

The Whispering Runes

VOLUME 1 ISSUE 17

July 2010

Dallas President's Column for March 2010

Hi again, IFGS!

This year has already been packed full of games and there doesn't seem to be a shortage in sight. This doesn't mean you can't write your game and submit it for sanctioning though! As the weather starts warming up, make sure you bring and drink plenty of water during games. Also, be sure to let your GM know if you feel dizzy and keep an eye on shady spots for breaks. City of Dust is coming up on April 17th and will be one of your last chances to say goodbye to Courtney Miller, as she's moving in June. A big recruitment event is coming up in June at AKON this year, so if you are available, please contact Olan. Last year's basic melee training was a pretty big success!

See you next game.

Ashley Murphey



“Tribute to Dawn” Bank Report

Saturday, 13-Mar-2010 was a very warm and nicely windy day! We had 35 people show up for the game! The game was structured such that everyone got to PC and to NPC. The PC's were broken into a high-line group and a low-line group. The fun thing was that the low-line group had almost THREE TIMES as many PCs as did the high-line group.

To make a long story short, the game was fun, and the low lines basically kicked the high-line's rear ends ALL over the field! We also had 5 novices show up for the game! They were absolutely wonderful as part of the low-line NPC horde! Please be sure to welcome these fabulous newbies the next time you see them:

Sammy Mendoza
Lydia Cabrales

Sherric Prioleau
Eric Harris

Joseph Higgins

(On a personal note, Sammy, Eric, and Joseph were AMAZING NPCs for Xindhi, and I thank them again!) The game was a lot of fun, with the very appealing Red Button Of Horde Doom, which turned out to be a lot of fun for Courtney Miller's PC “Dartmouth”.

<i>Game Ratings</i>						
Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8	7.6	7.6	4.3	6.1	8.2	6.1

<i>Roleplaying</i>
1 Courtney Miller as Dartmouth
2. Danny Fuchs, Justin Murphery, Pat McGehearty, Henry Wood, David Spence, Tyler Davis

<i>Costume</i>
1. Courtney Miller as Dartmouth
2. The PC-eating Zombie monster
3. Seth Bush, Stephen Potter, justin Murphey, Greyson Cox

<i>Monster</i>
1. The PC-eating Zombie monster
2. Brandon McGranor as the low-line leader of the Horde
3. Courtney Miller as Dartmouth

<i>Humor</i>
1. The low-line Zombie Singers and their song “Brains, brains, brains, brains, ...” What do we want? BRAINS! When do we want it? BRAINS! (Hilarious!)
2. Sherrick Prioleau running to attack – all alone! :O Brandon McGranor as the low-line leader of the Horde Olan Knight as “Derek The Mighty”

<i>Fighting</i>
1. David Spence
2. John Jones
3. Taryn Cox, Danny Fuchs, Alyssa Phillips, Greyson Cox, David Wood

<i>Special Effect</i>
The red button
Justin Murphy as the high-line Horde leader

Character Communiques

TO ALL THE ADVENTURES THAT I RECENTLY HAD THE PLEASURE TO ACCOMPANY INTO THE FIERCE LANDS OF THE XINDHI

NARATH,

I REGRET I DIDN'T HEAR YOUR FULL EXPLANATION ABOUT YOUR ETHICS WHEN IT COMES TO DRAGONS IN THE BEGINNING, BUT SINCE EVERYONE ELSE DID THE FAULT WAS WITH ME. I KNOW WHAT YOU DID WAS HARD FOR YOU, BUT I RESPECT YOUR PRINCIPLES AND YOUR HONOR. YOU ARE A MOST HONORABLE MAN AND I HOPE WE WILL REMAIN GOOD FRIENDS AND WILL ADVENTURE TOGETHER ANOTHER TIME.

