

# Southern Weyr's

# Running a Hatching Manual

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## Introduction

So, you're going to be running a Search? Well, I hope you've got a lot of time, because a good Hatching takes a lot of time to organise. However, once you've been through one, the second should go easier than the first, the third easier than the second, etc. It is a good idea to keep a list of all the +bbposts, +mails and emails that you send out each Search cycle. Some that I use will be linked in this document. Doing this means you don't forget anything, and you don't have to keep thinking of things to write, just customise to reflect your personal style.

What I'm hoping to try and do here in this document is a run down of things to do, and not to forget, and some documents you should create and use, for future searches. Your first time out will be busy, because of this, but if you save, and archive, next time it will be much easier! Make a folder on your hard drive, or select a disc to keep for Search information. This way you know where everything is.

## Themes

First off. About a month before you think your dragon will be rising, start thinking of themes. You might not want a theme, but let me advise you to rethink that philosophy: they can be wonderful help for those that just don't know where to start; and never, ever, be put off by the fact it's been done before if you really like the idea: no two dragons are ever alike. Themes will also stop you from having 3 wood Browns, and 6 sea Greens for instance, and enhance the special quality of the gifts you're making to your Candidates! Consider a theme for the eggs, for the dragons, and for the dragon names. You might want to use the same theme all the way through, or different ones for each, or one for eggs, one for dragons. There is no wrong way, but it is nice to try and keep the Candidates guessing as to what they might be. Themes are an excellent way of getting people excited about Search, people often have a lot of fun talking about the eggs and their inspirations, and you don't have to come up with the them yourself. For example, one recent egg theme was 'When I was little, I...', this led to many people sharing memories and getting to know each other better. Your Clutch sire, or any member of your Weyr, may have an excellent idea. So, if you're stuck, ask around. Generally, I'm always looking around, and if I see something I jot the idea down. Why? Because for some

unknown reason when I get to Search I end up forgetting all the really good ideas I've had all year! :)

## Weyrmeeting

Also, around this time you should think about help that you need, and never think that you'll never need any help, because unless you want a nervous breakdown, you'll need it! It's generally a good idea to hold a Weyrmeeting that's open to anyone and start asking for help about a month before. Don't hold your meeting too far in advance of Search, since any excitement that you garner, will quickly dissipate. Get the coaster moving, keep it moving. :) A Hatching is a Weyr-wide event, the more that you can get people involved the better the outcome, the happier people will be, and the more they'll talk about you beneficially. This in turn brings in new players as your current players recruit people by word of mouth. Word of mouth counts for a lot on games where text is our only means of communication. Involve as many people as you can in the entire Search process. Not only are the results better, a prime example being our dragons. A person can contribute as much or as little as they feel comfortable with. Some people hesitate to commit to an entire dragon, but have always wanted to write a dragon description. It's a simple fact that people that feel as though their contribution is appreciated will become more involved. Those that don't will simply go where it is.

### Relevant Material:

+bbpost for Search Weyrmeeting  
Prescripted Weyrmeeting for Search

Some things that you may wish to discuss, or think about before Search starts:

### 1. TPs

Tps are always a good idea to get people interested in the Weyr, and participating. Getting people there is one thing, getting them involved is another. If you get them involved a little piece of them remains with the Weyr, and they feel much more obliged to stick around. You can do simple things like Firelizard Hatchings, or more complex events like Gathers. Threadfalls, if you're in a Pass, are a good way to show what you do as a Weyr.

