



FiestaCon ~ Westercon 62
July 2-5, 2009 ~ Tempe, Arizona

FiestaCon

Westercon 62

July 2 - 5, 2009

Tempe Mission Palms Hotel and Conference Center

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Tempe, Arizona 85281 USA
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Program Book

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Message from the ConChair

FiestaCon (Westercon 62) Chair's Message by Mike Willmoth

Welcome to the 62nd annual Westercon! We have a great lineup of Guests of Honor, superb program participants, and a full schedule of events to educate and entertain you during your experience at our fiesta.

From our Film Screening Room to Exhibits, Fanzine Lounge to Filk Room, Dealers Room to Art Show, Children's to Adult's Programming, we have been working hard since winning the site selection vote for 2009 to bring you the best possible experience this year in Tempe, Arizona. We hope you immerse yourself in our flavor of the fannish southwest.

Please consider volunteering to help make our convention even better. Without the gracious help of Westercon attendees, our event will be only a fraction of what it could be. Our Volunteers table will be located near Registration in the hotel lobby.

Don't forget to plan on the fireworks show sponsored by the City of Tempe. Tempe Town Lake, just north of the hotel, will be the launch site for this Independence Day spectacular on Saturday, July 4. The hotel's pool deck on the second floor will be a great vantage point to reflect on our country's founding many years ago.

If you have any questions, our Information Desk will be located in the ballroom foyer. Problems can be resolved by any member of the Committee (blue ribbon), Staff (red ribbon), or via the Convention Office (aka Con Ops) in room 2071.

Thanks again for being a member of FiestaCon and I look forward to meeting as many of you as I can over the weekend!

Mike Willmoth
Chair, FiestaCon

PS: For those who like to follow the fine details of history and prefer to question rumors, then here's a quick guide to the history of our convention as witnessed by the Chair.

June 2005: Leprecon Inc Board of Directors hold a special meeting to discuss the possibility of sponsoring a bid to host Westercon 61 (2008) or Westercon 62 (2009) depending on the upcoming bylaws change vote in Calgary, AB (Westercon 58 in 2005). The board voted unanimously to proceed with Mike Willmoth as Bid Chair. Only other bidder for 2008 is Las Vegas.

July 2005: Mike attends Westercon 58 in Calgary to launch the bid with a bid table and party. Members voted to change the bylaws creating three zones with the current anti-zone rotation. Both Phoenix and Las Vegas now ineligible to run for 2008 due to being in the southern zone, same as San Diego where the vote will occur.

January 2006: No bids are received from either the new northern or central zones, so Phoenix and Las Vegas are now eligible for 2008. Both bids push forward.

April 2006: Both Phoenix and Las Vegas have filed by the 15th per the bylaws.

June 2006: Both Phoenix and Las Vegas appear on the official ballot for 2008 after an error is discovered in the bylaws and the dispute is resolved to the satisfaction of all parties.

July 2006: Las Vegas defeats Phoenix to host Westercon 61 (2008). Phoenix immediately rolls over all pre-supporting memberships into a new bid for Westercon 62 (2009).

December 2006: Phoenix files paperwork for 2009, thus eliminating the new central zone from eligibility due to the upcoming vote in San Mateo, also in the central zone.

April 2007: No other eligible bids are filed by the 15th, so Phoenix is the only bid to appear on the ballot.

July 2007: Phoenix wins the bid to host Westercon 62 (2009).

If anyone has a different history from this one, then I wasn't there so it doesn't count.



Todd Lockwood - Artist Guest of Honor

Todd Lockwood - Short Bio

Todd Lockwood was born and raised in Boulder, Colorado, and was educated at the Colorado Institute of Art. Graduating in 1981, he spent the next fifteen years toiling in relative obscurity in the world of advertising, painting beer cans and satellite dishes and other mind-numbingly boring things. In 1990, when an agent in New York chewed him out for being hospitalized, he started to plot his escape.

In 1994, he attended his first Science Fiction and Fantasy convention, in Winnipeg, Ontario, just to see if he could make some contacts with the people that did the "interesting work". A door was opened that would lead to a staff position at TSR, the makers of the popular role-playing game Dungeons & Dragons. Over the next seven years, he built an impressive body of fantasy images, and helped to redefine the look of the popular Dungeons and Dragons game for the Third Edition release. His work has been honored with multiple appearances in Spectrum and the Communication Arts Illustration Annual, twelve Chesleys (including the 2003 award for Artistic Achievement), two World Fantasy Art Show awards, and numerous industry awards. Now he finds himself, his wife and three children in Washington state, freelancing again, but doing the kind of work he enjoys, with fans all over the planet. His first art book, "Transitions", from Chrysalis Books (U.K.), was released in September of 2003. You can see more of his work at his website: <http://www.toddlockwood.com>

Todd Lockwood - Shorter Bio

When Todd Lockwood attended his first Science Fiction and Fantasy convention, in Winnipeg, Ontario, a door was opened that would lead to a staff position at TSR, the makers of the popular role-playing game

Dungeons & Dragons. Over the next seven years, he built an impressive body of fantasy images, and helped to redefine the look of the popular Dungeons and Dragons game for the Third Edition release. His work has been honored with multiple appearances in Spectrum and the Communication Arts Illustration Annual, twelve Chesleys -- including the 2003 award for Artistic Achievement, two World Fantasy Art Show awards, and numerous industry awards. Now he finds himself, his wife and three children in Washington

state, freelancing again, but doing the kind of work he enjoys, with fans all over the planet. His first art book, "Transitions", from Chrysalis Books (U.K.), was released in September of 2003. You can see more of his work at his website:

<http://www.toddlockwood.com/>

Todd Lockwood - Silly Bio

Todd Lockwood creates his images with a mystic combination of acrylics, oils, Corel Painter, Photoshop, blood, epithets, secret incantations, and beer. His designs involve images derived from fantasy and science fiction, fantasy role-playing games, his dragon fetish, years of playing Dungeons & Dragons and playing with mother nature, his love of mythology and the trans-

formations of myth in religion, a profound distaste for advertising, and beer. In his work, he attempts to make the unreal believable, the believable unbelievable, the real unreal... wait a minute... that's getting silly.

Um... He loves to paint dragons, beautiful women, monsters, heroes, creepy things, and things that make you think... or squirm. After fifteen years in advertising, the realms of the fantastic that populate his art now are all a joy by comparison. He loves his work.

He is also disturbed by writing about himself in the third person.



Todd Lockwood - Artist Guest of Honor

Todd Lockwood is enigmatic...

a kaleidoscope of shades, colors and imagery. To know him is to realize, man, you're connecting with a genuine creative genius...cool, unique and very special.

Communicating over the many years with Todd, I now muse over many fascinating, humorous and at times dichotomous adjectives to describe this engaging artist friend of mine.

First and foremost: Todd is a great, loyal and fearlessly honest friend to all who are lucky enough to call him "friend". Todd is passionate, intelligent, vocal, fiercely pro active when it comes to the good of the country, and our planet, despises weak-mindedness, is justifiably opinionated, charming, disarming, stunningly gifted, humble, proud, a loyal family man, and (lucky you Rita!) an extremely handsome dude. Additionally, the one defining thing I know about Todd. While deeply empathetic, he does not suffer fools gladly.

I saw Todd Lockwood's art before I met him in person. This was so many years ago, I won't even try to figure it out. He had done a piece of interior art for the full color Magazine, Realms of Fantasy, and I fell in love with his imagery the minute I saw it. I knew that we had a new and genuine genius popping up on the SF/Fantasy scene.

Eventually, at the WorldCon in Anaheim, California. I discovered he was setting up his work close to mine. I (while basically shy...and yes I am) remember going over and introducing myself, rather stupidly gushing over his incredibly beautiful art and remarkable skill.

He seemed genuinely enthusiastic about me interrupting him. We became friends, and to the pleasure of both of us, have remained so to this day.

Todd was born and grew up in Boulder, Colorado. He had glorious Rocky Mountains in his backyard, and he got to see the "summer of love" through the eyes of an eleven year old in a college town. He watched Lost in

Space in the third grade, when G.I. Joe was new, and Star Trek after that. Ray Harryhausen's movies were favorites. Needless to say, Science Fiction and Fantasy consumed his childhood. Later, in his teens, he discovered Tolkien's Lord of the Rings, and Dungeons and Dragons not long after.

He's been Role-Playing for 25+ years and counting-Todd is not one to take Role-Playing defeat lightly.

As an adult he became fascinated with Mythology,

particularly transformative mythology and the hidden meanings of Myth (explained a bit more in depth at the end of this article). Joseph Campbell is one of his heroes for his thoughtful and thorough exploration of the World's myths.

Todd started drawing before he was two, or so he was told. Drawing was his main recreation throughout his childhood. After high school, he went to the Colorado Institute of Art in Denver. It was primarily a design school, but taught all of the important basics, if only to a minimal degree. The first year and a half after graduating from CIA Todd was a designer, not an illustrator. He left to pursue illustration and became his own teacher, which means that he realized his teacher was an idiot...

Todd's words here. (...one clear example of his "not suffering fools gladly").

Todd will say that the artists who influenced him most, more or less in order of degree, were Michael Whelan, Frank Frazetta, NC Wyeth, Walt Disney, Spike Jones, Todd's Dad, and the TSR staffers, especially Jeff Easley, Keith Parkinson, and Brom. In '84 and '85 he did a string of relatively fun covers for Satellite Orbit magazine, a sort of TV guide for people who owned satellite dishes. They appeared in Communication Art's Illustration Annual, which was very prestigious and a cool honor. But after that, for about the next five years, he found to his eventual dismay, he was the "Satellite Dish Guy". Any time anyone on the planet needed a painting of a satellite dish, they called Todd. That was when he first started plotting his escape from advertis-



Stormcaller by Todd Lockwood used by permission of the artist

Todd Lockwood - Artist Guest of Honor

ing. It took another twelve years to succeed.

Todd feels he didn't really start to excel until he began to work on Science Fiction covers for Asimov's and Analog. He learned more from going to three year's worth of conventions and hanging out with other artists than from any schooling and the entire previous twelve or so years of his career. He did it the hard way (he'll tell you himself: "get a good basic education up front"). It was at conventions, particularly Dragon Con, that he met the people who would eventually open the door for him. One thing led to another, and suddenly he was moving his family to Illinois, across the border from Lake Geneva, Wisconsin, where he was the newest member of TSR's art staff. It was a skinny little window of opportunity that opened for the briefest of moments. He dived through. Later, Wizards of the coast bought TSR and rescued him and his family from the Midwest, which he loathed (if you're from the midwest...he pleads forgiveness) He likes the state of Washington a great deal.

Todd relates: "I have had so many high points since I started with TSR I couldn't possibly pick one. Various Guest of Honor stints, trips to Germany, Japan, and Amsterdam (oh what a fine town that is!), friends made from all over the world, the satisfaction of painting works that people actually WANT to look at, even buy... It's all gravy. I'm still living the highlight, I think, however, designing the look and feel of the Third Edition of Dungeons and Dragons would probably be the kicker. How could I possibly have more fun than designing dragons for D&D? I've played the game for twenty five - plus years, so fixing the broken places and revamping the image was too much fun. I am very lucky, and very happy in my work", especially now that D&D seems to be enjoying a renaissance among gamers— it's more popular than ever."

Todd admits he is calmly neurotic. He obsesses. He despises lies, duplicity, laziness, lack of moral character, barking dogs, waste. He loves sunsets and skies

in general, quiet forests, complex rock like Afro Celt Sound System, folk music, mythologies, well-sculpted bodies, his wife Rita, children Aubrey, Tyler and Caitlin, and his kitty Paikea, good food, exotic cultures, philosophy, mountains.

He also admits to having a fantasy world in his basement. He just goes behind the water heater, knocks on the wall, and goes to a land of unimaginable breadth and beauty. It's full of dragons and other beautiful and horrible things. It's very convenient. Transporting it across twelve states was verrrrry tricky though. (Todd's explanation)

Todd certainly has a soft spot when it comes to dragons, and his specific take on those scaly critters can be seen in images like "Birdfeeder" and "Dragonlance," a furiously gorgeous piece portraying dramatic planes of grace in battle. His dragons may be fearsome or funny, but above all, they are convincing.

In "Transitions", Todd's fiery brilliant book of art, published by Paper Tiger in 2003, one can easily escape into his world of enchantment filled with a huge variety of well executed dragons and beautiful babes..... enough to satisfy the most fastidious of "dragon and babe" connoisseurs.

Todd characterizes his job as a dream job, and his enthusiasm for the work is evident in every image on his website (www.toddlockwood.com).

"I do like dragons," he says, chuckling. "The challenge is to make them believable. You pretty much do have to use everything you know about reptiles and cats and birds and skin and light and volume and it all comes into play. A lot of artists sculpt their dragons and photograph them before they paint them. If I had enough time to do it that way I might — it would be fun. At the very least you have to be aware of the volumes in your head, and think three-dimensionally."

Todd finds it a bit ironic that he spends his days creating fantasy art.



"Thorns"..... first commissioned piece from Todd's first Worldcon.

Image from: <http://www.toddlockwood.com>

Todd Lockwood - Artist Guest of Honor

"Originally I was a science fiction fan, especially of the television shows of the late Sixties like Star Trek. He loved science fiction -- Larry Niven, Robert Forward, hard science and astronomy. But he liked astrology too. He identifies with the mythological link. "In palmistry, the head line is very important. If it's straight, it means you're intellectual, and if it's curved, it means you're creative". Todd's is both straight and curved. But the curved side is stronger than the straight. Maybe that's why he ended up in fantasy. Intelligent fantasy!"

"Myths compel me even more than fantasy now, ever since I discovered Campbell's work and the relationships of different myth systems to each other over millennia. To see how these different belief systems affected each other... coming together in different ways, then, again becoming distinctly unique was very illuminating."

Fantasy connects to those mythical roots that have accompanied mankind from the beginning -- perhaps that accounts, in part, for its enduring popularity."

Mythological roots are tightly wrapped around the elements of one of Todd's favorite personal works in pencil, "Kali." This densely rendered *tour-de-force* celebrates life -- and death -- while taking the viewer from the edges of abstraction into super-realistic detail, from fractal patterns to butterfly wings, and back.

He became fascinated with the meanings behind the metaphors. That's what led to "Kali," although she's more of an Earth Goddess to him than the legendary destroyer Kali. That's the kind of work he'd like to do more of, "personal work that's bubbling away on my back burners."

Todd has painted in acrylics and in oils, and prefers the latter, although he has worked in most all media, from pencil to computer. He is struck by the peculiar paradox of creating mystical and mythic images by digital means. Although Lockwood mistrusts the effect

of digital media upon young artists, he's achieved an uneasy truce with computer generated art.

His personal and biggest complaint about computer art is that it looks the same, save for the rare exceptions, like Rick Berry and a few others, who can also paint like crazy with tactile media. Todd mentions on his website,

"I've always been grateful for the help and encouragement I received from artists like Michael Whelan. The supportiveness of artists in this field is unique. I can tell you it doesn't happen in advertising. And I want to continue that habit of giving, of helping younger artists along, in spite of the time it takes".

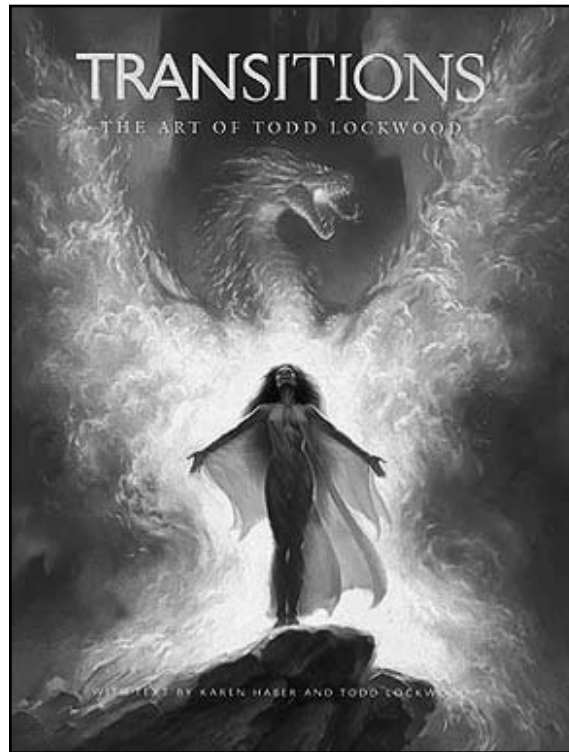
His website has a very generous section devoted to discussion of basic technical concerns for beginning artists. He passionately explains:

"I hate to ignore these people because I was one of those people. I was a fan before I was a creator. In fifteen years of advertising I never got a fan letter, so the reaction from the fans now, is very, very gratifying."

There's a considerable connection between fans and artists in fantasy: and Todd remembers fondly the artists -- who are still good friends -- who took the time to give him honest critique and answer his questions and introduce him to ideas he hadn't considered before. So he can't not do the same now, and pass it forward. At the same time, it's a lot of work, so nowadays "I usually have to say Go to my website first and read my FAQ"

Todd doesn't draw a lot for himself these past few years, because he's been so busy with work, and because his work consists of the type of imagery he was drawing for himself to escape, back when he hated the work he was doing! He says, "I am a lucky, lucky man. I do have projects awaiting me, that have been on a shelf for years, including a clever children's book".

Todd is one of the designers of the aforementioned Third Edition of Dungeons and Dragons and defines this most successful of all the iterations of D&D.



Todd Lockwood - Artist Guest of Honor

"The new look of the game reflects my desire to see a real world, one that looks believable. For example, we considered how armor might have evolved in a world in which magic had existed for centuries, but gunpowder never really caught on. We wanted it to look utilitarian, flexible, but provide protection where it was needed most, movement where you needed movement, and so on. We forbid traditional "Kite" shields, because we wanted everything to look more thought-out than that. So now shields are *handed*; designed for a left or right arm, making them more specialized. Perhaps a conscript in the army would have a kite shield, but not an adventurer. These guys are specialists! Other than that, our thinking was that this wasn't Earth, this wasn't our middle-ages. This was an anywhere universe, older than our world perhaps, but definitely defining its own terms".

Dragons and gaming may be in Lockwood's blood, and that of his offspring. Time will tell. Right now, he's happy to have led the way to the escape hatch from reality. Todd Lockwood's family and fans alike can take comfort in the knowledge that he's holding that door wide open for years of future fantastic possibilities.

Written with love and friendship by jael...
www.jael.net



SPAZDOG COMICS

Upcoming Events

June 27th 3PM-5PM Artist Signing

Daniel Bradford will be signing *Robot 13*

Armand Villavert Jr will be signing
Muppet Robin Hood

Standing Events

Heroclix Tournaments—Friday's @ 7 PM

Pokemon League—Saturday's @ 3 PM

Star Wars Miniatures—Thursday's @ 5 PM

Comic Book Creator's Club—Tuesday's @ 1 PM &

Sunday's @ 4 PM

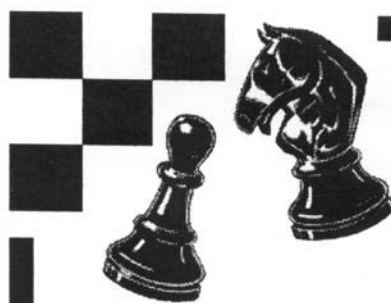
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Anime guys, Belly Dancers and more! Oh, let's not forget, SciFi Bob.**

- **Masquerade • Art Show & Artist Colony • Dealer's Room •**
- **Panels • Dancing • Return of The Science Alley • Workshops •**

SiliCon is an annual Science Fiction/Media event for the education and edification of Bay Area Fandom. As a 501c3 charity, SiliCon is proud of its involvement with the Juvenile Diabetes Research Foundation and Alzheimer's Association.

Alan Dean Foster - Author Guest of Honor

Alan Dean Foster - Bio

Born in New York City in 1946, Foster was raised in Los Angeles. After receiving a Bachelor's Degree in Political Science and a Master of Fine Arts in Cinema from UCLA (1968, 1969) he spent two years as a copywriter for a small Studio City, Calif. advertising and public relations firm.

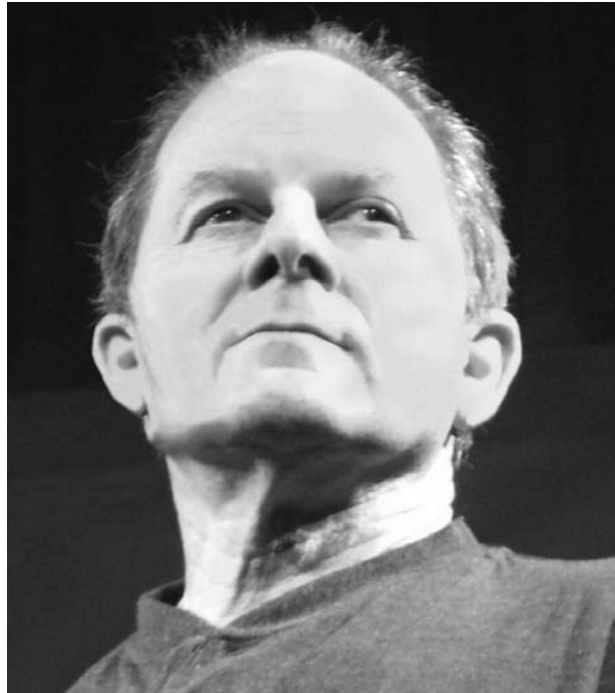
His writing career began when August Derleth bought a long Lovecraftian letter of Foster's in 1968 and, much to Foster's surprise, published it as a short story in Derleth's bi-annual magazine *The Arkham Collector*. Sales of short fiction to other magazines followed. His first attempt at a novel, *The Tar-Aiym Krang*, was bought by Betty Ballantine and published by Ballantine Books in 1972. It incorporates a number of suggestions from famed SF editor John W. Campbell.

Since then, Foster's sometimes humorous, occasionally poignant, but always entertaining short fiction has appeared in all the major SF magazines as well as in original anthologies and several "Best of the Year" compendiums. His published oeuvre includes more than 100 books.

Foster's work to date includes excursions into hard science-fiction, fantasy, horror, detective, western, historical, and contemporary fiction. He has also written numerous non-fiction articles on film, science, and scuba diving, as well as having produced the novel versions of many films, including such well-known productions as *Star Wars*, the first three *Alien* films, *Alien Nation*, *The Chronicles of Riddick*, *Star Trek*, *Terminator: Salvation*, and both *Transformers* films. Other works include scripts for talking records, radio, computer games, and the story for the first *Star Trek* movie. His novel *Shadowkeep* was the first ever book adaptation of an original computer game. In addition to publication in English his work has been translated into more than fifty languages and has won awards in Spain and Russia. His novel *Cyber Way* won the Southwest Book Award for Fiction in 1990, the first work of

science-fiction ever to do so. He is the recipient of the Faust, the IAMTW Lifetime achievement award.

Though restricted (for now) to the exploration of one world, Foster's love of the far-away and exotic has led him to travel extensively. After graduating from college he lived for a summer with the family of a Tahitian policeman and camped out in French Polynesia. He and his wife JoAnn Oxley, of Moran, Texas, have traveled to Europe and throughout Asia and the Pacific in addition to exploring the back roads of Tanzania and Kenya.



Foster has camped out in the "Green Hell" region of the Southeastern Peruvian jungle, photographing army ants and pan-frying piranha (lots of small bones; tastes a lot like trout); has ridden forty-foot whale sharks in the remote waters off Western Australia, and was one of three people on the first commercial air flight into Northern Australia's Bungle Bungle National Park. He has rappelled into New Mexico's fabled Lechugilla Cave, white-water rafted the length of the Zambezi's Batoka Gorge, driven solo the length and breadth of Namibia, crossed the Andes by car, sifted the sands of unexplored archeological sites

in Peru, gone swimming with giant otters in Brazil, surveyed remote Papua New Guinea and West Papua both above and below the water, and dived unexplored reefs throughout the South Pacific and Indian Ocean. His filmed footage of Great White Sharks feeding off South Australia appeared on both American television and the BBC.

Besides traveling he enjoys listening to both classical music and heavy metal. Other pastimes include basketball, hiking, body surfing, scuba diving, and powerlifting, at which, since taking up the sport at 61, he has won a number of state and regional titles. He studied karate with Aaron and Chuck Norris before Norris decided to give up teaching for acting. He has taught screenwriting, literature, and film history at UCLA and Los Angeles City College as well as having lectured at universities and conferences around the world. A member of the Science-Fiction Writers of America,

Alan Dean Foster – Author Guest of Honor

the Author's Guild of America, and the Writer's Guild of America, west, he also spent two years serving on the Planning and Zoning Commission of his home town of Prescott, Arizona. Foster's correspondence and manuscripts are in the Special Collection of the Hayden Library of Arizona State University, Tempe, Arizona.

The Fosters reside in Prescott in a house built of brick salvaged from a turn-of-the-century miners' brothel, along with assorted dogs, cats, fish, several hundred houseplants, visiting javelina, porcupines, eagles, red-tailed hawks, skunks, coyotes, bobcats, and the ensorcelled chair of the nefarious Dr. John Dee. He is presently at work on several new novels and media projects.

Alan Dean Foster by Michael Stackpole

One of the things that gets drummed into the heads of writers from that very first, 6th grade unit on creative writing, is that we should "write what we know." This leads many writers to limit themselves to what they know--crippling many a good SF writing careers. Others, like me, live vicarious lives, through interviews and research, so we expand what we know rather safely.

Alan Dean Foster is one of those writers who is not so timid. He's a throwback to the days of adventurers who would make grand journeys, then return to write exciting memoirs of his adventures. And the adventures Alan has had are many and wonderful, like diving in a shark cage and having a Great White pitch a tooth at him.

I've known Alan for many years, and as a friend for the last dozen or so. He is the rare combination of insightful and thoughtful; and able to carry on a conversation on all sorts of subjects. He still views life with an

infectious delight and is able to be surprised. I recall once our having a conversation about an expedition he wanted to organize to track down reports of a thylacine sighting in a remote part of Indonesia. Everyone going had to have some skill to contribute. He noted that it would be dangerous, that in addition to the jungle, there were rebels in the area. I asked, "Got anyone who can shoot an AK-47?" He stared at me for a second, then smiled, having filed away that little nugget, and allowed as how they might need that.



Alan's experiences come to play in his writing. He's just had the 35th and final Pip and Flinx novel published, which is an incredible achievement. I can think of no other SF series which has gone on so long nor been so entertaining for its run. Alan's imagination and ability to draw characters that resonate for readers marks him as one of the masters of SF.

He is also, obviously, prolific. Not only has he written many original novels, but he is the go-to guy when it comes to media tie-in novels. The ability to negotiate through the labyrinths of approval associated with

tie-in novels is legendary. In a field where so many writers burn out quickly, his longevity is a testament to his skill both as a writer, and his patience in dealing with Hollywood.

Most of all, Alan is genuine. I know that word gets overused, but it is well applied to him. Smart, generous, funny and possessed of a solid sense of self, he isn't afraid to speak his mind, or gently correct a mistaken impression. He is a consummate writer and, better yet, is a man who indulges his appetite for life; then shares his discoveries with us.

This you will all see this weekend. Take this opportunity to listen and question, and discover for yourself, the wonderful man named Alan Dean Foster.

Stanley Schmidt – Editor Guest of Honor

STANLEY SCHMIDT - BIO

Stanley Schmidt was born in Cincinnati and graduated from the University of Cincinnati in 1966. He began selling stories while a graduate student at Case Western Reserve University, where he completed his Ph.D. in physics in 1969. He continued freelancing while an assistant professor at Heidelberg College in Ohio, teaching physics, astronomy, science fiction, and other oddities. (He was introduced to his wife, Joyce, by a serpent while teaching field biology in a place vaguely resembling that well-known garden.) He has contributed numerous stories and articles to original anthologies and magazines including Analog, Asimov's, Fantasy & Science Fiction, Rigel, The Twilight Zone, Artemis, Alfred Hitchcock's Mystery Magazine, American Journal of Physics, Camping Journal, Writer's Digest, and The Writer. He has edited or coedited about a dozen anthologies.

Since 1978, as editor of Analog Science Fiction and Fact, he has been nominated 29 times for the Hugo award for Best Professional Editor. He is a member of the Board of Advisers for the National Space Society, and has been an invited speaker at national meetings of that organization, the American Institute of Aeronautics and Astronautics, and the American Association of Physics Teachers, as well as numerous museums and universities. In his writing and editing he draws on a varied background including extensive experience as a musician, photographer, traveler, naturalist, outdoorsman, pilot, and linguist. Most of these influences have left traces in his five novels and short fiction. His nonfiction includes the book

Aliens and Alien Societies: A Writer's Guide to Creating Extraterrestrial Life-Forms, the recent The Coming Convergence, and hundreds of Analog editorials, some of them collected in Which Way to the Future?. He was Guest of Honor at BucConer, the 1998 World Science Fiction Convention in Baltimore, and has been a Nebula and Hugo award nominee for his fiction.

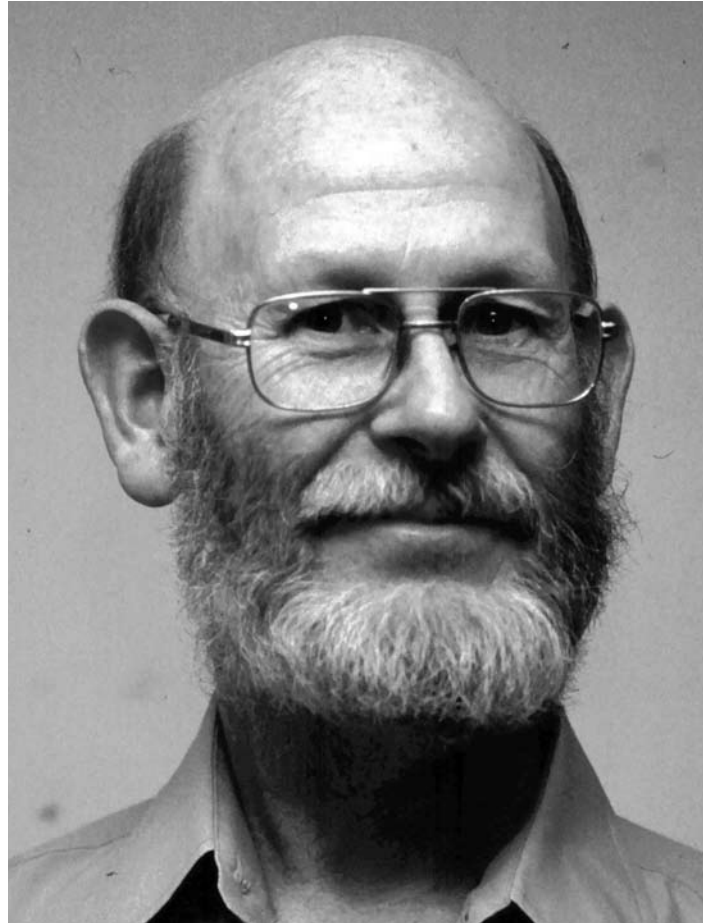


Photo by Joyce Schmidt

STAN SCHMIDT AN APPRECIATION by Betsy Mitchell

It's been twenty-nine years since I timidly set foot in Stan Schmidt's office as the new editorial assistant for Analog. I had no idea at the time that a lifelong friendship would develop. Though I moved on to many a different office, I've never set foot out of Stan's life.

Not having worked in magazines before, I had much to learn, and Stan was a terrific teacher. Not surprising; he had been a terrific teacher, at Heidelberg College in Ohio, before he ever became editor of Analog. I never sat in on his physics classes, but he taught me how to deal with authors, the mechanics of managing manu-

scripts and page proofs*, and the fine art of getting everything done, accurately, on a deadline. When I had a grip on the basics of the job, I offered to relieve him of some of the reading load, since Analog received enormous numbers of submissions each year. He allowed me to read manuscripts but wouldn't let me reject any on my own; he felt that he owed a personal read to every potential contributor. I respected that, and have tried to follow suit as best I can over the years.

Stanley Schmidt – Editor Guest of Honor

Stan, and his wife Joyce, are fun to go out and play with. Their interests revolve around the outdoors, and over the years we've taken many a hilly hike together in the Hudson River Valley north of New York. One winter we went to a snow festival at some frigid location way up in the Adirondacks—how they roped me into that I can't recall, but we did have a good time cross-country skiing. When the Schmidts come to Brooklyn, my husband and I do the best we can to supply outdoor entertainment: we've gone birdwatching—another great interest of Stan's—at the Jamaica Bay Wildlife Sanctuary, cherry-tree viewing in the Botanical Garden, and walking over the Brooklyn Bridge to get to some good restaurant or other on the Chinatown side.

And that brings up food. Spending any time at all with the Schmidts will involve eating, and they are that pleasant type of dining companion who is happy to try whatever local specialty presents itself, wherever the menu may be. We've shared meals from Yokohama to Yakima (well, OK, not Yakima, but it had a ring to it, and if we'd ever been in Yakima at the same time we would have shared a meal). Stan's a good chef at home and we're always happy to eat his cooking.

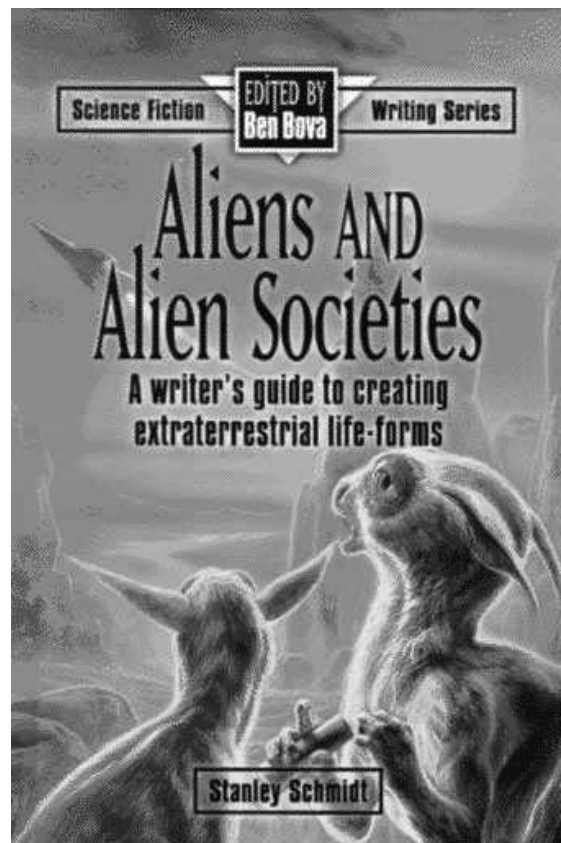
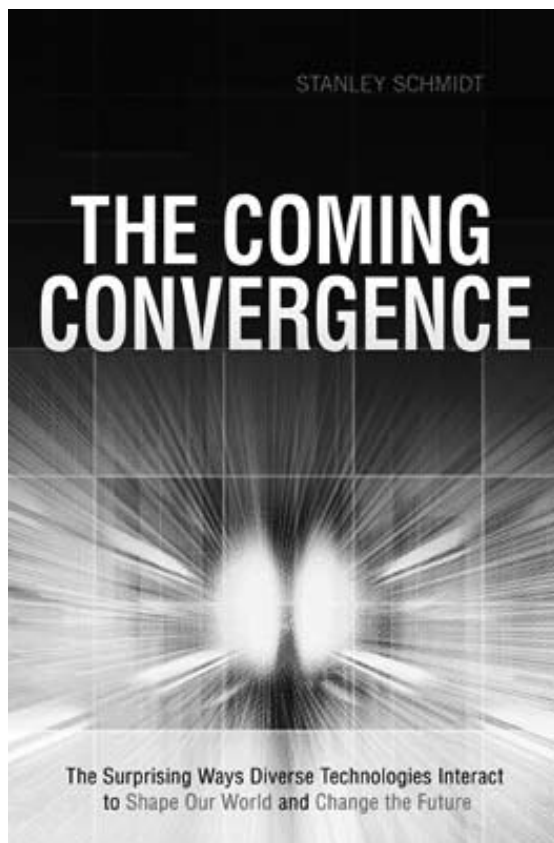
Can the editor of a hard-science magazine believe in the paranormal? You'd be surprised. Ask Stan about the time he and Joyce saw what they believed to be the ghost of a woman pushing an antique baby carriage, way back in the woods. Ask him, as well, about seeing the strange lights over the Hudson Valley which still, to my knowledge, have not been identified.

Stan has one other talent that I must point out: his photography. He's one of the few people whose vacation slide shows I actually ask to see. He and Joyce have traveled to most states in the U.S. and many countries, and if you ever get a chance to view his photographs of Kenya, Alaska, or the American West, grab the opportunity. The amusing narration comes free of charge.

There, that should be enough for you to be able to strike up a conversation with my dear friend. Enjoy!

Betsy Mitchell
Editor in Chief, Del Rey

* Ask him the story about the Veloxes of the man, the naked woman, and the chimpanzee.



Jim & Doreen Webbert - Fan Guests of Honor

Westercon 62 (FiestaCon) Guest-of-Honor Appreciation Jim & Doreen Webbert

Jim & Doreen Webbert are personally responsible for getting me and my now wife, then girlfriend, Jean Goddin, involved with Phoenix (AZ) Fandom. That's one of many reasons I invited them to be our Fan GoHs for FiestaCon.

Before I was dating Jean we were friends through work, Arizona Department of Transportation, where we met. Jean had been the President of PACC (Commodore Computer Club) with Jim & Doreen as members. She had given a programming class at some point and they became friends. So, naturally, when someone was needed to run Computer Gaming for CactusCon (NASFiC 1987 in Phoenix) they tapped her for a committee position with no experience with conventions or running a department. And, naturally, because we were now dating I was conscripted to be Senior Staff for that same department. The rest is a long history and I am now Chair of W62.

When I first met Jim & Doreen they weren't quite sure what to make of me. I had been reading science fiction & fantasy since I was young, but never gone to a con. I did visit with Jean at LepreCon 13 (1987) briefly, but didn't actually attend. We chatted in the lobby and I wandered around the con, looking into various rooms, and said "So, this is a con, huh?" and then took off for a date with my then girlfriend for her birthday. Since we got involved prior to CactusCon I tried to understand the trials and tribulations Doreen was going through to schedule people for the con. 3x5 cards? We have computers. After all, this is the 80s! But she did a great job and CactusCon was a success. Gradu-

ally, I learned about IguanaCon (Worldcon 1978) in Phoenix which I missed attending. Both Jim & Doreen were involved with that big con as well. And they have stories, lots and lots, about Iggy. Just ask them when you attend W62.

