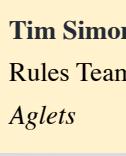
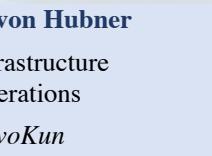
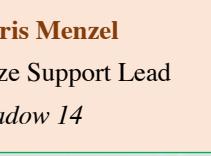
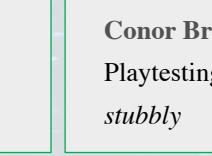
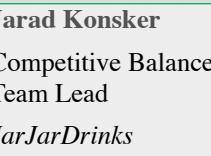
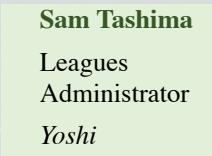
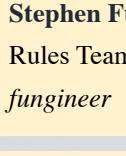
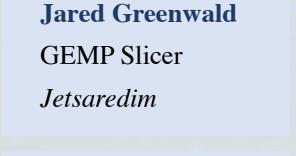
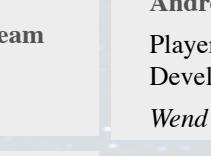
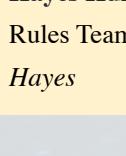
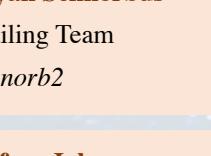
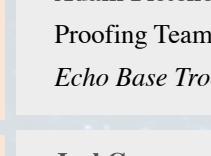
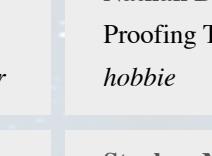
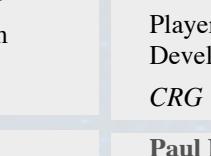
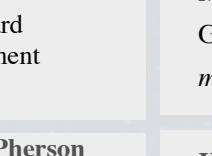
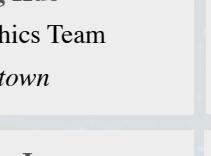
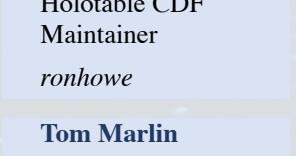
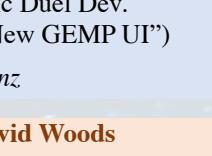
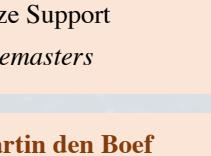
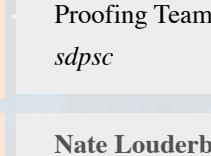
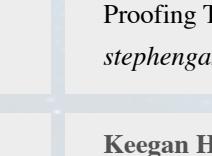
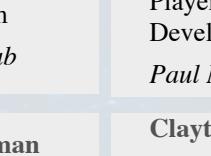
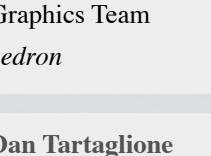
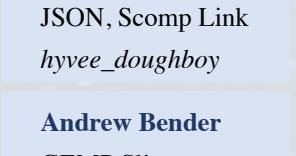
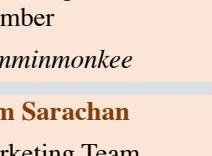
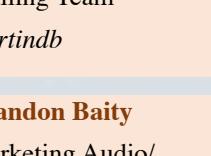
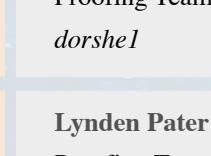
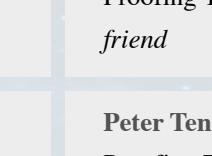
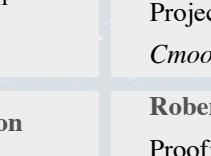
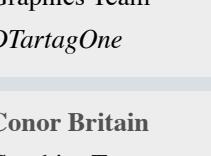
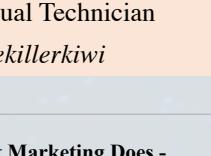
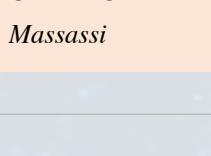
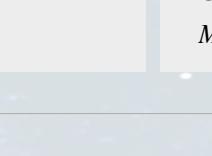
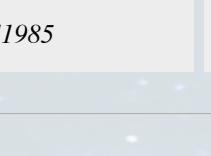
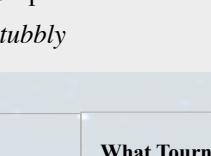
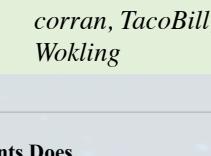
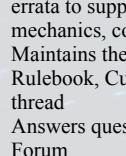
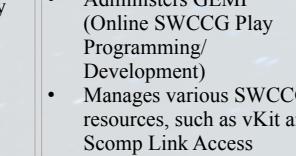
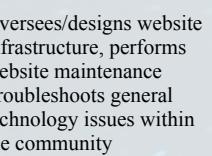
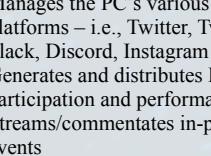
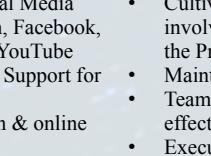
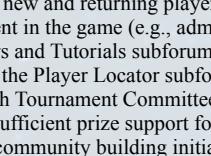
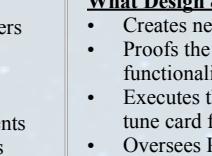
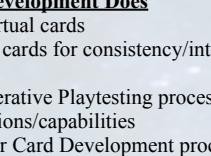
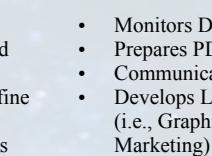
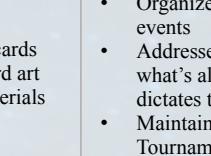
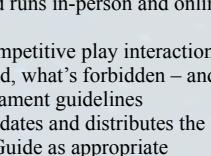
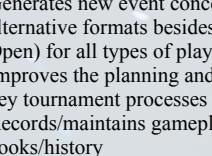


