

CONVERGENCE 2014 SURVIVAL GUIDE

WHAT TO KNOW BEFORE ARRIVAL.

Welcome to the first CONvergence survival guide, we hope to provide you with all the information you will need prior to getting to the Convention. We intend to define certain terms you will see often at our convention (con), as well as spell out some of our policies, finally we intend to provide you with very important information about things like hotels, parking, and shuttles.

DEFINITIONS OF TERMS

Art Show – A gallery of artwork featuring works by amateur and professional artists, for display and/or sale.

Artists Alley – A space for artists to sell their work, some of which is created on-demand at the convention.

Badger – A volunteer checking for convention badges to verify member status.

Bridge – This is the room where people from Operations Staff will be. The Bridge is located on the second floor overlooking the garden court. It is where lost and found is located. The Bridge is also where you can always find someone to report issues to. Phone extension 7215

Hours:

Wednesday 12:00pm – 6:00pm

Thursday 8:00am – midnight

Friday midnight – midnight

Saturday midnight – midnight

Sunday midnight – 6:00pm

Cinema Rex – A movie room, where movies are screened. See your program for the list of movies to be shown. The room always has snacks and drinks available for your viewing pleasure.

Closing Ceremony – Sunday afternoon on the MainStage our con runners will say farewell to our members and to our Guests of Honors, as well as announce next year's convention highlights.

CoF2E2 – Coffee and Tea are served here. CoF2E2 is Coffee in geek speak.

Con – A short term for CONvergence, or convention. In our guide "Con" will refer to CONvergence.

ConCom or **Convention Committee** – The staff of convention volunteers who organize and run the convention.

Connie – The robotic mascot of CONvergence, a gynoid built and designed by Prof Max (aka Professor Maxwell Misfittle).

Connie Mark 2 – The slightly-evil younger "sister" of Connie, a sleekier, snarkier version of Connie. Another robotic creation of Professor Max.

Connie's Space Lounge – A club-style lounge space, characterized by UV lighting. Space Lounge has a smoothie bar, games, and is host to special events.

Connie's Quantum Sandbox – A project and activities room, and a venue for "hands on" programming.

Con Suite – At our Con the Con Suite is the Convention Hospitality suite, you will be able to find some food and drink here, the food consists of Soup, Rice, and Peanut butter and Jelly sandwiches all the time. Occasionally you will be able to find special treats (Pizza, Chicken, etc) at the ConSuite, however these are not scheduled. ConSuite is on the 2nd floor, opposite the Bridge.

ConSuite Gaming – A space in the ConSuite area set aside for table-top gaming, as opposed to the main gaming area on 22nd floor.

CONvergence Central – The foyer area outside the hotel's Grand Ballrooms, this area is home to the Volunteer Table, Merchandise Table, Artists Alley, and the entrances to MainStage and the Dealers Room.

CVG – An abbreviation for CONvergence – taken from the first letters in each of the three syllables of the name: CON-ver-gence.

CVG-TV – This is the official con TV channel. It is only available in the Doubletree, if you are staying elsewhere you can normally see CVG-TV at the Con Suite

Dead Dog – An unofficial party or parties held the evening of the final day of the convention, after the convention has officially closed.

Dealers Room – This is where you will find people selling many different wares.

F2-E2 – The robotic mascot for the CoF2E2 Free Coffee Shop, and another robotic creation of Professor Max. F2-E2 looks like a cross between R2-D2 and an espresso machine.

MainStage – MainStage is CONvergence's largest performance venue, home to Opening and Closing Ceremonies, as well as live concerts, DJ dances, and other events.

Members – Convention attendees.

Nerf Herder – These volunteers assist with keeping lines going, and elevators moving smoothly. If you are looking for volunteer opportunities look to these folks.

Opening Ceremony – Thursday evening on the MainStage our con runners will introduce members to our Guests of Honor and convention highlights.

Operations (Ops) – Volunteers who staff the Bridge and act as Wandering Hosts for the convention.

Party Rooms – These are themed rooms that are run by your fellow con-goers. Some may provide snacks or drinks, but they all have a theme chosen by the people putting them on, they must also be approved by CONvergence. These are found in the Cabana suites to the east and west of the garden court at the Double Tree.

Professor Max – A mascot character in the “nutty professor” mold, and the creator of the CONvergence robotic mascot Connie.