Jim's first Worldcon was in 1950 if I recall correctly. Doreen's was in the 60s. They met through mutual friends in Seattle, sf/f author FM Busby and his wife. I remember Jim telling the story about meeting Doreen,

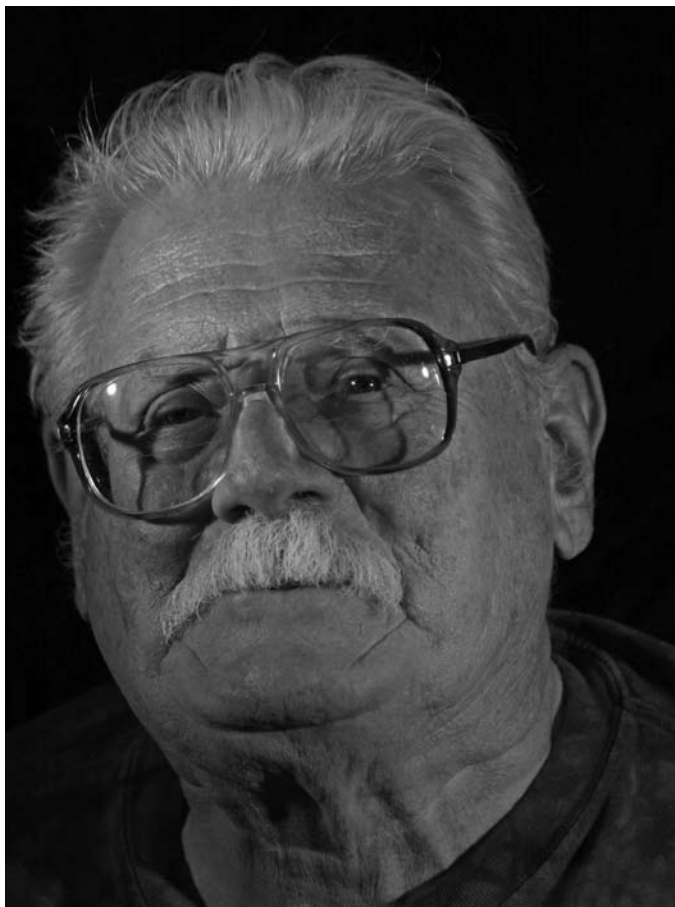


Photo By Shane Shellenbarger

attaching her to the chair she sat in and tried to take her and the chair out to the car to take her home. Apparently she wouldn't fit in the trunk of his car, so he had to switch to plan B. From there it led to him sending her a ring so large it had to be delivered by an armored car in Florida where she was then living. They got married, moved around due to work, had a couple of kids (one of each, both fans), and settled in Phoenix. They are now retired from full time mundane work and from full time con work, but still help out when we need it (which is often, of course).

For many years Jean and I would travel with Jim & Doreen when going to cons, sharing a room, taking the same flight, doing meals together, etc. We went to our first Worldcon in 1988

(NoLaCon 2 in New Orleans, LA) with them and got introduced to Robert Adams, author of Horseclans, who had his own personal suite with his own professional display of his books. We visited there several times and got some great books signed by him. We're still friends with his widow, Pam, to this day. J&D introduced us to the fine art of party hopping at Worldcon, too. Take the elevator to the top party floor, work the parties on each floor, going down the stairs one floor at a time, until you either run out of time, energy or parties. In NO there were something like 49 floors in the party hotel. Good plan and we still use it to this day. Because of the disaster that NoLaCon

Jim & Doreen Webbert - Fan Guests of Honor

turned into we also toured the French Quarter with them from Café du Monde to the Cheshire Cat (out of business upon last visit) to Mother's sandwich shop in the nearby financial district.

We also went with them to Nashville, TN, to attend the first two World Horror Conventions (1991 and 1992), staying with them and meeting the important folks in southern fandom that we either met or missed in New Orleans a few years before. Doreen and Jean ended up co-chairing WHC94, WHC98 and Doreen was Vice Chair for me at WHC2004, all in Phoenix. She was on the board for many years of the World Horror Society as well. I remember when Tucson was bidding for World Fantasy Con for 1991 and Doreen went with the Bid Chair to England to present the bid to their board of directors. Tucson won and Doreen was in charge of at-con programming. I got to be the morning shift leader with Jean and her mother, Pearl, working as staff. That was our introduction to WFC and years later I ended up Chairing WFC2004. Again, thanks to Jim & Doreen.

Jim has been active with various groups over the years, fannish and less fannish. Locally he's been active with shooting clubs and been range safety officer from some meets. I've learned a lot about fannish history, negotiating hotel contracts, programming and scheduling, and tacky movies from either or both of them. Yes, tacky movies. We used to visit them at their home monthly to watch classics such as Amazon Women on the Moon, Top Secret, or Revenge of the Killer Tomatoes. Doreen introduced us to several cancelled television shows as well, such as the Charmings or the one about the family in Mesa, AZ, with cats whom you could hear talking, absolutely hilarious.

Their art collection is awesome and, thanks to them, Jean and I started collecting artwork. Jean got to be good at art auctions, got introduced by Doreen to

many artists, and is now the Secretary for the Association of Science Fiction & Fantasy Artists Inc (ASFA). Doreen & Jean edited the cookbook for WFC91 which gave them credit in the Science Fiction Writers of America (SFWA) towards possible membership. Because of their introductions I've become the current President of ASFA and help coordinate the Chesley Awards Ceremony and Artists Reception at Worldcon in recent years. Jean and I attend Worldcon every year

thanks to the Webberts and we've traveled all over North America, parts of Europe (Netherlands 1990, Scotland 1995 & 2005), Australia (1999) and Asia (Japan 2007).

Jim & Doreen have helped many local conventions over the years, from LepreCons to CopperCons to PhringeCons, in addition to the WHCs and WFCs, the NASFiC and the Worldcon and the four previous Westercons of our local past. As you can tell Jim & Doreen impacted our lives tremendously. Without their friendship and mentorship we'd not be where we are today. Thank you for dragging us into fandom kicking and screaming, so to speak in my case, and for being our Fan Guests of Honor for



FiestaCon this year!

Chair, Mike Willmoth

Jim and Doreen Webbert: An Appreciation

I first met the Webberts in 1978 at a committee meeting for the 1978 World Science Fiction Convention, IguanaCon. After hearing them report on their areas of expertise to the con committee and subsequently meeting them, I remember thinking they were cool people to know ("cool" being an outmoded expression of appreciation in the vein of "keen" or "far-out." Kids, consult your parents or grandparents) I also remember their children, Cynthia and David, (as Zack was known, in those days) were hyperactive enough to

Jim & Doreen Webbert – Fan Guests of Honor

make a brick of tofu nervous.

Iggy may have been the first convention committee Jim, Doreen, and I worked on together, but it certainly wasn't the last. Nor was it the last convention we attended together: World SF Cons, World Fantasy Cons (Doreen co-compiled the 1991 Fantasy Cookbook with Jean Goddin), World Horror Cons ('94 & '98 Doreen co-chaired with Jean Goddin, 2004 Doreen was Vice-Chair with Mike Willmoth as Chairman), NASFiCs (Doreen programmed CactusCon in '87), Westercons (Doreen ran programming for WesterCon 45 in '92), San Diego Comic-Cons, LepreCons (Doreen has programmed several), CopperCons, TusCons (the Webberts were Fan Guests of Honor in '88 and Guests in 2004), and PhringeCons. Jim "The Squeezer" Webbert has been an art auctioneer for Arizona conventions since his kids were knee-high to a grasshopper (Cynthia has often worked as an art walker) and Doreen has often been an art panel participant including one on Lost Wax and Broom Casting she asked me to help her demonstrate. Art is near and dear to the Webberts' hearts. They are known as patrons to many artists, often buying the first pieces produced for sale. Their art collection would bring a smile to the lips of most enthusiasts.

When I first knew them, I was impressed by who they knew in the science fiction and fantasy community. Jim first met Harlan Ellison at the 1952 World SF Con in Chicago. They were friends with Bob and Ginny Heinlein. It seems every time I asked about a fan, an author, or an artist, the Webberts had a fond memory or an anecdote. I used to be impressed, now I just take it for granted that they know everyone!

As would be expected of science fiction and fantasy fans (Harlan Ellison excluded), the Webberts became involved with computers when computers first began to get personal. In 1982, they purchased the Commodore 64 and became active members of the local Vic-20/Commodore 64 Enthusiasts Clubs (ACUG/PACC). Later, they added an Atari 800 to their collection and have since fallen victim (as have most of us) to the Microsoft propaganda machine. No doubt, this early and constant exposure led to Zack's affinity and proclivity with the scion of IBM. Moreover, computers aren't their only areas of electronic fascination. We've spent many hours exchanging and discussing odd movies and obscure television shows, from the extant to the extinct. Ask Doreen about the failed television pilot with Nana Visitor (ST:DS9) as a cat.

While I've spent countless hours with Jim and Doreen

at conventions, I think it's the time I've spent with them at their home or mine I remember the most fondly. I enjoyed many hours swimming in their pool, especially the summer of 1983 when I was on strike against Mountain Bell Telephone for twenty-two days. They were among the friends I enlisted to help me move into my first (and only) bachelor pad. They were at my wedding to Laurie in 1986. They came to our rescue when our basement flooded (both times). Their pets became my pets, especially Randolph, the Boston or Mantle-colored Great Dane and Bernie the Fawn-colored Great Dane. We've also taken Lost Wax classes together, both at Phoenix College and through Phoenix Parks and Recreation. Laurie and Doreen trade or suggest mystery books. The four of us make it a point to get together for dinner or lunch at least once a month.

I sometimes lament that I've never been able to fully engage Jim in an experience I know he derives a great deal of enjoyment from, gaming. Oh, we've played the odd game of Cosmic Encounter now and again, or Trivial Pursuit, but I've never really been able to get into the Avalon Hill games the way Jim has. Of course, that may be because I don't have the skill or quick grasp of the rules that Jim has, or maybe I don't want to be soundly trounced. I know of one gamer (not me) who introduced Jim to a new and complicated game he had been studying for a few weeks prior. The first time he played, Jim beat the gamer. The next time they played, Jim beat the gamer. Eventually, the gamer stopped playing that game with Jim. A man has to know his limitations.

They've had interesting working careers. Doreen worked as a librarian in Florida, she currently volunteers at the Arizona Mining and Mineral Museum, and is the Superintendent for the Mineral & Jewelry Dept. for the AZ State Fair. Jim was educated as a chemist. He's spent time as a reserve police officer and thirty-three years in the Army Reserves. He's worked for Boeing, Sperry, and most recently retired from the State of Arizona after working at the Department of Weights and Measures and the Department of Agriculture. His current passion is faceting gemstones and judging by some of his work I've seen Doreen sporting around her neck, he excellent at it.

Sometimes having natural parents isn't enough. I've been fortunate to be able to count on Jim and Doreen and consider them surrogate parents and mentors. I'm sure that they have other surrogate children in the sf & f community who feel the same way.

By Shane Shellenbarger

San Francisco Science Fiction Conventions, Inc.

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Patrick and Teresa Nielsen Hayden

FiestaCon Toastmasters

Long ago, around 1981, and in another city, Seattle, Washington, I met Patrick and Teresa, at some party or other, or at Norwescon. They were friends of my friend, Joanna Russ, who had moved to Seattle to teach at the University. Actually, I met Patrick to talk to when he accompanied my old friend Paul Williams to the ABA (American Booksellers Assn.) meeting in Dallas in June, 1982, and the two of them stayed with me in my hotel room. We spent lot of time discussing the recent death of Phil Dick, and what to do about it in terms of preserving his literary legacy. Sometime around 1984, Patrick and Teresa (and Tom Weber)

both got jobs at Tor Books, to the delight of us all. Twenty-one years later they are working at Tor, where Patrick is a Senior Editor and Teresa a consulting editor, though not by a linear pathway. They both have long, detailed Wikipedia entries where you can find out a lot more about awards, for instance, and their publications.

Patrick is also an award-winning anthologist, and a professional guitar player (www.jonsobel.com/whisperado/Site/Whisperado.html) on the side. They are both known electronically worldwide nielsenhayden.com. They run and teach at a writing workshop on Martha's Vineyard each fall (www.sff.net/paradise/)



moved from Seattle to Washington Heights, still then the fannish area of far uptown Manhattan. They got jobs and we were in the same social circles, but about 1985, or maybe early 1986, my job at Arbor House was moved to within two blocks of their job at Chelsea House publishing, and they joined the staff of The Little Magazine, the literary magazine I published whose staff met weekly to work and discuss literature and gossip at Chip Delany's apartment on the West Side (just after the time Chip wrote about in his book, 1984).

Patrick and Teresa were fans in the process of turning into pros, without in any way abandoning their deep fannish roots, which they still feel very strongly about. They worried a lot about making that transition in those days, and about getting real jobs in SF. They published their fanzine, and also a monograph by Chip Delany, Wagner & Artaud. In 1988, a big year of transition, we published the last issue of The Little Magazine, and founded The New York Review of Science Fiction with the same staff, minus Chip, who went off to work in Massachusetts at his first full time job in teaching. NYRSF #1 was published for the 1988 Worldcon in New Orleans, and within a month, Patrick and Teresa

Teresa is the famed inventor of 'disemvowelment' and a truly distinguished comment moderator, and their now-joint blog Making Light, Incorporating Electrolite, is a nexus of the blogosphere. (nielsenhayden.com/makinglight)

I do not wish to, nor do I feel I need to, list all their accomplishments. They are guests at a convention and my job is to praise them, and give some insight into why they so richly deserve to be guests, why you should attend their program items, and talk to them at parties or in the hall. Patrick is slightly deaf and will not necessarily hear you if he is not looking directly at you. Teresa will involuntarily fall on the floor if you surprise her with something funny or shockingly appropriate—please do not do this on purpose, lest she injure herself. And what it comes down to is that they are two of the most interesting people in all the SF world. They are clever, witty, full of information, opinions, and ideas, and like to talk with fans. They are an ornament to any convention they attend, and it is particularly appropriate, since they are from the West, that they are guests at Westercon. It will be a better convention because they are there.

by David G. Hartwell

Patrick and Teresa Nielsen Hayden

Binary Singularity

Stephen Hawking and Ray Kurzweil have written a great deal about singularities. Neither of them have written about what happens when two singularities are found close together. And yet, that's what you get to observe at this convention with your Toastmasters, Patrick and Teresa Nielsen Hayden.

Hawking knows a great deal about singularities, what most people call "black holes." First off, they attract things. P&T have been attracting interesting people into their orbit for decades, as shown by their work on

Internet world for the creation of disemvowelling, but a keen observer would note that ML is one of the few blogs with an active sense of community. It's a place where the conversation ranges from emergency medicine to recipes, from politics to middle English poetry, from helping friends to publishing scams, from music to knitting. An Open Thread, the unstructured portion of the discussion, can generate hundreds of posts in a day and can be pretty close to a full time job to keep up with. And it's worth keeping up with, as lots of well-known folks have shown by commenting there.

Kurzweil's talks about the singularity as a time when the basic nature of culture becomes different, and



Photograph by Abi Southerland

one of the most interesting Worldcons ever, Iguanacon in Phoenix in 1978. They were part of the inner core of that convention, and helped bring in a large group of people who took complete chaos and made it into an event where most of the attendees had a great deal of fun. They followed this up by attracting many interesting contributors to their fanzines *Zed* and *Izzard*. They've attracted many other interesting people to whatever they've gotten involved with, from Tor Books to their amazing blog Making Light (www.nielsenhayden.com/makinglight, on which more in a moment) to the Viable Paradise Writers' Workshop. Patrick's even managed to attract a Hugo Award as Best Professional Editor. And they attract interesting conversations by being interesting conversationalists on a variety of topics. Nowhere is this better shown than on Making Light (ML), which leads to another point Hawking noticed about singularities.

They don't just absorb. They release energy in unpredictable forms. Teresa may be remembered most in the

there is great opportunity. And that's often true around each of Patrick and Teresa – and more so when they're together. The Twenty-First Century is when everything changes, and you've got to be ready. P&T are, and they attract a wide enough range of folks that they'll help anyone else be ready too.

What does this have to do with being good Toastmasters? Getting people interested in what's happening and winking out the best parts of a conversation is what a Toastmaster at a convention has to do. With Patrick and Teresa, you get two masters of this in a single package – a binary singularity that may generate one of the most interesting weekends you've ever had. To paraphrase The Flying Karamazov Brothers, after this weekend, you can say you knew them when. When what? I think you're about to find out.

Tom Whitmore
t.s.whitmore@att.net
30 March 2009

Policies

General Policies

Please keep in mind that first and foremost, the rules of polite society apply while attending the convention. Convention Security will be onsite and if you are observed doing anything out of line, you will be politely informed that your actions are unacceptable. Remember that your convention badge is your key to not only your attendance at convention functions, but also your key to special room rates. The badge remains the property of the Convention and those causing serious problems will have their badges confiscated and memberships revoked. There are no refunds. If that happens, the hotel will be informed that the convention discount no longer applies to that person and you will be charged the full rate.

Also keep in mind that Convention Security personnel are not law enforcement officers. They are merely volunteers that try to act as a buffer between the convention members and hotel security and/or the local police. Basically, Convention Security tries to diffuse difficult situations before the hotel security people deem it necessary to get involved. They're not trying to ruin your good time... they're trying to keep you and the convention as a whole out of trouble. We all want to have a good time and enjoy the convention. That includes the people working Security. They're not "the bad guys." Work with them.

Don't lose your badge as it will cost you to replace it. Check with Registration for details.

Weapons Policy

Carrying and wearing of weapons of any kind will not be permitted, except as part of a Masquerade contestant's costume, only during the Masquerade, or part of a hall costume if peace-bonded by our Security Director. No real or realistic looking firearms are allowed and all bladed weapons must be sheathed.

Any weapons purchased in the Dealers Room must be securely wrapped before they are taken out of the room.

The committee realizes that most people who would like to carry and wear weapons are sensible and careful individuals. However, because of the present liability laws, the risk of weapons causing accident or distress, and in observance of the hotel's weapons policy, we have no choice but to comply. The safety of convention members is our overriding consideration, as well as cooperating fully with the hotel's security personnel.

Photo & Video Policy

Taking Videos/Photos: It is always best to ask permission before taking a photo or video of someone or a group of someones. Program participants may or may not allow recording of their likeness or voice. Ask to be sure.

Con-Ops ~ Room 2071

Convention Operations is the Con Office during FiestaCon. We will be located in room 2071 on the second floor of the hotel, northeast corner. We expect to be open 24 hours from the start of our convention.

Con Ops is primarily for supporting the convention departments with things like pens, paper, etc. We also handle phone calls for information from the public. After Registration closes in the hotel lobby, we become the late night registration location for folks who want to be part of our event, but can't get there earlier in the day.

Finally, if you have any questions that our Information Desk can't answer, or if you have a problem that needs resolving where you've exhausted all other ways to get it done, come by and we'll see what we can do. This includes hotel issues, other member issues, complaints about something we did or didn't do, etc.

You can call this room or just drop by. In the event that we're out for any reason, you may leave us voice mail or tape a message to our door for our return. You can also leave a message at the front desk of the hotel for us to retrieve. Just make sure you notify us somehow that you're doing so.

Consuite ~ Room 2038

Consuite will be located in room 2038 on the second floor of the hotel, northwest corner. Our hours of operation will be listed in the Pocket Program. It is open to all members of FiestaCon. We expect to serve light munchies such as chips, salsa, nuts, etc. We also plan to offer non-alcoholic beverages such as sodas, iced tea, lemonade, coffee, hot tea, etc. Please come by for some socializing and feeding that empty spot in your day.

As always the convention can't run without help. Please consider volunteering through our Volunteers Table near Registration in the hotel lobby. If you're interested in helping out in Consuite, ask the Volunteers Director to be assigned here. Your assistance would be appreciated and you can expand your convention experience by helping make it successful!

General Information

Special Needs ~ Lobby

For members who have special needs we will have a table near Registration in the hotel lobby. Folks needing to reserve a wheelchair, scooter, etc. are required to do so in advance. The hotel may have something available should you need something at the last minute when you arrive at the convention.

We have arranged for special seating in program events throughout the convention for your convenience. Additionally, if you required a special shuttle from the airport to accommodate your own personal equipment (the hotel's shuttle cannot handle this), we have arranged to have the cost split between the hotel and the convention so that you would still have a free shuttle from the airport. This has to be requested in advance as advertised in our progress reports and on our website.

Companions for those requiring special needs are complimentary. Please see Registration for details on this after stopping by our table. If you have any questions or need something special, just ask and we'll see what we can do to make your con-going experience easier!

Lost and Found

Lost & Found items can be checked on at Info Desk first, Convention Operations second.

Info Desk ~ Foyer

The Info Desk will be located in the hotel's foyer along with Fan Tables, Site Selection and Freebies. We will have a copy of the Area/Restaurant Guide for your perusal or questions. We'll also have information on signing up for the Masquerade as a contestant.

If you've misplaced your Pocket Program, then you can stop by for a quick peek of ours. We'll also have the daily newsletters, program changes, and other stuff that you may need.

As always we can use some help in running this area. If you're interested in lending a hand, please visit Volunteers in the hotel lobby near Registration to sign up, then ask to be assigned to Info Desk. We'll bring you up to speed after that. Please help make our Westercon a better experience for you and other fans!

Volunteers ~ Lobby

Come by our table near Registration and sign up for a shift or so. We'll have special prizes for all volunteers. If you have a specific area you'd like to volunteer for, just let us know and we'll do our best to fit you in. Or there will be a list of areas that need your help; simply pick your area and go when they need you. We'll have a permission form and time sheet for you to sign, and boxes of prizes to pick from. So lend a hand and be part of the success!

***Help make this year's Westercon
a success – volunteer!***

Fan Tables ~ Foyer

Visit the fan tables in the foyer and find out more about our attending organizations and their upcoming events.

Westercon 63 (2010): Confirmation! in Pasadena
Westercon 64 (2011): Bid for San Jose
Westercon 65 (2012): Bid for Seattle

Worldcon (2009) Anticipation in Montreal
Worldcon (2011) Bid for Reno
Worldcon (2012) Bid for Chicago

NASA Space Science Display
Arizona Browncoats
LosCon 36 (2009)
CopperCon/CASFS
Baycon
DarkCon 2010
Moon Society

Newsletter ~ Lobby

FiestaCon's daily newsletter, or 'zine, will be printed twice a day except for Wednesday which will have just one. It will contain program changes, attendance figures, and anything else we feel like including. If you want to obtain a copy for your perusal, just stop by the various outlets throughout the con. The Information Desk in the Foyer is a good place to start if you don't find it elsewhere.

If you have anything for inclusion, please drop a note in the designated boxes. We'll send runners to fetch them on a regular basis. If you have any questions, check with Info Desk or Con Ops. We'll be really busy entering information, printing and distributing.

RALEIGH NASFiC 2010

*Announcing a
bid for the tenth
North American
Science Fiction
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Supporting Raleigh in 2010:	
Pre-Support	\$20
Friend of the Bid	\$50
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**We'd love to host the 10th NASFiC
in Raleigh, North Carolina
August 5-8, 2010**
www.RaleighNASFiC2010.org

**We would appreciate your Support and your vote for Raleigh to
host the 2010 North American Science Fiction Convention.**

Here's how you can help:

- 1. By becoming a Pre-Supporter, Friend of the Bid, or Crew of the Ark Royal.** This not only gives us financial support, but helps us raise interest in the bid. We can accept checks by the mail or PayPal online.
- 2. By visiting our parties and bid tables...and by bringing a friend.** We're looking forward to hearing from you, and to spreading the word as far as we can.
- 3. By checking out our website.** We'll be adding more information about Raleigh and about the bid as we go.
- 4. By joining Anticipation, the 2009 Montreal Worldcon.** In order to vote for the location of the 2010 NASFiC, you'll need to be a member of the 2009 Worldcon. Check out their website at <http://www.anticipationsf.ca/>
- 5. By voting in the NASFiC site selection at Anticipation.** Keep in mind that the NASFiC site selection is separate from the Worldcon site selection.

Make checks payable to:

Southern Alliance of Fandom Enthusiasts (SAFE)
12421 Hardee Rd.
Raleigh, NC 27614

For questions or comments, contact
Warren Buff: warrenmbuff@gmail.com



Sir Walter Raleigh art by J. Andrew World

Charity Auction

Charity Auction (Abbey South)

Saturday 2pm - 4pm

Auctioneers are Wombat, J.B. Talbot, and Cathie Yankovich.

A Note from Catherine Book, Charity Auction Director

It is my pleasure to bring to all the members a Charity Auction. 100% of the proceeds will be split between two beneficiaries:

Challenger Space Center, Peoria, Arizona, is a 501(c)(3) nonprofit institution that provides programs to help children understand the importance of math, science and technology along with teamwork, problem-solving, leadership and decision-making. Their high-tech, high-touch programs are molding the community and workforce leaders of the future. Donations are vital to keep these programs available.

The Science Fiction and Fantasy Hall of Fame, in Seattle, Washington is a 501(c)3 non-profit organization. No other museum does more to preserve the history and strengthen the future of SF. Donations are critical to help support their community efforts to inspire and educate children and adults.

As usual, I will try to give everyone an interesting and desirable selection of cool items to bid for. Our goodies will be on display Thursday through Saturday in the Art Show. There will be Charity Auction Program Guides available at Registration.

I'm planning a Special First Edition Auction of just First Edition, Hardcover, Signed books. I did this at the 2004 Westercon that was here in Arizona and it was well-attended. There will also be a General Auction where you'll be able to bid on all sorts of stuff - whatever falls into my clutches.

All books that are presented as a First Edition are done so at the best judgment of our Charity Auction Director. No guarantee is made by Catherine Book, Leprecon, Inc., Westercon or FiestaCon for any item. If you have any questions, please inspect the item prior to auction.

If you have a signed, first edition, hardcover book that you'd like to donate...or, actually anything at all... please email me. Clean out your closets and garages and attics.

We will accept cash, checks and credit cards, but not children or husbands. Winners will be able to pay for and collect their items right after the auction ends, but not during the auction.

See you at the Auction; don't forget your money. Bid often, bid high...

**Your tireless Charity Auction Director,
Catherine Book**

**And her indispensable staff:
Deb Paper and Bill Whitmore**



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WESTERCON 63: CONFIRMATION

July 1 – 4, 2010

Pro Guest of Honor: Rudy Rucker

Fan Guest of Honor: John D. Berry

Artist Guest of Honor: Marc Schirmeister

Since 1948 the West Coast Science Fantasy Conference has been the floating social feast where fans gather annually to celebrate Science Fiction & Fantasy West of the Rockies. Los Angeles welcomes this fannish homecoming to our backyard. Join us to reunite with old friends, meet new friends, and share in our corner of fandom. Join us in 2010 as we highlight what our community has to offer, and bring your fannishness to the mix. When the Fiesta in Arizona comes to an end, take the time to buy a membership to the next party: Westercon 63: Confirmation, in 2010.

Pasadena Hilton Hotel, Pasadena, CA

Full Attending Membership: \$50 (till July 6) \$60 (till May 31, 2010)

Supporting Membership: \$30

Questions? info@westercon63.org

www.westercon63.org

**Make your check out to: Westercon 63 to and mail to:
Westercon 63, 15931 Kalisher St., Granada Hills, CA 91344**

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Art Show

Artists

Art Show (Palm B & C)

Thursday	noon – 6pm
Friday	9am – 9pm
Saturday	9am – 6pm
Sunday	9am – noon

We are proud to announce Todd Lockwood as our Artist Guest of Honor. We have scheduled several guided tours of the art show by different artists, including Todd.

If you've never bid on art at a convention before, and would like more information, just stop by the desk in the Art Show and ask. Our friendly staff will be happy to explain everything.

The Art Auction will be held on Sunday at 1:30, Check the pocket program for location. Buyer pickup will be after the auction.

This year we will be featuring a print shop-an area for artists to sell multiple prints of some of their more popular work. Come in and purchase some of your favorite prints. We accept Visa, MasterCard, American Express, and Discover, as well as cash and checks.

We anticipate a great show, so be sure to come in and see the pride of a lot of super-talented artists.

Please see the Pocket Program for Art Show Hours.

David Gish

Art Show Walkthrus

(aka Docent Tours)

Meet near the entrance of the Art Show.

Fri 10a	Sylvana Gish
Fri 3p	Randy Rau
Fri 7p	Todd Lockwood
Sat 11a	John Hertz
Sat 1p	Sarah Clemens
Sat 4p	Joni Dashoff

Todd Lockwood
Doreen Webbert
Tabitha Ladin
Doug Beekman
Estate of Kelly Freas
Richard Hescox
Bruce Eagle
Peri Charlifu
Daniel Cortopassi
Betsy Mott
Cori Trout
Theresa Mather
Sarah Clemens
Mai Q. Nguyen
Alicia Austin
R. Merrill Bollerud
Rachael Mayo
Nashi Des
Seeta Anarishkwa
Mark Roland
Heather Kreiter
Alan M. Clark
Cathie Yankovich
Alan F. Beck
Kathleen Hardy
George Parmenter
Victoria Mock
Jim Humble
Ava Maureen Durbin
Frank Cirocco
Lela Dowling Cirocco
James Stanley Daugherty
Jason Sarrat
Jason Sturgeon
Kathleen Escobedo
Kayla Bell
Tobbie WhiteBird Crowe
Yvonne V. Richardson
Tabitha Ladin
Seeta Anarishkwa
... and More

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Guests of Honour

Kim Stanley Robinson

Hugo and Nebula Award Winning
Author

Shaun Tan

World Fantasy, Aurealis and Ditmar
Award winning artist

Robin Johnson

Fan guest of honour

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Fixed Function Spaces

Exhibits Room

FiestaCon's Exhibits Room will be located in the Colonnade Room off of the west courtyard. Hours of operation will be listed in the Pocket Program.

On display will be art from the Art Directors Guild, IATSE Local 800 in Los Angeles. This organization of Hollywood artists represent every aspect of the movie art department.

In addition a past local guest of honor, Nola Yergen-Jennings, has offered to display some of her costumes. These will be set up in the middle of the room with the other art around the walls.

Be sure to drop by and view these wonderful pieces of art during our convention.

Casa de Niños

FiestaCon Casa de Niños / Childrens Programming

Thursday	2pm-6pm
Friday	10am-6pm
Saturday	10am-6pm
Sunday	10am-4pm

Casa de Niños, (Childrens Programming) is located in the Sand Lotus room on the second floor of the hotel. Potty-trained children ages 3 to 12 can participate throughout the convention.

We will have lots of interesting stuff for kids to stay busy with. Remember that if you bring your child into our room that you will need to return before we close to retrieve him/her.

Each day we'll have different events for the kids. Check out your Pocket Program for program item details in case there's something special you think would be of interest.

Films & Anime Screening Room

The Anime / Film Screening Room will be located in the Campanile Room off of the west courtyard. Our hours of operation will be listed in the Pocket Program.

We won't have much anime to show, due to issues with obtaining content and the permissions to do so. We will have lots of film screenings to show. Phoenix has many local artists who enjoy creating their own videos and movies. This is what we will concentrate on for FiestaCon.

We will post our schedule at the room, so please drop by and check it out.

Fanzine Lounge

FiestaCon's Fanzine Lounge will be located in the Cavetto Room off of the west courtyard. We will have on display a collection of fanzines from many years ago as well as recently. If you've never seen a fanzine, or if you're an old hand at it, please come by and hang out for awhile.



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Masquerade

FiestaCon's Masquerade will be held Saturday evening before the fireworks go off. It will be held in the Palm Ballroom EF near the Fan Tables and Dealers Room. Please check your Pocket Program for exact times.

Contestants interested in signing up should check at the Info Desk in the foyer as soon as possible after arrival. We'll have details there or you can ask around for either Sandy Manning (Masquerade Director) or Randall Whitlock (Masquerade Assistant).

There will be a meeting for contests Saturday morning. Please see your Pocket Program when you arrive for the exact day/time/room.

You may also download and print the Masquerade rules from the FiestaCon website (www.fiestacon.org) using the hotel's business center located in the foyer.

If you have any questions, please ask. We hope you enjoy our event!



Dealers & Autographs

Dealers Room (Palm A & D)

Thursday	noon – 6pm
Friday	9am – 9pm
Saturday	9am – 6pm
Sunday	9am-5pm

Book Universe
 Laurie Edison
 Isle Press
 Nighthawk Studios
 Prose and Steel
 Modelers or Mice
 Soundtrack
 Todd VanHooser
 Semi-Precious Wire Works
 Hagar and Helga
 Indigo Lights
 AZ Publishing Services LLC
 Red Jack Books
 Michael D Ambrosio
 Massoglia Books
 Fo' Paws
 Liz Mortensen
 Todaro Designs
 Random Factors
 ...and more

Autographs (Palm A & D)

The FiestaCon Autograph area is located in the Dealers room. Visit the Dealers room for up-to-the-minute changes and additions to the schedule below.

Thu 5p-6p	James A. Owen
Fri 10a-11a	Eric Flint
Fri 10a-11a	Karen Bergstrahl (1632 universe)
Fri 10a-11a	Rick Boatright (1632 universe)
Fri 10a-11a	Virginia DeMarce (1632 universe)
Fri 11a-noon	Michael Stackpole
Fri 11a-noon	Paula Goodlett (1632 universe)
Fri 11a-noon	Gorg Huff (1632 universe)
Fri noon-1p	Dennis McKiernan
Fri 4p-5p	Diana Gabaldon
Fri 4p-5p	Stanley Schmidt
Fri 5p-6p	Ryan Clark
Fri 5p-6p	Jacqueline Lichtenberg
Sat 10a-11a	Alan Dean Foster
Sat 10a-11a	Todd Lockwood
Sat 11a-noon	Dani & Eytan Kollin
Sat noon-1p	John Jos. Miller
Sat 1p-2p	Sheila Finch
Sat 1p-2p	T. Jackson King
Sat 2p-3p	Carlos Gallardo (film star)
Sat 2p-3p	Janni Lee Simner
Sat 3p-4p	Matthew Peterson
Sat 3p-4p	David Lee Summers
Sat 3p-4p	Michelle Welch
Sun 11a-noon	Jennifer Roberson
Sun 2p-3p	Patrick Nielsen Hayden
Sun 2p-3p	Teresa Nielsen Hayden

Gaming

(BOARD, CARD, RPGs)

All gaming is in Cloister Room

Thursday

2p: Colossal Arena, Vegas Showdown
3p: Brass
4p: Bang!, Acquire, Dungeonville
5p: Monsters Menace America
6p: Burn in Hell
7p: Lord of the Fries, Munchkin Firefly, Spooks, Vegas Showdown
8p: Greed Quest, Pandemic, Rocketville, Tomb
9p: Zombie Fluxx
10p: A Touch of Evil

Friday

10a: Mille Bornes, Car Wars: TCG, Cow Poker, Laughing Moon Chronicles, Spooks
11a: DungeonQuest, Race for the Galaxy
Noon: Colossal Arena, Battle Cattle: TCG, Fluxx, Greed Quest, Laughing Moon Chronicles
1p: Tomb
2p: Apples to Apples, Cow Poker, Laughing Moon Chronicles, Munchkin, Firefly, Ninja Burger
4p: Bang!, Acquire, Laughing Moon Chronicles, Ticket to Ride: Europe
5p: Hex Hex, Robo Rally
6p: Tribes, Rumis, The Great Dalmuti
8p: Monsters Menace, America, Settlers of Catan, Zombiededdon
9p: Bang!, Formula De, Risk: Godstorm
10p: Dungeonville, Last Night on Earth

Saturday

10a: Zombie Fluxx, Car Wars: TCG, Laughing Moon Chronicles, Munchkin Booty, Spooks
11a: DungeonQuest, Settlers of Catan, Brass
Noon: Fluxx, King's Blood, Laughing Moon Chronicles, Munchkin Booty
1p: Tikal
2p: Greed Quest, King's Blood, Laughing Moon Chronicles, Spooks
3p: Guillotine, Zombiededdon, Settlers (Das Buch)
4p: Bang!, Aliens: This Time It's War, Chez Goth, High School Drama, Laughing Moon Chronicles, Munchkin Quest, Super Munchkin
6p: Strange Synergy, Robo Rally
7p: Domain, Tiki Mountain
9p: Vegas Showdown

Sunday

10a: Hex Hex, Rumis, Zombiededdon, Laughing Moon Chronicles, Pandemic, Tiki Mountain
11a: Ticket to Ride: Europe, Risk: Godstorm, High School Drama, Laughing Moon Chronicles
1p: Rocketville, Formula De
2p: Guillotine, Acquire, Aliens: This Time It's War, Laughing Moon Chronicles
3p: Bang!

