

DragonCon 2026 Critical Updates

Overview

This document highlights critical changes for DragonCon 2026 that affect all volunteers. These updates supplement existing volunteer documentation available at atlantapfs.org.

2026 Charity Partner: Hope Atlanta

Mission: Georgia's longest-standing nonprofit preventing and ending homelessness (125 years of service since 1900)

Website: <https://hopeatlanta.org/>

What They Do:

- Street outreach to connect with people experiencing homelessness
- Housing support to help clients obtain and maintain stable housing
- Homelessness prevention for at-risk individuals and families
- Hunger relief through comprehensive food programs
- Wraparound support services for achieving self-sufficiency

How AtlantaPFS Supports Hope Atlanta:

- Interactive Specials (Slots 6 & 9): All ticket proceeds to Hope Atlanta
 - Raffle ticket sales at HQ
 - At-table charity donations (individual and table-wide options)
 - Direct donations at HQ
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2026 Pricing Changes

Game Pricing (INCREASED FROM 2025)

- **Regular games (5-hour slots):** \$15 per ticket (was \$10)
- **Charity games (Interactive Specials):** \$30 per ticket (was \$20)
- **Quests on Demand/Learn to Play:** FREE (no change)

Generic Tickets

- **\$5 each**
- Regular games: Need **3 generic tickets** (\$15 total)
- Charity games: Need **6 generic tickets** (\$30 total)

Reserved Tickets

- Can be purchased up until **scheduled game start time**
- Example: Game starts 2:00pm → Reserved ticket must be purchased by 1:59pm
- After game start time: Only generic tickets available

Raffle Tickets

- **\$10 each** or **3 for \$25** (no change from 2025)
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At-Table Charity Donations

Individual Donations (Any Player)

- **\$1** - Reroll (must take result even if worse)

- **\$5** - +5 to a single roll (must declare before rolling)
- **\$10** - +10 to a single roll
- **\$20** - Treat one roll as Natural 20/Critical Success
- **\$25** - Make GM roll twice and take worse result

Table-Wide Donations (Full Table Participation)

\$50 Table Donation:

- **Benefit:** ALL participating players get **+10 to a single roll**
- **Works for:** PFS1, PFS2, SFS1, SFS2
- Each player can use their +10 once during the session

\$100 Table Donation:

- **Benefit:** ALL participating players get **"Make GM roll twice and take worse result"**
- **Works for:** PFS1, PFS2, SFS1, SFS2
- Each player can use this ability once during the session

Participation Rules:

- Not everyone needs to donate the same amount - total must reach \$50 or \$100
- **Only donors receive the table-wide benefit**
- Exception: If another player donates on their behalf, they receive the benefit
- Example: 6 players, 5 donate \$10 each (\$50 total), 1 donates \$0
 - The 5 donors get the benefit
 - The non-donor does NOT (unless someone covers them)

Payment Methods

- **QR Code** (provided by DragonCon at tables and HQ)

- **Cash** (with full documentation - see cash handling protocols)
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🚫 Cash Handling Protocol - CRITICAL CHANGES

Primary Rule: NO CASH FOR PLAYER GAME PAYMENTS

When Gaming Registration/Kiosk is OPEN:

1. **Player presents cash → See runner process below**
2. **Direct player to Gaming Registration/Kiosk:**
 - "You can purchase tickets at Gaming Registration or the kiosk"
 - Reserved tickets available until game start time
 - Generic tickets: \$5 each (3 for regular games, 6 for charity games)
3. **Runner Process (if player insists on immediate seating):**
 - If runner available: Runner takes cash, goes to Gaming Registration/kiosk, exchanges for generic tickets, returns to player
 - If no runner available: Player must go themselves

When Gaming Registration/Kiosk is CLOSED:

- Accept cash ONLY as emergency measure
- Full documentation required: Player name, amount, time, volunteer accepting, reason
- Issue temporary receipt to player
- Notify Event Organizer immediately
- Convert to generic tickets when Gaming Registration reopens

Charity Donations: CASH ACCEPTED

At-Table Charity Donations:

