

Anthro New England 2016 Schedule

📅 Thursday, January 21, 2016

🕒 3:00pm - 8:00pm

Loading Entry Available

📍 Dealer's Den (President's Ballroom D)

🕒 7:00pm - 9:00pm

Pre-Game Tailgate

📍 The Zoo (Paul Revere)

Come check out the newly located and much larger zoo and hangout space while enjoying some free sweet treats! This event is open to folks of all attending levels! Come meet friends, old and new, and start your convention off on the right foot. Maybe there will even be some other surprises! :D

🕒 7:00pm - 10:00pm

Pre-Registration Opens

📍 Registration Room & Con Ops (Crispus Attucks)

Did you Pre-Register for the convention? Come pick up your pre-registered badge in the Registration room from 7-10pm Thursday night and get a head start on your con. This is for folks that have pre-registered only, on site registration will begin Friday morning.

🕒 8:00pm - 10:00pm

Dealer Check-In and Table Setup

📍 Dealer's Den (President's Ballroom D)

🕒 9:00pm - 12:00am

Thursday Night "Homecoming Dance"

📍 Main Ballroom (President's Ballroom A/B/C)

Not as wild as our raves are going to be, but come join us in the Main Ballroom for a good old fashioned "Homecoming Dance"! The lights will be lowered and music a tad softer so folks that might not like the intensity of the Friday and Saturday raves to be able to enjoy and evening of music. Music will be dance favorites from the 80s, 90s and today!

🕒 9:00pm - 5:00am

Board Game Room Open

📍 Board Game Room (Molly Pitcher)

🕒 9:00pm - 5:00am

Video Game Room Open

📍 Video Game Room (William Dawes)

🕒 9:00pm - 5:00am

Zoo Open

📍 The Zoo (Paul Revere)

Friday, January 22, 2016

 5:00am - 5:00am

Board Game Room Open

 Board Game Room (Molly Pitcher)

 5:00am - 5:00am

Video Game Room Open

 Video Game Room (William Dawes)

 5:00am - 5:00am

Zoo Open

 The Zoo (Paul Revere)

 8:00am - 8:30am

Artist Alley Lottery

 Registration Room & Con Ops (Crispus Attucks)

 8:00am - 11:00am

Dealer Check-In and Table Setup

 Dealer's Den (President's Ballroom D)

 8:00am - 11:00am

Loading Entry Available

 Dealer's Den (President's Ballroom D)

 8:00am - 8:00pm

Registration Open

 Registration Room & Con Ops (Crispus Attucks)

 10:30am - 11:30am

Opening Ceremonies

 Main Ballroom (President's Ballroom A/B/C)

Come open up the con with your Convention Directors and some special entertainment!

 11:00am - 11:30am

Dealer's Den Open to Athletes and Coaches

 Dealer's Den (President's Ballroom D)

 **11:00am - 6:00pm**

Artist Alley Open

 Artist Alley (Cambridge A)

 **11:30am - 6:00pm**

Dealer's Den Open to All Attendees

 Dealer's Den (President's Ballroom D)

 **12:00pm - 1:00pm**

Meet the Guests of Honor

 Panel Room 1 (Haym Saloman)

Come meet your Guests of Honor, Pac and Kittiar! Learn where they're from, how they got into furry, when they started drawing, and totally nonsensical facts. This panel is sure to be informative and hilarious. There will be a chance for audience questions as well!

 **1:00pm - 2:00pm**

Your First Furry Convention!

 Panel Room 2 (Cambridge B)

Is this the first time you've decided to dive into the (real life) furry fandom? Oh, the wonders that await you are endless! Come on in to find out what there is to do at the grand ol' furry convention - all from the master of attending cons, Pup! Discover the secrets of the infamous Dealer's Den, how to interact with fursuiters, and so much more! Don't miss this one folks, it's about to get furry in here!