GAM – A TOUCH OF EVIL. The dawn of the 19th century: an age of science, superstition, and witchcraft. Howling fills the night and gruesome murders have become a daily occurrence. An evil creature has taken up residence here, but all is not lost...not yet. A small group of heroic individuals gather the courage and strength to fight this growing evil. *Thurs 10p-midnight, Ivan E.*

GAM – ACQUIRE. Players invest in businesses, trying to retain a stock majority. As businesses grow they also start merging, giving the majority stockholders sizable bonuses. The game is a race to acquire the greatest wealth. *Thurs 4p-6p, Chris H.; Fri 4p-6p, Chris H.; Sun 2p-4p, Jarred A.*

GAM – ALIENS: This Time It's War. Aliens allows players to recreate the key battle scenario from the 1986 science fiction/horror film. "The Reactor Room" (nine marines vs. the aliens in their lair), 1/2 second turns, 5 levels of difficult: can you last 10 seconds or even get out alive? Game Over Man! *Sat 4p-6p, Ivan E.; Sun 2p-4p, Ivan E.*

GAM – APPLES TO APPLES. Each turn, the referee selects a Description and then players pick, from the cards in their hands, the Things that best match that Description. The referee then chooses the Thing that appeals most to him/her & awards the player who played it. Unusual combinations are extremely humorous. *Fri 2p-4p, Angie R.*

GAM – BANG! The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)! *Thurs 4p-5p, Justin P.; Fri 4p-5p, Justin P.; Fri 9p-10p, Tiffany H.; Sat 4p-5p, Jarred A.; Sun 3p-4p, Tiffany H.*

GAM – BATTLE CATTLE: TCG. Moo-ve over people ‘cause the cows are comin’ home and they’re packin’! The udder devastation continues with a new evolution of Battle Cattle as a Card Game. So gather all the cud available as your cow prepares to fire a Moo-ssile! Can you be the last cow standing? *Fri noon-2p, Loup D.*

GAM - BRASS: Your goal in Brass is to build cotton mills, coal mines, iron works, canals, railways, ports, and shipyards, and to have them be used so that they score points. Your choices will be limited by the cards you draw, but not as much as by the plans you make. Lots of interesting detail in the historical Lancashire setting. *Thurs 3p-6p, Antonio C.; Sat 11a-2p, Antonio C.*

GAM – BURN IN HELL. Cleopatra. Blackbeard. Attila the Hun. Richard Nixon. John Wilkes Booth. Collect the souls of the damned! Try to assemble the tastiest “Circles” of history’s sinners. Trade souls with your rivals . . . or just steal the ones you need. *Thurs 6p-8p, Jessie F.*

GAM – CAR WARS: TCG. Battle other players in armored cars with missiles, machine guns and more. Breach their armor and knock out the driver to score. When only one car is left, the duel is over. New duels continue until one player has scored 60 points to become an Ace! *Fri 10a-noon, Loup D.; Sat 10a-Noon, Cindy D.*

GAM – CHEZ GOTH. Beer. Nookie. Roommates. Just another Friday night at Chez Geek. It’s the hit Chez Geek, moved to a frat house. (Or sorority. Or both.) Pick your major. (Botany? Babes? Beer?) Tap a keg or two. Party hard, and try not to think about Finals Week. *Sat 4p-6p, Angie R.*

GAM – COLOSSAL ARENA. In Colossal Arena there is a group of eight creatures that are fighting. Each round, one of the creatures will die. Players make 5 bets throughout the game which may allow a creature to use its special power and gives the game a method of scoring at the end. *Thurs 2p-3p, Antonio C.; Fri noon-1p, Antonio C.*

GAM – COW POKER. You control a ranch in a humorous cow town. The game consists of a series of card plays in which players try to accumulate the most points and form the best poker hands by playing valuable cards, making good choices, and winning tricks called “Gunfights” and “Roundups.” *Fri 10a-noon, Angie R.; Fri 2p-4p, Loup D.*

GAM – DOMAIN. Players form domains by placing walls on the modular board. Completed domains can

then be expanded, even into your opponents’. Protect domains by placing knights. Actions are taken by playing cards which have a cost associated with them. *Sat 7p-9p, Jarred A.*

GAM – DUNGEON QUEST. Players raid Dragonfire Castle trying to escape with as much treasure as possible. Limited turns & random tile-laying system creates a maze-like dungeon. There is a 15% change that the average player will survive the game; get ready to Die for Treasure! *Fri 11a-1p, Ivan E.; Sat 11a-1p, Ivan E.*

GAM – DUNGEONVILLE. You are a mad wizard who owns a dungeon. You recruit parties of adventurers and send them into the dungeons, earning points by defeating other parties in combat and by killing other players’ characters in your own dungeon. *Thurs 4p-6p, Tiffany H.; Fri 10p-midnight, Tiffany H.*

GAM – FLUXX. A card game where the cards themselves determine the current rules of the game. By playing cards, you change numerous aspects of the game: how to draw cards, how to play cards, and even how to win. *Fri noon-2p, Angie R.; Sat noon-2p, Angie R.*

GAM – FORMULA DE. A fast-paced racing game in which the cars’ top speeds are limited by having to end a certain number of turns in each curve of the racetrack. This can be tricky, as players try to regulate their speeds by choosing which gear to be in. *Fri 9p-midnight, Chris H.; Sun 1p-4p, Chris H.*

GAM – GREED QUEST. Race to the bottom level of the dungeon to grab the hoard. Now, all you have to do is get out with it... and everyone else is between you and the exit! This is a fast, unpredictable, easy game, with lots of quick replay value. Illustrated by Phil Foglio! *Thurs 8p-10p, Jessie F.; Fri noon-2p, Cindy D.; Sat 2p-4p, Loup D.*

GAM – GUILLOTINE. As executioners pandering to the masses during the French Revolution, the players try to behead the least popular nobles in this macabre yet light card game. Each day the nobles are lined up, and players take turns killing the ones at the front of the line until all the nobles are gone. *Sat 3p-4p, Bridgit L.; Sun 2p-3p, Bridgit L.*

GAM – HEX HEX. A game of Magical Hot Potato. Using cards in the wizardly duel, players turn, bounce, and redirect a hex before it “blows up” on them. There are some interesting strategies that are not immediately apparent, but which become obvious after the first couple of rounds. *Fri 5p-6p, Ivan E.; Sun 10a-11a, Ivan E.*

Gaming

GAM – HIGH SCHOOL DRAMA. Play as a student in a high school drama. Hook up with other students, spread vicious rumors about your rivals, and pretend to bond with your fake friends. Only the player with the most yearbook signatures at the end of graduation wins! *Sat 4p-6p, Bridgit L.; Sun noon-2p, Bridgit L.*

GAM – KING'S BLOOD. Marriage. Royalty. Tragedy. Will your line reign supreme? King's Blood is a fast-paced multi-player card game. Build the family tree by arranging marriages, exiling rivals, and crowning new royalty. *Sat noon-2p, Loup D.; Sat 2p-4p, Angie R.*

GAM – LAST NIGHT ON EARTH. A survival horror board game that pits small-town Heroes head-to-head against a limitless horde of Zombies. Fast paced game play with easy to learn rules allows players to jump right into the action, while strategic depth and strong cooperative play keeps the game interesting. *Fri 10p-midnight, Ivan E.*

GAM – LAUGHING MOON CHRONICLES. The Laughing Moon Chronicles introduces players to the world of Mythren, where the shadow of ancient prophecy and forbidden magic has darkened the light of day. Players may choose from a broad range of adventurers: everything from Senduan Mystics whose magic is trusted to battle evil throughout the lands, Seekers who make a living by uncovering relics and riches from the lost ancient world, Reiners who have the power to strip a rogue wizard of their chaotic magic forever, Nijants who work in secret to bring justice to the wronged, and a cast of many other character types common to tabletop role-playing games. Players have the opportunity to experience the action and interact with characters found in the fantasy series The Laughing Moon Chronicles, by Todd VanHooser. Seek items of power, battle creatures of darkness, and uncover the mysteries beneath the Laughing Moon in this tabletop role-playing game.

*Fri 10a-noon, noon-2p, 2p-4p, 4p-6p, Todd V.
Sat 10a-noon, noon-2p, 2p-4p, 4p-6p, Todd V.
Sun 10a-noon, noon-2p, 2p-4p, Todd V.*

GAM – LORD OF THE FRIES. Players choose orders from the figuratively colorful Friedey's menu, and try to fill them with cards from their hands. Some orders are easy, like the Cowabunga. One Cow Meat, one Bun. Some are a little hard. Sound easy? Then try your hand at Lord of the Fries. *Thurs 7p-9p, Loup D.*

GAM – MILLE BORNES. Famous classic French card game, in which players compete to drive 1000 km, dealing with hazards along the way. Draw a card to your hand, then play or discard. You must play a green traffic light to start, play cards showing mileage, dump hazards on the other players, and try to be the first to clock the distance. *Fri 10a-11a, Ivan E.*

GAM – MONSTERS MENACE AMERICA. Play 1 of 6 Giant Monsters, stomping across a map of the USA in search of cities to destroy. The monsters run the gamut from the classic (enormous lizards and gargantuan apes) to the slightly more unconventional (giant walking eyeball), and each has its own set of attributes and powers. *Thurs 5p-7p, Justin P.; Fri 8p-10p, Justin P.*

GAM – MUNCHKIN BOOTY. Munchkin Booty is yet another stand-alone game in Steve Jackson's Munchkin line of games. This time, the Munchkins take to the high seas in their quest for swag, plunder, and of course, booty. Yarr! *Sat 10a-noon, Angie R.; Sat noon-2p, Cindy D.*

GAM – MUNCHKIN FIREFLY. Kill the monster, grab the treasure, stab your buddy. But this is Good Bad and Ugly in Space! This is our Firefly / Serenity tribute game of Munchkin. Do you Aim to Misbehave? *Thurs 7p-9p, Cindy D.; Fri 2p-4p, Cindy D.*

GAM – MUNCHKIN QUEST. Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to us as a board game. Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it... can you get out alive? *Sat 4p-6p, Loup D.*

GAM – NINJA BURGER. You against your fellow trainees. Learn the secrets of stealth, swordsmanship, and customer service as you deliver burgers and fries to some very unusual places. Bring honor to your franchise and you will be promoted. Ninja Burger 2: Sumo Size Me included! *Fri 2p-4p, Jessie F.*

GAM – PANDEMIC. You are specialists at the CDC Atlanta where you watch several virulent diseases break out simultaneously all over the world. The team mission is to prevent a world-wide pandemic outbreak, treating hotspots while researching cures for each of the four plagues before they get out of hand. *Thurs 8p-10p, Chris H.; Sun 10a-noon, Chris H.*

GAM – RACE FOR THE GALAXY. In Race for the Galaxy, players build galactic civilizations by game cards that represent worlds or technical and social developments. Will you command New Sparta, Alpha Centauri, or Earth's Lost Colony? Bring your civilization into the space age and spread across the stars!

Friday 11a-Noon, Antonio C.

GAM – RISK: GODSTORM. The Classic Game of Risk in mythical proportions. Armies and gods fight for domination of ancient Earth. When your armies die, they can fight for control of the underworld. The gods will not sit idle in this war for ancient earth.

Fri 9p-midnight, Jarred A.; Sun 11a-2p, Jarred A.

GAM – ROBO RALLY. Move your robot through a series of factory floors full of doom. What is more fun than steering around doom? Why, steering around doom within a reasonable time limit. Oh, and this is the original board game, not the plastic one that was released a bit ago. *Fri 5p-8p, Justin P.; Sat 6p-9p, Justin P.*

GAM – ROCKETVILLE. In the retro-future Hometown USA known as Rocketville, there's no greater honor or privilege than being Mayor. Traveling via rocket, players campaign for votes: making promises, garnering endorsements, and recruiting robotic assistance to win at the polls. *Thurs 8p-10p, Tiffany H.; Sun 1p-3p, Tiffany H.*

GAM – RUMIS. Players construct an Inca building with their three-dimensional pieces made of wood. Cubic, wedge-shaped or pyramidal volumes are different building limitations, which are imposed by the various building scenarios. *Fri 6p-7p, Tiffany H.; Sun 10a-11a, Tiffany H.*

GAM – SETTLERS OF CATAN. Players try to be the dominant force on the Island of Catan by building settlements, cities, & roads. Dice are rolled to determine production on the island. Players collect raw materials to build up their civilizations to gain victory points to win the game. *Fri 8p-10p, Bridgit L.; Sat 11a-1p, Bridgit L.*

GAM – SETTLERS (DAS BUCH). Expansion kit for Die Siedler von Catan (The Settlers of Catan). Includes expansion scenarios and many variants along with pieces. This will flip everything you know about Settlers on its head. *Sat 3p-5p, Antonio C.*

GAM – SPOOKS. A fast-playing party game. The first player to empty his hand escapes the haunted

house... and the spooks get everybody else! Spooks is easy to learn, so kids will enjoy it too. You don't have to outrun the monsters... if you can outrun your friends. *Thurs 7p-9p, Angie R.; Fri 10a-noon, Cindy D.; Sat 10a-noon, Loup D.; Sat 2p-4p, Cindy D.; Sat 2p-4p, Jessie F.*

GAM – STRANGE SYNERGY. Built around 100 different Power Cards... superpowers, mutations, skills, gadgets. Each warrior starts with three different powers. You choose the combination! Can you create the unbeatable team? Can you win against superior powers? *Sat 6p-10p, Jessie F.*

GAM – SUPER MUNCHKIN. Be a Mutant, an Exotic, a Mystic, or a Techno. The higher your Level, the more Powers you can have. Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension. Fly through the city. Smash the villains. *Sat 4p-6p, Cindy D.*

GAM – THE GREAT DALMUTI. A light card game where no score is kept. Players gain status by going out first... to do this, you get rid of your cards as fast as possible. The person who first got rid of all his cards becomes the Great Dalmuti. Seat positions change, and the cards are re-dealt. *Fri 6p-8p, Chris H.*

GAM – TICKET TO RIDE: EUROPE. Take a train adventure across Europe, from Edinburgh to Constantinople and from Lisbon to Moscow. The game is elegantly simple, can be learned in 5 minutes, and appeals to both families and experienced gamers. *Fri 4p-6p, Tiffany H.; Sun 11a-1p, Tiffany H.*

GAM – TIKAL. Explore the Central American jungles in search of lost temples and the treasures within. Players send their team of explorers deep into the jungle. Along the way, you find temples and treasures -- can you hold onto your treasure? *Sat 1p-3p, Jarred A.*

GAM – TIKI MOUNTAIN. Players are trying to be the first to sacrifice themselves to the Volcano God and save their island from destruction. Using a little Tiki Magic to help them climb the volcano. The first player to throw themselves into the volcano (and be accepted as a sacrifice) will win the game. *Sat 7p-9p, Bridgit L.; Sun 10a-noon, Bridgit L.*

GAM – TOMB. Tomb pits opponents against one another in a fast-paced action game of monsters, traps, treasures, and spells. Tomb captures the dungeon crawl experience without hours of preparation. Just grab your party and go! Every time you play, the game is different. *Thurs 8p-10p, Antonio C.; Fri 1p-3p, Antonio C.*

Gaming

GAM – TRIBES. Tribes is a roleplaying game that simulates the way our ancestors lived long ago. Players re-create the earliest human societies, and see what effects the rules of society have on their ability to survive and reproduce. You must face the challenges of nature and make the best use of your abilities within the rules of your tribe... or convince your fellow tribespeople to change those rules. *Fri 6p-10p, Jessie F.*

GAM – VEGAS SHOWDOWN. Build your own hotel/casino, but labor is stretched as rival casinos bid for the same upgrades to the casinos. Grow your casino to increase your revenue, services, and fame. The player who builds the most famous hotel/casino wins the game. *Thurs 2p-4p, Chris H.; Thurs 7p-9p, Justin P.; Sat 9p-11p, Justin P.*

GAM – ZOMBIE FLUXX. Zombie Fluxx is the zombie uprising card game with ever-changing rules. Like Fluxx, players start off with the basic rules: draw 1, play 1. After that, everything changes! There are now Zombies to overcome; Fail and the Zombies can win! *Thurs 9p-10p, Ivan E.; Sat 10a-11a, Ivan E.*

GAM – ZOMBIEGEDDON. Well, it was nice while it lasted! Armageddon is tonight! Can you gather the supplies you need or will your pesky neighbor take it all? The rest of the game is spent trying to survive. (Whoever has the most stuff at the end of the game wins!) *Fri 8p-9p, Jarred A.; Sat 3p-4p, Jarred A.; Sun 10a-11a, Jarred A.*

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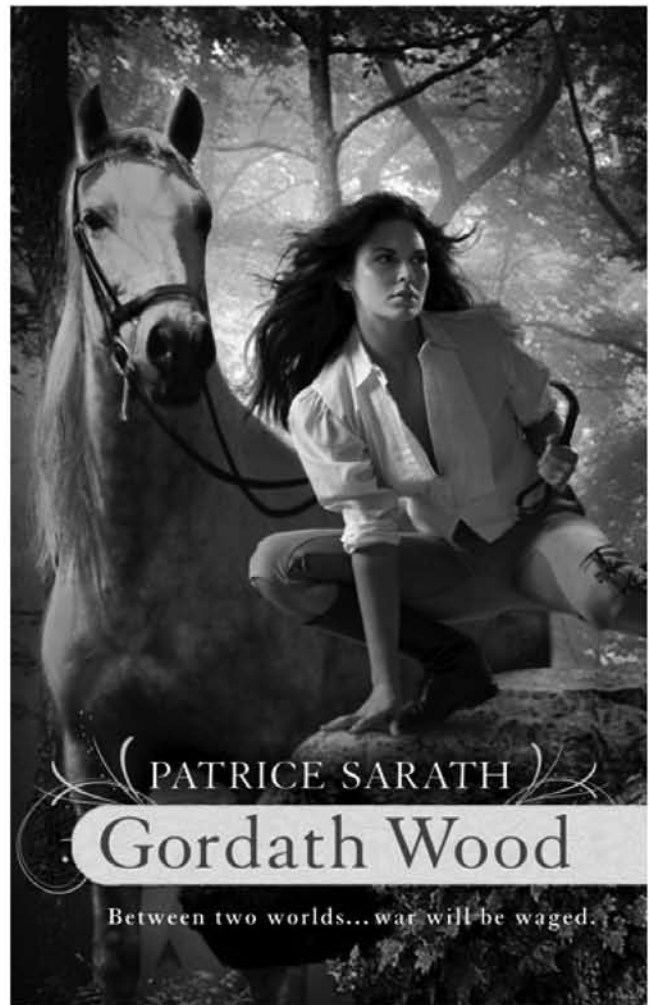
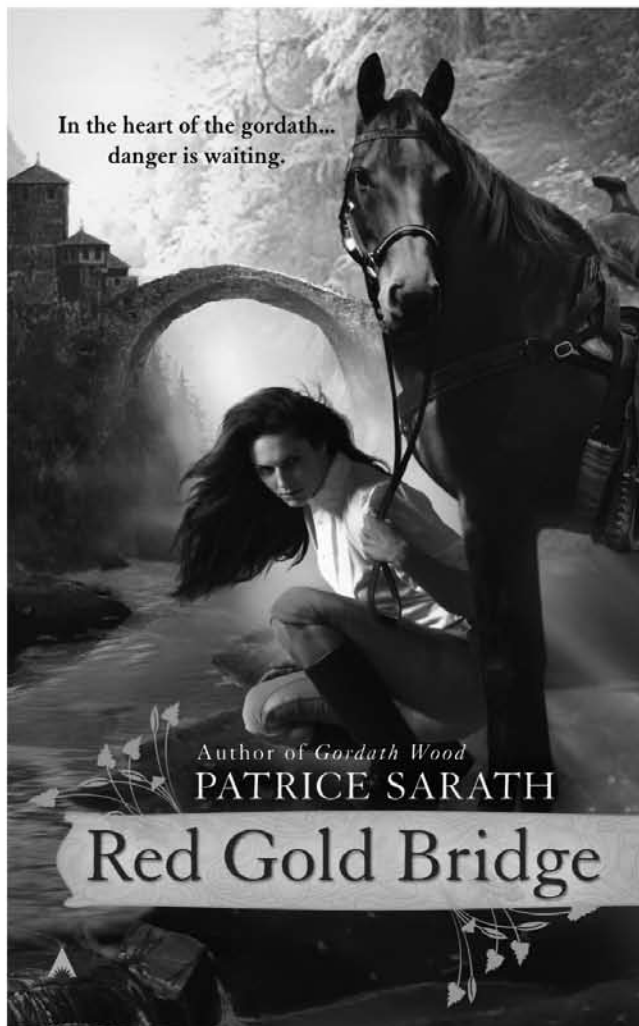
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ENTER THE WORLD OF GORDATH WOOD!

Something strange is happening in Gordath Wood, the old forest surrounding a training stable called Hunter's Chase. The police think Lynn Romano and Kate Mossland have been murdered; what actually occurred is much stranger. They've gone through a hole between worlds, into a medieval society at war.

In a world that doesn't ordinarily have use for women, the danger is great. Good thing Lynn and Kate aren't your ordinary women.



As a guardian of Red Gold Bridge, it's Joe Felz's job to keep the portal closed between worlds. After all, last time it opened, all hell broke loose. But some old enemies are back, and they want to stir things up again. It's up to Joe to stop them.

When strange things start to happen on her horse farm in New York, Lynn knows it means one thing: the gordath is open and Joe's in trouble.

Kate just wants to be a normal teenager again. Then General Marthen shows up, and Kate has to choose between two worlds and two fates.

Available June 30, 2009!

From Ace Fantasy,
an imprint of Penguin

Programming

Welcome to our FiestaCon/Westercon 62. We guess you're looking at this page because you want to know if you'll find anything interesting at our con. And we hope you find it.

You will find fun audience-participation events such as Pictionary with our Guest Artist, Todd Lockwood, and others. You can help your team win at Sci-Fi Jeopardy or learn how to belly dance. And there will be a really cool presentation of siege warfare through the ages from a bonafide expert. Gamers will have a unique opportunity to attend a 2-hour GameMaster Workshop with Dennis McKiernan. There will be more literature type panels that you can shake a stick at – including one on the nature of horror, a midnight discussion of all things vampiric, steampunk literature, and writers' workshops. And if you're a costumer, you've got more to choose from than you'll believe!

Kids can learn how to draw their own Treasure Map and go on a Pirate Treasure Hunt. They'll have the chance to walk through the Art Show and learn how to look at art. We've got experts to talk about metaphys-

ics, including Making Your Own Magic, Past Lives, and how to make your own Vision Board. You'll also have an opportunity to learn how to dows for spirits. We'll have both a Regency Dance hosted by John Hertz, and a modern dance. Late at night, you'll have an opportunity to identify alien sex aids or stuff a pair of tights – if you're brave enough!

If you're into science, we've got a couple of planetary geologists from our state university who will inform and educate you on the Lunar Recon Orbiter; NASA's planetary missions; and dazzle you with fabulous images from NASA's Cassini Mission. Your (potty-trained) 3-to-12-year-olds can hang out in our kids' room, staffed by a credentialed elementary school teacher who will provide a wide range of entertainments. And, if I've missed something of interest, it's only because I ran out of breath...

Please...enjoy yourself.

Catherine Book & Richard Foss

*You're invited to attend
our initial bid party
at Anticipation*

*(the 67th Worldcon
in Montreal, Canada
August 6-10, 2009)*



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Panel Descriptions

All information is subject to change at any time up to, during, and even after the convention. Wednesday programming is open only to those who have pre-registered.

OPENING CEREMONIES. *Thu 7p-9p, Palm E & F. Toastmasters Teresa & Patrick Nielsen Hayden*

CLOSING CEREMONIES. *Sun 4p-?, Palm E & F.*

FEEDBACK SESSIONS. Come tell us how to improve your con experience. *Thu 2p-3p, Fri-Sat-Sun 9a-10a, Xavier room.*

ANIME

ANI – GROWING UP ANIME. Discussion of how we were exposed to anime, and how things have changed with and for anime in both America and Japan. *Thu 7p-8p, Capistrano room. Lilith Syn and L from Across+*

ANI – MAGICAL GIRLS & FIGHTING PRINCESSES. Looking at warrior women of different kinds in anime. *Fri 2p-3p, Augustine room. Lilith Syn and L from Across+*

ANI – PETS & CUTE CRITTERS IN ANIME. Almost all anime has them, but what purpose do they serve? *Sun 11a-noon, Jokake room. Lilith Syn and L from Across+*

ART

ART SHOW WALKTHRU (aka Docent Tours). *Meet near the entrance of the Art Show, Palm B & C.*

Fri 10a	Sylvana Gish
Fri 3p	Randy Rau
Fri 7p	Todd Lockwood
Sat 11a	John Hertz
Sat 1p	Sarah Clemens
Sat 4p	Joni Dashoff

ART AUCTION
Sun 130p-3p, Palm E & F.

ART/DEMO – BAS RELIEF YARD ART. This workshop will teach basic elements of sculpting and mold making, and demonstrate how to use a silicone mold to create durable outdoor works of art in concrete. The subject of the demo will be bas relief pieces such as stepping stones, garden markers, and pet grave stones, but the technique applies to 3D sculptures as well. The materials are inexpensively bought at any home and

garden store and pieces can be created in your own back yard. Come and watch or roll up your sleeves and get a feel for the materials. (Bas Relief: A sculptural relief that projects slightly from the background with no undercuts.) *Fri 5p-630p, Ironstone room. Michele Ellington*

ART – BODY PAINTING by Mark Greenawalt. Join Mark in a mature-audience-only body painting panel. Adults only, please, we will be checking for ID. *Fri 8p-midnight, Palm E. Mark Greenawalt*

ART – COMPOSITION AND OTHER PITFALLS OF ILLUSTRATION. Discussion of aspects of illustration most often overlooked by aspiring illustrators: most significantly, Composition – and the proper development of a painting from the ground up. Topics may venture into other areas as well, like dramatic storytelling, mood, lighting, and the importance of reference. *Fri 11a-noon, Xavier room. Todd Lockwood (GoH)*

ART – CREATE/REVIEW A PORTFOLIO. Learn how to start or maintain a portfolio. What should you include to make an art director take notice? *Fri 5p-6p, Capistrano room. Todd Lockwood (GoH)(moderator), James Owen, James Daugherty*

ART/KID – GLOW IN THE DARK & FABRIC PAINTING. Paint glow-in-the-dark paint on t-shirts, ballcaps or tote bags. We'll have other paints, as well. This is NOT for girls only; boys will have a good time, too. We'll supply everything but your own imagination. You get to keep your creation. This panel is for younger fen approx ages of 8 to 17. *Sat 10a-1130a, Joshua Tree room. Michele Ellington, Elaine Carlile, Darkyr Malys, Tisha McGovern*

ART/LIT – GRAPHIC NOVEL-WORLDWIDE HISTORY & MODERN THEORY. Graphic novels have turned from childhood staple, through guilty pleasure, and to Hollywood juggernaut. Everyone has seen the 22-page pamphlet, but what about its history? It goes far further back than expected. Once the shocking history has been shown, learn how beautifully complicated and intricate this art form is. *Fri 6p-7p, Capistrano room. Tony Parker*

ART – HORROR VS. FANTASY ART. What's the difference in the markets? Are there crossover artists? *Fri 3p-4p, Augustine room. Sarah Clemens (moderator), Jim Webbert-GoH, Tony Parker*

Panel Descriptions

ART – HOW TO VIEW ART. Professional artists guide you in how to view art with a critical eye. What makes SF or fantasy art good? *Thu 4p-5p, Augustine room. James Daugherty(moderator), Tony Parker, Annette Sexton-Ruiz*

ART/KID – KIDZ ART. Our on-site artists will help guide you using various types of art supplies and ideas. We'll have several mediums, plus markers, crayons, glitter glue and more. What's more, you'll get to display your work in the Art Show. *Fri noon-130p, Joshua Tree room. Loretta McKibben, Annette Sexton-Ruiz, Chris Paige*

ART/KID – KID'S CHOICE AWARDS IN ART SHOW. Here's an opportunity for kids to display their opinions of the work displayed in the Art Show. They will be able to judge and vote for their favorite pieces and then, as a group, make award presentations. And the artists get to keep the Children's Choice Awards as a memento. *Sat, 11am-noon, Sand Lotus. Alison Stern*

ART – MEET TODD LOCKWOOD, OUR ARTIST GOH. Todd will present a slideshow of his work with a Q&A afterward. *Wed 7p-8p, Xavier room, An informal meet-n-greet. For Pre-registered members only. Sat 2p-330p, Palm F room. Todd Lockwood (GoH)*

ART/KID – PENNANTS, FLAGS & BANNERS WORKSHOP. Create a flag, pennant or banner to cheer on your favorite team, display favorite symbol or whatever!!! It's simple and it's fun. We provide the materials. *Sun noon-1p, Joshua Tree room. Elaine Carlile (moderator), Darkyr Malys, Claudia Villa, John Kelly*

ART – PHOTOGRAPHIC VISION: Make Photos That Stand Out! With hundreds of millions of photos being shot every year, how can you create images that stand out from the crowd? Writers call it "finding your voice" - using your own experiences and emotions to create work that only you can make. As a photographer, how can you "find your vision?" Unusual angles, themes, shooting with odd light sources such as lightsticks or black light, and using photo editing software are all ways to make images that are as unique as you are. Come hear ideas, or contribute your own! *Fri noon-1p, Abbey South room. Joseph Formichella*

ART – Pictionary. Fans play on a team with one of our professional artists as players sketch visual clues to SF-related words and terms while the rest of the team tries to guess the word or term. The best fan players

get to keep the sketches. *Sun noon-1p, Augustine room. Todd Lockwood (GoH), Tony Parker, Teresa Nielsen Hayden (GoH)(moderator)*

ART – THE CURRENT MARKET FOR ARTISTS. Professional artists share some of their experience and opinions on the future of SF/F art. *Thu 8p-9p, Xavier room. Annette Sexton-Ruiz (moderator), James Owen, Lyle Dillie*

ART – WHAT DOES GICLEE MEAN? What is a print? How can I tell if it's an original? What does 'original' mean? What the heck is 'giclee?' *Sun 1p-2p, Jokake room. Michele Ellington(moderator), Richard Bolinski*

AUTOGRAPHS

Located in the Dealers' Room (Palm A&D)

Fri 10a-11a	Karen Bergstralh (1632 universe)
Fri 10a-11a	Rick Boatright (1632 universe)
Fri 5p-6p	Ryan Clark
Fri 10a-11a	Virginia DeMarce (1632 universe)
Fri 10a-11a	Eric Flint
Sat 1p-2p	Sheila Finch
Sat 10a-11a	Alan Dean Foster
Fri 4p-5p	Diana Gabaldon
Sat 2p-3p	Carlos Gallardo (film star)
Fri 11a-noon	Paula Goodlett (1632 universe)
Fri 11a-noon	Gorg Huff (1632 universe)
Sat 1p-2p	T. Jackson King
Sat 11a-noon	Dani & Eytan Kollin
Fri 5p-6p	Jacqueline Lichtenberg
Sat 10a-11a	Todd Lockwood
Sun 2p-3p	Patrick Nielsen Hayden
Sun 2p-3p	Teresa Nielsen Hayden
Fri noon-1p	Dennis McKiernan
Sat noon-1p	John Jos. Miller
Thu 5p-6p	James A. Owen
Thu 5p-6p	James A. Owen
Sat 3p-4p	Matthew Peterson
Sun 11a-noon	Jennifer Roberson
Fri 4p-5p	Stanley Schmidt
Sat 2p-3p	Janni Lee Simner
Fri 11a-noon	Michael Stackpole
Sat 3p-4p	David Lee Summers
Sat 3p-4p	Michelle Welch

Panel Descriptions

COSTUMING

COS – MIDDLE EASTERN CLOTHING INFLUENCE. Middle-eastern costumes are not just for belly dancers. Learn basic design of clothing from the middle-eastern regions and how you can recognize them in sci-fi/fantasy, and how to incorporate it into creating your characters. This could be of interest to gamers who want to incorporate a little reality into their game. *Thu 6p-7p, Joshua Tree room. Paula Lary, Kelley Hughes, Mahala Sweebe*

COS – BELLY DANCE VEST. Get your measurements to make your own ghawazee vest. Learn how to 'read' the pattern. One lucky audience member will get a vest made for her during the panel to demonstrate how easy these are to make. *Thu 8p-930p, Joshua Tree room. Sharan Hoyle, Nyki Robertson*

COS – CORSETS 101. Corsets should be comfortable! Learn what to look for in a corset. Basic construction tips and recommended patterns. *Sat 1p-2p, Palm E room. Diane Harris, Frances Burns*

COS – COSTUME DISTRESSING MADE SIMPLE: Taking your Costume from the Street to the Dungeon. Techniques covered include dying/teching-down garments to create age, working with garments both wet and dry (using direct applications of both dye and paint) to create 'natural' wear and tear, airbrushing to create age and depth, and mechanical means of distressing (rasps, wire brushes, sand paper, stones etc.). Both realistic and 'theatrical' aging will be covered. Numerous examples of the techniques will be shown and discussed in detail. All of the techniques and products used are manageable for the beginner with limited facilities. *Sat 230p-4p, Ironstone room. Gail Wolfenden-Steib*

COS – FUN WITH FOSSHAPE. Ever need to make a weirdly shaped hat that you needed a firm super light weight base? How about a thanksgiving turkey for stage? A sizeable light weight puppet (a dragon head on a stick)? Lightweight crowns or maybe a turn of the century diving helmet you could afford to take on a plane? Interested in a safe, non toxic thermoplastic felt that you can sew into any shape while it's soft that hardens when you apply steam? This is the product for you! Come see the samples and a quick demo of just how easy the product is to use. *Sun 1130a-1p, Ironstone room. Gail Wolfenden-Steib*

COS – GROUP COSTUMING DYNAMICS. Costuming collaborative process in the best situations. Throw in people scattered across the country with multiple skill levels and with slightly different visions and you have a whole new working dynamic. This panel will discuss the pros and cons of working with a group of 3 or more individuals and tricks that we have discovered over the years that make the process as painless as possible. *Sat 10a-1130a, Ironstone room. Gail Wolfenden-Steib (moderator), Nola Yergen-Jennings, Jeanine Swick, Claudia Villa*

COS/KID – IMAGINE A COSTUME. Make a costume out of scraps and treasures. We'll help with piles of fabric, fur, feathers and loads of imagination. You can even enter your new costume in the Masquerade. *Fri 3p-430p, Joshua Tree room. Peter Rota, Richard Christ, Marian Brock-Andersen, Jan Tuerff, Tasha Cady (moderator)*

COS – INTRO TO COSPLAY. You'll get a general idea of what Cosplay is and where it came from. A local club will tell you how to get involved locally and where the fun is. Here's a chance to find out what all the kids are excited about. *Fri 1p-2p, Jokake room. Marian Brock-Andersen, Diana Gallegos*

COS – IRON COSPLAY. The challenge is to make an amazing costume in just 30 minutes – armed with only cardboard, scraps, junk, duct tape and your imagination. We'll give you a surprise theme – be prepared! And be prepared for loads of fun – audience participation is encouraged. *Sat 1130a-1p, Joshua Tree room. Presented by Sunacosu club. Marian Brock-Andersen (moderator), Diana Gallegos, Kyle Gresenz*

COS – J-FASHION. Learn all about the styles from the streets of Japan from Visual Kei to Gal. Get inspired while educating yourself on the interesting style scene from Japan. *Fri 7p-8p, Jokake room. Marian Brock-Andersen (moderator), Diana Gallegos, Kyle Gresenz*

COS – LOLITA 101: or, Why are those girls wearing frills and lace? Learn all about Lolita fashion, where it originated and why you're seeing more and more of it. *Fri 8p-9p, Jokake room. Marian Brock-Andersen (moderator), Diana Gallegos, Kyle Gresenz*

COS – MAKE A MASK. We'll supply the makings and expert guidance. If you have a costume that needs a mask, bring it along. *Fri 6p-730p, Joshua Tree room. Elaine Carlile (moderator), Darkyr Malys, Jean Palmer, Peter Rota, Claudia Villa*

Panel Descriptions

COS – MASQUERADE. Masquerade Director is Sandy Manning. Master of Ceremonies is Cary Riall. Halftime entertainment by a belly dance troupe. *Sat 530p-830p, Palm E & F*

COS – MASQUERADE CONTESTANT MEETING. *Thu 3p-4p, Xavier room. Sandy Manning*
Sat 10am-11a, Palm F room. Sandy Manning, Randall Whitlock

COS – MASQUERADE JUDGING - WHAT DO I NEED TO KNOW? What do judges look for when they judge a presentation? What sets a run-of-the-mill presentation from one that captures the judges' attention? What can the contestant do to make themselves capture the judges' attention? What is the difference between regular judging and workmanship judging? *Fri 1p-2p, Capistrano room. Sandy Manning, Wombat, John Hertz*

COS – PIRATE COSTUMING FROM THOSE IN THE KNOW'N. As ye could really be put in shackles and 'ave yer wares confiscated, we have some simple yet useful tips on lookin' yer best scurvy, wench-swipin', rum-guzzlin', cut-throat selves. Thar will be ways of constructin' yer own clothes out of existing things found maybe in yer attic, or some thrift store finds. It's like going on a treasure hunt and knowin' what ta look fer. And ye would be amazed at what accessories ya can find in yer old granny's closet that would work just great. So come and join us fer a grand time of dress up. *Sat 1p-230p, Joshua Tree room. Captain Wazoo, Captain Aries, Captain Marcel, Captain Blackheart, First Mate Lady Brianna, Captain Jack Falcon from the Arizona Corsairs*

COS/DEMO – REALISTIC FAUX ARMOR. Learn how to make light, authentic-looking costume armor with foam or faux leather with a professional costumer. As long as you don't REALLY intend to fight in it, foam is perfect for costume armor. A step-by-step presentation on how to produce your own armor from inexpensive materials. Includes research tips as well as a discussion on using other mediums and materials for a sturdier, longer lasting armor. *Fri 1130a-1p, Ironstone room. Claudia Villa*

COS – SO THIS IS YOUR FIRST MASQUERADE. If you are entering the Masquerade for the first time or you've never competed at a regional competition and would like information on what will happen, how it will happen, or for advice; this is the panel for you. What is Junior vs Novice vs Journeyman vs Master?

