



ANNU



2023

PRESIDENTS MESSAGE

It's hard to believe another Y-CON has come and gone. It is an incredible experience to be a part of planning this event. First off, thank you to all of the volunteers and partners that help make this event happen. Your passion and dedication does not go unnoticed.

Y-CON 2023 was held during the peak weekend of the Nova Scotia wildfires in Barrington, Shelburne and Tantallon. My heart goes out to all of those affected by the wildfires who continue to recover. A huge thank you to all of the fire fighters and everyone who stepped up and helped Nova Scotia push through the wildfires.

Y-CON also stepped up by providing some complimentary passes to the Yarmouth comfort center for anyone displaced by the wildfires. We were able to remain open and safely host the event, providing a welcoming space for those that needed a distraction from some very stressful times.

We were able to build off the momentum of 2022 and grow attendance again to 556 total weekend attendees (up 24% from 448 attendees in 2022). With growth like this, the board of directors have made the exciting decision to grow in size, with Y-CON 2024 moving to the Yarmouth Mariners Centre - May 31st - June 2nd, 2024.

The core goal of Y-CON is "community through gaming" and we certainly did that this year. There were many new friendships formed, laughs shared and memories that will last a lifetime.

Thank you again to the board of directors, executive committee and all volunteers for their faith in me to lead the organization as President in 2023. Something special is brewing in Yarmouth with Y-CON and I cannot wait to see where 2024 takes us.

Regards,

Malcolm Seaboyer

President, Y-Con Gaming & Comics Convention



For Y-CON 2023 I continued with the role of President on the Board of Directors for the second consecutive year and held the role of Marketing Coordinator and Venue Coordinator on the executive committee.

Y-CON 2023 was an absolute pleasure to plan. It was great to see so many people come out and have fun playing games, shopping from a wide variety of vendors, displaying their passion through cosplay and so much more.

Some of my tasks for Y-CON 2023 included:

Marketing Tasks

- Creating social media posts on our Facebook, Instagram and Twitter accounts
- Sharing updates in various Facebook groups
- Setting up Facebook ads
- Setting up radio ads on Y95
- Assist with creating the VIP swag bags
- Assist with setting up the EventBrite account which served as our ticketing platform for 2023
- Updating our website – yarmouthcon.com
- Design of Y-CON 2023 badges and lanyards
- Consulting and assisting on other graphic design work as needed
- Putting up Y-CON 2023 posters around the community
- Did an interview with Quinn Taggart & Gary Nickerson on their podcast “Outside my Window”
- Organized hiring event photographer - Michael Carty Photography
- On-site event promotion through social media updates and stories

Vendor Tasks

- Assisted Dean with vendor selection and floor plan placement
- Consulted on 2023 vendor kit



PRESIDENT / MARKETING

Gaming Tasks

- Supported and helped organize / promote gaming events as needed
- Provided support to our gaming coordinator
- Helped run the Pokémon TCG tournament
- Provided input on and helped purchase tournament and gaming prizes
- Assisted with planning games days events
- Assisted with organizing the on-site Escape Room run by Lisette Gaudet from the Yarmouth County Museum
- Assisted with tournament bracket software Start.GG as needed
- Provided commentary for Smash Bros Ultimate Finals

Venue Tasks

- Managing relations and communication with our host venue, the Rodd Grand Hotel & Convention Centre
- Assisted with creation of the floor plan
- Assisted with setup and tear down of the event

Miscellaneous Tasks

- Assisted with hiring security for the event
- Worked at the front desk / registration
- Attended executive committee and board of directors' meetings
- Assisted with overall schedule of events
- Sending vendor and sponsorship related invoices through Square
- Assisted with restoring a website outage in Spring 2023
- Monitor Nova Scotia wildfire situation's potential impact on our event



Presidential Tasks

- Updating our RSJC account as needed
- Working with our treasurer and Vice-President to create and maintain the Y-CON 2023 Budget and bank account
- Apply for funding from the provincial government, municipal governments and the marketing and promotions advisory committee.
- Provide leadership to the board of directors and maintain an overall management of the project
- Act as a primary media contact for the organization and event
- Organize committee and board meetings as needed

Sponsorship Tasks

- Assisted Dean with sponsorship kit distribution and acquisition
- Consulted on 2023 sponsorship kit

Malcolm Seaboyer

President & Marketing Coordinator



V.PRESIDENT / GRAPHICS

Wow!! What a convention we had this year!! Things went amazingly well with more vendors, more attendees, more... everything really. Here's a quick rundown of the responsibilities I had for 2023. While as VP, I didn't have a specific Coordinator role of my own based on the roles this past year, I did fully take on a support role to assist all the other board and executive members complete their tasks to ensure a successful event.

Vice-President Tasks:

- Part of finance team with Judi the treasurer, and Malcolm the President
- Completed paperwork for funding for the event from local governing bodies
- Attended all required meetings prior to the 2023 Convention

Graphic Design Tasks:

I was the primary person to create and deliver print and digital media for the convention. Here are several of the items that were created this year:

- Printed signs for the Board Game Library
- Generic pull-up standee sign for promotion at side events
- 2023 Y-Con Poster creation
- Media Policy signage
- Floor Plan
- Modified Brochure
- Daily Schedules
- Signs for tables in the Video Game Section
- Different Forms for various sections
- Custom Certificates for all tournaments
- Start.gg graphics to customize profile
- Pronoun stickers for people to use as an option
- Sponsorship Package
- Vendor Package



Marketing Tasks:

I assisted Malcolm as the second in Marketing as he did the majority of the heavy lifting for social media posts and most of the website items that needed completion. Here are some of the main things I contributed to the marketing of this years convention - aside from any Graphics (above):

- Several Social Media posts
- FB banners
- Games Day artwork
- Assist with ads and filming of conceptual commercials

Games Days:

- Helped out with set-up and tear down for events as well as attended and assisted during the event itself

Venue/Main Event:

- Created final draft of the floor plan for use during the convention
- Set-up/Tear-down
- One of the main keyholders
- Was available for on-site printing
- Filled in at registration desk
- Runner for some vendors/other coordinators to get what they needed
- I was available for volunteers to access the main room when needed as keyholder

Overall the majority of my role is pre-event with graphics. There were a couple of hiccups as is the norm for such a huge event, but I've got a solid game plan for the 2024 event to help things go even more smoothly! Bring on 2024!

