

MAGESTRY GUILDS

JOURNEYMAN ADVANCEMENT FORM

This form must be printed out and signed off by guild member witnesses at guild meetings and by the Guildmaster at guild meetings or Magestry events. Any Game Master's signature will suffice if the Guildmaster is not present.

REQUIREMENTS TO ADVANCE TO MASTER STATUS:	DATE	WITNESS SIGN	GM SIGN
Show <i>more</i> competency in Effective Communication, giving at least 5 additional "I Feel..." Statements to the group, 5 additional pieces of Constructive Feedback to individuals in the group, and reflecting, but not responding to or justifying, at least 3 pieces of Constructive Feedback.			
Help start a new guild and instruct its members in Effective Communication. (Though multiple members of your guild will benefit from being this new guild's Patron Guild, only you may have this requirement signed off.)			
Get 3 inactive Magestry players to return to active status. (Returning players signatures are required in the space reserved for "Witness Signature.")	----- -----	----- -----	----- -----
Play 3 consecutive Magestry events without being reported as talking out-of-game, breaking character, cheating, or boffer fighting too aggressively.			
Teach a skill to no less than 3 other people at a guild meeting.			
Arrange for your guild to do an activity with at least one other guild.			
Prepare a meal for your guild.			
Organize and lead a Community Service project.			
Organize and lead you guild in one day-long outdoor activity.			
Organize and run a mini-Magestry game with your guild. (Involving other guilds will satisfy requirement 6.)			