Do I put down one thing if I made it and have never competed, and if someone else is wearing it in the Masquerade, is it Novice? I've got the costume, but how do I write up a script to go with it? Come get answers. *Thu 4p-5p, Xavier room. Sandy Manning, Nyki Robertson, Wombat*

COS – STEAMPUNK ON THE CHEAPSIDE. It's a thrilling Victorian retro-futuristic world of gears and brass, rivets and airships— and you haven't a thing to wear? Join us for a vivisection of the Steampunk aesthetic and how to dress for it without spending yourself into debtors' prison. Basic clothes, embellishments, props and gadgets. Don't forget your goggles! *Sat 1p-230p, Ironstone room. Randall Whitlock, Nola Yergen-Jennings, Gail Wolfenden-Steib*

COS – STEAMPUNK MAKEUP. An historical overview of makeup and hair styles in Victorian times and how Steampunk can fit into those variations. *Sat 1130a-1p, Ironstone room. Mazz Brant*

COS – T-TUNICS. Our experts will demonstrate how simple T-tunics are to make – without a pattern. And what you can do with them afterwards to make a variety of costumes from a variety of periods. You'll get a list of measurements to take. If the set up and participation permits, some lucky person will take home a demo T-tunic. Handouts will be available for a small fee to cover printing costs. *Sun 1p-2p, Joshua Tree. Tasha Cady, Jean Palmer*

COS – TRIBAL HIP SCARVES & BRA TOPS. This is a how-to workshop. See a presentation on tribal dance-wear and learn how to make your own hip scarf and bra top. Handouts provided. *Fri 4p-5p, Ironstone room. Nyki Robertson, Theresa Contos*

COS/DEMO – WINGS, LEGS & BACKPACKS: or, How do I get these things to stay on? This is a how-to class on making a backpack that will hold your extra body parts, be they arms, legs, wings or what-have-you, for your alien, or spider, or goddess. This is a lightweight, easily and cheaply made project that can greatly increase the kinds of creatures you can become. This class will also help you figure out how to attach all those extra Transformer parts to your costume. *Sun 10a-1130a, Joshua Tree room. Claudia Villa*

Panel Descriptions

DEMONSTRATIONS/ WORKSHOPS

DEMO – ARTILLERY THROUGHOUT THE AGES. How siege engines changed with the passing of time. Discussion and demo of siege warfare through the ages. Hosted by Darren Reale, an Active Combat Warfare SeaBee who will discuss the modern siege weapons. *Sun 1p-2p, Abbey South room. Darren Reale, John Kelly*

DEMO/ART – BAS RELIEF YARD ART. This workshop will teach basic elements of sculpting and mold making, and demonstrate how to use a silicone mold to create durable outdoor works of art in concrete. The subject of the demo will be bas relief pieces such as stepping stones, garden markers, and pet grave stones, but the technique applies to 3D sculptures as well. The materials are inexpensively bought at any home and garden store and pieces can be created in your own back yard. Come and watch or roll up your sleeves and get a feel for the materials. (Bas Relief: A sculptural relief that projects slightly from the background with no undercuts.) *Fri 5p-630p, Ironstone room. Michele Ellington*

DEMO – BELLY DANCING WORKSHOP. Never shimmied? What exactly is belly dance? Come learn the basics, experience dancers can have fun, learn how to put those basics together in combinations, which then can be used to create individual choreographies. All levels welcome. *Fri 10a-1130a, Ironstone room. Paula Lary, Kelley Hughes, Mahala Sweebe*

DEMO – BELLY DANCING WITH PROPS. Not just shimmies and swords. Belly dance using an increasingly wider variety of props, from the traditional veils, swords, and baskets to the newer fan veils and voi. Come see what they are and try them out. *Fri 230p-4p, Ironstone room. Paula Lary, Kelley Hughes, Mahala Sweebe, Rebecca*

DEMO – BELLY DANCING DEMONSTRATIONS Check the information kiosks for demo times and locations. You might also just see them wandering the convention area. Do take time to watch and appreciate them!

DEMO – CHAINMAIL. Chain armor was once one of the most widely used types of armor in the world. In the middle ages it became known as chainmail when attached to the French word for armor and has come

down to us with that title. We will be talking about the basic tools needed to make this armor and demonstrating the European weave that makes the materials into the armor worn by generations of warriors, from the times of Rome to the Conquistadores and beyond. *Fri 130p-3p, Joshua Tree room. Bob Gott*

DEMO/COS – REALISTIC FAUX ARMOR. Learn how to make light, authentic-looking costume armor with foam or faux leather with a professional costumer. As long as you don't REALLY intend to fight in it, foam is perfect for costume armor. A step-by-step presentation on how to produce your own armor from inexpensive materials. Includes research tips as well as a discussion on using other mediums and materials for a sturdier, longer lasting armor. *Fri 1130a-1p, Ironstone room. Claudia Villa*

DEMO/FILK – HISTORY OF BARDIC MUSIC & STORYTELLING. - Reale Medieval Music. An overview of Bardic arts and storytelling. Demonstrations and Q&A session if time allows. Presented by R-n-A Productions. Enjoy the music and improv poetry in traditional bardic style. The melodic and comedic tones of Mr. Darren Reale charms listeners with modern and historical content including love songs, story-filled ballads and delightful filk. (Look out Weird Al!) *Thu 6p-7p, Dolores room. Presented by R-n-A Productions. Darren Reale, Shelly Kelly*

DEMO/COS – WINGS, LEGS & BACKPACKS: or, How do I get these things to stay on? This is a how-to class on making a backpack that will hold your extra body parts; be they arms, legs, wings or what-have-you; for your alien, or spider, or goddess. This is a lightweight, easily and cheaply made project that can greatly increase the kinds of creatures you can become. This class will also help you figure out how to attach all those extra Transformer parts to your costume. *Sun 10a-1130a, Joshua Tree room. Claudia Villa*

EROTIC

ERC – ALIEN SEX AIDS. We recently discovered a box of alien artifacts from a vanished race. We have reason to believe the entire box is full of alien sex aids. Please come help us identify their real purposes. It could change the very fabric of our society... Adults Only. *Sat 11p-midnite, Xavier room. Kandy Fong, Tasha Cady, Tom Tuerff*

Panel Descriptions

ERC – CREATURE & DAEMON EROTICA. Erotic Stories of Creatures of fantasy and horror, ghosts, daemons, things that should not be. Come tell or make up a tale of an encounter that you might have had or like to have had. Adults Only. *Fri 10p-11p, Xavier room. Kevin Andrew Murphy, Tasha Cady*

ERC – MEN IN TIGHTS. Calling all men who are tight or who are in tight tights. Show off your best view and strut your stuff to the admiration of all. No tight stuffing allowed. Tights will be closely checked. Volunteer tight checkers are needed. Digital photos will be provided. Points awarded on an arbitrary scale. Adults Only. *Fri 9p-10p, Xavier room. Deb Nickelson, Shirley Runyon*

ERC/LIT/SOC – PORNOGRAPHY, HARD VS. SOFT. The difference in hard and soft porn is obviously a reflection of men's and women's different needs. What can we learn about the opposite sex by the type of porn they like? Adults Only. *Sat 10p-11p, Xavier room. James Daugherty (moderator), Richard Bolinski, W.A. Thomasson*

FAN

FAN – ASFA REGIONAL MEETING. The Association of Science Fiction & Fantasy Artists, Inc, will hold a regional meeting for current/past members and anyone interested in the organization. It is a 501(c)(3) non-profit volunteer corporation dedicated to promoting artists and their art. Our FiestaCon Chair, Mike Willmoth, is not only the Mountain Region Director, but also the President of ASFA. If you're interested in art, come by and find out more. *Fri 11a-noon, Capistrano room. Mike Willmoth*

FAN – CLOSING CEREMONIES. *Sun 4p-?, Palm E & F*

FAN – CONVENTION ETIQUETTE. How to behave so the hotel still likes us on Monday...and next year...

FAN – CONVENTION STORIES OF YEARS PAST. Join our panel as they reminisce about the good, the bad and the ugly of conventions of yesteryear (names changed to protect the innocent). *Thu 6p-7p, Ironstone room. Doreen Webbert-GoH(moderator), Alexis Gil-*

liland, Kevin Standlee, Michael Siladi

FAN – FANNISH INQUISITION. Do I have to say it? That no one expects the...

This is when we hear from future Westercon bids. *Fri 10a-11a, Augustine room. Mike Willmoth (moderator), Christian McGuire, Glen Glazer*

FAN – GAFIATION. Where and Why are they going, and How do we get them back? *Fri 3p-4p, Capistrano room. Kevin Standlee (moderator), Doreen Webbert-GoH, Lee Gilliland, Kandy Fong, Alexis Gilliland*

FAN – HEY, EVERYBODY! LET'S PUT ON A CON. Look at what it actually takes to start a convention from scratch. *Thu 5p-6p, Ironstone room. Kevin Standlee (moderator), James Daugherty, Lee Gilliland*

FAN – HOW TO THROW A CON PARTY. The ins and outs of throwing a party in a hotel room, both local and long distance. *Fri noon-1p, Augustine room. Teresa Nielsen Hayden (GoH)(moderator), Richard Christ, Michael Siladi*

FAN – INTERNATIONAL CONS. What is the difference between an "American" SF con and a "British" or "Australian" or "Dutch" SF con? Is there a difference? *Fri 2p-3p, Capistrano room. Wombat (moderator), Kathryn Daugherty, Patrick Nielsen Hayden (GoH)*

FAN – IS THIS YOUR FIRST...CON? Why I paid so much and why isn't my favorite person/star/author here? Survival techniques and hints. What to do, where and when. Don't forget to mention the parties... *Fri 5p-6p, Palm E room. Wombat (moderator), Kevin Standlee, Lee Gilliland*

FAN – KAFFEEKLATSCHES

Kaffeeclatsches are scheduled in Abbey North room

Eric Flint & Virginia DeMarce	Fri 11a-noon
Alan Dean Foster	Sat 4-5p
Diana Gabaldon	Fri 3p-4p; Sat 1p-2p
Dani & Eytan Kollin	Sat 10a-11a
Susan Krinard	Sat 2p-3p
Todd Lockwood	Sat noon-1p
Dennis McKiernan	Fri noon-1p
Beth Meacham	Fri 5p-6p
Patrick & Teresa Nielsen Hayden	Sat 11a-noon
James Owen	Sun 1p-2p
Jennifer Roberson	Fri 4p-5p
Stan Schmidt	Fri 1p-2p

Panel Descriptions

FAN – MEET THE CLUBS AND ORGANIZATIONS OF SF/F.

Southwest Costumers Guild (SWCG). *Fri 8p-830p, Capistrano room.*

Central Arizona Speculative Fiction Society (CASFS). *Sat 3p-330p, Abbey North room.*

Arizona Browncoats. *Sat 330p-4p, Abbey North room.*

Arizona Corsairs. *Sat 5p-530p, Jokake room.*

FAN – MEET THE WEBBERTS, OUR FAN GOHS.

Sat 1130a-1p, Palm E room. Jack Mangan (Facilitator)

FAN-OPENING CEREMONIES. *Thu 7p-9p, Palm E & F. Toastmasters Teresa & Patrick Nielsen Hayden*

FAN – SFWA INFORMATION MEETING. SFWA members will be briefed on the latest issues in the organization and the industry. Private meeting – for SFWA members only. *Sat 10a-11a, Jokake room. Sheila Finch*

FAN – SF/F WEBSITES. What are you looking for? Share your favorite SF/F websites and discuss what they offer. What are the best science fiction and fantasy web sites to keep up to date on TV, movies, books or just see what your favorite author is up to in their spare time? *Sun 2p-3p, Augustine room. Jacqueline Litchtenberg (moderator), Lee Gilliland, Lee Whiteside*

FAN – THE EFFECT OF THE WEB ON FANZINES. The pros and cons of paper vs. web based fan publications. Panelists discuss e-zines that are available, what the best e-zines do right and what other e-zines could do better. Included will be some recommendations of good e-zines for both readers and writers. *Sun noon-1p, Jokake room. John Hertz (moderator), Jacqueline Litchtenberg*

FAN/SOC – TRADITIONAL RELIGIONS IN FANDOM. Is there room in our genre fiction for the traditional religions? Can they contribute to a story? Or, is it distracting and possibly even detracting from a speculative fiction story? Use of allegory, comparison and getting the details right. *Fri 5p-6p, Jokake room. Teresa Nielsen Hayden (GoH)(moderator), Jim Webbert (GoH), Maryeileen Flanagan*

FAN/MED – VIDDING. A rare opportunity to see the first fannish music videos ever made. Highlights and landmark videos to present day. Hear the history from the fan who started it all. Vidding is alive and well! *Fri 3p-5p, Campanille room. Kandy Fong*

FAN – WESTERCON BUSINESS MEETING. *Fri 1130a-1p, Jokake room. Kevin Standlee (moderator), Christian McGuire, Lisa Hayes*

FAN – WESTERCON SITE SELECTION BUSINESS MEETING. Formal announcement of site selection results. *Sat 1p-130p, Abbey South room.*

FAN – WHAT MAKES GOOD PROGRAMMING? *Sun 1p-2p, Augustine room. Doreen Webbert (GoH) (moderator), Alexis Gilliland, Richard Foss, Michael Siladi*

FAN – WHEN IS IT TOO MUCH? Does your fan involvement overshadow your mundane life? Do you have trouble seeing the importance of mundane activities, such as your job or housekeeping, compared to the necessity of planning the next con? Are there recovery groups that could help? Do you even want help? How to avoid burnout or gafiation. *Sat 3p-4p, Augustine room. Michael Siladi, John Kelly, Lee Gilliland, Kevin Standlee*

FILK

All Filk events are in the Dolores Room

FILK – COURTING OUR MUSES. Filkers talk about the ideas behind their songs -- how and where the ideas occurred, why the ideas inspired them to create filk songs, and how they used the ideas in their creation. *Fri 4p-5p. Bill Laubenheimer, Jennifer Aronson, Lynn Gold*

FILK – FILK AS A PRESSURE VALVE. Songs that unleash frustrations: literary, sexual, emotional, intellectual, and social. *Sat 4p-5p. Chris Paige, Tom Tuerff, Lynn Gold, Jennifer Aronson*

FILK – FILK SPAWN or One Filk Leads to Another. Like all the variations on “Dawson’s Christian” (e.g. Nancy Freeman’s “Dawson’s Mitzvah”), or the filk war between Rennie Levine and Kanefvsky, or the lovely “Swing on a Star” variations. *Fri 2p-3p. Tom Tuerff, Bill Laubenheimer, Darren Reale, Moira Greyland*

FILK – FILL IN THE BLANK FILK. Remember doing mad-libs as a kid? Where you take a story or whatever, take out some of the words, and replace them with words suggested by people who don’t know what they’re replacing. Well, as Tom Smith proved, you can do them for filk songs, too. Come join our panelists, who have brought ready-to-madlib songs, or bring your own to throw into the fray. *Sun 1p-2p. Melissa Tribble, Gary Swaty, Jennifer Aronson*

FILK/DEMO – HISTORY OF BARDIC MUSIC & STORYTELLING. - Reale Medieval Music. An overview of Bardic arts and storytelling. Demonstrations and Q&A session if time allows. Enjoy the music and

Panel Descriptions

improv poetry in traditional bardic style. The melodic and comedic tones of Mr. Darren Reale charm listeners with modern and historical content including love songs, story-filled ballads and delightful filk. *Thu 6p-7p. Presented by R-n-A Productions. Darren Reale, Shelly Kelly*

FILK – THEMED FILK CIRCLES:

TREK. *Thu 9p-1030p. Hosted by Gary Swaty.*

COMPUTERS. *Fri 9p-1030p. Hosted by Bill Laubenheimer.*

ANIMALS. *Sat 9p-1020p. Hosted by Lynn Gold*

FILK – FILK JAM. *Sun 2p until Closing*

FILK – ONE SHOTS. *Thu 3p-4p, 8p-9p; Fri 10a-11a, 8p-9p; Sat 10a-11a, 3p-4p, 8p-9p; Sun 11a-noon*

FILK – OPEN BARDIC FILK. *Thu 1030p, Fri 1030p, Sat 1030p.*

FILK – RADIO DRAMA PRODUCTION. Come write and record a short Radio Drama based on an assigned theme or maybe a well-known filksong. The production will be edited with sound effects and music. Friday we'll write the script and on Saturday we'll record it. Should be Fun! *Fri 1p-2p & Sat 11am-noon. Jennifer Aronson, Marilyn Miller, Lynn Gold, Mark Horning*

FILK – SEMI-INSTA-FILK CHALLENGE. What are the filk songs attendees would like to hear? A discussion of topics or characters that deserve to be filked, the mood and rhymes that would best serve, with a challenge to panelists and anybody else who cares to compete to make new filk to be performed at a later concert hour, with a prize for the best new song to bring a request to musical life. A bottle of Tully, perhaps? *Thu 7p-8p. Chris Paige, Melissa Tribble, Mark Horning*

FILK – MARK HORNING'S FILK CD RELEASE GATHERING. *Sat 6p-7p. Mark Horning*

FILK – THE REALE FUTURE OF MUSIC. A unique musical presentation of original and filk music of space plus filk music-composing workshop. Turn off your iPods, turn up your ears - but not your nose - to the music of Darren Reale, folk guitarist and space poet! Hear the wonderful sounds of futuristic filk music and poetry. Darren Reale's music will entertain and amuse you with comedy, wit, and anti-matter brain antics. A workshop on composing filk music in the folk music style will follow. *Fri 6p-7p. Presented by R-n-A Productions. Darren Reale*

FILK - CONCERTS:

Fri 3p-4p	Joe Bethancourt
Thu 4p-5p	Lynn Gold
Fri noon-1p	Moiria Greyland
Sat 1p-2p	Mark Horning
Thu 5p-6p	Marilyn Miller & MAC
Fri 5p-6p	Chris Paige
Sat 5p-6p	Wyllow Ravenscroft
Fri 7p-8p	Tom Tuerff

GAMING

GAM – GAMING VS. THE RELIGIOUS RIGHT. Down through history, the new and unusual has always been viewed with suspicion by the powers that be. In 1974, the world welcomed Dungeons and Dragons. Almost immediately, religiously conservative forces targeted RPGs for destruction because of their promotion of creativity and free thinking. For the last 22 years, Michael A. Stackpole has been the individual the gaming industry turns to when someone claims that games made him kill! Come listen to the history of the struggle against censorship and what the future portends on this front. *Thu 3p-4p, Augustine room. Michael Stackpole*

GAM/WORKSHOP – GAMEMASTER WORKSHOP. A workshop and guided discussion on the role of the GM and on becoming a better one. This is appropriate for both established and potential GMs, as well as players. It will cover topics such as: the GM's responsibilities, the players' responsibilities, how to get a compatible group, various gaming systems and modifications for your group, disruptive players, non-engaged players, game schedules, and much more. *Fri 2p-4p, Abbey South room. Dennis McKiernan*

GAM – OLD SCHOOL FRP GAMING VS. NEW STYLE. What is happening in role-playing gaming, and what is the difference between the two styles of gaming? (Old School = Dungeons and Dragons first through third editions, but not 4th edition. New School = World of Warcraft and Vampire Larping.) Will one style dominate the future or is there room for both modes of play? *Fri 4p-5p, Jokake room. Ken St. Andre*

GAM – THE FUTURE OF GAMING. The future of gaming has never been brighter. Games rule on the Internet, and the Internet now shapes modern society. It follows that games and gaming culture are shaping the 21st century world. *Sat 11a-noon, Jokake room.*

Panel Descriptions

Michael Stackpole (moderator), Dennis McKiernan, Ken St. Andre

GAM – THE PROBLEM PLAYER. How do the GM and other players deal with the problem player? Is there a way to set rules or guidelines at the beginning? *Fri 1p-2p, Augustine room. Michael Stackpole (moderator), Ken St. Andre*

GAM – TUNNELS AND TROLLS: PAST, PRESENT AND FUTURE. Ken St. Andre has been around since the earliest days of fantasy role-playing. T & T was first published in 1975, only about 7 months after the first publication of Dungeons and Dragons, and it was the first role-playing game to actually be copyrighted in the U.S. What has T & T brought to gaming culture? What does the future hold for T & T? *Sun 2p-3p, Jokake room. Ken St. Andre*

KID

KID – CASA DE NIÑOS. This year we are including a specific tract of programming put together by a credentialed elementary school teacher and designed with children in mind. Potty-trained children ages 3 to 12 can participate throughout the weekend in a wide range of entertainments in their own room. In this room there will be activity areas for art, reading, and play. Children are encouraged to join in by coming dressed as a favorite book, film or television character. Parents are required to check in every hour to hour&half. *Thu 2p-6p. Fri 10a-6p. Sat 10a-6p. Sun 10a-4p. Sand Lotus room.*

KID – DISMEMBERING TECHNOLOGY. In the process of actually destroying real gadgets and appliances, you might actually learn something about how it works. *Sat 4p-530p, Ironstone room. A.C. Flanagan (Lead), Maryeileen Flanagan, MaryHelen Flanagan, Tisha McGovern*

KID – DRAW YOUR OWN TREASURE MAP. James A. Owen, co-author of LOST TREASURES OF THE PIRATES OF THE CARIBBEAN, will talk about what maps were used for in pirate days, the elements of a map, and why maps were needed by the pirates - and then, he'll demonstrate how to create your own treasure map in this fun, hands-on workshop! *Fri 2p-3p, Abbey North room. James A. Owen*

KID – FACE PAINTING. If your little ones enjoy having their face painted, bring them to John. Good for kids of all ages. *Sat 4p-530p, Joshua Tree room. John Wheeler*

KID/ART – GLOW IN THE DARK & FABRIC PAINTING. Paint glow-in-the-dark paint on t-shirts, ballcaps or tote bags. We'll have other paints as well. This is NOT for girls only; boys will have a good time, too. We'll supply everything but your own imagination. You get to keep your creation. This panel is for younger fen approx ages of 8 to 17. *Sat 10a-1130a, Joshua Tree room. Michele Ellington, Elaine Carlile, Darkyr Malys, Tisha McGovern*

KID/COS – IMAGINE A COSTUME. Make a costume out of scraps and treasures. We'll help with piles of fabric, fur, feathers and loads of imagination. You can even enter your new costume in the Masquerade. *Fri 3p-430p, Joshua Tree room. Peter Rota, Richard Christ, Marian Brock-Andersen, Jan Tuerff, Tasha Cady (moderator)*

KID/ART – KIDZ ART. Our on-site artists will help guide you using various types of art supplies and ideas. We'll have several mediums, plus markers, crayons, glitter glue and more. And, you get to display your work in the Art Show. *Fri noon-130p, Joshua Tree room. Loretta McKibben, Annette Sexton-Ruiz, Chris Paige*

KID/ART – KID'S CHOICE AWARDS IN ART SHOW. Here's an opportunity for kids to display their opinions of the work displayed in the Art Show. They will be able to judge and vote for their favorite pieces and then, as a group, make Award presentations. And the artists get to keep the Children's Choice Awards as a memento. *Sat, 11am-noon, Sand Lotus. Alison Stern*

KID/ART – PENNANTS, FLAGS & BANNERS WORKSHOP. Create a flag, pennant or banner to cheer on your favorite team, display favorite symbol or whatever!!! It's simple and it's fun. We provide the materials. *Sun noon-1p, Joshua Tree room. Elaine Carlile (moderator), Darkyr Malys, Claudia Villa, John Kelly*

KID – ROCKETS FOR KIDS. Build your own miniature rocket and blow it 30 feet into the air! *Sun 10a-noon, Abbey-North. Chris Welborn.*

KID – SEARCH FER BLACK BART'S TREASURE. (Ages 4-8) Bart has buried his treasure on this Isle of the Palms... Yer mission is ta find his treasure and avoid the scurvy dogs that are after it fer thar own. Come join us for what is sure to be a magical adventure of pirates and savages. But beware and make use of yer flint and sword! *Sat 230p-4p, Joshua Tree room. Captain Jack Falcon, Captain Leo Blackheart, Captain Marcel, Captain Wazoo, First Mate Lady Brianna*

Panel Descriptions

LITERATURE

LIT/1632 – BACK TO BASICS. What is the Grid and What do I do with it? How to use the Grid to select characters for 1632 stories. *Fri 4p-5p, Augustine room. Virginia DeMarce (moderator), Eric Flint, Gorg Huff, Rick Boatright, Paula Goodlett, Karen Bergstrahl*

LIT/1632 – FOUR ON THE FLOOR IN THE 17TH CENTURY. Horses, mules, etc. *Fri 5p-6p, Augustine room. Karen Bergstrahl (moderator), Eric Flint, Gorg Huff, Rick Boatright, Virginia DeMarce, Paula Goodlett*

LIT/1632 – WEIRD TECH. You want to build what? Water computers? You're kidding! How will technology develop in the 1632 universe? We doubt it will follow the same routes as it did in our timeline. *Sat 1p-2p, Augustine room. Eric Flint, Gorg Huff, Rick Boatright, Virginia DeMarce, Paula Goodlett, Karen Bergstrahl*

LIT/1632 – TIME PASSED IN THE PAST. Knights in shining armor are passé! The Early Modern Period (in which 1632 is set) is not the same as the Medieval Period. *Sat 4p-5p, Augustine room. Virginia DeMarce (moderator), Eric Flint, Gorg Huff, Rick Boatright, Paula Goodlett, Karen Bergstrahl*

LIT/1632 – LAND IN GERMANY...Forget Little House on the Prairie! 40 acres and a mule is most definitely NOT what happened in Europe. What did happen? We'll tell you. *Sun 10a-11a, Augustine room. Virginia DeMarce (moderator), Eric Flint, Gorg Huff, Rick Boatright, Paula Goodlett, Karen Bergstrahl*

LIT/1632 – SNERKING THE PLOTS & PUBLISHING IN THE GAZETTE. Want to know what's going to happen in the next book? Eric just might tell you. And the rest of the crew can tell you how to get your story published. *Sun 11a-noon, Augustine room. Eric Flint, Gorg Huff, Rick Boatright, Virginia DeMarce, Paula Goodlett, Karen Bergstrahl*

LIT/1632 – MONEY THEN AND NOW. What money means now and what it meant then. *Sat 10a-11a, Augustine room. Gorg Huff (moderator), Eric Flint, Rick Boatright, Virginia DeMarce, Paula Goodlett, Karen Bergstrahl*

LIT/1632 – IT COSTS WHAT!?!? Economics after the Ring of Fire. More about money and why paper is the way to go. *Sat 11a-noon, Augustine room. Gorg Huff (moderator), Eric Flint, Rick Boatright, Virginia DeMarce, Paula Goodlett, Karen Bergstrahl*

LIT/MED – ALL THINGS TOLKIEN. The books, the man, the media interpretations. *Sat noon-1p, Jokake room. Wombat (moderator), Wyllow Ravenscroft, Rick Novy*

LIT – AUTHORS VS. EDITORS. Are writers and editors antagonists or partners? This panel looks at the ways each can help or hinder the other, from both points of view, with practical advice to make the author/editor relationship a smooth and mutually beneficial one. *Sat 2p-3p, Xavier room. Stanley Schmidt (GoH)*

LIT – AVRAM DAVIDSON'S "Or All the Seas With Oysters" DISCUSSION PANEL. This won a Hugo for Davidson and is probably his best known. As Silverberg once wrote, "We are all of us one-of-a-kind writers, really, but Avram was more one-of-a-kind than most." *Sat 3p-4p, Capistrano room. John Hertz, Teresa Nielsen Hayden (GoH)*

LIT – BELIEVABLE WOMEN WARRIORS. How to write a believable female warrior: How they should dress? (Chainmail bras? Puh-leese.) What weapons work best for women? *Sat 2p-3p, Jokake room. Jennifer Roberson (moderator), Steven Lopato, Dennis McKiernan*

LIT – BUILD A NEW RELIGION. What are the essential elements you need to present a believable and usable religion in your story? *Fri 10a-11a, Palm F room. James Daugherty (moderator) Sheila Finch, Michelle Welch*

LIT/SOC – CHANGING FACE OF PUBLISHING. Electronic gadgets are the wave of the future and will be the changing face of publishing. Book readers are paving the way to how and where we can read our books. Webzine publishers, bloggers, and local E-book publishers discuss these changes in the future of books. We'll also discuss how the economic downturn is affecting the publishing industry and their niches. *Sun 1p-2p, Xavier room. PJ Hultstrand, Donald Jacques, Charles Burgess, Charles Leshner, Karen Gray*

LIT – CHILDREN'S CLASSICS...TODAY. What children's literature today has the possibility of becoming a classic? Will Harry Potter make it? *Thu 7p-8p, Xavier room. Janni Lee Simner (moderator), James Owen, Michelle Welch*

Panel Descriptions

LIT – COLLABORATIVE WRITING, or, How to Avoid Strangling your Writing Partner so that his eyes remain firmly in their sockets. This panel will be led by the only collaborative sibling partnership in SF. *Fri 2p-3p, Jokake room. Dani and Eytan Kollin*

LIT – COMIC BOOKS TO THE BIG SCREEN. What are the particular difficulties of adapting them to film? The first X-Men movie went for the essence of the characters, if not their specifics. Some fans would have liked the Watchmen movie to have adhered more closely to the original book. *Fri 2p-3p, Palm E room. Tony Parker (moderator), Serge Mailloux, Kay Pannell, Susan Krinard*

LIT – CREATING ALIEN LANGUAGES. Human languages vary much more than most humans realize, and nonhuman languages will surely vary even more. All languages are inextricably intertwined with the cultures that use them. How can writers make the languages that figure in their stories believable, interesting, and suitably alien? To what extent is it necessary or worthwhile to do so? *Sun 11a-1230p, Capistrano room. Stanley Schmidt (GoH), Juliette Wade*

LIT – CROSS-GENRE DICKS - detectives, that is! We love our gumshoes, especially in horror, science fiction, or fantasy. What things make a good sleuth? What things crossover well, and what things don't? *Thu 7p-8p, Ironstone room. John Jos. Miller, Michael A. Stackpole*

LIT – DID SHAKESPEARE REALLY DO SHAKE-SPEARE? Why do so many people think someone else wrote Shakespeare's works? They don't feel that way about Mozart or any number of other artistic geniuses who have about the same amount of documentation about their lives. *Sun 10a-11a, Abbey South room. Richard Foss (moderator), Michelle Welch, Sheila Finch*

LIT – DISCWORLD: 25 years and Counting. Our panelists look at Terry Pratchett's Discworld and how it has evolved over the years and a look ahead to what may happen in the future. *Sun 1p-2p, Capistrano room. Lee Whiteside (moderator), Randall Whitlock*

LIT/SOC - DIY MEDIA PROMOTION FOR AUTHORS. Ways that aspiring authors can use current internet social media tools - Twitter, podcasting, blogging, Facebook, Myspace, etc. - to draw attention and build fan communities around themselves and their works. *Sat 10a-11a, Capistrano room. Jack Mangan (moderator), Michael D'Ambrosio, Diana Gabaldon*

LIT – DR. JEKYLL AND MR. HYDE. A classic survives its time. The Victorian era, and timeless questions of human nature, together weave this tale. It is concerned with the results of technology. What if a medical researcher like Jekyll could do what he did? Who or what is Hyde? This story is oft discussed even outside our genre, with 200 film and television adaptations. *Thu 5p-6p, Capistrano room. John Hertz*

LIT/ART – GRAPHIC NOVEL: WORLDWIDE HISTORY & MODERN THEORY. Graphic novels have turned from childhood staple, through guilty pleasure, and to Hollywood Juggernaut. Everyone has seen the 22 page pamphlet, but what about its history? It goes far further back than expected. Once the shocking history has been shown, learn how beautifully complicated and intricate this artform is. *Fri 6p-7p, Capistrano room. Tony Parker*

LIT/MED – Highbrow vs. Lowbrow. The Iliad vs. Watchmen, Hamlet vs. Army of Darkness, Oliver Twist vs. Ender's Game, Beowulf vs. Monty Python and the Holy Grail, Salvador Dali's paintings vs. the works of the Brothers Hildebrandt, Eine Kluge Nachtmusik vs. Octopus's Garden. For works of Speculative Fiction across all media, what determines one as a classic of "High Art", and another a cult classic of "Low Art"? Why make the distinction at all? Let's examine SF's place among the so-called "pulp": "classics" of film, literature, and other mediums. If there's time, we can name the "Top 5 Works of SF High Art" and the "Top 5 works of SF Low Art"—whatever that means. *Sat 2p-3p, Palm E room. Jack Mangan(moderator), John Jos. Miller, Moira Greyland, Jim Webbort (GoH)*

LIT – HOW ARE THE SMALL PRESSES SURVIVING? How do the small presses sell their stuff? Is it a good venue for the struggling writer? Why do the successfully established writers go to a small press? *Fri 11a-noon, Palm E room. Jacqueline Lichtenberg (moderator), Adam Niswander, Michael D'Ambrosio*

LIT – HOW TO GET AN EDITOR INTERESTED IN YOUR WORK. There's a lot of entertainment-industry mythology about the 'pitch.' Most of it is wrong. What are editors actually interested in, and what opportunities does that afford you if you're trying to sell your work? *Fri 1p-2p, Xavier room. Patrick and Teresa Nielsen Hayden (GoHs), Beth Meacham*

LIT – HOW TO WRITE TO YOUNG ADULTS & KIDS. With such a surge in interest from Harry Potter – is there an equally burgeoning market for YA writers? What are the particular tips & tricks to writing

Panel Descriptions

in this market? *Sat noon-1p, Xavier room. Janni Lee Simner (moderator), Michael D'Ambrosio, Chris Paige*

LIT – HUGO NOMINATIONS REVIEWS – Best Artists both Fan and Pro. Let's look over the list and see what we think. Voting closes at midnight eastern time on July 3rd and maybe we can help you decide. *Thu 7p-8p, Augustine room. John Hertz, Tony Parker*

LIT – HUGO NOMINATIONS REVIEWS – Best Dramatic Presentations, Graphic Story. Let's look over the list and see what we think. Voting closes at midnight eastern time on July 3rd and maybe we can help you decide. *Thu 9p-10p, Augustine. Tony Parker, James Daugherty*

LIT – HUGO NOMINATIONS REVIEWS – Best Novel, Best Related Book, Best Editor-Long Form. Let's look over the list and see what we think. Voting closes at midnight on July 3rd and maybe we can help you decide. *Fri 7p-8p, Augustine room. Chris Paige, Kathryn Daugherty*

LIT – HUGO NOMINATIONS REVIEWS – Best Novella, Novelette, Short Story, Best Editor-Short Form. Let's look over the list and see what we think. Voting closes at midnight eastern time on July 3rd and maybe we can help you decide. *Thu 5p-6p, Augustine room. Beth Meacham, Chris Paige, Kathryn Daugherty*

LIT – HUGO NOMINATIONS REVIEWS – Best Semi-Pro Zine, Fan Writer, Fanzine. Let's look over the list and see what we think. Voting closes at midnight eastern time on July 3rd and maybe we can help you decide. *Fri 6p-7p, Augustine room, John Hertz, David Boop*

LIT – ISAAC ASIMOV'S "THE END OF ETERNITY". A discussion of one of the master's lesser-known but well-written novels. It is part mystery, part thriller about a time-traveling paradox. Could be viewed as an Empire prequel. Some say this is his finest novel. Some say it is least like the rest of his work. It may have been shocking when it was written. See John's review at: http://www.collectingsf.com/hertz/end_of_eternity.html *Fri noon-1p, Capistrano room. John Hertz*

LIT – IT WAS A DARK AND STORMY NIGHT... This is a round-robin storytelling. Can we make a ridiculous yet compelling story in 50 minutes? How bizarre will it get? You won't know if you don't come. Audience participation is required. *Fri 4p-5p, Abbey South room. Jacqueline Lichtenberg (moderator), Kevin Andrew Murphy, Moira Greyland, Shirley Runyon*

LIT – LOVECRAFTIANS UNITE. A free-wheeling discussion of all things H.P. Lovecraftian. *Fri noon-1p, Palm E room. Gary Swaty (moderator), Gilbert Rau, Adam Niswander, Jim Webbert (GoH)*

LIT – MEET ALAN DEAN FOSTER. An informal meet-n-greet. *Wed 8p-9p, Xavier room. Alan Dean Foster (GoH). For Pre-Registered members only.*

LIT – MEET STANLEY SCHMIDT, ANALOG EDITOR. *Sat 10a-1130a, Palm E room. Stanley Schmidt (GoH)*

LIT – MEET TERESA AND PATRICK NIELSEN HAYDEN. An information meet-n-greet. *Wed 7p-8p, Dolores room. Patrick Nielsen Hayden (GoH), Teresa Nielsen Hayden (GoH). For Pre-registered members only.*

LIT – MIDNIGHT WITH THE VAMPIRE LESTAT. A midnight discussion of Anne Rice's books. Discussion will likely ramble through all things vampiric. Bring your fangs. *Sat midnight – 1a, Xavier room. David Boop, David Lee Summers*

LIT – MUGGLE TECH vs. WIZARDRY TECH. Muggles have HDTV and Wizards use just radio. How can they consider themselves superior when we (Muggles) have better technology? What are the advantages of the Wizards' system? *Sun noon-1p, Abbey South room. Sarah Clemens (moderator), Jan Tuerff, Nola Yergen-Jennings*

LIT – PIP & FLINX. A 35-year retrospective on the writing of Alan Dean Foster as seen through the eyes of his most beloved character. Answers to burning questions such as: How much of Flinx is based on Aladdin? Why can't the cover artists remember his hair is red? Has the Humanx Commonwealth come to an end, and if not, will Flinx pop up in a cameo someday? *Fri 5p-6p, Xavier room. Alan Dean Foster (GoH)*

LIT – PLOT VS. CHARACTERS VS. SCIENCE. Where should your focus be? Are all writers expected to do them all equally well, or do some writers specialize? *Thu 6p-7p, Capistrano room. Rick Novy (moderator), Dani Kollin, John Jos. Miller*

LIT/ ERC/SOC – PORNOGRAPHY, HARD VS. SOFT. The difference in hard and soft porn is obviously a reflection of men's and women's different needs. What can we learn about the opposite sex by the type of porn they like? Adults Only. *Sat 10p-11p, Xavier room. James Daugherty (moderator), Richard Bolinski, W.A. Thomasson*

Panel Descriptions

LIT – SCIENCE FICTION VS. FANTASY. There sure seems to be more fantasy on the shelf these days. Are we, as readers, getting lazier? Is it harder to sell good science fiction because no one understands it anymore? Has the good ‘science’ story gone mainstream? *Thu 8p-9p, Capistrano room. Rick Novy (moderator), Dani Kollin, Dennis McKiernan, Michael A. Stackpole*

LIT– STEAMPUNK LIT. Discussion of roots of steampunk and examples of novels starting with Jules Verne and ending with China Mieville. What elements need to be present? Is location significant? Will it gain in popularity? *Sat 10a-11a, Xavier room. Michael Contos, Serge Mailloux*

LIT/MED – THE NATURE OF HORROR. What constitutes horror? Is the most effective horror gore and slashers? Or is it the elegance of the opera “Dialogue of Carmelites” or “Night on Bald Mountain” from Fantasia? Which was scarier: Hitchcock movies or Freddy Krueger? Do you get more chills from Poe or King? *Fri 5p-6p, Palm F room. Sarah Clemens*

LIT/MED – THE WEIRD, WEIRD WEST. Laser gun-slingers, vampire outlaws, and shoot-outs at the Asteroid-K Corral! Come have a discussion on the radioactive spaghetti western. *Sun 11a-noon, Xavier room. David Lee Summers (moderator), Kevin Birnbaum*

LIT/MED – WHAT UNIVERSE ARE YOU IN? Where would you live if you could? Earthsea? Hogwarts Academy? Or maybe you want to wallow in Heinlein’s future? Star Trek universe vs. Star Wars universe? *Fri 10a-11a, Palm E room. Jacqueline Lichtenberg (moderator), Dani & Eytan Kollin, Janice Tuerff*

LIT – WHAT’S “REAL” SCIENCE FICTION? Is Walter Mosley writing ‘real’ SF? How much mainstream stuff could be SF? Is the line blurring into the ‘soft sciences’? Why are general fiction writers attracted to our genre? *Sun 11a-noon, Abbey South room. Teresa & Patrick Nielsen Hayden (GoHs), Jim Webbert (GoH)*

LIT – WHERE DO YOU GET YOUR IDEAS? Ever wonder where all those ideas come from? Pro writers tell you where their ideas lay hidden and how to mine your own. *Sun 2p-3p, Abbey South room. Rick Novy (moderator), David Lee Summers, Jennifer Roberson*

LIT – WHERE IN THE WORLD IS ALAN DEAN FOSTER? Alan talks about his journeys and the impact on his writing. *Sat 1230p-2p, Palm F room. Alan Dean Foster (GoH)*

LIT – WORLD BUILDING. Fleshing out the details for world building. Organization for novelists. Ideas on keeping track of the characters. How to lay out world-building. *Sat 4p-5p, Jokake room. Diana Chellis (moderator), Eytan & Dani Kollin, Diana Gabaldon, John Jos. Miller*

LIT – WRITERS BEWARE: The World of Scams Aimed at Aspiring Authors. There’s the publishing industry--and then there’s the shadow world of fake agents, subsidy publishers, and other operations designed to prey on the legitimate desire of aspiring authors to Get Published. Falling into their hands will empty your wallet and leave you as unread as you were before. Learn from an expert how to spot the signs of a scam. *Fri 3p-4p, Palm E room. Teresa & Patrick Nielsen Hayden (GoHs), Beth Meacham*

LIT – WRITER’S SUPPORT GROUPS. How to find the right support group: Local, in-person groups vs. Internet groups. *Sun 11a-noon, Boardroom. Jacqueline Lichtenberg (moderator), Rick Novy, David Boop, Dennis McKiernan*

LIT – WRITER’S WORKSHOP – YOUNG ADULT FICTION. Hosted by Janni Lee Simner. By invitation only: you must apply to attend. *Fri 10a-noon and 130p-330p, Boardroom. Janni Lee Simner*

MEDIA

LIT/MED – ALL THINGS TOLKIEN. The books, the man, the media interpretations. *Sat noon-1p, Jokake room. Wombat (moderator), Wyllow Ravenscroft, Rick Novy*

MED – BABYLON 5: THE ENDURING LEGACY. It’s been over 15 years since Babylon 5 debuted. Our panel looks back at the series and how it has influenced the genre and looks ahead to what there might be in the future. *Fri 6-7p, Abbey South room. Summer Brooks (moderator), Lee Whiteside, Eytan Kollin*

MED – BARRY BARD MEMORIAL - AT THE MOVIES – FREE SWAG! A favorite local event where you’ll get a sneak peek at trailers for exciting new upcoming movies. After the trailer presentation we will hold a lottery for FREE movie promotional material (T-shirts, baseball caps, special posters and whatever else the studios have sent us). Sponsored by CASFS.org (Central Arizona Speculative Fiction Society). CASFS’ purpose is to promote interest in science fiction, fantasy and

Panel Descriptions

science. Please check their website for more info.

