of Conduct.

I am pleased to announce that the post-season survey has been completed and will be published tomorrow. I appreciate the support of the Board and the collaborative efforts of the entire team. I am optimistic about the positive impact these initiatives will have on the future of our community.

Best regards,

Tashina O.

Odd Year Rep

3.3. Corporate Secretary —

I am happy to report that much work has been done over our winter break, Committees have met and returned with work accomplished. The board has been busy making improvements to a variety of our documentation as well as setting Kanar up for future success in creating long term

plans. I am happy to see that our board has been at work with helping Kanar staff who have requested help.

I am hoping to see this hard work continue into the new year and the new season, and look forward to future accomplishments towards providing more for our club.

~Christian C. Colarossi

3.4. Corporate Treasurer –

[Approved 2024 Budget](#)

3.5. Corporate President –

As the event season drew to a close, I am happy to report that the off season picked up very well. I saw many different people come together and work on various projects. The board themselves has been moving forward on a number of tasks that we have. The staff review process went very well and thanks to Representative Okonowski, the paper trail should be useful for years to come.

We are not yet done with the winter, and we are not yet done with the projects. I'm hopeful that we all continue to work diligently on what we have to do. Remember to all staff that you have a resource in the board and should utilize them when necessary. We thank you for your hard work and hope you know just how appreciative we are for all of you.

~Erich Okonowski

4. KGE Staff Reports

4.1. Quartermaster

Kanar Gaming Enterprises Quarterly Report

Quartermaster Staff: 4th Quarter review

January 7th, 2024 Meeting

Vacant, QM 1'st

EO notes that a new building has been acquired

4.2. Safety Director

Kanar Gaming Enterprises Quarterly Report

Safety Staff: 4th Quarter review

January 7th, 2024 Meeting

K. Brasseur, Safety 1'st

Current Staff:

- K. Brasseur, Safety 1st
- D. Weiler, Safety 2nd
- P. Anahid, Safety Staff

- M. Diamond, Safety Staff
- M. Jones, Safety Staff
- F. Kaye, Safety Staff
- A. Polk, Safety Staff
- C. Ringbloom, Safety Staff
- B. VanHeest, Safety Staff
- A. Tufts, Junior Safety Staff

If you have medical training and are interested in joining Safety Staff or are on staff and don't see your name listed, please let me know!

Incident Reports:

- October 2023 Safety was called to assist a player experiencing dizziness in the parking lot. Safety 1 checked vitals and stayed with the player until they felt better. No additional care required.
- November 2023 was Safety's busiest response month this season. We had several calls for injuries and reports of headshots and other unsafe fighting, likely due to a combination of colder temperatures and earlier nightfall compared to other events.
- Saturday night saw the most issues. PM 1st made an announcement to players to fight carefully and watch their swings earlier in the evening, but unfortunately the fighting issues continued. A joint decision was made between Safety 1st/GM 2nd, PM 1st, and GM 4th to turn off combat mechanics until dawn Sunday morning.
- Player was injured Sunday November 2023 and was treated by P. Anahid. Player was assisted off the field, no additional care required.

Projects:

Completed:

- New furniture: the new plastic cabinet has proven to be far more effective in keeping Safety equipment organized, clean, and free of mice than the old wooden cabinet

In progress:

- Solar Lighting
 - We were advised by a player who professionally installs solar that our tree cover is too dense to effectively use solar energy. Our option would be to install a solar bank in a cleared space (suggestion was the Graveyard area) and either use it to recharge batteries used to power lights or to run power lines underground to each light or run above-ground lines, both of which are fairly impractical in our swampy environment. After failing to find a viable way to use solar lighting over a year, many different attempts, and professional advice that this is impractical for our location, Safety is discontinuing the quest for solar lighting.
- Rechargeable Lights
 - Safety made a purchase request to the Treasurer 12/27/23 for the materials to make 48 rechargeable-battery remote-controlled lanterns consisting of a hanging jar, 120 LEDs, and hooks to hang them from trees along the trails. Treasurer requested a time cost analysis, which Safety provided 12/29/23. Purchase is still pending BOD approval.
 - Link: [📄 Safety Purchase Request and Time Analysis](#)
 - Total cost for 48 lights is \$998.84, the cost of which is covered by the \$1200 in donations Safety has received for the 2023 year and will not need to come from the originally approved departmental budget.

- Remote-operated lanterns require an average of 50% less time for Lamplighters and decreases the regular club expense for kerosene and the need for players to handle fuel.

Future projects:

- Cleaning and painting Safety shed
 - Installation of current solar lights in tree-cleared areas on field:
 - Box lights: PM shed, GM shed, new QM shed
- Hanging pendant lights: GM shed, PM shed, new QM shed, will test for effective charge near portajohns

4.3. Media Director

Kanar Gaming Enterprises Quarterly Report

Medial Staff: 4th Quarter review

January 7th, 2024 Meeting

Current Staff:

Tashina O. – Interim Media 1st ~ Joshua B. - Media 2nd

Bradley B. & Trisha S. - Facebook Moderator

In progress - Working with GM staff to create a Kanar Wiki.

