

NSGRC Pre-Nationals Discord Meeting

Minutes: Benjamin Taylor

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Meeting was recorded

people complain about Discord permissions for five minutes

Rob (Nyo): Nothing has really changed from last year. Evening events will be run on Friday and Saturday as usual. Friday will be a day of arrival and registration with no major events, Saturday will have the opening ceremony and games 10-5, Sunday will have games 9-4 and the closing ceremony. More evening events are being run on Friday and Saturday than in previous years.

The schedule of events has changed from the original brochure – the new timetable is on a mini brochure which will be given to attendees on registration.

Nearly all union rooms will be in use.

GUGS struggled with venue negotiation, needing to talk to four separate bodies (QMU, GUU, SRC, University Timetabling). The initial quotes for room bookings were too high to pay (~£25000 total). As such, events have been separated over the buildings we could get due to price, not because we hate you. We do not feel the travel distance is any longer than at past Nationals.

The QMU and the Main Building are at the top of a large hill, which may cause mobility issues for some attendees. Friday events will be at the top of this hill, and will thus hopefully not present too much of a concern. On Saturday, the Opening Ceremony will be in the GUU, roughly in the middle of the space. The St Andrews Building is slightly downhill, and will contain the bulk of our RPG and Wargaming groups. A handful of RPGs, as well as Board Games, Irn Gamer and Smash Bros will be in the QMU, at the top of the hill, roughly 7-8 minutes away from the opening ceremony – people can skip the opening ceremony if this would be problematic. The longest walk is from the St Andrews to the QM, although buses, underground travel and taxis are available if needed on Saturday. (*Craig posts maps in text chat at this point*)

Stall, vendors, and LARP will be in the GUU.

The campus is fairly large, but we request attendees put the effort into making the journey to the QMU for evening events.

For daytime food, the QMU has Food Factory, a canteen with Gluten Free, Vegan and Vegetarian options. For those in the St Andrews building, the GUU is a good lunch spot. There is also a Greggs directly outside the St Andrews Building. They have not been warned.

The QMU will (hopefully) not run out of beer.

Any dietary requirements should be messaged to the NSGRC Facebook beforehand.

The QMU will serve from Food Factory until about 7-8 PM, after which the areas will be available for play space. The QMU bistro, Scran will open afterwards to serve bar bites until 10-11 PM.

Food is available on Gibsonm Road, but we would prefer people used the unions due to prior agreements.

As part of the vendor, artists will be present in the GUU if people want to commissions character sketches. Artists will also donate bespoke pieces as raffle prizes.

The opening ceremony will be from 9-10 AM on Saturday, in the GUU Debates Chamber. The best way to get there is via the subway to Kelvinbridge or Hillhead. Unfortunately, the room is not quite large enough. The lower theatre has a 270 person capacity, with the upper balcony holding 220.

Attendance is 520 people + GM's, vendors and helpers. The lower theatre will be generally unseated, with benches available for those with severe mobility impairments. The balconies will be generally used by those with lesser impairments.

Space will be made available for GM's to store equipment. At the opening ceremony, GM's should be downstairs at the back of the room. Helpers can substitute for individual GM's at the ceremony if required.

The Glasgow Underground is a circle with two lines – there's no "wrong" line, only fast and slow. The underground is only open 10-6 on Sundays.

CrossOut (Durham) asks about societies arriving late on the Friday – although they'll miss the meeting then and maybe some events, registration will still be open through to Saturday morning. Attendees should try not to be late for games.

Under Scottish law, open alcohol containers **cannot** be carried in public places – police will seize it and issue a fine. However, the QMU bar will be open until 1 AM.

The closing ceremony will run from "5:30" to 8 in the GUU Debates Chamber.

Duncan McNulty (Mercenaries) asks about Glasgow parking. Roughly, parking is hell. There are some scattered car parks, but no guarantee of spaces. There is limited parking in the main building, but some entrances are obstructed by construction. Some underground stations have Park & Ride, notably Kelvinbridge. Craig will apparently check the details on this. A lot of Glasgow parking is free but hour-limited. Lilybank Gardens behind the QMU is a large but relatively expensive car park. The Wolfson Medical Building may also have some individual spaces. No parking passes are needed.

Game locations have been hidden on request from some attendees, individuals room locations will be on lanyards.

On Saturday, GM's and helpers will escort players to rooms on Saturday. People will be in different rooms on Sunday, but will generally be close to their Saturday location. Helpers will be present at all times.

Wargames

GUGS aren't wargamers, but Heriot-Watt helped.

40k and AoS will have non-judge level helpers, X-Wing is fine, Bloodbowl is understaffed.

Players will be asked to help to avoid inexperienced judges.

TO's will still be non-competitors.

Board & Terrain supplies should be fine.

Half of boards were constructed for Nationals, can be donated to societies afterwards.

Durham volunteered to bring terrain if needed.

Olaf has built 16 tables of board. Olaf is a hero.