 **1:00pm - 2:30pm**

Advanced Suiting Outside the Fandom

 Panel Room 1 (Haym Saloman)

Tired of just suiting at cons and meets? Take your character on the road! Fursuiting outside the fandom is a fun and rewarding experience where you can bring a little magic in to peoples' everyday lives. This isn't the same panel you've seen already on YouTube. We'll give you a fresh take on identifying fursuit opportunities and matching your character to the situation along with practical advice to ensure that everyone has a fun, and above all safe, time.

 **1:00pm - 3:00pm**

Masquerade Rehearsals

 Main Ballroom (President's Ballroom A/B/C)

THIS IS A CLOSED DOOR EVENT. ONLY PARTICIPANTS ALLOWED PLEASE. This is a rehearsal for the Masquerade to ensure AV and the stage crew knows what you need, and so that you can get on stage and get yourself familiarized with everything. You must sign up for this event prior to the convention online.

 **2:00pm - 3:30pm**

Disabled & Furry

 Panel Room 2 (Cambridge B)

Being a furry is awesome fun! Being disabled can really hinder how we have that fun. Are you blind, deaf, paralyzed? Do you need assistance to get around in cons and events? Does having the need for someone to help you ever cause you embarrassment or to not be able to do things others can do? Come and join us in a round-table discussion on how being disabled affects your activity within the furry fandom. It doesn't matter how you are disabled, and if you are not disabled, that's OK too. All are welcome!

 **3:00pm - 4:30pm**

Make Me a Fursona

 Panel Room 1 (Haym Saloman)

The panel is set up almost game-show like. Participants sign up and one at a time come to the front and give as much or as little detail as they like about their fursona idea. The three artists, Danger Fox, Olympia and Cotton, then take five minutes to sketch out their own unique interpretation. From there, we show the audience the sketches as the participant decides which of the three is their favorite. They will then commission that artist to do a full-color badge of the sketch. Participation costs a minimum of \$35, but participants are welcome to purchase more than one badge if desired.

 **3:30pm - 4:30pm**

IT Professionals Meet and Greet

 Panel Room 2 (Cambridge B)

Whether you're in an entry-level position or are a high-ranking engineer, you are invited to come and meet other IT professionals to expand your personal and professional network.

 **3:30pm - 5:30pm**

Fursuit Dance Comp Prelims -Tryouts Only-

 Main Ballroom (President's Ballroom A/B/C)

THIS IS A CLOSED DOOR EVENT. PARTICIPANTS ONLY PLEASE. This event is for those trying out for the Fursuit Dance Comp. Please show up in the fursuit you are going to wear for the comp, and please remember a qualifying fursuit consists of at least a head, handpaws, footpaws and a tail (species pending). No sneakers or other footwear will be allowed. Full listing of the rules can be found on the website. You must submit your music beforehand, we will not be accepting any music at the auditions. Again this is a private event, no viewing audience will be allowed as the fursuiters will be headless and we don't want the final show spoiled.

 **4:30pm - 5:30pm**

From Concept to Completion: The Basics of Writing and Editing

 Panel Room 2 (Cambridge B)

Do you have an idea for a story you'd wish to see in print, but can't figure out where to begin? Or do you have a story that you wish to take to the next level? Let us help you get that story out there! The panel will start with assessing the goals of the writers in the room. Do they wish to write for an online audience? For themselves? For publication? From there, we will delve into the makings of a story, from outlining to prose. Once we've covered the basics of writing, we can go into self-revising, how to find beta readers, and when their work may need the help of a professional. If there's time, we may also go into the furry publishers a bit and what they are looking for.

 **4:30pm - 6:30pm**

15 Years of MA Vest-a-Dog - Looking Back, Looking Forward, Celebrating NOW!

 Panel Room 1 (Haym Saloman)

What DOES Massachusetts Vest-a-Dog do? What do police dogs in Massachusetts do? A dynamic power point presentation will showcase humble beginnings, feature some key exciting points in our efforts, and celebrate our FIFTEENTH anniversary! Q & A to follow. Join us during the 2nd hour to brainstorm. What's next? How can we improve in our efforts to "Support Massachusetts Police Dogs, helping provide essential equipment, training & dogs."

