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## Welcome to the new South East Regional Newsletter

As the new South East Regional Coordinator, I'd like to say that I'm very happy to present to you the newly revised South East Regional Newsletter. In each issue, we plan on bringing you a lot of information and entertainment in the artwork, articles and stories.

I'd like to begin by introducing you to the new Regional Coordinator staff. I'm Debbie Pelletier-Clark, and you can reach me at any time at [whitewynd@yahoo.com](mailto:whitewynd@yahoo.com). Pearce Dreadin is my Chief of Staff. Events and Charities will be handled by Sharon Yarbrough. Your prestige inspector is Amy Osborne. Elections for coordinators and storytellers are being led by Miryea Shasteen. The Technical Administrator is Chelle Speck. Jon Noble is leading Arbitration and Independent Chapters. The Lists will be

handled by Devin Crumb. Special Projects belongs to Bonnie Zabytko, and the Newsletter will be edited by Michael McDevitt. Each of their e-mails are located on page 2, and newsletter information can be found on page 3.

Information on this year's SERE to be held in Atlanta Georgia can be found in the newsletter on page 7, as well as online at <http://sere2007.atlantacamarilla.com/>. I suggest you take the time to pre-register and book your travel plans and hotel room as soon as possible.

I am excited to have the opportunity to work with the wonderful chapter and domain coordinators of the South East region. It is the goal of this regional staff to not just keep things moving in our region, but to push it forward in such a way as to

make the organization more enjoyable for both new members coming in and seasoned members still here.

One of the first things we would like to do is encourage you to do is spend some time together out of the games to get to know each other better, and also contribute some time to the charity aspect of our organization. There's some suggestions in this newsletter the help give some ideas on ways of having fun and forming friendships outside of game, as well as some information on regional charity work you can do to help build a good reputation for the Camarilla, and help others whether it be soldiers in the military, needy children, the homeless or those desperately in need of blood.

I look forward to 2007. I hope it is a time of growth and fun for us.

- Debbie Pelletier-Clark

## Regional Charity Drives

Getting involved in Regional Charity Drives brings more than just prestige, it helps those in need.

Our recent regional charities included Toys for Tots and sending cards and letters to our military members serving in Iraq.

According to our reports, the

South East Region sent our troops nearly two hundred pieces of mail, be it letters, greeting cards or postcards. These cards and letters surely helps our armed forces members make it through each day knowing their efforts there are appreciated.

We also held a charity drive

for the Toys for Tots organization. It's still too early to get the full numbers, but every bit help for needy children to have happy holidays.

Keep your eyes out for regional drives in addition to your own chapter/domain's charity events. We look forward to seeing your efforts!



## Making Your MC Audit Fast and Easy

This article is just a brief note with a few tips on how to make MC log reviews faster and easier for everyone.

1. Please make certain that your MC log is on the correct XLS template. If you don't have a blank copy to start from, drop me a line and I'll be more than happy to send you a copy of the template.

2. When you copy an old log into the new template, please use the paste special option, then values. This will get everything where you need it to be without messing up the formulas on the spreadsheet.

3. Please make certain that you are observing both line item and category caps for each award. If you are uncertain as to these caps, they can be found starting on page 22 of the Membership Handbook.

4. Please make certain that all Regional and National awards have a link with them. If you cannot find a link, just make a note to that effect or have a note sent to me with the log from your supervising coordinator and I'll find it for you.

5. Please be specific, clear and concise with line entries. For example, if you are claiming prestige for transporting members to an out of town game, please list the number of members in the car other than yourself, where you went and from where you came. The line in the audit should read something like this: Transportation of 3 Cam members from Huntsville to Birmingham.

This cuts down on confusion and avoids questions. This is advantageous because you may not remember the entry and a misunderstanding may lead to the removal of the entry, thereby removing the prestige.

6. If you have recently participated in a Convention or Special Event, please wait to send your log up until after the awards have been released. I really hate having to cut awards, especially if they result in someone not getting the MC they're applying for simply because the awards have not yet been released.

