

# 2017 September Online Guild Meeting

**Introduction:** Thanks for coming.  
First time an online guild meeting has been tried.

## **State of the Guild:**

What's happening and has happened recently.

## **We are doing things Online:**

Two classes: one in July on running and participating in challenges, one in August on documentation for challenges.

One online meeting: This one

Online show and Tell: Happens in the guild group on FB every Monday (was Tuesday).

Come and show off your stuff, we love it! Thanks Kim (Giana) for running this!

We are slowly changing the guild management system: This is still in the beginning stages, but we are moving to using many deputies, full, part-time, one time only, to run challenges, event meetings, regional meetings, etc. Thanks to Halima, Hrothric and Felipa, MaryAnne, Wendy and more for helping to get this going!

The guild database is up to date. As is the webpage!

## **Future Online Happenings:**

Show and Tell is moving to Monday, so every Monday online!

There will be a class 20<sup>th</sup> September, on plotting your course through the guild. This will be online. Future classes will also happen.. Any ideas on topics? Can be embellishment techniques too. I am looking into online 'classroom' software, to make it easier to teach interactively. Other teachers are welcome!

## **Event Happenings:**

Our one face to face meeting, at September crown, was not attended at all. We are going to try again at other events, but perhaps events are too busy for this?

If someone is willing to set up a meeting/get-together/whatever at 12<sup>th</sup> Night, that's cool. Aelianora will not be able to make it, though she will be at Kingdom Arts and Sciences. Anita, Annaka, volunteered to do something at 12<sup>th</sup> Night. Perhaps a display and a meeting, or whatever.

Discussion on doing meetings and challenges at smaller events, and regional events, to get interest going.

So the Kingdom level things will focus on 1. display and 2. challenges and 3. meetings. The displays and challenges come first.

(A Note from the Guild Minister. Such discussion is great, but without volunteers to run it, to meet people at local events, to talk the guild up, nothing will happen).

## **We need volunteers!**

Recognition of those who have volunteered so far, Hrothric and Felipa, Halima, Gwynafel, etc, etc.

Need regional sub-guild ministers, need deputies for them, need challenge deputies (we have one for Hartwood, yes!), can even be a deputy for one event, just to get challenges going, etc. Interface with the guild minister (and/or regional sub-guild minister, or sub-guild challenge deputy if there is one). They will help, there are documents online to help as well.

## **Discussion of Other Points:**

Teaching: History of the mentoring/teaching requirement. Before 2010 or so, the requirement was to mentor someone to certain rank in the guild, and write a scholarly paper or... about 3 or 4 total to make artisan rank. Teaching, as in teaching a class, was not even mentioned.

That has changed from about 2013 or early. One can write a scholarly paper, but it's not required. Mentoring is encouraged and it, or teaching, are required.

For teaching: You have to teach the class AFTER acquiring the knowledge level (through challenging) in that form to get a teaching acknowledgment in that form at that level.

Hrothric put it simplest: 'classes taught before a challenge are accepted as working level teaching?' The response. 'Yep. After you challenge, even if it's on the same day, you'll get that class at whatever level you got in the challenge'.

This will all be proven by date. So if the class is taught any time after (or even the day of) the challenge the knowledge level attained in that challenge will apply to the class. If the class was taught before the challenge the knowledge level attained in that challenge doesn't apply. Can't really find any other way to do it.

Digression how many inactive members there are, and on hiding people in the database who are inactive until they ask to be active again...

## **Discussion on guild service:**

Rewards for setting up challenges for others, being a deputy etc.

My suggestion: Make service part of attaining rank in the guild. Starting with the rank of, say, craftsman. And it's only service to the guild required, nowhere else.

Others suggested a gold star or other bauble. Instead of it being a requirement. This discussion kinda derailed. Lots of lag happening.

A lot of discussion will have to happen on this. But there has to be some way to reward service in the guild, or why volunteer? Why be a deputy? Why be the guild minister? Maybe the service can be along the lines of entering data into the database, or formatting pictures to be put online.

There was some disbelief that we need volunteers. Unfortunately we NEED volunteers. And they should be rewarded. As Mistress Cecille said, 'Spread the workload and people don't burn out!'

THL Giana said: 'Yeah, pretty much everyone would like to have events and challenges and classes and meetings just happen. But if we're going to have a guild then everyone needs to participate in keeping it running.'

### **Fun Chitchat!**

After this the meeting turned to mostly chitchat about gold stars, needles, the guild badge, how to display it, ornament it, the motto, etc.

We also discussed the guild newsletter. MaryAnne (Anja) volunteered to look into it. Kim(Giana) is going to help as well.