In progress - Train Joshua B. to be fully capable of running the Media department without oversight.

In progress - Redo the website, new player section current focus of refresh.

In progress - Create and maintain a set of Standard Work Instructions for all tasks, so that subordinates, volunteers, and future position holders can benefit from institutional memory. Update as needed. Archive with Secretary.

In progress- Update the spreadsheet of email statistics <https://airtable.com/shr9XBe20iZEoKRTP>

In progress / Nearing Completion - Create welcome emails with pertinent information for when new staff transition into department head positions.

On Hold - Creation of Kanar FB 2.0 dedicated to policy discussion.

On Hold - Create a Master List of projects membership can help with for XP

Complete - Create a master list of all routine actions required through the year as well as templates for recurring but unscheduled events such as open positions and Townhall meetings. The list currently totals 573 items, though new items are being added and updated as time progresses and missed actions are added. Viewable at <https://airtable.com/shrOYYn9TcJW8tFjZ>

Complete - Create auto post function to FB Page for staff while changing the FB Group policy regarding staff posts no longer being allowed.

Complete - Review & Approve CBM XP Sheet

Complete - Send emails to members with pertinent information

Complete - Moderate all forms of KGE & Kanar Media

Complete - Maintain the Official KGE Website

Complete - Take direction from the Board of Directors as to the layout and content of the KGE Website.

T. Okonowski Interim Media 1'st

Current Staff:

Tashina O. – Interim Media 1st ~ Joshua B. - Media 2nd

Bradley B. & Trisha S. - Facebook Moderator

4.4. Building and Land Director

Kanar Gaming Enterprises Quarterly Report

Building and Land Staff: 4th Quarter review

January 7th, 2024 Meeting

M. Schwimmer BLD 1'st

Building and Land Report – January 2024

Written by Marcus Schwimmer, Building and Land Director

Good afternoon, Board of Directors and Esteemed Members:

The Building and Land Department is happy to report that the property is looking great. Due to the mild

winter we have had thus far, tree fall has been minimal, and we have had the opportunity to hire a local

tree services company to drop some of our more “interesting” dead trees. The BLD would like to thank

the Board of Directors for allocating funds to allow for this hiring. Our BLD team has some gifted tree fellers, but even we have to know our limitations and call in the experts from time to time.

We want to thank everyone who came out to the December tree-cutting workday. We were able to chop up much of what the tree service company felled, and we cleared a large section of road in NPC Land that was blocked due to natural downfall. NPC Land is always a challenge to keep clean due to its

size and the BLD's primary focus of making sure that our towns and structures are safe from tree fall.

I am happy to report that BLD staff member Karigan Nash has started the process of reaching out to some

local foresters in the hopes that the club can render their services to come up with a plan to thin the tree coverage in NPC land so that the area can become safer and more manageable.

A primary focus of our NPC land work is creating an area that can house a mock palisade like the ones

seen at Cooper's Lake and Bicolline, but smaller. After talking with GM 1st Jeremy Herple, we think that

this project would greatly improve gameplay for all club members and allow our Game Master staff to run new and interesting modules. Our hope is that planning can be done for this project in 2024 with a build date of 2025.

The current project list for the Building and Land Department in 2024 is as follows:

- 1) Perform work on the Game Master structure, Economics structure, and Quartermaster structure to limit access from bugs and critters.
 - 2) Build Market Stalls around the Economics structure to create a new and interesting Market for players to interact with.
 - 3) Organize and execute a gravel spreading weekend to continue to build up our trails and roads.
 - 4) Finish cleaning up the abandoned sites of The Grove and Tribe Land.
 - 5) Hire a registered Land Surveyor to have an official survey conducted of the property. Have said surveyor place markers on the property lines to better visualize where our property ends.
 - 6) Continue to thin trees around Tent City to increase safety.
 - 7) Create a Master Plan for the property, noting key development zones and a plan for NPC Land.
- We want to thank everyone for their work in 2023, and we look forward to what this club can do in 2024.

With thanks,

Marcus Schwimmer, Building and Land Director

5. Committee Reports

5.1. Winter Feast 2024

Progress is being made, plans are being finalized.

6. Game Staff Reports

6.1. K1 - Character Book Marshal

Kanar Gaming Enterprises Quarterly Report
Character Book Marshall Staff: 4th Quarter review

January 7th, 2024 Meeting
G. Adkins, CBM 1'st

CBM Quarterly Report

January 2024

CBM 1st – Glen “Rath” Adkins

CBM 2nd – Melissa Jones

CBM 3rd - Parisa Anahid

January 2024

Hello Everyone,

Welcome to the 2024 Kanar Gaming Season! I hope you all had a great holiday and a happy new year. As some of you may have noticed, your character sheets have not been updated yet. Don't worry, we were taking a little break to spend time with family and friends and to gear up for the upcoming season. Rest assured that we will be ready well before the first event.

With the new rulebook there will need to be some changes to the layout and placement of some of the skills on your sheet. You may also notice that some of you may gain or lose xp based on the skill cost changes that were implemented in the new rulebook.

