

# Whispering RUNES

International Fantasy Gaming Society -Dallas

Volume 1 Issue 45

2014 September

## Membership Updates!

It's more than likely that many people did NOT read the Minutes of the Board Meetings that were published in the August issue of the Whispering Runs; i.e. the Dallas IFGS newsletter. And normally, there's no skin off your nose for that.

However, the August 2014 Board Meeting made some **significant** changes to the way our Chapter is to operate from 2015 and on. Here's a summary of those changes for you:



### 1. [We can now accept credit cards for payment.](#)

There will be no additional fee for paying with a credit card, though if your purchase goes near or above \$100, we might revisit that!



## Membership Updates... Cont'd

### 2. All games will be scheduled on the 2nd Saturday of the month.

This will prevent conflicts with games scheduled by the ECO chapter, and will allow for advance planning by anyone who needs advance notice in order to attend a game.

If the game is cancelled due to weather, then two things will occur. First, a pre-sanctioned Bar Game will be made available for those that choose to participate. The location of the game will be at an indoor venue, most likely at John Jone's house. So if someone has made a long drive, they have the option of SOME form of gaming so the trip will not have been a complete washout.

Secondly, the "rain date" of the cancelled game will be the next available open game date. Example: we have games scheduled on the 2nd Saturday of May, June, and August, and the May game gets rained out. The next available game date is the 2nd Saturday in July, so that would be the "rain date" of the game.



### 3. The chapter has created a Public Relations Committee.

The PR committee consists of a Chair, 2 members, and as many PR representatives as they can get. This committee is structured in the same manner as the Safety Committee and the Registry Committee; i.e. "reps" can work for a Committee without being official members of that committee.

The email address of this committee is [PR@DALLASIFGS.ORG](mailto:PR@DALLASIFGS.ORG).

Initially, the PR committee will handle promoting our organization in game stores, book stores, college campuses, comic shops, and so on. They will monitor and control the content in our Facebook page, and will design our soon-to-be business cards.



Another PR project will be the creation of a Dallas IFGS Contact Book, in which people who have granted permission can list their names, contact information, and the PCs they have. This should help LMs to choose team members, GWs to see they spread of PCs in a chapter, and members to be able to contact each other.

## Membership Updates... Cont'd

The temporary PR Chair is David Wood, and the temporary PR members are David Spence and Alyssa Phillips.

If you want to help promote the Dallas IFGS, **please** contact any of the three people who are currently on the PR Committee and let them know in what capacity you would like to help! Are you an artist? Help create flyers and ads. Are you in college? Help post flyers? Hang out at comic shops? Help post flyers and talk to others who might be interested in IFGS. There are LOTS of ways to help that require minimal effort but that generate great returns!



### 4. The chapter has created a Tech Committee.

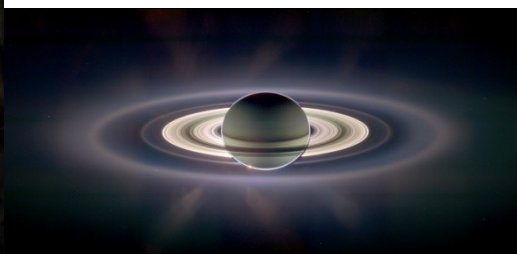
The Tech committee consists of a Chair, 2 members, and as many Tech representatives as they can get! This committee is structured in the same manner as the Safety Committee and the Registry Committee; i.e. "reps" can work for a Committee without being official members of that committee.

The temporary Tech Chair is Alyssa Phillips, and the temporary members are Olan Knight and Jim Davie.

The Tech Committee will be responsible for electronic/web based elections, polls, surveys, social media connectivity (but not content, that's the job of the PR committee), and eventually the website.

One of the projects for the Tech Committee is the creation of a mobile app for the Dallas IFGS. The Board is currently working on determining what it is they would like the app to do. BTW, if you have any constructive suggestions or ideas for a Dallas IFGS app, please contact one of the committee members and let them know!

*If you feel that you could contribute YOUR technical skills to the Dallas Chapter, please contact one of the people currently on the committee and let them know. Skills and ideas are both appreciated greatly!*



## Membership Updates... Cont'd

### 5. There are several changes on how games are sanctioned

a) Every game submission must include a budget in order to get INTENT TO SANCTION.



b) Every game must be budgeted to make a profit:

- bar games require a minimum profit of \$50
- major games require a minimum profit of \$100
- convention games are exempt from this rule
- the Annual Banquet is exempt from this rule

These requirements are being reinstated because we have fixed costs every year. The Annual Banquet and AnimeFest are both worthy events, but they cost the chapter hundreds of dollars. Those funds must be recovered, and PC fees are our sole source of generating non-allocated revenue.

c) The Sanctioning Committee for the game must be listed on the game flyer.



