

METHOD Con 2013 brought to you by:

Chair

Patricia Zetelumen

Hospitality

Magenta Griffith

Event Programming

Laura Krentz

Saturday Dinner Coordinator

Emily Stewart

Concert Coordinator

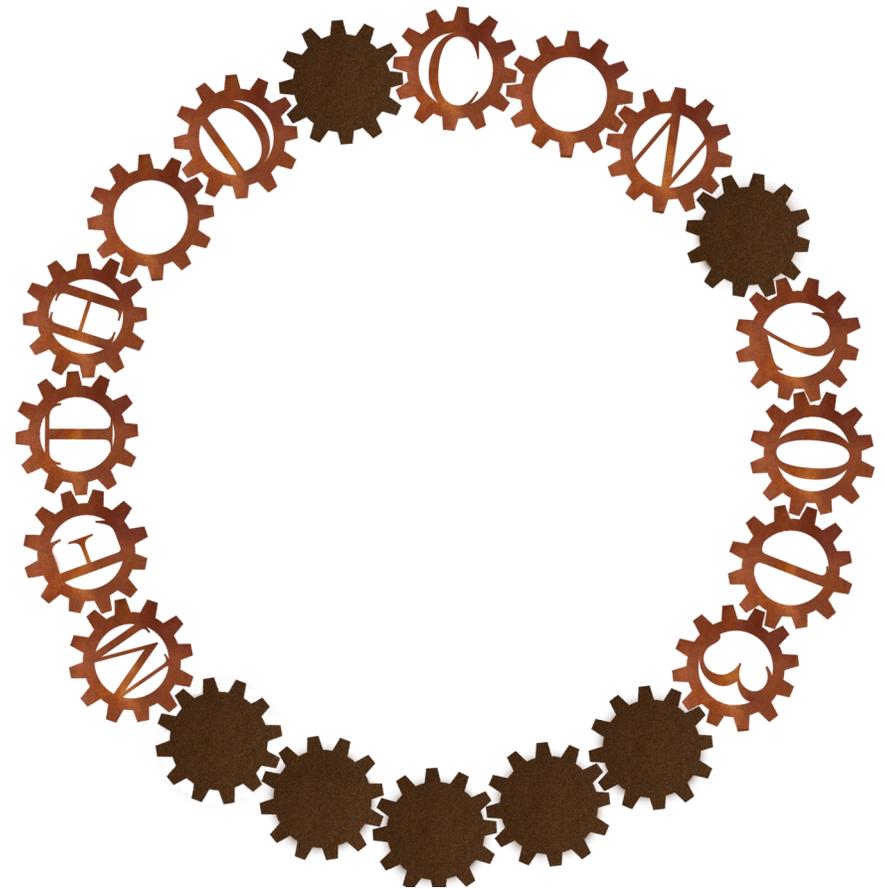
Peggy O'Neill

Webmaster

Matt Strait

Program Layout & Button Graphics

Terry Hughes



<http://www.mnstf.org>

October 18-20, 2013
SpringHill Suites Marriott
St Louis Park, MN

**Welcome to the Minnesota Science Fiction Society's (MNSTf)
annual fall relaxacon!**

Please take a moment to acquaint yourself with some helpful notes:

HOTEL:

As most of you may have noticed, we are trying a new hotel this year. We are hopeful that we will have fewer noise complaints at this new hotel. In order to help increase the probability that we can have a good time without disturbing the other guests:

1) Please no noise in the hallways after 10 PM

2) The hotel requires us to vacate Elmwood I + II + Conference Room A (Programming, main gaming, and Music, respectively) by 2 AM each night. Room 121 is available for late night music and room 125 is available for late night gaming. 127 is also open late for fun.

3) Your rooms have all been reserved above the event space. Thank you to those who were able to get a room and help with the sound buffering!

BREAKFAST:

Everyone registered for the Con is welcome to the food in the Consuite whether you have a room or not.

In addition, the hotel has a hot buffet breakfast for registered hotel guests only. The buffet is open from 7 AM to 10 AM Saturday and Sunday morning. However, the hotel has requested that after we fill up our plates, we eat our buffet food in Con event space, to cut down on crowding for the other guests in the breakfast area. There is a convenient door between the buffet area and the programming room for going back and forth.