 **5:30pm - 6:30pm**

Found: One Apocalypse 2 -- A Pocketful of Stars

 Panel Room 2 (Cambridge B)

Do you know someone who owns a big stupid boat that he just won't get rid of? Or someone struggling to keep his twenty-year-old hoopty on the road? Then you've met Iorgi Murrett, the polar-bear protagonist of 'Found: One Apocalypse.' Now the man who looked at a derelict battleship and thought, 'Ooh, a fixer-upper' is returning, in a pair of followups-in-progress: 'Repairing Armageddon' and 'A Pocketful of Stars.' Ben Goodridge reads from the long-awaited sequels to his 2010 novel.

 **6:00pm - 7:00pm**

Dealer's Den Shutdown Period - Dealers Only

 Dealer's Den (President's Ballroom D)

 **6:30pm - 7:30pm**

Friday Night Lights - The Fursuit Games Arena

 Main Ballroom (President's Ballroom A/B/C)

A much more intense version of our previous Fursuit Games, these games will involve 3 teams of 7 taking over the Main Ballroom in a series of 4 games to test the strength, athleticism and wit of the Red, Blue and Green team to see who will be crowned the ANE 2016 Champs! Fursuiters are to arrive at 6pm sharp to sign up and get a team. We will only be accepting a maximum of 21 athletes. Fursuiters will compete in: 1. Broomball Obstacle Course 2. Dodgeball Gone Wild 3. In Drag Drag Racing 4. Musical Chairs: Hard Mode

 **7:00pm - 8:30pm**

Draw or Die

 Panel Room 1 (Haym Saloman)

Draw or Die is a fun comic creation game! Participants will draw a single comic panel based on a prompt, then pass the page on to a new player to be continued, until all 4 panels are filled. Prizes will be awarded for funniest comics, chosen by participants. All materials will be provided, although you are free to bring your own as well. Sense of humor required, drawing skills optional.

 **7:30pm - 9:00pm**

Make Your Own Mask!

 Panel Room 2 (Cambridge B)

Maybe you don't have a fur suit yet, but you still want to express yourself! Come to this panel to just relax and let your creative juices flow as you make a mask for yourself! We will use all kinds of techniques from paper mache to wintercroft masks. This is a free panel. Paint and fabric scraps and even foam will be provided. There will be scissors and hot glue along with needles so children must be accompanied by an adult. This panel will run an hour and 1/2 to make sure you have the time you need to get you mask ready for the many fur suit parades! You can always start your mask off and finish it on you own time as well. I will be there to help with the hands on techniques that will make your mask what you want it to be.

 **8:00pm - 12:00am**

Fang Shui - Action Movie Roleplaying With a Furry Twist

 Board Game Room (Molly Pitcher)

You have been invited to Mr. Lee's International No-Holds-Barred Elite Fighting Championship Tournament for Charity, in downtown Hong Kong. As a True Hero, how could you possibly pass up a chance to show off your skills? All kinds of heroes are accepted; whether a karate cop, or a redeemed killer, a sorcerer or a cyborg, a masked avenger or an everyday hero, there is a place for you here. A Role playing adventure for up to 6 players using the Feng Shui 2 rules, no experience or materials required, just bring your wits and imagination.

 **8:00pm - 1:30am**

Friday Night Raves

 Main Ballroom (President's Ballroom A/B/C)

Come join us in the Main Ballroom for a night of tail wagging raves! Better be ready to dance until you can't stand! 8pm- Nos Hyena 9pm- Kyla 10pm- Aursenic 11pm- Bit Fox Midnight- Drahck

 **8:30pm - 10:00pm**

Life, Karma, and the Pursuit of Happiness (18+)

 Panel Room 1 (Haym Saloman)

Meet Kazee: College graduate, landlord, amateur computer hacker, weapons manufacture and all around goof ball. Come listen to his trials and tribulations and learn the things that only matter: When life hands you lemons... Squeeze them in its eyes... (18+ Only: foul language, rude and suggestive themes)

 **9:00pm - 11:00pm**

Writers' Slam

 Panel Room 2 (Cambridge B)

Want feedback on a story you've been writing? Bring a 1-2 page non-explicit excerpt of it to the Writers' Slam! You'll have the opportunity to read your work and receive constructive feedback. Anyone who just wishes to listen is welcome! Due to time constraints, excerpts will be taken on a first-come, first-served basis.