7. Last, but not least, if you

have asked your supervising coordinator to send your log up for Regional review and haven't heard anything back on it, please check with your coordinator first. More often than not, I haven't gotten it yet. If I receive a log and know that, for whatever reason, it may be a while before I can get to it, I try to send the coordinator and the member a brief note to let them know and why. Example, I may be working three or four 12 hour shifts in a row at real-life work again.

If you need help constructing a lost log, let me know. I have archived reports from July 2003 to the present and will be more than happy to send you copies of these reports to assist in log reconstruction. Just make certain that you tell me the

***When checking the status of your audit, please check with your immediate coordinator first. This will help in keeping everyone in the loop.***

chapter number (if you have it) that you were a member of and the dates you were there. This makes the search a

bit easier.

If anyone has any questions, feel free to drop me a line at amy@tampabay.rr.com

- Amy Osborne

### South East Regional Coordinator Staff

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## Socials

Getting to know one another is one of the best aspects of the Camarilla. It's a great idea to get together for socials. Here are a few ideas for your chapter. These will help you get to know each other outside of game.



**Pot Luck:** Get interested parties together at a local park to

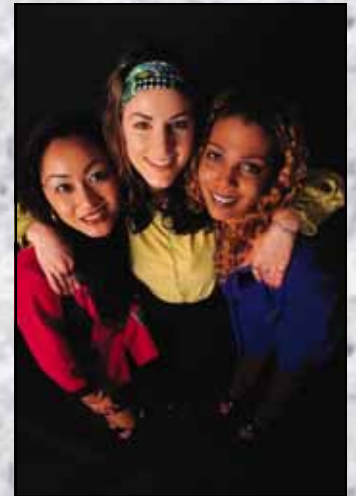
grill. Bringing a football, a frisbee or some other outdoor group activity. Each person brings a covered dish and some form of soda, water or other beverage of choice.

**Movie Night:** Get together at a member's house to watch a movie. As a group, decide a genre or specific movie to watch. Have everyone pitch in for pizza or take out. Spend a little time after the movie discussing various aspects of it.

**Local Hangout:** Get together at a local establishment, such as a pizza galleria, pool hall, bowling alley or amusement park. Make it a weekly or bi-weekly time to get together to just hang out and talk.

**Road Trip!:** For many, there's a lot to see that's a relatively far distance. Taking a group of friends and visiting a nearby (or not so nearby) city can make for a great afternoon.

Take time to get to know one another!



## Officer Availability

For those of you interested in interacting with your regional staff directly, every other Monday the South East Regional Staff can be found on IRC in the SERegion channel. Both the coordinator and storyteller sides can be found there starting at 9:00pm Eastern, 8:00pm Central. January 15 is the

next meeting.

Of course, this is also a great opportunity for you to help make our region better by giving us your ideas. Regional staff also discusses regional issues and office related issues over this medium, so it's a great way for you to get involved in the

region. You can also keep up with things through the Sothe Eastern Regional LJ at [http://community.livejournal.com/se\\_camarilla/profile](http://community.livejournal.com/se_camarilla/profile)

Another idea to keep up with officers is the MST's Livejournal. It's open to all members to read and can be found at <http://camarillamst.livejournal.com/>

## South East Regional Storyteller Staff

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## Submit Your Artwork or Story!

The South East Regional Newsletter is here for you to contribute your artwork, stories, articles and ideas! You can submit your contribution to me at [SENewsletter@cfl.rr.com](mailto:SENewsletter@cfl.rr.com).

A newsletter in the end is only as good as the contributions made to it. It can hold a lot of information and some great stories, pictures, drawn art or articles depending on your creative ideas! Hopefully this issue is something that both informs you of the goings on in the South East Region, and also is somewhat entertaining at the same time.

Feel free to send in your submissions! I'm looking forward to reading them.

