

## Information for those coming to DellCon

### **General Info**

**A Quick Summary:** There will be 18 of us, 16 guests and the two of us, with maybe a few extras on Friday evening. Most arrive on the Friday evening but a few arrive late or early Saturday and that's not a problem. It is usually possible to check-in in the afternoon but we'll be busy prepping the place, and not gaming.

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

We have three large reception rooms. Most gaming happens in the function room but we also have a table in the lounge. Please avoid using the dining tables so that they can be set up for meals. It's become practice 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. Please ask 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, all guests 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**

**Directions:** The Postcode is misplaced on Google and Satnavs. Look for "The Dell House". When your satnav takes you up one of the multiple roads called "Green Lane" and alongside the cemetery, turn around and go up the hill you are at the bottom of. See [www.thedellhouse.co.uk/map.html](http://www.thedellhouse.co.uk/map.html).

**Timing etc.:** The nominal start on Friday is 7pm but residents are welcome to check in earlier. There's no food provided on Friday. Please let us know if you're likely to arrive before 6.30. Breakfast is self-service, from 8.30 to 9.00. Gaming from 9:30am. Non-residents should plan to leave by 11pm; 4pm on Sunday. Timing may well be flexible, but those times should be the plan.

**Parking:** Please park neatly and as square on 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 growing collection of side tables to rest drinks on. The things that look like short bar stools are side tables for drinks.

**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.

**Alcohol:** Alcohol is fine but you'll need to bring your own, so, unlike the cakes & nibbles, no helping yourself to anything lying around!

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

**General Purpose Loo:** Use the 'four poster' bathroom on the half landing. There is likely to be a deodorant supply there if needed.

**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](http://www.facebook.com/groups/DellConChat)

**B&B tweaks:** The accommodation prices are a discount from our usual rates. In exchange, we'll not be doing the usual daily servicing 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. We can put small valuables in the safe.

## ***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 that might make others feel uncomfortable. If in doubt, don't say it. If you see something where someone else clearly feels uncomfortable, please speak out, or, if you don't feel able to, please speak 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 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, even (perhaps, 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

(With thanks to several gaming groups whose Codes have been borrowed from)