

OWLCON CONVENTION RULES

Special Events

We have streamlined fees at OwlCon to make things easier on our guests. We have divided the events into “standard” events and “special” events. Special events involve a greater investment of resources to cover staff, prizes, time, and table space. If you have a Standard pass, please make sure that the events you wish to play are not Special Events. If you wish, Standard badges may be upgraded to Special Event badges at Registration.

Admission and Badges

Convention badges are to be worn at all times at OwlCon. The back of the badge will be used to record events as you sign up for them. Please return the badge holders as you leave OwlCon. This will help us conserve resources and help our environment. Attendees under 13 years old are expected to have a parent or guardian present. Certain games, such as most LARPS, require the attendees to be at least 18 years old; please refer to the specific game descriptions for more details. SE denotes a badge for special events (see Special Events above).

- Weekend SE - \$28 (\$24 for students)
- Weekend - \$20 (\$16 for students)
- One-day SE - \$20 (\$18 for students)
- One-day - \$16 (\$14 for students)

Note: Current Rice Students, Faculty, and Staff receive a 50% discount with a valid Rice ID.

Gaming Event Sign Up

Convention attendees can sign up for gaming events at the Registration desk in Kelley Lounge. There will be boards showing the event information and number of available slots. To sign up, simply give the appropriate staff member your badge and indicate your desired event. They will check the event in question and if there is a slot available, they will annotate the event information on the back of your badge for you. No one will be allowed to sign up for multiple events in the same block of time. If no slots are open for a game you wish to play, you can also try to play as a walk on, using the Ten Minute Rule.

The Ten Minute Rule

If a player is more than ten minutes late for a game, they forfeit their right to that slot and a walk on player may replace them. A walk on player should show up to the event that they wish to join and notify the GM. If you do walk on to a game, please have your name added to the GM’s list of players.

Fun for All

We at OwlCon are committed to providing a gaming experience that is fun for everyone involved. We support the right of those running events to eject players that are too disruptive. Similarly, if you have any problems, please do not hesitate to let us know. If staff or guests are harassing you, contact our staff immediately.

Sign Up Early

Sign up sheets will be taken to their respective GMs ten minutes prior to the event start time. If you wish to sign up after this time, simply go to the event and inquire about slots.

Open Gaming

OwlCon has no designated open gaming space. A limited number of spare tables exist outside of Sammy’s and Meyer Conference Room, available for use on a first-come, first-served basis.

Additionally, one of the designated gaming tables will occasionally become available because of the cancellation or moving of an event. Should this occur, these tables become open gaming space for the remainder of that 4-hour time slot. Such tables may be used on a first-come, first-served basis.

Layouts of the rooms will be posted at the entrance of each room; open tables in a given time slot will be highlighted on these layouts.

OwlCon reserves the right to reclaim tables for official events as necessary; if you are at such a table when this happens, you will be asked to move. OwlCon takes no responsibility for games run in open gaming space. We will provide a bulletin board for attendees to use in coordinating open games, but we will not coordinate these games or monitor the board, except to remove items that are not announcing open games.

Weapons

There is a zero tolerance weapons policy at OwlCon and the entire Rice Campus. Violators of this policy will be ejected from OwlCon and promptly turned over to the authorities.

Unloading People/Stuff

We appreciate that some people will not want to pay to park in the Central Campus Garage, and some of them will need to move a lot of stuff to/from their car. Rice University Police allows cars to park for up to fifteen minutes along the “Inner Loop”; this allows you to park outside the north facing of the Student Center, the side where the large double glass doors are located. You cannot park for any period of time in the semicircular entrance on the west face of the Student Center, nor on Alumni Drive, the road west of the Student Center. Similarly, you can park for up to fifteen minutes on the road south of Sewall Hall, but not on the road east of it.

Emergencies

While on the Rice University campus, please call the Rice University Police Department Dispatcher at 713.348.6000 for emergencies, or simply “6000” from a campus phone. Calls made to “911” will be delayed as they are routed back through the RUPD Dispatcher.

Police Call Boxes

Call boxes are red with a blue light on top. Simply pick up the phone and you will be immediately connected to the Rice University Police Department Dispatcher.

Disclaimers

OwlCon assumes no responsibility for lost or stolen materials. Lost badges, programs, or other materials must be re-purchased. OwlCon reserves the right to refuse service to anyone. If anyone acts in an inappropriate manner, as deemed by the convention staff, we reserve the right to eject you from the convention without a refund.

We would like to extend our thanks to our fellow gamers for their continuing support of OwlCon. It wouldn't be possible without you!

- The OwlCon Volunteers