While we are updating the layout of the character sheets, you may see anomalies and what looks like possible mistakes. We ask that you please give us some time to get all of these changes complete and wait until we have given the “all clear” on the website and the Facebook page before contacting us about these things. This will allow us to focus on the large body of work that needs to be completed before the first event. We thank you for your patience and understanding during this time.

Due to the changes in the rulebook, many of you have reached out with questions and concerns about rewrites and class/skills changes. Feel free to send in your requests and any questions you may have and we will work as quickly as possible to get you taken care of.

I know you are all getting excited for the upcoming Winter Feast event and much anticipated first event of the 2024 season so with that being said, have a great day and we look forward to seeing you on field. And as always, please feel free to reach out anytime at CBM@kanar.club

Your CBM Team and Myself

Glen “Rath” Adkins

CBM 1st

6.2. K1 - Play Master

Kanar Gaming Enterprises Quarterly Report
Play Master Staff: 4th Quarter review
January 7th, 2024 Meeting
J. Klabis, PM 1'st

Field Staff

Pm1- Jeremiah Klabis

Pm2 - Matt Borders

Pm3 - Eric Hitt

Pm4 - Dan Holland

Pm5- Josh Mcdevitt

Parking lot staff

Matt Beers

Josuwa Egan

Matt Scharr

The PM Staff is happy to report that the subclass committee has concluded and was a wonderful example of club members coming together with varying ideas to work together for the betterment of the game. Thank you everyone who participated.

The subclass system/codex has been submitted to the BOD and to the GSOM in compliance with sops along with a few rulebook changes for consideration.

Work continues on the new player orientation packet and on the fighting recertification program.

The PM Staff welcomes Matt Scharr back to the team as parking lot staff. The playmaster staff would also like to mention they are seeking 2 new members for pm staff this year.

Jeremiah Klabis Pm1

6.3. K1 - Game Master

Kanar Gaming Enterprises Quarterly Report
Game Master Staff: 4th Quarter review
January 7th, 2024 Meeting
J. Herpel, GM 1'st

Current Staff and Storytellers

- Kiri Brassuer, *GM2*
 - Marcus Schwimmer, *GM3*
 - Angelo Aquino, *GM4*
 - Rebecca Coleman, *Econ 1*
 - Ashley Tuft, *Mystic Quill Editor*
 - Amanda Aquino, Map Manager
-
- Kay Bereczky
 - Christian Colarossi
 - Tashina Okonowski
 - Erich Okonowski
 - Marcus Schwimmer
 - Brad Weigand
 - Joshua Boulianne
 - Matt Beers

Event Statistics

	<u>October</u>	<u>November</u>	<u>YTD Event Average</u>
Signout Stats			
Total	94	86	92
Attended	91	81	88
Season Pass Only	3	5	4

Rating Stats			
Average Rating	8.085	7.679	7.833
Average Attended Only	8.110	7.778	7.859

Current Projects:

- **New Player Modules** - We are still struggling to get modules started in a timely manner due to waiting for either players or NPCs. We are also running into issues with trying to fit too many modules into a limited amount of time.
- **Map Project** - The Duchy Anadarr map is currently in progress
- **Crafting Packets** - The GM staff is currently working on updating the crafting packets and adjusting some of the costs associated with it.
- **Patrol Points** - The GM staff is currently working on a patrol point system to reward players that go above and beyond.
- **Signouts** - The GM staff will be working on a better signout process over the next few months to streamline the process and reduce the confusion for newer players.
- **Econ Shed** - The econ shed has been delivered and needs to be raised up on blocks

6.4.

7. Old Business

Motion to close applicants for media 1st EO

2nd RH

5-0-0

Motion to close debate EO 5-0-0

2nd RH

Motion to induct J. Boulianne for Media 1st

MK

2nd RH

Motion to keep QM1st position open EO

Motion to keep open accepting of applications of Quartmaster 1st to be discussed at the April BOD meeting.

2nd MK

4-0-1 tashi against

Standing committees

Winter Feast Committee

Subclass Committee

-chairman of committee praises the committee, and says it is ready for review.

EO gives thanks and praise to both J. Klabis and the committee

BoD GSOM XP Committee

-has not met

8. New Business

Proposal #01072024-1

I, Tashina Okonowski, propose the following changes to the document ***K1G-001 K1 SOP 23.02*** to bring the CBM title in line with the other positions of the same level. Additionally a grammar correction, and rephrasing of sections to be gender neutral.

2.1.1 Evaluation.

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

- Game Master First
 - Play Master First
 - Character Book ~~Marshal~~ Master First
-

4.1 Play Master Staff.

These responsibilities of the Play Master Staff may be delegated by the PM 1st as ~~he/she sees~~ they see fit. Any person so delegated to will be considered a member of the Mechanical Operations Staff.