# Star Wars CCG Players Committee

## Organization Chart

	<b>Greg Zinn</b> Rules Advocate <i>Gergall</i> <a href="mailto:rules@starwarsccg.org">rules@starwarsccg.org</a>		<b>Adam Fletcher</b> Technology Advocate <i>Echo Base Trooper</i> <a href="mailto:technology@starwarsccg.org">technology@starwarsccg.org</a>		<b>Jared Napolitano</b> Marketing Advocate <i>Jnapolit31</i> <a href="mailto:marketing@starwarsccg.org">marketing@starwarsccg.org</a>		<b>Chris Kelly</b> Design Advocate <i>chriskelly</i> <a href="mailto:design@starwarsccg.org">design@starwarsccg.org</a>		<b>Chris Schoenthal</b> Tournament Advocate <i>imrahil327</i> <a href="mailto:tournaments@starwarsccg.org">tournaments@starwarsccg.org</a>		<b>Keith Brown</b> Communications Advocate <i>darkjedi11</i> <a href="mailto:communications@starwarsccg.org">communications@starwarsccg.org</a>																
<b>Sub-teams:</b>																											
	<b>GEMP Slicers</b> Tim Simon Rules Team Member <i>Aglets</i>		<b>GEMP Slicers</b> Jeremy DiPaolo Lead GEMP Slicer <i>jdpao1</i>		<b>Devon Hubner</b> Infrastructure Operations <i>DevoKun</i>		<b>Chris Menzel</b> Prize Support Lead <i>Shadow 14</i>		<b>Dan Tartaglione</b> Stream Team Lead, Holotheatre <i>DTartagOne</i>		<b>Proofing</b> Chris Hull Lead Proofer <i>jokerking</i>		<b>Playtesting</b> Conor Britain Playtesting Lead <i>stubbly</i>		<b>Player Card Dev.</b> Stephen Fulner Player Card Development Lead <i>fungineer</i>		<b>Graphics</b> Christian Knudsen Graphics Lead <i>chrknudsen</i>		<b>CBT</b> Jarad Konsker Competitive Balance Team Lead <i>JarJarDrinks</i>		<b>D&amp;D</b> Ryan Jellison Design & Development <i>sac89837</i>		<b>Tamas Papp</b> Leagues Administrator <i>Yoshi</i>		<b>Jerry Heine</b> Lead Forums Moderator <i>quesosauce37</i>		
	<b>Jared Greenwald</b> Rules Team Member <i>fungineer</i>		<b>Joel Cooper</b> Scomp Link Access Manager <i>sdpsc</i>		<b>Kevin Jaap</b> Prize Support Manager <i>Darth Eweuge</i>		<b>James Martin</b> Social Media Lead, Donations <i>Solidsnack3</i>		<b>Greg Zinn</b> Proofing Team <i>Gergall</i>		<b>Playtesting</b> ~50 Members		<b>Andrew Moss</b> Player Card Development <i>Wend</i>		<b>Graphics</b> Chris Menzel Graphics Team <i>Shadow 14</i>		<b>Competitive Balance Team</b> ~14 Members		<b>Justin Desai</b> Design & Development <i>allstarz97</i>		<b>Bill Kafer</b> Tournament Committee, MPC <i>TacoBill</i>		<b>Justin Miyashiro</b> Tournament Committee <i>Hazardville</i>		<b>Garrett Larson</b> Forums Moderator <i>deadbody</i>		
	<b>Charlie Arlandson</b> Rules Team Member <i>Hayes</i>		<b>Scott Atkins</b> Comlink App. Developer & Admin. <i>scottrick49</i>		<b>Bryan Schnorbus</b> Mailing Team <i>schnorb2</i>		<b>Joe Olson</b> Newsletter Administrator <i>arebelspy</i>		<b>Adam Fletcher</b> Proofing Team <i>Echo Base Trooper</i>		<b>Proofing</b> Nathan Davis Proofing Team <i>hobbie</i>		<b>Player Card Dev.</b> Matt Lutz Player Card Development <i>CRG</i>		<b>Graphics</b> Ming Huo Graphics Team <i>mingtown</i>		<b>Graphics</b> Ronnie Aluzan Graphics Team <i>rpaluzan</i>		<b>CBT</b> Matthew Harrison-Trainor Design & Development <i>Blarg</i>		<b>Justin Miyashiro</b> Tournament Committee <i>spideyguy0</i>		<b>Garrett Larson</b> Tournament Committee <i>deadbody</i>		<b>Kyle Krueger</b> Forums Moderator <i>Meto</i>		
					<b>Ron Howe</b> Holotable CDF Maintainer <i>ronhowe</i>	<b>Eric Lanz</b> Epic Duel Dev. ("New GEMP UI") <i>elanz</i>	<b>Jeffrey Johns</b> Prize Support <i>jademasters</i>	<b>Casey Anis</b> Facebook Group Lead Moderator <i>spideyguy0</i>		<b>Joel Cooper</b> Proofing Team <i>sdpsc</i>		<b>Stephen Morgan</b> Proofing Team <i>stephengascrub</i>		<b>Paul McPherson</b> Player Card Development <i>Paul McPherson</i>		<b>Graphics</b> Kevin Jaap Graphics Team <i>Darth Eweuge</i>		<b>Graphics</b> Christopher Knight Graphics Team <i>cedron</i>		<b>CBT</b> Drew Lichtenstein Design & Development <i>CoffeePass</i>		<b>Justin Desai</b> Tournament Committee <i>allstarz97</i>		<b>Anthony Howard</b> GEMP Leagues Administrator <i>batmouse</i>			
																											