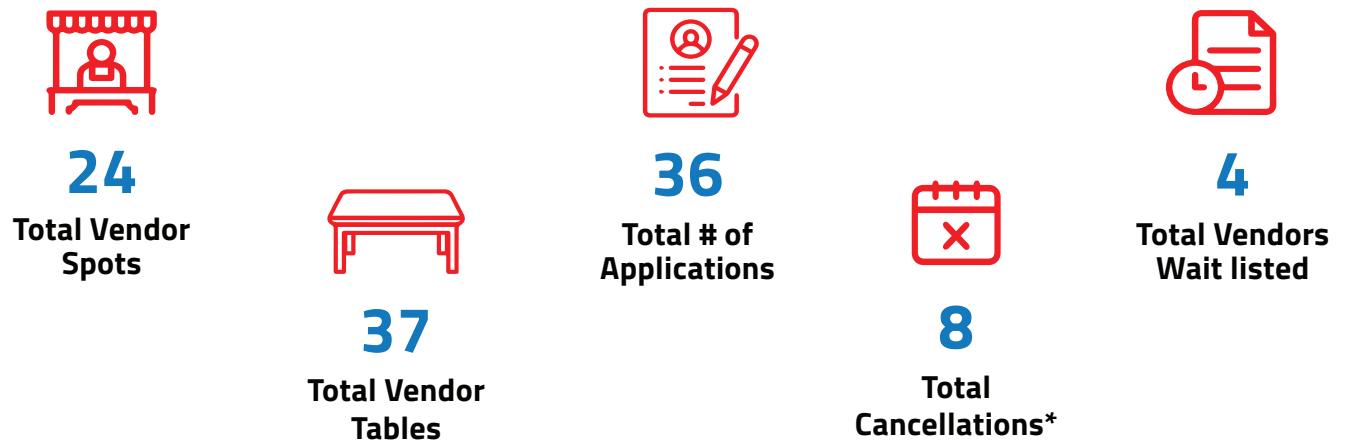
Kellie Ann Perry

Vice President, Graphic & Design Coordinator



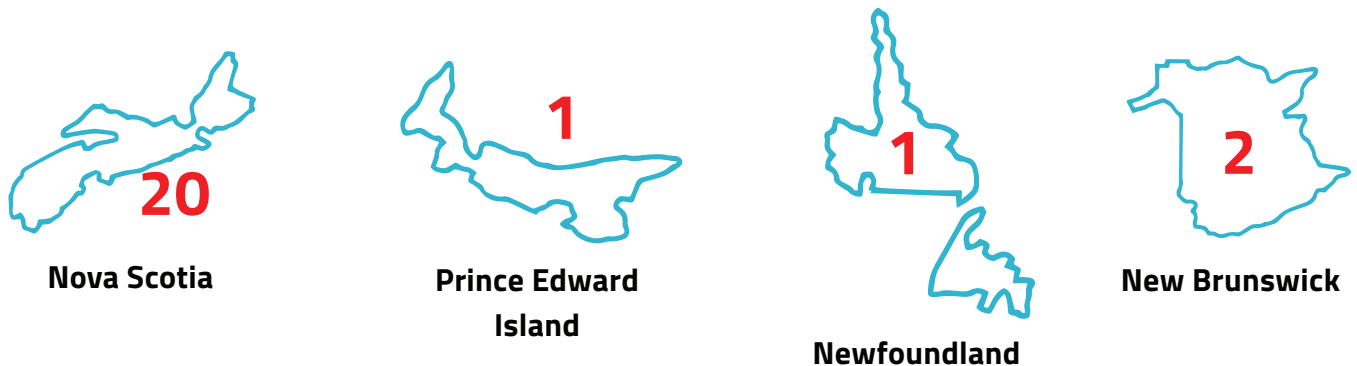
VENDOR COORDINATOR

As the Vendor Coordinator for Y-Con 2023 my duties were primarily to reach out to potential vendors suitable for our event, organize and be the primary contact for all vendors who apply and to maintain open communication with them during the lead up to the event as well as at the event itself. Suffice it to say, interest from potential vendors was high with applications exceeding the number of spaces available.



*4 of which were due to the wildfires

The greatest draw of vendors was, unsurprisingly, from the Province of Nova Scotia with the majority of vendors being from the surrounding area and all points between Halifax. Y-Con's greatest obstacle is its decentralized location within the Province. With an average 3.5 hour drive from the Capital City, and the rising cost of fuel due to the introduction of the Federal Government's Carbon Tax that came into effect on July 1, 2023, these will continue to have an impact on attracting vendors from further locations.



VENDOR COORDINATOR

Another obstacle that impacted Y-Con 2023 was the wildfires in Tantallon, NS, and Shelburne County. Four vendors canceled due to the wildfires and may have had an unknown impact on total attendance. This required some movement of existing vendors and or contact of those on the waiting list who were willing to fill the gaps so that there were no empty vendor tables. Those vendors who canceled after paying due to the wildfires will have their \$50.00 payment honored and can be applied to their vendor space at Y-Con 2024.

Two new features were borne out of the convention in terms of Vendors. First was the Vendor Spotlight. The idea was to make an announcement focusing on one vendor, where for a short period of time, they would have a sale, or a special offer during that time period. This was a fantastic success and will be incorporated and improved upon at Y-Con 2024.

The second was Best Vendor as voted by the attendees. This was a very last minute idea that was decided upon late Saturday and was announced on Sunday. C. Rogers Woodwork was voted as Best Vendor of Y-Con 2023. The plan is to create a plaque or trophy that the vendor can display at future events including at other conventions if they would prefer. This idea will also be polished and updated for Y-Con 2024.

Finally, a word from the vendors themselves. Throughout the three days it was impressed upon me by many I had spoken with on how organized we were. Everyone felt that we were extremely professional, had excellent communication and felt like they were taken care of. From the volunteers who made sure that no one was forgotten or neglected to the interaction with the Executive Committee members, we received an overwhelming majority of positive feedback.

Y-Con 2024 will continue to deliver on the goodwill that has been built.

Dean Martin

Vendor Coordinator



EVENTS COORDINATOR

The Events Coordinator is responsible for events at Y-Con 2023 my duties were primarily to reach out and organizes the Cosplay, Miniature Painting Contest, Panels/workshops/seminars, Guests Panels, Auction/Raffle, and when possible organizes the screenings of movies.