Wed 7p-9p, Palm F. For Pre-Registered Members Only.

Len Berger, Richard Bolinski

Sun 10a-noon, Palm E & F. Len Berger, Richard Bolinski, Craig Dyer

MED – EVERYTHING I NEED TO KNOW, I LEARNED FROM JOSS WHEDON; Or, Joss Whedon Is My Master Now. A free-wheeling discussion of all things Whedon, and the impact he's had on SciFi TV and film programming and writing. *Sat noon-1p, Capistrano room. Kevin McAlanon (moderator), Kevin Andrew Murphy, Summer Brooks, Jennifer Aronson*

MED – EVERYTHING I NEED TO KNOW, I LEARNED FROM STARGATE. A spinoff, cross-overs, and the changes to our favorite characters over the years. We can talk about this all night. *Fri noon-1p, Palm F room. David Lee Summers (moderator), Tony Parker, Kevin Andrew Murphy*

MED – “FINDING THE FUTURE” SCREENING – A Science Fiction Conversation. This is a screening of the movie Finding the Future. Shot against the backdrop of major conventions, Finding the Future examines the phenomenon of science fiction and the fans who love it. Through the thoughtful commentary of prominent authors and enthusiastic fans, we explore the culture of science fiction and the passion of its devotees. We also consider the effect of science fiction on society, and listen as these sci-fi fans muse upon what might lay ahead for our rapidly changing world. Featuring exclusive interviews with Forrest J. Ackerman, Catherine Asaro, Ben Bova, David Brin, Lois McMaster Bujold, Jack L. Chalker, Bob Eggleton, Nancy Kress, Mike Resnick, Fred Saberhagen, Robert Silverberg, and many others. *Fri 3p-5p, Campanille room.*

MED – “FINDING THE FUTURE” Q&A. Meet the Filmmaker, Joseph Formichella, and director. *Fri 6p-7p, Jokake room. Joseph Formichella, Casey Moore*

MED/LIT – Highbrow vs. Lowbrow. The Iliad vs. Watchmen; Hamlet vs. Army of Darkness; Oliver Twist vs. Ender's Game; Beowulf vs. Monty Python and the Holy Grail; Salvador Dali's paintings vs. the works of the Brothers Hildebrandt; Eine Kluge Nachtmusik vs. Octopus's Garden. For works of Speculative Fiction across all media, what determines one as a classic of “High Art”, and another a cult classic of “Low Art”? Why make the distinction at all? Let's examine SF's place among the so-called “pulp”: “classics” of film, literature, and other mediums. If there's time, we can

name the “Top 5 Works of SF High Art” and the “Top 5 works of SF Low Art”— whatever that means.

Sat 2p-3p, Palm E room. Jack Mangan(moderator), John Jos. Miller, Moira Greyland, Jim Webbort (GoH)

MED – HOW TO FIND A GOOD SF SHOW. What are the signs to look for in a new TV show that might indicate a ‘keeper’? What can you, the fan, do to help promote it in its infancy and contribute to its success? What are the signs of a failing show? Can you predict a troubled show by gimmicks or tactics employed? Does the SciFi Channel give us what we like or want? *Sun 10a-11a, Capistrano room. Susan Krinard (moderator), Jean Palmer*

MED – HOW TO STAGE YOUR OWN LOW-BUDGET MOVIE. What's the difference between an independent film and a major studio film? About \$50 million. And yet, there is no difference in how you put it together. Writing, casting, directing, editing, marketing – it all has to happen on a shoe-string budget, just as in an epic. This incredibly experienced panel on making lower-budgeted entertainment will tell you what you need from yourself, and others, to put together your vision. *Sat noon-1p, Abbey South room. Kevin Birnbaum, Joseph Formichella, Carlos Gallardo*

MED – SCIFI's BATTLESTAR GALACTICA: WHAT THE FRACK? Join fans of the reimagined Battlestar Galactica for a discussion of the now-completed TV series. *Fri 3p-4p, Palm F room. David A. Williams (moderator), Lee Whiteside, Kevin Birnbaum, Michael Siladi*

MED – SCI-FI JEOPARDY. Join members of the United Federation of Phoenix (Phoenix's Star Trek & General Sci-Fi Club) for a challenging test of your knowledge of sci-fi TV shows, movies, and books. Following the form of TV's “Jeopardy” game show, but with three multi-person teams, you can demonstrate your knowledge of science fiction and compete for prizes! *Fri 8p-11p, Abbey South room. Dave Williams, Lee Whiteside, John Wheeler, Mark Boniece, Frank Williams, Dawn Grigsby, Jim Strait*

MED – SCI-FI MOVIES: THE BEST AND THE WORST. Are Wagon-Train-goes-to-the-stars movies, like Star Trek and Serenity, really the best movies? Should we choose the best from movies like Contact and Forbidden Planet? Plan 9 was the worst, we pretty much all agree...what was the runner-up? Message from Space? Ice Pirates? *Thu 4p-5p, Capistrano room. Kevin Birnbaum (moderator), Serge Mailloux*

Panel Descriptions

MED - STAR TREK MOVIE REVIEW. Two months ago the Star Trek franchise was reborn with the new movie by J.J. Abrams. What did you think of it? Join a panel of Treksperits to discuss the movie, its highs and lows, and what it means for the future of Trek. *Fri 2p-3p, Palm F room. David A. Williams (moderator), Alan Dean Foster (GoH), Jacqueline Lichtenberg*

MED – “STARWATCH” FILM SCREENING. Q&A right after the movie with the star, Carlos Gallardo (“El Mariachi”) and filmmaker & producer Kevin Birnbaum. In the year 2075, the war between the omniscient World Unity Corporation and the subservient Old Earth Loyalists, spanning the traverse between Earth and the asteroid belt, ended. In order to keep the peace, “The Guard,” comprised of warring factions from both sides, was created to settle political disputes and perform deep space rescues. For some, the war may have ended, but their allegiances have not. What was supposed to be a simple mission of asteroid diversion turns into a frightening turn of events of ethereal and scientific aberration. Wartime experiments have not been abandoned, and previous foes must become allies to save the solar system. *Sat 10a-noon, Abbey South room. Carlos Gallardo, Kevin Birnbaum*

MED – STEAMPUNK MOVIES. A light discussion of the history of steampunk in Hollywood. An obvious one is “The League of Extraordinary Gentlemen”, but how many others can you name and how do they compare? What stories would adapt well to film that you'd like to see on the big screen? *Sat 2p-3p, Capistrano room. Serge Mailloux (moderator), Michael Contos*

MED/LIT – THE NATURE OF HORROR. What constitutes horror? Is the most effective horror gore and slashers? Or is it the elegance of the opera “Dialogue of Carmelites” or “Night on Bald Mountain” from Fantasia? Which was scarier: Hitchcock movies or Freddy Krueger? Do you get more chills from Poe or King? *Fri 5p-6p, Palm F room. Sarah Clemens*

MED/LIT – THE WEIRD, WEIRD WEST. Laser gun-slingers, vampire outlaws, and shoot-outs at the Asteroid-K Corral! Come have a discussion on the radioactive spaghetti western. *Sun 11a-noon, Xavier room. David Lee Summers (moderator), Kevin Birnbaum*

MED – THE WHOINVERSE. It's not just Doctor Who anymore: there's Torchwood, the Sarah Jane Adventures, audio adventures, a new K9 spinoff series, and a new Doctor on the way. *Sat 1p-2p, Jokake room. Lee Whiteside, John Wheeler*

MED – TUBE TALK with Lee Whiteside. What's new in the realm of science fiction and fantasy on TV? The return of Eureka, Torchwood and Doctor Who, plus new shows like Caprica, Warehouse 13, and Stargate: Universe. And what's this SyFy thing? *Fri 10a-11a, Xavier room. Lee Whiteside*

MED/FAN – VIDDING. A rare opportunity to see the first fannish music videos ever made. Highlights and landmark videos to present day. Hear the history from the fan who started it all. Vidding is alive and well! *Fri 3p-5p, Campanille room. Kandy Fong*

MED/LIT – WHAT UNIVERSE ARE YOU IN? Where would you live if you could? Earthsea? Hogwarts Academy? Or maybe you want to wallow in Heinlein's future? Star Trek universe vs. Star Wars universe? *Fri 10a-11a, Palm E room. Jacqueline Lichtenberg (moderator), Dani & Eytan Kollin, Janice Tuerff*

METAPHYSICAL

META – MAGIC 101: MAKING YOUR OWN MAGIC. It's natural for us to want to control our universe or destiny. But what method is right for you? Spellcasting? Earth Magic? Creative Visualization? Prayer? Voodoo? This roundtable will discuss the different paths we choose from and the differences between them. We will discuss the different ways people bring magic into their lives and answer questions on your journey to what is right for you. This goes into different beliefs on magic, manifestation and manipulation. We talk about a lot of different cultures and their beliefs regarding magic, as well as helping the attendee think about what kind of magic they are comfortable with in their own lives. *Thu 8p-9p, Augustine room. Mary Erickson, Paige Sullivan*

META – MAGIC: ADVANCED CONSIDERATIONS. There are many forms of manifesting, creating and affecting your universe. With everything from casting, creative visualization, voodoo, rituals and much more, people naturally try to control their lives with magic. But are there rules? Do you care? Come to this workshop and learn different considerations on the etiquette of magic and how to use it wisely. *Fri 8p-9p, Xavier room. Mary Erickson, Paige Sullivan*

META – PAST LIVES / REINCARNATION. We will discuss the experiences, basic beliefs about reincarnation, and alternate theories of what could cause such an experience. *Sat 1p-2p, Capistrano room. Mary Erickson, Paige Sullivan*

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META/DEMO – VISION BOARDS. This is a fun, interactive workshop that helps people to use creative visualization to improve their lives. The subconscious mind uses pictures and feelings to create, so by creating a board you can look at and feel good about, you will actually use the Law of Attraction to bring those things into your universe. We'll provide magazines, poster boards, glitter, scissors, and glue. You can create your own Vision Board by cutting and pasting those things that you want or would like to manifest for the year ahead. *Fri 430p-6p, Joshua Tree room. Mary Erickson, Paige Sullivan*

OTHER MISCELLANEA

OTHER – DOWSING FOR SPIRITS. Dowsing is an ancient art of searching for hidden things (water, precious metals, etc.) by using our senses and a set of dowsing rods. More and more paranormal investigators are using dowsing rods as a conduit for communicating with those who have passed or residual energies of a haunting. This class will teach you how to make a basic set of dowsing rods, show simple methods of dowsing for spirits, and cemetery dowsing. A fun interactive class, you will get to try using dowsing rods and learn dowsing rod drills for skills and entertainment. *Thu 4p-5p, Joshua Tree room. Debe Branning, Megan Taylor*

OTHER – EINSTEIN'S EQUATIONS AND MUSIC. What do Einstein, his equations and music have in common? How about a way to maximize the acoustic output of musical instruments never before described or put into practice? Listen to patent owner Kevin Wyman talk about his discovery and the instruments that he builds in his little workshop in Scottsdale that continue to baffle scientists around the country. Learn about the sight, taste and smell of music from a parallel universe. A small concert with 3 friends is included. *Fri 1p-2p, Abbey South room. Kevin Wyman, Mari Jayne Wyman, Jeff Buffington, Jeremy Knackert*

OTHER – WANT TO PLAY A THEREMIN? Sarah Clemens will play a few cuts from great 50's science fiction films that demonstrate that wonderful electronic instrument, the theremin. She will try to demonstrate how to play the instrument on her own humble kit model then give everyone a chance to try their "hand" at playing the theremin. You'll get the pun when you see how it's done! *Fri 1p-230p, Ironstone room. Sarah Clemens*

OTHER – WAR & WEAPONS IN SPACE. Based on current technology, war in space is improbable. But what if we get FTL technology? How close do you think fiction has gotten to a real scenario? Is interplanetary invasion likely? What kind of weapons will we need? *Fri 7p-8p, Capistrano room. Jim Webbert (GoH)(moderator), Dani Kollin, Eytan Kollin*

READINGS

Readings are scheduled in the Boardroom

Sat 1p-130p	David Boop
Sat 3p-330p	Ximena Cearley
Sat 330p-4p	Catherine Cheek
Fri 430p-5p	Ryan Clark
Sat 10a-1030a	Sarah Clemens
Sat noon-1230p	Sheila Finch
Sun 1p-2p	Diana Gabaldon
Sat 1230p-1p	T. Jackson King
Sat 1030a-11a	Dani Kollin
Sat 4p-430p	Heidi Lampietti
Sat 11a-1130a	John Jos. Miller
Sat 1130a-noon	Kevin Andrew Murphy
Fri 4p-430p	Rick Novy
Thu 430p-5p	James A. Owen
Sat 2p-230p	Matthew Peterson
Sun 1030a-11a	Jennifer Roberson
Sat 130p-2p	Janni Lee Simner
Sat 3p-330p	Ken St. Andre
Sat 230p-3p	David Lee Summers
Sat 430p-5p	Rob Vagle
Fri 5p-530p	Todd VanHooser
Sun 2p-230p	Juliette Wade

SCIENCE

SCI – 400 YEARS OF THE TELESCOPE. It's been 400 years since 1609, when Galileo Galilei first pointed a telescope at the Moon, planets, stars, and other astronomical objects. In May 2009, astronauts will be upgrading the Hubble Space Telescope, which has single-handedly revolutionized astronomy. How have telescopes changed our lives on Earth? How have telescopes changed? *Fri 2p-3p, Xavier room. Loretta McKibben(moderator), Diana Challis, David Lee Summers*

SCI – EARTH CHANGES, it happens all the time. Not only the climate, the sea, and the land, but every 15,000 years or so, the Earth's magnetic poles switch; North to South and South to North. Many say this

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Panel Descriptions

will happen in the year 2012, you know the Mayan Calendar thing; or the End of the World people, Bible Revelationsaries (you should be careful of that Chinese curse, of what you wish for), really it will happen in 2010, Yes, that soon. What will be answered is why and how do the panels know, based on Science, you will be blinded, by Science. *Thu 6p-7p, Xavier room. Gilbert F.R. Rau*

SCI – FINDING GOOD SCIENCE. Where does the layperson go to keep up on his or her favorite science topics? *Sat noon-1p, Augustine room. Steven Lopato, David Lee Summers*

SCI – GLOBAL CLIMATE CHANGE. Panelists discuss the historical background, recent scientific and political issues, and probable outcome of global climate change in our lifetimes and the foreseeable future. What's the deal with CO₂ and why is it so important? What is the cascade effect? *Fri 11a-noon, Palm F room. Kay Pannell (moderator), Gilbert F.R. Rau, Loretta McKibben*

SCI/SOC – IF I HAD BILL GATES' MONEY, or, What Could I Do to Benefit Space Travel or Science? *Sun 2p-3p, Capistrano room. David Nelson, Steven Lopato, Eytan Kollin*

SCI – LUNAR RECONNAISSANCE ORBITER - A New Beginning In Our Return To The Moon. NASA will soon be launching the first mission in decades to study the moon in greater detail. The volume of image and other science data we will receive will exceed that of all previous planetary missions combined. With the precision to observe objects as small as a microwave oven, this mission will focus on identifying and quantifying usable resources and mapping out potential sites for landing humans on the moon. Presented will be an overview of the LRO mission, capabilities of the high-resolution camera, and newly-released images of the Moon. *Fri 6p-7p, Palm F room. David Nelson*

SCI – NASA PLANETARY EXPLORATION UPDATE. Join Dr. David Williams of Arizona State University's School of Earth & Space Exploration for an overview of results from NASA and ESA planetary missions. Mercury, the Moon, Mars, the outer satellites - no matter your favorite body, there will be something to talk about! *Sun 10a-11a, Xavier room. Dr. David A. Williams, David Nelson*

SCI – SOLAR SAILS: RIDING THE WINDS OF SPACE. Are solar sails a concept that could really fly, or is it still just SF? Author and astronomer David Lee

Summers explains the theory behind solar sails and then looks at both past and future attempts to make a solar sail operational. *Fri 4p-5p, Palm F room. David Lee Summers*

SCI – TESLA: THE REAL MAN, NOT THE GOD. When the myth is more popular than truth, you print the myth: it sells better. That is what has become of Tesla. All you see in the electrical world, you would not have if it were not for him. Yes, he did wireless transition of energy and it works. His death ray also did work but not as you think. The bladeless turbine was way ahead of its time, and the work on the Moray generator changed the Soviet Union forever. When you speak his name in a room full of scientists, everyone becomes silent and turns to look. For 60 years, the GRU and the KGB kept six full-time agents in the USA to look for information on him. One item was the Gasification and Purification of Metals, that the Soviets bought for \$35,000 US. That gave them thin aluminum which later was sold to Alcoa Aluminum... and so now we have thin and lightweight aluminum cans. He was that important. *Sun noon-1p, Xavier room. Gilbert F.R. Rau*

SCI – THE 40th ANNIVERSARY OF APOLLO XI: The First Moon Landing. This July, we celebrate 40 years since Neil Armstrong first stepped upon Earth's moon. How long will it be before we go back? And on to Mars? What have we learned about the moon since July, 1969 in planetary research? Are we any closer to vacationing or living there? *Sat 11a-noon, Xavier room. Loretta McKibben (moderator), Dr. David A. Williams, Louise Kleba*

SCI – WEATHER AROUND THE SOLAR SYSTEM. From Saturn's equatorial storms with winds more than three times those of an F5 tornado to the dust devils of Mars, come explore weather around the Solar System! Earth isn't the only place suitable for storm chasers. *Sat 2p-3p, Augustine room. Loretta McKibben*

SCI – WOMEN IN SCIENCE. Women in scientific fields discuss their experiences as women in fields dominated by men until recently, and what obstacles they're overcome, and how their point of view has changed the way science is seen in those fields. *Fri 4p-5p, Xavier room. Kay Pannell (moderator), Diana Challis, Loretta McKibben, Louise Kleba*

SCI - WONDROUS TITAN (AND ENCELADUS) FROM NASA's CASSINI MISSION. A lot of great results have been coming from Titan and Enceladus, thanks to NASA's Cassini-Huygens mission. I'll go into

Panel Descriptions

more detail about what we are learning about Titan's lakes, rivers and craters, and Enceladus' plumes, on these mysterious moons. *Thu 5p-6p, Xavier room. Dr. David A. Williams*

SCI/SOC – WOULD YOU GO INTO SPACE? Bill Shatner reportedly turned down the opportunity to fly on Virgin's first passenger flight, but Sigourney Weaver has already booked her ticket. Would you go if you could? *Sat 1p-2p, Xavier room. W.A. Thomasson (moderator), Louise Kleba, Dani & Eytan Kollin*

SOCIAL

SOC/LIT – CHANGING FACE OF PUBLISHING. Electronic gadgets are the wave of the future and will be the changing face of publishing. Book readers are paving the way to how and where we can read our books. Webzine publishers, bloggers, and local E-book publishers discuss these changes in the future of books. We'll also discuss how the economic downturn is affecting the publishing industry and their niches. *Sun 1p-2p, Xavier room. PJ Hultstrand, Donald Jacques, Charles Burgess, Charles Leshner, Karen Gray*

SOC – CHARITY AUCTION. Beneficiaries are the local Challenger Space Center in Peoria, Arizona, and The Science Fiction and Fantasy Hall of Fame in Seattle. 100% of proceeds will be given equally to the beneficiaries. This auction will include a variety of items: books, games, toys, collectible items. *Sat 2p-4p, Abbey South room. Catherine Book, Bill Whitmore & Deb Paper. Auctioneers are Wombat, J.B. Talbot, and Cathie Yankovich.*

SOC – CREATING YOUR OWN FLYER AND ADS FOR YOUR EVENTS. Simple computer demonstrations on creating a more professional look for your organization. We'll tell you where to find the best FREE graphics and software on the web, and how to get the most out of them. Helpful advice from over 30 years combined marketing experience. There is something for everyone, from the novice to the seasoned designer. *Sun 10a-11a, Jokake room. Captain Leo Blackheart, Captain Marcel, First Mate Lady Brianna, Captain Jack Falcon from the Arizona Corsairs.*

SOC/LIT – DIY MEDIA PROMOTION FOR AUTHORS. Ways that aspiring authors can use current internet social media tools - Twitter, podcasting, blogging, Facebook, Myspace, etc. - to draw attention and build fan communities around themselves and their

works. *Sat 10a-11a, Capistrano room. Jack Mangan (moderator), Michael D'Ambrosio, Diana Gabaldon*

SOC – EVOLUTION, INTELLIGENT DESIGN & NOODLETARIANISM. The "great debate" of Evolution vs. Creationism took an unexpected turn last year when His Noodliness, the Flying Spaghetti Monster, entered the Kansas State Board of Education debate. Representatives of the Noodletarian, Pastafarian and Raviolite sects will be on hand to discuss their concept of "Intelligent Design." Please note that a sense of humor is required to attend this panel. *Fri 5p-6p, Abbey South room. Michael Siladi (moderator), Jennifer Aronson, Kevin Andrew Murphy, Dani Kollin and Eytan Kollin will represent all the major sects, except the Gnorchites (we don't talk about 'them')*

SOC – FIRST EDITION BOOK CHARITY AUCTION. Beneficiaries are the local Challenger Space Center in Peoria, Arizona, and The Science Fiction and Fantasy Hall of Fame in Seattle. 100% of proceeds will be given equally to the beneficiaries. This auction is ONLY signed, first edition, hardcover books. *Fri 6p-8p, Xavier room. Catherine Book, Bill Whitmore. Auctioneers are J.B. Talbot & Michael Siladi*

SOC/SCI – IF I HAD BILL GATES' MONEY, or What Could I Do To Benefit Space Travel or Science? *Sun 2p-3p, Capistrano room. David Nelson, Steven Lopato, Eytan Kollin*

SOC – MODERN DANCE. *Sat 10p-2a, Palm E & F. Sponsored by ConFusion. Crew: Shahn Cornell, Ethan Moe & Zack Beck.*

SOC – PIRATES & GYPSIES OPEN DRUM & DANCE ROMP. This will be an open drum and dance jam session hosted by the AZ Corsairs with gypsies they found about their travels. Come join in the drumming if ya feel the rhythm or move your hips to the beat. Even if you're just a belly-dancer groupie, you're most welcome to cheer them on. It's a wonderful way to cap off a great night at the Con! *Sat 9p-2a, Abbey South room. Captain Aries of Arizona Corsairs*

SOC/LIT/ERC – PORNOGRAPHY, HARD VS. SOFT. The difference in hard and soft porn is obviously a reflection of men's and women's different needs. What can we learn about the opposite sex by the type of porn they like? Adults Only. *Sat 10p-11p, Xavier room. James Daugherty (moderator), Richard Bolinski, W.A. Thomasson*

SOC – PUN-FIGHT AT THE ADD CORRAL. For this outlaw gang, a battle of wits is a form of unarmed

Panel Descriptions

combat. Take a holiday, doc, and join us for an hour of free-flowing and completely unfocused wordplay. It's enough to make you earp... *Sat 11a-noon, Palm F. Randall Whitlock (moderator) Serge Mailloux, Tom Tuerff, Richard Christ*

SOC – REGENCY DANCE. Hosted by John Hertz. *Fri 8pm 'til whenever we drop, Palm F. John Hertz*

SOC/FAN – TRADITIONAL RELIGIONS IN FANDOM. Is there room in our genre fiction for the traditional religions? Can they contribute to a story? Or, is it distracting and possibly even detracting from a speculative fiction story? Use of allegory, comparison and getting the details right. *Fri 5p-6p, Jokake room. Teresa Nielsen Hayden (GoH)(moderator), Jim Webbert (GoH), Maryeileen Flanagan*

SOC – WHEN THE ZOMBIE APOCALYPSE COMES. You've seen all of the end-of-the-world scenarios, but they generally fail to show what you REALLY need to survive. Where to get fresh, clean water, food, medical supplies (and how to use them), and VERY-long-term planning for your future. Come see where the movies fall short. Rule Number 1: Run AWAY from the Monster. *Sat 3p-4p, Jokake room. Kay Pannell (moderator), Loretta McKibben, Michael Contos, W.A. Thomasson*

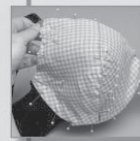
SOC/SCI – WOULD YOU GO INTO SPACE? Bill Shatner reportedly turned down the opportunity to fly on Virgin's first passenger flight, but Sigourney Weaver has already booked her ticket. Would you go if you could? *Sat 1p-2p, Xavier room. W.A. Thomasson (moderator), Louise Kleba, Dani & Eytan Kollin*

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With over 40,000 books in circulation worldwide, Dawn is the leading publisher of Belly Dance costuming books. Find out more by visiting her website.

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Use confirmation code when placing a reservation: SOR

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volunteers@sorcerercon.com

MagicUsers Incorporated presents SorcererCon 2009, a fantasy convention.

Panel Participants

Jennifer Aronson

Jennifer Aronson is a suspiciously mundane-looking teenager whose only real claim to fame is being the youngest person in almost any Filk circle. Her hobbies include reading, writing, drawing, and, obviously, singing. She spends much of the time wandering around in a sleep-deprived state singing nonsense to popular and obscure tunes. She wishes to state that most of her lyrics are not (completely) her fault.

Len Berger

Len, known as the “moviemanager”, keeps the freebie tables full of movie posters, flyers and anything else we receive. He is performing the functions that the late Barry Bard started decades ago and has done his best to “walk” in Barry’s shoes. Let him know your appreciation when you see him hovering around the freebie tables or giving away free stuff. He attends many movie screenings a year, the Phoenix Film Festival and is a film editor for ConNotations reviewing one or two movies per issue. Len is also a member of CASFS.org, Leprecon, Inc. and WesternSFA.org

Karen Bergstrahl

Karen joined the Grantville Gazette Editorial Board early on. A non-fiction piece appeared in the first volume of the Gazette. Since then, both fiction and non-fiction pieces of hers have been published in the magazine. Having trained as an archaeologist, Karen worked at jobs ranging from horse trainer to aerospace engineer with such jobs as stage manager, substitute teacher, field engineer, assembler, inventor, and rattlesnake wrangler. She has a wide range of experiences to draw on for her writing. A life-long passion for equines has resulted in several shelves of books and half the space on her hard drive. Currently, she lives in Southern California.

Joe Bethancourt

Raised in Southern Appalachia, Joe Bethancourt is your penultimate master of multiple music genres and practically any stringed instrument you can name. Though he cherishes a special love and mastery of his native Appalachian Music, he is equally at home with Folk, Country and Pop music. His family settled in Phoenix for good in 1961 where he appeared at JD’s in the river bottom in Tempe. He played in the local Blue Grass scene and appeared on The Wallace and Ladmo Show. He worked with various children’s art education programs in the elementary schools. He has performed at various SF Cons including past Westercons. He is a practicing musician and stringed instrument instructor in the Phoenix area.

Kevin Birnbaum

Kevin Birnbaum has been involved in a variety of media disciplines for over 30 years. Originally trained as a graphic and layout artist, Kevin worked for various publishing markets doing layout, typesetting and illustrations in New York, Florida and California. He won multi-media awards

from various art shows as well as freelance illustrations for Lucasfilm, “Star Trek” creator Gene Roddenberry and “Ironside” and “CHiPS” Producer Cy Chermak. He wrote, directed and co-produced an independent film called “Justice Be Damned” in 1993 which recently acquired distribution by York Entertainment. In December 2005, he wrote, directed and produced another feature called “Vegas Date” which is currently seeking distribution. He moved to the White Mountains of Arizona in 1998 to open a bed and breakfast, and then came upon the idea of launching a local TV News show, and called it “The White Mountain News” which was honored to be the “Business of the Year” for the Pinetop-Lakeside Chamber of Commerce in 2002. He also started a newspaper that year called “The Maverick” which has become a full color monthly magazine. Kevin has just completed his third film, “Starwatch”, which is a sci-fi drama starring Carlos Gallardo from the award-winning “El Mariachi.”

Rick Boatright

Rick Boatright has been a part of the 1632 team since early 2000. In addition to being the 1632 tame geek, and head geek for Jim Baen’s Universe, Rick is a ham radio operator (N0OXF), a professional software developer specializing in unusual database applications, and an active member of the Topeka Kansas Baha’i community. In his ample spare time he tries to deal with a spouse, two cats, a Pomeranian puppy princess. Rick has been writing for the Gazette since Volume One, mostly non-fiction.

Richard Bolinski

Richard Bolinski started with fandom at PhringeCon 1 & Coppercon 1 in the early ‘80s. Over the years, he has worked most areas of convention operations at over 70 conventions, as well as working with Apple Computer at trade shows & the Women’s Expo in Phoenix. He has been a personal assistant to Don Hannah for the past 10 years, working with him on projects from hosting & planning Michael Jackson’s 40th birthday bash, to working in places as far as the mountains of Guatemala. For years, he worked the local art shows with long-time art show director & business partner Ray Gish. Now he concentrates on providing the movie preview presentation for the local AZ conventions. He also is a professional photographer on staff with Ion magazine in Phoenix, and he does model portfolio, headshot, event & family portrait work. www.modelmayhem.com/digiphotoaz

David Boop

David Boop is an author, screenwriter, single dad, mailroom supervisor, art gallery security guard, and returning college student. His first novel, She Murdered Me with Science, debuted in Aug ‘08 and he has several short stories in anthologies. He’s always on the look-out for new things to fill his copious amounts of free time. His hobbies include reading, film, anime, The Blues, camping, and researching. Born in Connecticut, and raised in Wisconsin, David has also called TN, AZ, and NM home. He currently resides in the Denver,

Anticipation

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Le 67^e congrès mondial de science-fiction

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Panel Participants

CO area. David speaks at conventions, colleges, and libraries all over the US.

Debe Branning

Debe Branning resides in Mesa, AZ and has been the director of the paranormal team, The MVD Ghostchasers, since 1995. She investigates haunted historical locations in Arizona. She is a guest speaker at Ottawa University on the subject of ghost photography and ghost hunting. She organizes spirit photography workshops in various haunted establishments around the state. She has been on local radio talk shows, statewide TV news reports on haunted sites, and featured on an international Telemundo broadcast about a haunted hotel in Douglas, Arizona. Debe has been ghost hunting with some of the top paranormal investigators in the US and a member of the Great American Phenomena Hunt Team. She has been the subject of several newspaper and magazine stories on various ghost sightings. She is also the writer of a new book titled "Sleeping With Ghosts: A Ghost Hunter's Guide to Arizona's Haunted Hotels and Inns", published by Golden West Publishing 2004. She writes an Arizona Haunted Sites column for Examiner.com. See her website at: www.mvdghostchasers.com

Mazz Brant

Mazz is a published author in the Old West genre. In September of '08, she published "On the Paper Trail of Big Nose Kate," a story about Arizona pioneer (and Doc Holliday's girlfriend) Mary Katherine Cummings. She is also an Old West reenactor and enjoys historical costuming. By trade, she is an aesthetician and freelance artist for MAC Cosmetics. Mazz has worked on several local film projects, with the most recent being a reality-based program called "The Showdown" with Diane Harris.

Marian Brock-Andersen

Marian has been costuming for 20 years, has a degree in fashion design and is VP of Sunacosu, a local costuming and cosplay club. Her background is primarily historical and original costume design.

Summer Brooks

Summer Brooks is an avid reader and writer of fantasy and science fiction, with a deep passion for good SF television and for movies in general. She is an Executive Producer with FarPoint Media, and co-host on the shows "Slice of SciFi", "The Babylon Podcast", "Kick-Ass Mystic Ninjas", "The Charlie Jade Podcast", and "DragonPage Cover to Cover." In addition to being addicted to several SF TV franchises, Summer is hard at work writing articles and novels, and she desires to create and produce a TV series or mini-series that leaves a mark on people.

T.L. Bryson aka Lilith Syn

Lilith Syn has been an active member of Phoenix fandom for almost 20 years. She is also a member of the Across+ anime club and has been an anime/manga fan her whole life.

Frances Burns

Frances Burns has been active in costuming for over 15 years. It is rumored that she popped into this world naked, clutching a portable sewing machine, and proceeded to design her own diapers. Frances has been altering and fitting patterns for family and friends since grade school, perfecting the art of clothing making for the less than perfect body for over 30 years. Frances was mentored by her neighborhood seamstress who was trained in French Quebec; this impressed her with an eye for detail construction, fit, and quality. She approaches the design and production of costumes as actual clothing – not props to be used once or twice. This has made her popular as a dressmaker for individuals who wear costume attire as everyday clothing, including Ren Faire participants and gypsy fortune-tellers.

Tasha Cady

Tasha's then boyfriend, now husband, took her to Westercon in San Francisco in 1973, and she's been a fan ever since. A member of the local costumer's guild, Tasha has entered herself and/or a member of her family (both of her sons grew up going on stage) or worked on most Phoenix Masquerades since. Functionally schizophrenic, she works with computers in the avionics industry. Tasha also has a dark side that shows up after dark if you attend some of the late night panels.

Lainey Carlile

Lainey grew up in Phoenix. She enjoys spending time with her family, reading, and dancing. Since there are fewer activities for children at conventions, she likes to have fun things for them to do, and the parents get a little playtime, too.

Diana Challis

Richard Christ aka Captain Aries

Captain Aries has been sailin' the FantaSea in these desert sands about 25 years now, and can be found at azcorsair.ning.com. Richard Christ has been reading SF/F since he was 6 years old, having been introduced Henry Kuttner by his mother, who used to date J.K.Klien, the photographer. First started going to conventions at age 18 in NYC, and, later, going to cons locally since just before CactusCon.

Sarah Clemens

Sarah Clemens didn't realize until later in life that growing up with a ballet company and at a television studio was in any way unusual. Her mother was the company pianist for the Memphis Civic Ballet and her father was a cameraman and press photographer for WHBQ in Memphis, Tennessee. While in grade school she occasionally helped host the kiddie show on Saturday with Happy Hal, showing early leanings toward art by sketching with Hal between cartoons. Backstage at the ballet, she helped make costumes, listened to her mother play lovely music and took lots of classes until she realized that she had lousy turnout and decided

Panel Participants

to concentrate on art. Her early love of science fiction and fantasy art came even before she could read, from looking at the covers of Fantasy and Science Fiction magazine, with its incredible artwork by Ed Emshwiller. The artwork Sarah Clemens most enjoys doing is fantasy and science fiction, and she has been going to conventions since the late seventies. She is gratified at the response of con-goers to her award-winning paintings of Magnus & Loki, which have been the most fun of all. She is a photo-real artist exhibiting her mainstream work in galleries in Boca Raton, Scottsdale and Beverly Hills. She is also a medical illustrator and has worked for prominent attorneys for 17 years and her work has helped to win multimillion dollar cases. Growing up in a darkroom contributes to her love of photography and she still does photowork occasionally. She has published short stories with Asimov's magazine and Ellen Datlow anthologies. In her checkered past, she also wrote movie reviews for USA Today's phone-in line and bogus horoscopes for a 900 number that will remain nameless. She is a passionate skeptic and has written and produced planetarium shows disputing the existence of UFOs. <http://www.clemensart.com/fantasy.htm> | www.magnusandloki.com

Michael Contos

My first exposure to science fiction was reading my father's old Signet 25-cent paperbacks back in the early 70's. Growing up in Thief River Falls, MN the only choices were the Public Library or the corner drug store (aptly named The Corner Drug). This meant that my early reading ranged from the "Gor" series to Emphyrio. My earliest fantasy reads were "The Tritonian Ring" and "The Worm Ouroborus". While pursuing a degree in biology I attended my first con, Valley Con in Fargo, ND. After finishing my degree I joined the Army and spent 3 years working in the Virology division of USAMRIID at Ft. Detrick. This is probably as close to "living science fiction" as I've ever come. After I left active duty I went back to school and picked up a Pharmacy Doctor degree and accepted a commission in the US Public Health Service Commissioned Corps. Since moving to Arizona I've attended the local conventions as time permitted, competed in a couple of BotBashes, made my way out to last year's Conjecture in San Diego and will be attending my first World Con this year in Montreal. I like to divide my reading between Hard Science Fiction, Supernatural/Fantasy, Alternate History and Historical Mysteries, with an occasional foray into Paranormal Romance (my current literary "guilty pleasure"). Currently I'm a member of the Central Arizona Speculative Fiction Society, The Southwest Costumers Guild, the SCA, and the Tucson Space Society. My other hobbies range from model building, to photography/cinematography, to, well ... whatever.

