



KublaCon's site for advanced searches, GM's and Hosts

You are NOT currently logged into your account.

Over 600 Games...

... end up as scheduled events at KublaCon. Thanks to our GM's and Hosts and attendees.

By making an account you can view and request tasks to be a host.

KublaCon Game Convention Event Submission Worksheet

Thanks for helping create a great convention by supporting us with fun and exciting events that people love to play.

This worksheet should help you submit complete event descriptions and help avoid errors or questions about your submission.

Please note a few important things:

- 1) This is a worksheet only!
- 2) Events must be submitted online at www.kublacon.info
- 3) Do NOT send us this completed worksheet as a substitute for #2 above.
- 4) We recommend you keep a copy of a completed worksheet for each event you're running.
- 5) We suggest you complete the worksheet PRIOR to logging into your account and filling out an "Add Event To GM" form.
- 6) Pay close attention to the long and short description fields on the worksheet.
- 7) You CAN copy and paste contents of fields from the worksheet into the online submission form. (Particularly helpful with the descriptions)
- 8) The interactive form elements of this worksheet require Adobe Acrobat or Mac Preview to function properly. The forms won't function on iOS devices.

Main Menu:

- Basic Search
- About/Using this Site
- Contact Us
- KublaCon Main Site

Host/GM Status



You are not currently logged into your account. Logging in will give you a count of your request tasks, event proposals, open tasks and events, and what you have qualified for free admission.

Search Legend

Event Status

- Confirmed
- Proposed
- Prior Year
- News
- FAQ

Sort with:

* Shuffled Event

KublaCon Game Master event submission worksheet

Event Submission Page One Please complete all that apply.

Event Title/Name

This is the name you want to call your event... NOT the name of the game that's used to play the event. No LONG titles please... keep it short!

Category **CCG** **RPG** **TBL** **MIN** **CMBG**
 HIST **LARP** **HBG** **DEM** **COMP** **OTHR**

Game or System

Use the dropdown menu to choose the game or system you're using. This would be the publisher's name for the game... such as *Settlers of Catan* or *Warhammer 40k*. If you don't see an appropriate game in the menu, enter it in the box below the dropdown.

Preferred Day/Time **DAY** **TIME** **AM** **PM**

Duration

(In hours)

Number of players

(DO NOT enter a RANGE... choose a number that is the maximum you want participating)

Description (Long)

This long description appears on the web and can contain as much info as you feel necessary for potential attendees.

Short Description for onsite book

Keep to 400 characters or less! This description goes in the onsite book! SERIOUSLY.. keep it short and concise! We'll no longer be editing 'TOO long' descriptions... we'll just cut them off after the 400th character.

Event Submission Page Two Please complete all that apply.

Web link to more info (Enter your web link as: www.website.com/page.html. Do NOT add http//)

Title/name of your link (NOT the URL - something like: *Link to House Rules*)

Special Categories - check all that you know apply. If unsure... don't check it!

RPGA	Wargame
Paizo PFS	War College
Demo	Painting Events
Giant Game	Master Maze
Young Player Appropriate	Beginner's Track
Young Players ROOM	Special Event
Teen Appropriate	Seminar
Teen ROOM	Celebrity

YP and TEEN Note: If your game is appropriate for young players or teens, and you welcome them to join in with other players, please check the "Appropriate" Box. If you prefer to run a game specifically for Young Players or Teens in the areas set aside for them (YP and Teen rooms), please check the "ROOM" option AND the appropriate option.

Complexity	1 - Simple	2 - Average	3 - Complex
Experience	A - None	B - Some	C - Required

Choose the correct Complexity and Experience ratings!

This will help ensure that players arrive at your game with accurate expectations.

The Complexity/Experience rating is a tool to help GM's target their events to a particular audience, and to help players identify games that will be appropriate to their experience and style of gaming. The "C/E" rating will appear as a number/letter as outlined below. Unrated events will have a C/E rating of -/-.

Complexity

1 = Simple. Generally less than four pages of rules and very few calculations or modifiers.

