

First: **PLEDGES:**

I interpreted the application guidelines as to making your own pledges, rather than copying them. Because they're fundamentally different, I put them first for you to view.

Seeing as my timezone of the shift-work nature of my employment may affect my ability to abide with the copied pledges, mine are different and are expanded upon.

- *I will dedicate as much time as possible to see my areas under my responsibility develop.*
- *I will keep open and monitor communication channels with both user and contributor at all times.*
- *I will handle the role and it's official communications with impeccable professionalism.*
- *I will assist other councilors in their duties to the benefit of FAF undivided.*
- *I will pass on my position if I am no longer able or willing to continue.*

Keep these in mind as you view the other parts of the document.

Second: **QUALIFICATIONS:**

Most of these are not relevant in a sense that they are not in areas a player councilor would oversee. However, these show a history of active contribution and the quality speaks for themselves.

I'm keeping this very brief compared to past applications, I trust you can find my work regardless.

- *Created a large range of mapping content, and supported major mod content in maintenance and release as well.*
- *Trained a number of players and created guides to support them.*
- *Hosted a number of tournaments and enabled others to do the same.*

I would like to in the future offer web development as a contribution, however that is still something I am actively studying. While i'm here, many thanks to both JJ and Rackover in the FAF discord, who have taken my knowledge of JS past a useless fundamental and helped me apply it to something of use.

I also bring a thick skin and an open mind to the position, and a deep understanding of FAF's inner workings. A competent writer and unafraid to challenge that which is seen as unjust or inept. And a strong conviction to see the numerous players which I have established a lasting relationship happy with the environment they choose to spend their free time in, even at times to my own detriment. Since past applications, I have learned a great deal about being a working professional and I hope to also bring that with me to the role. Which I strongly believe is needed for any council slot.

Third: **DUTY:**

I would like to extend the player councilor role past that of a glorified ladder pool operator, into a few extra points of interest I believe the role should oversee.

Here is what I would oversee as the said councilor. And why.  
First, the items the PC already has custody over.

- *Continued rotation of maps in the Ladder Map pool, and auditing potential additions to said pool.*

I would like to involve the community more into this role, and it would benefit said community more to have people test new maps for issues before they're included, and tap into the potential use of mapping contests to fill holes in the pool. When the Map and Mod team have their guidelines and structure properly in place, I would be happy to work with them.

- *The scheduling of tournaments and tournament directors.*

My major point for this area is to improve the information for people looking to host tournaments, in an attempt to gain more directors.

- *Gathering of player feedback*

I understand that this goes beyond a survey once a half-year. I would also like to help transmit information back to the player, rather than from player to dev. Moon already handles this well, props to him.

Now, the additional areas.

- *Personal trainer coordination and the training of players.*

I feel that this area is neglected, and would like to bring it up to standard. This includes overseeing trainer applications and the auditing of their effectiveness (as well as rewarding who performs in the role) And also improving the access of training information. Last time the idea of reworking the Tutorials tab was brought up, it was mocked. Now that the unit database has proven that it's possible, I would like to reattempt this, even if it just includes the wiki now, and a more long term solution like it's own site, later.

- *The handling of access to contribution related resources.*

A lot of these exist, and are mostly in scattered pockets around FAF, a lot of these are not kept up to date either. I would like to centralize them and help show them off to players, clearly showing off their returns in order to draw more users and also rewarding those users who display exemplary effort. This is very possible with the help of the promotional councilor.

I hope to expand upon these areas in the future, and I hope you enjoyed your read. Feel free to discuss said read below. Even if it's just straight abuse, I'll read it. And I expect any PC regardless of election to be able to do the same.