- Table GM documents: Player name (optional), amount, donation option selected, table #, time
- Cash secured with GM until end of game
- **NEVER leave charity cash unattended**
- GM hands cash + documentation to GM HQ with all other paperwork

HQ Charity Donations:

- Raffle tickets, direct donations accepted
- Document: Amount, donor (optional), time, HQ volunteer name
- Secure immediately

END OF DAY - NO EXCEPTIONS:

- **ALL charity cash to Event Organizer DAILY**
- DragonCon will NOT collect unless Event Organizer requests OR Sunday/Monday

15-Minute Early Arrival - NOW APPLIES TO ALL VOLUNTEERS

Previous Policy

- Only GMs required to arrive 15 minutes early

NEW 2026 Policy

- **ALL volunteers must arrive 15 minutes before shift start**
- This includes: HQ volunteers, GM HQ, Character Creation, Table GMs, House GMs

Why This Matters

- DragonCon expects punctuality from all volunteers
- Allows time for setup, handoffs, and preparation
- Late arrival impacts operations and other volunteers

Revised HQ Coverage Times

Friday, Saturday, Sunday, Monday:

- Morning HQ: Arrive **8:45am**, shift **9:00am - 3:00pm** (6.25 hours)
- Afternoon HQ: Arrive **1:45pm**, shift **2:00pm - 8:00pm** (6.25 hours)
- Evening HQ: Arrive **7:00pm**, shift **7:15pm - 1:15am** (6.25 hours)

Thursday (Special - Load-in Day):

- Load-in: **4:00pm** (no early arrival - this IS the early period)
- First Gaming HQ: Gaming starts 7:00pm, shift through midnight

Shift Benefits:

- **4 shifts = 25 hours** (DragonCon free badge requirement)
 - **5 shifts = 31.25 hours** (exceeds Paizo's 30-hour PDF requirement)
 - **Overlap periods eliminate coverage gaps:** 1:45-3:00pm and 7:00-8:00pm
 - **Continuous HQ coverage** throughout all gaming operations
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🚪 Volunteer Comp Tickets & Seating

Volunteers Should Get Tickets (Preferred)

- **Volunteers should obtain tickets from Gaming Registration** (reserved or generic)
- If volunteer has ticket: Count under that ticket type in DragonCon log book
 - Reserved ticket = "Real (Reserved) Ticket"
 - Generic ticket = "Generic Ticket"

"Volunteer Seated" Category - TWO SITUATIONS ONLY

Situation 1: Making Table Minimums

- Table needs volunteers to reach 2-player minimum to fire
- Volunteer plays without ticket to help table fire
- Counted as "Volunteer Seated" in log book

Situation 2: Gaming Registration Closed + Comp-Eligible Volunteer

- Gaming Registration/kiosk is closed
- Volunteer is comp ticket eligible (based on volunteering ratio)
- Volunteer cannot obtain ticket because Gaming Registration closed
- Seated without ticket, counted as "Volunteer Seated"

Volunteer Comp Ticket Entitlement

- **1:1 ratio:** Volunteer 3 slots = entitled to play 3 games at no cost
- **EXCEPTION:** Comp tickets **NOT permitted for charity games** (Interactive Specials - must purchase)

2026 Comp Ticket Process

If DragonCon's comp system is fixed (pending confirmation):

1. **Volunteer purchases tickets** normally through DragonCon Gaming Reg site (as "guest")
2. **Volunteer emails Event Organizer** with purchase details and slot count
3. **Event Organizer verifies** volunteer status and slots worked
4. **Event Organizer notifies DragonCon** (Brooks) to confirm volunteer and slot count
5. **DragonCon initiates comp request** in system
6. **PayPal auto-refunds** volunteer's card "fairly quickly"

If comp system is NOT fixed:

- Process may revert to 2025's purchase-then-spreadsheet-then-reimburse method
- Updates will be communicated once system status is confirmed

Why Event Organizer verification is required:

- Confirms volunteer actually volunteered
- Verifies accurate slot count for appropriate comp amount
- Prevents comp ticket abuse

🔒 Volunteer Absence Notification System - NEW

If You Will Be Late or Absent

Email: dragoncon-absence@atlantapfs.org

Include in Your Message:

- Your name

- Time slot affected (day + time)
- Late or Absent
- If late: Expected arrival time
- What you were scheduled to run/do

Who Gets Notified:

- Event Organizer
- All HQ staff
- All VO Volunteers

Why This Matters:

- Enables immediate coordination without bottlenecking through single person
 - Allows HQ and other volunteers to adjust coverage
 - Creates accountability and operational transparency
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Schedule Visibility & Shift Swaps

Complete Schedule Distribution

- 1 week before convention: Emailed to all participants
- Day before: Reminder with schedule link
- Posted in Discord private volunteers channel
- Physical copy at HQ desk

Why: Everyone needs to know who's working when, who's at which HQ position, and any special circumstances

Shift Swap Process

If you need to swap shifts:

1. Coordinate swap directly with another volunteer (schedule visibility enables this)
2. Both parties confirm swap via email to Event Organizer
3. Event Organizer approves and updates Schedule Master
4. Automated notification sent to all participants, HQ staff, VO Volunteers
5. Updated schedule distributed

Swap Deadline:

- **Minimum 4-6 hours before shift** (earlier strongly preferred)
 - No swaps within 4 hours without Event Organizer approval
 - Day-of swaps only in emergencies
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Chronicle Sheets - GM Responsibility

Physical Chronicle Sheets

- GMs wishing to distribute physical chronicle sheets **must print and bring them personally**
- **We will NOT ask DragonCon to print chronicles**
- If GM cannot print physical sheets, must use RPGChronicles electronic distribution

All GMs Must Track

- Chronicle sheets provided to players? (Y/N)
 - If YES: Physical (GM-provided) or Electronic (RPGChronicles)?

- If NO: Note in paperwork - HQ/Event Organizer will trigger from RPGChronicles
 - All players must sign in on RPGChronicles regardless of physical/electronic distribution
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[PENDING DRAGONCON SYSTEM STATUS]

The following items depend on DragonCon's off-season system fixes and will be updated once confirmed:

Electronic Ticketing/Scanning System

- **Status:** Priority 1 off-season fix, won't be confirmed until test environment reopens
- **If implemented:**
 - Event Organizer will designate approved team members to receive app download link
 - DragonCon will provide spare internet-only phone as backup
 - Scanning app can process refunds (limited permissions: 1-2 people per team)
 - **Scan tickets AFTER players seated and game begins** (prevents GM no-show issues)
- **If NOT implemented:** Visual ticket verification continues (like 2025)

Table Doesn't Fire - Refund Process

- **Players can ALWAYS get refunds at Gaming Registration** if their table doesn't fire
- **Even after slot time starts** - not player's fault
- **If after slot begins:** Event Organizer or team should notify Brooks/Carl; player should ask for Brooks or Carl at Gaming Reg

DragonCon Log Books

- **May be eliminated for ticketed events** if scanning app is functional
- Brooks can pull ticket data directly from online registration system
- **Log books may only be needed for Quest events** (no tickets, just track tables/players)
- **AtlantaPFS will maintain own tracking** regardless for Paizo reporting and internal validation

Volunteer Comp Ticket System

- See "Volunteer Comp Tickets & Seating" section above - depends on whether comp system fix is completed
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2026 Location & Resources

New Location

- **Same floor**, moved for better visibility and away from ADA entrance conflicts
- **West side wall area** + tables around atrium recessed area
- **Locked room:** Same room, still shared with DDAL

Confirmed Resources

- **15 round tables** for gaming ✓
- **3 rectangular tables** for HQ area (setup around Mechanical Room wall) ✓
- **Power drop** planned for HQ area (if all goes to plan)

AV Equipment

- **Monitor with sound requested** for Interactive Specials
- **Status:** Request submitted to AV Director

- **Historical note:** These requests have been "missed" in past years - not guaranteed
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Questions?

Contact the Event Organizer via the contact information provided in your volunteer confirmation email or through the AtlantaPFS Discord server.

Additional Resources:

- AtlantaPFS Volunteer Information: <https://atlantapfs.org/volunteer-information>
- DragonCon Volunteer Guide: <https://atlantapfs.org/dragoncon-volunteer-information>
- Convention Requirements: <https://atlantapfs.org/convention-requirements>