Theresa Contos

Mike D'Ambrosio

Michael resides in the Philadelphia area and is promoting his new novel, Dangerous Liaisons, the second book in his successful Space Frontiers series. Last year's release of The Eye of Icarus has been well received by many readers around the country. He is also known for his earlier Fractured Time Trilogy, of which the Fractured Time screenplay has been picked up by Gypsy Films. More information about Michael and his projects can be found at www.fracturedtime.com.

James Daugherty

James Stanley Daugherty, M Phil, MFA: camera artist, con-runner, and art curator. He is a director of the Peninsula Museum of Art and president of the Ultimate Eye photographic art foundation. He enjoys running science fiction conventions and was recently chair of last year's Westercon in Las Vegas. Between conventions and gallery openings, he balances his time between Maui, San Francisco, and Las Vegas: three places where imagination and history have become so intermingled that one can no longer tell where fantasy begins and reality ends. He feels that reality is a nice place to visit, but he is not sure he would want to live there. James has worked as an archaeologist, postman, technical writer, lab technician, librarian, photo journalist, cat breeder, and international investor. But now he lives for his art, which he considers to be an addiction, a vision quest, and a chance to photograph naked women in the wilderness. www.jsd.com

Kathryn Daugherty

Virginia DeMarce

Virginia DeMarce was born in Missouri and lives in Arlington, VA. She is retired from the federal government, where she was a historian for the Office of Federal Acknowledgment. She received a Ph.D. in early modern history from Stanford University in 1967, which is less obsolete than would be the case had she been in a scientific field of endeavor. She proved unsuited to an academic career, although she taught at the college level for fifteen years, since she was plagued by an irresistible desire to know more and more about more and more, rather than about less and less. Her most persistent hobby is genealogy. In 1988-1989, she served as president of the National Genealogical Society. She has been married to James DeMarce since 1962. They have three children and a varying number of grandchildren. Credits: 1634: The Bavarian Crisis, cowritten with Eric Flint, was released in October 2007. 1635: The Dreeson Incident, cowritten with Eric Flint, was released in December 2008

Lyle Dillie aka Captain Blackheart

Lyle Dillie, aka "Captain Leo Blackheart" with the Arizona Corsairs, is a second generation fan, an Iraqi War veteran, and proud husband and father of three boys. Currently a Graphic designer for J&R Graphics in downtown Phoenix,

Panel Participants

Lyle has designed newspapers, magazines, promotional products, and websites nationally. These included the LepreCon 33 website and azcorsair.com, which currently has over 400 on-line members. Be sure to check out his own site desertseadesign.com to see more of his designs.

Joe Droit aka Captain Marcel

Ahoy! I be Captain Sebastien Marcel. I was born in La Rochelle, France to a noble family. After about four years as duke, I engaged in piracy. I received a Letter of Marque from King Louis XIV. I also sail with the Arizona Corsairs. We enjoy educating the public on piracy. And I be always in the need of crew.

Craig Dyer

Craig came to Arizona from New York in the mid '70s. Through a twist of fate, he became involved in the Society for Creative Anachronism where he is known as Lord Craig of the White Cliffs. From the SCA it was a short trip to fannish activities. On Saturday evenings at conventions he can usually be found accompanied by several large, white, wooden ammunition chests, in which he keeps a generous supply of homemade vodka-based cordials. He combines the spirit of a vintner with the showmanship of a low-key P.T. Barnum, as he joyfully discusses the ingredients and watches the pleasure on the faces of his (new and long-held) fannish friends. Occasionally, he teaches the art of cordial making with classes held at his home. Fannishly, he has chaired CopperCon 19 (1999), HexaCon 10 (2000), HexaCon 12 (2002) as well as ConKopelli, the 2004 Westercon. Additionally he is the webmaster and keeper of the database and co-editor of ConNotations for CASFS, and a founding member of WesternSFA. In the real world he is a highly proficient computer tech for the Maricopa County Community College district, an ardent player/collector of collector card games, owned by numerous cats, dogs, ferrets, turtles, rabbits and birds, and hailed as a generally pleasant fellow.

Michele Ellington

By day I work for the City, administering grants to El Paso social service agencies to feed, clothe, shelter, heal, educate and protect our community's poorest and most vulnerable populations. By night I am a science fiction, fantasy and horror fan. I have been attending conventions all over the world for the past thirty years, and by the good graces of their art shows I have sold art on four continents. I work in a wide variety of mediums and formats because I enjoy trying new things. I enjoy most aspects of fandom: books, movies, TV, anime, role-playing, board gaming, live-action role-play, costuming, writing, art, photography, and socializing with people of like interests. I share my home with a rescued Great Dane named Simba and a retired farm cat named Jasmine. <http://fantasyworks.us>

Mary Erickson

Rev. Mary Branum Erickson, DD has practiced in the field of metaphysics for 25 years, specializing in regression thera-

py. Her book, *Reincarnation Redefined* (Pre-Existence from a Regression Therapist Viewpoint) is available for download at www.reincarnationredefined.com.

Sheila Finch

Sheila Finch was born and raised in England, but now lives in Long Beach, California. She has published eight science fiction novels, more than thirty short stories, and a number of articles about science fiction. She is best known for her stories about the "lingsters" and alien communication; Golden Gryphon published a collection of these stories, *THE GUILD OF XENOLINGUISTS*, in 2007. Sheila lives with a cat and two retired racing greyhounds.

jan howard finder aka Wombat

The Wombat, aka jan howard finder, has been reading SF for more than 60 years & active in SF circles for about 40. He chaired 2 Tolkien conf., 69 & 71. After finding fandom in 72 & cons in 73, in the UK, he ran 2 SF cons, 77 & 79. In 93 he was accorded the genuine honor of being named as an Honored Guest at CONFRANCISCO, the 1993 Worldcon. He came out of retirement in 96 to chair ALBACON 96. Still brain dead, he successfully chaired SFRA 2001, an academic conf. on SF and ALBACON 08. He participates in, judged & MC's masquerades. He is one of the best auctioneers found at cons. According to backs that know, he gives the best backrubs north of the South Pole. He put out an award winning fanzine, *The Spang Blah*. He sold a short story in 81 & edited an SF anthology, *Alien Encounters*, in 82, & published his incredible *Finder's Guide to Australterrestrials*. He is a marsupial groupie. In 99 he attended A3, afterwards he drove about Oz for a total of 174 days looking for wombats. He puts out an irregular fanzine on Arthur Upfield, an Australian mystery writer. He also likes aerobics, learned to scuba, is taking up sailing, learning how to play cricket, has a budding film career & visited Middle-earth in JAN 04. Ask him about Yaminons, wombats, and BYTELOCK. In Jan 2009, he attended the Cubs Fantasy Baseball Camp. He is batting 1.000 against major league pitching. :-) He is a neat guy. Buy him a Pepsi!

Maryeileen Flanagan

Maryeileen is a retired English and science teacher who began her educational career as a costumer at ASU's Department of Dance. Her costuming experience later expanded beyond humans to include horses and other animals. She has led several successful groups for young semi-pro writers. Additionally she helped design and later owned the SF, F and Horror forum on Apple's eWorld before it was swallowed up by AOL. In her later years she has served as Programming Chair of several local cons, most notably the World Fantasy Con held in Tucson where Harlan Ellison was GOH. She still doesn't know what she wants to be when she "grows up."

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Eric Flint

Eric Flint's writing career began with the science fiction novel *Mother of Demons*. With David Drake, he has collaborated on the six-volume *Belisarius* series, as well as a novel entitled *The Tyrant*. His alternate history novel *1632* was published in 2000, and has led to a long-running series with several novels and anthologies in print. He recently began a new alternate history series set in North America with *1812: The Rivers of War* and *1824: The Arkansas War*. In addition, he's written a number of science fiction and fantasy novels. Flint graduated from the University of California at Los Angeles in 1968, majoring in history (with honors), and later received a masters degree in African history from the same university. Despite his academic credentials, Flint has spent most of his adult life as an activist in the American trade union movement, working as a longshoreman, truck driver, auto worker, steel worker, oil worker, meatpacker, glassblower and machinist. He has lived at various times in California, Michigan, West Virginia, Alabama, Ohio, and Illinois. He currently resides in northwest Indiana with his wife Lucille.

Kandy Fong

Kandy Fong saw *Earth vs the Flying Saucers* on the first run in the movie theatre. She has subscribed to *Asimov's* since the first issue. Kandy is one of the original Trekkies. But, most people know Kandy because of her slide shows. She converted pieces of film left over from editing into slides. Setting them to music, she created new stories, and gave us new ways of looking at the movie or TV show. Search for Kandy Fong on Yahoo and learn more about fannish media history. Go to her panel and see some examples of her work. <http://mediacommons.futureofthebook.org/imr/2007/11/19/celebrating-kandy-fong-founder-of-fannish-music-video>

Joseph Formichella

Joseph Formichella has worn many hats - writer, photographer, filmmaker, even teacher. As a filmmaker, he co-produced and edited *FINDING THE FUTURE*, a documentary about science fiction and the fans who love it. He has also written a number of feature-length screenplays and produced/directed a variety of video projects. Joseph has taught screenwriting at Scottsdale Community College, and studied photography at ASU. He has pursued his photographic art through the lens for as long as he could point and shoot. Much of his work has been shot using black light for a futuristic, surreal, even tribal look. Examples of his photography can be seen in the FiestaCon art show. Joseph is an Arizona native, and lives in Tempe, Arizona.

Alan Dean Foster

His writing career began when August Derleth bought a long Lovecraftian letter of Foster's in 1968 and much to Foster's surprise, published it as a short story in Derleth's bi-annual magazine *The Arkham Collector*. Sales of short fiction to other magazines followed. His first attempt at a

novel, *The Tar-Aiym Krang*, was bought by Betty Ballantine and published by Ballantine Books in 1972. It incorporates a number of suggestions from famed SF editor John W. Campbell. Foster's work to date includes excursions into hard science-fiction, fantasy, horror, detective, western, historical, and contemporary fiction. He has also written numerous non-fiction articles on film, science, and scuba diving, as well as having produced the novel versions of many films, including such well-known productions as *Star Wars*, the first three *Alien* films, *Alien Nation*, and *The Chronicles of Riddick*. Other works include scripts for talking records, radio, computer games, and the story for the first *Star Trek* movie. His novel *Shadowkeep* was the first ever book adaptation of an original computer game. In addition to publication in English, his work has been translated into more than fifty languages and has won awards in Spain and Russia. His novel *Cyber Way* won the Southwest Book Award for Fiction in 1990, the first work of science-fiction ever to do so. Alan has traveled all over the world, to places most tourists never heard of: Peru, Western Australia, Namibia, the Andes, Papua New Guinea, and West Papua. He's ridden 40-foot whale sharks, swam with giant otters, and dived unexplored reefs throughout the South Pacific. And I really had to abridge from his website. If you want to know Alan Dean Foster, travel with him on his website. www.alandeanfoster.com

Diana Gabaldon

Diana Gabaldon is the author of the award-winning, NYT-bestselling *OUTLANDER* novels, described by *Salon* magazine as "the smartest historical sci-fi adventure-romance story ever written by a science Ph.D. with a background in scripting 'Scrooge McDuck' comics," and the Lord John Grey novels, which are only slightly more describable. Dr. Gabaldon holds several advanced degrees in science, (plus an honorary degree as Doctor of Humane Letters (though no one has yet explained to her just what a humane letter is) and spent a dozen years as a university professor with an expertise in scientific computation before beginning to write fiction. None of this has anything to do with her novels, but there you are.

Carlos Gallardo

Inspired by well-known directors such as John Carpenter and George Miller, Carlos has never ceased to expand his creative vision behind and in front of the camera. The project which brought him the most recognition from Hollywood was the incredibly successful film "*El Mariachi*" where he participated as an actor and producer. Carlos worked as an actor and co-producer on the film helping launch the English-language careers of Salma Hayek and Antonio Banderas: "*Desperado*". This opened the door to many projects such as "*Bravo*" and "*Single Action*" in which Carlos filled the roles of producer, director, actor and screenwriter. He was also one of the producers of "*Once Upon a Time in Mexico*", featuring Johnny Depp and Ban-

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deras. He participated in a cameo role for "Grind House". He starred in the science fiction feature "Starwatch" which is premiering at this convention. He has one additional project in post production, "Jazzed up Hoodlums".

Diana Gallegos aka Mikoto

Diana has lived here in Arizona for over 20 years now. She has been sewing for only the last 4 years or so, but she has dabbled in clay and beading and other forms of art before she finally got around to sewing and costuming. She says she loves cosplay and finds it really challenging to try to bring to life the artwork of Japanese manga. Diana is finally getting around to designing her own original ideas, but find herself wanting to mix fashion with costuming to create more of a work of art than a costume. She loves the creativity and sheer audacity of Japanese fashion, which is why she is now doing panels on it.

Alexis Gilliland

Alexis Gilliland may be less permanent than the Appalachians, but has been floating around the firmament of Science Fiction for forty-mumble years, during which time he has run cons, presided over WSFA meetings, published novels, drawn more cartoons than he can conveniently enumerate (16,000+ at last count), and served as co-host for the Washington Science Fiction Society since the first Friday in November 1967. His website is www.alexisgilliland.com

Lee Gilliland

Lee Gilliland has been in and of and around SF for the last 30glumph years, running cons and hosting meetings and running consuites and art shows and anything else she couldn't talk herself out of. Her other interests include Sherlock Holmes, ancient Egypt, and the Titanic, and she will willingly talk your ear off about these subjects and more.

Lynn Gold

Lynn Gold is a busy person of many sins. She is incredibly busy being a major filk comedienne, a technical writer for Omneon Video Networks, an anchor and producer at Traffic.com and a news anchor at KLIV Radio in San Jose. In addition to Filk performing, she also takes an active role in the running of non-profit science fiction and related conventions. She did the Local Resources Guide for Con-Jose, the World Science Fiction and Fantasy Convention (WorldCon) to San Jose in 2002, and she is Webmistress and Chairperson for Consonance, the San Francisco Bay Area's Filk convention. She is the author of such Filk Non-Standards as "My Boyfriend's not on the Net" and "Iguanas, not just for breakfast anymore!" (Some say she is certifiably insane: most use the terms ZANY and WONDERFUL.)

Paula Goodlett

Paula lives with her husband, Mr. Fix-it, and an insane Pekingese. She wrote a story about a sheep that plans to conquer the world and is obsessed with the color blue, which led (eventually) to the editorship of the Grantville Gazette,

an electronic magazine dedicated to Eric's Flint's 1632 Universe. Editing skills are necessary because she doesn't always think in coherent sentences. She says: "Because the Pekingese frazzles my brain." But Gorg doesn't believe that.

Bob Gott

Robert Gott is a native of the Southwest who has lived virtually his entire life in El Paso, Texas. In spite of that he's earned a degree in History and has traveled extensively: partly at the expense of Uncle Sam during the unpleasantness in the early 70's, but mostly with friends, and has seen a fair piece of 4 continents. He has been a member of the Society for Creative Anachronism off and on since 1982 and presently works in city government in his home town. A wandering mind and a willingness to try almost anything have resulted in a varied set of skills.

Mark Greenawalt

Mark Greenawalt is an artist that paints on living canvases. His models are body painted and the subject matter of choice is quite often the genres of sci-fi and fantasy. Greenawalt has freely shared his artistic talents over the past decade at numerous CopperCon, LepreCon, and Comic-Con events, and even ConKopelli (WesterCon 57, in 2004). He has been an instructor at bodypainting conventions in England, Canada, and throughout the United States, and his work has been featured in the traveling Body Art Ball exhibition, independent film projects, and the prestigious Playboy Mansion. He is looking forward to being a part of this year's Westercon and is anxious to bring another one of his paintings to life! To see his on-line portfolio of hundreds of body art projects, visit www.futureclassx.com.

Kyle Gresenz

Kyle has been on the convention scene since 2007, and has been cosplaying since 2008. He only has 7+ costumes currently, but he is always plotting up ideas for more costumes. He also has an interest in Lolita and other Japanese fashions, and has been interested in them for over three years now. Along with cosplay and J-Fashion, Kyle enjoys photography, especially cosplay photography.

Diane Harris

Diane began her adventures in clothing and costuming, like a lot of little girls around the age of 6, by piecing together outfits for her Barbie doll. According to her mother, Diane's Barbie doll was the best-dressed on the block. From there, Diane costumed herself in school plays and, of course, each and every Halloween (according to some people, she was way too old when she quit costuming on Halloween – but thankfully she has picked up the Halloween costuming again). As an adult in her mid-20's, Diane began acting on local theater stages. While her acting skills were impressive, her costuming had everyone begging her to do theirs as well. So she began her exploration into the world of costuming again, and now has costumed on literally every stage in the Valley, as well as in New York (a summer theater

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workshop production that started at ASU West and ended up on 2 stages in the City). Diane has an extraordinary gift for colors and making things “pop”, as well as the ability to translate this into body shape to accent one’s best asset on one’s body. As President of Southwest Costumer’s Guild (SWCG), she hopes to bring new members to this genre. Her personal “fetish” era is the Victorian era – she has over 18 awards for her work and presentations. Diane hosts “A Day in the Life of a Victorian Woman” for clubs, groups and churches where women in those organizations model different stages of clothes throughout a day in that era. It is great fun and a wonderful educational event. In real life, Diane is involved in market research and consulting. She hopes to one day make costuming her business.

John Hertz

Hugo nominee for Best Fanwriter (also in ’07 and ’06.) Big Heart Award in ’03. Sent to ’07 WorldCon by one-time fan travel fund HANA (Hertz Across to Nippon Alliance.) Infected fandom with English Regency ballroom dancing. Moderator of panels, leader of Art Show tours, judge or M.C. of Masquerades. Westercon Fan Guest of Honor in ’04. Collections: Dancing and Joking (’05), West of the Moon (’02). Fanzine: Vanamonde. Favorite non-SF writers: Chuang Tzu, Maimonides, Nabokov, Sayers. Drink: Talisker.

Mark Horning

Mark Horning recently obtained his Masters in Physics from ASU, where he developed a hybrid lighting system to calibrate the sensors used in the Vatican Advanced Technology Telescope (VATT) located at the Mt. Graham. He is still doggedly working towards his Ph.D. For several years now, he has been employed at United States Air Force Research Laboratory, where he performs research in the fields of Night Operations and Sensor Simulation. Well-known among Filk circles for bringing way too many guitars to the circle, Mark plans on releasing his first album at this year’s WesterCon.

Gorg Huff

Gorg is a riter—that’s a writer who can’t spell. In the past he was a soldier, then had an undistinguished work history. He has painted, sculpted, done computer graphics and computer programming. Unfortunately, he’s noticed that being a jack-of-all-trades really bites when a prospective employer is looking for a master-of-one. Gorg wrote his first published story after an argument over the effects of sewing machines on tailors and the economy, for Eric Flint’s 1632 universe. He says: It’s weird where inspiration can come from.

John Kelly

Mr. John Kelly has been actively involved with Medieval recreation for over thirty years. Through the years he has researched, practically applied, and taught many aspects of the Middle Ages. A recreationists’ war veteran of over

ten years, Mr. Kelly has a wide and varied knowledge of weaponry and the usage. Having competed in and taught fencing in the early 1980’s gave him a sound base for shinai, European sword, sword and shield, and mass weapons fighting styles. His knowledge of weapons is not only that of usage, but construction as well. He apprenticed with one of the most sought after bladesmiths in the 1980s. He learned from and worked with the creator of Jaeger Knives. As Headmaster for Scimitar Talon’s School for the Knightly Arts, and Commander of Scimitar Talon’s Free Company, Mr. Kelly strives to incorporate the skill sets necessary for a well-rounded fighter, along with the ethics of true chivalric behavior. Those skill sets include, but are not exclusive to, armor and weapon making and garment construction. Along with historical recreation, he is also a seasoned role player. He has gamed since the early days of Dungeons and Dragons (before Advanced D & D). He was on the development and beta testing team for the RPG “Immortals”.

Shelly Kelly

Mrs. Kelly has been involved with Medieval recreation for twenty-four years. Beginning as a theatre student in the early ’80s, the idea of accurate, yet usable historical items became of great interest. Due to the nature of theatre, weapon use, care, and safety was a subject of concern to this technical theatre major. Considered a jack-of-all-trades, this self-taught researcher has knowledge of the history and practical application in a wide variety of everyday activities and amusements of the Medieval person. This knowledge and skill has been used for fundraisers, parties, and weddings. One of her favorite accomplishments was teaching the Middle Ages unit, with an emphasis on chivalry and feudalism, to seven classes of sixth grade students. She also served as technical director, consultant, and teaching assistant to one of The Valley’s high school’s theatre department for seven years.

T. Jackson King

T. Jackson King’s novels are RETREAD SHOP (1988, Warner) and ANCESTOR’S WORLD (1996, Ace; with A.C. Crispin). His short stories have appeared in the just released hardcover collection JUDGMENT DAY AND OTHER DREAMS (2009, Fantastic Books), and in Analog, Pulp-house, Tomorrow, Absolute Magnitude, The Silver Web, VB Tech Journal, Expanse, Aberrations, Figment, Pandora and Midnight Zoo magazines. His poetry has appeared in the collection MOTHER EARTH’S STRETCH MARKS (2009, Motherbird Books). King writes hard science fiction, anthropological SF, dark fantasy/horror and contemporary fantasy/magic realism. He is a graduate of UCLA (M.A. 1976) and the University of Tennessee (B.Sc. 1971). He has worked as an archaeologist in the American Southwest and has traveled widely in Europe, Russia, Japan, Canada, Mexico and the United States. Within the SF community, King has served as SFWA Elections Chair in 1990 and was

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chair of the Philip K. Dick Award jury in 1996. Tom will be doing a Reading at this convention.

Louise Kleba

Dani & Eytan Kollin

Dani Kollin and Eytan Kollin are newly signed Tor authors with their first novel, *The Unincorporated Man*, released in March, 2009. Their editor is David Hartwell and their novel has already received high acclaim including a SciFi Essential designation and positive reviews from such distinguished authors as Robert Sawyer, Gregory Benford and Kage Baker. The Kollin brothers have the distinction of being the only sibling collaborative science fiction writers today and their most frequently asked question is, "How on earth do you manage to work together with minimal loss of blood?" Eytan is a teacher of history, government and economics currently living in Pasadena, California. His hobbies include historical reenactments, chess, and battle recreation with historical melee weapons. Dani is an advertising executive currently living in Los Angeles, California. He works as a creative director in the print, broadcast, packaging and new media fields. In addition to being happily married and the proud father of three, Dani is an avid endurance cyclist and surfer. The book's official website is: www.theunincorporatedman.com Dani's blog, which offers a unique perspective on the freshman year of authorhood, can be found at: dkollin.livejournal.com

Susan Krinard

Trained as an artist with a BFA in Illustration from the California College of Arts and Crafts, Susan Krinard became a writer in 1992 when a friend read a short story she'd written and suggested she try writing a romance novel. A long-time fan of science fiction and fantasy, Susan began reading romance – and realized what she wanted to do was combine the two genres. *Prince of Wolves*, her first romance novel and one of the earliest to feature a werewolf hero, was the result. Within a year Susan had sold the manuscript to Bantam as part of a three-book contract, and the novel went on to make several bestseller lists. Since then, she's written and published over nineteen paranormal and fantasy novels, and written stories for a number of anthologies, both fantasy and romance. Both the anthology *Out of This World* (which included Susan's "Kinsman") and the novel *Lord of the Beasts* appeared on the New York Times Bestseller List. Susan makes her home in New Mexico, the "Land of Enchantment", with her husband Serge, their dogs Freya, Nahla and Cagney, and their cats Jefferson and Agatha. In addition to writing, Susan's interests include music of almost every kind, old movies, reading, nature, baking, and collecting unique handmade jewelry and decorative crafts. <http://www.susankrinard.com/iMain.htm>

Paula Lary

Along with belly dance costuming and dancing, Paula does stained glass, photography, and general costuming. She is a

member of the Southwest Costumer's Guild chapter of the International Costumer's Guild. She has started to write stories about her cat family, plays several musical instruments, and tries to work out a way to make all this pay to supplement her mundane income.

Bill Laubenheimer

Bill was a smart kid who started reading science fiction almost as soon as he found it in the school library. His musical education included piano lessons (age 6-8), exposure to music theory (age 8 or 9), singing in the church choir (teen years) and cello playing (age 11-15) because the high school orchestra was short of cellists. Despite this, Bill wasn't exposed to organized fandom until meeting his wife, Carole Parker, who introduced him to filk while they were dating. Bill had participated in musical activities while in school, but hadn't done so in quite a while. Hearing and participating in filking brought music back into his life, and he's having fun using his creative skills in this way. Being a part of the filk community is the first thing in a long time that has directed Bill's attention toward improving his musical abilities. He is very interested in exploring a broader range of musical styles, both in composing and performing, than his skills or available time would allow him to learn. So he is seeking technological assistance, and is busy figuring out ways to use a computer as a musical partner. Figures that a computer geek who sings would look at using a computer to help him with his music.

Jacqueline Lichtenberg

Jacqueline Lichtenberg, a life member of the Science Fiction Writers of America, (<http://www.sfwaworld.org>). She is creator of the Sime~Gen Universe with a vibrant fan following (<http://www.simegen.net>), primary author of the Bantam paperback *Star Trek Lives!* which blew the lid off *Star Trek* fandom, founder of the *Star Trek* Welcommittee, creator of the genre term *Intimate Adventure*, winner of the Galaxy Award for Spirituality in Science Fiction with her second novel, and one of the first Romantic Times Awards for Best Science Fiction Novel with her later novel *Dushau*. Her fiction has been in audio-dramatization on XM Satellite Radio. She has been the sf/f reviewer for a professional magazine since 1993. She teaches sf/f writing online while turning to her first love, screenwriting focused on selling to the feature film market. Screenwriting: <http://www.slantedconcept.com>

Todd Lockwood

Winner of 12 Chesley Awards with 29 nominations, Todd Lockwood's work has appeared on many novel covers and covers and interior artwork for *Asimov's*, *Analog*, *Dragon Magazine*, and in the pages of *Science Fiction Age* and *Realms of Fantasy*.

I started drawing before I was two, or so I am told. Drawing was my main recreation throughout my childhood. After High School, I went to the Colorado Institute of Art in Denver. It was primarily a design school, but taught all of

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the important basics, if only to a minimal degree. The first year and a half after graduating from CIA I was a designer, not an illustrator. I left to pursue illustration and became my own teacher, which means that my teacher was an idiot. In '84 and '85 I did a string of relatively fun covers for Satellite Orbit magazine, a sort of TV guide for people who owned satellite dishes. They appeared in Communication Art's Illustration Annual, which was very prestigious and a cool honor. But after that, for about the next five years, I was the "Satellite Dish Guy". Any time anyone on the planet needed a painting of a satellite dish, they called me.

That was when I first started plotting my escape from advertising. It took another twelve years to succeed... I didn't really start to excel until I began to work on Sci-fi covers for Asimov's and Analog. One thing led to another, and suddenly I was moving my family to Illinois, where I was the newest member of TSR's art staff. It was a skinny little window of opportunity that opened for the briefest moment. I dived through. Later, Wizards of the Coast bought TSR and rescued us from the Midwest, which I loathed (if you're from the Midwest... I'm sorry, truly sorry). I like the state of Washington a great deal. I'm still living the high life, I hope, though designing the look and feel of Third Edition Dungeons and Dragons would probably be the kicker. How could I possibly have more fun than designing dragons for D&D? I have a fantasy world in my basement. I just go behind the water heater, knock on the wall, and go to a land of unimaginable breadth and beauty. It's full of dragons and other beautiful and horrible things. It's very convenient. Transporting it across twelve states was a trick, though. <http://www.toddlockwood.com/>

Steven Lopata

After a short but unpleasant tour in the US Army, he worked for a small coatings company. He started in the laboratory, designing specialty paints, was moved to the International Division as Technical Service Manager and ended as Latin American Operations Director. When he left the company, he consulted for the Naval Air Weapons Center until moving to Arkansas. There, he met some tigers who took up most of his free time for five years. He has been published in such disparate magazines as "Soldier of Fortune", Transfigural Mathematics" and "PanGaia."

Serge Mailloux

Serge lives in Albuquerque, New Mexico, with his wife, writer Susan Krinard. He has been a fan of SF since before he could read; if one is to believe his parents' observation that, even at an early age, he'd stare intently at the Friday Funnies. In fact, after he started to go to school, the Funnies' "Buck Rogers" strip is where he first discovered that he could read. That being said, and jumping forward to the Present, he is now a computer programmer, has been posting on his own blog, "From inside the Tube" for over three years after first introducing himself to the blogosphere's "Making Light" (<http://nielsenhayden.com/makinglight/>).

The latter is where he acquired a totally calumnious reputation for enjoying what Voltaire called the death of wit, aka puns. He loves movies, and has been a fan of steampunk ones since long before they were called steampunk. <http://serge-lj.livejournal.com/>

Darkyr Malys

Jack Mangan

Jack Mangan is an author, podcaster, musician, father, etc., born in New Jersey, but now residing in Arizona. His "Jack Mangan's Deadpan Podcast" features over 100 episodes of interviews, commentary, comedy skits, original music, and a great deal of community-contributed content. Jack's "Spherical Tomi" was among the first wave of podcast novels, and was the first number one title at Podiobooks.com. Jack has made countless guest appearances and performances on other podcast shows, and has had his work independently converted to audio format by a number of other New Media creators. His fiction and non-fiction writings have appeared in numerous online, print, and podcast venues, including such prestigious outlets as Interzone Magazine, Variant Frequencies, Amityville House of Pancakes, the Beam Me Up Podcast and terrestrial radio show, and Tales of the Talisman. He seeks to shake up perceptions and provoke independent thinking, through music, comedy, writing, and his outspoken, sometimes controversial views. More info about Jack Mangan and his work at: <http://www.jackmangan.com>.

Tisha McGovern

Tisha McGovern is an Arizona native and grew up in the Cave Creek area. Upon reaching her thirties, Tisha embraced her inner geek, including nurturing a love of comics by Joss Whedon and Neil Gaiman. She is also an active member of the Arizona Browncoats. Tisha shares her love of fantasy and science fiction with her two children, including a deep love for Middle Earth. Her favorite authors include Neil Gaiman, Orson Scott Card, Frank Herbert, George R.R. Martin, Stephen King, Robert Jordan and J.R.R. Tolkien. Her favorite television obsessions are Battlestar Galactica, Lost, Buffy the Vampire Slayer, and Firefly. She was part of the planning committee for the Arizona Browncoats charity screening of Serenity in June of 2007 and banker for the 2008 event. Tisha has participated and volunteered at local cons: CopperCon and Phoenix ComicCon. After attending DragonCon in Atlanta, otherwise known as Nerdvana, Tisha decided to get more involved in local conventions and is very excited to be a part of FiestaCon.

Loretta McKibben

Loretta McKibben is the NASA-JPL Solar System Ambassador for southern Arizona, and is a returning student at the University of Arizona. She served as the Information Specialist Coordinator for the High Resolution Imaging Science Experiment (HiRISE) telescopic camera on the Mars Reconnaissance Orbiter for several years, and also worked

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on the Mars 2001 Odyssey Gamma-Ray Spectrometer team as a scientific programmer. She enjoys teaching kids about space exploration and astronomy and has organized large public outreach events for more than 25 years. She has served as a volunteer NASA-JPL Solar System Ambassador since the program began in 1997 and is a volunteer telescope operator at Flandrau Science Center. She is working on several science fiction and fantasy novels. Her email is evilmacqueen@gmail.com and on the web: <http://www.seds.org/~loretta>.

Dennis McKiernan

I have spent a great deal of my life looking through twilights and dawns seeking . . . what? Ah yes, I remember — seeking signs of wonder, searching for pixies and fairies and other such, looking in tree hollows and under snow-laden bushes and behind waterfalls and across wooded, moonlit dells. I did not outgrow that curiosity, that search for the edge of Faery when I outgrew childhood—not when I was in the U.S. Air Force during the Korean War, nor in college, nor in graduate school, nor in the thirty-one years I spent in research and development at Bell Telephone Laboratories as an engineer and manager on ballistic missile defense systems and then telephone systems and in think-tank activities. In fact I am still at it, still searching for glimmers and glimpses of wonder in the twilights and the dawns. I am abetted in this curious behavior by Martha Lee, my help-mate, lover, and, as of this convention, my wife of fifty-one years and one month.

Beth Meacham

Beth Meacham is an Executive Editor for Tor Books. She's been editing SF and Fantasy since 1983. Among the authors she has worked with are Piers Anthony, Greg Bear, Judith Tarr, Orson Scott Card, Tim Powers, Pat Murphy, Kim Stanley Robinson, Elizabeth Bear, Jay Lake, Cecelia Holland, and Ken Scholes.

Todd Miles aka L

John Jos. Miller

John Jos. Miller is the author of approximately ten novels and numerous short stories. He is one of the original contributors to the long-running Wild Cards series and has also written two different role playing worldbooks for the series, the most recent of which was published in July 2008 by Green Ronin Press. Upcoming work includes a companion volume for the Green Ronin RPG, ACES AND JOKERS, which provides biographical information on nearly 350 Wild Cards characters and should be out by now, a story in BUSTED FLUSH, the current Wild Cards volume, entitled "Mortality's Strong Hand," and a graphic adaptation of George R. R. Martin's novella "In the House of the Worm" for Avatar Press (due out whenever the artist finishes the art). He is currently working on BLACK TRAIN COMING, a novel about vampires in the West Virginia coalfields of the 1920s. He lives in Albuquerque with his wife Gail, their

three dogs (Hamish, Khyber, and Skippy the Halloween Chihuahua), eight cats (Edmond Blackcatter, Mrs. Mig-gins, Pie Shoppe, Phantom Deux, Kleopatra, Alexander the Great, and Archie and Nero) and too many books to mention by name.

Marilyn Miller

Marilyn Miller was eight years old when she began singing in the school chorus. She has not shut her mouth since. She's sung a little Opera, a little Music Theater, Classical, Standards and Folk music. She's hauled her trusty guitar to accompany herself at political rallies, libraries, jails, schools and hospitals. She has tinkled the ivories to accompany herself in restaurants, clubs and social gatherings. She has sung weddings, funerals and other solemn events. She has sung solo, and in small groups and large ones here and abroad. She's directed Choirs of all kinds – from children to septuagenarians. She's composed scores of projects in her mighty mini electronic music studio.

And she's loved it all. BUT...It was a tad lonely. Then one day, she met Mac, a loud-mouthed, opinionated Computer who loved every kind of music - and who could play them all. And he shared her love of Science Fiction, as well. It was a match made in - er, the Apple Computer factory. He plays, she sings and they argue very little. So long as she sings his favorite song once per concert, he's happy. And as long as he doesn't try to sing, she's happy. While she doesn't write filks, she is one of the finest singers in fandom, talented on multiple instruments, and for the last decade has sung in circles and conventions in California. She picks up filks and other songs from all sorts of places, and performs them beautifully. Because she also teaches music and computer skills, she has found a way to blend her various interests... You're in for a musical treat.

Casey Moore

Casey Moore of Phoenix, Arizona is a film director, writer, producer, editor, and composer. His most notable directorial work to date is the full-length feature documentary, Finding the Future: A Science Fiction Conversation. www.findingthefuture.com

Kevin Andrew Murphy

Kevin writes novels, short stories, games and so on. His most recent short fiction is "The Tears of Nephthys" in BUSTED FLUSH, the most recent volume of George R.R. Martin's Wild Cards series, and "Tacos for Tezcatlipoca" in Esther Friesner's WITCH WAY TO THE MALL? He has another story with the same characters coming out later this year in the sequel STRIP MAULED and a number of other projects in the works. He's also a regular contributor to the Deep Genre blog: www.deepgenre.com

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David Nelson

David M. Nelson is a Planetary Geologist, currently working as a Mission Operations team member for the Lunar Reconnaissance Orbiter Camera at Arizona State University. Since 1994, I have been involved in geology-related research, remote sensing, and planetary mapping. I have included in my research data from several Mars missions including Viking Orbiter, Mars Global Surveyor, Pathfinder, and Mars Odyssey. I have also assisted in early mission planning of the European Mars Express mission and several proposed Mars scout missions. As part of my current Lunar research, I am participating in an effort to digitize at very high-resolution the archive of Apollo photographic images. In my limited spare time, I also write SF/F as a hobby.

Deb Nickelson

Deb Nickelson is a member of the United Federation of Phoenix and past member of fan clubs in NJ and MN. She has organized Men in Tights, Filk sings and Galactic Gourmet at Minicon in Minneapolis. She has participated in World Cons, including Yokohama Japan in 2007. Deb Nickelson, DVM is a veterinarian and marketing manager with Veterinary Products Laboratories, an animal health company. She serves on the advisory board of Association for Women Veterinarians Foundation.

Teresa Nielsen Hayden

Teresa Nielsen Hayden is a consulting editor for Tor Books, where she has worked with authors ranging from Poul Anderson and Gordon R. Dickson, to Harry Turtledove, Jane Lindskold, and Steven Brust. In 2006, Robert Charles Wilson's *Spin*, which she edited, won the Hugo Award for best novel of the year. With her husband, Patrick Nielsen Hayden, she co-edited the Hugo-nominated fanzine *Izzard*, won TAFF in 1985, and helped found the New York Review of Science Fiction; today, the Nielsen Haydens are among the regular instructors at the Viable Paradise writers' workshop, and manage the weblog *Making Light*. Together, in 2003, they were awarded the Edward E. Smith Memorial Award (the "Skylark"), for service to the field. In the rest of her life, Teresa gardens, spends too much time reading discreditable web sites, and keeps hamsters.

