

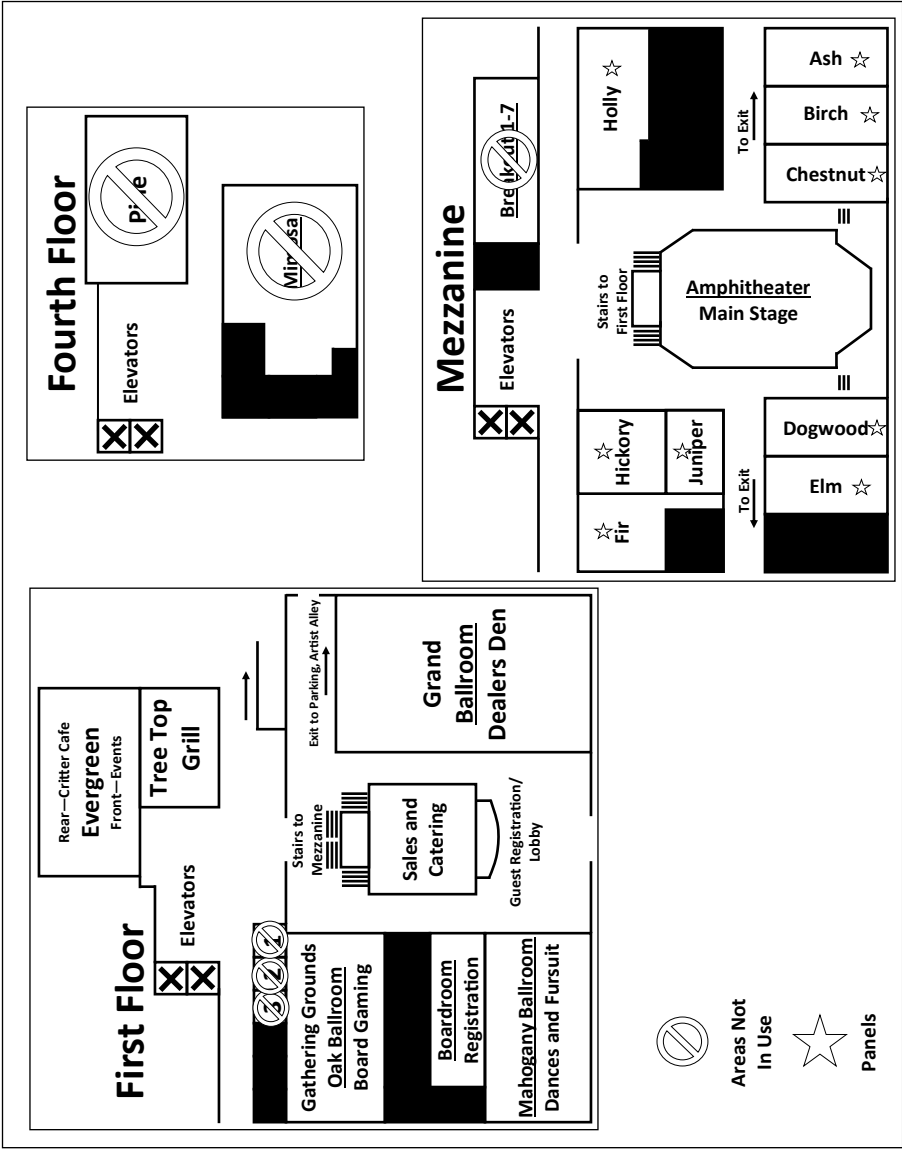
# MEPHIT FUR MEET 2021

CELEBRATING CAMP MEPHIT!  
SEPT 3 - 5, 2021 - MEMPHIS, TN



## DIGITAL CONBOOK

# Welcome Home to MFM At Whispering Woods!



# Dedicated Room Open Hours

## Critter Café

*Evergreen—Rear (1st Floor)*

**Thursday:** 8PM - 12AM

**Friday:** 10AM - 4PM, 8PM - 12AM

**Saturday:** 10AM - 12AM

**Sunday:** 10AM - 4PM, 8PM - 11PM

## Dealer's Den and Artist Alley

*Grand Ballroom (1st Floor)*

**Friday:** 12PM - 6PM, **Saturday:** 10AM - 6PM, **Sunday:** 10AM - 5PM

## Registration

*Boardroom (1st Floor)*

**Thursday:** 7PM - 9PM

**Friday:** 10AM - 4PM, 7PM - 9PM

**Saturday:** 10AM - 2PM, 7PM - 8:30PM

**Sunday:** 10AM - 12PM

## Gathering Grounds and Board Gaming

*Oak Ballroom (1st Floor)*

**Thursday:** 8PM - 2AM

**Friday:** 10AM - 4PM, 7PM - 2AM

**Saturday:** 10AM - 2AM

**Sunday:** 10AM - 4PM, 8PM - 12AM



By rats-eye-view

# Introducing Our Staff!

## CO-DIRECTORS

**Tyger** - Ops and Critter Café

**Blueheeler Sunfire** - Ops and Masq

**Goliath Wolf** - Ops and Medical

**Bunny Mickley** - Ops & Registration

**Alex** - Ops and Security

## AV

Charlie, Felpur, Malkontent, Misha,  
Mordeci and Shelby T. Binturong

## CHARITY AUCTION

Wulfie and Kitty

## COMMUNICATIONS

BJ Buttons/Waldolf

## CRITTER CAFÉ

Foxy Dejah, Guy Incognito and  
Kitty Kun

## DEALERS DEN AND ARTIST ALLEY

Shelby Allen, Rama and Slick Kat

## FURSUIT BADGES

Morphy

## FURSUIT GAMES

Libby Nightwolf714 and Sebastian

## FURSUIT TRACK

Harley Zompandie

## MEDICAL

Ashley Fox, Brexx, Eclipse,  
and Tigeris Tiger

## PHOTOGRAPHY

Cosmo Fox

## PUBLICATIONS

Kibbles the Husky (aka Pedigree)