Programming – Sometimes a synonym for panels, broadly used “programming” can refer to nearly all scheduled events at the convention, including musical performances, the Masquerade, and other events.

Sparky – Connie’s robotic dog.

Splounge – A nickname for Connie’s Space Lounge.

Theater Nippon – The anime room at CONvergence, screening anime and serving Japanese snacks.

Wandering Hosts – staff wearing purple and green vests; they are there to help or can radio in to the Bridge.

POLICIES

See the Policy section of the Souvenir guide or <http://www.convergence-con.org/at-the-con/policies> for more details.

WEAPONS / PROP WEAPONS POLICY

We want everyone to have a safe and enjoyable time while at CONvergence, so please avoid bringing weapons of any kind to the con. Otherwise, please adhere to the following policy, or risk being uninvited to the convention, without refund from the convention or the hotel. We really don’t want to do that, so please take notice, as some of the rules may have changed!

- Firearms are not allowed, period. Nor are Explosive devices of any kind, Tasers/stun guns, Pepper spray, Laser pointers, or any item deemed unsafe by CONvergence Operations.
- Props may not be pointed at anyone under any circumstances (especially replica firearms/nerfguns/waterguns).
- CONvergence reserves the right to deem any item unsafe or inadmissible, regardless of whether it conforms to the ‘letter of the law’. The safety of our guests is our No.1 concern.

• Violations of this policy can lead to ejection and/or banning from all future CONvergence Event functions and/or legal action.

• The CONvergence Board of Directors reserves the right to amend these policies without prior notice. Any ruling made by the Board of Directors is final.

Clarifications:

• **Projectile weapons** – If it projects a solid, liquid, gas or energy, it is considered a working projectile weapon. A laser-light pointer emits a beam that can be damaging to the corneas. Under this policy, it is a working projectile weapon. Water pistols are allowed only if they are empty, must be holstered, and must be peace-bonded or marked according to the above rules. Tasers and other stun guns are considered projectile weapons.

• **Peace-bonding** – A peace-bonded weapon is one tied to its sheath, holster or container with a functional, easily-identifiable binding. You must use materiel provided by Ops for this purpose. It prevents someone else from taking your weapon without permission. It is a traditional and visible sign to everyone that you are a responsible person. Peace-bonding your prop indicates to all concerned that you have been to the Bridge and Ops has OK’d it. We will have peace-bonding material on the Bridge for those who need it. If you have a prop of a delicate nature, you may certainly peace-bond it yourself, however this still must be done with materiel provided by Ops and done either on the Bridge or under the supervision of Ops personnel. When you bring your props to the Operations Bridge, you will be eligible for exclusive CONvergence swag!

• **Conceal and Carry** – Minnesota is and has been a Carry state. CONvergence however, is a private party. What this means is that we can and do ban firearms from our space, even if the owner has a Carry permit. Firearms are not permitted in CONvergence space. If someone comes to the convention with their firearm and has a permit, please summon either a Sub Head or Head of Operations. We will explain Convention policy to them. They will be requested to leave CONvergence space and asked not to return until they have secured their weapon elsewhere.

See the Policy section of the Souvenir guide or <http://www.convergence-con.org/at-the-con/policies/#weapons> for more details.

HARRASSMENT POLICY

Our catch phrase is **costumes are not consent**. We strive to make the con going experience the best it can be for ALL that attend our con. Harassment of any kind, including physical assault, battery, deliberate intimidation, stalking, or unwelcome physical attentions, will not be tolerated. If people tell you “no” or to leave them alone, your business with them is done.

Leave them alone. Do not follow them or attempt to disrupt their convention experience in any way. If you continue to attempt to have contact with those people, you may be removed from the premises.

CONvergence is not responsible for solving any interpersonal problems that may arise between individual members. In general, we can take no action to prevent a person from attending the convention unless that person has made a specific and credible threat toward the convention itself. If you feel that a threat exists against your person, we advise you to seek a restraining order against the individual in question and to involve the host hotel itself (security staff specifically) and the municipal police department in advance of the convention; otherwise, we recommend simply avoiding that individual.