Tasks and responsibilities:

- Events at the convention
- Organizes the Cosplay event
- Organizes the Miniature Painting Contest
- Organizes the Guests Panels
- Organizes the Auction/Raffle
- Organizes the screenings of movies (If applicable)

After the initial review and feedback from the postmortem for the 2023 convention the layout and structure of the events is working just needs more time and information. Overall we saw a lot of success for the events this year with highlights being; Cosplay both the contest and panels along with panels by outside groups.

We explored the suggestion for Miniature Painting to be moved to more of a one day event so minis are there but we are not liable for them throughout the whole weekend, judging was better this year still looking to review our options. This proved to not be feasible as it causes a decline in entree and logistically it was more complicated than wanted. Having the glass display cases was beneficial and we will need to continue to use this. Unfortunately the mini painting camp for more painting options was not possible. However the mini painting sessions Friday evening with Grace was very well received.

The Cosplay Contest was held on Saturday once again it was held 1 hour later to allow for more time for judging. This was beneficial and made the contest run later. This proved to be very popular and made the day brighter and allowed for more people to see the work our community cosplayers put into their work. The Cosplay Contest categories were updated ages, props and groups. We did see some group entries this year and the work to see more props entered is coming together as we did have prop entries this year. We will be working to have scheduled judging slots people can apply for the days before Saturday to make overall attendee scheduling easier and less stressful.



EVENTS COORDINATOR

We were not able to explore master vs journeyman vs novice for this year as we need more information from the community. This is something that will be reviewed again this year. As people continue to develop the cosplay scene through Y-con. (Beginner/Novice, Expert, Youth group and prop structure) we updated the online and physical form to remind participants about photos and that being in the parade requires consent to understand people will take photos. This was combined with the blanket media policy that is now in place.

The Raffle auction was successful, we supported the Meadowfields elementary this year. There was also a push to implement the Food back having 2 charities seems to have caused some confusion and both didn't get the full support they deserved. I would recommend this not be done like that in the future. As well we had items out Saturday and Sunday we will adjust to having them all out to be bid on the Friday as well.

There will continue to be work done to Expanding the panels to include time and space for Fan run Panels, creating an application form for this to be reviewed once submitted as another way attendee can express and celebrate their interest and fandom and get involved in the convention as more than just attendees seeing a show; but are a part of the show. This goal is still ongoing. We did have 2 fan run panels of Jack box games that went over very well. The Afterdark session in particular was very popular and a number of attendees stated they went because it was not a family event and they could relax and have fun without being cautious of kids being there.

The decision was made to remove films as we have a large amount of events as is and without a strong interest it can be a time drainer. This was still correct for this year. If films return the early morning slots are an ideal location for them to be placed.

Prizing was purchased in bulk for all prizing events through the gaming coordinator. However budgets were discussed and set in advance. Future clarification of prizing for mini painting may need to be reviewed for the 2024 event.



EVENTS COORDINATOR

For the Cosplay contest and parade the following tasks were completed and the event was run successfully:

- Updated the contest rules
- Creates entry forms
- Plans the scheduling of the event
- Determines and sources prizes
- Identify and recruits judges confirmed (reached out to Kayla/Arra Leblanc for a return and Cassie who were unavailable this year.) Garren was a judge this year as well as the photographer/
- The photographer who was judging was also listed to take photos for each cosplayer. To have as a souvenir.
- Expanded on the honorary mentions option for cosplayers.

For the Miniature Painting Contest the following tasks were completed:

For this process work was done closely with the vendor team as we were looking to invite a vendor to host this process.

- Used the same rules as the previous year.
- Updated the prizes and categories.
- Updated the entry forms
- Worked with Sandra and Grace for judging.

For the Panels the following tasks were completed this was a collective team effort and was managed by the group, scheduling was completed by Kayla after having access to the previous schedules completed by Malcolm, Mario, Nick, and Matt:

- Recruiting panelists to work to ensure a wide variety of topics
- Managed & reviewed the current descriptions from members of the committee/board.
- Created application form for fan panels



EVENTS COORDINATOR

- Worked with a guest team for their members who would like to do a panel and review what would be needed.
- Established a timeline for when panels can start and end each day allowing for more opportunity to fill while not running too late in the night for events.

Organized the Auction/Raffle

- Discussed and worked with the sponsor coordinator and vendor coordinator for reaching out to businesses so we do not over contact or 'step on toes'
- Subcommittee members also took on lining up the donations. Vendor coordinator reached out to all vendors for an item.
- Searched for and identifies a charity for the auction - Meadowfields playground fund
- Seeks out donations for the auction and ensures variety for non vendor and sponsor groups. Schedules the time of the auction and ensures there is a presenter.
- With the new changes it is clear this event has the ability to be bigger and could likely have its own program for dominates and the ability to expand the auctions to both raffle and live auction if the committee was so inclined.

Kayla Fells

Events Coordinator



GAMING COORDINATOR

Returning to Y-Con in 2023 came with big expectations having put on a successful convention the previous year. Scheduling events leading to Y-Con were difficult this year with other commitments. The primary focus this year was on the convention proper. As gaming coordinator I also helped pick out the board game for this years VIP swag bag and Cascadia, a both beautiful and fun game, was a huge hit. During the event I provided a lot of support to all areas with transportation of large items with my truck and general support of the event. I leaned heavily this year into RPGs and planned multiple events around. Those that had sign up were very successful but there was some issue with building awareness and getting that engagement. Several prizes were offered under the gaming coordinator this year with draws for signing out games, a draw for DMs who volunteered their time, prizes for certain board games and a couple of special participation give aways. Of special note this year was the Minecraft scavenger hunt offered to younger guests of the convention. They received a key chain and could win candy. The importance of this one event can not be understated. With the wild fires going on this year I had more than one parent express gratitude for giving something for their kids to do as a distraction from the adverse situation they were facing.

The concept of the games library was now proven and Y-Con boasts one of the best games libraries in the province and continues to make on going improvements. Last year it was noted that only certain types of games were engaged with by players for sign out. This year an attempt was made to limit some games that are simply too complex for players to engage with. For every signed out game an entry was made for a prize draw with the prizes being last years copy of Dominion which went unclaimed and this year a copy of the swag game Cascadia was also drawn for. There were several games played and the prizes were successfully awarded this year and delivered to the winners before the end of June.