## REGISTRATION

Lil Bit, Jade Embers, Morphy,  
Mwalimu and Silver

## SECURITY

PapaRob, Fen the Fur, Kyo Kun,  
and Zyro

## TABLE AND BOARD GAMING

Leonato, Sethor and Teric  
Dragon

## VARIOUS

Dart Wuffy, Tigerwolf and Tod Q.  
Mouse

## VIDEOGRAPHY

Rubix

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# Welcome Home from the MFM Co-Directors!

Wow!! Little did we know back in 2019 what was going to be in store for us and the rest of the world in the next year. It's been hard. The Virtual 2020 MFM: Home away from home was fun but just not the same. This year we are back after many challenges (and still have many) but we are going to do the best we possibly can.

Our theme this year is Camp Mephit! Lots of fun and you never know what to expect. We are doing things differently this year with what was thrown at us. Our goal is to be as fun and as safe as possible.

Some changes this year, we are not using our smaller conference rooms. Only using our larger ones. Both the hotel and MFM will be periodically disinfecting the rooms as best as possible. So you might have to move out of an area for a few minutes while that happens. We still have Dances, Karaoke, Panels, Music from Cosmik and Rhubarb and more! Also we are moving the Critter Cafe!!! Our wonderful Whispering Woods team has actually given us the Evergreen (the big restaurant room) for the Critter Cafe! We have purposely kept the schedule a little lighter this year so everyone has time to socialize. Hanging out, meals together or whatever!

Please make sure our hotel staff has a good weekend as well. They are working their butts off for us and we want to make sure they know they are appreciated. Also please keep in mind that the hotel is doing heavy remodeling. Please do not disturb construction materials and please do not go barefoot!

We are asking everyone to do what we can to keep everyone safe. While there may be no mask mandates, we are asking if it is possible to wear them in crowded situations. We have Red, Yellow and Green wrist bands available and also dots for your badges to designate if you would like a little space, if you are ok with a little closer contact and then Yes Hugs Please!!!

Thank you all for being here with us and Welcome Home from your MFM team!!







# We Want You to Volunteer!



MFM needs volunteers to help with it's many panels, activities, and operations. By working just 15 hours over the length of the Meet, you can earn a roll-over membership for next year's Meet.

The MFM staff will need help with the following: Registration, Security, Dealer's Den set-up and removal, computer room set-up Auction, clean-up, and other NIRTS areas (Need It Right This Second). You don't have to work in one place; you can pick where you'd like to help, providing that there is need.

Oh, did I mention overtime? You can earn time and a half for helping initial set-up and teardown Thursday and Monday. So, for every 1 hour you work those days, you earn 1.5 hours!

And if you don't work enough hours to make a comped membership, we'll still thank you with something special. But the attendee with the most hours worked will receive a hearty handshake, a slap on the back, and the joy of knowing that staff really appreciated the work. Oh, and something REALLY super spiffy to take home with you too!

If you would like more information, please ask any staff member!



# About Our Charity, Tiger Haven

As in years past MFM will be holding a charity auction to benefit Tiger Haven, a safe home for big cats. In order for this auction to be a success we need your help. Donations are needed, neat things that you have or find make the auction possible. We also need your attendance at the auction. We hope you are making plans to join us at MFM and while you're at it be thinking about what you can donate. Then while at MFM be sure to visit the auction and bid on something. The big cats thank you!

Tiger Haven is a safe haven for big cats. Tiger Haven rescues large cats such as lions, tigers, and panthers from all over the United States. These big cats may be anything from older circus or zoo cats, to cats that were obtained illegally or were neglected or abused. Once these cats have been rescued by Tiger Haven, they have a forever home. Tiger Haven is a no kill shelter that does not sell or breed their cats.

Tiger Haven started with just one cat many years ago and has grown to over 250 big cats. All these cats require enclosures to live in, food and veterinary care. These costs add up and care for each cat costs thousands each year. Tiger Haven is a nonprofit organization, which means that they rely on donations from caring individuals. The auction held each year at MFM is often the largest single contributor to Tiger Haven. Beyond the normal care for the big cats, the money raised at MFM has built multiple enclosures for Tiger Haven. These are nice enclosures that become a forever home for a big cat in need.

Tiger Haven is located in eastern Tennessee and usually affords MFM a couple of their long time workers to be with us at MFM and at the charity auction. This is not a nameless, faceless organization that we are blindly helping. These workers will happily answer any questions you have about Tiger Haven. These people work hard everyday to ensure these big cats have a safe and comfortable home for life.

Money or items donated to the charity auction held every year at MFM all go directly to Tiger Haven to be used to help these big cats in need. These big cats cannot personally thank you but their appreciation for their great care is seen everyday by the workers of Tiger Haven. On behalf of these big cats who now enjoy a safe home in the caring walls of Tiger Haven we wish to thank you for any help you can give.



