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# Member Spotlight

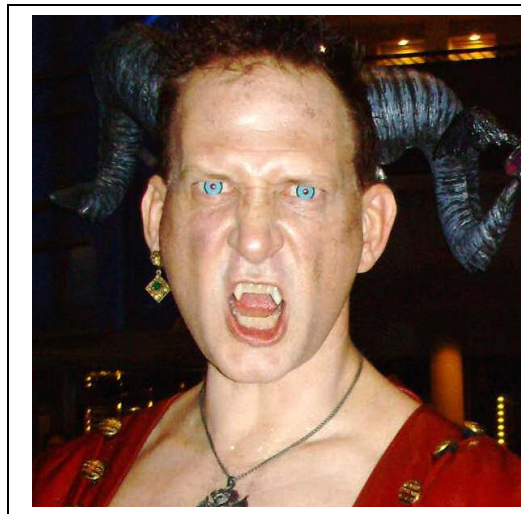
Scott Richardson, US2002034021

Scott Richardson emerged onto the role playing scene in 1978 playing his first game of D&D. He then joined the Camarilla in 1998 but began LARPing in 1994. He has helped build games in Auburn, Montgomery, Prattville, Birmingham, Huntsville and Columbus, Ga is the game he currently calls home. His first and only nickname in or out of game was – The Shiny Textured One. Needless to say he enjoys costuming.

Scott played a range of characters. Some of the names that might be recognized by a few members are: Jeremiah Mountcastle III, Antony Vasocellos, Rusty Allgood, Adalrico Nikkos, and last but certainly not least Hor Hey the Latter Day Setite – Hail Set.

Outside of the game Scott plays an occasional game of MtG and he is part of an ongoing D&D game that has lasted four years and counting. Scott's reading habits are a bit over the top as he has gone through an estimated 5000 or so books during his life. And yet even with all that reading he considers himself to be a bit of a self described social whore. Scott loves spending time with friends and family alike. He is also looking forward to some white water rafting and even parachuting with friends this summer.

Scott is the owner of what may be karma's greatest dog – Rustie. She's a black and tan mutt hound and every bit the Toreador dog of choice. He is a LOTR fan from as far back as he started into the whole fantasy genre. Scott's library has a great deal of LOTR memorabilia (over 150 action figures and numerous items related to the movies).



His home is an eclectic mix of items from Scott's collection of dragons to a grand piano harp hanging from his ceiling. Many of the items displayed in his home were gifts from the many, absolutely fabulous friends he has made over the past 26 years and Scott shall continue to share the stories behind them to those who visit. The house has also been used for over 300 or so LARP sessions and a great many players from the SE have visited here at one time or another.

The best part about being a member of MES is friendship. Scott has met people from all walks of life and to this day still keep in touch with some of the first players he met. He met his best friend at a LARP. Scott has shared good times and bad with his gaming friends and expects to continue to do so in one form or another for another few years at least.

When asked, "What do you enjoy most about Larping?" Scott responded with, "Several things come to mind. Costuming has been a real pleasure. From leather pants to three piece suits I've worn them all. Bringing people into the game and helping them grow in their acting ability has always been a real pleasure. Room surfing, pushing game boundaries, and accents all have a place in my heart. Of course I'm pretty absent minded about what happens during games so it's also nice to hear players sharing a story and hear my name mentioned now and again. But for me LARP (by which I mean Vampire) is most enjoyable when I'm struggling against evil. I believe in that word. I love the challenge even when the character fails, only to fight a little less hard next time, but I will continue the struggle."