Every game must have a location on the Dallas IFGS World Map

[http://www.dallasifgs.org/History/IFGS\\_World\\_Map\\_v1.jpg](http://www.dallasifgs.org/History/IFGS_World_Map_v1.jpg)

If you have any questions, please feel free to contact the Dallas Board via email at [BOARD@DALLASIFGS.ORG](mailto:BOARD@DALLASIFGS.ORG).

Also please remember that this organization exists by the grace of our volunteers! If you want to help on any of our committees, including the new PR and/or Tech Committees, please contact anyone on that committee and let them know. You'll be welcomed with Great Joy and Much Rejoicing!

Later -

Olan Knight  
Dallas IFGS Registry Chair

# What Qualifies as ‘Best Fighting’?

Looking over the August newsletter, I was extremely delighted to see that at Caravan the best fighting award went to Amanda McCarty, one of our new/occasional players. She got the award for her ability to backstab and then get away before she was hit. And this got me thinking about what criteria people use when they fill out this block on the gamer form. Is it the best overall fighter on the field that day, the fastest, most talented or the one that did the most damage?

What follows is my opinion as well as a few others I solicited and is in no way official in any means. Typically when I vote for best PC fighter I look for things along the lines of:

- The person that contributed most to the team in a fight, regardless of the class they were playing.
- Who role-played the best during the fight?
- Who used their class abilities the best in the fights?
- Who took their damage the best?

It is very rarely about who could swing the sword the best that day for me.

Voting for NPC fighter is a little different:

- Who role-played the best during the fight?
- Who sold their death the best?
- Who made me think I really beat them when they could have stomped me due to their NPC stats?
- Who took their damage the best?
- Were they fun to fight?
- 

The best example I can give of a PC fighting happened at Portal to Heck by Rich Adkisson. My daughter, Taryn got best fighting for the game and never once swung a point of damage! In this game Taryn played her mage and did not get involved in hand to hand. However, she did deliver spells at the right time and place saving her team on more than one occasion, and the NPCs took notice.

As far as NPC fighting goes I have to look no farther than Tyler Davis as the Macho Man IN Keep Krushers. Was he the best one on one fight of the day, no. Was he the funniest, absolutely!!! Tyler played a monk that day but used all WWE moves during the fight. He could have done more damage if he had played a straight up monk, but it is not always about damage. It is about the best fight.

I asked several other long time IFGSer what they thought on this subject and here are what they had to say:

## David Wood - Dallas Chapter:

*Best fighting is hard to nail down. Most of the time you will see people voting for the big bad in a game because that fight lasted the longest or had the most interesting conditions to it. For best fighting we are looking for someone who was able to fight in such a manner that they will be remembered without overpowering the game.*

## 'Best Fighting"? ....Cont'd

### Olan Knight - Dallas Chapter:

Sometimes if a newbie or a relative newbie does well, I'll award them my vote to encourage them and to show appreciation.

Mostly, though, I look for the person/people that performed the best in combat without cheating/ignoring damage. Roleplaying is a part of that, not just the combat, so if the candidate gets hit with a FireBall, do they react? Differently than if they get hit with an Iceball? Do they interact with others appropriately? Do they have a plan (if appropriate)? Finally, was it fun interacting and/or fighting with them? Did they provide a challenge to/for their opponents? Was it fair, or fair enough?

I do NOT award my vote when:

- 1) It was a complete beat down and the opponent(s) had no chance
- 2) The player ignored significant and obvious damage
- 3) The player did no roleplaying at all
- 4) The player was not fun when interacting with others

### Magness – ECO Chapter:

Taking hits and tracking damage. They might not land a single offensive hit, but if they are on top of these two things they are doing good.

### Brad Evenson - D/B Chapter

For me it Breaks down into several different things if it's only 1 person and he gives me a good fight and even though know he could take me apart he controls the fight so I have to work at defeating him that could make it the best fighting. I guess for me it's do they control the fight enough so we have to work at winning neither rolling over us with SAS but pushing us also with skill, and also not just falling down because we waved a sword at them

### Ray Michel – D/B Chapter

For me, it is typically not the most skilled fighter on course. Most people already know who those fighters are and that is already their accolade. As an NPC, the Best Fighter is the person who plays the role the best in delivering the fight and making it memorable and enjoyable. The Best Fighter as a PC is the person who puts in the strongest and smartest fighting effort - that player who stood in the fight even against the odds; or through great strategy helped change the odds - the player who aided the team the most through their fighting efforts. It is also an important factor for me that the person, whether a Player or NPC, helped make it a really fun experience for all involved.