 **10:00pm - 12:00am**

Furry Improv Extravaganza (18+)

 Panel Room 1 (Haym Saloman)

This hilarious panel is based around improv games, much like those seen on "Whose Line is it Anyway?" Games such as "World's Worst," "The Dating Game," "Bus Stop," "Props," and more will be included! Audience interaction is essential, so come ready to join in! 18+ Only.

Saturday, January 23, 2016

 **5:00am - 5:00am**

Board Game Room Open

 Board Game Room (Molly Pitcher)

 **5:00am - 5:00am**

Video Game Room Open

 Video Game Room (William Dawes)

 **5:00am - 5:00am**

Zoo Open

 The Zoo (Paul Revere)

 **9:00am - 9:30am**

Artist Alley Lottery Sign-ups

 Registration Room & Con Ops (Crispus Attucks)

 **9:00am - 10:00am**

Dealer's Den Opening Period - Dealers Only

 Dealer's Den (President's Ballroom D)

 **10:00am - 10:30am**

Dealer's Den Open to Athletes and Coaches

 Dealer's Den (President's Ballroom D)

 **10:00am - 12:00pm**

Self-Defense for Everyone (18+)

 Panel Room 1 (Haym Saloman)

Effective self-defense does not require a commitment to years of martial arts training. You don't have to be a kid. You don't have to be in fantastic shape. You just have to be willing to step up and try. Simple, effective defense techniques can be learned in a couple of hours, and are suitable for people of all ages and levels of fitness. Join Tashabear (Black Belt in Kempo Karate) and Wendingo (Black Belt in Taekwondo) for fun, a little mayhem, and simple self-defense techniques that work in the real world. Attendance will be capped at 20 people so show up early and ready to go! Attendees have to be 18 or older to participate and must sign a waiver.

 **10:00am - 6:00pm**

Artist Alley Open

 Artist Alley (Cambridge A)

 **10:00am - 6:00pm**

Registration Open

 Registration Room & Con Ops (Crispus Attucks)

 **10:30am - 12:00pm**

Gender Identity & The Fandom

 Panel Room 2 (Cambridge B)

An open discussion panel about gender and the fandom held in a safe space. Topics can include various things like gender identity, fursona vs real life gender, cross-dressing, and more. Since this is held as an open discussion, feel free to bring along any topics or questions you wish to discuss.

 **10:30am - 6:00pm**

Dealer's Den Open to All Attendees

 Dealer's Den (President's Ballroom D)

 **12:00pm - 1:00pm**

Meet the Chairty: Webster PD K9 Unit Presentation

 Main Ballroom (President's Ballroom A/B/C)

If you saw this last year you will know this is a must see event! Come enjoy a show put on by MA Vest A Dog and the Webster Police Force, where you will learn all about how amazing K9 police are and get to see some live demonstrations of the dogs at work. You will leave this event stunned at how brilliant these dogs are!

 **1:00pm - 2:00pm**

Rondie Reads

 Panel Room 1 (Haym Saloman)

Come hear Elrond, professional science fiction and fantasy writer, read from her latest work—may include excerpts from upcoming novels, or never-before-heard short stories! Did you know that, under her human name of Goldeen Ogawa, Elrond Drakendil is a prolific writer and publisher? Well, she is! And now you can hear her read her stories aloud. Come for the wacky adventures and magical landscapes, stay for a brief Q&A. If you have any of her books, you are welcome to bring them and have them signed.

 **1:00pm - 2:00pm**

Sports Mascot Fan Meet & Greet

 Panel Room 2 (Cambridge B)

Fan of sports mascots? Mascot performer? Have mascot merchandise or fan-made artwork? Then this is the panel for you! Attendees can introduce themselves, discuss what mascots they are fans of, what mascots they perform as, or if mascots inspire them to create fan artwork. Those interested in attending are also encouraged to bring any merchandise, artwork, photos, or anything mascot related. With the theme for this year's Anthro New England, "Sports Ball", what could be a more appropriate panel?