4.1.1 Playmaster First. The Play Master (PM 1st) will:

- Hold no other KGE positions.
 - Must, prior to each quarterly BOD meeting, submit a detailed quarterly report of all functions performed by the Mechanical Operations staff since the previous quarterly BOD meeting.
 - Must have a staff member(s) present and available to the players during scheduled business hours at all scheduled events.
 - Be responsible for updating the Game Master Staff's and the Character Book ~~Marshal~~ Master Staff's copy of the Rulebook at the beginning of every event.
-

6.0 Routine Operations Department.

Routine Operations Staff will be responsible for any and all items not covered by rules or game story. All Routine Operations Staff will be appointed by the Character Book ~~Marshal~~ Master 1st (CBM 1st). The CBM 1st will be allowed to delegate any responsibilities under their purview as they see fit through the means of appointing subordinates. The CBM 1st will then notify the BOD of these persons and their rank in the Routine Operations Staff.

6.1 Routine Operations Staff.

These responsibilities of the Routine Operations Staff may be delegated by the CBM 1st as ~~he/she sees~~ they see fit. The Routine Operations Staff will:

6.1.1 Character Book ~~Marshal~~ Master First.

The Character Book ~~Marshal~~ Master (CBM 1st) will:

7.3.1 Resignation.

Resignations are accepted by order of hierarchy. ~~Marshal, and Master Director~~ Master, Marshal, and Director Firsts will receive resignations from their seconds, thirds, etc, and report them to the BOD within two weeks of such resignation. All persons appointed by the BOD will deliver their resignations to any BOD member. Resignations will not be accepted less than one week from the first day of any event. Once a resignation is filed with a BOD member it is considered permanently on file until the next BOD meeting. At that time the BOD can either accept it or vote to withdraw it if such a request is made by the submitter.

8.3.1 K1 Event Fee Reduction for Staff – Full Reduction

While a KGE member holds any of the KGE positions listed below, their event fees will be \$1 per event they attend, and \$2 per Weeklong event they attend. These individuals can not benefit from any other KGE or KGE/K1 fees reductions that might also be in effect while they are claiming the benefits from this proposal, nor can they transfer this benefit onto anyone else.

- Game Master First
 - Play Master First
 - Character Book ~~Marshal~~ Master First
-

9.2.2 Game Policy Authors.

Game policies may be written by the Game Master 1st, the Play Master 1st, or the Character Book ~~Marshal~~ Master 1st.

Champion: EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()

Vote 5-0-0 passes

Motion MK motion for the President to not have to read the odd year Player Reps proposals word for word that pertain to the CBM title wording going into alingment.

2nd TO

5-0-0 motion passes

Proposal #01072024-2

I, Tashina Okonowski, propose the following changes to the document **1.1-KGE-RO 23.10** to change verbiage to be gender neutral and fix an old acronym to be updated.

3.2.1 Obtaining the Floor. Any person wishing to obtain the floor shall raise their hand. The Chair shall relinquish and reacquire the floor as ~~he/she sees~~ they see fit. If a person from the floor is recognized, they should stand, indicating they have the floor.

6.5 Assign XP to projects with a limit of 100 XP per KGE member per calendar year. A list of such rewards shall be handed over to the ~~CBM~~ CBM 1st and Corporate Secretary.

- **Champion: EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()**
Vote 5-0-0 proposal passes

Proposal #01072024-3

I, Tashina Okonowski, propose the following changes to the document **1.3-KGE-SPS 23.01** to change verbiage to be update an old acronym.

6.5 Assign XP to projects with a limit of 100 XP per KGE member per calendar year. A list of such rewards shall be handed over to the ~~GBD~~ **CBM** 1st and Corporate Secretary.

- **Champion: __Y__ EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()**
5-0-0

Proposal #01072024-4

I, Tashina Okonowski, propose the following changes to the document **K1G-002 POL 001-007 23.02** to change verbiage to update an old acronym.

Kanar XP(4th Paragraph)

XP from sign-outs shall be gained at the rate of 6 XP per event day and 1 XP per 30 minutes for an approved Non Player Character (NPC) played. Sign-outs that are received by the Character Book ~~Director~~ **Master** (~~GBD~~ **CBM**) after the 8 day deadline will not be able to earn NPC XP gained, and will not be allowed to gain skills on said sign-out.

Number of Characters (1st Paragraph)

The Character Book ~~Director~~ **Master** (~~GBD~~ **CBM**) determines the system for maintaining the files of each Kanar player. To avoid confusion and massive bookkeeping, there is a limit to the number of characters each player may have. Therefore, the Kanar Game Staff Operations Managers (KGSOM) has set forth this statement of policy to be followed by all members of K1.

Dedicated Non Player Character / Staff Aid (2nd Paragraph)

Players must sign up to be a dedicated NPC (DNPC) for an event at least one day before an event is scheduled to begin. This can be done by emailing the Game Master (GM), Play Master (PM), or Character Book ~~Director~~ **Master** (~~GBD~~ **CBM**) staff. The applicable staff must then grant their approval for a player to be considered a DNPC or Staff Aid.

■ **Champion: EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()**

Motion MK 5 minute recess 2:17-2:22

Returned at 2:24 PM

2nd C Colarossi

Motion passes 5-0-0

Proposal #01072024-5

I, Tashina Okonowski, propose to create a Logo Committee that entails the following details.

