

# ConClave 34 Pocket Program

## Friday

**10:00 AM**

Pool Opens

**2:00 PM**

Registration Opens, *Upper Atrium*

Operations Opens, *Upper Atrium*

**3:00 PM**

Art Show Opens for Artist Check-In, *Discovery*

ConSuite Opens, *Room 624*

**4:00 PM**

Art Show Opens to Members, *Discovery*

Dealers' Room Opens to Members, *Ballrooms 2—4*

Paint and Take, *Board Room*

**5:00 PM**

End Artist Check-In, *Discovery*

Writing 101, *Ballroom 5*

Devil of a Belly Dance Workout, *Ballroom 6*

**6:00 PM**

24 Hour Werewolf, *ConSuite (Room 624)*

**6:30 PM**

Children's Programming Opens: Meet and Greet  
*Atlantis (Runs 1/2 hour)*

How to Throw a Party, *Ballroom 1*

Zombiegeddon, *Ballroom 5*

How Do Different Cultures View the Cosmo,  
*Ballroom 6*

Tom Smith Concert, *Apollo*

Sex in Space, *Columbia*

**7:00 PM**

Balloons Galore! (Children's Programming), *Atlantis*

**8:00 PM**

Board Breaking, *Ballroom 1*

Dealers' Room Closes, *Ballrooms 2—4*

If It Ain't On the Page: The Script, and Why You  
Need One, *Ballroom 5*

Technical Writing = \$\$\$, *Ballroom 6*

Jim C. Hines Reading Mermaid Tales, *Ballroom 7*

Opening Ceremonies, *Ballroom 8*

Connect Four Tourney/Group Sorry (Children's  
Programming), *Atlantis*

Intro to the Writer's Workshop, *Columbia*

Making Masks, *Board Room*

ZOMBIES!!!! Everything, *Crowne*

Art Show Closes, *Discovery*

**9:00 PM**

Children's Programming Closes, *Atlantis*

**9:30 PM**

Basic Principles of Aegis Fighting, *Ballroom 1*

Improv with Bill, *Ballroom 5*

The Future Form of Fiction, *Ballroom 6*

Uncle Kage: Beyond CSI, *Ballroom 7*

Chocolate Ritual, *Ballroom 8*

Open Filk, *Apollo*

Plastic Welding Techniques, *Board Room*

Uncle Richard's Trash Videos, *Columbia*

**11:00 PM**

Registration Closes, *Upper Atrium*

Open Fighting Pit, *Ballroom 1*

Thriller Dance Rehearsal, *Ballroom 7 & 8*

**1:00 AM**

Pool Closes

Are You a Werewolf?, *ConSuite (Room 624)*

**2:00 AM**

Ops Closes

## Saturday

**9:00 AM**

Operations Opens, *Upper Atrium*

Further Adventures of the Spaceship "Warden",  
*Crowne*

**10:00 AM**

Pool Opens

Registration Opens, *Upper Atrium*

Children's Programming Room Opens: Bubble of  
Fun, *Atlantis*

Coffee Klatch with Brother Guy, *ConSuite  
(Room 624)*

Art Show Opens, *Discovery*

Lock and Load: Shooting The Damn Thing,  
*Ballroom 1*

Dealers' Room Opens, *Ballrooms 2—4*

Basic Belly Dancing for Beginners, *Ballroom 5*

Onion or Not, *Ballroom 6*

Fiction Fundamentals, *Columbia*

**11:00 AM**

Monster Sculpting (Children's Programming), *Atlantis*

Coffee Klatch with Travis Taylor, *ConSuite (Room  
624)*

**11:30 AM**

Red Pill or Blue? Enter the Matrix, *Ballroom 5*

Assault on the Moon: The New Generation of Lunar  
Spacecraft, *Ballroom 6*

Masquerade Q&A, *Ballroom 8*

Superhero, Vigilante, or Cultural Savior?, *Columbia*

"Mysterious Maze of Metcalf Manor", *Board Room*

**12:00 PM**

Open Play (Children's Programming), *Atlantis*

**1:00 PM**

Children's Programming Closes for Lunch, *Atlantis*

Paint and Take, *Board Room*

Further Adventures of the Spaceship "Warden",  
*Crowne*

Now What? Editing, Titling, Music, and Distribution  
for Rank Amateurs, *Ballroom 1*

Mad Chemistry, *Ballroom 5*

Quantum Physics of Thought, *Ballroom 6*

First Contact: Social Implications, *Ballroom 7*

Erica Neely Concert, *Apollo*

It's Not Just Snoring, *Columbia*

**2:00 PM**

Chocolate Clay (Children's Programming), *Atlantis*

**2:30 PM**

The Self-Taught Artist vs. The Schooled Artist,  
*Ballroom 5*

Bill and Barry Show—Reunited, *Ballroom 6*

Writing Groups & Workshops, *Ballroom 7*

Crits for Writers Workshop, *Columbia*

Can We Really Leave Earth?, *Crowne*

**3:00 PM**

Painting Hour (Children's Programming), *Atlantis*

**4:00 PM**

Quiz: Captains and Their Ships, *Ballroom 1*

How to Make a Dream Catcher, *Ballroom 5*

Painting Techniques for Models, *Ballroom 6*

Toyboat Concert, *Apollo*

**Saturday (4 PM cont.)**

Stuffed Craft (Children's Programming), *Atlantis*  
 The Beast Within: Werewolves in Popular Culture,  
*Columbia*