 **2:00pm - 3:00pm**

Fursuit Group Photo and Gathering

 Main Ballroom (President's Ballroom A/B/C)

Perhaps you were expecting this to say "Fursuit Photo and Parade" right? Well as we learned last year, our hotel just doesn't have a great way to have a parade route that doesn't clog up the front entry-way and take about a minute to complete. So we're changing things up while we're in this hotel! Come on down and gather for the group photo and to receive your special fursuiter tags, but we promise something else will occur! A sort of convention first, that will be for fursuiters only and we promise won't take up much of your time nor tire you out. But we think you will have a lot of fun with this idea! So come on down and see what's up!

 **3:00pm - 4:00pm**

Introduction to Furry Sports Leagues - The FBA & UFFL

 Panel Room 1 (Haym Saloman)

Did you ever dream of your character catching the game-winning touchdown or scoring that last-second buzzer-beater in basketball? In 2009, a community came together with the idea of telling and sharing sports-themed entertainment (stories, art, video, and even live radio plays!), and it's been growing ever since. Come join us and learn what the Furry Basketball and Football Leagues are about and how you can get involved. No prior sportsball knowledge required!

 **3:00pm - 4:00pm**

Non-Monogamous Furry Relationships 101

 Panel Room 2 (Cambridge B)

Are you in a relationship, but thinking of adding an additional mate? Have you considered an open relationship, but weren't sure what that would mean for your existing relationship? Are you single, and considering dating a couple, or joining up with an existing pack? Come to Non-monogamous Furry Relationships 101, where you will learn how to practice non-monogamy ethically, with the full enthusiastic consent of all parties involved. Topics covered will include non-violent communication strategies, conflict resolution, ethical compromise, radical honesty, informed consent, safer sex practices, relationship structures (monogamishamy, open relationship, polyamory, relationship anarchy, and traditional monogamy), personal boundaries, relationship rules, handling rejection, and how and when to say no. (40 minute presentation followed by 20 minute Q&A).

 **4:00pm - 5:00pm**

Confessions of a Professional Mascot

 Panel Room 2 (Cambridge B)

Nexus has four years of being a college mascot and 2 years of being a professional mascot under her belt, and oh man she has some stories. Come celebrate "Sportsball!" as Nexus tells stories about the best and the worst of those 6 years of mascoting.

 **4:00pm - 6:00pm**

FSPN's The Hoop: Gameday Podcast

 Panel Room 1 (Haym Saloman)

The Furry Basketball Association (FBA) is one of the longest running collaborative projects featured in a universe of anthropomorphics, with contributions ranging from visually artistic pieces to audio and video productions as well as a range of literary works as short as 140-character Tweets to multi-chaptered story series. Within this project is the Furry Sports Programming Network (FSPN) and their basketball division "The Hoop", which has recently devoted resources to producing a Gameday Podcast.

 **5:00pm - 6:00pm**

Positively Presenting the Furry Fandom

 Panel Room 2 (Cambridge B)

Let's be honest, the world has a lot of questions when it comes to the furry fandom! Come on in to this panel where we'll be discussing how to positively present the furry fandom. Learn skills that will help you speak comfortably about what the furry fandom is, what those odd costumes are, and why you love it so much!

 **6:00pm - 7:00pm**

Dealer's Den Shutdown Period - Dealers Only

 Dealer's Den (President's Ballroom D)

 **6:00pm - 8:00pm**

Fursuit Dance Competition

 Main Ballroom (President's Ballroom A/B/C)

Quite possibly the most anticipated event of the convention, you will want to get in early and secure your seat. Come watch as our finalists that made it through prelims, strut their stuff and dazzle you with incredible solo and group performances. This is a must see event and you never know what might happen!

 **8:00pm - 9:00pm**

Watercolor 101

 Panel Room 1 (Haym Saloman)

A basic overview of watercolor, and watercolor techniques. Topics covered include terms, techniques, as well as where and when watercolor came into history and into modern illustration use. Also discussed will be the tools of the trade and their pros and cons. Stay for the live demo!

