

Information for those coming to DellCon

General Info

There will usually be 18 of us, 16 attendees and the two of us. Maybe a few more on Friday evening. Most arrive on the Friday evening. Residents are welcome from **3pm** (please let us know if before 5pm) but we'll be busy prepping. You are welcome to arrive earlier if you simply park in the car park and go for a walk.

The 'DellCon' part of the house is exclusive to boardgamers. There may be other guests in the separate apartments. If so, we'll have reserved parking spaces for them.

We have three large reception rooms. Most gaming happens in the function room and lounge. Please avoid the dining tables so we can set them for meals. It's usual for guests to bring bags of games and these are best left in the large hallway. You can play any of the in-house library games without hesitation. Ask the owner if there's something in the hallway you'd like to play.

A broad range of games are played. It's usual practice to see when other games are finishing to enable players to shuffle around between games. Not everyone at DellCon is up for end-to-end gaming - chilling out in a corner, in the garden, or up the hills, is perfectly ok.

At mealtimes, attendees eat together. Kevin & Elizabeth serve and clear away and it's simpler if you let us do this. Given the typical number of vegetarians, one table is often designated the 'veggie' one but this does not exclude omnivores, nor even meat, from this table, but there will be more meat on the other table.

Practicalities

Covid: **Please take a lateral flow test before coming.**

Directions: Look at a map. No, really. The Postcode is mis-placed on Google *and* there are two connected roads *both* signed "Green Lane". Look for "The Dell House". See www.thedellhouse.co.uk/map.html.

Timing: Friday starts at 7pm. Breakfast is self-service, from 8.30 to 9.00. Gaming from 9:30. Non-residents should plan to leave by 11pm; 4pm on Sunday. Timing may be flexible, but those times should be the plan.

Name badges: If you want something other than your full first name on it let us know in advance. That's 'Kevin' vs. 'Kev' vs. 'KJ' etc. rather than any desire to be known as "*Leader of the Kallax Assembly*"

Friday food: We don't provide food on Friday. Nearest pubs are the Railway Inn (not quick service, but walkable) and the Malvern Hills Hotel (car needed, swifter and earlier service).

Parking: Please park neatly and as square on to the house as possible. If arriving late, we can reserve a space. If you're not a resident, please don't take up spaces but block others in.

Drinks & Games: **Simply... drinks do not share a table with a game.** There is a large collection of side tables to rest drinks on including the things that look like short bar stools.

The Mugs Game: The mugs and glasses work like this: We've distinct pairs of mugs and one of each pair is out by the tea & coffee supply. Find a mug and stick with it. Periodically, we'll swap it with its clean pair.

Glasses: The drink glasses are similarly paired but there's no expectation to keep hold of one glass as what may have been suitable for an orange juice earlier won't be suitable for that beer later.

Alcohol: Alcohol is fine but you'll need to bring your own, so no helping yourself to anything lying around!

Games Library: The Dell House collection is on BGG [here](#).

Loos: **Residents** are asked to use their room en-suites. **Non-residents (only)** may use downstairs loo.

Sales & Trades: If there are any games you want to sell then bring them along. For those on Facebook we have a group to pre-plan these things. The group is at www.facebook.com/groups/DellConChat

B&B tweaks: We are not servicing rooms so please don't hesitate to say if something needs refilling etc. We generally don't provide room keys on these occasions. If anyone with a B&B room would specifically like one or a front door key for that 6am jog up the hills, just ask.

Expectations

DellCon is a small, close gathering and we recognise this isn't always easy for everyone, especially newcomers. We have innately been a kind, relaxed bunch with a safe, respectful atmosphere and the need for a written 'code of conduct' hadn't occurred to us. However, it's no bad thing to jot a few notes down.

It shouldn't need stating but a person's gender, age, race, nationality, sexuality, religion, politics, ethics, dietary choice, physical ability or appearance are of absolutely no relevance to how that individual should be treated or respected; and we absolutely expect that of everyone at DellCon.

Please don't use language (including on T-shirts) liable to make others feel uncomfortable. If in doubt, don't say it. If you see someone else clearly feeling uncomfortable with a situation, please speak out, or to us.

We are all human and may accidentally cross a line even if the location of that line isn't where you personally would put it. We'd rather this was resolved instantly if it happens. An immediate apology is a good start.

Please treat games with respect for the trust that the owner has shown in you in letting you manhandle their expensive and easily damaged property. *Riffle shuffling isn't always welcome.*

It can be tricky choosing games with only a small number of players around, especially if they have differing tastes and bearing in mind it's nice to rotate players around. Be flexible.

Do not photograph individuals or record them in play logs without their explicit consent. Photos of the general event, the house and gardens, are generally fine.

Be clear about any 'house rules' at the start; be flexible enough to play it 'by the book' if necessary. If it's *Carcassonne*, decide *which* book you are playing it by.

If you've chosen a game that's liable to be loud, distracting or liable to dent the table please play it on the pine table in the lounge; it's already had a chequered history.

Consider helping set up a game but otherwise don't overly distract someone who is setting up. Listen when the rules are being explained even if you know the game. The explainer will usually have an order of explanation in mind and it is rarely helpful to interject with bits of explanation that disrupt that order.

If you have a fixed time constraint (taxi booked, train to catch...) make this known up front, agree whether it's workable and what happens if the game takes longer than expected.

Play positively. Some games have an intrinsic element of conflict and that's fine, but if you're using gamesmanship to negate another's game consider whether that's really in the spirit of why we are here. Likewise, for the enjoyment of all players, engage with the game, not with your phone.

Let people make their own move, **especially** in co-ops.

Expect to help put everything away at the end (using whatever system the owner prefers).

Check the floor. Again.

Kevin & Elizabeth