MID WEST BRONY FEST

2013

Hi Everypony!

Welcome to Midwest Brony Fest Kansas City 2013! This convention is Kansas City's premier brony convention. As convention chairman, I would like to say a few things. First off, on behalf of all our staff and volunteers, welcome and thank you! The awesome experience around you could not have happened without YOUR support! This was a very long and tiring process over the course of the last year. But here we are! And hopefully we will be able to continue to provide the best convention we can year after year.

In this program you will find the following:

Schedule of events, panels, and contests.

Map of panel rooms.

Rules and regulations.

Guest information.

An autograph page.

And much more!

If at any time you need assistance, feel free to contact any staff member. You can identify us by our armbands, Do not hesitate to ask, as we are here for you than willing to help out.

We will have a suggestion box at the registration table. We welcome your comments and feedback. Please take a few moments and fill out a comment card. We take the time to read each and every one. You don't have to leave your name or email, but you can if you prefer. If you would like somepony from staff to contact you as a follow-up to a comment, are interested in helping next year, or have a neat idea for next year's con, let us know! We will gladly discuss it after the convention!

We hope you enjoy yourselves, and above all, don't forget to HAVE FUN!

Programming

Saturday

9AM-9:50AM: Convention 101
Room 1, Room 2
"This is my first convention. Help!"
If you've never been to a convention before, or if you just want a little run-down on what to expect, then visit this panel first.

10AM-10:50AM:
Opening Ceremonies
Room 1, Room 2
Join us as we start off the Convention for a fun weekend!

(Contests are active at this time)

12PM-12:50PM:
Work out with the Wonderbolts
Room 1
Join our fearless con-com, Alex, as he takes you through a workout that would make Spitfire winded. Come dressed to sweat.

12PM-1:50PM:
Talent Show Auditions
Room 2
Strut your stuff! The top 10 acts will be picked for an hour long show on Sunday. Events hosted by Silva Silviak

1PM-2:50PM:
Greggo Game Show #1
Room 1
Ponyville Derby

2PM-3:50PM:
Soul Caliber Tournament
Game Hall
Love fighting games? Then you'll love this! We are going to be having two gaming tournaments in the game hall this year Starting with Soul Caliber!

3PM-3:50PM:
Artist workshop #1
Room 1
If you aren't very good at drawing those elusive ponies, or you want to help others draw them better, this is your place. The artist workshops will consist of artists and aspiring artists coming together to teach and be taught. Featuring our special guest artists, Braeburned and RCR!

4PM-5:50PM:
Greggo Game Show #2
Room 2
Brony Knockout

Contests:
1. Art Contest- Make a drawing and submit it! Must have ponies of course!
2. FanFic Contest- Write a pony fanfic! There's no prompt, so write whatever you feel like. make sure to keep it PG.

Programming

Saturday

5PM-5:50PM
Sam Vincent Panel #1
Room 1
Sam Vincent, MLP, and You.
Join Flim, our favorite cider pony on his tales of adventure through the pony kingdom. Autograph session to follow in the atrium.

7PM-7:50PM:
My Little Pony History
Room 1
Feel a little lost? Not sure what we mean by G1 or G4? Take a trip through the pony timeline from the retro to the modern day.

8PM-8:50PM:
Discord/Rarity FVA Q&A
Game Hall
Listen to the fandom's best Discord VA as he takes your question's! Also hear DJSquirrel's wonderful co-host MissRarity as she and Discord chat with the audience and spread wicked amounts of chaos!

6PM-6:50PM: White Dove Panel
Room 2
Join White Dove creations and learn more about how she became the community's most renowned plushie artist.

8 PM-8:50PM: Writers Workshop
Room 2
A presentation of the general form of storytelling, examples of successful writing from within the fandom and without, and open discussion about technique and delivery. If ponies can write, you can too!

9PM-9:50PM: Musician Q&A
Room 1
Ask our talented musicians about how they got into pony, their music, and what makes them tick. Loud Music Time to follow.

10PM-1AM: Loud Music Time
Room 1

Have Fun!

Programming

Sunday

10AM-10:50AM
Tomodachi wa Mahou
Room 2
Are you an Otaku that wandered into the OPCC thinking this was Naka's ReKon? Then this panel is for you. Come learn how the MLP came to Japan.

12PM-12:50PM:
Talent Show
Room 2
Show the whole of Mid West Brony Fest what you can do! You earned it!
(Audition Details on page 4)

2PM-2:50PM:
Sam Vincent Panel #2
Room 2
(contest submissions are due at this time)

4PM-4:50PM Charity Auction
Room 2
Bid money on uncommon pony items! All proceeds go to charity.