# Portraits of the Camarilla Through the Eyes of a Neonate Toreador

## Part Two: Clan Brujah

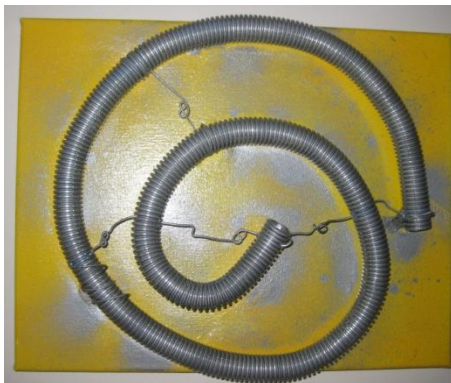
By Robert Nunley, US2014010019

Either you're with me  
Or you're against me.  
Yes, there IS a wrong answer.  
If you are with me,  
you will have a gift that very few  
kindred could ever give to you.  
It is no praise or boon,  
but emotion, pure and true.  
I will feel joy for you,  
love, and sadness, too.  
But if you are against me,  
then my emotions will run  
as red as the streets.  
I will feel joy as you suffer,  
and my love will turn  
to fields of untamed hate.  
I will regret both nothing  
and everything.  
And if you leave me,  
no, you may NOT return.  
I might forget, but I will never forgive.  
So which is it?



## Artwork

By: Andrew T. Hermann, US2005022960



# Coordinator Spotlight

Lior Gonda, US201006610



A long long time ago, across the ocean in a land far away... nah, too cheese.

Hey, I'm Lior, without fail everybody who meets me always asks where I'm from. I know, it's the accent; they can't place it, and well, neither can I. I was born in Israel, lived in Spain, Venezuela, and now Florida; yet I have visited a lot more and speak Portuguese at home (parents from Brazil). So I have picked up a wibbly wobbly accent wimey from all of the above and more. Sad, but that's one of the main things which seems to make me special.

Now lets see; I'm sure as many of you reading this, I started role playing back in the D&D tabletop stone age; mine was AD&D 2nd Ed at a school trip to a book festival. I think I was in the 3rd or 4th grade at the time. I liked the game so much I convinced my dad to buy me the Manual del Jugador (players handbook) which I actually still have... somewhere... and to this day i still enjoy tabletop RPGs the most. Although single player RPG on PC/consoles I enjoy sometimes (long live Final Fantasy); I never really enjoyed MMOs.

It was only around 2008 that I first ever heard of LARP. At the time I was part of a shadow-cast which performed Repo the Genetic Opera, RHPS, Dr. Horrible, and had plans for Sweeny Todd (so sad we never got to do it). One of the cast members was starting a VtM LARP troupe game and invited us to join, and I fell for it. Then Lilliam Valdoris was born as an ancilla Ventrue. For those who have me on Facebook, yes, that's the name of my first LARP PC. The troupe game lasted about 2 years when things ended, and I wanted more; and I found the Cam Fan Club which is now MES and here we are today. Still enjoying the game.

Lately I'll admit MES has consumed a good amount of my time (so much RP and secrets) which is fun; but I do have a life outside of it. I work a 9-5 office job where I'm a computer programmer; that's the boring side of life. Like I mentioned early, I still love tabletop RPGs and I'm currently

in 2; one being Scion and a son of Horus; the other a very odd version of Suikoden using a modified version of Altus Adventum. Now, besides gaming I enjoy the outdoor and festivals, some craftsmanship from chain-mail, leather-work, to sawing and molding. Not very good at the last one. Oh, and how can I forget my love for bad movies.

My tip for other coordinators is that patience is more than just a virtue, it's a requirement. Be open to listening to your domain members; but waiting to listen does not always work, sometimes you have to be the one to approach the domain and ask questions. Domain meetings are important. So, long story short, keep communication with your domain open and constant.

Also, keep your documents organized. Google Drive is your friend big time.

To me the best part of being a coordinator is knowing I have the ability, and responsibility, to help in ways that most other members either don't know how or simply choose to not want to. Let's admit it, some members are just in the club to play and go home, some others want to do more. We, the officers, have chosen we want to do more; and as such, we can help the others which want to follow the same steps. It feels good when you help somebody and they appreciate the extra work you have done. It can be in the form of a "thank you" email or a smile.

Adaptability is the #1 challenge I have as a coordinator; why I say that? because the needs of a domain changes from domain to domain, and within the same domain over time as well. The biggest challenge is to understand what's going on with your domain and figure out what is the current and upcoming needs. Stability, more communications, meetings, socials, recruitment, education, and many more are possible things a domain needs; yet understanding and prioritizing them is definitely what takes the cake.

# Responsibilities

By Kat Mills-Lone, US200832102

Minds Eye Society is an organization that needs and values its volunteers. Those volunteers take various roles and often wear multiple hats, working long hours and many times without the thanks they are due. Their jobs are not easy, yet these individuals step up and take on these responsibilities. What happens when a role is taken but something prevents the volunteer from being able to live up to the requirements and responsibilities of that job?

