

Goal: Provide as many quality panel opportunities as possible for our guild members.

Problem – We do not currently offer enough panel opportunities. There are people who need to panel more often in order to be placed on a level that is commensurate with their current brewing skills (within reason).

Proposal – Provide more panel opportunities by offering a variety of panel structure options depending on the needs of the brewer.

1. Members/Novice Panel – Three Journeyman may panel a member/novice, but only if there is at least one journeyman who has been “trained” by sitting on a panel with one or more masters.
2. Journeyman panel – Journeyman can be paneled by minimum one master and two journeymen. (More masters are preferable, if available.)
3. Craftsman+ panel – Craftsmen and Masters must be paneled by 3 masters or higher, if available.
4. Remote access panel – If the Guildmaster believes that an area or a guild member is too remote to effectively be paneled, the panel make up can be altered and approved by the Guildmaster.

****At BrewU it was discussed that this may be too restrictive and it was suggested to give the Guildmaster more flexibility to alter the panel makeup as needed, while erring toward more masters whenever possible.*

Rationale – We have primarily focused on paneling a small subset of our guild (the leadership) for a variety of necessary reasons. These people are the beacons of the guild, building membership through local groups and opportunities. It is vital that guild leadership understand the inner workings of the guild in order to educate our members of expectations and processes.

The pitfall of this practice is that other members may not be getting the panel opportunities they need. (Note - We have been able to panel pretty much everyone who has requested it over the past year. There may be many more that are lurking and anxious to have this opportunity.) We need to make sure the practice of the past year does not become a trend and that panel opportunities are not exclusive.