### 2. Dam

Which Gold is rising, and is it an open Flight? If it's a Weyrleader Flight, is the winner going to be someone new? If so you might want to ask for people to submit applications for the position, or you might already have someone in mind. Are you already Senior? If you are, and you're happy with the Weyrleader, it's still a good time to sit them down and talk to them. Are they happy? Are you? Do you need more support? Less? Do you need them to concentrate more on a particular area? Less? Whatever you want, it's better to be honest, and then you can hope better to match both your wishes. If you don't have a Weyrleader, i.e., you're stepping up, or if you're looking for a new one, you need to start asking who might be interested. Place +bbposts, +mail people. Ask! If they respond you

might want to think about an application for them, and/or do an interview. I always find it's nice to involve other members of your Weyr in this decision making process, i.e. your Juniors and your Weyrsecond. That way you can find someone who'll match a lot of people and hopefully work well for the Weyr. Is the Flight decided, i.e. is the winner already picked? This might be part of a TP, or it might be because it's your trusted friend who you know is around a lot to RP with. Announce which upfront, honesty works best in these situations where things can and do get out of hand. Do you want all Brown and Bronzes there, even if it is decided, do you want NPCs there?. Generally it's a good idea to open Flights to all Brown, and Bronzes, and anyone who knows Flight etiquette for NPCs. This way people get to join in and it doesn't become an elitist event. Sometimes you might be lucky enough with a large number of PCs, and if so I would thank the NPCs, and stick with the PCs, because it's likely to get spammy. Very spammy! Ask NPCs to mail you, and PCs, giving you an idea of the response you'll be getting. Is there going to be a Gold egg? If so, mention this, a Bronze will need to win.

Relevant Material:  
Weyrleader Application

### **3. Gold Egg**

Are you going to have a Gold egg? Do you really need one? If you've more than three Golds, think seriously about it. How big is your Candidate pool? By wanting a Gold you're generally going to decrease the number there, and that pool is limited and if you need the riders, well, I'd personally wait on the Gold unless you're absolutely desperate. A Gold Search is rarely a happy one. Never try, unless you're totally insane, or desperate, doing one your first time out, or when you've just become Senior: the amount of problems escalate and you will have enough to deal with. It is polite to ask the Weyr if they are bothered one way or the other, and then take that into your deliberations. You might not want one for certain reasons, i.e., you feel threatened, or you aren't sure another Gold would be a good thing for the Weyr if you already have a large number of active Goldriders, so ask around. People outside the leadership circle generally have a good idea about the Weyr's state of RP and so forth, and they often provide insights you rarely see. If you need permission for a Gold egg, and your Weyr thinks that one will benefit, then now is the time to ask.

### **4. Search Committee**

What type of Search Committee do you think you can handle? Open to all, or open to leadership, or open for applications? It is always a good idea to involve the members of the Weyr in some manner, as we've discussed previously those included will stick around, those not will simply find places they are. There is no right, nor no wrong way to run a Search Committee, but what is important is that you have it outlined in your own mind, and stick to that. You can always change your mind and adjust next cycle, but changing mid cycle is not a good idea. :) The difficult part about getting a large Committee is it can be unwieldy, but, so long as you set deadlines, and stick to them, it can work well. Another problem is confidentiality. Some people ask you to fill in an application form to be on the Search Committee, while I've never found this particularly relevant, it can help with some of the problematical issues facing a Weyrwoman's choice

of her Search Committee. Whatever your way of running it, now is the time to state that, and ask for volunteers at this meeting as appropriate.

## **5. Interviews**

Will you be doing interviews on the Candidates, OOC/IC? If so do you need volunteers for people to do these for you? Will you be interviewing metallics separately, or not? Interviews are a good way of finding out more information from the applicants, finding out if they've seriously thought about their characters, what they want and so forth. RP/IC interviews often give clue to activity and how new they are to the World of Pern.

## **6. Coordinators**

Do you want people to help coordinate things? Like Search, interviews, dragon descriptions, Candidates etc. This is another excellent way of getting people involved, while at the same time increasing the quality of Search overall. You may not have the time to make sure that each person has an interview log submitted, but your interview coordinator will. Some people prefer to give out individual dragons, and while this can be a good idea, some people are just plain selfish and don't want to collaborate, therefore leaving some members of your Weyr feeling very left out. An advantage to doing different things is that some people cannot describe to save their lives, but, they write stunning personalities! Candidate Coordinators are a must if your class size is above 10, otherwise things get unruly very quickly. Make sure though that they are active, otherwise there is no use for them.