- Michael McDevitt



*Do you have something to contribute to the newsletter?*

## What Kind of Cammie Are You? By Jeanne Ora Derry-Buntain

Now for those of you who are new, and have never encountered persons calling themselves Cammies, cam members, or Larpers, here's how to tell us apart with a healthy bit of tongue in one's cheek.

Is this the first time you've seen this many Larpers together? Well, you're in for a deflowering, young gamer, and you've come to the right place. However, you should realize that there are many, many types of Larpers. In the old days, we old farts just had to keep making the rounds until we either found a group that wouldn't kick us out or founded our own clique. But now, progress has brought us many different flavors to choose from.

### 1. BRIGHT-EYED NOVICE:

You just read this cool book about a game where there are Vampires and Werewolves, and they Role-play out in the open and actually DO the stuff they are talking about, instead of sitting around a table. It sounds really cool and you want to know where to sign up.

*Distinguishing Signs:* Mispronounces discipline names, has to think a moment about which hand sign is for Auspex and which is for Obfuscate. Have a shiny new book and no costuming at all. Generally seen playing Brujah for the guys and Toreador for the Girls.

### 2. GRAND OLD WO/MAN:

Actually remembers Gen Con (the first one.) Will tell you about the time they dropped acid with Kerry Wendell Thornley - or maybe it was Robert Anton Wilson. Anyway, it was somebody with three names. Or was it three people with one name?

*Distinguishing Signs:* Luxuriant gray locks, listens very intently, knows dish about people you've only read about.

### 3. ANAL RETENTIVE RULES NAZI:

Book collection actually holds up the ceiling in places. Finagles early releases of all new material and at a discount. Always knows exactly how you should be playing your character. Doesn't understand why his domain won't let him run a game, when he knows the rules so much better than the staff they have now.

*Distinguishing Signs:* Won't go anywhere without a book. Is constantly aware of which book is to be released next. Talks excessively about his goal to be a game writer, in spite of the fact he doesn't even do backgrounds. Wears system promotional shirts or something that looks like it came from the Matrix line. Is avoided by Storytellers.

### 4. SEXY LARPER NYMPH:

Oh, they're so nice! All that warm, round, sex-positive flesh and you can actually carry on a conversation with

them between orgasms... pant, drool...

*Distinguishing Signs:* Cute. Horny. Displays prominent cleavage. Will recite love poetry to you under a full moon. Likes to do it out-

doors. Often destitute. All too few of them.

### 5. CORPORATE CLOSET LARPER:

"Hey, boss, I'd like to take October 23 as a personal day..." Doesn't mind working on Christmas, especially if there's overtime involved. Quit being an open Larper at work since being canned by that born-again boss.

*Distinguishing Signs:* Can assume a properly smiley work persona at the drop of a hat. Constantly glances around the room anxiously looking for co-workers and their spies. Non-distinctive style of dress, no conspicuous tattoos. Known to give up officer positions frequently due to work commitments. Is also very hard to tie characters with for the same reason.

### 6. CHILDE OF KAOS:

Can name seventeen industrial Goth bands without pausing to think. Knows what a Prince Albert is. Personally feels that if no panicky headlines appear the day after

you do a downtime, you screwed up. Painted on their jacket, engraved in their flesh and/or boldly displayed as jewelry is an emblem which resembles a combination of corporate logo and arcane symbol. If you don't know what it means, they'll think you're a dweeb.

*Distinguishing Signs:* Easy to picture as an alternative musician or bike messenger, difficult to visualize as a school teacher or research assistant, impossible to imagine as a TV news anchor or bank officer. Always wears black leather, even when sleeping.

### 7. LARP CELEBRITY:

At conventions, stays on the hotel floor that requires a special key for elevator access. Lurks around knots of conversation eavesdropping in order to see if their name is being mentioned. Starts every sentence with "I". If you ask them how it's going, they hand you a press release.