FRAGRANCE-FREE:

A number of registrants have chemical/fragrance sensitivities and we are requesting that the event space be as fragrance-free as possible. Please limit your use of perfume, cologne, scented fabric softeners, air-fresheners, air-spray, scented lotions, scented shampoos, etc., as such products may trigger allergic reactions, cause health problems, and/or limit some Con members ability to participate in the Con. Thank you for your understanding and for any extra effort you may need to take to comply with this request. (If you are unsure if your products will be ok, always go with "unscented" when you have an option and feel free to ask. Thanks!)

ECLIPSE:

There is a penumbral eclipse of the moon going on at the start of the convention. It starts below our horizon on Friday, Oct 18th at 4:53 PM. The moonrise will be at 6:12 pm with the maximum eclipse at 6:50 pm. However the moon will be at 6.1 degrees above the eastern horizon. Eclipse ends at 8:48pm.

2 p.m.—“Closing Ceremonies”—Should we do this again? Do you have ideas for next year? Will you help run things? Tell us your favorite memory of METHOD Con. Don't forget to fill out your con survey. Then we need *everyone* to help clear out the function rooms and move us into the Consuite by 3 p.m. “Many hands make light work.” *Patricia Zetelumen, Laura Krentz* [Programming Room]

6 p.m.—“Dinner at the Tea House in Plymouth”—**Sign up by 2 p.m.** Please indicate on the sign-up sheet whether you intend to meet us at the restaurant or meet in the hotel lobby at 5:30 p.m. to carpool to the restaurant, and whether you can provide transportation if needed. Website: <http://www.ourteahouse.com>

8 p.m. to whenever—“Dead Dog Party”—Come back to the hotel after dinner and hang around, chat, play games, and eat leftovers. (Warning: if you hang around long enough, you'll probably be asked to help with final cleanup.) [Consuite]

Note: Subject to change, of course. We'll announce and post changes at the convention. Locations for these events are listed in [brackets]. Program participant names are listed in italics.

Talk to Laura to volunteer to help with program items. Please consider bringing your own bottle/mug/cup for water, coffee, tea, etc. to help reduce the amount of waste this con produces. Every little bit helps! Thanks!

When events are not scheduled in the programming room, it is available for impromptu (or not-so-impromptu) discussions or the showing of DVDs. (We will bring some DVDs and a video projector.) If you come up with an idea during the convention for an event that you'd like to share with the rest of us, talk to Laura Krentz.

4-5:30 p.m. —“Minicon Programming Brainstorming Session”—This meeting is not an official, badged event, and anyone is welcome to attend. *Emily Stewart* [Programming Room]

5:30-6:30 p.m. —“Minicon Concom Meeting”—This meeting is not an official, badged event, and anyone is welcome to attend. *Matt Strait* [Programming Room]

5:30 p.m. — “Steampunk Style - Part Deux” — Finish your water bottle /drink carrier if you started one Friday afternoon, make one now, or decorate a Steampunk zipper pouch (some provided) or a hat or other item that you bring. *Laura Krentz* [Craft Room]

6:30 p.m.—Dinner Break. Go out to a nearby restaurant or opt in to an order of Indian food from Best of India, coordinated by Emily Stewart. If you didn’t place your order by Oct. 15 at 5 p.m., talk to Emily as soon as possible. Food may arrive around 7 p.m. [Programming Room] *Coordinated by Emily Stewart*

8:30 p.m.—“Live Music Concert”— Dress up in your favorite Steampunk outfit or other fancy clothes (optional) and enjoy some great music. *Coordinated by Peggy O’Neill* [Programming Room]