Relevant Material:  
+bbpost for volunteers

## **7. Searchriders**

Whatever else you do, you'll need Searchriders. Bronze, Brown, Blue and Green can Search, though ICly not all dragons have that special ability, so do respect some people that don't want to. Some places will say Bronzes can't Search. Rubbish! Mnementh Searched Lessa! So, if you don't want that rule, then don't have it! Generally it is a good idea to ask that the sire of the Clutch doesn't Search, otherwise the Candidate might feel that they have an edge over others, when that's not true. Don't just let active riders be involved, it can often provide a necessary impetus for an idle rider to get active and involved once more. Will you allow riders to place dibs on Candidates or first come first serve? Will there be a limit on how many can be Searched per day? If dibbing is allowed, how will you inform the other riders who is dibbed? Will there be a limit on how long someone can remain dibbed and unSearched? All things to think about.

## **8. Exclusions**

Will you retain the right to say no to the odd impression? This is an important one, and one I feel never hurts having. There are often other things going on, that will affect your decision. Rarely does it have to be used, but when it does, then it's always a good thing. Never exclude someone for what they've done elseMU\*, try to give them a new start. Never exclude for asking questions, or being curious, or even being new. Generally I find it's a bad idea to exclude Candidates particularly since it can leave you with little or no choice when the final impression votes are needed. I have excluded in the past based on

repetitive bad behaviour: some people can, and do learn what isn't acceptable and become valued players of the game, others never seem to learn; and on people who have lied on their application forms, particularly in regard to past and present riders, for some pathetic, and yes, in my humble opinion it is pathetic, some people see a need to upgrade from chromatic to metallics, I don't! Exclusions can also be extended to any restrictions the game, or your Weyr, has on Search. How many Candidates are you allowed? How many Weyrlings? Additionally, are there restrictions on the number of Dragonrider characters a player may have? Some games allow one rider, some allow one rider per Weyr, some allow one metallic per game. Find out.

### **9. Dragon writers**

Do you want help writing up the dragonets? People are usually willing to help write tempers, or descriptions, or choose names. It's good to ask, because not only does it make the Weyr feel as if they are contributing, which they are, but also it helps keep your sanity. Too much to do will indeed make you crazy believe me! Plus, it is amazing what they will come up with. Take advantage of the talent of your players! At this time I simply open the possibility. I like to get eggs done before thinking about what comes out of them, and it's easier to keep your files straight that way!

### **10. Eggs**

What sort of theme and how many? Some games, those not in a Pass, mean you don't need so many eggs, maybe 15 at most. Those in a pass. Well, you can do from the number of Weyrlings you're going to have, up to around 40 (which is a huge Clutch). Generally 30 is a good number, but for the sake of using all those hard written descriptions, you can bend canon a little. If you're doing say 8 or so on a Pass themed game, then write a Clutch mound description as well, because that low number would mean a sick queen! Do you need volunteers for people to help write them? Any information you give out now means less to think about as that crucial time approaches, but you can always post to a +bboard or similar notice board about it later.

Relevant Material:

+bbpost for egg descriptions

### **11. Timeline**

Think and tell the Weyr about the sort of timeline you're looking at. The date of the Flight, then approximately two weeks to the Clutching, and then from there around 1-2 months to the Hatching, depending on the game and situation that you're in, for instance you might have a time restriction that you have to attend to. Informing the Candidates upfront of the Hatching date can help later on, as they may be able to rearrange things to attend. Give yourself flexibility in the schedule in case something happens.

### **12. Colour policies**

Does the Weyr/game have any colour policies regarding impressions? I.e. only certain numbers are allowed per year and so forth. What sort of colour distribution are you looking for? Lots of chromatics? A couple of metallics? If you let people know you'll usually get applications for those. It isn't always necessary to inform them that there

might be a Gold egg. I've always said if people really want a Gold then they should let us know.