# The Artist Alley

## So what is the artist alley?

The artist alley is a space that can be purchased on a daily basis in the dealers room where artist can come and sell their art.

## So how's it different from the Dealers Den?

There are a few differences between the dealer room space and the artist alley:

- The area is first come, first served. You must purchase your space at the beginning of every day, there is no reserving of space before hand. Depending on demand, there may be a lottery system used to fill the space in the beginning of the morning so not to force people to line up hours before the room opens.
- You may only purchase  $\frac{1}{2}$  a table space, approximately 3 feet of table length.
- There is no access to power nor wall space
- You are limited in what you can sell. Generally the rule is you can't sell what you didn't make. This doesn't mean you can't sell a CD of your work, it means that you can't sell someone else's work.

## Where is the alley located?

The alley will be located in the dealers room.

## What are the hours?

The hours are the same as the dealer's room:

Friday: 12PM– 6PM

Saturday: 10AM – 6PM

Sunday: 10AM – 5PM

## What is the cost?

Space in the alley costs \$5 per day. At that point, the space is yours for the rest of the day.

## How do I sign up?

There are daily signups for the alley!

- One hour before the opening of the dealer room, we will start taking names
- to go into the drawing for the alley spots. This will be done at the dealers room. You must be present to put your name in, you can not have another put

your name in for you. You must also have a badge before you can put your name in.

- 15 minutes before the dealers room opens, names will be drawn for the spots. When your name is drawn, please acknowledge you are there and you will be released to go claim your spot. Each spot will have a card that you will bring back to the dealer room. You must be present to claim your table.
- After all names have been drawn, artists with spots will need to sign the alley agreement, pay their \$5 fee and collect their tax paperwork.

### **What about taxes?**

You are responsible for collecting taxes however at the end of every day. The staff of MFM will give you a form and collection envelope at the beginning of each day. You are expected to turn in your taxes to the staff at the front of the room at the end of the day. Mississippi law requires the convention to send in everyone's taxes at the end of the event. Failure to do this will prevent you from getting space again. We will tell you what the rate is when you sign up.

If you have any questions, please do not hesitate to ask someone on Dealer's Den staff.



By S.M. Wolf

# The MFM Weekend Rules

## **1. You must wear your convention badge at all times to be admitted to any convention function.**

You must wear your badge on the outermost part of your clothing or costume at all times while in public convention space. Your badge will contain a badge name of your choosing and a unique number. You may not alter the badge in any way to permanently obscure any of these elements. You must show the full badge, to any member of con staff, security, hotel staff, or law enforcement agency that requests it. If you alter your badge in a way to break this rule, you will be required to replace your badge at your own expense. Any person found using a counterfeit badge will be turned over to hotel security. Anyone found making copies of their badge for others will have their membership permanently revoked.

## **2. Possession of alcoholic beverages by a minor or anyone under 21 years old is grounds for expulsion from the convention without refund.**

MFM security members, committee members, and uniformed officers may require you to furnish acceptable legal identification at any time. Do not leave it in your room!

## **3. Please keep all behavior that polite fans would find offensive in public where it belongs — in your room.**

Any attendee under the age of 18 will be issued a Minor badge, and any attendee who is under the age of 16 must be accompanied by a parent or legal guardian at all times in MFM-controlled areas, including the Dealer's Den and the Con Suite. Parents/Guardians will be held responsible for issues or damage caused by their children

The general rating of the convention is considered to be "PG" at all times in all convention and public hotel spaces. Special events that are designated as "After Dark" events are considered inappropriate for minors, and are an exception to this rule. Security or MFM staff will attempt to prevent any unauthorized access by minors. Badges must be worn at all times during these special events.

## **4. Reserved for when stupidity trumps rational behavior.**

At which point management of Mephit Fur Meet will make an ultimate decision.

## **5. We can offer sympathy, but MFM is not responsible for lost, stolen or damaged property or for injuries sustained during the course of the convention.**

Please do not leave any valuables in your vehicles or plain view in your room especially if you are hosting room parties. The hotel and MFM will do all we can to ensure nothing will be taken but are not responsible for anything missing. In other words, use common sense, but ultimately, keeping your valuables safe is not the responsibility of Mephit Fur Meet.

## **6. Programmed events and guests are subject to change and/or cancellation without notice.**

## **7. We reserve the right to ask you to leave the convention and refuse to refund your registration fee**

If you are behaving like a jerk DO expect us to enforce this... Any attendee found intentionally engaging in acts that endanger life or property (pulling fire alarms as a prank or hotel vandalism are good examples of this) will have their membership revoked on the first offense. They will also be considered unwelcome to future events sponsored by MST3A. For egregious offenses, law enforcement may be called. Issues will be handled by Whispering Woods security, who may choose to file criminal charges.

## **8. Please adhere to our weapons policy.**

NO functioning projectile weapons; this includes but is not limited to water pistols, silly-string guns and ping pong pistols. Permitted weapons must be sheathed and peace-bonded by MFM SECURITY at all times. No clowning around or showing off in the commons areas. Any weapon used in an offensive manner will be confiscated and rule #7 enforced. We expect you to use good judgment.

## **9. Con security, hotel security and local law enforcement officials will treat anything that looks like a real gun as a real gun.**

### **We do not post bail.**

Read rules 7 and 8 again.

## **10. NO SLEEPING IN THE CRITTER CAFE OR LOBBY!**

If you are found sleeping in the public convention or hotel areas, you will be asked to go to your hotel room. If you do not have a room, security will be forced to ask you to leave.

