

OwlCon Dealer's Guide

Welcome!

Welcome to OwlCon, Houston's longest running gaming convention. OwlCon has been held annually at Rice since 1980 and we pride ourselves on commitment to success.

This packet contains the layout of the Grand Hall, including both Gaming Tables and Dealer Tables. Only dealer-specific information is in this packet. We recommend you also review the general information packet, available on the General Information page of the OwlCon website.

The Dealer Room is located in the Grand Hall of the Student Center, which is a focal point of the Student Center and Convention gaming activities. It will be busy throughout the convention.

Convention Hours

OwlCon will begin at 6:00 PM Friday and continue until 7:00 PM Sunday. The bulk of the convention will occur in the Rice Student Center and during these hours:

Friday: 6:00 PM - 1:00 AM
Saturday: 9:00 AM - 1:00 AM
Sunday: 9:00 AM - 7:00 PM

Dealer Setup Hours

The Dealer Room will be accessible to Dealers at 3:00 PM, which will afford 3 hours for setup before the convention opens. Dealer table locations are shown on the Grand Hall Layout along with access points and electrical outlets. Dealers are expected to provide their own extension cords as needed. All tables will be covered with a white tablecloth by 3:00 PM, Friday. A dark tablecloth is also provided for each table purchased so that you can cover the table when you are away.

Unloading and Loading

Dealers can park a vehicle on the pedestrian entryway on the north side of the Student Center, as indicated on the Student Center Map. Please be considerate of other Dealers' unloading and loading needs. Vehicles can also be parked on the road outside the north face of the Student Center for fifteen minutes at a time, provided the hazard lights are active.

Dealer Room

The Dealer Room hours are shown below, but Dealers will have access to the room at 8:15 AM on Saturday and Sunday to prepare.

- Friday 6:00 PM - Midnight
- Saturday 9:00 AM - Midnight
- Sunday 9:00 AM - 7:00 PM

OwlCon has reserved the Grand Hall for the entire duration of the Convention, from 8:00 AM Friday to 8:00 PM Sunday. Dealer breakdown and loadout must be completed by 8:00 PM on Sunday. Dealers are not required to be open throughout the full show hours, but we do request that you stay open until 9:00 PM on Friday and Saturday. Also, please be aware that large events will begin early Saturday and Sunday morning, so it is advisable to show up when we open those days, in the interest of security. Dark tablecloths will be provided, one per table purchased, to cover your products as needed.

Lighting

We are aware that the lighting level in the Grand Hall can be a bit low at night. Dealers who are concerned about this are encouraged to bring additional lights with extension cords, as necessary.

Table Dimensions

IMPORTANT: A table is defined as a rectangular area 6' wide and 8.5' deep, measured from the back wall. You will be required to setup **WITHIN** this space. We will provide a single table for this space that is a 2 ½' x 6' rectangle. There will be approximately 3'-wide gaps between some tables for safety and access; Dealers will not be allowed to encroach into this space. Dealers are allowed to reposition their table(s) and/or bring in additional stands, displays, etc. but your layout cannot exceed the designated footprint nor obscure other Dealers' tables or access to fire exits.

Convention Staff

There will be a pair of courtesy staff in the Grand Hall throughout the convention, wearing distinctive plastic Viking helmets. They are there to help address your problems and resolve them. They cannot staff your booth. The OwlCon Coordinators should be wearing light green badges, so as to be easily distinguishable.