### **13. Advertising**

What about getting people for your Search? How are you going to do that? Advertise? +Bbposts? Asking people. About a month before you should start looking at ways to focus attention on your Weyr.

Relevant Material:

+bbpost for advertising

Suggestions of where to advertise

### **14. Numbers**

How many are you looking to impress will give you an idea of how many Candidates you need. Roughly try for at least 2:1 So, for 10 Weyrlings, look at Searching 20 Candidates.

## **Reference Materials and Applications**

Next. You need to start looking at your reference materials and updating them. What state is your application in? Do you need to revise it? Your Gold/Bronze applications? Do you have a Rider's thoughts page, where riders say the pros and cons of living at your Weyr? Does that need updating, more adding? Do you have Search help files? Online, on the web? Do you have a Search Committee handbook? Anywhere you have things it's a great idea to look them over, and update if necessary, at least once a year.

Relevant Material:

+mail for welcome to Candidacy by Clutch Parents

+mail for welcome to Candidacy by Candidate Coordinators

Spreadsheet for Search

## **Search Committee**

Get the names of your Search Committee together, plus their emails and any other details you need such as passwords for some of the protected Search Webpages some Weyrs/games have. Send your Search Committee a manual, detailing what their involvement should be, what they should be doing, and the general purpose of Search as you see it. Send them relevant URL's. Be sure to stress confidentiality. Without it you risk the entire Search process. Confidentiality is paramount during Search. If Candidates find out any derogative comments, then it is your Weyr that will take the brunt of this perceived back snipping. It only takes one bad Search for the rumours to run rampant through the games. If Candidates find out what they're going to impress, again, you risk ruining the process: half the run of standing is finding out at that moment of impression what you have gotten colour and temper wise. I always advise that Search Committee members only talk amongst themselves. I also ask that comments are kept reasonable, no

snipping, no backstabbing, just plain old reason. If friends or family members are standing, then I ask that they not comment, or not vote, to maintain the fairness of the whole process, and then I trust them to adhere to that. Trust is a big thing here. Sometimes you just have to trust people and take the chance. Rarely, I find, is that trust breached if you explain the reasoning's why.

Relevant Material:  
Email for Search Committee Manual

## **Interviewers**

Get the names of your Interviewers together. Send them the list of interview questions, or directions on how to do the interviews. Tell them what format to send in the interviews and to whom.

Relevant Material:  
Search Interview Questions  
Search Interview Questions for Golds

## **Searchriders**

Get the names of your Searchriders together. Give them information about how to Search: sorry, dragons do not drool, they simply don't have the right tongues for it!; about how to ask for permission from area leaders; what to do when they bring the Candidate back to their Weyr, plus any Search code they need to apply.

Relevant Material:  
Searchrider Manual

## **Candidate OOC meeting**

Next Candidates. Hold an OOC meeting. Tell them all about the application process, what colours you might be looking for, what it's like to ride different colours, stand only possibilities, things that are going on currently at the Weyr, timescales for the Flight, Clutching and Hatching, and what you have in store for the next month. Log it! There will always be people who can't make it!

Relevant Material:  
+bbpost for Candidate Pre Search Meeting  
Prescribed Candidate Pre Search Meeting

# Egg Descriptions

Solicit Egg descriptions. Tell them the theme, how long you want them, canon conflicts, and whether you might tweak them or not. Tell them if you want inspirations, if you want Clutch poses. Anything you want, ask them for: you might not get it, but if you don't ask you surely won't!