## **11. Please do not eat the hotel.**

We'd like to do this again. Do not damage hotel property. This includes, but is not limited to drawing on walls, furniture, tablecloths, etc. You are liable for any damage to the hotel property. Any damage to hotel property will be handled between yourself and our hotel, not Mephit Fur Meet. Mephit Fur Meet will provide the hotel with as much information as they request for the purposes of identifying the parties responsible for damages, including (but certainly not limited to) use of our Security team and registration database.

## **12. Attendees, Costumers & Fursuiters: Remember that no costume is NO costume and there are public decency laws in Mississippi**

Please wear appropriate clothing in the common areas. Attendees, while in public areas (lobby, parking lot, hallways for example) may not wear clothing that is overly revealing or inappropriate for the "PG" rating of the convention. Bondage, fetish gear including leashes are not allowed in public spaces. Due to the nature of the fandom, collars are permitted, however, leashes are considered not only a fetish item but a safety hazard, and may not be worn in public spaces. Because of the risk of injury, leashes may not be connected to someone's neck at any time, regardless of location.

Security staff will ask that articles of clothing/costumes that are representative of hate groups, gangs, terrorist organizations, or that are determined to be inappropriate be

removed and not displayed while at the convention. This includes certain military uniforms both reenactment or cosplay versions. Making everyone feel welcome at Mephit Fur Meet is always our goal, so our Directors reserve the right to make a decision at any time on the appropriateness of attire.

### **13. There is no rule #13. Never was. Move along.**

**14. PDA (Public Display of Affection)** While the Mephit Fur Meet promotes tolerance and diversity, PDA (Public Display of Affection) and nudity will not be allowed. Back scratches and hugging are acceptable, regardless of gender or sexual orientation. Please use common sense. If you have to ask or think twice about doing something in public, take it to your room.

**15. Pursuant to regional smoking bans, smoking/vaping is unlawful in all enclosed areas.** Per hotel policy, all public areas and sleeping rooms of the hotel are non-smoking. This includes vaping. Whispering Woods is 100% smoke-free, you may only smoke in designated areas outside the hotel. **Whispering Woods' policy on E-Cigarettes / Blu cigarettes/vapor cigarettes is that it is treated as a regular cigarette and can only be used in the appropriately designated areas.** Evidence of smoking in the guest room will result in a \$150 charge to the guest's credit card by Whispering Woods.

**16. Inappropriate Artwork** If an attendee is found to be drawing, displaying, affixing or writing hateful, offensive items, or items that violate our PG rating in/on public message boards, art jam posters, convention signage, or any other hotel or convention area will have their membership revoked and will not be welcome back at MFM in the future.

**17. Goods for Sale** There is to be no selling of any goods or services outside of the Dealer's Den and MFM-sanctioned auctions. Please consult the MFM Dealer's Den Policies for more information. If you are found selling outside the sales area, your information will be turned over to the Mississippi Department of Taxation for sales tax collection.

### **18. Service Animals**

Do not interfere with service animals. They are there to provide for the safety of our attendees who require them. Do not pet a service animal without the permission of its handler. If you harass a service animal, it will be viewed as harassing the owner and the harassment policy will be enforced.

Service Animals must be leashed and under the control of their owner/handler at all times while in convention space. Retracting leashes must be locked to prevent the animal from freely roaming away from the owner/handler. If a service animal becomes a nuisance (running free, growling, excessive barking) at or to other service animals or attendees, the owner will be asked to remove the animal from the convention space. We follow ADA regulations as far as Service Animals and will do what we can to accommodate Emotional Support Animals but the same MFM rules apply for either. If your service animal creates a mess (#1 or #2) inside the hotel, you are required to clean it up to the best of your ability and notify the hotel.

### **19. Pets**

Pets are not allowed in con-controlled areas. You are encouraged to check with the hotel to

determine what their policy is regarding pets in your hotel room. Mephit Fur Meet is held during the summer in the south, You are not allowed to leave pets in your car.

## **20. Press and Media**

In accordance with local and state laws, Mid-South and Tennessee Anthropomorphic Art Association doing business as Mephit Furmeet and also known as MFM, will not allow any type of photographic or video media coverage in any convention controlled areas. This includes but is not limited to any convention-controlled space. MFM also requires that every attendee must consent in writing to being photographed or recorded in any public space at the convention hotel location by the press and the written consent must be kept on file for a minimum of one year. Unless all attendees consent to this, then any type of broadcast or publication is not allowable by any media outlet. It is also not allowed to photograph or record from any public space into any convention-controlled space. Any media wishing to discuss coming to MFM must do so a minimum of 90 days prior to the start of the event.

If a member of the press is found by any MFM attendee, they should contact a staff member immediately so that the staff member may present them a written copy of the MFM Press Policy in addition to an information packet about MFM.

No photographs or video of MFM may be used for any type of commercial use without the prior written consent of the Mid-South and Tennessee Anthropomorphic Art Association and cannot be used for any financial gain. Any personal photos or video that are taken at MFM and placed on the Internet, if asked, must be taken down immediately.

## **20. Internet Access**

Hotel-provided internet is offered as a convenience for attendees. Any attempt to compromise or gain unauthorized access to the hotel networks will be seen as a crime and turned over to hotel security and local authorities.

Anyone found using an MFM-provided network for illegal or inappropriate activities such as trading of copyrighted music, software, movies, or mature subject matter will have further access to all MFM-provided networks terminated permanently. Violators may also face revocation of convention membership privileges.