Bloodbowl boards have been sourced.

Physical space might be a problem.

AoS will be in the Debates Chamber – helpers will build boards ASAP after opening ceremony, but there still may be a delay. Will need to keep strict timekeeping to finish in time for closing ceremony.

We will not turn down extra terrain.

E-sports

Not massively successful

Was implemented to try and boost numbers because we didn't think people would show up.

Pushed for independents, did not end up going far enough.

E-sports societies exist, did not have any pre-existing hype for nationals.

Local Glasgow scene did not really attend.

Should be built from local base in future Nationals.

Video games were a *very* popular second choice, however – interest exists.

Not impossible in future.

Gimble (Organiser) – Drama had an effect on local sign-ups, as well as a large event the previous weekend. Whoever runs next year will have local support.

Continued running up to next hosts.

Admin

GM/Helper shirts were cheap and in excess, will be sold for £6, in three different colours (distinct from organiser colours) – gray/green/yellow.

Organisers are blue, GM's are (optionally) red.

Vendors were not charged table fee, were asked to donate product to the raffle instead.

Brexit killed some vendor's plans, but they sent apology raffle products anyway.

The Merc's are producing a Convention Field Guide for the raffle.

This year's charity is the Glasgow Children's Hospital.

Hosting

Will ask for volunteer societies before events start.

Will be offered to 1st/2nd/3rd place finishes at closing ceremony, then default to a pre-determined society. This is not a new method and the changing of hosts has not meaningfully changed.

We've discussed holding back £500 of unspent ticket money as a fund to pass onto next year's hosts, as some payments will need to be made before tickets are sold – this needs to be transparent, clear and well-documented. Also need to look into any potential tax, legal or cross-border issues. Ticket sales were boosted 15% from last year, which is why we can do this.

This year's organisers will be able to be contacted by next year's hosts.

The GUGS organising team was small, and the society was not ready to host Nationals. The fact that we hosted it anyway is entirely Craig's fault.

Questions

Snappy270 asks which board games will be played at the board game events – we did not have that list to hand, but the selection is locked in.

Snappy270 also asks about Friday evening event timings – Registration will open at 4:00 PM, side events will begin at 7:00 PM. All events will be in the QMU. Further details are in the mini brochure.

Devilman9050 asks about WiFi and plug sockets – the QMU has dedicated WiFi, Eduroam is available everywhere else. BTOpenzone apparently has okay coverage. Plug sockets should be available in all rooms, but no guarantee.

GM's

Buildings – Maps were posted earlier and will be available on the day.

At the Opening Ceremony, all GM's (or gophers) will be at the back of the GUU equipped with banners to take players to rooms.

Scoring will generally be done on an 8/5/3 system. The exception to this is D&D 5th Edition, which will be split into A, B and C group, all of which will be treated as different games with a 4/2 scoring structure. As such, 5th Ed is worth slightly more points than other RPG systems.

Scoring will not be done by paper, a Google Doc will be used instead. GM's will be asked to input points from category – a helper or the registration desk can be asked to do it instead. The scoring board is based on custom software linked to the Google Doc input.

The Google Doc has 2 sheets – one for input, and one to display the syntax the doc will recognise for each team name.

Craig has proposed a “robust” “anti-cheat” “system” involving football hooligans.

GM's will meet each other before Saturday to discuss approach to scoring.

The Comedy Bomb will be managed via the Twitter hashtag #comedybomb2019. If no Twitter, send it to us digitally. This allows for multiple submissions per game. There will be a review panel. Players can post, and it's open to all categories.

The closing ceremony will hopefully start right after the raffle.

Charity dice – it's up to GM's how to incorporate re-rolls. A gopher will bring dice throughout the event, which can be (£1) for whatever re-roll system the GM decides to implement. We have enough dice. GM's are encouraged not to make their games pay to win.

Water will be offered to GM's – we aren't allowed “catering” inside university buildings so no prepared drinks or hot food will be permitted. The St Andrews building has many vending machines and bathrooms.

Also noted is that the university unions *will not* allow outside alcohol to be brought into their buildings.

More questions

Khop notes that GM's have been given poor guidance on responsibilities and what content is appropriate.

Most GM's will run one 6 hour game twice on Saturday and Sunday, for two different groups. Some will run one 12 hour game for one group in less popular categories.

General points raised are

- GM's and players will frequently be strangers to each other
- Some topics have not place at Nationals, but we're not issuing explicit instruction on this
- Triggers warnings are appropriate for “out-of-genre” situations, but some settings have implied content (for instance, gore in World of Darkness)
- Don't be an edgelord
- Don't be “that GM”
- GM's should try to create the best player experience
- Don't break Code of Conduct (brochure page 33)
- You may have players new to the system
- If necessary, Craig can print some materials. Other printers may be available.

MEETING ENDS

(GM's, don't be too hungover to run a game)

(Craig notes that finally, everyone else understands the travelling pain of Scottish universities)