Dealer Badges

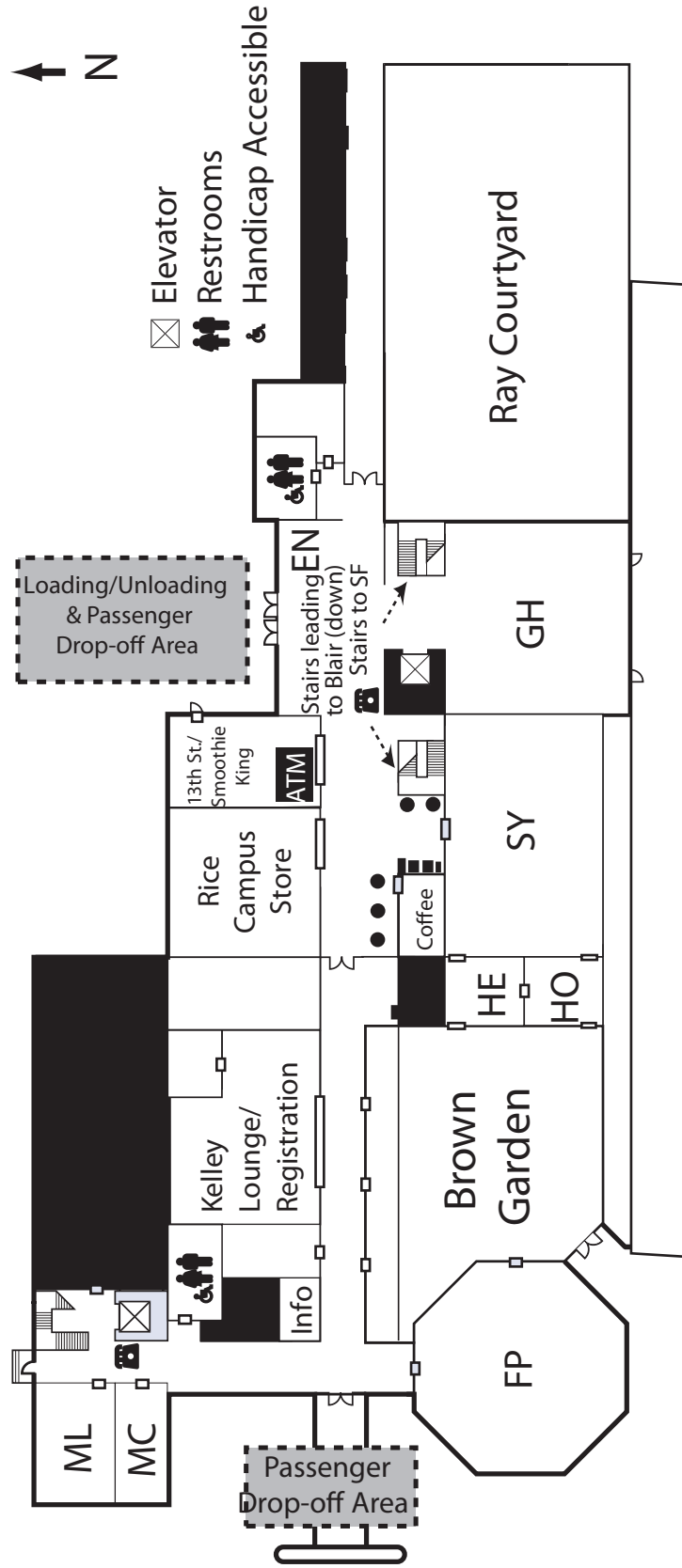
Each Dealer Table comes with one badge. Please see Registration or the Dealer Coordinator on arrival to receive your badges. Badges will be colored red for easy identification. If you need badges beyond your free allotment, contact the Dealer Coordinator (see below).

Call Us For Help

David Newell is the Dealer Coordinator this year; he will be on-site for the entire Con, and can be reached via the Registration staff if he is needed. If he cannot be reached, any of the planners should be able to assist you. Help us to help you nip your problems in the bud.