If that individual stalks, harasses, or attempts to assault you at the convention itself, you may report that individual to a member of Operations (they will report it to the hotel's security staff who will get the police involved if necessary) or you may report it to hotel security directly, and the appropriate action will be taken. Conversely, any attempt to have an innocent person removed from the convention by falsely accusing him or her of threats will be itself treated as an act of harassment and will be dealt with appropriately. The responsibility for settling interpersonal disputes lies solely with the individuals involved, and CONvergence will not tolerate being used as a leveraging point in such disputes.

BADGE POLICY

Your convention badge is necessary for your participation in the convention. It allows you access to the convention and indicates you are a member in good standing. You must keep your badge with you at all times. CONvergence reserves the right to revoke the membership of any member for any reason including but not limited to breaking our house rules, or behaving in such a manner as is deemed unsafe or unacceptable.

LITTER

Please pick up after yourself. There are trash containers around the hotel. It makes a big difference if we try to keep things clean.

SMOKING

Due to Bloomington city law the entire hotel is now non-smoking. The only place that smoking is allowed is outside of the hotel at a distance of 25 feet of any entrances. Smoking areas will be clearly delineated and separate canopied areas may be provided as weather demands, and facilities permit. The ConSuite and cabanas are NOT smoking areas. Smoking on the patios and balconies of the rooms is not allowed.

NOTE: Additionally, the DoubleTree by Hilton Bloomington does not allow e-cigarettes within the building and e-cigs must be treated as traditional cigarettes.

ANIMAL POLICY

Pets are not allowed at CONvergence. The only animals allowed at con are service animals.

Your service animal must be registered with CONvergence. When you arrive at the convention, simply head to The Bridge and inform the volunteers there that you have a service animal.

Only dogs or miniature horses will be recognized as service animals. Dogs or miniature horses whose sole function is "the provision of emotional support, well-being, comfort, or companionship" are not considered service animals under the ADA. The use of service dogs or miniature horses for psychiatric and neurological disabilities is explicitly protected under the ADA. The ADA clearly defines that a service animal for psychiatric and neurological disorders must be trained to "do work" and "perform tasks".

See <http://www.convergence-con.org/at-the-con/services/accessibility/service-animals/> for more details.

ALCOHOL

CONvergence obeys all state and federal laws in regard to alcohol consumption and distribution. CONvergence reserves the right to pull the badge of anyone that violates laws.

PARKING & SHUTTLES

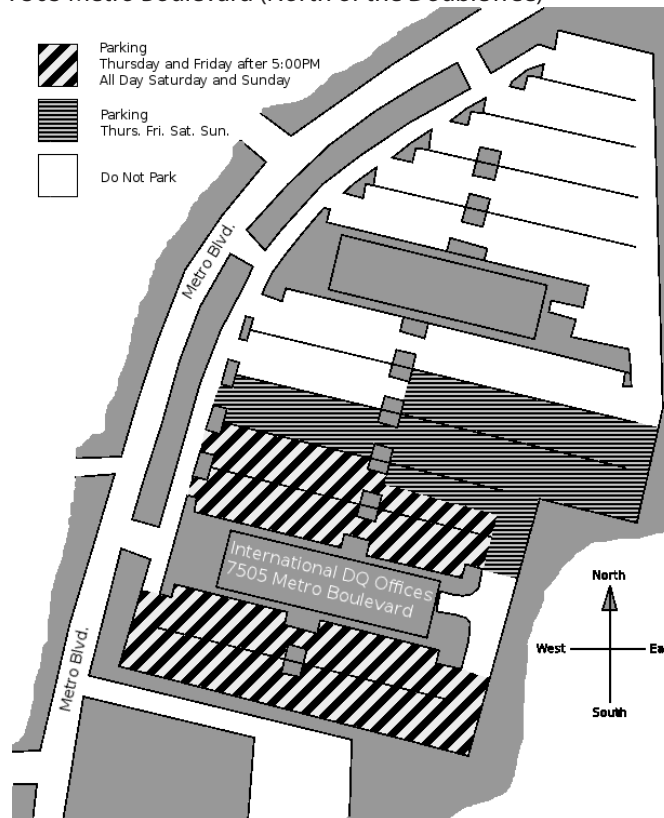
PARKING LOTS

Parking at the DoubleTree by Hilton is available on a first-come, first-served basis whether or not you have a room at the hotel. Some of the overflow hotels only offer parking to guests staying in their rooms.

