

Peppermeister's Rules of Con Etiquette

- Just because there is a theme to the Con does not mean that the rules and guidelines of outside society (real life, meat space, whatever you want to call it) do not apply. You may be a mighty half-orc warrior when in character, but you need to get along with other Con attendees who are not playing the same game. Keep that in mind.
- The number one supreme rule of Cons is Rule 6-2-1: get at least SIX hours of Sleep, eat at least TWO real meals, and absolutely, positively, take ONE shower per day. You will feel better, and those around you will appreciate it. Con Funk is an offense against humanity. Don't let it happen to you.
- A lot of Con etiquette is pretty basic stuff. Stuff we learned in kindergarten. I adapted these rules from Robert Fulgham's "All I need to Know I Learned in Kindergarten":
 1. Share. Share your knowledge. Share your enthusiasm. Share your energy and your talents. Volunteer if you can.
 2. Play fair. Don't annihilate new players. Don't dismiss a first-time Con attendee with disdain. Help out the noobs - you were one once, too. Direct them towards a demo. Offer guidance, and hints. Show them your love of the game.
 3. Don't stare at people. At a Con people may be dressed up in all manner of costumes, from Pokeman to Stormtroopers to Amazon warriors to Anime princesses. Look, ask questions about their costume, but don't stare silently like a creeper or leech.
 4. Put things back where you found them. ASK FIRST before handling minis, or first edition D&D books, or other things that are not yours - be gentle if granted permission. And put things back.
 5. Clean up your own mess. Throw your food and trash away. Don't leave it behind for the next slot at the table to deal with. After a game or event, at least offer to help pack up. Many event organizers would appreciate a hand.
 6. Don't take things that aren't yours. This goes with the Ask First caveat. Vendors or exhibitors may have gimmies or freebies - but not everything on display is intended to be taken. Ask or wait for it to be offered. And definitely don't take things from the game table.
 7. Say "Please," and "Thank You," and "Excuse Me," and "You're Welcome" as needed. Repeat. Simple common courtesies go a long way. Especially say "Thank You" to the volunteers working at eh Con and the even

organizers. They worked really hard to put it together. They will appreciate it.

8. Wash your hands before you play a game, handle merchandise, etc. No one wants your Cheeto dust or on their minis or books.
9. Warm cookies and cold milk are good for you. See 6-2-1 - don't eat junk all day. You and your commensal gut-buddies may love the refried bean dip with extra jalapenos, but those downwind of you afterward will not. Remember, Cons are crowded. This is one instance where sharing is definitely NOT recommended.
10. Live a balanced Con life - play some and try something new and paint some and meet some new people every day. (And don't forget Rule 6-2-1.)
11. Take a nap every afternoon. Actually, get at 6 hours of sleep every night. Your body needs it. Did I mention Rule 6-2-1?
12. When you go out into the Con world, watch out for crowds, hold hands, and stick together. If you are in a group and want to split up to attend different events, arrange for a convenient place to meet at a designated time, and stay in touch with your group via cell phone or walkie-talkie. If you bring your kids, please do not drop them off at a game or event without checking with whoever is running that game or event to ensure that it is kid-friendly, and that it is OK. Some events are designed for kids and entry-level players, some are not. Many events are designed for new players to learn. But running an event and teaching new players and keeping an eye on someone else's children is a lot to ask. It would be much more memorable if you and your child learned the game together!
13. Be aware of the rules of the event. The people running the event have chosen the rules that will be used. They have done so for a reason. It may seem arbitrary to you, but they organized the event. Follow their rules. By all means, ask if you do not understand, but please do not attempt to inject your rules into the event. If you want to use your rules, volunteer to organize an event. Also - be sure to follow the rules of the Con itself. There are likely to be special rules for costumes (particularly with armor or weapons). No sense getting arrested because of some silly misunderstanding about your homemade Illudium PU-36 Soace Modulator.
14. Remember the Dick-and-Jane books from kindergarten, and the first word you learned - the biggest word of all - LOOK. Look around at new games or genres, or authors, or events. Check out the vendors - you are sure to find some cool new game, book, comic, DVD, or accessory. Record what you see - bring a camera - take lots of pictures and share them with others

online, who may not have been fortunate enough to be able to attend. (But ask before taking pictures of people in costume. It is the polite thing to do. Remember. No creepers. 'Nuff said.)

15. Lastly - The Golden Rule - Treat others as you would like to be treated. This applies to your behavior before, during, and after the Con - in meatspace and online. Your Karma will catch up to you, eventually. If you are a butthead and routinely flame or dis people online, don't be surprised if they aren't thrilled to meet you at the Con.

Hear more discussion on the Wandering Geek Podcast by Kore New Media

Wandering Geek Episode 29: <http://korenotes.com/podcasts/wandering-geek-29-con-etiquette>

More Wandering Geek Episodes: www.KoreGeek.com

More Podcast Feeds: www.KoreFeeds.com

Podcast Forums: www.KoreForums.com

www.KoreNewMedia.com