A concept for revamping the sign out process was developed this year but it was too near to the convention date to fully implement. In the future sign out will be digital. This will be implemented as the games library is now stored digitally on Boardgamegeek.com under the account YCon_Boardgames. The password to the account is available on the one drive. Utilizing this new library will allow us to do digital sign out and to maintain a digital record of what games are played the most each year at the convention. A tablet would be of benefit next year as a tool for this.



GAMING COORDINATOR

A big thank you goes to my sub committee members Clifford Emberly and Mateo Yorke. In practice Mateo was in charge of Role Playing Games (RPGs) and Clifford who donated a large number of games to the games library was in charge of that space when he was available for convention times. Expanding the games play area to make use of Hailey's lounge proved to be a good use of space as the convention floor was packed this year. We grew from last year and made use of the extra space as we needed. I would like to see the role playing offerings at Y-Con continue to grow.

A special donation of games was received from Gator Byte as he had purchased the majority of games belonging to the late Sean Penney. Sean was a beloved member of the gaming community in Yarmouth and a special memorial was created using the games formerly owned by Sean Penney and each game had an insert done to show that one of Sean's games was being played at the convention. These games will remain in the possession of Y-Con for years to come as part of the library for future events.

Games on Board by Emad Aziz was unable to attend this year due to the fires and his role in emergency measures for the province of Nova Scotia. He was missed at the convention but lots of games were played and we still put on a fantastic event. Table top wargaming was initially planned to take place through the weekend but after two leaders withdrew their involvement it fell to the Warhammer community to offer up some input and they were unable to rise to the occasion.

Next year I would like to see some small changes. On Friday night we had several events that received no sign up. To remedy this I would like to see games with flashy table presence arranged so that players can walk up and sit down. No signups required just first come first serve. Games that meet this criteria are games with a significant table presence such as Oathsworn or Return to Dark Tower. Saturday games can be signed up on Friday night and it is the best day for RPG players. Then Sunday will be opportunities for special events with prizeing with an example of (Mario Kart skinned Formula D. In addition the sign up for games will be digital. I would also like to take some of our extra space to introduce lawn games or large scale (oversized) games.

Matthew Hiltz

Gaming Coordinator



VIDEO GAME / GAMES DAYS

Games Days

NERDY FLEA MARKET

- **Positive feedback:** However not officially a games day, this idea was brought up initially by Dean and approved by all of the executive committee. With the assistance of Natasha with the volunteers and getting the venue at Yarmouth High school.
- **Constructive feedback:** This event being a success for it's first attempt, it required a lot more marketing about it. Later in the year, we kept hearing community members saying “ oh you had a flea market earlier this year” and so on.
- Overall, the flea market is a great idea to adopt next year and should be carefully planned by a small team of executive committee and/or volunteers.

VIDEO GAMES DAY AT JACOB'S LOFT

- **Positive feedback:** This was the 2nd edition of this event and it was an even bigger success than last year. The “big two” games were very well attended (Mario Kart 8 and Smash Bros. Ultimate” as usual. Another game that was well received was the mobile game Marvel Snap which had a solid 8 players + playing.
- **Constructive feedback:** Attempt at making an “old school” tournament of NHL on SNES as a team (never attempted a team based tournament before) was not well attended. Revisiting EA sports type tournaments in games day or future conventions should be considered but also better marketed.
- Overall, the video games day has been a hit twice it as been done and should in my opinion, stay one of the stables of the games day for the foreseeable future. Keeping in mind what is popular and not being afraid to risk a new or bringing back an “oldy” for a game tournament.

GAME JAM AT IGNITE LABS

- **Positive feedback:** Good interactive event with young bright minds of the area who got to create their own video and/or board game. The creative aspect opened up new ideas already brought to the table for next year's Y-Con such as “Panda games” wanting to publish the best created game on the next convention.



VIDEO GAME / GAMES DAYS

- **Constructive feedback:** However very positive experience, Y-con was a supporting partner in this event and it did not get the proper attention it deserve and therefore, the attendance suffered a bit.
- Overall, this was not a bad event but was also an event that Y-Con had no control over attendance and just assisting Ignite labs with the creation and judging aspect. Event was shared by all Executive Committee members on their social media but it did not result in a high attendance.

MARIO DAY AT PAIR-A-DICE BISTRO

- **Positive feedback:** This event led by Pair-of-Dice and supported by Y-Con was a huge success to a point that even the restaurant were busier than expected. Y-Con members dressing up as our favorite Super Mario characters was a hit and had people talking about it for weeks
- **Constructive feedback:** However a hit and fun this day was, the behind the scenes of this event did not go exactly has planned (like most events too). Things were left and/or changed last minute but showing the resiliency that this Y-Con group has shown many times before, we adapted and made this event a big success
- Overall, this event was a success and if repeated (should contemplate this idea), both Pair-of-Dice and Y-Con need to come to a better agreement on how things work considering volunteers working for a profit organization for that specific event

BOARD GAME AFTERNOON AT YARMOUTH MUSEUM

- **Positive feedback:** This event was meant for a quiet board game afternoon during March break and this was just that. Not much planning required other than bringing board games from the Executive Committee.
- **Constructive feedback:** However a relaxed day, attendance was low. Also, the comment of having a more “regular simple” board games event came up.
- Overall it was a great smaller size event and due to this and the comment mentioned in the constructive feedback, a new monthly event is now in place from Y-Con in collaboration with Pair-of-Dice which is a monthly board games day.



VIDEO GAME / GAMES DAYS

Video Games Department, Y-Con Convention Weekend

POSITIVE FEEDBACK

- Drawing in a new “clientele” for the convention
- Presentation and location of the video games section had everyone dropping by at least once
- A center table for people to gather with visible main sponsor banner (Gator-byte)
- Mario Kart tournament was a huge success and drew in a lot of attention
- Smash Bros tournament was also a huge success and had a good group of people attending
- Variety of consoles offered with different technology for all group of age or skills
- Networking between work and schools made the video game sections more popular due to social media sharing
- Prizes given by sponsors were very relatable and appreciated by the attendees
- Proper labeling of consoles and attachments for all the volunteers which worked out easy for setup and tear down after the event

CONSTRUCTIVE FEEDBACK

- Every consoles should be locked with a password (had an incident someone down-loading content on one of the volunteers’ PlayStation 4)
- Needing a greater variety of games in hopes to draw a different demographic of gamers to the department



VIDEO GAME / GAMES DAYS

The big two tournaments this year were an absolute huge success (MK8 and Smash) 25 and 32 players respectively. The trial of Pokemon stadium 64 draft style was a 50/50 experience that will generate new ideas for next year. The finales being broadcast and live streamed with Nick's expertise was absolutely amazing. Overall, video games were a huge part of the success for Y-Con hands down. This department, along with many other are definitely growing which is a positive thing but in the same wind a lot a work and requires a bigger team next year considering where next year's venue will be at. A 3rd solid stable tournament such as NHL or sport based game is recommended to draw a different and new clientele in order to grow even further. I am looking forward already to next year's plans and the future of Y-Con.