Sometimes these are temporary issues that pass in a week or two, but other times the issues are repetitive or ongoing. We all have our strengths and weaknesses when it comes to what we are capable of and what sorts of jobs we are good at. There are times when we might bite off more than we can chew or find out, after taking office, that a position has more responsibility than the individual had anticipated. All MES volunteers balance their MES responsibilities with their real life responsibilities and there is no doubt which comes first. (If you need a hint see my article in the March Newsletter)

Below are some key points to consider when it comes to volunteering and taking on responsibilities within MES.

**\*Get Support.** There are two directions to look in when taking an officer role. The first place to look for support is up. Seek out your supervising officer and get suggestions on how to tackle your new position. If you find yourself in a situation that you aren't sure how to handle, then ask. That is what the upper level officers are there for.

The other direction to look is around you. Find people who are organized, knowledgeable, and eager to assist. These are your support staff and assistants. No one person can keep a venue, domain or region going. One of the most important things needed is a well-trained, motivated staff to keep the club on track.

**\*Admit Mistakes.** We all make them. That comes with being human. How you handle a mistake is important. Don't pass the buck, blame others or heap all the responsibility on a half a dozen other possible excuses. Address the mistake, correct what can be corrected and assure those affected by the mistake that you will work to keep similar mistakes from happening.

**\*Know your Limits.** Volunteering for too much can put you in a real bind. Stress and overextending your energy and time can lead to issues and your work will most likely suffer. If you find yourself trying to juggle too much then evaluate what you are doing, delegate some of your responsibilities if you can and consider if you need to take a step back from something. Know when to say no. Don't volunteer for everything that comes along.

**\* Don't let the title go to your head.** Volunteering and taking on an officer position comes with a myriad of challenges and responsibilities. Trust has been given by the members to put you in that position. Don't take that for granted. Treat everyone with respect. Will they contact you a lot? Yep, expect a ton of emails... daily. Will they ask a lot from you? Yep, they trust you to do the job you volunteered for and that you will take that responsibility seriously. Will there be stress? Definitely. Meet each challenge with determination and understanding and leave the oversized ten gallon hat in the closet.

**\*Real Life Comes First.** If you find yourself in a situation where you can't meet the requirements of your office because of real life issues, then take a look and see if this is a temporary situation that will sort itself out in a week or two, or if this is a long term, repeating or ongoing issue that will continue to affect your duties.

If it is a temporary issue, then delegate what needs to be done. Have a backup assistant that can help or ask a supervising officer to help.

If the situation is long term and will continue to affect your ability to meet your responsibilities, then you may need to consider if stepping down is best. Real life always comes before MES. Family, Health, Employment, etc. are priorities that people will understand.

Volunteering can be a rewarding and inspiring experience that lasts for years and even decades to come. Officers don't have easy jobs, but they can take pride in what they do. Be sure to thank them for that hard work and don't take our MES volunteers for granted.



# May Feature Game of the Month

SC-011-D Greenville, SC



"Lost No More"

## Werewolf: the Apocalypse

Location: Paris Mountain State Park, 2401 State Park Rd,  
Greenville, SC

For Tent Campers, we recommend sites 12-17, 23-27. The  
park closes at 9:00pm. See DC for more info  
Downtown Greenville or Travelers Rest are both about 7  
miles away if you prefer a hotel.

### **Friday, May 30, 2014**

3:00pm - 9:00pm Picnic Shelters S-A & S-B

9:00pm - Midnight Camping Area

### **Saturday, May 31, 2014**

9:00am-4:00pm Picnic Shelters S-A & S-B

The winds of the past have come to the present. After nearly 150 years what was once lost has been found and the thirteen tribes present now face a dilemma. the Mountain Lion totem of the caern has decided that, since its kin have been hunted to extinction in the area, it no longer wants to call South Carolina home. It has given the Theurges until the first of June to find a replacement. The spirits gather - the young, the old, the powerful, the wise - all vying to be the new caern totem for the Sept of the Shrouded Spring.

It's political maneuvering, Spirit style.