*Distinguishing Signs:* Always have plenty of books to autograph and will personally sell them to you at a slight discount from cover price. Never seen unaccompanied by doe-eyed hangers-on. Seems vaguely afraid of anyone

Artwork by Nolan Segrest



## What Kind of Cammie Are You? (continued)

they don't already know.

### 8. SCARY DEVIL WORSHIPPER:

Would never been caught dead in pastels. Rarely smiles, except in a snide, knowing way which insinuates you are an ignorant peasant worthy of conquest. Secretly enjoys Rush Limbaugh and read *The Bell Curve* with smug satisfaction. Fascinated with Nazis. Probably has never hurt a fly, but they want you to think they're capable of vast destruction.

*Distinguishing Signs:* Lots of black and red. Men like goat-ees, women favor heavy black eye liner. At least one inverted pentagram somewhere on their person. If you see several of them getting tanked in a bar, it would be wise to stay far away.

### 9. CROWLEY-IN-A-PAST-LIFE:

Every convention has at least one of these, along with several variants along the lines of Gerald Gardner, Tituba, Morgan LeFey, or somebody who was Atlantean royalty. Many of them were abducted by aliens recently, and have disturbing dreams rich with arcane symbolism that they will tell you all about, in great detail.

*Distinguishing Signs:* Look for the intense gleam in the eyes, the backpack rattling with various psychiatric medications, and the garments that were clearly designed and

tailored on another planet.

### 10. RAVIN' LARPER:

Young and psychedelic. Can dance non-stop all night. Refuses to do boring Eurocentric Character concepts and prefers Clans Tribes or bloodlines from sunny climes with lots of interesting local plants. Can say "Ayahuasca" ten times real fast and deliver long quotes from Terrence McKenna.

*Distinguishing Signs:* Dresses in color combinations that hurt the eyes unless you've taken ecstasy. Bloodshot eyes, blissful smile, never goes anywhere without ritual drum.

### 11. FAERIE QUEEN:

Is he a she? Is she a he? Are they a couple, or are those two a couple or are all four of them a quadruple? If getting answers to these questions could disturb you, best stay away. If, on the other hand, these kinds of questions seem overly judgmental, you might have a real good time...

*Distinguishing Signs:* When you look at this person, does every sex act you've ever experienced in your life seem hopelessly vanilla? If so, congratulations -- you've found a Faerie!

### 12. I OUGHT TO BE IN PICTURES:

Do their scenes have a script,



a choreographer, a stage manager, an orchestra with chorus and last at least three hours? They can memorize pages and pages of Old English, have more costumes than most people have socks, and consider their main game style influences to be Vincent Prince, Boris Karloff and Gary Oldham.

*Distinguishing Signs:* Background exceeds five volumes. Knows every note of "Carmina Burana". They tell people that the Cam is an "Impromptu Theatrical Group", and look disgusted at anyone who would imply they are a gamer. They know every minute detail about their characters motivations, but have no idea about the actual rules of the game. Don't ask them about that 18th century seed pearl trim on their Characters hat unless you've got an hour to spare.

### 13. FUNDAMENTAGAMER:

If it's in a book, it must be true. If it's in an old book, it must really be true. If it's in an old book that was handed down from an oral tradition of people who couldn't read, then it must really be way true. Gnashes their teeth if anyone shows up at a game wearing a watch, glasses, or other mechanical assistance. Believes that anyone who has a regular job dare not call themselves a gamer.

*Distinguishing Signs:* Has hissy

fits when somebody brings up the old "Archetypes are only a guideline" argument. Goes around correcting everyone's hand signals.

### 14. DANCES WITH BUNNY RABBITS:

Uses animal symbolism to express nearly all opinions and feelings. Charter member of PETA. Thinks meat eaters should be publicly executed. Have many, many, many pets. Has a spirit animal. Personally owns 927 models, pictures, and other depictions of their spirit animal.

*Distinguishing Signs:* Not counting the gamer his/herself, how many animals can you see when looking at them? If the count surpasses five (including critters found on tattoos, jewelry, garments and undies), you've found a worshipper of beasties. Most likely found in Garou and Changeling, but only if allowed to play Pooka. Will have hissy fits for hours about how Forsaken is flawed.