Mario Gougeon

Video Game & Games Days Coordinator



SPONSORSHIP COORDINATOR

Sponsorship efforts for Y-Con 2023 underwent little change in its scope and approach to attracting new and prospective sponsors. With the success and number of sponsorships at Y-Con 2022, a return to those who supported Y-Con in the past where partnerships had been established appeared to be a safe prospect. At the same time, reaching out to new and different sources of sponsorship support was being sought.

The collective sponsorship support was a mix of the old and new. A quick breakdown follows.

Legacy Sponsors

- Coastal Financial Credit Union - [Cosplay Event](#)
- Ignite Southern - [Associate Tier](#)

New Sponsors for 2023

- The Cooperators Insurance - [Volunteer T-Shirts](#)
- Royal LePage - The Adams Group - [Swag Bags](#)
- YASTA - [Lanyards and Badges](#)
- The Yarmouth Mall - [The Escape Room](#)
- Tusket Ford - [Gaming Tables](#)
- Rudders Seafood Restaurant & Grill - [Gaming Table](#)
- Pair-a-Dice Bistro - [Gaming Tables](#)

Many of our past sponsors made the decision to not sponsor Y-Con 2023 for various reasons. Many cited a difficult economic market while others simply did not respond outright. This did, however, result in Y-Con creating new partnerships with local businesses who had not shown past sponsorship interest.



SPONSORSHIP COORDINATOR

Attempts were made to seek out corporate sponsorships with many Canadian companies including Sobey's, Lawton's Drugs, Shopper's Drug mart, Canadian Tire, Walmart Canada, The Atlantic Lottery Corporation, Superstore, Coca Cola, Eastlink, and Bell Aliant. Of those listed, only The Atlantic Lottery Corporation responded to our request advising that they were declining, with the remaining not responding at all. It is the belief that sponsorship efforts with corporations should still be pursued.

The Coordinator also reached out to many gaming companies, especially those who focus on manufacturing and gaming. Companies such as Asmodee Canada, Gamestop Canada, Panda Games, were reached out to through their corporate websites. Of those, only Panda Games reached out, sending board game making materials and expressing interest in Y-Con as an event they may attend in the future. Contact with Panda Games will be ongoing in hopes of securing their attendance in the future.

Overall, the Y-Con 2023 sponsorship campaign was disappointing due to the lack of interest. Many local businesses, such as restaurants, have been undergoing a rough economy and those who supported us could not or would not sponsor Y-Con 2023. Many didn't bother to respond to any emails or requests. While other companies would initially express interest, only to ignore any future communication.

Going forward in 2024, the Sponsorship program will need a fresh and new outlook in order to bring with it what has worked in the past, while adopting new methods and approaches that will yield better partnerships in the future.

Dean Martin

Sponsorship Coordinator



VOLUNTEER COORDINATOR

Pre-Convention

- Once again, a call out for volunteers went out on social media. Volunteer applications began arriving quickly and continued right up until the week of our event!
- Due to the success in securing multiple volunteers from the Options and Opportunities (O2) program at Yarmouth Consolidated Memorial High School (YCMHS), connection with the O2 teacher, Ms. Tarah Thompson-Schwann, was made. This year both grade 11 and grade 10 students were interested in obtaining some volunteer hours at our event. Many of the volunteers for Y-Con 2023 hailed from YCMHS.
- Additionally, some family/friends of the Y-Con Executive signed up to volunteer as well.
- Although we had several returning volunteers, Y-Con 2023 brought in 15 new volunteers and several who were not able to attend are arranging to be on the list for 2024.
- Criminal Record Checks and Vulnerable Sector Check forms were updated to ensure there would be no issues for new volunteers.
- Although securing sponsorship for volunteer t-shirts this year was difficult to secure, The Co-operators came through and shirts were ordered with local business Let's Print It. The continued interest, with volunteers signing up the week of the event, some extra shirts from the 2019 Y-Con event were used.
- A pre-convention volunteer meeting held at YCMHS provided an opportunity to bring volunteers together to meet each other, to meet the Executive, to learn about the event, to learn the expectations for volunteers, and to develop a schedule.
- Several volunteers were able to participate in set up on both Thursday evening and Friday, prior to the doors opening on Friday, June 2nd.
- A date and location were chosen for a post-event thank you dinner for volunteers prior to Y-Con 2023 to provide ample time for work schedules to accommodate most of the volunteers.



Convention

- A schedule for volunteers was available prior to the event and was accessible throughout the event.
- Volunteers had a person station set up for keeping personal items and to check schedules, etc. This was a change from 2022 and eliminated the need for transport to the boardroom.
- Volunteers were greeted as they arrived for their shift, provided their shirts, lanyards with their name, and directed to which executive they were to report to.
- Once again, many volunteers requested additional shifts and were content to remain at the convention.
- Most volunteers welcomed redirection and were content to fill in anywhere they were needed.
- Clean-up after doors closed on Sunday, June 4th was efficient and fluid. Outside of several specific items that required a later pick-up, the convention was complete and the executive was able to leave the property by 7:30pm.
- Zero concerns regarding volunteers were brought to my attention throughout the event.

Post-Convention

- Thank-You's were sent immediately after the event, including to the O2 teacher and administrator of YCMHS.
- On Sunday, June 11th, volunteers were celebrated with a meal (pizza) and cake at YCMHS as a small token for giving us their time and ensuring a successful event.
- Each volunteer was also asked for any feedback they had regarding anything about the convention that could improve it in any way.