Campus Maps

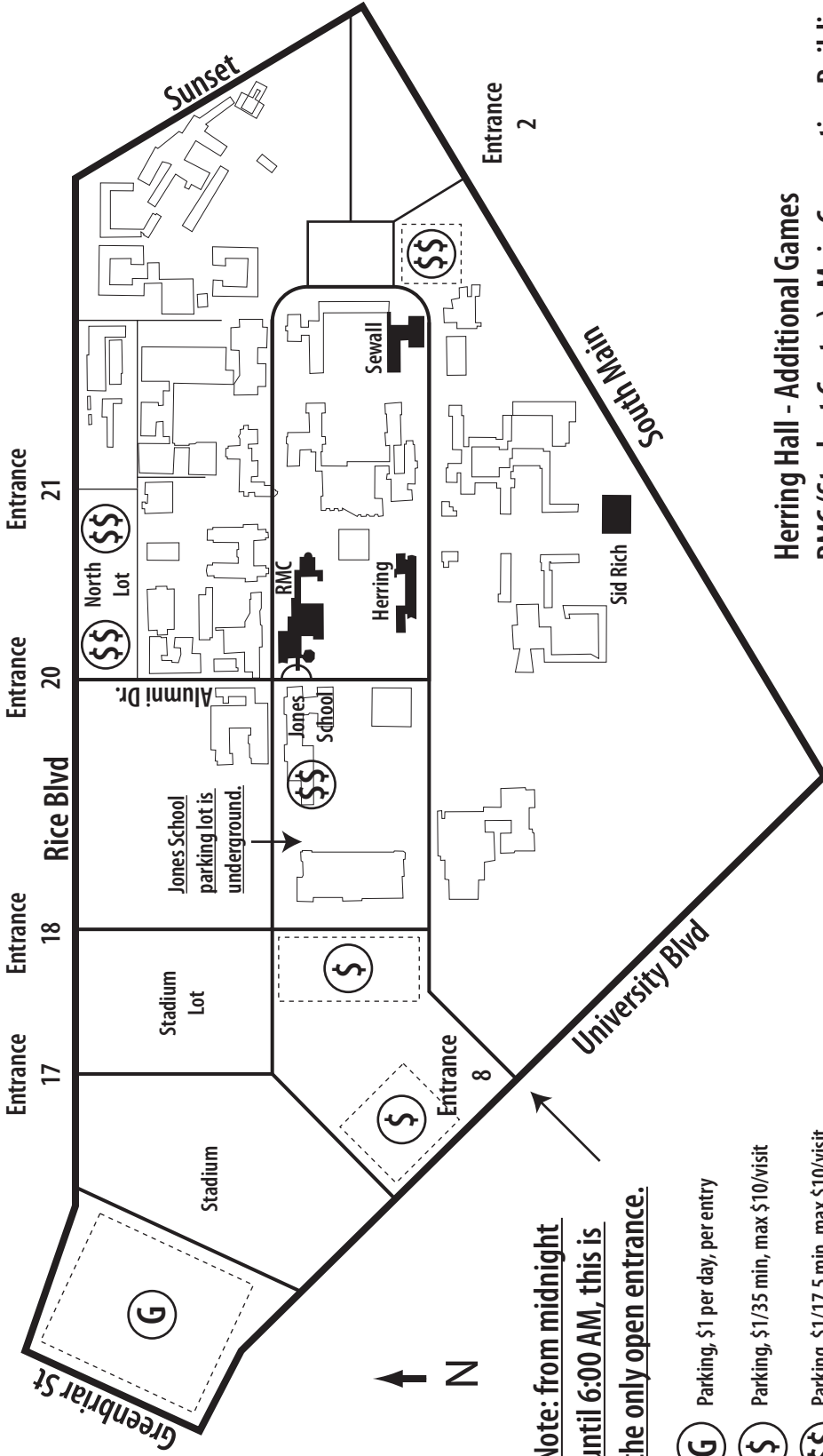
Ley Student Center/Rice Memorial Center



- BL - Blair Lounge*
- EN - Student Center Entryway
- FP - Farnsworth Pavilion
- GH - Grand Hall
- HE - Hess Private Dining Room
- HO - Holland Private Dining Room
- MC - Meyer Conference Room
- ML - Miner Lounge
- SF - Second Floor Conference Room*
- SY - Sammy's
- HH (Herring Hall) events are located in Herring Hall
- SH (Sewall Hall) events are located in Sewall Hall
- * - Not on this floor

Rice University Campus Map

Note: Greenbriar Lot gates open after midnight while exiting.