Patrick Nielsen Hayden

Patrick Nielsen Hayden is a senior editor, and the manager of the SF and fantasy lines, at Tor Books, where he has worked with authors ranging from Arthur C. Clarke, David Weber, and Poul Anderson, to Emma Bull, Ken MacLeod, and Charles de Lint. He has been responsible for publishing the first novels of many notable writers, including Maureen F. McHugh, Susan Palwick, Jonathan Lethem, Cory Doctorow, Jo Walton, and John Scalzi. In short fiction, he has edited several original and reprint anthologies – his *Starlight* series won the World Fantasy Award for its first volume – and he is currently acquiring and editing original

fiction for the Macmillan site Tor.com. In 2007, he won a Hugo Award for his editorial work. With his wife, Teresa Nielsen Hayden, he co-edited the Hugo-nominated fanzine *Izzard*, won TAFF in 1985, and helped found the New York Review of Science Fiction; today, the Nielsen Haydens are among the regular instructors at the Viable Paradise writers' workshop, and manage the weblog *Making Light*. Together, in 2003, they were awarded the Edward E. Smith Memorial Award (the "Skylark"), for service to the field. In the rest of his life, Patrick rides a decrepit bicycle in New York City traffic, spends too much time tinkering with computers, and plays lead guitar for the New York City band *Whisperado*.

Adam Niswander

Adam Niswander is the author of the *Shaman Cycle* novels (*The Charm*, *The Serpent Slayers*, *The Hound Hunters*, *The War of the Whisperers*, and *The Nemesis of Night*). He is also the author of *The Repository*, *The Sand Dwellers*, *Golden Dreams: Book One in The Histories of Light and Dark*, and of *Blurring the Edges of Dream: The Short Fiction of Adam Niswander*. Miskatonic River Press recently reissued the hard-to-find anthology *Dead But Dreaming* containing Adam's story *Bayer's Tale*. *The Hound Hunters* was officially published by Hippocampus Press in March (only fifteen years later than planned) and Adam has just signed the contract for *The War of the Whisperers* to be released at the end of summer or early fall. He is a former CASFS President and has served on the board. He resides in Phoenix with two feline companions, *Fafhrd* and *The Gray Mouser*. <http://adam-niswander.com>

Rick Novy

Rick Novy is a local writer who has lived in Scottsdale for ten years. He spent the past 14 years as an engineer in the semiconductor industry before falling victim to the recession. He has published (or has forthcoming) over 35 short stories, and has collected eight honorable mentions in the Writers of the Future Contest. He also was the winner of the D.G.K. Goldberg Award from *AnotherRealm* for best horror story of 2007. He is a graduate of Orson Scott Card's *Literary Boot Camp*. His work has appeared or is scheduled to appear in venues such as *Intergalactic Medicine Show* and *Flash Fiction Online*. He also produces the *Novy Mirror* video podcast, where he interviews genre personalities. You can see the most recent episode on his web site, www.ricknovy.com

James A. Owen

James has written and illustrated three books in *The Chronicles of the Imaginarium Geographica* series: *Here, There Be Dragons*; *The Search For The Red Dragon*; and *The Indigo King*. The series is now being published in more than twenty languages. A fourth volume, *The Shadow Dragons*, is forthcoming in October of 2009. He is founder and executive director of *Coppervale International*, an art and design

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studio that also published the periodicals International Studio and Argosy, develops television and film projects, and is redesigning an entire town, among other ventures. James has written and illustrated two dozen Starchild comics, the Mythworld series of novels (published in Germany and France), and more. He lives in Arizona with his family.

Chris Paige

Christina Paige served as a medic in the U.S. Army from '92-96 and three things preserved her sanity: friendships, filk, and SF. She expresses her gratitude by writing reviews for ConNotations and filking at conventions. She sometimes earns money as a teacher or as an editor for Fireship Press, which specializes in history and all things nautical. If she could time-travel, she'd visit Rudyard Kipling, and try to rescue the Children's Crusade. If she were as rich as Bill Gates, she'd sponsor massage therapists to visit schools and give chair massages to teachers.

B. Jean Palmer

I have been sewing since 1961. My first Science Fiction Convention was in Maryland. Hesitated about going until I was told that going in costume was more fun! That sold me, so my daughters & I made some costumes! I have been attending cons (in costume) ever since. I attended the first CostumeCon in CA in 1982, and 1st thru 10th Costume Colleges. My first AZ Con was WesterColt 45 --I made/wore a pioneer woman outfit. Am now a member of SWCG, the Southwest Costumers Guild, a for-fun group which is a branch of the International Costumers Guild (ICG). I can usually be found backstage at our local Con Masquerades.

Kay Pannell

Kay Pannell has a M.Sc. in Geobiology from the George Washington University in Washington DC. She has been Chief Operations Officer at an environmental consulting firm in San Jose, CA for the past six and a half years. Her expertise is in remediating hazard waste at military installations, including unexploded ordnance and radioactive waste containment. She also created and owns her own business, Stardust Studio, which creates hand-crafted leather fantasy masks. She is mostly seen at Baycon, the science fiction/fantasy writers and artists convention in the San Francisco Bay Area.

Tony Parker

Tony Parker is an award winning artist and illustrator based out of Phoenix, AZ. He has been in over 125 role playing game books, done over 240 CCG and sketch cards, painted book covers, and done multiple series of graphic novels. He is currently the line artist for the graphic novel adaptation of Philip K. Dick's "Do Androids Dream of Electric Sheep?" by BOOM! Studios. His past clients have included Mar-

vel Comics Group, BOOM! Studios, the HERO Initiative, Games Workshop, Black Libraries and Topps.

Aprilynne Pike

Aprilynne Pike is the author of the #1 New York Times best-selling YA novel, WINGS, the first in a series of four. She has been spinning faerie stories since she was a child with a hyper-active imagination. At the age of twenty, she received her BA in Creative Writing from Lewis-Clark State College in Lewiston, Idaho. When not writing, Aprilynne can usually be found at the gym; she also enjoys singing, acting, reading, and working with pregnant moms as a childbirth educator and doula. Aprilynne currently lives with her husband and three kids in Phoenix.

Gilbert F.R. Rau

E.E., B. ès S., Ph.B., Sc.D., a long-time fan (as Randy) One of the founding fathers of Phoenix Fandom: O.A.S.F.S., which converted into CASFS, Inc, a 501 C. Chairman of a Westercon, LepreCons, CopperCons, Fan Gatherings, and many World Fantasy Conventions. Got Phoenix's first WorldCon. Wore every hat you can think of in Fandom and then some. Have a majestic book and art collection. In the real world, am a Senior VP/Research, COO for Quantum Information Specialists, Inc. Inventor, classified a National Treasure by USPTO, with three different subjects patents, L-5/M and classified/Laud by DoD. Special Investigator for President Reagan on the subject of Tesla and other things. Latest white paper: "Resonance internal conversion by photo-induced de-excitation triggering of some isomers to break nuclear bonds."

Wyllow Ravenscroft

Wyllow Ravenscroft is a singer, songwriter, and musician who performs traditional folk music on voice, guitar and pennywhistle. Her original songs merge Celtic, Medieval, and Renaissance themes, often dealing with the myths and legends of the Celts. She is a big fan of J.R.R. Tolkien's works.

Darren Reale

Darren Reale received his Bachelor of Arts degree from Chapman University, and then received a Master's in Music Education degree from Arizona State University. He currently is the music director for the Laveen Elementary School district where he instructs general music, choir, and band. He is a published poet and recording artist of folk music, specializing in the history of novelty-filk music and its performance. He also is a 12-year veteran in the Navy Reserves, working for the Seabees (Construction Battalion). He specializes there in warfare tactics, and has received the Seabee Combat Warfare pin, and is the past Seabee Combat Warfare instructor for Phoenix Navy Reserve Center. Since 1983, he has been a participant and leader of various groups in the Society for Creative Anachronism doing armored combat and performing bardic music.

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Jennifer Roberson

Jennifer, author of 25 novels, is best known for three different fantasy series, including the Sword-Daancer saga, the Cheysuli series, and more recently the Karavans universe. Her short fiction has appeared in many anthologies, and a collection of twenty stories, GUINEVERE'S TRUTH AND OTHER TALES, was published in 2008. A collaboration written with Melanie Rawn and Kate Elliott, THE GOLDEN KEY, was shortlisted for the World Fantasy Award. She has also published three historical novels, including two exploring the Robin Hood legend. In her other life, Jennifer breeds and shows top-winning Cardigan Welsh Corgis. She lives on acreage just outside Flagstaff, Arizona, but anticipates a move to Tucson in a few years when the housing market improves--which may mean she'll be 90 before she gets there.

Nyki Robertson

Nyki Robertson has been in and out of fandom since the late 80's. She is a single mom with a teenage daughter. Nyki is currently Vice-President of the SouthWest Costumers' Guild and has been sewing for 29 years, with her specialty being Middle-Eastern Costuming. She has been a judge for several masquerades and enjoys encouraging others in their costuming.

Peter Rota aka Captain Jack Falcon

I'm Captain Jack Falcon, of the Phyxsius. I love all things Pirate, I have an extensive collection of Pirate memorabilia. Been a Member of the Arizona Corsairs for 2 years. We Commandeered the Phyxsius from the Inner Harbor, Baltimore MD; she was formerly Known as U.S.S Constellation. She was Commandeered with nary a shot fired. I attend the Renaissance Festival and Estrella War every year. I'm always on the lookout for Booty and Treasure that needs plunderin'.

Shirley Runyon aka First Mate Lady Brianna

Shirley Runyon has been involved in fan groups and conventions since the mid-1980's, but has been out of sight for a long time due to health problems. Turning up like a bad penny, invading the fleet of the Arizona Corsairs, and herding rampaging hordes of bellydancers, faeries, and faery bellydancers, FiestaCon has corralled her energy and convinced her to use her powers for good...at least for the duration of the con.

Stanley Schmidt

Stanley Schmidt was born in Cincinnati and graduated from the University of Cincinnati in 1966. He began selling stories while a graduate student at Case Western Reserve University, where he completed his Ph.D. in physics in 1969. He continued freelancing while an assistant professor at Heidelberg College in Ohio, teaching physics, astronomy, science fiction, and other oddities. (He was introduced to his wife, Joyce, by a serpent while teaching field biology in

a place vaguely resembling that well-known garden.) He has contributed numerous stories and articles to original anthologies and magazines including Analog, Asimov's, Fantasy & Science Fiction, Rigel, The Twilight Zone, Artemis, Alfred Hitchcock's Mystery Magazine, American Journal of Physics, Camping Journal, Writer's Digest, and The Writer. He has edited or coedited about a dozen anthologies. Since 1978, as editor of Analog Science Fiction and Fact, he has been nominated 29 times for the Hugo award for Best Professional Editor. He is a member of the Board of Advisers for the National Space Society, and has been an invited speaker at national meetings of that organization, the American Institute of Aeronautics and Astronautics, and the American Association of Physics Teachers, as well as numerous museums and universities. In his writing and editing, he draws on a varied background including extensive experience as a musician, photographer, traveler, naturalist, outdoorsman, pilot, and linguist. Most of these influences have left traces in his five novels and short fiction. His nonfiction includes the book Aliens and Alien Societies: A Writer's Guide to Creating Extraterrestrial Life-Forms, the recent The Coming Convergence, and hundreds of Analog editorials, some of them collected in Which Way to the Future?. He was Guest of Honor at BucConeer, the 1998 World Science Fiction Convention in Baltimore, and has been a Nebula and Hugo award nominee for his fiction.

Annette Sexton-Ruiz

Annette Maria Sexton-Ruiz began exhibiting artwork in the 80's and has been in exhibitions in Chicago, Arizona, Los Angeles as well as Mexico. She earned her Bachelor of Art Degree from Arizona State, distinction in Art History (Pre-Columbian to Modern). Annette was part of the Chicano Art Movement in Chicago's "Little Mexico" in the 80's, and also Self-Help Graphics Chicano Art Movement in East Los Angeles throughout the 90's. Her artwork has been purchased by Arizona State University, the Government of Mexico (INBA) and private collectors, worldwide. In addition to living in Mexico City in the late 80's she often visited Puerto Rico and Ireland. She has also worked in Museum environments for 15 years. Since 2000 she has been writing grants for public art projects and Artist Residencies and is currently working on private and public art commissions. www.geocities.com/annettesr44

Michael Siladi

Michael Siladi has been an active fan since 1973, when he attended his first convention, Equicon, in Los Angeles. He started working on conventions in 1975, and has been working on conventions ever since. He has been involved in all areas of convention operations, and was most recently Chairman of BayCon 2008. He was also Chairman of Westercon 60: Gnomeward Bound, held at the San Mateo Marriott Hotel in July 2007. Last year, Michael is privileged to be the Fan Guest of Honor at Loscon 35. Michael enjoys teaching others how to run conventions, and leads the oc-

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casional Conventional Wisdom, the San Francisco Bay Area Convention College. He served three times as Chairman of Construction, a predecessor to Conventional Wisdom. He was the Chairman of SMOFcon 17, the international science fiction and fantasy convention organizer's convention, held in New Orleans in December of 1999. He serves on the Boards of Directors of a number of fan-related corporations, including Artistic Solutions, Inc. (parent of BayCon) and the Society for the Promotion of Fannish Interests, Inc., (parent of Westercon 60 and of Conventional Wisdom). He has also served as a Director of the San Diego Speculative Fiction Society, Inc., (parent of Conjecture) and as a Director of San Francisco Science Fiction Conventions, Inc., parent of the 1993 and 2002 WorldCons. Michael has been involved in the computer industry since high school, and has been an avid computer hobbyist since the dawn of the PC era. He is currently employed as a senior information technology professional for the University of California at Santa Cruz. In his spare time, his other hobbies include astronomy, photography, and petting his cats.

Janni Lee Simner

Janni Lee Simner's post-apocalyptic YA fantasy, *Bones of Faerie*, is set after the war between the human and faerie realms has destroyed the world, leaving behind a world filled with deadly magic: trees that seek human blood, glowing stones that burn with cold fire, and forests whose shadows can swallow a person whole. She's also published four books for younger readers, most recently *Secret of the Three Treasures*, and more than 30 short stories, including appearances in *Realms of Fantasy*, *Cricket* magazine, *Moving Targets* and *Other Tales of Valdemar*, and *Gothic! Ten Original Dark Tales*.

Ken St. Andre

Ken is always happy to attend a Westercon. 2008 was a big year for Ken with the publication of his novel *GRIFFIN FEATHERS* by Outlaw Press. (Yes, you can find it on Amazon.com.) *Tunnels and Trolls* was also re-issued last year in an expanded edition by Fiery Dragon Publications, Inc. He had a story published in the *Troll Tunnels* anthology by Peryton Press, and two stories in *Troll's Blood* and *Old Delvers* from Outlaw Press. Ken is twittering these days as trollgod and is doing experimental twitter fiction about the diary of the Death Goddess. And he really hates bios. <http://www.trollhalla.com>, <http://www.twitter.com/trollgod>

Michael Stackpole

Mike grew up in Vermont and graduated from the University of Vermont in 1979 with a BA in History. Instead of becoming a history teacher, he moved to Arizona and went to work as a game designer with Flying Buffalo, Inc. In 1987 he went freelance fulltime, worked on *Wasteland*, *Bards Tale III*, and *The 25th Anniversary Star Trek Computer Game*. He also started writing novels for FASA, GDW, ROC and Bantam Books. He is best known for his New York Times

Bestselling Star Wars X-Wing novels and *I, Jedi*. His 40th novel, *The New World*, was published by Bantam Books in August of 2007.

Mike co-authored the movie *Gone* with Brian Pulido and the screenplay took the Grand Prize in Fade-In Magazine's Scriptwriting contest for 2006. Their second script, *The Sickness*, is in pre-production. Mike's first animated film, *Return to Thaumopolis*, was part of the Lara Croft Revisited project produced by GameTap.com. In addition to writing novels, short stories and scripts, Mike is an award-winning podcaster. He co-hosts the popular *DragonPage Cover to Cover* program and has two of his own podcasts: *The Secrets*, a podcast for serious writers, and *Fortress Draconis: The Podcast*, which is an audiobook production of his novel *Fortress Draconis*. Mike lives in the east valley and spends his spare time playing indoor soccer and dancing.

Kevin Standlee

Kevin Standlee was co-Chair of ConJosé, the 2002 Worldcon. He is a director of SFSFC, Inc., parent corporation of the 2002 and 1993 Worldcons, and CanSMOF, parent corporation of the 2009 Worldcon. Kevin's first SF convention was the 1984 Worldcon, and he has worked on conventions in roles from gopher to Worldcon Chairman. Kevin is an expert on the rules of Worldcon and Westercon. His other hobbies include a love of trains and rail transit. Kevin works as a logistics solutions engineer for Menlo Worldwide, a supply-chain management company headquartered in San Mateo, California. He can sometimes be found hosting SF-themed versions of the classic game show *MATCH GAME*.

Alison Stern

I have been involved in fandom almost since I could remember. My involvement in fandom has been through the Renaissance Faire, creating costumes, role-playing gaming, conventions, helping out at the masquerades, running convention departments (Children's Programming and Music), artshow, registration, being a gopher, and participating on panels. I have been at small cons like LaLa Con (relax-a-con) and large cons up to Worldcon. I have been collecting and buying artwork at artshows since I was a least 10 years old. Costuming for me started when I was 3 years old and we needed to finish all the costumes for Faire and I am still at it. My main involvement has been through children's programming and music. I have run the music departments at Gallifreys and BayCons, and in September of 2007, I was the Music Guest of Honor with my sister Heather for CopperCon. I was helping to run the children's programs at Loscon since I was 11 and started running them when I was 16; before that was just having fun within them. I have run children's programs at small cons and large alike, all with great success for both the kids and the parents. I like to involve the kids in all the different areas of fandom. I hope to have a lot of fun at the con, and I hope that so will the kids of the con, as I am the children's programming coordinator.

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Paige Sullivan

Rev. Paige Sullivan has studied metaphysics for 26 years and is a Wiccan High Priestess. She is a certified hypnotherapist, and has worked extensively in the fields of divination. She currently works in Scottsdale, Arizona doing multiple types of readings and soul-drawings.

David Lee Summers

David Lee Summers is an author, editor and astronomer living somewhere between the western and final frontiers in Southern New Mexico. He edited the anthology *Space Pirates* for Flying Pen Press and edits *Tales of the Talisman Magazine*. He is the author of five novels: *The Pirates of Suhiro*, *Children of the Old Stars*, *Heirs of the New Earth*, *Vampires of the Scarlet Order*, and *The Solar Sea*. David is also co-author, with Lee Clark Zumpe, of the book, *Blood Sampler*, from Sam's Dot Publishing. His short fiction has appeared in such magazines as *Realms of Fantasy*, *The Vampire's Crypt*, *Aoife's Kiss*, *The Fifth Di...*, *The Martian Wave*, and *Science Fiction Trails*. In addition to his work in the written word, David has also worked at numerous observatories around the southwestern United States. He lives in Southern New Mexico with his wife Kumie and his daughters Myranda and Verity.

Gary Swaty

Gary Swaty has been attending Science Fiction Conventions since the early 1970s. The first convention he worked was IquanaCon II, the 1978 Phoenix WorldCon. He worked Info Desk, Security and did supply purchase runs during the Con. After that Gary confined himself to helping with set-up and tear-down at CopperCon and LepreCon until the 1990s. Sometime in the mid nineties he was asked to be Filk Liaison to Phoenix Area conventions for the Phoenix Filk Circle. He has been responsible for obtaining Filk GoHs and scheduling Filk Events at CopperCon and LepreCon since then. He handled Filk at Westercon 57/ConKopelli in Litchfield, Arizona in 2004. He has run Registration for HexaCon, World Horror and World Fantasy. He worked Ops at DarkCon 1 and was a General Henchman at AniZonas 1 and 2 and ran registration at AniZona 3. He was Chairman of HexaCon 16 in 2006 and Chairman of CopperCon 28. He is also Committee for Filk at this convention - FiestaCon/Westercon 62.

Mahala Sweebe

Jeanine Swick

Jeanine's sewing days goes way back to childhood and making doll clothes. Having 2 grandmothers and a mom who were active sewers she made her own clothes to wear to school in the 6th grade. Costuming started up in high school with a student summer theater program. She really got hooked on costuming after joining the Country Dance and Song Society of Pittsburgh in the mid to late 70's. She resumed costuming in the late 90's when her college-aged daughter and highschool-aged son joined a Live Action

Role Playing group that had medieval/fantasy theme and started making garb for them. Their friends started asking where they got the neat stuff and wanted to know how to get some. Things blossomed from there when some of the group's members joined the cast of a small ren faire and asked if she would be interested in selling garb there. She can now be found at some of the smaller ren faires, cons, SCA events (including Pennsic) and belly dance events in the New England area. She describes her work as "period inspired" rather than historically accurate as it allows for more opportunity to do creative ideas of her own or by request for others. She is a member of Silicon Web Costumers' Guild chapter of the International Costumers' Guild.

Megan Taylor

Bill Thomasson

Bill is a science/medical writer and an activist both in politics and on disability issues. He was born in 1936 in Pine Bluff, Arkansas and came north to attend the University of Chicago. He dropped out after a few years and followed the traditional family occupation of railway clerk until he was drafted. "Luckily, no one was shooting at us just then," he recalls. "President Kennedy announced he was sending 'advisors' to an obscure place called Viet Nam the month I got my release from active duty." Thomasson went back to school and got a biochemistry PhD from Caltech in 1970. He taught in medical school and a couple of colleges for the next 8 years, until those jobs dried up. That's when he decided to try science/medical writing. He started out doing magazine articles, starting at the top by doing his first article for the *Atlantic Monthly*. He also points to a 1978 article on climate change, long before the subject became popular. After stints in public relations he shifted into medical writing, with increasing emphasis on helping researchers and their corporate sponsors craft articles for medical and dental research journals. Ignoring the concept of "retirement age," he's now helping researchers in Ann Arbor with their research articles and grant applications. As others have also noted, he observes that, "It's possible to view grant applications as 'the real science fiction.'" Thomasson became an avid science fiction reader when his local library acquired a copy of the just-published *Rocket Ship Galileo*, but did not join convention fandom until 1980. In 2000 his second eye went bad (age-related macular degeneration), leaving him legally blind. "Being who I am," Thomasson says, "I soon got involved in disability activism including helping with Chicago's annual Disability Pride Parade, for which I am now financial officer."

Melissa Tribble

Janice Tuerff

When Jan's kids were little, she liked to make them costumes for display in con masquerades. Her work got lots of compliments, plus the occasional "Best Construction" ribbon. As the kids got older, and their ideas for costumes

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got a bit more complicated, Jan was there to help. She loved the challenge. Recently, Jan started making props for fun – quite accurate representations of things she sees in movies and finds interesting. A huge Harry Potter fan, she has amazed other fans and Potter scholars alike with her representations of time turners, furry books with teeth and blinking eyes, her “Hogwarts” plaque that looks 3-D from inches away, but is in fact, flat; and most impressively, her handmade wands which she makes with little more than wood, sandpaper, household knives and a Dremel tool that actually looks tired when she’s done with it. Jan also makes props and costumes for other purposes. As a cast member for the local vaudeville show Romantasy Cabaret, her creations include a tear-away suit of clothing and a life-size streetlight, which currently sits at the corner of Kitchen and Dining Room.

Tom Tuerff

Tom Tuerff is a man who writes songs about life experiences from his own unique and hilarious perspective. Fans know him best for his “Little Star Treks”, an irreverent song poking fun at the characters and plots of the various Trek series done to the “little houses all made out of ticky tacky” tune. Tom is a true Filker. There is no song he won’t parody and subject he won’t explore - from his “First House” song about moving, to the hilarious “Clerical Error”, his unforgettable Catholic Guilt song. His “Piercing Song” is ... Several of his songs were played on Dr. Demento, with First House being #5 on Demento’s 2001 Funny 25 List. His songs have been played on various stations here and in Europe. He has thirty years of experience with the guitar which he plays upside down mostly as he is a southpaw. In his act he brings in various peculiar instruments for his “Scary Instrument Time.” He has two CD’s: “Something to Sell At My Gigs” and “Wait, There’s More.” Check out Tom Tuerff at CD Baby. He will be participating in programming, and he will have a concert. He will likely be at the Filk Circle at some point.

Claudia Villa

Claudia is a professional costume designer who owns and operates Villa Costuming & Wardrobe, a custom design and manufacturing studio serving the greater Phoenix area. She has costumed professional theater, movies, and television in the Valley for the past 20 years. Her work has been seen on stage in productions for local community theaters, high school productions and professional theater companies including Phoenix Theater, Southwest Shakespeare and Ballet Arizona. Claudia Villa holds the Order of the Laurel in the Society for Creative Anachronism, under the name of Mistress Cassandra of Kingswear, a 14th century French woman living in the English court of Henry V and Catherine of Valois. <http://www.villacostuming.com/>

Juliette Wade

Juliette Wade immersed herself in xeno-linguistics from an early age. Thanks largely to her explorer parents, she has been fostered in environments of at least five alien languages (three of which she now speaks). Her first experience of an Alien Spaceport came at the Kami-Soshigaya Students’ Dorm in Tokyo, where creatures commonly passed through from sixty different planets at once. She was able to keep her feet there thanks to her studies of Japanese and Anthropology. She then fell in love with an alien from the Planet Down Under, and subsequently abducted him to her own planet. Juliette taught alien languages for three years, then moved on to completing her M.A. in Linguistics and Ph.D. in Education before encountering an entirely new species – children. After several years in the thick of linguistic struggle she has achieved successful communication which bodes well for their future on our planet. Her first story, “Let the Word Take Me,” appeared in the July/August issue of Analog magazine last year, and she is working on new stories and novels while awaiting the release of a new Analog story, “Cold Words.”

Doreen Webbert

Doreen’s first convention was the 1960 Westercon held in Boise, ID. Before that, she read fanzines; mostly those in the Spectator Amateur Press Society, or SAPS as all called the group. She met Jim a couple of weeks before that fatal Westercon and they married the following year. That marriage got her into the back side of her second convention, SeaCon in 1961. Being in Seattle she was also part of the Nameless Ones, and helped with the collating etc of “CRY of the Nameless” the club fanzine. The Nameless had quite a membership that went on to bigger and better things: F.M. Busby, Vonda McInyre, Gordon Eklund, and, of course, Jerry Pournelle. She became OE (Official Editor) of SAPS and took the OE-ship from Seattle, WA to Akron, OH to Phoenix, AZ, and through the birth of two children, Cynthia and David (“Zack”), who are both fans. Her fanzine was: Por Que? After moving to Phoenix she worked on LepreCon, even attending a meeting for LepreCon I. Doreen did programming for many LepreCons, 2 World Fantasy Cons, and NASFIC. She attended a World Fantasy Con in London to help the bid for the one to be held in AZ and was part of the group that went to Den Hag, Netherlands, to bid for WorldCon in Phoenix (we lost). After returning from Den Hag, she went to San Diego as Hotel Liaison for their NASFIC and, because of the Gulf War, ended up running the Dealers’ Room. She worked on 2 World Horror Cons (co-chair of one and vice chair of the other) both held in Phoenix. Around 2003, she started cutting back on working Cons and started to think about attending. And now she does mostly panels on various subjects. Her current hobbies include Polymer Clay, Wire Wrapping, Beading, & of course reading.

Panel Participants

Jim Webbert

Jim first became interested in science fiction during the mid 40's reading many of the SF magazine then on the market. He met a fellow fan who was publishing a general fanzine by the name of "Oops!." He helped with the production of this "zine" with Greg Calkins, who was fan guest of honor at a Westercon many years ago. His first convention was the Portland WorldCon, held in 1950. His interest continued with world conventions in Chicago and San Francisco. This was followed by several moves around the country until moving to Seattle and attending their Westercon in 1959 - and he hasn't quit since. He became part of the "Cry of the Nameless" crew and was active in the 1961 Seattle World Con. He handled operation and membership. From there he remained active in fandom, becoming a member of SAPS, publishing a zine under the title of "Stumping;" and, working with Alan Nourse, helped write two non-fiction books: "So You Want to be An Engineer" and "So You Want to be a Chemist." Things were going well until the aerospace slump at Boeing in 1969-1970, where he worked as a process chemist. At Boeing, he worked on a Minuteman missile, Dynasoar (which was to be a 2-man space shuttle), the Lunar Orbiter, Apollo, and several others of interest. He ended up moving to Akron to work for Goodyear Aerospace. While there, he worked on the Viking Lander and several military projects. Stayed active in fandom and helped found "The Esoteric Order of Dagon" (EOD), mainly based on interest in horror and dark fantasy. At one time both Glen Lord and David Drake were members. The cold weather caused a move to Phoenix and more fannish activities; including working on most of the LepreCons (as Treasurer, Operations Head, Hotel Liaison) and a few other local conventions, including Westercons, NASFIC, World Horror and even helping out at several Comic-Cons in San Diego. While working for Sperry Aerospace, he worked on the Solar Max Satellite and the production of other equipment to be used in space operations. He retired from the Aerospace industry after 35 years and then spent another 14 working as a chemist for the State of Arizona, before retiring for good. The military finally got rid of him after 33 years of teaching several different subjects, including atomic, biological, nuclear operations; marksmanship and light weapons. Current hobbies include target shooting, jewelry making (including silver smithing, casting and faceting).

Chris Welborn

Chris has worked in microelectronics and historical aircraft restoration. He belongs to his local amateur rocket association. He shares his love of rockets by teaching beginning classes in rockets for kids at the Pima Air and Space Museum as well as cons, schools, and summer camps.

Michelle M. Welch

Michelle M. Welch is an Arizona native who grew up trying to choose between her two loves: music and writing. After a brief stint in music school, she somehow ended up as a

reference librarian, and after a flurry of query letters and rejections, she somehow ended up writing a fantasy trilogy. She is currently working on various other writing projects and trying to learn too many new instruments. <http://www.sff.net/people/mmwelch>

John T. Wheeler

Professional Facepainter for the last 6 years. 2004 King of the Jams at the International Facepainting Convention. Been at many CopperCons and many Masquerades. Formerly did the video rooms for the cons from 1994-2004. Local Fan and Former President of the United Federation of Phoenix. A major-league Doctor Who fan, Panelist, and fan of British and Australian TV. <http://members.cox.net/tardisaz/tardis.html>

Lee Whiteside

Lee Whiteside has been keeping track of science fiction and fantasy TV for the last 15 years or so, both in print and online with the SFTV.org website. He's also been involved with Arizona fandom for almost as long, having chaired two CopperCons, a LepreCon, the 2006 Nebula Awards weekend, and the upcoming North American Discworld Convention. In real life, he's a network engineer.

Randall Whitlock

Randall Whitlock has been an active SF/medieval/renaissance costumer since the early 80's, with a certain reputation for visual pun costumes, such as "Dances with Werewolves" and "The Dookus of Hazzard." Randall writes the "Costume Closet" column in Connotations, edits the Southwest Costumers Guild newsletter "Cactus Needles," and drafts the "Randwulf's" line of sewing patterns, seen at his "MoiRandall's" costume booth at renaissance faires across Arizona. Currently, Randall is on the CASFS Board of Directors. Mundanely, Randall is a Geologist with an academic background in meteorites, currently digging up dirt on soil and groundwater contamination for real estate investors in Arizona. www.moirandalls.com | www.southwestcostumersguild.org

Dr. David A. Williams

Dr. David A. Williams is currently serving as a Faculty Research Associate in the School of Earth and Space Exploration at Arizona State University. He served as a Visiting Assistant Professor at ASU in 2001-2002, in which he cotaught Physical Geology and a graduate seminar in Planetary Volcanology. David is currently performing research in volcanology and planetary geology, with a focus on planetary mapping, geochemical, and remote sensing studies. He was involved with NASA's Magellan Mission to Venus and Galileo Mission to Jupiter, and he is currently serving as an Associate US Investigator on the European Space Agency's Mars Express mission. David is currently the Second Vice-Chair of the Planetary Geology Division of the Geological Society of America, has served on several NASA committees including the 2007 Jovian System Ob-

Panel Participants

server Science Definition Team, and is currently a steering committee member of the NASA Outer Planets Advisory Group. In Fandom, David is a past president of the United Federation of Phoenix, the second longest continuously-running Star Trek and general science fiction fan club in the United States. A life-long Star Trek and Star Wars fan, he has participated in national Star Trek conventions and various charity events.

Gail Wolfenden-Steib

Gail is an award-winning theatrical costume designer based in Phoenix, Arizona. Now a freelance designer and resident costume designer for Stageworks at the Mesa Arts Center, she is looking forward to her 12th summer as the costume painter/dyer for the Tony Award Winning Utah Shakespearean Festival. She has been the resident costume designer for Phoenix Theatre and Phoenix Theatre's Cookie Company, and a member of the costume production staff of Ballet Arizona. Her design work has been seen on numerous stages around the valley since 1994. Her love of costuming began as a hobby. She went to her first SF convention in 1982 and was hooked. Gail is a master costumer in both the SF/Fantasy and Historical categories (she worked her way up through the ranks prior to becoming a professional). Notable costumes include: Night Wing: a Tribute to the Knight at ConFrancisco; The Masque du Roi, as Louis XIV as the Sun King, Best in Show Historical Masquerade Costumecon; and The Devil's Darning Needle, in the 'glowing steam punk bug bustle', Best in Class Master Division Science Fiction and Fantasy Masquerade Costumecon 26. She has directed masquerades at the local and regional levels and has judged at all levels of competition, including WorldCon. Gail also teaches fiber and costume arts classes through Mesa Arts Center's studio program. In 2007 she presented the sold out professional development workshop on costume distressing at the United States Institute of Theatre Technology's national conference in Phoenix. She is currently serving a term on USITT's Desert States Section Board of Directors. This past August Gail started her own custom dancewear company, Rukshana Raks!, specializing in belly dance costumes and workout wear for both the cabaret and tribal style dancers. She spends her weekends, when not trapped in a dark theatre, working as a house dancer at Tandoori Times in both their Scottsdale and Glendale locations and at Dooby's Grill Café in Mesa. She earned a BA in Clothing and Textiles and an MFA in Scenography from Arizona State University.

Kevin Wyman

A lifelong student of musical instruments, Kevin Wyman began as an apprentice at the tender age of six under the careful guidance of noted instrument makers such as John Gray, David Caron and Julius Mesner. These distinguished artisans were all affiliated with a music manufacturing and retailing business based in Illinois called School Music Service, founded by his grandfather, Byron Wyman. He

built his first instrument, a guitar, at age thirteen, followed shortly thereafter by a violin and then a bass violin. After years of passionate study and hands-on involvement with pre-twentieth century string instruments, his knowledge of and vast experience with their design and evolution has brought about the establishment of Wyman Instruments. The company is devoted entirely to the development and production of revolutionary new instruments that not only surpass in sound quality and structure that which we know today, but that go on to establish new methods of manufacturing a superior product at a fraction of the costs presently in place. Mr. Wyman continues to work in his small shop in Scottsdale, Arizona, hand making prototypes of instruments. <http://www.wymaninstruments.com>

Nola Yergen-Jennings

Nola Yergen-Jennings recently graduated from California State University Long Beach with an MFA in Costume Design. Before that she worked for eight years as the costume designer at Grand Canyon University in Phoenix, AZ. She has won several awards for her costumes, from AriZoni awards for Arizona theatre design, to Best of Show in the Historical Masquerade at CostumeCon 23. Currently she is working as the costume designer on several short film projects and is looking to design for independent features.