Relevant Material:

+bbposts for egg descriptions

# Flight

Next your Flight. Prepare the poses in advance. I can't say that enough! It really does help. You can always tweak in the Flight, but preparing in advance means you have time to truly appreciate the poses from the people in your Flight and give them due credit. If you can type fast, and read, then it's not a problem for you, but often I'm sat there stunned, especially as a Junior, over the quality and forget what to do. Tell them how the winner is going to be chosen: this is very important, some people are not a fan of pre-chosen winners when they don't know about it, and yes, it is a little unfair. Tell them the time of day: is it morning, afternoon or evening. The weather conditions: is it sunny, rainy, cloudy etc. Tell them what you're not looking for - i.e., no catch attempts until you say so, no injuries that haven't been cleared through you. Once it's over with, +mail everyone and thank them for their time, they don't have to turn up to support you, and it's nice that they do! Do pick someone who's around for more than the Flight or often you'll end up with no one to RP egg touchings and so forth with. It's critical to your level of burn out. Some manage it, some do not, but it is a crucial part of your character's development.

# OOO Search

Some people like to open OOC Search before the Flight, some after. Some are even regulated to open it after. It doesn't matter when you open, but you must be prepared. Make sure all your applications are up, that people know where they are, mention in +bbposts who people can ask for questions. Post your Search schedule. When the applications start coming in you need to let your Search Committee have access to them. Whether this is via a password protected Webpage, an email list, or just straight email. Whatever resources you have, works. Be prepared to welcome new people to the Weyr. Do you need to close residency? Some do, some don't.

Relevant Material:

+bbpost for OOC Search Open

# Applications and Interviews

As soon as the applications start coming in, start getting interviews done. Let people know when they can view them on the Web, or send them out via email. Always send in txt attachments since email and computers are so variable. Are you going to interview Gold applicants? Do they need interviewing by particular people? Make all of this clear.

## Permissions

Get permission to Search your applicants. Ask everyone before you choose whom you'll Search. Ask if they have asked, or not. Decide whether to Search if they have not asked.

Relevant Material:

+mail Permission for Search

## To Search

Voting. Before you Search, you need to vote. Whether the whole Search Committee does this, or whether you Search everyone, or whether you personally decide who gets Searched and who doesn't. You make the call. Quite often it's best to give a scale, and average them, then determine who gets Searched based on your 'ideal' average. Personally, I ask people to rate between 1 and 5. 5 means Search, 1 means don't, and the various shades of grey in between. If a person averages 3 or higher, we Search. If a person is on the border below 3, I generally ask for a revote. Learn how to use a spreadsheet for tallying data: it's incredibly useful! Keep a note who has sent in votes and on which Candidates, because people do forget and then you may have double voting going on, even by accident! It is important to remind your Search Committee that this is Search it is not impression. If you narrow your choices here too much, then you risk having no choice at the end. This is especially important for newer players, Search allows them to fit into the Weyr with a ready made slot. People do marvelous character development during Search and it's wonderful to watch. They may not be ready that time, but often they will for the next, and may even stick around. If someone repetitively shows no sign of improvement you may need to remind your Search Committee of this, and think hard on whether to Search them or not.

Relevant Material:

Email for Candidates telling them what to do/what not to do

Email for Search Committee outlining guidelines for who to Search

# Clutching

Once you have your eggs in, then you need to edit. Try avoiding 12 eggs all with black in, unless this is the theme of your Clutch. Avoid bright neon colours, avoid modern day images such as cars. I do allow terran colours in though, such as saffron, because it's hard to know what Fellis green looks like. Try also to edit repetitive use of words within the descriptions, i.e., use shadow and then umbrage, don't use two shadows. You can either do the actual Clutching on camera, or off camera. You can either use Hatching code, or you can just emit poses. If you are using code, check and go through it a couple of days in advance! Learn how to use it, do a test Clutch! You can show people egg descriptions as they're laid, but you don't have to, it is nice though especially if lots of people helped! :) Whatever you're comfortable with. It is a very good idea to have your poses written, unless you're doing a small Clutch, because there is a limit to the number of ways you can phrase 'lays another egg'. Put away a couple of hours if you intend on doing it on camera. It's also nice, if you have a automatic Clutcher, to let the Clutch sire see everything in advance, that way they can add to the poses as well, enhancing the experience from both point of views. Make sure you have some code where people in the galleries can see the eggs on the sands, in whatever form you think is best, even when the Clutching is done.