## **21. Barbeque Grills / Open Flame**

Barbeque grills may not be used inside your hotel room or on hotel balconies. You may not have an open flame in your hotel room, hotel spaces, or balcony. Seriously JUST DON'T do this!

## **22. Room Parties**

Please see MFM's separate policy for Room Parties. **ALL RULES WILL BE STRICTLY ENFORCED!!!**

## **23. Alcohol Consumption**

There is no open consumption allowed in any MFM-controlled space without prior written approval from the MFM Directors. Consumption should be limited to private rooms or in



the hotel bar or restaurant area. Any minor found consuming alcohol will be turned over to hotel security.

**\*\*24\*\*. Harassment is not acceptable behavior.**

**Do you really have to ask?**

Okay, harassment includes offensive verbal comments (related to gender, sexual orientation, disability, physical appearance, body size, race, or religion), sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of any event, inappropriate physical contact, or unwelcome sexual attention. What's going to happen? Refer back to Rule #7.

**If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact Security or a Director immediately.**

## **WEAPONS POLICY**

The practice of carrying or wearing personal weapons at conventions is one of the oldest traditions in fandom. MFM respects this custom and we would rather not do anything to interfere with it. Unfortunately, a few fans have created problems in the past by abusing this custom and behaving very badly with weapons. Therefore, we have established the following weapons policy to address these concerns. Please read it because it will be enforced.

**1) All knives, swords, axes, shuriken, and other bladed weapons, whether sharpened or not, must be covered by sheaths, cases, reinforced cardboard, or some other protective wrapping. All blades or other small weapons, such as nun-chucks, must be secured to the wearer's person or clothing so that it may not be unsheathed or made threatening without substantial time and effort.**

This applies in public or semi-public areas of the hotel including hallways, the lobby, and all function space. Any of the above-mentioned items must be inspected and Peace Bonded by MFM Security. Convention Security can inspect any weapon-like item and require it to be Peace Bonded. (Exceptions will be made for displays in the Dealer's Room.

**2) All functional firearms, pellet guns, lasers, sound projectors, tasers, and other projectile or distance weapons are absolutely forbidden.**

No exceptions will be given (don't even ask).

**3 ) Replicas, blasters and zap guns are allowed.**

Any convention or hotel staff member or uniformed security guard may, at any time, require proof that the weapon does indeed not function.

**4) Anything can be used as a weapon.**

Therefore any object used in a dangerous or threatening manner or in such a way that it becomes a general nuisance to the attendees of the convention will be regarded as a weapon by MFM.

**5) Any weapon being carried or misused in violation of this policy will be confiscated and**

**held until the convention concludes on Sunday afternoon.**

Afterward, the weapon may be picked up in Operations.

- **Anyone who refuses to surrender a weapon when asked to do so by a MFM representative will be ejected from the convention without refund. In the event of a serious violation, the hotel will be asked to evict the violator without refund and the violator may be liable for criminal or civil damages.**

**5) No assassination games will be permitted.\***

Attendees will be ejected from the convention without a refund when caught.

Please note that this includes Laser-Tag™ and similar games.

\*Any convention-sponsored events are excluded from this restriction during their scheduled times.

**6) Anyone who deliberately or negligently injures another or causes property damage to the hotel, meeting rooms, or the contents thereof, will be ejected from the convention without refund, ejected from the hotel, and may be subject to arrest and criminal and/or civil prosecution.**

**7) Interpretation and enforcement of this policy will be at the discretion of any MFM Director.**

In cases of disagreement, the decision of any two (2) Directors will be final.

**8) All attendees please note: The civil authorities have been known to take a dim view of persons carrying swords, knives, martial arts weapons and/or large-bore particle beam weapons.**

PLEASE NOTE THESE RULES ARE SUBJECT TO CHANGE AS SOME OF YOU FIGURE OUT WAYS TO GET AROUND THEM. Please see rules #7 and #8.

## **Emergency Action Plan**

In the event of an emergency, we've put together the following Emergency Action Plan for our attendees:

- Please gather in the Amphitheater, Panel Rooms, or Hallway at the bottom of the stairs on first floor. These are recognized emergency sheltering areas by the hotel.
- We will attempt to have water coolers in these areas in the event we must shelter for an extended period of time.
- Staff will be located in both locations to keep you advised of weather updates and when it is safe to return to your rooms.
- In the event of power failure, Suiters are asked to return to their rooms and un-suit. This is to cut down on heat and possible odors.
- In the event of fire, the evacuation routes are posted on the back of your hotel room door. We will ask that IF this happens, please head to the Pavilion for shelter and to keep the surrounding areas clear for Emergency Personnel.

# Our MFM 2021 Schedule

## Main Programming

### **Tiger Haven Charity Auction Item Acceptance**

*Oak Ballroom (1st Floor)*

**Friday:** 10AM—4PM, 7PM—9PM

Now is the time to start bringing in all of those awesome goodies you've been collecting all year for the Tiger Haven Charity Auction. This auction would not be possible without you and the kitties need your help!

### **Opening Ceremonies**

*Amphitheatre (Mezzanine)*

**Friday:** 4:30PM—6PM

Gather around the campfire and learn what is in store for you at Mephit Fur Meet 2021.

### **Masquerade and Volunteer Signup**

*Evergreen—Front (1st Floor)*

**Friday:** 6PM—7PM

Signup to participate in the Masquerade and as a Volunteer.