- I propose the creation of a Logo Committee to undertake the important task of crafting a new, distinctive, and meaningful logo for our club.
- The committee's responsibilities will encompass the entire logo design and selection process.
- The Committee will be chaired by Media 1st. The committee will include volunteer members in good standing.
- The committee will auto-dissolve at the October Board of Directors meeting.
- **Champion: EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()**

Vote 5-0-0 passes

Motion CC Motion to Allow the president to just read the new/changed part of Proposal #01072024-6

2nd RH

Motion passes 5-0-0

EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()

Proposal #01072024-6

I, Jeremiah Klabis, put forth a proposal for the KGE Board of Directors to vote on changes to document K1G-001 K1 SOP as voted on by the GSOM, in regard to the K1 Tag Policy.

The following indicate the changes to K1-POL-002 v2021 into its new form of k1-POL-002 v.2024.

Currently reads:

K1 Statement of Policy K1-POL-002

Kanar Gaming Enterprises, Inc. Version: 2021

Tags

The use of tags in Kanar is vital to the game play. It is the intent of this policy to set up a process that shall enforce the use of tags without slowing the pace of the game as a whole. Therefore, the Kanar Game Staff Operations Managers (KGSOM) have set forth this statement of policy to be followed by all members of K1.

In order for your Player Character (PC) to use or carry any item requiring a tag, you must have both a physical representation (Phys Rep) and an item tag.

If the Phys Rep is lost or taken, and there is no item tag to be found on you, then the item is still considered lost / stolen by a thief.

Items that a PC or Non Player Character (NPC) could not physically carry cannot be stolen, such as a horse, etc.

Armor worn by a PC cannot be stolen unless physically removed. Armor tags, excluding the amount currently worn, are considered lost if stolen.

If a tag is lost and there is no phys rep, the item is lost forever. If a PC still has their phys rep, but the tag is lost, they may get the tag back.

to be replaced with:

K1 Statement of Policy K1-POL-002

Kanar Gaming Enterprises, Inc. Version: 2024

Tags

The use of tags in Kanar is vital to the game play. It is the intent of this policy to set up a process that shall enforce the use of tags without slowing the pace of the game as a whole. Therefore, the Kanar Game Staff Operations Managers (KGSOM) have set forth this statement of policy to be followed by all members of K1.

In order for your Player Character (PC) to use or carry any item requiring a tag, you must have both a physical representation (Phys Rep) and an item tag. Crafting Materials are an exemption to this policy; they do not require you to have a physical representation. However, crafting tags may be stolen.

If the Phys Rep is lost or taken, and there is no item tag to be found on you, then the item is still considered lost / stolen by a thief.

Items that a PC or Non-Player Character (NPC) could not physically carry require the use of a "Deed of Ownership". A deed of ownership is a piece of parchment with the word deed written on it, what it is a deed of, and the tag number it is associated with. Deeds of Ownership are stealable.

Armor worn by a PC cannot be stolen unless physically removed. You may only have armor tags on you that you have physical representations for.

Temporary Tags that are issued during the current event are stealable without a physical representation present.

If a tag is lost and there is no Phys Rep, the item is lost forever. If a PC still has their Phys Rep, but the tag is lost, they may get the tag back.

- **Champion:** ____ **EO:** __Y__ **CC:** __Y__ **MK:** __Y__ **RH:** __Y__ **TO:** __Y__ ()
Vote passes

Proposal #01072024-7

I, Christian Colarossi make the following proposal which is a change to document

K1G-001 K1 SOP 23.02 The proposal would add the following to section 9.1 as well as an update to the 4.1 section to realize the changes throughout our documentation.

9.0 Rules of Play

9.1 Rulebooks

The Kanar Rulebook will be divided into the following book types

The Core Rulebook which will be the primary rule book, its purpose is to contain the core mechanical aspects of the game which allow all to participate.

The Core Rulebook: This document will contain the core mechanical aspects of the game, which are deemed to be integral to the operation of the standard aspects of the game. This document shall be written in a way that allows ease of communication about mechanical aspects of the game between members. Only 1 Core Rulebook will exist. If the Core Rulebook contains policies, they must be quoted verbatim in “”. If a policy changes it will be automatically updated in the Core Rulebook and not require a Board of Directors vote.

Supplementary Rulebook Codex(s): These documents will supplement the Core Rulebook; they are intended to allow for more in-depth game play without bloating the Core Rulebook and its core mechanics.

The Core Rulebook may quote the Codex(s) when necessary, these quotes should attempt to remain minimal.

The Codex(s) are the place for longer explanations of certain in-depth rules, complex systems, and additional content, as well as open play test material. These codex(s) if used are to be available and easily accessible to all members of KGE. These Codex(s) may quote the Core Rulebook. If the Codex(s) contains quotes of the Core Rulebook, they must be quoted verbatim in “”. If the Core Rulebook changes it will be automatically updated in the Codex(s) and not require a Board of Directors vote.

