

THE REBEL INFORMER

CopperCon XXII

6-September-2002

Issue: 1

Welcome to CopperCon 22, site of the newest base in the Alliance. Your willingness to join with us in the struggle to overthrow the Empire is greatly appreciated. Together, we can restore freedom to the galaxy.

Please be sure to check in at registration and get your badge. This will allow you full access to everything listed in the program guides, including the Art Show and Dealers' Room. You can register for the entire weekend or one day. The Alliance requests that you wear your official badge at all times while at this base. For security reasons, anyone without a badge will not have full access to available convention facilities.

Your program guides contain information on the times and locations for CopperCon's many scheduled activities. Our veterans report efficiency can be greatly enhanced by consulting the program guides and pre-planning your daily training schedule. New recruits are often swept up in the passion of the moment, only to find that they missed a panel or other event of critical interest to their mission.

The program guides are generally accurate. When last-minute changes due to personnel transfers and other inconveniences are necessary, such changes will be posted on the doors of the applicable programming rooms. Change lists may also be found in the lobby of the hotel near the restrooms and stairs. You may also find them listed here in the Rebel Informer.

If you are new to the Alliance and have any questions, please feel free to ask anyone wearing "Committee" or "Staff" ribbons. These officers will be glad to assist you. Of course, regular members will also be happy to aid you in learning the layout and regulations for this base.

We hope you enjoy your stay with us, and know that with your participation, the Empire will be brought down.

Masquerade

We know that joining the Alliance means giving up many personal pleasures. The chances to simply relax are rare, and the opportunity to have fun even rarer. Therefore, elaborate planning has gone into this year's masquerade to make it the best possible experience for both contestants and attendees. Everyone with a costume is welcome to participate.

The sound and light systems have been improved. Changes to the stage arrangement will permit more flexibility and creativity. More elaborate, dramatic, or simply more entertaining presentations will now be possible.

If you'd like to take advantage of these changes, you will need to be at a mandatory meeting in the Southwest Costumer's Guild Room, 2006, at 1 PM Saturday. Masquerade rules, run-throughs and other details will be worked out at this meeting. Contestants need to supply their music at this time. Turning in a pre-written announcer's script at this meeting will enable the Masquerade staff to pre-enter the information into the database, but is not required.

Masquerade Chairman Joanne Levee will be available at the main registration table from 7-8 PM on Friday night with contestant packets. Packets will also be available at the meeting Saturday, as well as help for anyone needing assistance with these preparations.

All members are asked to be extra attentive both on and off duty. Fragments of an Imperial survey bot have been found in the area. While it appears to have been a simple geological surveying unit damaged in a storm, there is the possibility that the break in data transmission will draw Imperial attention to this area.

Pre-Registered:
Members:

Deadline for the
Friday Evening
issue: 4 PM

Art Show

The Alliance and CopperCon 22 have spared no expense in procuring an array of art from all corners of the galaxy. Please take the time to stop and view the work of the many contributing artists. Most items are available for purchase once you acquire a bidder's number.

Once you have a bidder's number, there are two ways you can purchase art. If you find a piece of art that you simply must take home with you, you may purchase the piece for its Direct Sale price. This price is noted on the item's information tag. Direct Sale is only available if there are no prior bids.

If a piece of art is attractive to you, but the direct sale price is beyond your means, or if you enjoy a bit of competitive sport, you may place the minimum bid listed on the information tag. Because it is only a bid, it is possible for someone else to enter a higher bid, so if you particularly like the piece, be sure to do routine sweeps through the show so that you can decide whether or not to raise your competitor's bid for the piece.

Once an item has the requisite minimum number of bids, it will be sent to the art auction on Sunday. If you still want the piece, you must be present to defend your bid or risk losing it.

In the Art Show, as in any tactical exercise, early planning and scouting can pay off handsomely. Check your program book for Art Show location and hours.

Attention All Personnel

Sentries reported seeing sand crawler tracks within a kilometer of the base. With Jawas in the area, all personnel are encouraged to keep a close watch on tools and equipment. Alertness is particularly important with droids, bots and land transports, so that nothing comes up missing.

Masquerade Schedule

Friday

7 PM – 8 PM Jo Levee will be available at Registration for Q&A and contestant registration.

Saturday

12 PM – 1 PM Jo Levee will be available at Registration for Q&A and contestant registration.

1 PM – 1:30 PM Masquerade Meeting in SWCG Room #2006 for all contestants, crew and volunteers. Please be prompt.

3 PM – 4 PM Jo Levee available at registration for Q/A and contestant registration.

4 PM Cut off for contestant registration.

5 PM Green Room open to contestants.

5:30 PM Contestant walk through, tech run through, and judging for workmanship.

6:30 PM House opens to audience. All contestants must be backstage.

7 PM Masquerade begins.

For those of you following the comic begun in at CopperCon 21, we now continue:

Rebel Informer Staff, Issue 1: Kit Townsend, Editor
Maryeileen Flanagan, Assistant Editor
James Reade, Comic