	<b>Kevin Standridge</b> GEMP Bots Admin <i>laforge27</i>		<b>Andrew Bender</b> GEMP Slicer <i>adamanthil</i>		<b>Tom Sarachan</b> Marketing Team Member <i>AncientTome</i>		<b>Brandon Baity</b> Marketing Audio/Visual Technician <i>Thekillerkiwi</i>		<b>Andy Davies</b> Content Creation <i>Massassi</i>		<b>Lynden Pater</b> Proofing Team <i>ideatrack</i>		<b>Design &amp; Development</b> Peter Tenneson Proofing Team <i>patmagroin</i>		<b>Design &amp; Development</b> Robert Vornlocker Proofing - Special Projects <i>rsvorn</i>		<b>Design &amp; Development</b> Casey Johnson Graphics Team <i>Maul1985</i>		<b>Design &amp; Development</b> Conor Britain Graphics Team <i>stubbly</i>		<b>Design &amp; Development</b> The Jawa Council Alternate Format <i>corran, TacoBill, Wokling</i>		<b>Design &amp; Development</b> Paul McPherson Tournament Committee <i>Paul McPherson</i>		<b>Design &amp; Development</b> Greg Shaw Tournament Committee <i>stealtheblind</i>		

### What Rules Does

- Issues rulings and clarifies errata to support new gameplay mechanics, correct problems
- Maintains the Advanced Rulebook, Current Rulings thread
- Answers questions in Rules Forum

### What Technology Does

- Administers GEMP (Online SWCCG Play Programming/Development)
- Manages various SWCCG resources, such as vKit and Scomp Link Access

### What Marketing Does

- Oversees/designs website infrastructure, performs website maintenance
- Troubleshoots general technology issues within the community
- Generates and distributes Prize Support for participation and performance
- Streams/commentates in-person & online events

### What Marketing Does -

- Manages the PC's various Social Media platforms – i.e., Twitter, Twitch, Facebook, Slack, Discord, Instagram and YouTube
- Generates and distributes Prize Support for participation and performance
- Streams/commentates in-person & online events
- Cultivates new and returning players' involvement in the game (e.g., administers the Primers and Tutorials subforum)
- Maintains the Player Locator subforum
- Teams with Tournament Committee for effective/sufficient prize support for events
- Executes the iterative Playtesting process to fine tune card functions/capabilities
- Oversees Player Card Development processes

### What Design & Development Does

- Creates new virtual cards
- Proofs the new cards for consistency/intended functionality
- Executes the iterative Playtesting process to fine tune card functions/capabilities
- Monitors Dream Cards subforum
- Prepares PDF files for release of new virtual cards
- Communicates with Cosplayers for virtual card art
- Develops Logos, Banners & Promotional Materials (i.e., Graphics & Proofing collaborates with Marketing)
- Oversees Player Card Development processes

### What Tournaments Does

- Organizes and runs in-person and online events
- Generates new event concepts (i.e., alternative formats besides Standard/Open) for all types of players
- Improves the planning and execution of key tournament processes
- Records/maintains gameplay record books/history

### What Communications Does

- Collaborates with Marketing to convey significant news in the community through appropriate channels
- Administers, summarizes and socializes the periodic Player Survey
- Moderates the Forums and periodically seeks to optimize layout and functionality