9.1.1 Core Rulebook Administration.

The Mechanical Operations Staff will be the initial body to review any proposed rule changes, and will receive submissions from clarifications, observations, suggestions, and other various sources of input on the rules. The Mechanical Operations Staff will discuss all new or altered game rules pertaining to the Core Rulebook before submitting them for approval. In regards to the **Core** Rulebook, the Mechanical Operations Staff will:

- Conduct a survey of the general KGE populace regarding all new game rules being added to the Core Rulebook each year before December 31st.
- Accept written submissions dealing with game rule clarifications issued by K1/GSO members, review these clarifications, and take action on such items on a case-by-case basis.
- Retain the right to approve or decline the submission of any rule alteration, addition, deletion, or clarification submitted to the Mechanical Operations Staff for consideration as a proposal to the BOD.

Note: A clarification is defined as a deeper explanation of a current rule, such as clearing up confusion as to possible uses or sorting out a strange wording. At no time can a clarification change the original intent/meaning of a rule.

9.1.2 Changing the Core Rulebook.

The Mechanical Operations Staff will receive submissions, and formulate any changes that will be for the betterment of the game.

9.1.2.1 Endorsement.

Once the Mechanical Operations Staff approves its own formulated rule proposals, the PM 1st will give the proposal(s) to the GM Staff and CBM Staff for endorsement. Both will investigate these submissions for any problems that the proposal may cause. Such problems will be written down and added to the proposal as an addendum. The Mechanical Operations Staff will make changes to the proposals based on the addendum(s) as they see fit, and resubmit them for endorsement. The Mechanical Operations Staff may submit proposed rule changes without GM and CBM endorsement, and the Board will give appropriate weight to the written addendums from the GM and CBM Staffs.

9.1.2.2 Submission for Approval.

The Mechanical Operations Staff may, at the end of any regularly scheduled BOD meeting, submit the proposal, with or without endorsements, to the BOD for final review.

9.1.2.3 Final Review.

The BOD will accept all submitted rule proposals and will approve or deny each submission. The discussion of these proposals will be limited to the members of the BOD and the chairpersons of the Mechanical Operations Staff, Game Play Operations Staff and Routine Operations Staff. Amendments that alter the intention of a rule will not be permitted. Points of clarification are allowed. Approval will be by majority vote of the BOD.

9.1.2.4 Enactment.

If the BOD approves of the proposals, they shall be submitted to the Secretary and posted on the website for at least 30 days before becoming rules.

9.1.3 Rulebook Codex(s)

9.1.3.1 Supplementary Rules Codex(s)

Supplementary Rules Codex(s) are a true extension of the Core Rulebook that are removed from the Core Rulebook for easier understanding.

9.1.3.1.1 Supplementary Rules Codex(s) Administration.

The Mechanical Operations Staff will be the initial body to review any proposed rule changes, and will receive submissions from clarifications, observations, suggestions, and other various sources of input on the rules. The Mechanical Operations Staff will discuss all new or altered game rules pertaining to the Supplementary Rules Codex(s) before submitting them for approval. In regards to the Supplementary Rules Codex(s), the Mechanical Operations Staff will:

- Conduct a survey of the general KGE populace regarding all new game rules being added to the Supplementary Rules Codex(s) each year before December 31st.
- Accept written submissions dealing with game rule clarifications issued by K1/GSO members, review these clarifications, and take action on such items on a case-by-case basis.

- Retain the right to approve or decline the submission of any rule alteration, addition, deletion, or clarification submitted to the Mechanical Operations Staff for consideration as a proposal to the BOD.

Note: A clarification is defined as a deeper explanation of a current rule, such as clearing up confusion as to possible uses or sorting out a strange wording. At no time can a clarification change the original intent/meaning of a rule.

9.1.3.1.2 Changing the Supplementary Rules Codex(s).

The Mechanical Operations Staff will receive submissions, and formulate any changes that will be for the betterment of the game.

9.1.3.1.3 Endorsement.

Once the Mechanical Operations Staff approves its own formulated rule proposals, the PM 1st will give the proposal(s) to the GM Staff and CBM Staff for endorsement. Both will investigate these submissions for any problems that the proposal may cause. Such problems will be written down and added to the proposal as an addendum. The Mechanical Operations Staff will make changes to the proposals based on the addendum(s) as they see fit, and resubmit them for endorsement. The Mechanical Operations Staff may submit proposed rule changes without GM and CBM endorsement, and the Board will give appropriate weight to the written addendums from the GM and CBM Staffs.

9.1.3.1.4 Submission for Approval.

The Mechanical Operations Staff may, at the end of any regularly scheduled BOD meeting, submit the proposal, with or without endorsements, to the BOD for final review.

9.1.3.1.5 Final Review.

The BOD will accept all submitted rule proposals and will approve or deny each submission. The discussion of these proposals will be limited to the members of the BOD and the chairpersons of the Mechanical Operations Staff, Game Play Operations Staff and Routine Operations Staff. Amendments that alter the intention of a rule will not be permitted. Points of clarification are allowed. Approval will be by majority vote of the BOD.

9.1.3.1.6 Enactment.

If the BOD approves of the proposals, they shall be submitted to the Secretary and posted on the website for at least 30 days before becoming rules.