As you can see everyone has a different take on what determines their vote in the best fighting category. Some look for fun, others fairness, still others roleplaying. There is no one right answer. However there is a wrong answer in my book, giving the award to the one who overpowered everyone and took the fun out of the game. So next time you pick this award, think about some of the things said above, you just might find yourself voting differently.

David Spence - Dallas IFGS

# Don't let an Idiot Ruin your Day

## Guidelines on how to deal with personal discomfort.

We've got a great group of people. But even great people can pull stupid stunts that leave others feeling uncomfortable, or even harassed.

There have been reported instances during Dallas games this year where one or more people have behaved in a manner that made someone else feel **VERY** uncomfortable - we lost three people because of this. The Board is not aware if the behavior in those instances was intentional or accidental, but the salient point is that **NO ONE SPOKE UP WHEN IT OCCURRED!**

There are people for whom confrontation is not an issue, like Olan Knight for example. If Olan notices someone acting in a manner he deems inappropriate and/or unacceptable, he'll call those people on it right then and there.

However, many people have a hard time with speaking up in an uncomfortable situation. For those people, the Board suggests the following method of dealing with people who have behaved in such a way as to discomfort you. This applies to guys and gals equally.

*Someone says or does something you consider inappropriate, or **that makes you uncomfortable.***

If you are unable or unwilling to flat out tell that person "HEY! That's not cool. Back off and ease up because your behavior is making me uncomfortable", then



The Board requests that you say "**YELLOW LIGHT**" to that person/those people if they've only made you **somewhat** uncomfortable.



If they've made you really feel bad, or if they fail to modify their behavior after a Yellow Light warning, then say "**RED LIGHT**" to them.

If after a direct verbal OR a Yellow Light warning, you feel the person/people have modified their behavior enough to correct the problem, it is up to you whether or not you report the incident to a GM or staff member. The Board recommends that **you DO report the incident, but it is up to you.**

**After a direct verbal warning for serious misbehavior OR after a Red Light warning has been issued, the Board *REQUIRES* that you immediately find a GM or a game staff member and report the incident.**

**Reported incidents *MUST* be written up in detail by the GM and submitted to the Dallas IFGS Board for review..**

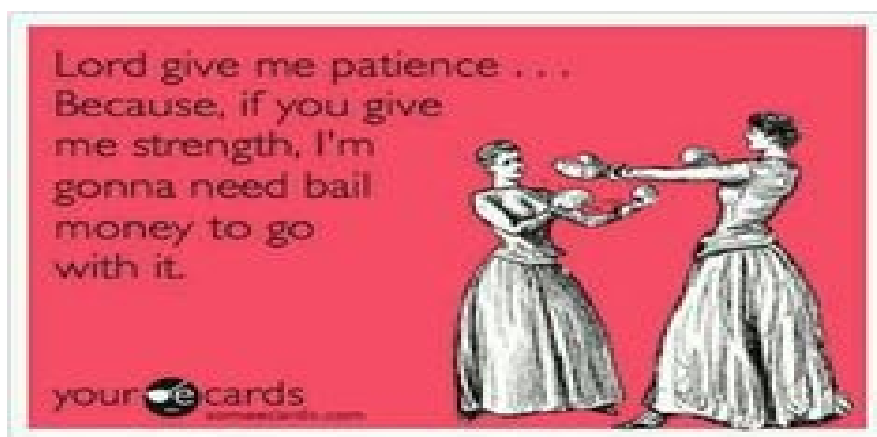
## Don't let an Idiot Ruin your Day... Cont'd

Reporting the incident allows the Board to track those who continually behave improperly. Repeat offenders will be given a chance to reform, and if they behave inappropriately again they'll be expelled and banned from IFGS.

The Dallas IFGS **requires** that members and participants behave in an appropriate and suitable manner at all times, especially towards each other. We take this VERY seriously, but we cannot take action if YOU do not report these types of incidents when they occur.

Why let some jerk ruin your game? If none of the above options appeal to you, find a friend who has no problem with confrontation and tell THEM what happened. Then stand back and watch the fireworks as that person deals with the problem.

If something inappropriate or unpleasant occurs, EVERYONE is expected to step in and to correct the problem. We certainly don't want to lose people or get to THIS point:



Remember that we are all there to HAVE FUN! So PLEASE do not let some idiot ruin your day. Warn them, report them, then continue enjoying the game!