VOLUNTEER COORDINATOR

Concerns

- Gift cards for the Rodd Convention Centre on-site restaurant were purchased for the volunteers to utilize during breaks. Unfortunately, the restaurant did not indicate that they would be closing on Sunday, despite our event continuing, making gift cards unusable and a member of the executive (Kellie Ann Perry) had to purchase pizza for the volunteers.
- The volunteers continued to sign up leading right up to the event and there was a reluctance to turn them away knowing we would be moving to a larger venue for Y-Con 2024!
- To ensure volunteer t-shirts are prepared, hopefully a sponsor can be secured at an earlier date and a larger budget will be required to facilitate providing shirts to all volunteers.

Natasha Yorke-Phillip

Volunteer Coordinator



Standing left to right: Morgan Cox, Carter Ford, Lily Martin, Kara Crowell, Logan Crowell, Ethan Nickerson, Cliff Emberley, Josh Baltzer, Olivia Fells, Lydia Tatton-James, Josie Muise, David Phillip, Colin Deveau, Xander Beck, Matéo Yorke **Kneeling left to right:** Cheyanne Raynard, Natasha Yorke-Phillip **Missing from the picture:** Joël Boudreau, Travis Goodwin, Ethan Nickerson, Marissa Parker, Cameron Perry, Addison Sears, Abigail Goodwin, Milo Dares, Ashley Nuñez, Amelia McCurdy, Charlie Gosling, Connor Robinson, AJ Deveau, Jaxon Fenton, Kennedy LeBlanc-Keech, Katie Comeau, Josie Fiander, Kesiah Phillip, Mahalia Phillip, and Braxton Phillip.

IMPORTANT NOTE: Y-Con welcomes all volunteers and celebrates the diversity of the team working to ensure our events are truly inclusive environments. No *ableism*, *racism*, *homophobia*, *transphobia*, or *discrimination of any kind* is tolerated toward members of the volunteer team.



TECHNOLOGY COORDINATOR

As the newest executive committee position (and member) for Y-CON 2023, I was hopeful the added experience with a tech background would help out with some wanted additions and bring some new ideas from the past years.

As Tech Coordinator my duties included (but not limited to)

- Obtaining all the tech used for the convention
- Setting up and tear down of all Tech used during the convention
- Live-stream the finals of both the Smash & Mario Kart Video Game Tournaments.

One of the first steps I took was obtaining additional gear used by The Mariners Centre for Video and Audio Production for use at the convention. The Setup at the convention went relatively smoothly. The additional time on Thursday proved vital in making sure the transportation of the gear was completed in a timely manner, and should be continued into 2024.

Additional gear brought by the numerous volunteers helped make the convention what it was. I wanted to make sure everybody had the ability to easily label all their gear. That addition of labeling everything not only allowed returning of those items easier, but discouraged theft as well. While some didn't feel the need to use it, the option was at least offered. Also, while most large gear was able to be labeled, cables in particular weren't. That's a small oversight that should be corrected in 2024 for the large amount of cables used in the convention.

Another new idea was bringing in the addition of Tournament Software to organize video game tournaments (Smash & Mario Kart). Start.GG was the software I found most widely used and the friendliest to use as well. One of the reasons to use this software was to allow more tournaments to be hosted in the limited amount of time we had during the convention, while also allowing more people to participate in other activities. While the software used was very good for scheduling Video Game tournaments, it doesn't allow for additional scheduling of other events taking place at the convention. Even with our best efforts, we still ended up with some conflicts with attendees attending multiple events. Something to look into for 2024, however it's a common problem amongst all large events.



TECHNOLOGY COORDINATOR

For the Video Game Finals, we had access to a Full Video Production suite with Instant Replay. It certainly brought a more professional feel to the convention for those tournaments and was well liked by everybody involved. Internet at the venue proved to be difficult for the attendees at the convention, including our ability to live-stream the Finals. For future conventions, a dedicated internet Connection for Video Production should be looked into. An edited version of both tournaments was uploaded to our YouTube Channel to rewatch.

I think it was a fantastic year overall, and I am excited to see what Y-CON can bring for many years to come.

Nick Doucet

Technology Coordinator



Volunteer Josh Baltzer with myself (Nick Doucet) Behind the scenes for Video Production at Y-CON 2023.

Screenshot of the Video Production of Grand Finals for Smash Bros Ultimate



TREASURER - FINANCE REPORT

As of Aug 31, 2023 we have \$16,009.63 in the bank account. With cash and inventory we have assets totaling \$ 16,169.63. Our current liabilities are \$0. This gives us an owner's equity of \$19,544.69.

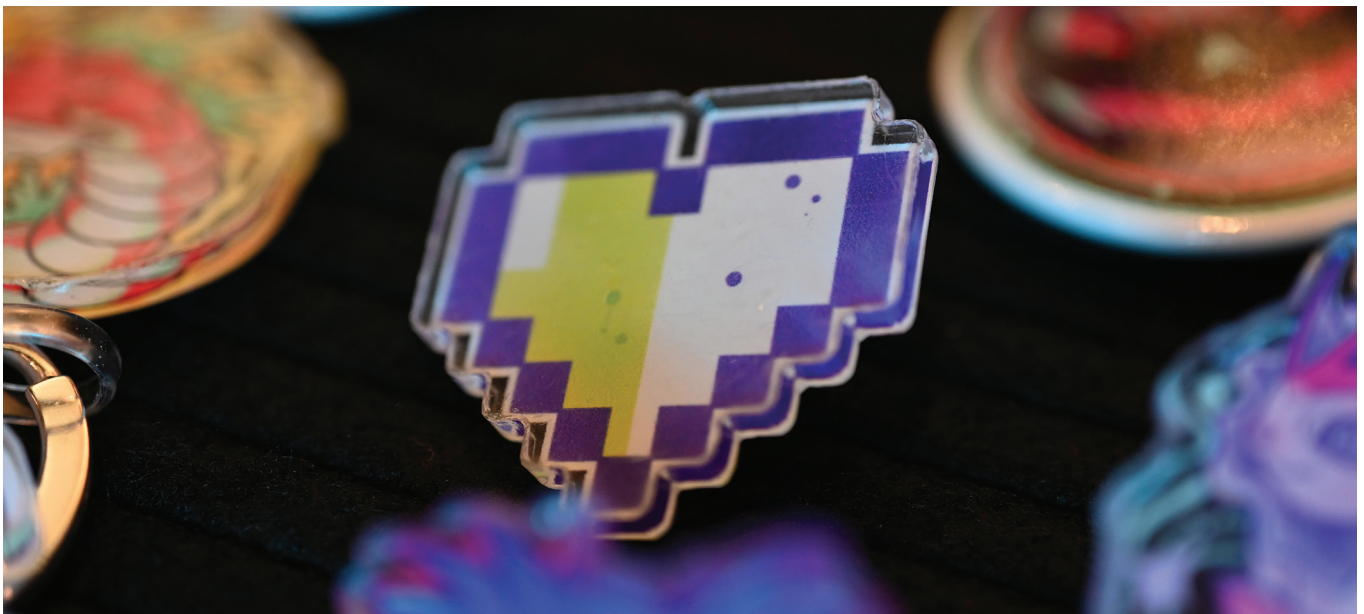
Our revenue was \$29161.20, and our expenses were \$ 19,855.12, leaving us with a net income of \$9,306.08.