On May 30th (3pm - Midnight), the War Party will design defenses to protect the ritualists as they reawaken the caern. The Stealth Shroud that currently protects the sleeping caern will go down once the Rite of Caern Building is started. The ST staff has plans for Friday night that we hope will everything wrapped up and done by 4 pm.



## "ALL GROWN UP"

### Vampire: The Masquerade

Location: Private residence at 815 Watkins Rd, Greenville,  
SC, 7 miles from the park

### **Saturday, May 31, 2014**

6:00 pm - Midnight

On May 31st at 6 pm in the Court of Greenville, Prince Elizabeth Berringer has declared that she will decide if Marisol Estrada Salazar, grandchilde of Harpy Raphael of House Salazar, is to be released or to be put to death. This will either be a release party for the newest member of Clan Brujah's House Salazar or a public execution. Come and witness the Prince's decision.

After party will either be a Brujah Rave, or possibly a riot.  
Not that there is much difference.

### Contact Information:

Amy Terwilliger, DC: [gvlcoordinator@gmail.com](mailto:gvlcoordinator@gmail.com)

Cody Wagar, DST: [US2013040169@gmail.com](mailto:US2013040169@gmail.com)

Darin Terwilliger, VST Garou: [darinterwilliger@gmail.com](mailto:darinterwilliger@gmail.com)

Matt Slaton, VST Masquerade: [mattslaton@gmail.com](mailto:mattslaton@gmail.com)



# Ask Madame Dixie

by: Liz Nakiotko, US2010076348



Dear Madame Dixie,

We have a new neighbor who is from, a previously bad neighborhood. She definitely has the same bad habits that people from her side of the hedge have. From what she has implied I think she may have been forced out rather than have moved voluntarily. I think she is swell, but I am worried about her effect on other members of our household. How can I keep other members of our household from making deals that will come back to bite them while milking her for all the juicy, juicy information she is worth?

A Leaf from a Certain Kind of Book

((The Kiki Lynskey - US2007121522))

*Dear Leaf,*

*It is unfortunate that your newcomer seems unable to leave behind her old habits. It is obvious that she needs to be reformed to some extent, especially if she is violating certain rules. If she is simply rowdy, then she is likely to cause enough trouble for herself as time goes on that she will either have to reform, or she will find herself in quite a precarious position.*

*Go easy on the girl. Treat her like a new Kindred, because she may as well be. Perhaps she should be placed under someone's accounting. Then any deals she makes will come back to the one taking care of her, which will definitely be cause for them to keep a sharper eye on those deals and ensure that they are not detrimental.*

*We were all young and rowdy once. Perhaps she just needs to get it out of her system. Perhaps Madame Dixie should come have a chat with this little one. Of course, maybe that's just Mommy Dearest in me talking, and you should follow that old adage; 'Spare the rod, spoil the child.'*

*Good luck with the youngin,*

*Madame Dixie*

--

Dear Madame Dixie,

How do I get the ugly pests out of the Sewers and into the Sunlight, I mean they should all kill themselves for being so hideous but they won't do it! I have tried to Flood them out, burn them out and even tried once or twice to shoot them and they just keep breeding like the rats they live with.

Signed: Ambrose Fulkner

(Darin Terwilliger US2007019343)

*Mister Fulkner,*

*Firstly, let me say that I cannot condone the wholesale slaughter of Nosferatu without good reason. Now, that out of the way...*

*Of course flooding them won't work, since we've no need to breathe. Burning them out would require quite a lot of fire, and the ability to block off all exits to the sewers. That's quite a lot of work, and a bit messy. Have you ever been shot, Ambrose?*

*Compared to some of the other means, it's a bit clunky and not very long lasting in most cases.*

*Perhaps, Dear, it might be better if you find a way to make use of the Nosferatu in your city. They love information and they can generally get into places others cannot. Trade them for their benefits, keep them busy with tasks. They are a useful breed, just not pleasant to look upon. While I don't expect any Nosferatu to go turning beautiful, remember that the Ugly Duckling became a beautiful Swan. Find what makes your Nosferatu into Swans...*

*Hideous is Not Useless,*

*Madame Dixie*

--

Have you ever been self-righteous and hypocritical? Long story short, I got a "Robin Hood" thing going, I steal from the rich and give to the poor. But occasionally I just steal from the rich and keep it for myself. I do love feeling superior to all the other Kindred because of my noble vocation. I mean who wants to feel like a hypocrite? But rich people have some amazing stuff.