 **8:00pm - 10:00pm**

Intro to Needle-Felting: Make a Bird!

 Panel Room 2 (Cambridge B)

Needle-felting is a fun, easy, and environmentally friendly fiber craft using colored wool. If you've ever wanted to try your hand at a 3D craft but thought, "I couldn't possibly!" then you may be surprised by how quick this technique is to learn. At this panel, I'll teach everyone to make a small needle-felted bird out of wool roving, using basic tools and materials. When you walk out of this panel you will have an understanding of the basic felting techniques, and a small woolen birb made by you. Tools and materials will be provided for a maximum of 20 people (first come, first served!) but anyone is welcome to sit in and observe.

 **8:00pm - 1:30am**

Saturday Night Raves

 Main Ballroom (President's Ballroom A/B/C)

Another night of tapping those paws and wagging those tails to the music! Let's dance until dawn! 8pm- Lykos 9pm- Drittauge 10pm Ra1nmaker 11pm- Kamillex Midnight- Recca

 **8:30pm - 10:00pm**

Supersponsor "Coach" Dinner

 Empress Ballroom

Our thank you dinner for our incredible Supersponsors. Come, eat, and be merry!

 **10:00pm - 11:00pm**

So You Want Be a Furry Artist?

 Panel Room 1 (Haym Saloman)

Many talented artist, suit-makers, and designers make the decision to go full time with their work, without really considering the "business side" of running their own business! In this panel, we'll discuss the ins and outs of managing your own business, while still being able to enjoy what you do. We'll cover Paypal/Square invoicing, proper communication techniques, business etiquette when handling difficult clients, benefits of incorporating/organizing, TAXES, and more. There will also be a Q&A session, YOU the audience can ask specific questions you may have regarding how to work as a full time artist.

 **10:00pm - 12:00am**

After Dark Art Jam (18+)

 Panel Room 2 (Cambridge B)

An art jam for those who love drawing all those naughty bits.

 **11:00pm - 12:00am**

Solo Cup Games for Party Animals

 Panel Room 1 (Haym Saloman)

A comprehensive session on applying red cylindrical containers of various intoxicants* to group functions to maximize entertainment and social interaction. *Intoxicants will be replaced with air or water for this demonstration.

Sunday, January 24, 2016

 **5:00am - 6:30pm**

Board Game Room Open

 Board Game Room (Molly Pitcher)

 **5:00am - 6:30pm**

Video Game Room Open

 Video Game Room (William Dawes)

 **5:00am - 6:30pm**

Zoo Open

 The Zoo (Paul Revere)

 **9:00am - 9:30am**

Artist Alley Lottery Sign-Ups

 Registration Room & Con Ops (Crispus Attucks)

 **9:00am - 10:00am**

Dealer's Den Opening Period - Dealers Only

 Dealer's Den (President's Ballroom D)

 **10:00am - 10:30am**

Dealer's Den Open to Athletes and Coaches

 Dealer's Den (President's Ballroom D)

 **10:00am - 11:00am**

Organizing a Furmeet

 Panel Room 2 (Cambridge B)

Tired of interacting with other furries only through your computer monitor? Why not host an event to meet face-to-face and do something? If you're thinking of creating a local furmeet, come by to learn what types of events are appropriate, what to look for in choosing a venue, how to approach a private business or charity organization and how to advertise your event. You'll find out what to expect when planning things and how to cover for almost anything that could happen. This panel is planned to be more of a discussion than a lecture and other furmeet organizers are welcome to share their war stories.

 **10:00am - 11:00am**

Vokun's Acting and Improv

 Panel Room 1 (Haym Saloman)

Looking to learn about how to release the true animal inside of you or are you just looking to play around and do some skits with improv? Well here is a nice place to start and I will not rest until you have either learned something or had a great time but both is a great bonus. We will be doing audience choice scenarios and skits as well as giving you some helpful ideas on how to make your suit become another part of you.