AEDRA,

YOU ARE A GREAT AND MOST HONORABLE FIGHTER! AND NOT ONLY THAT YOU ARE A GOOD SPORT—ESPECIALLY WITH THE CAT AND MOUSE THING. I'M GLAD MATHE WAS ABLE TO REPAIR YOUR CLOTHES. YOUR FIGHTING SKILLS KEPT THE MONSTERS AT BAY AND ALLOWED THE REST OF US TO SURVIVE.

BERIS,

YOU'RE A GREAT FIGHTER AND A TRUE KNIGHT, ADMIRABLY READY TO RID THE WORLD OF EVIL IN ALL ITS FORMS. YOUR SPEECHES GAVE US GREAT COURAGE TO MOVE ON THROUGH ALL MANNER OF TERRIFYING GOAT MEN.

THOR,

YOU REALLY CAME THROUGH FOR US AND YOU WERE ALWAYS THERE WHEN WE NEEDED YOU AND YOU NEVER ABANDONED US. YOUR ABILITY WITH LOCKS AND THE MANY MYSTIFYING PUZZLES IS ABSOLUTELY AMAZING!

SEAMUS

YOUR SKILLS AS A RANGER ARE AMAZING! YOUR MIGHTY ARROWS KEPT KNOCKING THE MONSTERS OFF THEIR FEET GIVING ME THE CHANCE TO SURVIVE. YOUR SKILLS IN THE WILDERNESS AND KNOWING WHAT WEAKNESS THE MONSTERS HAVE ARE ABSOLUTELY INVALUABLE. I HOPE YOU REALIZE THAT YOU STILL HAVE A FAMILY IN ME.

CHRISTOFF

YOU ARE A MOST WONDROUS WARRIOR AND I AM GRATEFUL YOU CAME ALONG ON THIS MOST RECENT ADVENTURE WITH US IN THE XINDHI LANDS. I AM READY TO TAKE YOU UP ON THAT OFFER OF A MONTH LONG SEA CRUISE ABOARD YOUR SHIP THE TRIAD. IT SOUNDS LIKE A BEAUTIFUL SHIP AND I AM CURIOUS TO SEE IF YOU ARE AS MOST WONDROUS A SEA CAPTAIN AS A WARRIOR AND PERHAPS ANY OTHER WONDROUS THINGS YOU CAN DO.

MATHE

THANK YOU FOR TRUSTING ME AS ONE OF YOUR BAND ON THE ADVENTURE INTO THE LAND OF THE XINDHI. YOU ARE A MOST SKILLED AND TALENTED MAGE AND A GREAT LEADER. DESPITE THE THINGS THAT HAPPENED THAT MADE YOU CALL YOUR HONOR INTO QUESTION, I THINK OF YOU AS A MOST HONORABLE MAN AND A VERY GOOD MAN. PLEASE CALL UPON ME IF YOU SHOULD EVER HAVE NEED OF MY SERVICES AGAIN.

RAINFIRE WALKER TEMPEST
WATER DRUID OF THE 5TH CIRCLE

Crispin Magicker

I seek admission to your tower. I wish to speak with you on a matter about a City of Dust.

Dame Acacia Gyles

Duchess of KnightFall in the land of Terraline

Knight of Don Alonzo

Character Communiques Continued

I, Mathe (Patrick McGehearty) want to make known to all the outstanding teamwork and skills of my comrades in arms on a recent mission of great hazard. Aedra (Alyssa Phillips) and Beristan (Justin Murphey) were outstanding warriors, moving forward fearlessly into battle and putting down the evil undead and other opponents we faced. Christoff (David Spence) used his monkly methods in combat and beyond that used his knowledge of lore to chain the dire beast Fenris. That tale will be told for many years. Narath (Seth Bush) provided critical knowledge in combat of the weaknesses of our opponents and healing support throughout. Seamus (Greg Cox) demonstrated the deadly power of a skilled Ranger, in some battles doing more damage than our three lead warriors combined due to his special skills. Thor (Andrew Saunders) dealt massive damage when the opponents were looking the other way and surprised us all with his mastery of traps and puzzles. Aedra, Thor, and I meshed well in cooperative problem solving. Their skills in problem solving should be noted by future Lore Masters. Finally, RainFire (Tina Cox) was critical in defending us when we were temporarily blinded or downed, saving us from great losses. Her ability to be where she was most needed on the battlefield was masterful. This short note cannot do justice to all the contributions each of the above, but I want to make it clear that I would be happy to share future adventures with any of them, knowing they will more than carry their share of the load.