Our initial budget for 2023 was \$19175.00, with our actual expenses coming in at \$ 19,855.12, an overage of -\$680.12.

We will have approx \$4000 in expenses over the 2024 winter to keep the lights on. This leaves us with approximately \$12,000.00. The projected venue cost for 2024 is approx \$13,000.00.

Judi Rozee

Treasurer



TREASURER - FINANCE REPORT

Balance Sheet - August 31, 2023

ASSETS	2023-08-31
CURRENT ASSETS	
Bank Balance	\$16,009.63
Cash	\$160.00
Accounts Receivable	\$0.00
Inventory	\$0.00
Prepaid Expenses	\$0.00
Short-Term Investments	\$0.00
Total Current Assets	\$ 16,169.63
FIXED (LONG-TERM) ASSETS	
Long-Term Investments	\$0.00
Office Supplies	\$654.68
Convention Supplies	\$866.01
Promotional Assets	\$1,463.37
Signage	\$391.00
(Less Accumulated Depreciation)	\$0.00
Intangible Assets	
Total Fixed Assets	\$3,375.06
OTHER ASSETS	
Deferred Income Tax	\$0.00
Other	\$0.00
Other	\$0.00
Total Other Assets	\$0
Total Assets	\$ 19,544.69



TREASURER - FINANCE REPORT

LIABILITIES AND OWNER'S EQUITY	2023-08
CURRENT LIABILITIES	
Accounts Payable	\$0
Domain	\$0
Hosting	\$0
HST Payable	\$0
Accrued Salaries and Wages	\$0
Unearned Revenue - rollover vendor sales	\$0
Other - rollover sponsorship	\$0
Total Current Liabilities	\$0
LONG-TERM LIABILITIES	
Other	\$0
Other	\$0
Venue	\$0
Total Long-Term Liabilities	\$0
OWNER'S EQUITY	
Owner's Equity	\$19,544.69
Total Liabilities and Owner's Equity	\$19,544.69



TREASURER - FINANCE REPORT

Revenue and Expenses by COORDINATOR

<i>Coordinator</i>	<i>Category</i>	SUM of Revenue	SUM of Expense
Board Game Coordinator	Prizes	0	190.22
	Venue, Security & Video Equipment	0	533.6
Board Game Coordinator Total		0	723.82
Canteen	Canteen	0	725.77
Canteen Total		0	725.77
Community Relations Coordinator	Donation	448.81	1938.28
Community Relations Coordinator Total		448.81	1938.28
Cosplay Coordinator	Prizes	0	150
Cosplay Coordinator Total		0	150
Games Day Coordinator	Games Day	335	0
	Prizes	0	83.44
	Yard Sale Table	30	0
Games Day Coordinator Total		365	83.44
Grants	Grant	10560	0
Grants Total		10560	0
Marketing Coordinator	Marketing	74.5	5276.25
	Signage	0	92
Marketing Coordinator Total		74.5	5368.25
Operations	Bank, Filing Fees, Event Insurance	0	530.75
	Domain, Website, Hosting & SSL	0	624.83
	Stationery	0	422.23
Operations Total		0	1577.81
Photographer	Photographer	0	1041.8
Photographer Total		0	1041.8



TREASURER - FINANCE REPORT

Prizes	Prizes	0	813.78
Prizes Total		0	813.78
Sales	Sales & Returns	310	0
Sales Total		310	0
Sponsorship Coordinator	Sponsorship	2035.2	0
Sponsorship Coordinator Total		2035.2	0
Tech Coordinator	Venue, Security & Video Equipment	0	931.5
Tech Coordinator Total		0	931.5
Ticket Sales	Ticket Sales	13441.32	0
Ticket Sales Total		13441.32	0
Vendor Coordinator	Vendor Table	1741.37	0
Vendor Coordinator Total		1741.37	0
Venue	Venue, Security & Video Equipment	0	3704.74
Venue Total		0	3704.74
Video Game Coordinator	Prizes	0	150
	Venue, Security & Video Equipment	0	13.78
Video Game Coordinator Total		0	163.78
Volunteer Coordinator	Hospitality, Meetings & Volunteer Banquet	0	741.42
	t-shirts	35	1890.73
Volunteer Coordinator Total		35	2632.15
Grand Total		29011.2	19855.12



Revenue and Expenses by CATEGORY

Category	SUM of Revenue	SUM of Expense
Bank, Filing Fees, Event Insurance	0	530.75
Canteen	0	725.77
Domain, Website, Hosting & SSL	0	624.83
Donations	448.81	1938.28
Games Day	335	0
Grant	10560	0
Hospitality, Meetings & Volunteer Banquet	0	741.42
Marketing	74.5	5276.25
Photographer	0	1041.8
Prizes	0	1387.44
Sales & Returns	310	0
Signage	0	92
Sponsorship	2035.2	0
Stationery	0	422.23
t-shirts	35	1890.73
Ticket Sales	13441.32	0
Vendor Table	1741.37	0
Venue, Security & Video Equipment	0	5183.62
Yard Sale Table	30	0
Grand Total	29011.2	19855.12