2 = Average complexity. Games with a longer set of rules, use of expansion rules and some calculations or modifiers. Though more complex than "simple", this game could still be taught to an inexperienced, but quick-to-learn player.

3 = Complex. Games that are large and detailed. These games may use multiple sourcebooks, rules, variants, varying victory conditions and more. This type of game might usually be taught to new players in a "demo" style, rather than in a competitive or experienced game.

Experience

A = None. The game master will teach all rules for inexperienced players.

B = Some. Little or no experience in this rule system is needed, but familiarity with the type of game is preferred. The GM may introduce and teach variants on the game, but will not specifically be teaching the entire game. She may also help with rules and mechanics as questions arise.

C = Required. Likely, a "C" rated game is highly competitive. The GM will not be teaching rules, and prefers players that are completely familiar with the system. If you've never played this game before, please don't enroll in this event.

Examples

A rating of 1/B means the game is simple, but the GM would like players with some experience. (I.E., the Time's Up family game.)

A rating of 3/C means the GM wants only people who have played this rules system and the game is complex. (I.E. an Age of Renaissance tournament.)

A rating of 3/A means it's a complex game, but open to anyone. The GM is willing to teach all rules needed to play (I.E. a D&D adventure for 1st level characters.)

Event Submission Page Two (continued)

RPG info

Char. Levels - Range is OK!

Characters (pre-gens) provided? Can Provide Bring Own Provided

MINS info

Max Army Point Value.

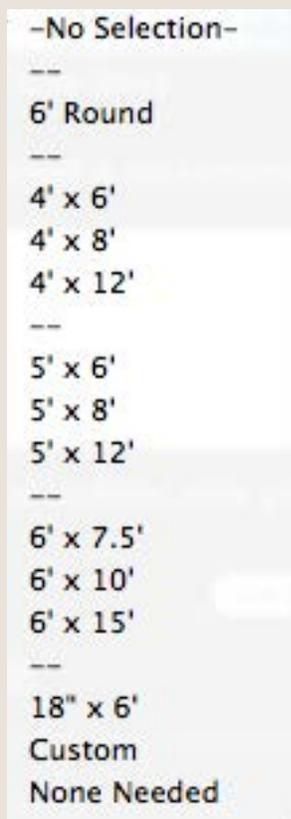
Mins/Figs provided? Can Provide Bring Own Provided

LARPS

Troupe/Clan - if applicable.

Tables/Chairs

Table Sizes The drop down menu gives you the choices below. Choose ONE size from the menu:



Tables QTY

Chairs needed.

See next page for info on customized table layouts!

Event Submission Page Two (continues even more...)

Need a customized size or layout?

Custom Table Arrangements

We strive to provide the best experience for our game masters and guests. The standard choices for table size cover 95% of our typical game layouts.

However, we understand that your event might require a special size. If you need a special setup, please indicate in the "Notes to Staff" exactly what you need.

Bear in mind that hotel tables come in pre-set sizes, that can be arranged and combined to create different layouts.

Standard hotel table sizes are:

6' round

18 inches by 6 feet

30 inches by 6 feet

18 inches by 8 feet (limited quantity)

30 inches by 8 feet (limited quantity)

3 foot square (limited quantity)

Be as specific as possible.

For example:

"I need the tables set up in a "U" shape.

It's OK if they're only 18 inches wide.

So, I need five 18" x 6' tables with two on either side

and one at the bottom of the 'U'."

If you are able to calculate how many 18" by 6' tables you need, please enter that amount in the Table Type Popup and the Tables Qty fields.

Otherwise, choose "Custom" from the popup.

As you can imagine... setting up tables for over 50,000 square feet of gaming is quite a task! And we appreciate your help by clearly indicating your needs!

Notes to Staff

This is a really important field to fill out! In this field, let us know anything that might make your experience, and our guest's experience run more smoothly and have more fun! You might include specifics about your table needs (see above), time constraints, ideas to promote your event, or special considerations about your event.