Relevant Material:

+mail for how to edit eggs

# Open IC Search

As soon as the Clutching is done, it's time to approve those Candidates you've voted on. You can do this by using online Search code if you have it, or you can +mail/email your Searchriders outlining the any rules that you have, and who's ready to Search. It's generally not a good idea to let the Clutch sire Search as we explained before, just because it makes some Candidates feel as though they have an edge, even when they don't. Same rule applies to the Weyrleader: besides, he should be busy enough to make his toes curl! :) Make sure your riders are briefed about how to get Candidates on the knot, where to show the Candidates to stay (i.e. barracks), and where to get chores from if applicable. This is an important part of bringing the Candidates into the Weyr, as it is one of the few times during candidacy that the RP centers fully on the Candidate. It builds a bond between the rider and Candidate that often lasts past the moment of impression. Don't forget the NPC Candidates, going out on Search is a good way for the Wingriders to leave the Weyr in Search of RP.

## Dear John Mails

Mail those applicants who you aren't going to Search. Don't leave them hanging on forever more, or generally you end up with very upset people. I generally wait two weeks after Search has started and mail any from the first batch, and then do it subsequent weeks after. So, at least a week or two after they've applied, and within at least a week of OOC Search closing.

Relevant Material:

+mail for Candidates not to be Searched

## Candidacy

RP. RP. RP. Do lots of it. Get out, and encourage everyone to get out, and RP with those Candidates. See what they are up to! You'll notice lots of changes in them over the course of Search!

## Egg touchings

When her duties allow, IC busyness is a good reason not to have the time if you're busy OOC, the Weyrwoman with the queen on the sands should take small groups of Candidates out to the sands to touch the eggs. The Gold in question will rarely be happy whilst are there Candidates touching her eggs, but it's necessary for the Candidates to ICly learn not to fear the eggs nor the dragonets within them. Do them regularly and often. It's generally one of the few times that you'll get to RP with them one-on-one. Encourage people to visit the galleries: meals, egg-watching, Gold-entertaining. :)

## Dragons

Start thinking dragons!! About a week after the Clutching, start thinking about dragons. You don't have to have a firm colour set in mind, just one of each of the chromatics, maybe a Bronze, maybe a Gold, and then work from there. Ask for volunteers, assign dragons or bits to people, give them then themes, and give them deadlines. Make sure you make it clear exactly what you're looking for, and whether you intend to edit. I keep a spreadsheet of exactly what I've parceled out and to whom. This way I know who to ask if I have questions, or need to know where things are. :) Organisation is the key!

Relevant Material:

+bbpost for Dragon writing volunteers

Spreadsheet

## **NPCs**

Considering that ICly well over half your class is going to NPC, it's always good to start looking which ones are being used, and use these not only in RP, but also when it comes to Impressing all those extra eggs. Keep a note, use local NPC code, code something for the Candidates to use, another way that Candidates and Weyr Residents can participate, and then when you get to writing all those NPC emits, you have a resource at your hand.

## **Hatching Date**

Set your Hatching date if you haven't already, and post it everywhere, and mail it to all the Candidates. Get in male honourifics, if you haven't already. Ask for final choices of colour from each Candidate, quite often they'll change their minds. Get the Candidates to give you votes on whom they'd like to see impress, and look carefully at this list, you want the Weyrlings to grow close. These ties of friendship generally last a long time.

Relevant Material:

+mail for playing Weyrleader

## **Gold Permission**

If you require permission from others to impress a Gold Candidate, now is the time to ask when all the interviews and any TPs you've asked the applicants to run, are completed.