Is there a way I can feel self-righteous AND keep the stuff?

Holier-then-thou-art-thief

((Tony Lone Fight))

*Goodness,*

*Well, Mr. Art Thief, are you keeping more than you are giving away? Perhaps you could continue to feel superior by taking the things you are keeping and decorating your Elysium them. Then you could keep the nicer bits of shiny, and still share them. The moment you start keeping too much for yourself, though, you're not really the good guy anymore, Dear.*

*Of course, there's nothing wrong being a little self-righteous, and we're all hypocrites from time to time, I suppose. Don't forget that Southern Hospitality, though. You might be doing well for yourself and others, but you still want people to like you or you're going to end up all alone with no one to show off all your pretty treasures to.*

*Keep It Classy,*

*Madame Dixie*

# Storyteller Spotlight

Josh Chaney, US2002021315

Josh's original Cam number is 9812-067. Yep, he has been doing this for 15 years. He has been a VST, CST, DST, aRST, aRC, and RST of the EC Region before moving to Miami about five years ago. In addition to preparing to get married in mid-May, Josh is currently a DST and has just accepted the lead ST spot for Nashville by Night, and is working hard to on his Graduate Degree. He subscribes to the motto "work hard, play hard."

For Josh, the best part of MES is the people. He has made friends for life in the organization. "The stories we have shared, the experiences outside and inside the Club have been amazing." Josh most enjoys expressing his creativity. As a player he likes grand stories, immersion, shared aspect of the story and seeing what other people create from character concepts, costuming, and the role play that comes from a well crafted concept. As a storyteller, he likes telling a story that people enjoy. It may sound hokey to some, but to Josh, a smile on a player's face, reminiscing about a plot or something that he did, as a player or as an ST, after the fact is what has kept his interest in larping for so long.

Josh gives this advice for other storytellers, "Our one job is to entertain the players. Plan, write a good story, challenge people to their level of play (and beyond), and prepare for your story to be totally wrecked. Importantly, pay attention to those stories you most enjoy and the people behind those stories whether they be players, other storytellers, authors, directors, poets, or playwrights. Incorporate their lessons into your own style as you are comfortable and know your limitations. There's no need for any one of us to learn anew how to tell a story - the craft of storytelling has been going on since we could communicate."

So what makes a great story? "A great story reveals something to the player or reader. The great story is true to scale; not every story has to be epic and character development can be just as important to a player as uncovering a significant element of plot. Describe scenes and remember the details. Don't rely on mechanics, unless its appropriate. An element of realism is important, understanding we're portraying supernatural creatures here, but characters with flaws and appropriate motivations are typically more interesting than flawless characters. Conflict is an essential driver and tough choices happen in real life, but not as often as easy ones. Lastly, remember pacing; don't share your hand with the players up front, but allow the story to unfold naturally (some great stories begin with a significant piece of the hand on the table)."



# Moot Photos

hosted by S.A.L.T. SC-014-D





# BBO/Board Game Social

hosted by Broward FL-032-D Submitted by: Lior Gonda, US2010066100





# Faces of Rob Dunley

Photos by Emma Finley, US2013040105





# Recipe of the Month: Deviled Eggs

by Paul Lee, US2002034024

Leftover Easter Eggs, or just need to whip up a batch of some delicious deviled eggs?? Follow these steps, and you are on your way to being known as the king or queen of deviled eggs in your area.

## BASICS (Boiling an Egg)

No matter what technique you use to boil eggs, and there are MANY ways to do so. Here is the secret. Older eggs peel easier. Try and buy your eggs, at least 5 days in advance. Always wash your eggs before storing. to remove the cuticle if they are farmer's market purchased, or to remove any oil substance the big company sprayed on to make them look extra shiny.