### **Super and Founder Sponsor Reception**

*Hickory (Mezzanine)*

**Friday:** 10PM—12AM

Super Sponsors and Founders gather for a great time together. This is exclusive To Super Sponsors and Founders.

### **Virtual Tiger Haven Charity Auction**

<https://www.myminiauction.com/mfm2021>

**Saturday:** 12AM—**Sunday:** 12AM

Bid online to support our charity, Tiger Haven. Payment will be collected on Sunday in the Oak Ballroom on the first floor.

### **Masquerade Rehearsal**

*Amphitheatre (Mezzanine)*

**Sunday:** 9:30AM—1PM

If you've signed up to perform during the Masquerade, you need to attend rehearsal. A/V and Blue will be available to assist you.

## **Tiger Haven Charity Auction Item Pickup**

*Oak Ballroom (1st Floor)*

**Sunday: 12PM—2PM**

Pickup and pay for all those awesome goodies you've won in the Tiger Haven Charity Auction!

## **Masquerade**

*Amphitheatre (Mezzanine)*

**Sunday: 3:30PM—5PM**

Attend the annual Masquerade and see all the wonderful variety show acts we have in store for you!

## **Closing Ceremonies**

*Amphitheatre (Mezzanine)*

**Sunday: 5PM—6PM**

Join us as we review the weekend, say our goodbyes and set the stage for next year's convention!

## **Art Track**

### **Art Jam**

*Chestnut (Mezzanine)*

**Thursday—Sunday: 9PM—2AM**

After hours fun with your favorite artists and your DJ host - Major Matt Mason, spinning demented ditties on his trusty vintage Powerbook and genuine antique boombox! Come and swap sketches or just hang out! (sorry, no art sales allowed)

## **Beading Necklaces and Bracelets**

*Fir (Mezzanine)*

**Friday: 11AM—12PM**

Making beaded bracelets and necklaces is a camp tradition! Come join us, and use your creativity to make a bracelet or necklace that you can wear for the rest of your camping weekend! Everything is provided, just bring yourself!

## **How to Make Handpaws**

*Birch (Mezzanine)*

**Friday: 7:30PM—8:30PM**

Handpaws are one of the more complex small costume pieces you can sew for yourself between claws, pawpads, and other little pieces! Join Paddlefoot in making a handpaw together from start to finish talking about cutting fur, appliqueing pawpads, different types of claws/ pawpad materials, and whatever other fursuit-building related questions that have been tickling your noggin!

## **The Art of Critique**

*Elm (Mezzanine)*

**Sunday: 10:30AM—11:30AM**

Helpful advice on how to give and receive critiques for better art and communication.

## **Dances**

### **Thursday Night Dance**

*Mahogany Ballroom (1st Floor)*

**Thursday: 10PM—12AM**

Come shake your tails and tailfeathers at the Thursday night kick off dance hosted by DJ Charlie! Come get your con started off right and dance the night away!

### **Friday Night Dance—Top 40's**

*Mahogany Ballroom (1st Floor)*

**Friday: 8PM—9PM**

Hit the dance floor with the DJ Brexxie and the Top 40's.

### **Friday Night Dance—80's and 90's**

*Mahogany Ballroom (1st Floor)*

**Friday: 9PM—11PM**

Come dance the night away to your favorite 80's and 90's hits with the Godfather Cat of MFM, DJ Growltiger!

### **Saturday Night Dance**

*Mahogany Ballroom (1st Floor)*

**Saturday: 9PM—12AM**

Come dance the night away with the our wonderful guest DJ Cosmik! Long known for his many musical acts with us, DJ Cosmik is bringing us some amazing dance tunes for everyone to enjoy!

### **Dead Dog Dance**

*Mahogany Ballroom (1st Floor)*

**Sunday: 10:30PM—12:30AM**

Come shake those bodies one last time before we all go back to the world of the normal living people. Fight off your PCD with the tunes spun up by our own DJ Malkontent.

**ZINES**

# PADDY JACK PRESS

Independent publisher from Texas, specializing in horror fanzines

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The Joe Bob Briggs Fanzine



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Deep Dives Into Horror



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By Scotik Productions



## **Entertainment**

### **Camp Mephit Karaoke**

*Amphitheatre (Mezzanine)*

**Thursday:** 9PM—12AM, **Saturday:** 8PM—9PM, **Sunday:** 8PM—10PM

Sing and shake your tails off with GrowlTiger!

### **Don't Be Like Battercake**

*Dogwood (Mezzanine)*

**Friday:** 2PM—3PM

Battercake brings his weird sense of humor, his unique experience in the fandom, and stories that aren't for the kids, and demonstrates why no one should consider him a role model!

### **History of the Furry Fandom**

*Hickory (Mezzanine)*

**Friday:** 7:30PM—8:30PM

Have you ever wanted to know how this fandom came into being? When did it all start? Blue has those answers and more to present.

### **Bad Fan-Fiction Theatre**

*Dogwood (Mezzanine)*

**Friday:** 9PM—10PM

Come and hear some of the worst Fan-Fiction stories ever written, theatrically performed by our team of slightly inebriated actors. You'll laugh and cry and die a bit more inside. Warning: this show contains strong adult language, situations, and absolute insanity.

### **Film @ 11**

*Birch (Mezzanine)*

**Friday:** 11PM—1AM

Come to Film at 11, and do the Mystery Science Theatre 3000 thing with film and video shot at previous MFMs and/or other cons. Perhaps see what strange film Protius found on eBay.