### 15. PRIEST/ESS OF POLITICAL CORRECTNESS:

Analyzes everything they read or hear for sexist-racist-homophobic-imperialist-Eurocentric content without paying attention to what is actually being said. Believes in personal liberty -- everyone has the right to be overbearing, dogmatic and holier-than-thou, not just the Christian Right. Incredibly boring

## What Kind of Cammie Are You?

yet annoyingly self-righteous all at the same time.

*Distinguishing Signs:* Beady hyper-alert little eyes are constantly in motion, waiting for someone to do or say something bad. Has loud and attention attracting hissy fits when confronted with everyday things such as dirty jokes. Rudimentary sense of humor is rarely activated. They can go on for hours about the Code of Conduct.

### 16. OUR LADY OF INTENSE SUFFERING:

Is constantly persecuted. You're probably persecuting her right now, you just don't realize it. Became a Larper because she decided it was that most persecuted game style of all. Can't enjoy anything because it would be selfish to have any fun when so many are suffering.

*Distinguishing Signs:* Tales of woe. Even less of a sense of humor than #15. Bristles when anyone says the words "masochist" or "whining". Bitches constantly about the treatment she receives from ST or Coord Chain.

### 17. I AM NOT SPOCK (AT THE MOMENT):

Knows at least three films about Cthulhu and at least forty Star Trek jokes. Has found a clever way to create simple furniture from stacks of science fiction paperbacks. Can name ninety different

kinds of space ship.

*Distinguishing Signs:* Two fisted drinking style. Probably still lives with parents. Many cryptic buttons, badges, patches and other insignia. Too smart for their own good. Mostly these types can be found in Mage.

### 18. HET-CASE:

Insist that they aren't homophobic; they just believe that sex is about a woman and a man and they do it and what could be more obvious than that? It just doesn't "work right" if you try any other way! Are secretly afraid that gays and/or lesbians are dying to jump their tender hetero bones.

*Distinguishing Signs:* Living spaces abound with depictions of satyrs with enormous genitals and huge-breasted, doe-eyed goddesses. Long manicured nails and corsets (on females only -- men have big, bushy beards instead.)

### 19. NORSE CODE:

Heroic and vikingly, these gamers often get into trouble with Convention organizers and Hotel staff due to their fondness for running around with a huge battle-ax in one hand and a full mead horn in the other. They throw the best parties, but if you're a wimp,

you're expressly not invited.

*Distinguishing Signs:* Look for the large, foreboding, biker-like persons wearing runes, with many pounds of amber dangling from their necks. Generally only play Gangrel or Garou. Or surprisingly, if they have to volunteer for a convention, they all want to do Security.

### 20. CAMMIES, INC:

Cammies have disposable income too, right? So how come they aren't buying my hand forged Venus of Willendorf necklaces -- they come in silver and gold, and each one has a genuine cubic zirconium belly button. Would you like a reading? Will that be Visa or Master Card?

*Distinguishing Signs:* Has business cards featuring little embossed pentagrams. You've never seen so much Egyptian god/dess jewelry on a human being in your whole life. Rarely leaves the dealer's room and can't believe there are so many jewelry sellers present.

### 21. MONSTER TRUCK LARPER:

Can grow their own food, build their own house, sew their own clothes, home school their children and brew their own organic hooch. Are looking forward to the bleak, post-

apocalyptic world postulated by the environmentalists as they can't wait to run amok through the country, blowing up strip malls and rutting on the divider line of every interstate.

*Distinguishing Signs:* Resourceful, clever and very well versed in the U. S. Constitution. Eats meat with visible twitches of pleasure.

### 22. VOLUNTEERITIS

They got more letters behind their name than you will find in a can of alphabet soup. They are assistants to at least 4 different officers; and are on 15 lists, and op for at least three chat rooms. They never have money to go out, because they are always donating supplies to the chapter. They talk about upcoming convention season for months, but you have never seen them play anything.