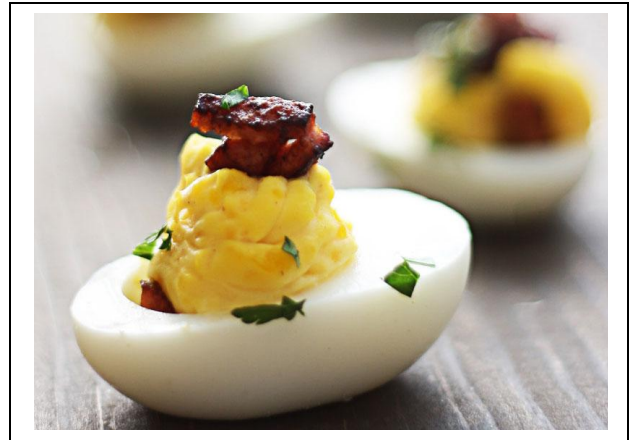
Place eggs in a saucepan and cover with 3inches of water. Bring to a boil, cover and remove from heat. Drain the eggs, and add cold water then ice. Let the eggs stand for about 15mins.

If you are going to dye the eggs, now if when you dry them, and begin that process. If food is what's on the mind, now is when you hold the pan over your sink, drain the water and give it a good shake or two to crack the eggs on multiple sides. Don't get too crazy and break the eggs. Just some good cracks should get the job done. The shell should simply slip right off.

## The STUFFING

This recipe makes 20 deviled eggs (10 Whole Eggs)

4 oz. cream cheese  
3 tbsp. sour cream  
1 tsp. dijon mustard  
3 tbsp. onion, minced  
1 tsp. fresh dill, minced (or more, to taste)  
3 dashes Tabasco sauce  
3 dashes Worcestershire sauce  
milk (usually a few tablespoons -- this will be explained in the recipe that follows)  
salt and pepper to taste



Use a sharp knife and slice each boiled egg in half. Use a teaspoon to carefully scoop out the hard yolk, and place the yolks in a small mixing bowl. Put the white halves onto your deviled egg platter, or a nice plate with flattened lettuce leaves. These will stop the eggs from scooting all around,

To your yolks, add the cream cheese(softened), sour cream and all other ingredients. Use your hand mixer to beat them. Using a mixer makes the stuffing creamy -- texture is everything when it comes to perfect deviled eggs. Add salt and pepper to taste. \*\*About that milk listed in the ingredients: add it in, a tablespoon at a time, until the mixture is smooth and creamy. Texture is everything!!!

**STUFFING THE EGGS:** Spoon your yolk mixture into a quart freezer bag, remove all the air, and chill the sealed bag in the fridge for an hour. Next, use scissors to snip off the corner. You only need to snip off a quarter inch. Now you've made a cheap piping-bag for your deviled egg stuffing. Simply squeeze the stuffing out of the small hole in the quart bag into the egg white halves. This makes it easy to make really pretty deviled eggs. If you have any leftover stuffing, think crackers!!!

## DECORATING!!

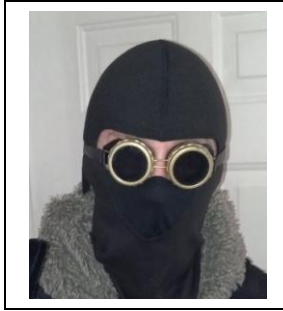
Sliced Olives, Paprika, Strips of Pimento, pickled jalapenos, bacon bits, get wild and crazy!!

Also, don't forget the recipe is just a basic mixture. Add different dry ingredients or even different types of wet ingredients, just make sure to adjust, so things dont get too dry, or too runny!

Lastly, my favorite add on to a deviled egg, is a hidden secret. Take some lil' smokies cocktail weenies, and fry them in a pan until they have a crispy skin. Eat them cool, and place one in each deviled egg, and pipe the yolk mixture to hide the sausage. Gives a lil snap, flavor, and a surprise with the first bite!