**5:00 PM**

Steve Jackson Games Happy Hour, *Board Room*

**6:00 PM**

Registration Closes, *Upper Atrium*  
 Dealers' Room Closes, *Ballrooms 2—4*  
 Children's Programming Closes for One Hour,  
*Atlantis*

Art Show Closes, *Discovery*

Introduction to Computer Modeling using  
 Photoshop, *Ballroom 1*

Author Reading, *M. Keaton, Ballroom 5*

Unnamable Horrors, *Ballroom 6*

Peter Alway Concert, *Apollo*

Uncle Kage's Story Hour, *Columbia*

One of Our Fishgirls is Missing!, *Crowne*

**7:00 PM**

Open Play (Children's Programming), *Atlantis*

Space Time Theater: Recycled Comedy,  
*Ballroom 7&8*

**7:30 PM**

Tactics in the Movies, *Ballroom 1*

There's Darkness in My Fiction, *Ballroom 6*

Fab Lab Set-Up, *Columbia*

**8:00 PM**

Masquerade Muster, *Ballroom 5*

"Troll Snot" (Children's Programming), *Atlantis*

Fab Lab with Wires-&-Lights, *Columbia*

**8:30 PM**

Masquerade Contest Setup, *Ballroom 7&8*

**9:00 PM**

Children's Programming Closes, *Atlantis*

Art Auction, *Discovery*

Black Sweater Party, *Ballroom 1*

Zombies Don't Read, But We Do, *Ballroom 5*

Fully Automated Masquerade: Welcome to the  
 Machines, *Ballroom 7&8*

Ellen "Blade" McMicking Concert, *Apollo*

Nano-Satellites and the N-Prize: To Orbit on a Tiny  
 Budget, *Columbia*

**10:30 PM**

The Dance!, *Ballroom 7&8*

Open Filk, *Apollo*

Uncle Richard's Trash Videos, *Columbia*

**12 AM Midnight**

Play Games with Aegis, *Ballroom 1*

**1:00 AM**

Pool Closes

Are You a Werewolf?, *ConSuite (Room 624)*

**2:00 AM**

Ops Closes

**Sunday****10:00 AM**

Pool Opens (*check with desk for close*)

Ops Opens, *Upper Atrium*

Coffee Klatch with Barry Gehm, *ConSuite*  
*(Room 624)*

Art Show Opens for Sunday Sale and Art Pickup,  
*Discovery*

Children's Programming Opens with Origami,  
*Atlantis*

Teaching Yourself Grammar, *Ballroom 5*

Model-Making Demonstration, *Ballroom 6*

Buying Your First Guitar, *Apollo*

Searching for Weirdness in the Vaults of *Life*  
*Magazine*: Puppets, Jetpacks, and Ballet on the  
 Moon, *Columbia*

**11:00 AM**

Dealers' Room Opens, *Ballrooms 2—4*

Clay Volcano (Children's Programming), *Atlantis*

**11:30 AM**

Aegis First Sword Class, *Ballroom 1*

Using Websites to Sell Art, *Ballroom 5*

Author Readings, *Ballroom 6*

A Molecular Biologist's Toolbox, *Ballroom 7*

Author Reading, Travis Taylor, *Ballroom 8*

Bill and Gretchen Roper Concert, *Apollo*

Twilight: Sugary Glittery Overload or True Love  
 Fascination?, *Columbia*

One of Our Fishgirls is Missing!, *Crowne*

**12:00 PM**

Hotel Check-Out Time

Movie on a Wall!!! (Children's Programming), *Atlantis*

End of Sunday Sale and Art Pickup; Start Artist  
 Pickup, *Discovery*

**1:00 PM**

Gofer Refunds & 2010 membership sales,  
*Upper Atrium, Registration area*

Open Play & Weekend Recap (Children's  
 Programming), *Atlantis*

Dark Side of Belly Dance, *Ballroom 5*

The Death of the Male Action Hero, *Ballroom 6*

The Art and Technology of Visual Effects,  
*Ballroom 7*

Convention War Stories, *Ballroom 8*

W. Randy Hoffman Concert, *Apollo*

Paint and Take, *Board Room*

Writer's Workshop Wrap-Up, *Columbia*

**2:00 PM**

Children's Programming Ends, *Atlantis*

**2:30 PM**

*Smoke House Curse* (Horror Short) Audition &  
 Production Meeting, *Ballroom 6*

Closing Ceremonies, *Ballroom 8*

Mark Bernstein Concert, *Apollo*

Last Man Standing: Fantasy & Science Fiction  
 Movie Competition, *Columbia*

**3:00 PM**

Dealers' Room Closes, *Ballrooms 2—4*

**4:00 PM**

ConSuite Closes for Dinner

Ops Closes

Open Filk, *Apollo*

**5:00 PM**

ConSuite Opens for Dead Dog Party! (*Until 9 PM*)

**9:00 PM**

**Good-Bye Until Next Year!!**