Also:

Production Staff Thank You:

I want to shout out a big thank you to all the NPCs, production staff, GMs, sanctioning, game writer, and game producer for putting on "Welcome to Xindhi". A massive effort that came off well in spite of last minute change of site challenges. Thank you, thank you, thank you. (say it three times and it must be true)

- Patrick McGehearty, Loremaster for day 1 Team 2; day 2 Team 3.

Hail All ,

i just wanted to make sure you all were properly thanked for having us out to the game, and to give my Kudos to all who made it possible; please forward it to all who you can. It was a real pleasure to come out to the Texas chapter and be so welcome. I was absolutely enthralled by your new writers' story line, and take my hat off to all who participated as NPCs - they were great and made the game both a challenge and blast to play in! AND I am delighted to see so many young people in a chapter all doing their utmost to both have fun and to make it fun for others.

Once again, thank you all!

Michael Englerth
AKA DeQuall
Colorado Player

Additional Thank you's and comments can be found here:

http://forum.ifgs.org/forum_posts.asp?TID=1892

“Welcome to Xindhi” - Thank You and Bank Report

It's been a bit over two weeks since the game, and I'm just about over my utter and complete burnout! I know that after the game John Jones was at the same level of burnout that I was – it took us both nearly a week just to catch up on our sleep after that weekend! I have several articles to write, and here's the first one...

A lot of time and effort, by a lot of people, went in to making the game “Welcome To Xindhi” the success it was. I want to acknowledge the effort and thank the people involved!

Nathan Tryon - Nothing happens without a game script, and Nathan wrote the game. Amazingly, when he started writing it he was only 16! It's a marvelous game! It's coherent, FILLED with lore, great ideas, and makes for both a great read and a great game! In addition, Nathan helped with props (the Troll Bridge was his), with the production, with both sets of sound effects (#5 and #23), was the GSO on Saturday, and he NPC'd! OUTSTANDING job, Nathan!

John Jones - I truly could not have done this without John. He spent a great deal of time working with me on the story, the props - including the push-button pillars in enc #9, one of the two superb builds in enc #23, and so much more. John helped me - A LOT - to turn Nathan's vision into an IFGS game. John helped with production, the script, the shed, props, transport, AND he NPC'd! He turned the Gravedigger in #5 from a cute role into a hideously dangerous one! □ Thank you for ALL your hard work and the fabulous resulting props! **John truly earned the High Elf award for this game!**

Allison Pace - Allison designed and hand-made all of the costumes for the Xindhi and the Buck Riders, as well as the wicked cool top hat that was steampunked out so beautifully! Allison was also on the game sanctioning committee, she helped with production, and she GM'd.

Rich Adkisson - Rich got seriously involved in the production of the game, especially enc #24. He found the cloudscape paper that converted the pit from #9 into the top of the tower in #24. He helped in his capacity as CSO, he was GSO for one day, he helped with production, and he NPC'd. Well done, and THANK YOU!!!!

The Friday Afternoon Crowd - The following insane people took time off of work or school to come help set up structures on Friday afternoon. BLESSED be them and theirs; they have my eternal gratitude!

Chris Pettit

Allison Pace

Rich Adkisson

Sara Cox

John Jones

Danny Fuchs - Danny was on the sanctioning committee, he helped out with the props for #8 and #22, and he was a GM! Thank you, Danny!

Paul Coley - Paul stepped in at the last minute and volunteered (!) to be the Bank Rep for the game, in addition to being a GM! MANY THANKS, Paul!