9.1.3.2 Living Codex(s)

Living Codex(s) are to be malleable; they are Codex(s) for aspects of the game which often need to be altered more often than others. Upon creating a Living Codex(s) the intent of the codex must be stated and posted in the codex. Deviation from the intent is not allowed. They may not contradict the Core Rulebook or Supplementary Rules Codex(s) unless authorized in writing from the Play Master 1st. Authorization may be removed at any time if it is found to be disruptive to the game environment. The intended purpose of these Codex(s) is for joint cooperation between departments to allow for codified systems that may have effects for only a period of time or are to be long term with co-authorship.

9.1.3.2.1 Living Codex(s) Administration.

The Mechanical Operations Staff and any Co-Authors will be the initial body to review any proposed rule changes, and will receive submissions from clarifications, observations, suggestions, and other various sources

of input on the rules. The Mechanical Operations Staff and any Co-Authors will discuss all new or altered game rules pertaining to the Living Codex(s) before submitting them for approval. The Mechanical Operations Staff and any Co-Authors must agree to changes. In regards to the Living Codex(s), the Mechanical Operations Staff and any Co-Authors will:

- Conduct a survey of the general KGE populace regarding all new game rules being added to the Living Codex(s) each year before December 31st.
- Accept written submissions dealing with game rule clarifications issued by K1/GSO members, review these clarifications, and take action on such items on a case-by-case basis.
- Retain the right to approve or decline the submission of any rule alteration, addition, deletion, or clarification submitted to the Mechanical Operations Staff and any Co-Authors for consideration as a proposal to the GSOM.

9.1.3.2.2 Creating Living Codex(s).

The Mechanical Operations Staff and any Co-Authors will create a proposal for a Living Codex. This proposal will require a list of any additional Co-Authors, the intent and scope of the living codex. The proposal will include a rough draft of the codex.

9.1.3.2.3 Endorsement.

Once the Mechanical Operations Staff and any Co-Authors approve their own formulated rule proposals, the PM 1st will give the proposal(s) to the GM Staff and CBM Staff for endorsement. Both will investigate these submissions for any problems that the proposal may cause. Such problems will be written down and added to the proposal as an addendum. The Mechanical Operations Staff and any Co-Authors will make changes to the proposals based on the addendum(s) as they see fit, and resubmit them for endorsement. The Mechanical Operations Staff may submit proposed rule changes without GM and CBM endorsement, and the Board will give appropriate weight to the written addendums from the GM and CBM Staffs.

9.1.3.2.4 Submission for Approval.

The Mechanical Operations Staff may, at the end of any regularly scheduled BOD meeting, submit the proposal, with or without endorsements, to the BOD for final review.

9.1.3.2.5 Final Review.

The BOD will accept all submitted rule proposals and will approve or deny each submission. The discussion of these proposals will be limited to the members of the BOD and the chairpersons of the Mechanical Operations Staff, Game Play Operations Staff, Routine Operations Staff and any Co-Authors. Amendments that alter the intention of a rule will not be permitted. Points of clarification are allowed. Approval will be by majority vote of the BOD.

9.1.3.2.6 Enactment.

If the BOD approves of the proposals, they shall be submitted to the Secretary and posted on the website for at least 30 days before becoming rules.

9.1.3.2.3 Changing the Living Codex(s).

The Mechanical Operations Staff and any Co-Authors will receive submissions, and formulate any changes that will be for the betterment of the game. Mechanical Operations Staff and any Co-Authors must agree to changes.

9.1.3.2.4 Submission for Approval.

The Mechanical Operations Staff may submit the proposal to the GSOM for final review.

9.1.3.2.5 Final Review.

The GSOM will accept all submitted rule proposals and will approve or deny each submission.

Amendments that alter the intention of a rule will not be permitted. Points of clarification are allowed.

Approval will be by a majority vote of the GSOM.

9.1.3.2.6 Enactment.

If the GSOM approves of the proposals, they shall be submitted to the Secretary, Board of Directors, and posted on the website for at least 30 days before becoming rules.

9.1.3.2.7 Overturning of Changes

If after submission to the Board of Directors and Secretary for Enactment, the Board of Directors does not agree with the changes they may overturn them with a majority vote.

[Changes to the following quoted section of section 4.1]

“Keep a current copy of the Rulebook at every event.”

Change to

“Keep a current copy of the **Core** Rulebook **and** any current Codex(s) at every event.”