Olan Knight  
Dallas Registry Chair



## Dallas Chapter IFGS - Board Meeting Minutes

10/4/14

President David Wood called the meeting to order at 14:27

### People in Attendance :

Board members: David Wood, Angela Wood, Rich Adkisson, Greyson Cox and David Spence. No proxies sent.

Old minutes were approved on-line

### Committee Reports:

*Treasury* – No report

*Quartermaster* - John reports shed is in OK shape. A cleaning is scheduled for Nov. 8th. More info to follow

*Registry* – No report

*Safety* – Rich reports No injuries in Wet Behind the Ears. 1 radio is acting up, Pat Wade and David Spence to look at it.

*Newsletter* - Next issue will be out in a week, by 10/11/14

*World* - No report

*Society Liaison* – No report

*Sanctioning* –

- Séance is on track to run. Needs budget before it can be granted Sanctioned with Changes.
- Dec 13 will be a new game, 'Brotherhood of the Wolf'. Flyer coming out soon. Written by David Spence. SC: Jim Davie, Olan Knight, Tina Spence. (Yes Olan, you got volunteered since you were not there to say no, :)
- 2nd weekend in January we will possibly run Joshua Imboden's game, Dead of Winter.

### Old Business –

None

### New Business

Proposed by David Spence, seconded by Greyson and passed by acclaim.

When we do the shed cleaning on Feb 8th we will ask ECO to send someone down so we can donate used props to them.

Dallas members are encouraged to bring any older props or weapons that they no longer use and donate them to ECO since they lost a majority of their props in the fire.

Next Meeting,

Adjourned at 14:46

**BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS**

|                |                 |  |
|----------------|-----------------|--|
| President      | David Wood      | <a href="mailto:president@dallasifgs.org">president@dallasifgs.org</a>           |
| Vice President | Alyssa Phillips | <a href="mailto:vice_president@dallasifgs.org">vice_president@dallasifgs.org</a> |
| Secretary      | David Spence    | <a href="mailto:secretary@dallasifgs.org">secretary@dallasifgs.org</a>           |
| Board Members  | Rich Adkisson   | <a href="mailto:board_member_2@dallasifgs.org">board_member_2@dallasifgs.org</a> |
|                | Angela Gallegos | <a href="mailto:board_member_3@dallasifgs.org">board_member_3@dallasifgs.org</a> |
|                | Greyson Cox     | <a href="mailto:board_member_4@dallasifgs.org">board_member_4@dallasifgs.org</a> |
|                | Sarah Gibson    | <a href="mailto:board_member_5@dallasifgs.org">board_member_5@dallasifgs.org</a> |

**Standing Committees**

|                  |                  |  |
|------------------|------------------|--|
| Treasury         | Tracey Skopinski | <a href="mailto:treasurer@dallasifgs.org">treasurer@dallasifgs.org</a>           |
| Newsletter       | Paul Coley       | <a href="mailto:newsletter@dallasifgs.org">newsletter@dallasifgs.org</a>         |
| Quartermaster    | John Jones       | <a href="mailto:quartermaster@dallasifgs.org">quartermaster@dallasifgs.org</a>   |
| Registry         | Olan Knight      | <a href="mailto:registry@dallasifgs.org">registry@dallasifgs.org</a>             |
| Safety           | Rich Adkisson    | <a href="mailto:safety@dallasifgs.org">safety@dallasifgs.org</a>                 |
| Sanctioning      | Jim Davie        | <a href="mailto:sanctioning@dallasifgs.org">sanctioning@dallasifgs.org</a>       |
| Elections        | open             | <a href="mailto:elections@dallasifgs.org">elections@dallasifgs.org</a>           |
| Public Relations | open             | <a href="mailto:publicrelation@dallasifgs.org">publicrelation@dallasifgs.org</a> |

**Ad Hoc Committees**

|         |              |  |
|---------|--------------|--|
| History | Sarah Gibson | <a href="mailto:history@dallasifgs.org">history@dallasifgs.org</a> |
| Land    | open         | <a href="mailto:land@dallasifgs.org">land@dallasifgs.org</a>       |

**IFGS Websites**

|                |   |
|----------------|---|
| Dallas Chapter | <a href="http://www.dallasifgs.org/">http://www.dallasifgs.org/</a> |
| National       | <a href="http://www.ifgs.org/">http://www.ifgs.org/</a>             |

**Newsletter Information**

Submission Addresses:

Submission Deadline: Whispering Runes )Dallas Chapter  
5 Days prior to last day of the month. [newsletter@dallasifgs.org](mailto:newsletter@dallasifgs.org)

Submission Deadline: Chainmail (National Newsletter)  
1 week prior to last day of the month. Email: [nougouna@yahoo.com](mailto:nougouna@yahoo.com)