### **Spooky Campfire Stories**

*Birch (Mezzanine)*

**Saturday:** 9PM—10PM

What's a camping trip without sharing spooky stories? Come join us around the campfire to hear about vengeful ghosts, hungry monsters, and cursed items you don't want to stumble into.

## **Musical Guests: Camp Cosmik VS Camp Rhubarb**

*Amphitheatre (Mezzanine)*

**Sunday:** 2PM—3PM

We couldn't tell you what their set list is (and maybe they can't either) but whatever they've got cooked up for us is bound to be a fun and hilarious time!

## **Dead Dog Skate**

*Skate Odyssey of Olive Branch*

**Sunday:** 6:15PM—8:15PM

Grab your furry ears and tails and join us at Skate Odyssey right across from the hotel for some post-Closing Ceremony furry skating action!

## **Fursuiting**

### **Fursuit Meet and Greet, Open Fursuit Games**

*Mahogany Ballroom (1st Floor)*

**Friday:** 2PM—4PM

Start the con off on the right furry foot! Come meet your fellow furry critters for the weekend! This is a wonderful time to swap some stories, see some fursuits, and the low down on all the fursuit track programming for the weekend. Also for all of the early birds who want an excuse to get fuzzy, come on in and play some games with us!

### **Fursuit Handler/Fursuit Safety 101**

*Chestnut (Mezzanine)*

**Saturday:** 10:30AM—11:30AM

Learn how to be a handler for a fursuiter with some safety tips for fursuiting. Will hold a photo shoot if time allows.

### **Indoor Fursuit Parade**

*Mahogany Ballroom (1st Floor)*

**Saturday:** 12PM—1PM

Come show off your fuzz at the Fursuit Parade, or just take pictures and watch the suits stroll by. (Don't feed the animals, please!) Keep cool because the entire Fursuit Parade will be INDOORS!

### **Fursuit Frolic Games**

*Mahogany Ballroom (1st Floor)*

**Saturday:** 7PM—9PM

Teams of fluffy fursuits let the fuzz fly and compete in silly games for even sillier prizes!

## **Masque Green Room**

*Dogwood (Mezzanine)*

**Sunday:** 9AM—6PM

## **Gaming**

### **Are you a Werewolf?**

*Ash (Mezzanine)*

**Thursday—Sunday:** 9PM—6AM

Like to play “Are you a Werewolf”? This is your space each night.

### **Sazaldon Character Creation**

*Birch (Mezzanine)*

**Friday:** 8:45PM—10:45PM

Sazaldon is a homebrew roleplaying game that is really easy to work with. Come and build a character to see if you enjoy the game. The characters created can be used in the demo campaign.

### **Nintendo Meet and Greet**

*Juniper (Mezzanine)*

**Saturday:** 3PM—4PM

Are you a gamer? If so feel free to join us at the Nintendo Meet and Greet and chill with other Nintendo furs. Bring your Nintendo Switch and meet up with other gamers. Trade friend codes. Game with others, there will be a projector to play multiplayer games on.

### **Sazaldon Demo**

*Hickory (Mezzanine)*

**Saturday:** 8PM—10PM

Sazaldon is a homebrew roleplaying game that is really easy to work with. Come and watch a short campaign or join in. There are four open spots. If you like it, it's available online from the website we will provide.

### **VR World Development in Unity for VRChat**

*Chestnut (Mezzanine)*

**Sunday:** 12:30PM—2PM

Crash course in virtual world development. Topics include modeling, materials, lighting and optimization.

## Hospitality and Food Events

### **Pizza Feed**

*Evergreen—Front (1st Floor)*

**Friday:** 6PM—7PM

MFM started as a pizza party. Join us and help keep the tradition going!

### **Founder's Level Member Dinner**

*Evergreen—Front (1st Floor)*

**Saturday:** 5PM—6:30PM

Dinner in honor of our Founder level attendees. Thank you for the huge support!

### **Ice Cream Social**

*Mahogany Ballroom (1st Floor)*

**Sunday:** 8PM—9PM

Join us for the annual ice cream social. Hang out and eat some ice cream.

### **Dead Dog Party**

*Evergreen—Rear (1st Floor)*

**Sunday:** 8PM—11PM

Let's wrap up the weekend in the Critter Café! Everything food and drink must go!



## **Puppets**

### **Puppets Meet and Greet**

*Hickory (Mezzanine)*

**Saturday:** 2PM—3PM

A Meet and Greet Social moment for those of us who love Paw Pets! Are you a puppeteer? A puppet? Someone who is simply interested in this phenomenon? Well this is the place to be. Hang out and socialize with others of the shared interest as we discuss techniques, stories, and puppets.

## **Special Interest, Regional and PSA Events**

### **Military Furs**

*Juniper (Mezzanine)*

**Friday:** 10AM—11:30AM

A gathering of Active Duty, Separated, Retired, Disabled Veterans, and/or Furs with family members who fit into any of these groups. Come share your thoughts, concerns, and feel free to ask questions and share your experiences.

### **Horror Furs Meetup**

*Fir (Mezzanine)*

**Friday:** 12PM—1PM

Come meet the other horror and creepypasta fans! We will talk about what we have found, what's coming up and more!