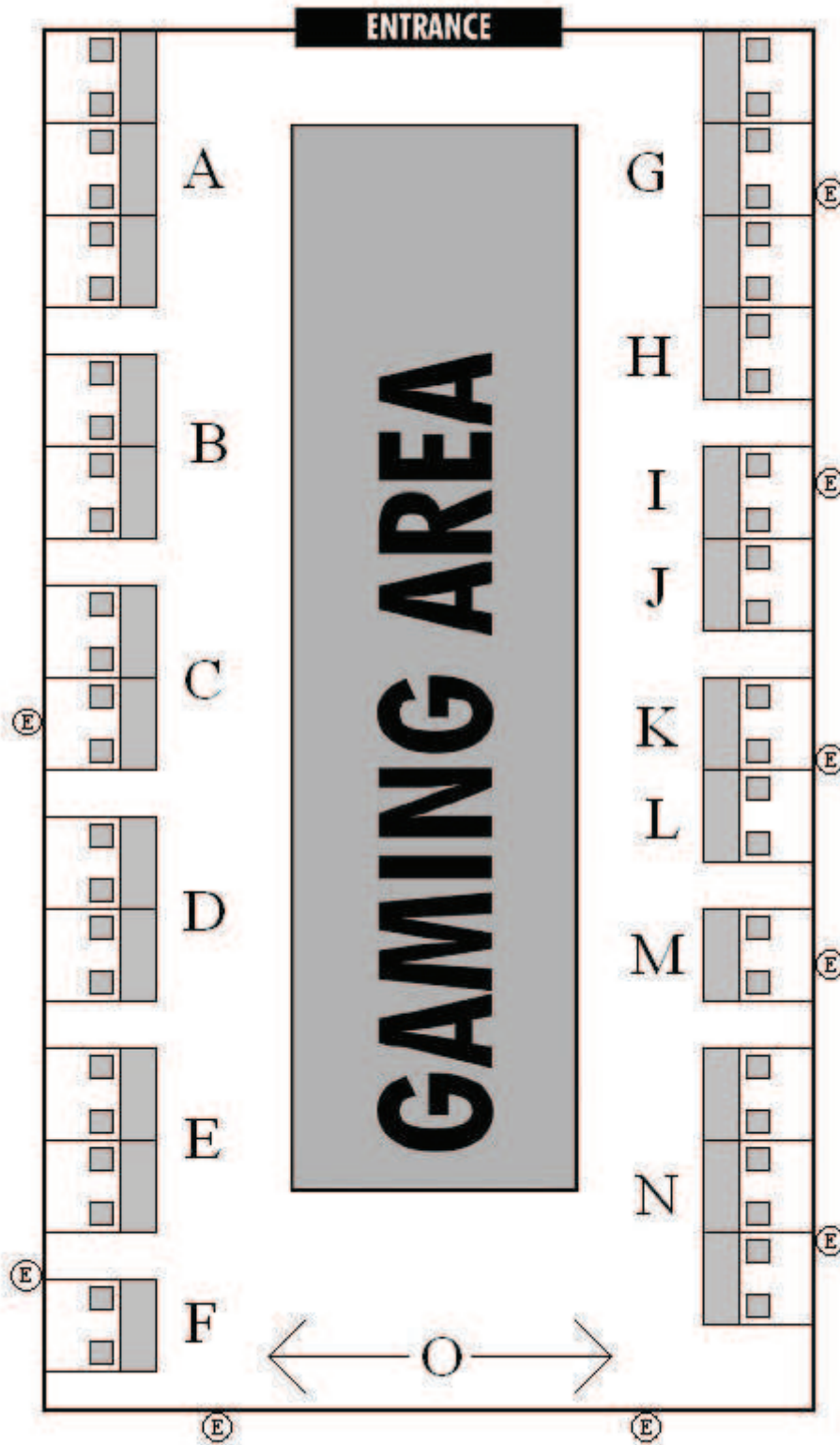


Note: from midnight until 6:00 AM, this is the only open entrance.

- G** Parking, \$1 per day, per entry
- \$** Parking, \$1/35 min, max \$10/visit
- \$\$** Parking, \$1/17.5 min, max \$10/visit

Herring Hall - Additional Games
RMC (Student Center) - Main Convention Building

Dealer Layout



- A - Myth Adventures
- B - Two Hour War Games
- C - Those Anime People
- D - Gamertopia
- E - Instant Attitudes
- F - GameScience
- G - Midnight Comics
- H - Comicalooza
- I - Hawgleg Publishing
- J - Skirmisher Publishing
- K - Gamers' Garage Sale
- L - G & C Toy
- M - Penny's Magic Garden
- N - Schlägerei
- O - Mech Corps