*Distinguishing Signs:* Blood shot eyes, short temper the last week of the month from dealing with the multitude of reports they have to file. Constantly complain they have no personal life, but still put in applications for more positions every time an all call is posted. The only "relationship" that anyone has ever heard mentioned is with someone several states away.

- Jeanne Ora Derry-Buntain



Art by Nolan Segrest



*South East Regional Event*  
**2007**



You are cordially invited to  
join us for SERE 2007.

<http://sere2007.atlantacamarilla.com/>

*Atlanta*  
*Georgia*



## Approvals Assistance by B. Simon Smith

Approvals denote something special, uncommon, or even rare that a player is capable of being granted. The item requires an Approval level because not everyone should have access to it, nor should it be commonly encountered in the venue.

In smaller, independent games, the ST staff knew the players fairly well, and could generally give approval for something vocally, as they knew how the player would utilize the approval.

In a larger game, with several thousand members, the ST staff above the local level generally does not personally know each and every player, and thus, every player must display a thorough grasp of

the rules involving the item to be Approved, and must show that they will use the item to the betterment of the chronicle, and will not abuse the privilege.

In short, you are convincing people you have never met before that you are responsible enough to handle the power. Basically, the questions are there so that the ST staff can read the answers and learn about your character.

The Approvals are also in place to keep players from taking rare and unusual items at the drop of a hat, without consideration for the well being of the chronicle, the enjoyment of other players, and the paradigm. In the end

it equates to the idea that if you want something nifty, you have to do some work for it.

Custom Approval items should fit within the gothic World of Darkness paradigm, as well as being appropriate for the venue the item will belong to.

That means that technology

should not be used to overcome inherent weaknesses of the supernatural type, nor should one supernatural type gain access to the benefits or mechanics of another.

Now, to go over the questions in every Approval; The questions are meant to show how much thought you have actually put behind your character, and in my experience, it is best to give a thorough and well thought answer to each question. Only answer with relevant answers to the Approval, and refrain from trying to be humorous. The questions serve as a method by which the ST staff comes to understand your character, and are as follows;

*What does your character hope to accomplish in the near future; why these particular goals?*

This gives the staff an understanding of what the Approval would mean for the character, and how it would most potentially be used. It also helps in giving the player a bit more focus on what he really wants to do with his/her character in the near future. It also explores motivations of the character, as does most of the questions. Understanding the motivations of your character will answer many of the questions relatively easily.

*What are your characters long*

*term goals?*

At what point would the character look upon what he/she has done and feel that he/she has really accomplished something? I am an ardent believer in each character created having a number of goals, both short and long term, goals both easy and difficult. Having goals and motivations propels a character on a course of action. Without goals and motivations, a character is a sheet with dots.

*What is the real reason the character is in his/her current domain?*

Perhaps one of the hardest questions to answer. Basically, why is your character in the domain he/she resides in, and why does he/she stay there? I would tie these in with the character's goals and motivations.

*What gives your character reason to continue existing?*

Why does your character bother to get up in the morning/evening? Again, another question about your character's motivations.

*What are his/her greatest joys and fears? and Which emotions are the primary drives for your character?*

What is the source of your character's motivations is basically the thing they are looking for in the answers of these



Artwork by Liz Flegal



## Approvals Assistance by B. Simon Smith (Continued)

two questions.

*How does your character view the mortal world and its events?*

Is your character still connected to the mortal realm, or do they disdain humans as nothing more than prey? Is your character influential, and if so, do they use people as puppets, or do they convince friends to perform favors? Are the happenings in the mortal world really that relevant to your character, or could they care less?

*What major events shaped your character's past; what were the pivotal moments?*

The answer is what has given your character his/her motivations, why have they set their goals, what has changed them into the character they are, and what gives them their personality.