Justin Murphey - Yes, I know that Justin was a PC in the game, but it was his idea for using Nerf guns as projectile darts that I blatantly stole. Thanks, Justin!

The NPCs - A game does not happen without NPCs. ALL of the NPCs really helped make the game fun and exciting, and I thank each of them! In addition, several of the NPCs put in some extra effort, and I want to acknowledge that effort and thank them for it...

Angel Gallegos - She put in a TON of planning and effort and transformed the Hel encounter (#20) into the fabulous spectacle that it was on game day. She did things that were fun, crazy, and wonderful! Thank you, Angela!!

Chris Wright - Chris was a fabulous Jengua, Dragon, Knight of Baba Yaga, and he played several other NPCs over the course of the game, as well! Thanks Chris, for making your encounters soar!

Sara Cox, Brittney Hoglund, Holly Wood - These three beauties played "Aysu", one per team. They put in a lot of time and effort into their costumes and to study their roles. THANK YOU, LADIES!!!!

Taryn Cox - Taryn was a wonderful Baba Yaga, and as usual, a mean NPC against which the poor PCs had to fight. Thank you, Taryn!

Jason Dziuk - Jason made a wonderful "Ryan", and his makeup complemented the costume we put together wonderfully! Thanks, Jason!

Chris Pettit - Chris helped out with production, and made Billy The Troll a fun NPC. Thank you, Chris!

Jeff Mungrum, Joseph Higgins, Stephen Potter, Charles Basile, Tom Caligiuri, Taylor Young
These were my "go to" guys during the game. They worked like Trojans, went from encounter to encounter to fill in gaps as needed, and were both enthusiastic and pleasant for the entire game! MANY THANKS, guys!

Brandan McGranor - Brandan was the encounter coordinator for #8 and helped with #5, #6, and #9 as needed! Thanks, Brandan!

Emily Tryon - This was Emily's first game; she came out as the Valkyrie. She spent some serious time and effort on her costume, her role, her abilities, and her character – and it all paid off beautifully on game day. Plus she came up with a great interaction with Hel – two valley girls from the old days! She was WONDERFUL as the Valyrie! Thank you so much, Emily!

Eric Harris, Sammy Mendoza, Dennis Reyna, Dan Odenweller, Mike Wright, Jenny Wright, Kiwi Tinker, Lloyd Macmann, Pat Wade, Henry Wood - Thank you all for helping to make this a truly memorable game! I know each of you played multiple roles during both days. THANK YOU for being flexible, willing to adapt to the craziness and requirements of the moment, and for being super-NPCs! Jenny came up from Austin, Dennis came from Houston, and Pat came from Alaska (!) to NPC. I am so very grateful to all of you, and I THANK YOU ALL!

SPECIAL THANKS!

Finally, I want to make a very special thanks to Jim Davie and Eric McGehearty who scheduled time waaaaaaay in advance to come out to NPC on Sunday! Jim, a medical doctor, was the GSO for most of Sunday, as well as NPCing as one of the Buck Riders. The game ran far longer than expected, so Jim had to leave before he could play Jormungander in #21. THANK YOU, JIM!!!!

Eric scheduled his time to NPC back in November of last year! I chose him specifically to play Fenris in #22, and I thought that worked out QUITE well! □ Because Jim had to leave, Eric also played Jormungander. So he played two one-NPC-against-9-PCs, back to back, for all three teams! AWESOME!!! Eric was awesomely amazing! THANK YOU, ERIC!!!!

I'm working from memory and old notes at this point since I do not have the paperwork for the game yet (amazingly, I was not the BANK for this game (YAY! Thanks, Paul!)), so if I missed anyone it was not a deliberate omission. I am VERY grateful to everyone who came out to help run the game, and I sincerely thank you ALL!

Olan Knight Game Producer

FEATURED ARTICLE - The Art of NPC'ing

We have a lot of new people in the chapter, and it occurs to me that they've NPC'd in some pretty brutal games lately without having had the benefit of any formal introduction on HOW to NPC. All examples in this article are from the game "Welcome To Xindhi".