TREASURER - FINANCE REPORT

Y-Con Gaming and Comics Convention				
INCOME STATEMENT				
For the Period of September 1, 2022 - August 31, 2023				
Revenue				
	Sponsorship		\$2,035.20	
	Grants & Donations		\$11,008.81	
	Marketing overpayment		\$74.50	
	Vendor Sales		\$1,891.37	
	Ticket Sales & Canteen		\$13,441.32	
	T-shirt & board game sales		\$345.00	
	Games Day		\$365.00	
	Total Revenue:			\$29,161.20
Expenses				
	Bank & Filing Fees, Event Insurance		\$530.75	
	Canteen		\$725.77	
	Domain, Website, Hosting & SSL		\$624.28	
	Donations		\$1,938.28	
	Game Days		\$-0.00	
	Hospitality, Meetings & Volunteer Banquet		\$741.42	
	Marketing & VIP Swag Bags		\$5,276.25	
	Photographer		\$1,041.80	
	Prizes		\$1,387.44	
	Signage		\$92.00	
	Stationary		\$422.23	
	T-shirts		\$1,890.73	
	Venue, Security & Video Equipment		\$5,186.62	
	Total Expenses:			\$19,855.12
Net Income				\$9,306.08



TREASURER - FINANCE REPORT

Y-Con 2023 BUDGET

Venue Coordinator \$5875.00

- Venue & escape room \$2900.00
- Insurance \$435.00 (paid)
- Canteen items - 575.00
- Signage - 500.00
- Security - 2000.00

Audio/Visual Coordinator \$1250.00

Volunteer Coordinator \$2125.00

- Volunteer Shirts - 800.00
- Executive Shirts - 75.00
- Appreciation event - 350.00
- Hoodies - 900

Community Relations Coordinator \$2950.00

- Comped tickets (Hal-Con Trip 2023) - 2700.00
- Paint Night / Random Events - 250

Sponsor Coordinator

Marketing Coordinator \$5275.00

- Domain, Hosting, SSL - 600.00
- Lanyards - \$500.00
- Badges - 1475.00
- Photographer - 1100.00
- Advertising - 1600.00



TREASURER - FINANCE REPORT

Gaming Coordinator

\$2900.00

Prizes - 900.00

Swag Bags - 2000.00

Games Day Coordinator

\$500.00

Prizes & venue

Guest Coordinator

\$500.00

Coffee, gas

Vendor Coordinator

Miscellaneous

\$750.00

Stationary & postage

Meetings

Banking & Fees - 600.00

Tablet - 150.00



TREASURER - FINANCE REPORT

Prize Budget Breakdown

Total Max Spend Allowed = \$1185

Approx. Total Spent = \$1274.93 -\$89.94

** Saved \$60+ at Gamestop from discount card

Cosplay - Ranked

Budget: **\$100-\$150** Subtotal: **\$270** Balance: **-\$120**

Individual		
1st	\$50 Amazon GC + 2024 VIP Pass	\$50 + \$125
2nd	\$25 Amazon GC + 2024 Weekend Pass	\$25 + \$40
3rd	2024 Day Pass - Saturday	\$30
Youth		
1st	\$50 Amazon GC + 2024 VIP Pass	\$50 + \$125
2nd	\$25 Amazon GC + 2024 Weekend Pass	\$25 + \$40
3rd	2024 Day Pass - Saturday	\$30
Group		
1st	<i>TBD if there are sign ups</i>	
2nd	<i>TBD if there are sign ups</i>	
Props		
1st	<i>TBD if there are sign ups</i>	
2nd	<i>TBD if there are sign ups</i>	



TREASURER - FINANCE REPORT

Miniature Painting - Ranked

Budget: ~~\$100~~-\$150 Subtotal: \$170.20 Balance: -\$20.20

Best Over All			
1st	TBD	\$30	
2nd	TBD	\$20	
3rd	TBD	\$10	

Singles, Figures & Busts			
1st	TBD	\$10	
2nd	TBD	\$7	
3rd	TBD	\$5	

Unit, 3-10 Figures			
1st	TBD	\$10	
2nd	TBD	\$7	
3rd	TBD	\$5	

Large Monsters & Sci-Fi or Fantasy Vehicles			
1st	TBD	\$10	
2nd	TBD	\$7	
3rd	TBD	\$5	

Open - Heavily Modified Models or Ambient			
1st	TBD	\$10	
2nd	TBD	\$7	
3rd	TBD	\$5	



TREASURER - FINANCE REPORT

Smash Bros - Prize Pool

Budget: ~~\$100-\$150~~ + \$105 entry fees = ~~\$205~~ ~~\$255~~

Subtotal: **\$186.93** Balance: **+\$68.07**

Zelda Wireless Controller	\$69.96
Switch Travel Case	\$42.50
Nintendo GC	\$50

MarioKart 8 Deluxe - Prize Pool

Budget: ~~\$100-\$150~~ + \$75 entry fees = ~~\$175~~ ~~\$200~~

Subtotal: **\$160.93** Balance: **+\$39.07**

Mario Chess	\$62.99
Zelda Gift Set	\$49.96
Headset Player Pack	\$26.99

Pokemon Stadium - Prize Pool

Budget: ~~\$100-\$150~~ + \$80 entry fees = ~~\$180~~ ~~\$230~~

Subtotal: **\$108.65** Balance: **+\$121.35**

1st	Gengar Plus	\$35.99
2nd	4 Set Pokemon Starter Drinking Glasses	\$26.99
	Pokemon Pro Binder	\$31.50



TREASURER - FINANCE REPORT

Pokemon TCG - Ranked

Budget: ~~\$100-\$150~~ + \$50 entry fees = ~~\$150~~ ~~\$200~~

Subtotal: **\$161.86** Balance: **+\$38.14**

1st	Pikachu x Zekrom Collection	\$62.99
2nd	Scarlett / Violet 3pk	\$22.49
3rd	Checklane Pack	\$8.09
Participant Packs 7 x \$6.74		\$47.18

Misc Prizes

Subtotal: **\$199.12**

Marvel Snap	3D Spiderman Puzzle	\$17.25
Star Wars Trivia	3D Grogu Puzzle	\$22.99
Mario Kart F1 Racing	\$15 GameStop GC (in cash box) + overflow plush	\$0
D&D DM Prize	Candlekeep Mysteries Book	\$69.25
PunchOut Challenge	Nintendo Controller Floor Mat	\$36.79
DonkeyKong Challenge	Nintendo Cartridge Coasters	\$11.47
Misc	Turtle Shell Plush	\$19.54
Misc	Coin Box Plush	\$19.54
Misc	Mushroom Plush	\$19.54