8:30-9:15 p.m. Teresa Chandler & Cirsten Paine

9:15-10 p.m. Nate Bucklin

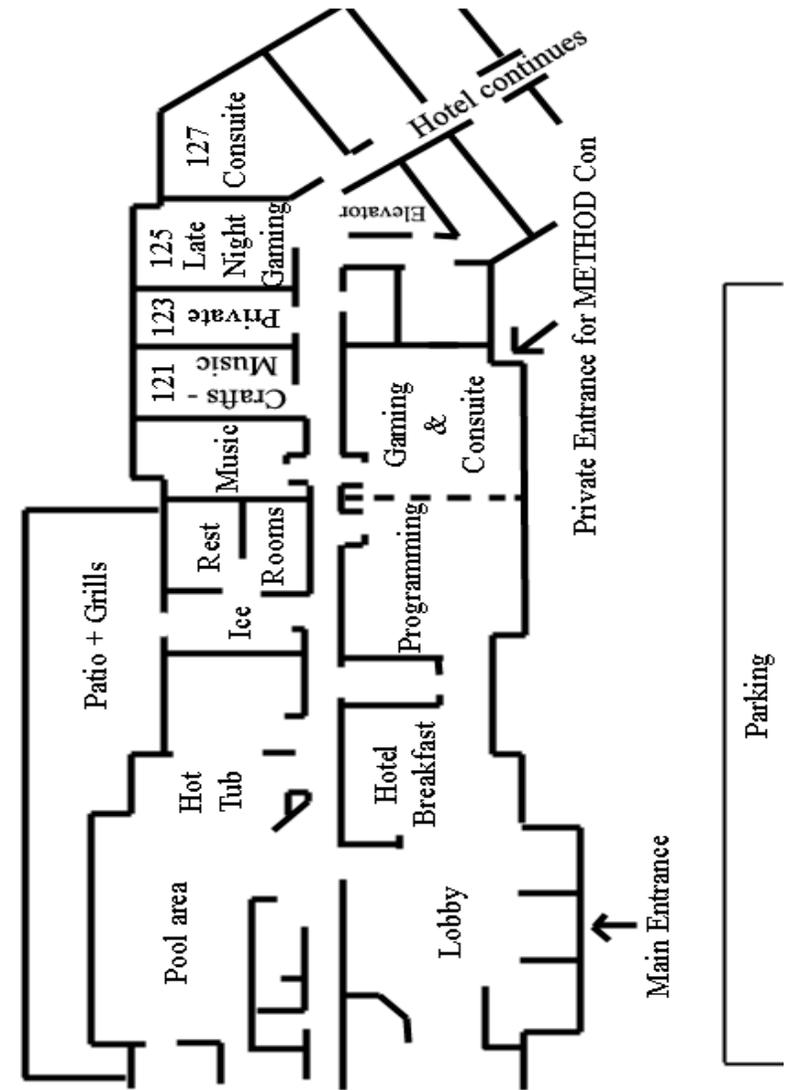
10 p.m. —*“Let’s Build a World!” or “Astronomy” —75 minutes. See descriptions for Friday night at 10 p.m. If the weather is bad both nights, we can discuss astronomy indoors on Saturday night. [Programming Room]

11:15 p.m. until 2 a.m. —“Late Night Music Circle”—Bring your instruments and a copy of [Rise Up Singing](#) if you want. If music continues after 2 a.m., we can move to the Craft Room. [Music Room]

Sunday, October 21

Morning – Cartoons or other short features. *Laura Krentz* [Programming Room]

1 p.m.—“Tea and Books”—Cozy up with a cup of tea and talk about books you’ve read recently. We’ll provide some different teas for you to sample. Or bring your favorite drink from the Consuite. *Peggy O’Neill, Felicia Herman* [Programming Room]



Elmwood I = PROGRAMMING, concerts, and place to bring your hotel breakfast

Elmwood II = GAMING and Consuite

Fri. 2 PM until Sat 2 AM,

Sat. when we wake until Sun. 2 AM,

Sun. when we wake until 7 PM

Conference Room A = MUSIC

Fri. 2 PM until Sat. 2 AM,

Sat when we wake until Sun. 2 AM,

Sun. when we wake until 3 PM

Room 121 = CRAFT Room and late night music

Room 125 = HANG OUT and Late night gaming

Fri. 2 PM until Sun. 3 PM (possible closure if we are all asleep)

Room 127 = MAIN CONSUITE

Fri. 2 PM until sometime Late Sun. (possible closure if we are all asleep)

METHOD Con Programming Schedule:

Friday, October 18

2 p.m.—Consuite and Registration opens. [Consuite]

2 p.m.—Gaming opens. The gaming room will be open throughout the convention. We'll provide tables and chairs and some games. Feel free to bring your favorite games. If gaming continues after 2 a.m., we can move to an overflow room across the hall. *Run by Thorin and Richard Tatge* [Gaming Room]