Who's In Charge?

There is a strict hierarchy in any IFGS game as to who makes decisions. From the encounter level up, here's that approval/authority structure:

a)The Encounter Coordinator - is in charge of each encounter. What they say goes until and unless the GM makes a decision. NPCs should follow the directions provided by the encounter coordinator when in their encounter. If you have a question or a suggestion, speak with the Encounter Coordinator, but their decision is final. If the EC has a question, they will ask. . . .

b)The GM – who is next up in the chain of authority. On game day, the GMs RULE. Their word is law. NPCs cannot dispute a GM ruling. They may, if the decision of a GM directly contradicts the script, politely bring it to the attention of the GM by moving off to the side and quietly discussing it, but what the GM says, goes. If an NPC has non-critical questions, wait until the encounter is over and ask the GM about it. DO NOT contradict or disobey the GM. If the GM has a question, they call. . . .

c)The Game Producer – this entire production is the GP's realization of a script. No one is perfect, and something is ALWAYS missed or not quite right, but that's what radios and cell phones are for. If the GM has a question they will call the GP and get clarification. If the GP has a question or needs to make a non-trivial change to the script, then they will contact. . . .

d)The Watchdog – who is the ultimate authority in any IFGS game. Any major change to the game requires approval from the WD. In most cases the WD and the GP will collaborate to come up with a decision that most closely gives the PCs the intent of the game.

Bottom line: NPCs should always follow the chain of command whenever they have a question. DO NOT interrupt the encounter. If there is a critical question, pull the coordinator/GM/GP off to the side and ask quietly about the issue, then gracefully accept whatever decision is made. If you still have a question after the encounter has been completed, bump your question up the chain of command, but do it quietly and ALWAYS away from the PCs.

Costuming

Most of the time, the game producer will pull a costume from the props shed for each NPC. Sometimes these costumes are simply too cool not to use. Examples include the Manticores, the Gargoyles, the Dragon, and the Troll.

In most cases, though, the costume can be supplemented by the NPC assigned to the role. An example of this was Ryan The Necromancer, who added great make-up to an already cool costume, and where Nathan (the Soilent Gangrene zombie in that encounter) brought music as a sound effect for the encounter. Another example of this was Heimdall, who had a combination of stuff that was purchased for the role that Rich combined with modifications to make it better.

The third case is when the game producer asks the NPC to create their own costume. This occurred with the three ladies that played Aysu – each one came up with a costume with which they were comfortable and which fit the role. Another example of this was Fenris, whose costume was created entirely by the Eric McGehearty.

Costumes make a huge difference in how an encounter is perceived. A cool costume can also help the NPC get into the role, which in turn improves their performance in their role.

Feature Continued

NPC Roles

When an NPC is assigned a role, the first thing they do is to read the script to see what is being asked of them. The NPC has to think about all of the factors that will be needed for the part, including the costume, weapons, any special props that might be required, and what is expected of them in the role.

In general, there are three types of roles in IFGS:

1. The role is defined exactly. You have to do, say, and act exactly as written. This is VERY rare. It can be fun, but usually it's kind of lame for both the NPC and for the game.
2. The role is written loosely, which is how most IFGS NPC roles are written. There is a framework in which the NPC gets to improvise. Informational encounters, for example, have specific data that needs to be given to the PCs under certain conditions, and the NPCs have specific stats and abilities that they can use. This kind of role is usually the most fun for the NPCs. They know what is expected of them, but are free to enhance the character to make it as good/fun/cool as possible.
3. Within a few restrictions, the role is left up to the NPC. This is also a VERY rare type of role as it relies heavily on the NPC providing for the intent of the game to the PCs. I've seen this used successfully in bar games and in mini-games, but have never seen it used in a major game.