Relevant Material:

+mail for Gold Candidates

## **Who to Impress**

Get the impression list. One to two weeks before the Hatching, start asking for thoughts on whom to impress. This is crunch time: who will get those dragons you're building. Get votes in, keep them tallied on a spreadsheet, and then hold a meeting to discuss colour matching. Again, I do a scale of 0-3. I then generally work down the list of who got the most votes first. Ask for votes not only from your Search Committee, but also from anyone not on Search Committee living at the Weyr. Everyone has to live with these people if they impress and therefore should have a say. How big of a say is completely up to you, but I generally give equal weighting since they often see what the Search Committee does not. Organise it this way and your meeting can concentrate on what colours rather than which Candidates. This is especially important with a large Candidate class. Get a list of people together, and a list of colours, and match them up. It's not a bad idea either to have a standby dragon in case one person doesn't show up, or

a second choice person to impress to. I personally don't like to do this since the dragons are so tailored to people. Do you have a position on colour choices, some Weyrs will not impress to less than second choice, personally I don't like going to third, I'd rather they wait a cycle.

**Relevant Material:**

+bbpost to Search Committee of Whom to impress  
Prescripted Who to Impress Meeting

## **Finalize Dragons**

Tweak the dragons to match the person. Very important. They need to flow, the names need to work with the honourifics. Think of possible puns, and exclude them if you want: I don't like puns because I believe that they make fun of a very serious amount of work on both Candidates and Search Committee's behalf. They might be cute for the night of the Hatching, but would you really want to make them live with a silly name? You want people to be happy with them. Check the names against the 'All the Weyr's List' (ATWL). Additionally, make sure the honourifics haven't been used by Anne (check on the ATWL Webpage)! Code the dragons up at least the morning before the Hatching. Choose who you want to puppet the dragons, give them instructions on what to do, where to meet, what time to be online etc. Code up any controllers you might give to the new Weyrlings, or any gifts that you are giving them. If you're restricted on quota use +mail, though generally Weyrwomen can get temporary increases in quota if they ask the Wizards.

**Relevant Material:**

+mail for Puppeteers  
Template for Dragons: Colourless Eggs  
Templates for Dragons  
Lineage  
Controllers

## **Hatching Information Meeting**

Hold a meeting to let your Candidates know what to expect, at least 3-4 days before the Hatching. Tell them about Candidate robes, code, objects, behaviour on the sands, about conditions for your Hatching, about what will be expected of them should they impress, or not impress. Remind them that only a small number can impress, and that whatever happens it doesn't mean you don't like them. This is particularly important on Pern games, which attract a lot of younger players. Perhaps have them think about how their character would react if they don't impress. How did candidacy change them and so on. If they're going to be puppeted, suggest they give some sample poses to their puppeteer to lighten the burden.

**Relevant Material:**

Prescripted for Pre Hatching Meeting  
+mail for those being Puppeted  
+mail for Good luck

## **Hatching Day**

Hatch! The day of the Hatching make sure you have everything prepared and ready. Try and get it done in advance so you can relax. Have your NPC poses done and coded if appropriate, think about having your dragon poses done so you can watch the spam instead of letting it screen scroll. Get your puppeteers in their dragons, get your Candidates on the sands, and do everything!.(Perhaps go over the Hatching control room, either on the MU\* or a special room elseMU\*) But above all, remember to -breath-!!

## **Finished!**

Once the Hatching is done, remember to add your new riders to the DTU (Dragon Talk Unit), post to the +bboards who they are, post your thanks (and there's often a lot of people on these), mail the ATWL, and change the knots of the former Candidates and the new Weyrlings. I also like to mail the people who didn't impress and those that impressed as well, letting them know they're wanted, and what the basic code attributes are on their dragons respectively. Elicit feedback from all involved before memories begin to fade, what went right, what could have been done better, etc. And then.. you're done! More breathing. Relax. Enjoy life. Repeat in 6 months. :)

**Relevant Material:**

+bbpost for general: New riders  
+bbpost for sow: New riders  
+bbpost for sow: Thanks  
+mail for condolences  
+mail for congratulations  
+mail for DH records  
Email for ATWL  
Hatching Day Checklist  
Change knots  
Add dragons to DTUs

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