*What are your character's relations with his/her clan/tribe?*

This also applies to the Covenant. Basically, is your character well esteemed within the organizations, or is he/she a pariah. Has the character done things of note which has changed how the group views them, for better or worse? Is the character happy being a (Clan/Covenant), or do they regret it?

*How will this character make the game more enjoyable for*

*others? and What will this character add to Sanctioned play?*

Often the hardest questions, basically meaning, 'How will this character concept or Approval item add to the chronicle?' or more importantly, 'Is this Approval item intended to benefit other players, or is it just to benefit your character?' As the ST staff has to consider the enjoyment of every player involved, this is often the questions that makes or breaks an application.

*Why do you want to play this concept in particular?*

Now, what are your motivations as a player for using the Approval item in play. Are you intending on using it for the detriment of the chronicle, or is it for the benefit of the chronicle.

*How will you be like a storyteller in the play of your character?*

Basically, asking how you will police yourself in order to keep the Approval item from being a problem for the ST staff. Also asking how the items use will benefit the chronicle.

*What resources have you used as reference material for this app (books, storytellers, GSA's, websites, etc.)?*

Actually, this is a polite way of asking if you have bothered to do any research, or if



you fully grasp the rules and mechanics that are currently in use for the supernatural type the character belongs to. It also is an attempt to get players to do some research, making sure that you as a player understand the subject a little more thoroughly, and not jump into something haphazardly.

*The agreement to the following statements. "I agree that the ability to play this character concept is a privilege and not a right. I understand that a storyteller may revoke the ability to play this character if I as a player abuse this privilege. I also understand that I may be denied the ability to play this concept merely because of game balance/ overabundance/ does not conform to*

*the campaign. I have the right to ask and receive the reasons for denial of character concept or revoking of character."*

Basically the statement that even after something is Approved, if the ST staff later sees it being used in such a manner that is abusive, or exploiting an overlooked loophole, they can revoke the Approval at any time.

Well, there you have it, I hope that clears up some misgivings about the Approval process, and gives you a better understanding of what ST's look for on an Application.

# Featured Games of the Month

## January 2007: Tampa, Florida

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8 SE Region IRC	9	10	11	12	13
14	15	16	17	18	19	20 Requiem Mage
21	22 SE Region IRC	23	24	25	26	27
28	29	30	31			

Event Coordinator Andrew McGregor  
andrewmcam@gmail.com

Event Storyteller David Hoffman  
david@qii.net

Location Café Denali - www.cafedenali.com  
1327 7th Ave E,  
Tampa, FL 33605-3607

Venues Mage: 1pm to 5pm  
Requiem: 7pm to midnight

Charity Gift for Teachers - www.agiftforteaching.org

## February 2007: Gainesville, FL

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2 Requiem	3
4	5 SE Region IRC	6	7	8	9	10
11	12	13	14	15	16	17
18	19 SE Region IRC	20	21	22	23	24
25	26	27	28			

Event Coordinator Jesse Masterson  
Meandervtm@yahoo.com

Event Storyteller Matthew Asbell  
mattasbell@bellsouth.net

Location To Be Announced

Venues Requiem (Possibly others)

Charity Friends of the Library (Alachua Library District)

## March 2007: Huntsville, AL

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5 SE Region IRC	6	7	8	9	10
11	12	13	14	15	16	17 Requiem Mage
18	19 SE Region IRC	20	21	22	23	24
25	26	27	28	29	30	31

Event Coordinator Deb Pelletier-Clark  
whitewynd@yahoo.com

Event Storyteller Burt Case  
chapeldraven@yahoo.com

Location Ramada Inn & Conference Center  
Madison, Alabama

Venues Requiem, Mage

Charity Pet Food Donations for Humane Society and  
Animal Rescue Missions.



## Want to host a Featured Game of the Month?

We invite your domain to host a Featured Game of the Month. If your domain is interested in this, please contact the Regional Coordinator at whitewynd@yahoo.com and the Regional Storyteller at serst@jyhad.net.