 **10:00am - 2:00pm**

Registration Open

 Registration Room & Con Ops (Crispus Attucks)

 **10:00am - 4:00pm**

Artist Alley Open

 Artist Alley (Cambridge A)

 **10:30am - 4:00pm**

Dealer's Den Open to All Attendees

 Dealer's Den (President's Ballroom D)

 **11:00am - 12:00pm**

Charity Voice Auction

 Main Ballroom (President's Ballroom A/B/C)

Come to the Charity Voice Auction hosted by Nexus and _____. We will have lots and lots of incredible donated items up for auction so this will be a quick and crazy event. 100% of the money will be going towards our charity so come with plenty to spend. To go along with this years' theme there will be some very unique sports related items for auction. Come on down!

 **12:00pm - 1:00pm**

Being a Good Social Potato

 Panel Room 2 (Cambridge B)

Furry Socializing including stereotypes, elitism and caste attitudes. We all have that feeling we are really being looking down on, so come learn why, what you can do about it and maybe talk about it. We look to also help you with your convention dilemmas, such as how to tell that one person they need to shower, or how to talk to new people. Panel performed by the staff of WickedXCore-Events and Fur-Xoticon, it's a general all ages meet and great centered on getting everyone involved and active as a member of the fandom. First timers of the fandom are welcome, as well as veterans. We actively encourage group chats and look to involve everyone. Covering topics including hygiene, cleanliness, that one guy that really clears the room and even creepers.

 **12:00pm - 2:00pm**

DancerFurs Dance Workshop

 Panel Room 1 (Haym Saloman)

Come join Strobes, Remix, Flinch and some other Dancer Furs to learn fundamentals of different dance styles, learn new techniques and join in on a big dance cypher to show off all your skills.

 **1:00pm - 3:00pm**

Masquerade

 Main Ballroom (President's Ballroom A/B/C)

Come witness a wonderful Variety Show filled with acts of all different kinds! The Masquerade features convention goers performing comedy, stunts, skits, musical acts and much much more!

 **3:00pm - 4:00pm**

Happy Place

 Panel Room 2 (Cambridge B)

The fight against Post Con Depression starts with you. Just because the con is over doesn't mean the fun has to end. This panel will focus on how you can keep the good times going long after the con is over.

 **3:00pm - 4:00pm**

Pie Throwing 101

 Panel Room 1 (Haym Saloman)

Ever see movies or TV shows where instead of talking out differences and misunderstandings like adults people instead locate the nearest pile of pastries and start throwing everywhere? Have you ever thought it might be fun to learn more about the proper techniques involved? Come learn about one of comedy's most clichéd gags, from how to make a "throwing pie" to how to use it effectively. And of course, live demonstrations- be sure to bring someone you wouldn't mind trying what you just learned on. Packing a towel is also recommended!

 **4:00pm - 5:00pm**

Floor Hockey Game

 Main Ballroom (President's Ballroom A/B/C)

Come join Hunter Hundchen as he leads both suiters and non suiters in a silly game of Floor Hockey! Wear your ANE Jersey or favorite team's hockey jersey if you have one! This isn't meant to be too serious and we encourage both suiters and nonsuiters to come play!

 **4:00pm - 5:30pm**

Social Media for Dummies

 Panel Room 2 (Cambridge B)

Are you on social media? Do you not understand how to use it? Do you not even know what social media is? Get a one up on what the kids are into nowadays and bring your art into 2016 with a presentation that gives you all the basic tools you'll need to tackle social media for a business like illustration, writing, fursuit making, or your fursona on most social media platforms. Do you think you know a thing or two about social media? Come on down and share your knowledge!

 **4:00pm - 7:00pm**

Dealer's Den Shutdown Period - Dealers Only

 Dealer's Den (President's Ballroom D)

 **6:00pm - 7:00pm**

Closing Ceremonies

 Main Ballroom (President's Ballroom A/B/C)

Closing Ceremonies, an event that will wrap up another Anthro New England. Come find out the final numbers such as attendance, fursuiters in the photo and amount raised for charity. And maybe our directors will have to do yet another stupid stunt because of how much is raised for charity, but you would never want to see that right?