2 p.m.—Music Room opens. People are welcome to play music in the Music Room until 2 a.m. and in the Craft Room after 2 a.m. each night. *Coordinated by Peggy O'Neill* [Music Room]

2–4 p.m.—“Crafty Time”—A time to work on your art or craft projects. You can also bring craft materials to share or give away. Vaguely Steampunk materials especially appreciated (see item below at 4 p.m.). *Coordinated by Laura Krentz* [Craft Room] Maybe make something for the:

3 p.m. until Sunday noon —“Mini Art Fair/Fannish Flea Market”—Bring vaguely SF-related stuff to sell, trade, or give away. This year, we'll try including a clothing exchange, too. Bring clothes you don't need that others might want (on hangers if possible). All items should be clearly marked with price [or “FREE”] and owner's name. People can find the seller to make arrangements for items for purchase or trade. Or leave a moneybox if you're okay with that. Bring your own change and perhaps a card table for your stuff. Don't leave valuable items unattended. You must clear out everything remaining by noon on Sunday. [Craft Room, possibly also other space if needed] *Coordinated by Laura Krentz*

4 p.m. — “Steampunk Style Drink Carriers” —Create a water bottle /drink carrier and decorate it in Steampunk style to use throughout the con. Those who knit or crochet can show others how to make a simple carrier, or you can create one from leather or fabric. Some materials will be provided, but bring any materials you especially want to use, plus yarn and knitting needles or crochet hooks if needed. We'll have a second session on Saturday at 5:30 p.m. for those who miss this one or need more time to finish their projects. *Laura Krentz* [Craft Room]

6 p.m.—Dinner Break. There are many good restaurants in the area. Save room for cupcakes...

8 p.m. .—“Halloween Cupcakes”—Decorate cupcakes with a Halloween theme, take pictures, and then eat them for dessert. Some vegan and some gluten-free cupcakes will be available, thanks to Ann Totusek and Liz Fish. Talk to Laura if you'd like to bring cupcakes, frosting, etc. [Consuite]

8:30 p.m.—“Opening Ceremonies”—Greetings, announcements, etc. *Patricia Zetelumen, Laura Krentz, Dean Gahlon, Magenta Griffith, Matt Strait, Peggy O'Neill, others?* [Programming Room]

8:45 p.m.—“Fun and Games Night”—Bring a game or toy that you'd like to enjoy with others. We might play Money Duck, Corsari, Apples to Apples, etc., or build with toys like Knex or Legos. We might be able to play some video games, too. [Programming Room and Game Room]

10 p.m.—“Astronomy”— Come see the rising winter night sky! We'll look for globular clusters, open clusters, galaxies, double stars and more. We'll go outside whichever night the weather is good first; we'll stay in and do **“Let's Build a World”* the other night. Meet in the lobby. *Rachel Kronick, Ctein, Eric Forste*

10 p.m. — (alternate) **“Let's Build a World!”* — Starting with some general categories (atmosphere, geography, economics, etc.), we'll take your suggestions -- loopy or logical -- then brainstorm an amazing world together, in just 75 minutes. Come see what materializes! *This will happen the first night Astronomy doesn't happen. *Rachel Kronick* [Programming Room]

11:15 p.m. until 2 a.m. —“Late Night Music Circle”—Bring your instruments and a copy of [Rise Up Singing](#) if you want. If music continues after 2 a.m., we can move to the Craft Room. [Music Room]

11:59:59 p.m.—“Beer/Wine Tasting” — Home brewers and wine makers are encouraged to bring samples of their work and discuss how they do it. People are welcome to bring an interesting but not well-known drink for others to sample. *Emily Stewart* [Programming Room]

Saturday, October 19

Morning – Cartoons or other short features. *Laura Krentz* [Programming Room]

Noon—“MnStf Board Meeting”— Open meeting. *MnStf Board* [Programming Room]

1 p.m. —“Nature Walk in Theodore Wirth Park” — (Weather permitting. If it rains, we may take a field trip to the nearby Microcenter instead). Meet in the lobby to carpool to the park. Bring your camera, water bottle, hat, sunglasses, walking stick, walking shoes, sunscreen, etc.

3 p.m. —“Pool Party” — Cool off after the Nature Walk or just relax in the pool with other fans. Pool toys are allowed, but not Nerf guns. No food. Beverages in plastic cups only - no glass or bottles. [Pool]