5PM-5:50PM:
Convention Feedback/Contest Winnings
Room , Room 2
Give us feedback on how the convention went and make suggestions for what we can do in the future.
Winners of the contests will be announced and prizes shall be bestowed.

11AM-12:50PM
Greggo Gameshow #3
Room 1
Pony Jeopardy

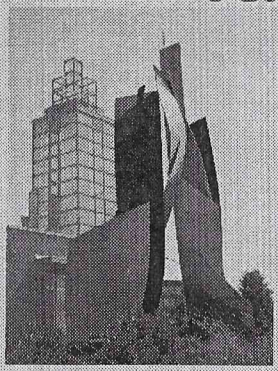
1PM-1:50PM:
Artist Workshop #2
Room 1

1PM-2:50PM:
BlazBlue Tournament
Game Hall

3PM-4:50PM:
Fan Fic Panel/Readings
Room 1
A selection of fan-fics will be read. You can volunteer to read if you would like to!

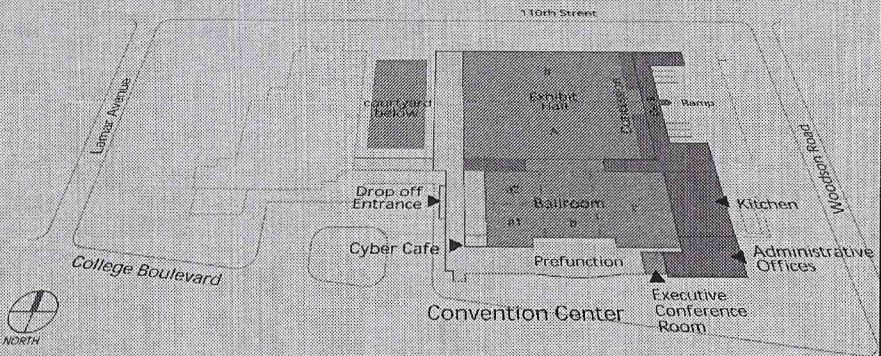
6PM-6:50PM:
Closing Ceremonies
Room 1, Room 2
Cosplay photo-shoot will take place right after the ceremonies

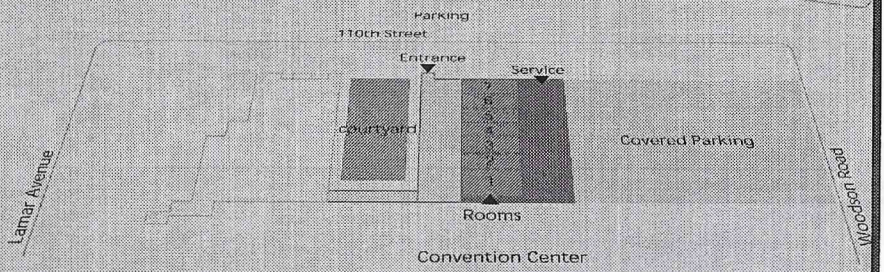
Map/Directory



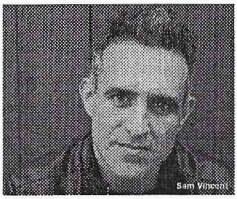
Ceremony Reception Options:

-Grand Ballroom ABC	25,000 sq.ft.	975 guests
-Ballroom A	8,482 sq.ft.	250-325 guests
-Ballroom B	7,830 sq.ft.	250-325 guests
-Ballroom C	8,679 sq.ft.	250-325 guests
-Courtyard Room 1-3	6,761 sq.ft.	100-250 guests
-Courtyard Room 4-7	7,354 sq.ft.	150-300 guests





Guests



Sam Vincent

Sam was born and raised in Vancouver and has been working in the film and television industry as an actor and voice performer for 25 years. While known in the Brony community for his role as Flim, our favorite travelling cider salespony, his talents have also graced Cardcaptors, Ed, Edd, 'n Eddy, Martin Mystery, Krypto the Superdog, Gundam Seed, Fantastic Four, Storm Hawks, Rekkit Rabbit and Voltron Force. Sam is currently working on several shows which include Shezow, Pac Man and the Nerd Corps production Slugterra, as well as the voice of Russell from Littlest Pet Shop. When Sam isn't in the sound studio he enjoys time with family, playing guitar, or lounging around in the backyard.

CircuitFry

CircuitFry found ponies in 2011, and began making music and voice acting for fan projects until 2012. He initiated Balloon Party and was a co-DJ for Bronypalooza. His friends TripDiam and Datsmore are evolving their act together as well as strengthening their friendship ever day, working together to make the best nights ever.