# Hannah/ Accord:

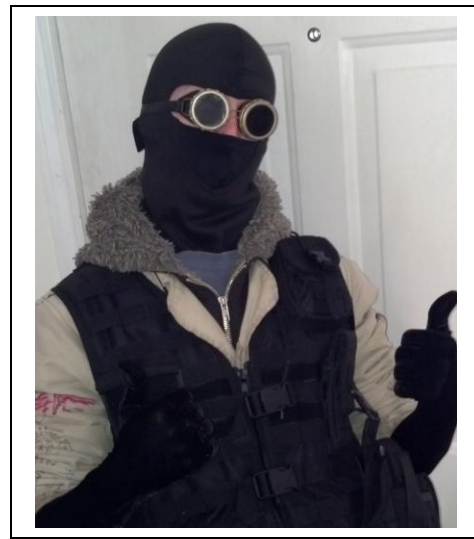
by Colin Laws, US2013080051



I haven't had a BAC percentage of over one-point-oh for fifteen days, and it's finally clearing up that issue I've been having. Tirades about the Teenage Mutant Ninja Turtles appearing in my programming, and my degrading bullet grouping both vanishing as I've realized that my Etheric Goggles only have two lenses. Sometimes, you don't have to be blacked out to kill a god. Literally.

Sylvia and I decided to help out in Operation RADAR, a fairly large op in which the simple task of killing a lesser god and his heavy metal pet mage. And not simple in the 'Let's find our place in the battle' sense, but with an air of 'SKATE OR DIE'. I got to meet F1R3W@LL, and— Well, the cons were sucker punching Frankie's fiancé (I'm really sorry, Frankie!), getting chided by one of the other TFV, accidentally frying a laptop of mine, and fending off F13's buddy mafia. Oh, and killing a god, that was probably in the cons, but it's a glass half blank situation. A Schrödinger's enthusiasm or something. I recall seeing some dude's neck collapsing, and freaky daemon spiders pouring out of nowhere, but at the same time, we did kill a god.

Not long after that, we all took a field trip to help Savannah work out a few kinks in their system. I made it down there alright, but Sylvia and I very nearly had it out over my celebrating on the job. Now, I like my vices just fine, but when your cell leader's fixing to deck you in the face over them, take my advice — Shut your face and figure out where you've gone wrong. I stopped lubricating for the night, and picked up some investigation work surrounding some freaky Resident Evil 4 head-alien. People were coming up dead around hospitals, so their cell leader dispatched groups to



certain ones. I was shooting to be out of her field of vision, but got grouped up with Sylvia.

So off to some local clinic we went, with James, Sylvia, and their freaky tension. Didn't take long to find this guy, standing down the hall was this emotionless, blank soldier. His face came off pretty quick, but not before he started spewing acid everywhere, including on a Sloth Possessed who was with our group. A few more blasts and some freaky dracula stuff got us a dead alien and no witnesses. Good job, Team Diamonds. James and stayed back for a bit to help some specter pass on. Back on the road to Charleston not long after, and time to work on hitting that bank. The reports that I got back on the security were actually kind of alarming, the CUT was forging a boatload of cheese. That afforded me a chance to kill two birds with one stone, I can siphon off of their illegitimate bean factory and kill their funding while I'm at it!

I'll end up writing more about that next month, but I don't have any worries about it, save for abomination hit-squads.

Sydney and Sylvia ended up finding me at a place in Summerville, The Icehouse, and we spoke. Truth be told, all that Claire business messed me up really badly. Much worse than I expected. Sylvia tried to calm me, but ended up stepping away after a moment. Sydney followed up and let me know that, even how I was acting, people still worried for me. It struck a chord with me, and in a moment of clarity, I decided that that was it. I need to change myself before I ended up dead. I left them to drink and set out to start doing better with my life.

# SOUTH EAST REGIONAL CALENDAR MAY 2014



Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1 May Day	2	3
4	5 Cinco de Mayo	6	7 <b>Regional Meeting -IRC</b>	8	9	10
11 Mother's Day	12	13	14	15	16	17 Armed Forces Day
18	19	20	21	22	23	24
25	26 Memorial Day	27	28	29	30 <b>FGotM Greenville, SC</b>	31 <b>FGotM Greenville, SC</b>

Special Thanks to everyone who contributed to the May 2014 Newsletter!

Scott Richardson, US2002034021  
 Robert Nunley, US2014010019  
 Andrew T Hermann, US2005022960  
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 Paul Lee, US2002034024  
 Colin Laws, US2013080051

If you would like to contribute to the Newsletter, have an idea or comment, please contact the ARC Newsletter at [SEARC.Newsletter@gmail.com](mailto:SEARC.Newsletter@gmail.com)