### **Mississippi Furs Meet and Greet**

*Chestnut (Mezzanine)*

**Friday:** 1PM—2PM

A place for furries residing in Mississippi to meet each other and talk about future furmeets! You don't have to currently reside in Mississippi to attend, but planned furmeets will be in multiple regions of Mississippi.

### **The Friday Night Howl**

*Whispering Woods Front Yard*

**Friday:** 11:45PM—12:15AM

Let's get together and make some noise! We've got a lot to make some noise for after almost two years apart. Whatever your experiences since we last saw each other have been, let's make each other's voices heard under the night moon in front of the hotel. You don't have to howl, make any noise you like! The howl begins at midnight, with time before and after to congregate and chat with one another. Weather permitting, of course!

## **Gray Muzzle Meetup**

*Juniper (Mezzanine)*

**Saturday:** 9AM—10:30AM

The furry fandom is not just for the young! Whether you've been around the fandom long enough to know what Yerf, ConFurence, alt.fan.furry, and Furry Codes are or had many years of experience at life before discovering furies, come join us and share your stories with other gray muzzles.

Gray Muzzle Meetup isn't just for the more 'mature' furs, new and/or younger furs wanting to sit in or ask questions are welcomed as well. We're not here just to swap old stories, but to be there for others as needed for encouragement or support.

## **Auto Maintenance 101**

*Juniper (Mezzanine)*

**Saturday:** 10:30AM—11:30AM

Come and learn the basics of automotive maintenance from a yeen who has owned five different makes.

## **Group Hug**

*Hickory (Mezzanine)*

**Saturday:** 1PM—2PM

Come and go for hugs.

## **Babyfur and Kidfur Milk and Cookies**

*Fir (Mezzanine)*

**Saturday:** 2PM—3PM

Our yearly cub meet and greet. Come meet other cubs and kid furs, snack on milk and cookies, enjoy a lively discussion and enter our coloring contest for fun prizes.

## **“Fox” Hunt Hidden Radio Transmitter Hunt**

*Whispering Woods Front Yard*

**Saturday:** 4PM—5PM

Attendees will attempt to find a hidden radio transmitter or "Fox" using radio direction finding skills. Non-ham radio attendees will be paired up with hams to search for the fox.

## **Content Creator Meet and Greet**

*Juniper (Mezzanine)*

**Saturday:** 5PM—6PM

Let's get together and meet other content creators from Twitch, TikTok, Youtube and more!

## **Outta Doors, Into the Woods**

*Juniper (Mezzanine)*

**Sunday:** 10:30AM—11:30AM

Come see some of the beautiful natural places Tennessee has to offer and maybe plan your next camping/backpacking trip! Also brief overview of Woods Flock (furry camp) and open discussion about your favorite places to get outside.

## **Spirituality**

### **Christian Furs**

*Juniper (Mezzanine)*

**Sunday:** 8:30AM—10:30AM

We welcome all for a chance to discuss our beliefs and share our views. We focus on what binds us together, not what separates us!

## **Writing**

### **The Three Writers**

*Chestnut (Mezzanine)*

**Friday:** 7:30PM—8:30PM

Three Ursa-Majors nominated writers who are amateurs (and whose work shows it) discuss the creative writing process, how to work through inspiration and collaboration, the fine art of Hatting and how to decipher Linear B tablets. They may be kidding about the tablets, but who knows? As this lot tend to tell very bad jokes and even worse puns, You Have Been Warned.

## **After Dark, Age Restricted**

18+, you will need your ID to enter.

### **Primal 101**

*Fir (Mezzanine)*

**Friday:** 10:30PM—11:30PM

Come learn about your inner primal. Ever feel like there is a bear, cat, wolf, or other creature that occasionally bubbles to the surface. We all have that fight or flight animal like response. Some of us like to physically let that animal out and form connections with it. Come learn about what a primal is and learn how to acquire a deeper connection with it.



## **BDSM 101—Give ‘em the RACK**

*Elm (Mezzanine)*

**Friday: 11PM—12AM**

Power exchanges can bring relationships to a whole new level, but they require a lot of work and communication. Whether you're curious, new to the Lifestyle, or a life-long Kinkster, you're welcome to join our survey of power exchange relationships, safety, and consent concepts.

## **BDSM 102—The Sadist’s Toolbox**

*Elm (Mezzanine)*

**Saturday: 12AM—1AM**

You've got the concepts, but what about the tools? Join us for a trip through a top's toolbox, where we'll talk about various tools, their handling, care, safety instructions, and examples of use.

## **Primal Play Party**

*Fir (Mezzanine)*

**Saturday: 10:30PM—2AM**

Come unleash your inner primal. Unleash that hidden bear, wolf, panther, monkey and other creatures. Take to the mats to wrestle, nuzzle, and unleash that inner primal. Make sure to shower, omit highly perfumed things, and wear clothes that you can wrestle in. No sharp things on the mats. Hope to see you on the mats.

For an up to date listing of events and panels, please login to

<https://mephitfurmeet2021.sched.com/>



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# **MFM Links**

**Official Website**

**[www.mephitfurmeet.org](http://www.mephitfurmeet.org)**

**2021 Schedule**

**[mephitfurmeet2021.sched.com](http://mephitfurmeet2021.sched.com)**

**Official Facebook**

**[facebook.com/mephitfurmeet](https://facebook.com/mephitfurmeet)**

**Official Telegram**

**[t.me/MFMAllAges](https://t.me/MFMAllAges)**

**Official Twitter**

**[twitter.com/mephitfurmeet](https://twitter.com/mephitfurmeet)**