White Dove Creations

WhiteDove, known in real life as Sherry Bourlon, had been making My Little Pony plushies for about a couple of years now. Prior to that, she'd been making Native American regalia for the powwows. Her son is currently a brony, and that's what got her interest in ponies; starting to make plushies for him and it definitely grew from there. She currently lives in Iowa with her husband and dog, and has two grown kids, Brett & Cortney. She says that making plushies and talking to her fans is her passion.

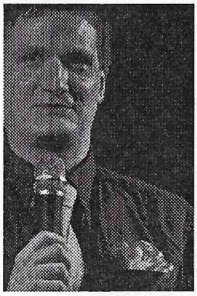
MichealA

MichaelA had been in the community making electronic music for about 2 ½ years now. Most known for his hands-up & trance works, Michael isn't afraid to touch any genre, from acoustic to electronic, and more. Although he doesn't exclusively make music for the fandom, he tends to enjoy making pony music the most, and hopes to make more pony tracks in the near future!

DJSquirrel

DJSquirrel is one of Celestia Radio's finest DJ's, being in the pony music business since mid-2011 (kinda long in pony years anyway!). Give him a song request, and he'll play the best of the best. He'll also be glad to accept ideas as well as any dedications his way. His favorite background pony is Zecora.

Greggo's Game Shows



We are happy to announce that Greg of Greggo's Game Shows will also be providing some amazing entertainment for our convention. Greg Wicker (or "Greggo" as he's fondly known) has been producing and hosting game shows at conventions since 1999, Since then, Greggo has done anime- and pony-themed versions of several classic game shows, created a few games of his own, and even had an original project that very nearly turned into an actual television show on Anime Network. These days Greggo is concentrating on perfecting his craft and making game shows available for conventions everywhere, bringing his rapier wit and friendly personality with him wherever he goes.

Autographs

Rules

General Rules

Credentials:
All con attendees must wear their convention badge at all times so that they can be identified by convention staff in order to prevent unauthorized persons (sometimes called 'ghosts') from entering the con space. Please inform a staff member if you see someone without a badge in the convention space.

Common Courtesy:
This is a brony convention. Please show respect to your fellow attendees. Please contact convention staff if you have any questions or concerns. The only person who should ever have to be mean is Alex, our business director, and you really don't want him to go into a Flutter-rage.

Underage Attendees:
Younger ponies (under age 13) must be accompanied by a parent or guardian at all times.

Dress Code, Costumes, and Props

Decency and Appropriateness:
Costumes must conform to local laws regarding indecent exposure and must also be PG-rated. In Overland Park, all areas covered by a swimsuit must be covered in public. Hate speech is not permitted on costumes in any language.

Costume Safety:
Costumes must not be dangerous to anyone who bumps into them accidentally. Sharp edges, hooks, or heavy swinging parts that might cause injury to bystanders are not allowed.

Sound Effects:
Costumes that make noise must have volume controls and their wearers must turn down or mute the volume when asked to by convention staff.

Live Steel:
Live steel props are any props crafted from metal with a pointed end or blade-like edge, whether blunt or sharp. All such objects are strictly prohibited in convention spaces. This rule does not apply to objects with only the appearance of metal (i.e. such as wooden swords wrapped in aluminum foil). Any sword-like weapons will still be peace-bound by convention staff.

Weapons:
Real weapons such as maces, axes, or batons must be disabled if possible, and are not allowed if they cannot be disabled. Projectile weapons such as bows, slings, or crossbows must be disabled and unloaded. Bows must be unstrung or strung with a flimsy and loose material such as twine. No bolts or arrows may be carried as part of a costume unless they are fake, not fire-able, and not sharp or dangerous. Any weapon or prop, whether disabled or not, which is able to fire any projectile capable of breaking human skin under normal operation is not allowed in the convention space at all. In addition, all weapons with a trigger will have that trigger peace-bound by convention staff. Any prop being used in an unsafe or threatening manner may be confiscated.

Rules (continued)

Gun-like Props:
Gun-like props are required to have orange tips and/or be peace-bound by convention staff. Air-soft guns are not allowed. It will ultimately be up to the convention staff whether or not a gun-like prop will be allowed.

Guns:
Real firearms, even if disabled or unloaded are strictly prohibited in all convention spaces, including conceal and carry. Any attempt to bring a real firearm into convention space (loaded or unloaded) will result in an immediate call to the police, a permanent ban from the convention, and possible prosecution.

