

Report of Smith Staff Meeting on March 2, 2000

The Smith Staff met on March 2, 2000, at 8:00 p.m. in the Crafter's Lounge. We discussed the topic of promotion requirements. We covered the requirements for Applicant, Apprentice and Senior Apprentice before we adjourned at around 11:00 p.m. Those Smith Staff members that wish to change their vote on any item or wish to cast their vote on an item for which they have not cast a vote may still do so. All voting must be completed by March 7, 2000.

Discussion was based on suggestions Cera collected from all members of the Smith Staff on what they felt were appropriate requirements to be met for each level. Each instance where a character would be required to meet a requirement was voted on by the Smith Staff present at the meeting. What is listed below is not the complete and final vote count.

It was decided that for a requirement to be approved by the Smith Staff for implementation, a two-thirds majority vote be required. The votes as of March 2, 2000, are indicated at the end of each item. The aye vote is listed first, nay is listed second, abstention listed third, no vote cast or not present listed fourth, e.g., [1-2-3-4].

In some instances, provisions were requested and those are either listed as underlined for items added and as ~~strikethrough~~ for items that are deleted. All items that voted on are highlighted in blue.

As a note, while votes listed below may appear to conclude that the items has passed or failed, that may not be the case. Assuming that all eight (8) Smith Staff members vote either aye or nay, the number of aye votes required for an item to be approved must be at least six (6). Please remember that not all Smith Staff members have cast their vote on all items.

On March 7, 2000, all voting will end and the final vote count will be posted along with the approved requirements. If you wish to change your vote or cast a vote, please @send *sstf with your vote and the item(s) on which you are voting.

The Smith Staff members present during the meeting were Cera, Evan, Paric, Rand, Agrajag, Darman, and Bryon. Rand and Bryon both left early and did not cast votes after the first one or two. Agrajag was present for all votes except the last. Dennia was not present at the meeting.

A log of the meeting has been posted at <http://pdbush.home.sprynet.com/sstf/sstf030200.txt>.

Any questions in regards to this document should be addressed to me and sent to *sstf.

Thanks,

Paric.

Promotion Requirements for Applicant, Apprentice and Senior Apprentice

Promotion through the Smithcraft basically follows this pattern:

1. Applicant
2. Apprentice
3. Senior Apprentice
4. Journeyman
5. Senior Journeyman
6. Master

With each step, the requirements become increasingly difficult. However, the rewards through the learned experiences of RP and research will greatly enhance the player and character.

The Smithcraft is set up on a basic procedure that, at times, can actually seem very complicated. Unless you are applying as a resident or some other support position within the Hall, most Smithcraft members start off as applicants.

Smith Applicant

All applicants must be interviewed prior to being accepted as an Apprentice. For this reason, applicants are required to prepare by completing several requirements. These are:

1. The character must have been created at least one week prior to an apprentice interview; [2-4-0-2]
2. The character must have at least four hours of activity as listed in +history; [4-0-1-3]
3. The character must be between 10 to 20 turns old; [5-0-0-3]
4. The character must have a description appropriate for an apprentice; [5-0-0-3]
5. The character must have a developed character history, i.e., you should know where you were born and raised, who your parents are, why you want to become an apprentice of the Smithcraft, etc.; [5-0-0-3]
6. The player must be able to demonstrate knowledge of basic mooring commands and RP including, but not limited to, use of the @noteditor, OOC vs. IC, @emit, and emote. [5-0-0-3]
7. The player must read the MOO theme and harassment rules; [5-0-0-3]
8. The character must attend an Introduction to Smithcraft lesson. This lesson will not be implemented as a requirement for at least one month. [5-0-0-3]

Upon completion of these requirements and successful completion of the apprentice interview, the character may be promoted to apprentice. The character should complete all the requirements within 60 days four weeks or risk the possibility of being removed from the Smithcraft. [5-0-0-3]

Smithcraft Apprentice

As an apprentice you will be required to do many an onerous task. Life as an apprentice is not an easy one, requiring much hard work and study prior advancing to levels of greater responsibility. For advancement to the level of Senior Apprentice, you will be required to complete the following:

1. The character should be able to RP within the craft structure; [5-0-0-3]
2. The character must attend the Introduction to Smithcraft lesson and an introductory lesson in each published specialty, i.e., metal, wood, glass, and gem; [5-0-0-3]
3. The player must create and IC describe an object related to the Smithcraft; [5-0-0-3]
4. The character must write an IC report on some historical aspect of the Smithcraft, or a smithing skill, tool, or procedure. [5-0-0-3]
5. The character must attend a flame thrower lesson and participate in a groundcrew during threadfall; [5-0-0-3] [3-2-0-3 to NOT require groundcrew during threadfall]
6. The player will choose and OOC track in either Writing, RP, or Programming; [5-0-0-3]
7. The character must find a mentor; [2-3-0-3]

8. ~~The character must participate in a TP involving more than one craft, weyr or hold.~~ [2-3-0-3]

Upon completion of each item, it is the player's responsibility to notify *sstf and request the item be marked completed on the Apprentice Progress Record. When all items have been completed, the character will be advanced to the level of senior apprentice.

Senior Apprentice

As a senior apprentice, the character will be expected to display a measure of maturity due to the leadership role they assume. While the senior apprentice may still be viewed as an apprentice, it is at this time that the character is "tapped" for special service, i.e., they begin training in their area of specialty.

The senior apprentice will be required to complete each of the following items prior to being recommended by his mentor to participate in oral exams. These are:

1. ~~The character must choose a IC specialty, e.g., wood, mechanics, metal, glass, etc.;~~ [5-0-0-3]
2. ~~The character must attend at least five three lessons in the character's specialty;~~ [5-0-0-3]
3. ~~The player must attend an OOC class on teaching;~~ [2-2-1-3]
4. ~~The player must write an outline for an IC class;~~ [2-2-0-4]
5. ~~The character must demonstrate the ability to teach an IC class;~~ [2-2-0-4]
6. ~~The character must complete the advanced track requirements.~~ [2-2-0-4]
7. ~~The character must find a mentor;~~ [5-0-0-3]
8. ~~The character must participate in a TP involving more than one craft, weyr or hold.~~ [5-0-0-3]

As with the apprentice, the player is responsible for notifying *sstf upon completion of each item and requesting that it be recorded on the Senior Apprentice Progress Record.

~~When all the requirements are met, upon approval of the character's mentor, the character will be eligible to stand for orals.~~ [4-0-0-4]

Orals

Completion of all apprentice and senior apprentice requirements does not necessarily mean that the character will be promoted to journeyman. The senior apprentice must be able to demonstrate that they have the knowledge of the craft and their specialty prior to advancing. As well, the orals are also used to evaluate the player's ability to RP. It is therefore important to practice by doing, i.e, RP as often as possible and try to RP doing what you have been taught within your specialty.