A great example of a type 2 (i.e. standard) role was the Hel encounter. It was written with open-ended instructions for the NPC, which allowed for the greatest degree of input from the NPC. Angela Gallegos had a personal list she created of Things To Do To The PCs and made that encounter amazingly cool, wickedly dangerous, and fabulous fun - all by her own individual input. I guarantee you that neither the script writer nor the game producer would have EVER thought to turn all the PCs and NPCs into chickens! □

Game producers >>>LOVE<<< NPCs who want to enhance their role. As long as the enhancement maintains the style and intent of the game, such changes are welcomed and beloved! And they make for great after-game war stories. So do not be afraid to take a role – any role – and run with it. Ask the game producer about any ideas you might have, and the odds are good that your ideas will be received with enthusiasm.

The Performance

Anyone in or around show biz has heard the adage that “there are no small parts, only small actors”, and in many cases that is true. I've personally seen some of the most boringly written informational encounters transformed into fabulous events just by the way the NPCs take the script and run with it in some bizarre direction that manages somehow to maintain the intent of the script.

Long ago, Greg Cox was the coordinator for a pride of rock trolls who worshiped “Amaranda”. Every time the PCs said the name “Amaranda”, >>>ALL<<< of the NPC's raised their arms, looked to the sky and said “Amaranda” loudly! It quickly got to be a game between the PCs and the NPC's and was VERY memorable.

I've seen Dainga encounters that got loaded with utter nonsense (killer vampire rabbits, anyone?) amidst the genuine information handed out, and became a hoot for both the PCs and the NPC's. And anyone who has ever seen Tom Paul Grissom in any encounter understands just what I mean about improvisational insanity that works.

The performance that an NPC puts on combines the role, the costume, and any improvisational enhancements that they personally add in order to present the PCs with the best encounter possible! It involves acting out the role, but it's also putting a bit of your own self into the role, as well.

Feature Continued

What Makes A Great NPC?

The first and most essential aspect of any NPC is that they actually SHOW UP on game day!!!!

This is funny statement that is also 100% true. It doesn't matter if you are Lawrence Olivier with a personal budget of \$1000 to spend on the game: it don't mean diddly-squat if you do not show up for the game; preferably on time.

The next most important attribute is the ability to work with others and to follow directions. Often a game is short on NPCs and suddenly everyone becomes a "super NPC", handling multiple roles, and shuttling back and forth between encounters. Prima Donna types are of no use to a game producer; they have neither the time nor the spare energy to stroke egos or hold hands. If you cannot contribute willingly, enthusiastically, and under direction – then no one wants to be around you, including the GP, no matter how badly NPCs are needed.

As a sub-category to the above, game producers >>>love<<< NPCs that are both good leaders AND good followers. In any one game an NPC might be an encounter coordinator, an NPC, a staff member, or doing construction. Those who work well with others, leading where required and following the designated leaders at other times, and jumping in to do what is required at the time are a true blessing to the game and to the entire staff. EVERYONE likes working with those people.



You don't have to be an acting god to be a great NPC. You don't need to have a great costume to be a great NPC. Those things help, but the best NPCs are those that work well within the script, understand and follow the hierarchy, willingly contribute their own ideas to their roles and to the game, and accept direction as required, and jump in to help when and where needed.

We've been MOST fortunate with the IFGS members in the Dallas Chapter as most of our members are >>>PERFECT<<< NPCs! As a game producer and fellow NPC, I recognize just how awesome our members are, and I thank ALL of you!

Olan Knight

Game Producer & NPC

Dallas Chapter IFGS - Board Meeting Minutes**March 13th 2010**

Start time 11:30 am at Winter Park

People in Attendance: Rich Adkisson, Patrick McGehearty, David Spence, Joseph Dimatteo, John Jones, Courtney Miller, Seth Bush, Greyson Cox, Taryn Cox, Andrew Saunders, Garrett Wright, Brittney Hogle, Brandon McGranor, Ashley Murphey, Justin Murphey, Allison Pace, Alyssa Phillips, Andrew Nunnally, John Kaim, Danny Fuchs, David Wood, Tyler Davis, Henry Wood, Jason Dziuk, Sarah Frazier, Hollie Wood, Stephen Potter, Lydia Cabrales, Eric Harris, Joseph Higgins, Sammy Mendoza, Sherric Prioleau

Minutes - The February minutes were approved with a 7:0 vote.