If you are staying at any of the overflow hotels, please use a Shuttle and leave your vehicles at that hotel.

There are also some local businesses who are letting us use their lots for more parking. Please pay special attention to the shaded areas on the maps indicating where parking is allowed at which times!

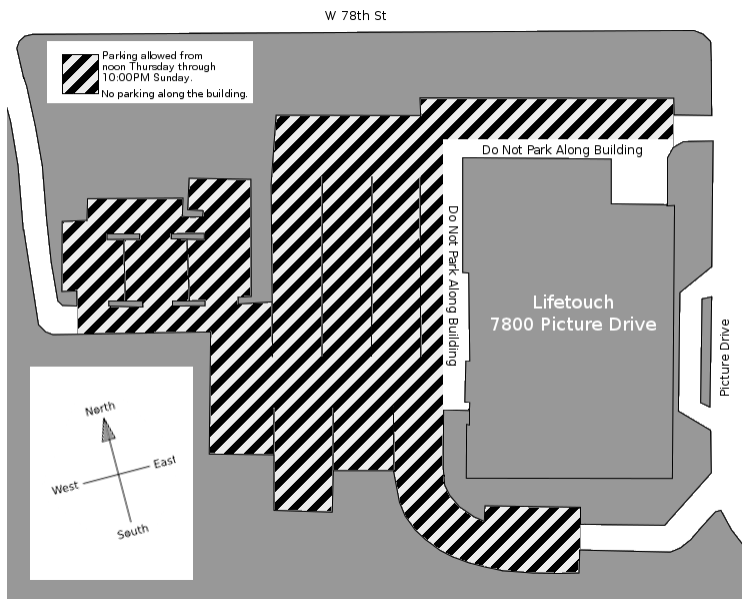
International Dairy Queen Corporation Parking Lot 7505 Metro Boulevard (North of the DoubleTree)



Lifetouch Parking Lot

7800 Picture Drive (West of the Shereton)

Allowed Thursday July 4th at Noon through Sunday July 7th at 10:00pm (Except for reserved employee parking spots).



We encourage carpooling if at all feasible with friends who are also attending the convention.

ON-STREET PARKING

On-street parking is available on the South East corner of the frontage road nearest the hotel. Cars may be parked on the side closest to the DoubleTree by Hilton but not on the opposite side near Sofitel.

On-Street Parking Hours:

Thursday July 3rd from 6:00am – 10:00pm

Friday July 4th from 8:00am – 8:00pm

Saturday July 5th from 6:00am – 10:00pm

Sunday July 6th from 6:00am – 6:00pm

Please be aware that the City of Bloomington strictly enforces parking times and will be onsite to ticket or tow any vehicles parked on the street beyond those hours.

CONVERGENCE SHUTTLE SERVICE

The CONvergence 2014 Shuttle Service is available from Thursday, July 3 at Noon to Sunday, July 5 at 2:00pm and is free for all CONvergence members. The CONvergence shuttle service provides two types of vehicles.

Accessible Van Shuttle: 24 hours

School Bus Shuttle: 2:00pm to 2:00am

Schedules will be available at the DoubleTree by Hilton and at all CONvergence overflow hotels.

The accessible van shuttle can accommodate wheelchairs and scooters. For more information on accessibility at CONvergence, see our Accessibility Page.

Tipping the drivers would be greatly appreciated if you use the CONvergence shuttle service, as gratuity is not included in the cost of providing the service to our members.

CONvergence Shuttles will stop at the following locations:

- Sheraton Bloomington
- Crowne Plaza
- LaQuinta Inn & Suites
- Park Plaza Hotel
- Days Inn Bloomington West
- Hilton Garden Inn
- Hilton Minneapolis/Bloomington
- Overflow Parking Lots

ADDITIONAL HOTEL SHUTTLES

Shuttle service from Days Inn Bloomington West will be available between the hours of 7:45am to 1:45am (subject to change).

There will be 3 shuttles daily from the Hilton Garden Inn starting Thursday, but you must let the front desk know if you are planning on taking one. Times will be posted at the hotel.

CITY BUS

Metro Transit routes 6 and 540 have stops near the DoubleTree by Hilton Bloomington. Both routes run between the DoubleTree and the Sheraton along W 78th Street. Detailed schedules can be found at the Metro Transit website.