Policies
Harassment:
Harassment has been a serious issue at many conventions, and we want to make sure it doesn't become a problem here. A broad definition of harassment includes but is not limited to offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate or unwelcome physical contact, unwelcome sexual attention, the display or distribution of sexually related materials to individuals under the age of 18 or any attendees who do not want such materials, and any other behavior that makes other attendees uncomfortable. Confirmed cases of harassment will result in offenders being removed from the convention. Here are some simple guidelines:

- No Means No: Pretty simple here, folks. This applies to everything, not just sexual or suggestive conduct.
- Costumes are not consent: Just because someone is wearing a costume you like, or you find that person attractive in their costume, you don't have the right to touch them, follow them, take pictures of them, or proposition them.
- Words and Actions: Behavior or speech which makes another attendee uncomfortable constitutes harassment. It can be harassment even if you didn't touch a person.
- Bullying: Not allowed. Period.
- Reporting: If you are being harassed or if you feel uncomfortable, please find a member of the convention staff immediately. We're here to help.

Public Displays of Affection (PDA):
We are a family friendly convention. Please refrain from any PDA in or near the convention space. We really appreciate not having to ask you to follow this rule as it creates awkward moments.

Fighting and LARPing:
Fighting is strictly prohibited at the convention. This includes LARPing if body-to-body and/or prop-to prop contact occurs. This is for our safety and yours. Violators may be asked to leave the convention immediately depending on severity. This, however, does not include assuming fighting stances or poses for still photographs only.

Tobacco Use:
Tobacco use is prohibited in both the convention space and the convention hotel. Please go outside to he designated smoking areas if you need to smoke.

Alcohol:
Alcohol is prohibited in the convention space even if you are over 21. If you appear to be intoxicated, you will be asked to leave the convention area. Repeated violations will result in removal from the convention.

Rules (continued)

Illegal Drugs:
Any illegal or controlled substance is prohibited inside the convention space, the hotel, and is violation of local and state law. If you are found to be in possession of any illegal substance, convention security and local police will be contacted immediately. You will also be banned from the convention.

Common Sense:
Folks, do not be stupid. If you cannot do something outside the convention, you cannot do it inside the convention.

Summoning Discord:
Summoning Discord is strictly prohibited at the convention and will result in immediate removal from the con space while the staff attempts to utilize the Elements of Harmony against him. The only exception to this rule is if someone polyjuices into John de Lancie and apparates into the convention.

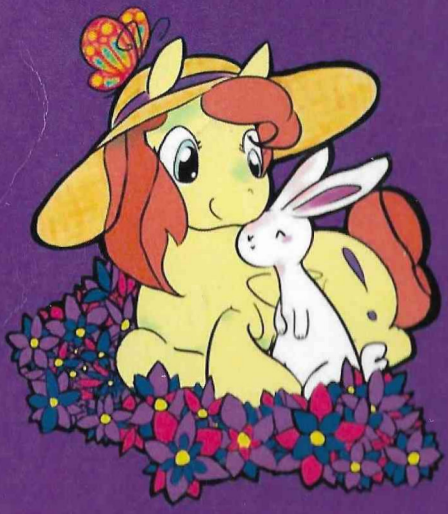
3-2-1 Strike Policy:
Badges can be revoked at the discretion of convention staff. We don't want to take your badge. We want you to stay and have a great time. However, violations our policies which present a threat to the Elements of Harmony are grounds for revocation of your badge, and you will not be entitled to a refund.

Moderate Violations:
Repeatedly, noticeably failing to adhere to prop, costume, PDA, and other convention policies where health and safety is not a factor follows a three-strike system. First you get a warning. Second a corner is cut from your badge. For the third strike, we cut your badge. If the incident is particularly severe, you can go straight to strike two. This is left at the sole discretion of convention staff. Badges cut for policy violations are not eligible for a refund.

Severe Violations:
If health and safety is involved, your badge may be cut immediately. This is only in the most extreme of circumstances and usually will require the involvement of convention staff. Badges cut for policy violations are not eligible for a refund. Severe violations may result in being banned from the convention for future years. You may be asked to leave the convention immediately depending on severity. This, however, does not include assuming fighting stances or poses for still photographs only.

Staff

Convention Chair - Jon Riley

- **Business Director of Staff and Hotel Relations**- Alex Popp
- **IT/AV** - Caycee Anderson
- **Security Chief** - Michelle D'Entremont
- **VIP Relations and Guests** - Scotty Fullmer
- **Media and Content Creation** - Annie Noens
- **Lounge Room** - Leonel Garcia
- **Programming** - Elton Burns
- **Public Relations/Info Desk** - Kristin Caswell
- **Vendor Relations** - David Moore
- **Baby Dragons (Volunteer Coordinator)** - Geoff Voss

MID WEST BRONY FEST STAFF