Committee Reports:

Treasury – Patrick McGehearty No change from last month and doing well.

Registry – Olan Knight No report. Out prepping for Xindhi.

Quartermaster – John Jones The entire shed is in Xindhi boxes...

Safety – Rich Adkisson The six new safety officers mentioned from the annual board meeting in February have been added and can be used for future games. There was also a motion voted in with a 7:0 vote to allow Rich to spend up to \$50.00 to update the drugs that are expiring.

Newsletter - There was no report on the newsletter, but submissions are still greatly appreciated and desired as always.

Society Liaison – John Jones The society is still working on shutting down defunct chapters, but is otherwise comatose.

Webmaster – Olan Knight No Report. Out prepping for Xindhi.

Sanctioning – David Spence

David sent out an email asking for all of the people who are working on writing a game to email him back with an updated status of the game and who is on the committee for it. Any people wishing to update/rewrite an old game are also encouraged to contact David for information on that, or if already in the process of updating, to let him know what you're working on.

~Welcome to Xindhi - Nathan Tyron

-Is coming up faster than you think! ^_^ March 27-28 will be a wonderful day for NPCs and PCs alike in this highly anticipated game. The weather is also looking hopeful for this weekend.

~Shadow of Death – David Spence

- Is for levels 3-5 and is just waiting on the final approval from sanctioning. This will be the conclusion to this series and will not be allowing any one shots from what David said.

~Onward into Darkness - David Wood

-Is expected to be a 2 day game for levels 4-6 and is close to being sanctioned.

~City of Dust – Courtney Miller and Andrew Nunnally

-Will be a game for the high lines in the chapter with levels ranging from 7-10 and will be done in conjunction with the April 17th board meeting to happen at the after party. The game is currently in sanctioning.

Old business *no old business brought forward

New business There was a wonderful sale on flags offered by Pat where you could get a whole flag kit for only ONE DOLLAR! Armor patches were also given away for free to those who asked for them. A move was made and passed with a 7:0 vote to order 18 more rule books in preparation for recruiting from Akon and Animefest over the summer.

End time 11:51 am.

BOARD / COMMITTEE CHAIRS*President/Sanctioning Chair*

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Vice President/Safety Chair

Jason Dzuik

Secretary

Allison Pace

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Dallas Sanctioning Committee Game Status

<u>Game /Event Name</u>	<u>Writer/Producer</u>	<u>Status</u>	<u>Run Date</u>
Annual Meeting & mini-game Annual Meeting, lunch, mini-game	Pat McGehearty	In Process	Gatewood Pavilion , Meeting: 11 am, mini-game: 1-4 pm February 20, 2010
Welcome To Xindhi	Nathan Tryon	Sanctioned	March 27 & 28, 2010
March Board Meeting & mini-game Board Meeting, mini-game " Tribute To Dawn ", magic shop	Justin Murphey	Sanctioned Winter Park, Garland, TX , 11:00 am	March 13, 2010

IFGS Websites

Newsletter Information

Editor: Paul Coley

Submission Addresses:

Email: paulcoley@comcast.net

Submission Deadline:

5 Days prior to last day of the month.

Dallas Chapter

<http://www.dallasifgs.org/>

National

<http://www.ifgs.org/>

Chainmail (National Newsletter)

<http://www.ifgs.org/chainmail.asp>

Note from the editor:

My goal is to have the newsletter out by the last day of the month. I will gladly accept future submissions up to 5 days prior to that last day. I will be using OpenOffice 2.4 that will accept **** MOST **** Microsoft formats. As always, Artwork, Pictures and personal articles are welcome.

Editor
Paul Coley