

Vision Statement:

I've been in this club a long time. It is by no means perfect, but it has managed to survive for two decades. And you can't accomplish that unless you're doing a few things right.

One of those achievements is a sense of family and community. Most of my best friends were forged through this organization. I met my wife through this organization. And I can fly to any major city in the United States (and a few outside of it) and connect with strangers due to this shared hobby of ours. We're like a family, but a real one. That means sometimes we're opinionated. Sometimes we're argumentative. But we challenge each other to be better, and we challenge the club to be better as well. And that's part of our appeal. Because there are a lot ofLARPs out there nowadays. A lot of them were created by current and former members of MES. That's not an act of rebellion or a point of competition – that's a point of pride. They learned from us, and we have much to learn from them as well. And to those few, who left years ago and may still hold onto old grudges, I would just say this: the club you left is not the one that exists today. The club that exists today is not the one that will exist ten years from now. And that's part of our appeal as well.

To be a successful storyteller you need patience, transparency, fairness, and creativity. Those are all aspects I bring to the table. But I'm only half of that equation. Because a successful game, at any level, requires a balance between storyteller oversight and individual player agency. National can and should define the sandbox we all play in, but it is up to each and every player to help fill it. Those players need rules and they need boundaries, but they also need the freedom to explore this collective story of ours. Because these chronicles of ours are not beholden to any one vision. It's our shared vision, and everyone can and should have the ability to contribute their part.

One Year Work Plan:

If appointed, my first three months will be spent familiarizing myself with the position, and any ongoing projects or problems. I'll want to speak individually with the BOD, the ANSTs, and the RSTs. After that I'll review my staff and make changes where necessary, doing so through a combination of all-calls and direct interviews. It is my hope that by the end of October, the torch can be fully passed from the previous administration, to my own.

The holiday months are generally pretty slow, so I'll want to use these to improve upon existing systems. That's a little hard to clarify right now, as I don't know what I don't know. But my first three months will inform the three that come after. Generally, we need to pinpoint what's working for the ST's office, and what isn't. Maybe that means soliciting the player base for ideas, or maybe this will include an informed consensus on the part of the RSTs. Either way, I'll want to ring in the New Year with a shared vision of where we've come from, and where we are going as a club.

Come February we'll be neck-deep in convention season, which will run straight into the Summer of 2019. This will be our opportunity to implement new and continuing story arcs. Then, by June or July, we can begin to solidify when our current chronicles are going to end, and when and how the new ones will manifest.

MES Resume:

AVST Cam/Anarch for Fairbanks, AK: March 2002 - July 2002

AVST Apocalypse for Fairbanks, AK: March 2002 - July 2002

AVST Cam/Anarch: NYD04: January 2003 - January 2004

VST Cam/Anarch: NYD04: January 2004 - January 2005

VST Requiem: NYD04: January 2005 - February 2006

NE ARST Requiem: February 2006 - October 2006

NE RST: October 2006 - October 2008

DST: NYD04: May 2009 - April 2010

US NST: April 2010 - April 2012

VST Accord: TXD061: May 2013 – August 2015

SC ARST Accord: December 2013 – August 2015

ANST Accord: August 2015 – September 2017

VST Masquerade: TXD061: April 2018 – Present

MES Convention Resume:

NERE ST Support: May 2004

NERE ST Support: August 2005

I-Con ST Support: January 2006

NERE ST Lead: September 2007

Grand Masquerade ST Support: October 2010

Conjour ST Support: March 2011

SCARE ST Support: April 2011

Grand Masquerade ST Support: October 2011

Onicon ST Support: December 2011

OwlCon ST Support: February 2012

National Convention Accord ST Lead: April 2014

Grand Masquerade Accord ST Lead: September 2015

SCRE Accord ST Second: April 2016

Grand Masquerade C/A ST Lead: September 2016

MESCON Accord ST Lead: July 2017

Disciplinary Actions:

I have never received a disciplinary Action.

Sincerely,

Dain Geist

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