- **Champion: ____ EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()**
Vote 5-0-0

Motion motion to move to propose 01072024-9 before -08

EO

2nd RH

Vote Motion passes 5-0-0

EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()

Proposal #01072024-8

I, Christian Colarossi make the following proposal which is the creation of a Supplementary Codex for the Subclass Rules once ratified to reside in. This Supplementary Codex will be titled “Kantar Subclass Supplementary Codex”

Champion: ____ EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()

Vote passes 5-0-0

Proposal #01072024-9

[Secretarial Note- The format for the linked document is not the final product but how Gdocs formatted the document converted from a Word Processor File]

Subclass Committee Ratification Proposal and minor changes to the Kantar Rulebook

Champion: ____ EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()

Vote passes 5-0-0

Proposal #01072024-10

I, Christian Colarossi make the following proposal which is the creation of a Supplementary Codex for the Spell descriptions found within the Core Rulebook of Kanar to reside in. This Supplementary Codex will be titled “Kantar Spells Supplementary Codex” This would move the expanded spell list into the new codex leaving behind only the list of spells for reference in the core rulebook

I motion to addend the phrasing to add the following "This would move the expanded spell list into the new codex leaving behind only the list of spells for reference in the core rulebook"

Proposal for moving Master Spell List to Codex. [

Remove Appendix 1 (leaving a copy of the spell sheets and anatomy of a spell entry). Move Master Spell List and copies of the spell sheets and anatomy of a spell to a Supplementary Rules Codex named Master Spell Codex.

Insert cover page into Master Spell Codex.

Master Spell Codex

Insert Intro page into Master Spell Codex

This Supplementary Rule Codex contains the Master Spell List for Kanar. The anatomy of a spell chart below explains the layout of the spells. Spells are in order by class/level/alphabetical order.

Change:

Appendix I: Master Spell List 37

To:

Appendix 1: Spell Charts.....pg#

Change:

Scrolls skills allow a character to bind a spell they are able to cast into a potion or scroll. The spell must be of a level equal to or lower than their Potions or Scrolls level. The spell must also list the appropriate Binding on the Master Spell List (P for Potions, S for Scrolls - see Master Spell List). For instance, a character with Scrolls Level 3 may create a scroll for any spell of third level or lower which they can cast, as long as it lists “S” under “Bindings” on the Master Spell List.

To:

Scrolls skills allow a character to bind a spell they are able to cast into a potion or scroll. The spell must be of a level equal to or lower than their Potions or Scrolls level. The spell must also list the appropriate Binding on the Master Spell List (P for Potions, S for Scrolls - see Master Spell Codex). For instance, a character with Scrolls Level 3 may create a scroll for any spell of third level or lower which they can cast, as long as it lists "S" under "Bindings" in the Master Spell Codex.

[3:28 PM]

Change:

The spell that can be cast from a Glyph must be chosen at the time of enchantment, and the enchanter must be able to cast the chosen spell at the time the enchantment is performed (even if this ability is gained by the use of a Scroll or similar item). The chosen spell must be bindable as an enchantment, which is denoted on the Master Spell List as "E" for Enchantment (see Master Spell List). The chosen spell is cast into the Glyph during the enchantment process, providing it with its first charge. Once created, the Glyph cannot be recharged using any other spell, or a spell which has been modified in any way.

To:

The spell that can be cast from a Glyph must be chosen at the time of enchantment, and the enchanter must be able to cast the chosen spell at the time the enchantment is performed (even if this ability is gained by the use of a Scroll or similar item). The chosen spell must be bindable as an enchantment, which is denoted in the Master Spell Codex as "E" for Enchantment (see Master Spell Codex). The chosen spell is cast into the Glyph during the enchantment process, providing it with its first charge. Once created, the Glyph cannot be recharged using any other spell, or a spell which has been modified in any way.

- Champion: ____ EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()
Vote

Motion to replace the current wording of the proposal with the above from PM 1st
Vote of replacement pass 5-0-0

Vote on proposal as a whole
Vote passes 5-0-0
Codex passes

9. General Discussion

9.1. Questions for the feast coordinator

9.2.

I, Tashina Okonowski, propose for the logo committee be able to give away Level B event tickets. These tickets would number no more than 11 in total.

If your concept makes it to the top ten, you will be rewarded with a free event ticket Level B.

The winner with the highest number of votes will receive an additional free event ticket Level B.

2nd RH

Motion to change top 10 to top 5

Vote passes 5-0-0

EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()

Proposal logo committee

Vote 5-0-0 passes

EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()

I motion to create a bank account for the KGE Community Sponsorship Program and that contributions by members to that program receive reward from the Game Master in line with the contribution amount.

MK

2nd CC

Vote passes 5-0-0

EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()

PM 1st - J. Klabis — Today at 4:04 PM

Propose Rule book change if the CBM1 and GM1 are ok with bypassing endorsement process or quickly endorsing and a BOD member will champion. This change would just add verbiage to where the Master Spell List is to remove confusion. If not I will submit for endorsement and at the next bod meeting. Just want to make things easy for the players.

Add Verbiage to Appendix 1: Spell List

Please see the Master Spell List Codex for an expanded explanation of each spell.

[4:04 PM]

Master Spell Codex*

Endorsed by RH

Seconded by TO

Vote 5-0-0

EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()

I would like to make a motion to limit the amount of \$60 - no npcing and full experiance points tickets to ten per event.

Marcus Schwimmer

2nd by CC

Endorsed by TO

EO: __Y__ CC: __ABS__ MK: __N__ RH: __N__ TO: __N__ ()

Vote 1-3-1 Does not pass

Motion to adjourn 4:34 MK

2nd RH

Vote passes 5-0-0 meeting adjourned

■ EO: __Y__ CC: __Y__ MK: __Y__ RH: __Y__ TO: __Y__ ()