Membership List

A=Attending, C=Committee/Staff, D=Dealers, G=Guest-of-Honor, K=Child, S=Supporting, T=Kid-in-Tow, X=Pre-Supporter, Y=Artist

Last Name	First Name	Badge#	Class	Last Name	First Name	Badge#	Class
Adolf	Lisa A	310	A	Browning	Diana	178	X
Aguirre	Benny	376	A	Caggiano	Anna	313	A
Allen	Pam	203	C	Carlson	Roberta	15	X
Allis	Todd	216	A	Carpenter	Amy	258	A
Allwood	Paul	30	X	Cassady	Lois	130	A
Alves	Carol Ann	50	A	Cassady	Lois Guest of	351	A
Alves	James	51	A	Cassidy	Mike	364	C
Ambrosio	Michael D	420	D	Castillejo	Mike	433	A
Anderson	David-Glenn	151	C	Cearley	Ximena	410	A
Anderson	Mark	213	X	Challis	Diana	352	D
Anderson	Nancy	306	A	Chambers	Catherine	438	A
Armstrong	Nadine	81	C	Charlifu	Peri	377	Y
Aronson	Alex	117	A	Chastant	Dayne	401	A
Aronson	Casceil	118	A	Cheek	Catherine	460	A
Aronson	Jenny	119	A	Childress	Sandra	14	A
Aronson	Peter	120	A	Chisholm	Walter	347	A
Arthur	Daniel	282	X	Clark	Alan M	452	Y
Arthurs	Bruce	437	A	Clark	David	259	A
Austin	Alicia	399	Y	Clemens	Sarah	158	A
Autore	John	312	A	Cohen	Sanford	194	A
Barnes	Mary	193	X	Cohen	Sheri	356	D
Bates	Kenn	67	A	Coltrin	Steve	184	X
Bauer	Kris	92	C	Contos	Michael	423	C
Baumann	Randy	396	A	Contos	Theresa	424	C
Beck	Alan F	458	Y	Cook	Paul	430	A
Bell	Bernard	290	A	Cookson	Robin	44	A
Bemis	Judith Carol	249	A	Copeland	Jeffrey	260	S
Benoun	Sherri	32	A	Copeland	Liz	261	S
Benoun	Tony	93	X	Cornell	Shahn	96	C
Berger	Len	150	C	Corrinet	Mark & Barbara	384	Y
Bethancourt	WJ III	454	A	Cortopassi	Danierl	388	Y
Billings	Lee	416	A	Covatto	Carl	478	A
Birdsong	Larry	199	X	Cox	Alex	435	K
Bishop	Bill	70	A	Cox	Jeannie	432	A
Bloom	Kent	257	S	Cox	Tom	431	A
Boatright	Rick	333	A	Creasey	Angela	374	A
Boeck	M Celeste	436	S	Creasey	John	370	A
Bogard	Jennifer	361	A	Creasey	Mary	371	A
Bollerud	R Merrill	398	Y	Creasey	Richard	373	A
Bradley	Amy R	224	X	Ctein		18	A
Bradley	John M	225	A	Curry	Bill	192	X
Brainard	Carole	231	A	Curtis	S L	246	A
Braman	Marcus	88	A	Dalelio II	Michael R.	129	X
Brandshaft	Richard	10	A	Dashoff	Joni	134	A
Branson	Tim	214	X	Dashoff	Todd	135	A
Breidbart	Seth	128	A	Daugherty	Greg	254	A
Brice	La	232	X	Daugherty	James Stanley	141	A
Brice	La	462	A	Daugherty	Kathryn	262	S
Briggs	Jim	13	A	Davidson	Howard	263	S
Brown	Alexandra	280	K	Davis	Bruce	469	A
Brown	Grant	240	K	Dazzo	Genny	65	X
Brown	Jordan	40	A	Delorenzo	Margaret R	34	X
Brown	Kim	241	A	DeMarce	Virginia	447	A
Brown	Troy	281	T	Deneroff	Linda	209	A

Membership List

Last Name	First Name	Badge#	Class	Last Name	First Name	Badge#	Class
Dennis	Jane	24	C	Gleason	Susan	202	C
Dennis	Scott	25	C	Glover	Don	337	A
Devine	Dawn	74	C	Glover	Vicki	338	A
Dickinson	Jules	19	X	Gluck	Ronald	298	A
Dove	Norma	215	X	Goddin	Jean	138	C
Duckett Jr	Michael F.	283	A	Gold	Barry	132	X
Duckett Sr	Michael F.	284	A	Gold	Lee	133	X
DuFault	Barbara	244	C	Gold	Lynn	29	A
Dupree	Joseph H	91	A	Golla-Paszt	Diane	159	X
Durbin	Ava Maureen	325	D	Green	Ed	266	C
Dutcher	Richard	318	D	Green	William	409	A
Edison	Laurie	264	A	Griffin	Mike	114	C
Edison	Laurie	319	D	Griffin	Tim	124	X
Edwards	Eli	228	X	Grigsby	Dawn	86	X
Edwards	Vickie	204	X	Gross	Brian	482	A
Eivins	Thomas	378	A	Gross	Frances	483	A
Elbert	Lea W	405	A	Hamit	Francis	122	X
Elderkin	Jacqueline Taero	208	A	Hanna	Michael	251	A
Ellington	Michele	463	Y	Hanson	Eric	94	X
Emery	Samantha	358	A	Hardy	Kathleen	459	Y
Esterson	Brian	110	A	Harrigan	Lisa Deutsch	446	S
Evans	Karen	413	A	Hart	Mary	35	X
Evans	Robert	75	X	Haury	Eric Penner	429	A
Exline	Darrel	80	X	Hay	Christine	79	X
Fall	Keith	403	A	Hay	James H	226	A
Farr	Bruce	20	X	Hay	Nancy	227	A
Farr	Lea	21	X	Hayes	Lisa	267	A
Finch	Sheila	73	A	Hearter	Bill	481	A
Finder	Jan Howard	11	A	Hearter	Heidi	480	A
Fish	Leslie	372	A	Hearter	William	479	A
Fish	Leslie (Guest of)	385	A	Henderson	Rita	195	X
Fisher	Charles	345	A	Herman	Judith	295	C
Fisher	Teny Rule	346	A	Hershey	Allison	268	A
Foster	Alan Dean	2	G	Hertz	John	269	C
Foster	JoAnn	3	G	Hess	Robbi	334	A
Frazer	Cynthia A	163	A	Hiatt	David	148	X
Frazer	Donald A	164	A	Hiatt	Kim	149	X
Freeman	H. Denise	61	A	Higashi	Mike	210	A
Frisch	Alisa	472	A	Hildebrand	MR	439	A
Frisch	Benjamin	473	A	Hilt	Jessica	400	A
Frisch	Benjamin (Guest)	474	S	Hooper	Edward	220	A
Frisch	Benjamin (Guest)	475	S	Hooper	Joyce	221	A
Fuge	Kent	330	A	Hoyle	Sharan	294	C
Gallaher	David	238	A	Huff	Patricia	12	X
Gamboa	Emily	393	K	Hultstrand	Patti	381	D
Gamboa	Mona	390	A	Humble	Jim	457	Y
Gamboa	Ruben	391	A	Hyde	Barbara	233	A
Gamboa	Woodrow	394	K	Jennings	Jeff	156	C
Garcia	Chris	265	A	Jeppesen	David	71	C
Geogivena	Anna	402	A	Jeppesen	RosLyn	72	C
George	Jeff	46	C	Johannes	Ryan	408	A
Giberson	Brian	357	D	Johnson	Barbara	172	X
Gieseke	Gerald	292	C	Johnson	Jo	285	A
Glazer	Glenn	59	A	Jones	Bonnie	142	A

Membership List

Last Name	First Name	Badge#	Class	Last Name	First Name	Badge#	Class
Jones	Mitzi J	143	A	McAllister	Rich	17	A
Jones	N Lamont	144	A	McAlonan	Kevin	47	A
Jones	Winona	145	A	McDonald	Cynthia	87	X
Julian	Gloria	286	A	McDougal	Steven	296	A
Julian	Meredith	287	A	McDougal	Yvonne	297	A
Kahn-Landon	Michelle	307	A	McGuire	Christian	165	C
Kapschull	Ray	185	X	McIlwaine	Terry	64	X
Kelly	Nora	242	X	McKibben	Loretta	90	X
King Jr	Thomas J	422	A	McMurrian	Althea	379	A
Kolodinski	David	395	A	McNeel	Chelsea	255	A
Kotas	Jon	125	X	McShane	Frank	99	X
Kovalcik	Rick	22	C	Melder	Zane	167	A
Kreiter	Heather V	453	Y	Meriwether	Cary	270	A
Krinard	Susan	366	A	Merle	Christopher	470	A
Kukuk	David	111	X	Mesert	Edouard	98	A
Ladin	Tabitha	397	Y	Miller	Craig	66	X
Lampietti	Heidi	418	D	Minne	Joe	58	X
Landon	Stephen	308	A	Minsky	Marcia	206	C
Larsen	Robert	126	A	Mitchell	Allison	97	A
Lary	Paula Suzanne	324	A	Mock	Victoria	404	Y
Laubenheimer	Bill	443	A	Moen	Deirdre Saoirse	252	C
Lazar	Judy	155	A	Moen	Rick	253	A
Leibig	Ruth	169	A	Morman	Judith	217	A
Lichtenberg	Jacqueline	37	X	Morman	Mary	271	S
Lichtenberg	Saloman L	38	X	Morman	Michael	218	A
Linneman	Mark	180	A	Mortensen	Liz	272	C
Liotta	Millicent	331	A	Moseley	Craig	273	S
Little	David	201	X	Mott	Betsy	375	Y
Lockwood	Rita	1	G	Moulton	Fred C	211	A
Lockwood	Todd	0	G	Moy	Leon	477	A
Lohr	Ian	322	D	Mullican	Cathy	197	C
Lohr	John	323	D	Muñoz	Cherri	177	X
Lopata	Frances	305	A	Murray	Marguerite T	386	C
Lopata	Steven L	171	A	Murray	Maria Ann	105	A
Lorentz	John	350	A	Nabity	Eric	316	A
Lovato	KM	392	A	Nabity	Katherine	317	A
Low	Danny	468	S	Nguyen	Mai	389	Y
Lundy	Robert	426	A	Nickelson	Debra	332	A
Magwood	Paul	343	D	Nielsen Hayden	Patrick	8	G
Mailloux	Serge	365	A	Nielsen Hayden	Teresa	9	G
Manning	Jim	152	A	Oakes	Ron	339	A
Manning	Kirsten	279	A	Oakes	Tara	340	A
Manning	Sandra	153	C	Oberg	Peggy	173	X
Marble	Beth	146	X	O'Connell	John	104	X
Marble	Chris	147	X	O'Halloran	Chris	56	A
Marquez	Stephanie A.	176	X	O'Halloran	John	57	A
Martinez	Marty	341	D	O'Hare	Dorothy	274	S
Massoglia	Alice	77	C	Oliver	John W	187	X
Massoglia	Benjamin	78	A	Ontell	Ron	54	A
Massoglia	Marty	62	A	Ontell	Val	55	A
Mather	Theresa	383	Y	Orman	Cynthia	107	A
Matlock	Trevin	309	A	Orman	Fran	108	A
Mayo	Rachael	406	Y	Orman	Sheryl	109	A
McAllister	Linda	16	A	Orosz	Brooke	476	A

Membership List

Last Name	First Name	Badge#	Class
Palmer	Jean	289	A
Parker	Carole	444	A
Parker	Tony E	250	A
Parmenter	George	440	A
Parrish	Robert	464	A
Parrish	Robin	465	A
Partridge	James	190	X
Paszt	Stan	160	X
Patterson	Bill	60	X
Pauley	Don	41	X
Paulsen	Joanne	247	A
Peacock	Deborah	354	A
Peacock	Robert	355	A
Pelz	Elayne	27	A
Peshek	Jo	168	A
Peterson	Matthew	311	A
Phanara	Selina	256	A
Plumlee	Gary	235	A
Plummer	Jack	53	A
Ponte	Michael	359	A
Porter	Craig D	327	A
Porter	Ken	166	X
Powers	Tom	200	A
Presley	Miriam	434	A
Proctor	Chuck	207	X
Raleigh Jr	Kent	186	X
Rankin	Nora	95	C
Rau	Marilyn	106	A
Raymond	Suzanne	76	X
Reed	April	234	A
Reiss	Randel	175	X
Reynante	Corwin	302	K
Reynante	Greg	303	A
Reynante	Regina	304	A
Riall	Cary	205	X
Rice	Pam	112	A
Richards	Jeff	140	C
Rinaldi	Therese	321	C
Robinett	Linda	49	A
Roche	Kevin	222	A
Roe	Jess	335	D
Roland	Mark C	456	Y
Rood	Dave	115	C
Rosenblum	Tabitha	219	X
Rudd	Douglas E	412	A
Sachter	Ruth	42	A
Sapienza	John T	136	A
Sapienza	Peggy Rae	137	A
Sarratt	Jason	461	Y
Sbarsky	Sharon	154	A
Schlofner	Mike	230	X
Schlosser	David	275	S
Schmidt	Joyce	5	G
Schmidt	Stanley	4	G

Last Name	First Name	Badge#	Class
Schneider	Gene	121	A
Schnulo	John Denny	293	A
Schoenhuth	Spring	276	S
Scott	Cindy	113	X
Scott	Eric P.	127	A
Shibley	James	179	A
Siladi	Michael	277	A
Silva	Joseph	278	S
Slaker	Sharolyn	291	A
Smith	David	415	A
Smith	Henry Allen	31	X
Smith	Nick	196	X
Smith	Rebecca	174	X
Spero	Sarah	68	X
Spero	Steve	69	X
Standlee	Kevin	23	C
Steele	Eddie D	314	A
Steele	Laura Lanich	315	A
Stern	Ioanna L	445	C
Stern	Michael	380	A
Stockdale	Ian	170	A
Strait	Jim	83	A
Strother-Vien	Leigh	123	X
Strowger	Nancy	326	D
Sullivan	Andrew (Swanson)	161	X
Sutton	Keith	417	A
Svoboda	Mary	189	X
Swanwick	Michael	212	X
Swaty	Gary	387	C
Sweebe	Mahala	328	A
Sweebe	Mark	329	A
Sylvester	Terri	33	X
Talbott	Gus	466	C
Talbott	JB	467	C
Tang	C. Yvette	198	X
Tanton	Paul	414	C
Tatum	Melissa	471	A
Taylor	Bill	162	A
Templeton	Katrina	236	A
Thagard	Sherilynn	301	A
Thomasson	Ilona	362	A
Thomasson	William	363	A
Thompson	Steven	288	A
Tilghman	Rebecca	63	X
Todaro	Lillian	441	D
Todaro	Tony	442	D
Townsend	Michael T	43	A
Trembley	Andrew	223	A
Tribble	Carol J	102	A
Tribble	Melissa	103	C
Trout	Cori	369	Y
Tuerff	Jan	182	X
Tuerff	Tom	183	X
Turlington	Marianne	428	A

Membership List

Last Name	First Name	Badge#	Class				
Tutihasi	R Laurraine	84	A	Whitlock	Randall	425	C
Tyra	Gerard R	449	A	Wiget	Cathy	484	A
Tyra	Sandra S	450	A	Williams	Elizabeth Yahn	427	A
Uhlenkott	Rochelle	239	A	Williams	Karen	229	X
Vagle	Rob	411	A	Williams	Kim	131	A
Van de Walker	Ray	188	X	Willmoth	Mike	139	C
VanHooser	Susan	349	D	Willoughby	David	48	X
VanHooser	Todd	348	D	Wirtz	Mary	360	A
Veal	Tom	26	A	Wiseman	Wendy	245	A
Volckmann	Michael	100	A	Woehrle	Sally	243	C
Wallentinson	Denise	116	X	Wu	William F	52	X
Wambold	Glenn	367	A	Yalow	Ben	28	A
Wambold	Lecta	368	A	Yankovich	Catherine	101	A
Watson	Kennita	248	A	Yeager	Kathryn	45	C
Weasner	Michael	85	A	Yergen-Jennings	Nola	157	X
Webbert	Doreen	7	G	York	Keith	36	X
Webbert	Jim	6	G	Young	Doug	320	A
Welborn	Chris	237	A	Zbaraschuk	Tony	191	X
Wells	Terri	407	A	Ziv	Michal	181	X
White	Janet	89	C	Zurmehly	Anne	448	A
Whiteside	Lee	82	C	Zurmehly	Kathryn	451	A



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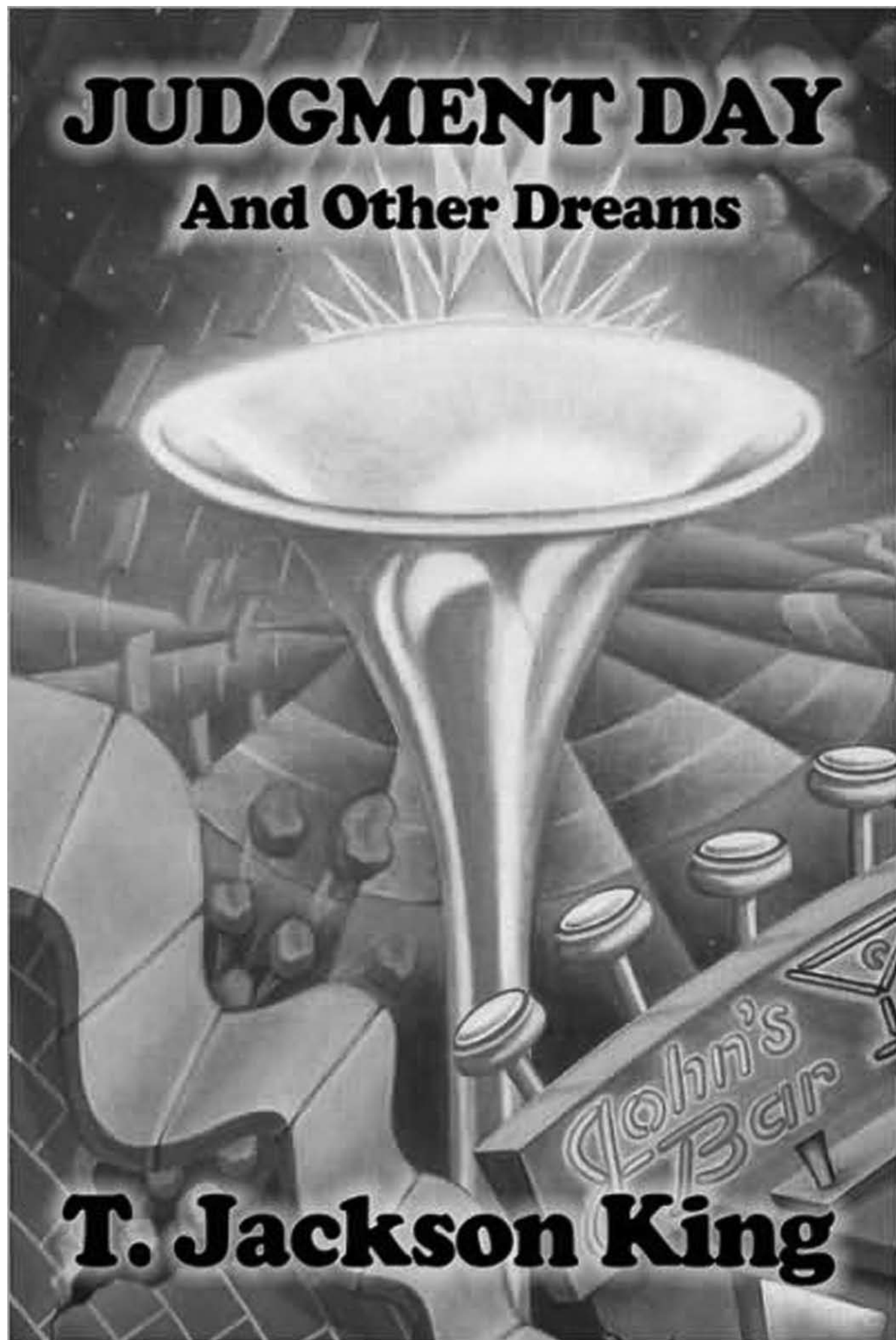
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Westercon Time Line

DATE	CITY & NAME	HOTEL
1 9/05/48	Los Angeles	Park View Manor
2 10/02/49	Los Angeles	Knights of Pythias Hall
3 06/18/50	Los Angeles	Knights of Pythias Hall
4 6/29-7/01/51	San Francisco	California Hall (etc)
5 6/28-6/29/52	San Diego [SouthwesterCon]	U.S. Grant Hotel
6 5/30-5/31/53	Los Angeles	Hotel Commodore
7 9/03-9/04/54	San Francisco [SF Con]	Sir Francis Drake Hotel
8 7/03-7/04/55	Los Angeles	Hotel Commodore
9 6/30-7/01/56	Oakland	Hotel Leamington
10 7/04-7/07/57	Hollywood	Hotel Knickerbocker
11 9/01/58[2]	Los Angeles [SolaCon]	Alexandria Hotel
12 7/03-7/05/59	Seattle	Moore House
13 7/02-7/04/60	Boise [BoyCon]	Owyhee Hotel
14 7/01-7/02/61	Oakland [Baycon]	Hotel Leamington
15 6/30-7/01/62	Los Angeles	Hotel Alexandria
16 7/04-7/07/63	Burlingame	Hyatt House Hotel
17 9/04/64[2]	Oakland [PacifiCon II]	Leamington Hotel
18 7/03-7/05/65	Long Beach	Edgewater Inn
19 7/01-7/04/66	San Diego	Stardust Motor Hotel & Country Club
20 7/01-7/04/67	Los Angeles	Sheraton-West Hotel
21 9/01/68[2]	Berkeley [BAYCON]	Hotel Claremont
22 7/03-7/06/69	Santa Monica [FUNCon II]	Miramar Hotel
23 7/02-7/05/70	Santa Barbara	Francisco Torres
24 7/01-7/05/71	San Francisco [SFCon '71]	Hilton Inn
25 6/30-7/04/72	Long Beach	Edgewater Hyatt House
26 6/30-7/04/73	San Francisco [SFCon '73]	St. Francis Hotel
27 7/03-7/07/74	Santa Barbara	Francisco Torres
28 7/03-7/06/75	Oakland [OakLaCon]	Leamington Hotel
29 7/02-7/05/76	Los Angeles	Hyatt House Hotel
30 7/01-7/04/77	Vancouver, BC	Totem Park Residence
31 6/30-7/04/78	Los Angeles [Westercone]	L.A. Marriott Hotel
32 7/04-7/08/79	San Francisco	Sheraton Palace Hotel
33 7/03-7/06/80	Los Angeles	Hyatt House Hotel
34 7/02-7/05/81	Sacramento	Red Lion Inn
35 7/02-7/05/82	Phoenix	The Phoenix Hilton
36 7/01-7/04/83	San Jose [Westerchron]	Red Lion Inn
37 6/29-7/03/84	Portland	Portland Marriott Hotel
38 7/03-7/07/85	Sacramento	Red Lion Inn
39 7/03-7/06/86	San Diego	Town & Country Hotel
40 7/02-7/05/87	Oakland [Episode XXXX]	Oakland Hyatt Regency & Convention Center
41 7/01-7/04/88	Phoenix	Hyatt Regency Phoenix Sheraton Phoenix
42 6/30-7/04/89	Anaheim [Conosaurus]	Anaheim Marriott Hotel
43 7/05-7/08/90	Portland	Jantzen Beach/Columbia River Red Lion Hotels
44 7/02-7/06/91	Vancouver, BC	Gage Residence Hall, University of British Columbia
45 7/02-7/05/92	Phoenix [Westercolt]	Phoenix Omni Adams San Carlos Hotel Phoenix Symphony Hall
46 7/02-7/05/93	Seattle	Bellevue Red Lion
47 7/01-7/04/94	Los Angeles [Conozoic]	Los Angeles Hilton
48 6/30-7/03/95	Portland	Jantzen Beach/Columbia River Red Lion Hotels

Westercon Time Line

49	7/04-7/07/96	El Paso	Camino Real Paso Del Norte & The El Paso Convention Center
50	7/03-7/06/97	Seattle	Seattle Sheraton
51	7/02-7/05/98	San Diego [Concept 1998]	Mission Valley Marriott
52	7/02-7/05/99	Spokane [Empirecon]	Doubletree Inn
53	7/01-7/4-00	Honolulu [Conolulu]	Sheraton Waikiki
54	7/05-7/08/01	Portland	Jantzen Beach & Columbia River Doubletree Hotels
55	7/04-7/07/02	Los Angeles [Conagerie]	LA Airport Radisson Hotel
56	7/03-7/06/03	SeaTac	SeaTac Doubletree
57	7/02-7/05/04	Litchfield Park AZ [ConKopelli]	Wigwam Resort
58	7/01-7/04/05	Calgary Alberta [Due North]	Westin Calgary
59	7/01-7/04/06	San Diego [Conzilla]	Mission Valley Marriott
60	6/30-7/03/07	San Mateo [Gnomeward Bound]	San Mateo Marriott
61	7/03-7/06/08	Las Vegas	JW Marriott Resort
62	7/02-7/05/09	Tempe AZ [FiestaCon]	Tempe Mission Palms
63	07/01-07/04/10	Pasadena CA [Confirmation]	Hilton Pasadena



Westercon Bylaws

As of Close of 2008 Westercon

The following document is the current text of the Westercon Bylaws and Standing Rules, as of the close of Westercon 61 (Las Vegas NV, 2008). Material added or inserted by amendments ratified at Westercon 61 is indicated by underline type. Material removed is indicated by strikethru type. Kevin Standlee prepared this document based on the minutes of the Westercon 61 Business Meeting. No business is passed on to Westercon 62 (Tempe AZ, 2009), although a committee is scheduled to report, as shown following the Standing Rules in the draft Agenda for the 2009 Business Meeting.

1 General Provisions

1.1 Name and Date

It is traditional, but not obligatory, that the West Coast Science Fantasy Conference (Westercon) shall take place over the July 4th weekend.

1.2 Guests of Honor

It is traditional, but not obligatory, that Westercon Guests of Honor and other notables be selected from among SF personalities residing within the Westercon geographical area.

1.3 Membership Classes

There shall be at least two classes of membership in Westercon: supporting and attending. The committee shall notify the members of their membership class in a timely fashion.

1.3.1 Supporting Members

Supporting members shall receive any progress reports or any other generally mailed publications published after the member joins the Westercon, including the Program Book, and may exercise any voting rights permitted by any other part of these bylaws, except attending the Business Meeting. All Westercons shall be required to offer supporting memberships until at least thirty (30) days prior to the opening of the Westercon, and such supporting memberships shall not cost more than one hundred and fifty percent (150%) of the voting fee charged when the site of the Westercon was selected. Any class of membership offered by a Wester-

con costing at least as much as a supporting membership shall include a supporting membership.

1.3.2 Attending Members

Attending members shall have all of the rights of supporting members, plus the right to attend the Westercon and the business meeting(s) held there, subject to the restrictions established by the other parts of these bylaws.

1.3.3 Restriction of Memberships

Each Westercon committee shall have the right to limit the activities of its attendees, either individually or in groups, insofar as such activities endanger, physically or legally, other persons or property. Such limitations may include, but are not limited to, closing down parties, ejecting persons from the Westercon, or turning offenders over to other authorities. No refund of membership need be given in such circumstances. Each member, in purchasing his/her membership, agrees to abide by these bylaws.

1.4 Name Badges and Membership Numbers

All committees shall issue name badges for all attending members. Name badges for pre-registered members shall display the member's name in no less than 24-point bold type. All committees shall assign a unique membership number upon processing of a membership. This number provided to each member with the site selection ballot and with each progress report, shall be printed on membership name badges, and shall be used for site-selection purposes. In the event a membership is transferred, the old membership number, if applicable, shall be noted, both on the badge and on registration information used for site-selection voting administration. Membership badges or other proof of membership remain the property of the Westercon committee for the duration of the conference and may be confiscated for cause; no refund of membership fees need be given in such circumstances.

1.5 Archive of Bylaws

The Los Angeles Science Fantasy Society, Inc. (LASFS) shall act as an archive to the Westercon bylaws and the minutes of business meetings. Each committee shall reimburse LASFS for the costs of copying and forwarding copies of the Bylaws and Minutes to those who

Westercon Bylaws

request them. A copy of the minutes, including the text of motions passed by the business meeting, shall be sent to LASFS within two (2) months of the close of each Westercon by the administering Westercon. LASFS shall maintain the Westercon bylaws and shall forward one copy of the current bylaws, including the text of any amendment to the bylaws awaiting secondary ratification, to the current Westercon committee within four (4) months of the close of the previous Westercon. The current Westercon shall provide copies of the Bylaws to the committees of all Westercon bids for the year which that Westercon is administering the site-selection.

1.6 Distribution of Bylaws to Members

The Westercon Bylaws, as well as the complete text of any amendment awaiting secondary ratification, shall be published in at least one (1) progress report and in the program book of the current Westercon each year. Failure to publish this information shall not affect the procedure to amend the bylaws as stated in Article 4.

1.7 Westercon Service Mark

All Westercons shall publish, in all publications such as promotional flyers, progress reports, and program book, the following notice: “Westercon’ is a registered service mark of the Los Angeles Science Fantasy Society, Inc.”

1.8 Responsibilities of Administering Westercon

It is a responsibility of each Westercon to enforce the provisions of these bylaws.

1.9 Committee Failure

Should a Westercon Committee declare itself unable to fulfill its duties, the Board of Directors of the Los Angeles Science Fantasy Society shall determine alternate arrangements for that Westercon.

2 Westercon Business Meeting

2.1 Scheduling of Sessions

At least one (1) regular session of the Westercon business meeting must be scheduled at each Westercon. No regular session of the Westercon business meeting

shall be scheduled to start prior to 11 AM, nor later than 2 PM, nor on the last day of the Westercon. A special session, at which site-selection business shall be the sole order of business, may be scheduled on the last day of the convention, provided that said special meeting is scheduled to begin no earlier than 11 AM nor later than 2 PM. All sessions occurring during the same Westercon, be they regular, adjourned, or special, shall be considered, for procedural purposes, as the same parliamentary session.

2.2 Site-Selection Business

Site-selection business shall be in order at any session of the business meeting. Site-selection business shall include, but need not be limited to, the announcement of the results of the balloting and of a winner if one is produced by the balloting, or of a site-selection resolution, as hereafter defined, if one is necessary [see Section 3.17]. The winner of the site-selection may be announced prior to the site-selection business meeting, if one is held.

2.3 Quorum

For business other than site-selection business, a quorum of fifteen (15) attending members of the current Westercon shall be required. For site-selection business, the quorum shall be those attending members of the current Westercon who attend the meeting. All those persons voting at any meeting must be attending members of the current Westercon. Except as noted in these bylaws or in such rules of order as may be adopted, all business requires a simple majority to pass.

2.4 Parliamentary Authority

The current edition of Robert’s Rules of Order Newly Revised shall be the parliamentary authority of the Westercon business meeting except where it conflicts with these bylaws or with any special rules of order which may be adopted by the business meeting.

3 Westercon Site-Selection

3.1 Eligibility of Sites

Any site on the North American continent west of the 104th west meridian, or in the state of Hawaii, shall be eligible to be the site of a Westercon, except as restricted by the provisions of these bylaws.

Westercon Bylaws

Provided that, upon the annexation of Australia by the United States of America or the annexation of the United States of America by Australia, Section 3.1 shall be amended to read:

“Any site in Australia, or on the North American continent west of the 104th west meridian, or in the state of Hawaii, shall be eligible to be the site of a Westercon, except as restricted by the provisions of these bylaws.”

[Note: On a parliamentary inquiry based on a question of when the annexation must take place for a site to be eligible, the 2002 Business Meeting decided that a bid for an Australian site is eligible, even if the annexation has not yet taken place, provided that the annexation has taken place by the filing deadline for the intervening Westercon (the April 15th following the Westercon at which the Australian Westercon is selected), and that if the Australian site has been selected, and the annexation has not taken place by that date, then this shall constitute committee failure, as covered by Section 1.9.]

3.2 Site Selection Zones

The following Site Selection Zones are defined within the area defined in section 3.1:

3.2.1: North: Sites in North America north of the 42nd north parallel.

3.2.2: Central: Sites in North America between the North and South zones.

3.2.3: South: Hawaii; California south of and including San Luis Obispo, Kern, and San Bernardino Counties; Nevada south of and including Clark County; Arizona; New Mexico; and all countries, states, provinces, territories, or other political subdivisions southward within North America.

3.2.4: Other: Any location otherwise eligible under section 3.1 not part of the above zones.

3.3 Regional Exclusion Zone

No site within the Site Selection Zone containing the site of the Westercon administering the site-selection election shall be eligible to bid, except as provided in section 3.6 this section. If no eligible bids are filed by the January 1st of the year of the site-selection balloting, then all sites defined in section 3.1 shall be eligible, except sites within seventy-five (75) miles of the site of the Westercon administering the site-selection subject

to the provisions of section 3.4.

3.4 Local Exclusion Zone

No site within 75 miles of the Westercon administering the site-selection election shall be eligible to bid, except as provided in section 3.17.

3.5 Filing Deadline for Ballot

Only those eligible bids whose filing paperwork required by section 3.4 is in the possession of the administering Westercon by the April 15th preceding the balloting shall be listed on the ballot. If no eligible bids are filed by the January 1st of the year of the site-selection balloting, then all sites defined in section 3.1 shall be eligible, except as provided in section 3.3.

[Note: On a parliamentary inquiry at the time of ratification of the text of the above section, it was ruled that “If the filing paperwork can be verified to be at the address of the administering convention, it is in the committee’s possession.”]

3.6 Provisions When No Eligible Bids Are Received

If no eligible bids are received by January 1st of the year of the site-selection balloting, then all sites defined in section 3.1 shall be eligible and the other site location restrictions in this article shall be suspended.

3.6 Filing Requirements

A Westercon bid committee must provide written evidence of the following: At least two (2) separate people declaring themselves Chairman and Treasurer; an organizing instrument such as bylaws, articles of incorporation or association, or a partnership agreement; and a letter of intent or option from a hotel or other facility declaring specific dates on which the Westercon shall be held; and, for a sponsoring organization from within the United States of America, evidence that the sponsoring organization is a non-profit association or corporation within the applicable state law of the sponsoring organization.

[Note: This section, formerly 3.4, was moved and renumbered by the Secretary of the 2008 Business Meeting as part of housekeeping changes related to the ratification of an amendment to the surrounding sections at that meeting.]

Westercon Bylaws

3.7 Eligibility of Voters

Site-selection voting shall be limited to those persons who are attending or supporting members of the administering Westercon and who have paid a voting fee toward their membership in the Westercon being selected. Other classes of membership may vote only upon the unanimous agreement of all qualified bidding committees. One person equals one membership equals one vote. Corporations, Associations, and other non-human entities may vote only for “No Preference.” “Guest of” memberships must be transferred to an individual before voting for anything other than “No Preference.”

3.8 Voting Fee

The voting fee shall be twenty US dollars (US\$20.00) or the local equivalent unless the committees listed on the ballot and the administering Westercon agree unanimously to charge a different amount.

3.9 Minimum Rights of Voters

The payment of the voting fee shall make the voter at least a full supporting member of the Westercon being selected, and may make the voter an attending member at the discretion of the winning bid.

3.10 Prototype Ballot

The Los Angeles Science Fantasy Society, Inc. (LASFS) shall prepare a prototype site-selection ballot, including instructions for preparation of the ballot, and shall provide the prototype to each administering Westercon at the same time the bylaws are provided to the administering Westercon as provided for in section 1.5. Upon receipt of the prototype, the administering Westercon shall complete the ballot by filing in the information about the eligible bid committees, including the dates of the proposed Westercons, the voting fee, minimum membership requirements, including the cost of a supporting membership in the administering Westercon, and the address to which site-selection ballots should be sent. The administering Westercon shall be responsible for the publication and the distribution of the ballots to the membership of the administering Westercon. All eligible bids received in accordance with sections 3.4 and 3.5 shall be included on the ballot. The ballot shall also include entries for “No Prefer-

ence” and “None of the Above,” and shall provide space for at least one (1) write-in bid. The ballot shall be a secret ballot, specially marked for preferential voting with an explanation of the method of counting preferential votes.

3.11 Distribution of Ballot

The site-selection ballot and full rules for site-selection voting, including the deadlines for voting by mail, shall be mailed on or before the May 10th preceding the voting to all members of the administering Westercon as of one week before the mailing. The ballot and full rules for site-selection, including the hours during which site-selection will take place and the location of the site-selection, shall be given to all attending members upon registration at the Westercon, or such information shall be prominently displayed at the registration area throughout the Westercon.

3.12 Deadline for Voting by Mail

All ballots received by the administering Westercon prior to June 20 shall be counted.

3.13 Bid Presentations

Each eligible bid committee shall have at least fifteen (15) minutes of scheduled program time on the first full day of the administering Westercon for the purpose of making a bidding presentation.

3.14 At-Conference Voting

Site-selection shall be open for at least six (6) hours between the hours of 11 AM and Midnight on the day before the business meeting at which site-selection business is scheduled. All on-site balloting shall be from one central location, under the supervision of the administering Westercon. If no site-selection business meeting is scheduled, then site-selection shall be open for at least six (6) hours between the hours of 11 AM and Midnight on the next-to-last day of the administering Westercon.

3.15 Verification of Ballots

Properly completed ballots shall contain: the member's printed name; the member's membership number as assigned by the administering Westercon; the member's dated signature; the member's address of

Westercon Bylaws

record with the current Westercon; the member's current address if different; and the member's vote(s) as defined elsewhere in this article. Verification of the ballots shall consist of matching the name and number of the member with the records of the administering Westercon. Ballots received by the committee prior to June 20, and any others received by mail which may be counted, shall be held by the administering Westercon until the opening of the Westercon, at which time they shall be verified by the administering Westercon and the bidders.

3.16 Counting of Ballots

The administering Westercon shall arrange for the counting of ballots, and each eligible bid committee shall be allowed to send at least two (2) observers to such ballot-counting. The count shall be by preferential ballot. The winner shall be that bid which gains a majority of those votes expressing preference for a bid. For the purpose of vote counting, "None of the Above" shall be treated as if it were a bid. "None of the Above" and votes for ineligible bids shall count toward the total number of votes cast. Blank ballots, illegal or illegible ballots, and votes for "No Preference" shall not count toward the total number of votes cast. All vote totals of final results and of all intermediate counts shall be made available at or before the closing ceremony.

3.17 Procedures When No Bid Wins or is Eligible

Should no eligible bid gain the needed majority, or should there be no qualified bidding committee, or should "None of the Above" win, a three-fourths (3/4) majority of the site-selection business meeting of the administering Westercon may award the Westercon to any bid, or a simple majority of the meeting may decide that they are unable to decide. If the business meeting does not choose a site, the Board of Directors of the Los Angeles Science Fantasy Society, Inc. shall choose a site within six (6) weeks of the close of the administering Westercon. If "None of the Above" wins, none of the bids which were on the ballot may be selected. A site chosen under the provisions of this section shall not be restricted by any portion of this article except this section and section 3.1.

3.18 Availability of Results

The results of the balloting shall be reported to the

site-selection business meeting of the administering Westercon, if one is held. A record of the results of the balloting, including all intermediate counts and distinguishing between the by-mail and at-con ballots, shall be published in the first or second progress report of the winning Westercon.

3.19 Hand-Carried Ballots

The administering Westercon shall accept hand-carried ballots, which are otherwise valid ballots delivered to the administering Westercon by someone other than the member who prepared the ballot.

4 Procedure for Amendment of These Bylaws

4.1 Method of Adoption

Amendments to the Westercon Bylaws must be ratified by the majority vote of the business meetings in two consecutive years. Proposed amendments shall be read in full by the chairman of the business meeting immediately before being voted upon.

4.2 Primary and Secondary Ratification

The secretary of the business meeting at which an amendment receives primary (first year) ratification shall submit an exact copy of the amendment to the following year's Westercon business meeting. The question of secondary (second year) ratification is debatable and is amendable only to the extent that such amendments do not increase the scope of the original bylaw amendment.

4.3 Effective Date of Amendments

Unless otherwise provided, amendments shall take effect at the close of the Westercon where they receive final ratification. Operating rules for already-selected Westercons shall not be changed by amendments to the bylaws. Rules regarding eligibility and voting procedures for site-selection are not considered to be operating rules.

Standing Rules

1. Close Debate. Before proceeding to take a vote on a motion for the Previous Question, the presiding officer shall ask for a show of hands of how many people still wish to speak to the pending motion. This rule does

Westercon Bylaws

not allow debate on the motion for the Previous Question.

Business Passed On and Draft Agenda for Westercon 62

1. Call to Order
2. Committee Reports

2.1. 75-Mile Rule

A committee consisting of Kevin Standlee (Chair), James Stanley Daugherty, Christian McGuire, and Ben Yalow was appointed to consider a proposal to repeal the existing 75-mile exclusion zone in all cases where it currently applies, and to submit wording that would accomplish this.

3. Pending Bylaw Amendments

No bylaw amendments were passed by Westercon 61.

4. New Business

Bylaws amendments passed by the Westercon 62 Business Meeting will be passed on to the following year's Westercon for ratification.

5. Announcements

6. Adjournment

The above copy of the Bylaws, Standing Rules, and Business Passed On of the West Coast Science Fantasy Conference is hereby certified to be true, correct, and complete, effective as of the close of Westercon 61, July 6, 2008.

Ed Green, Chairman
Kevin Standlee, Secretary
Westercon 61 Business Meeting



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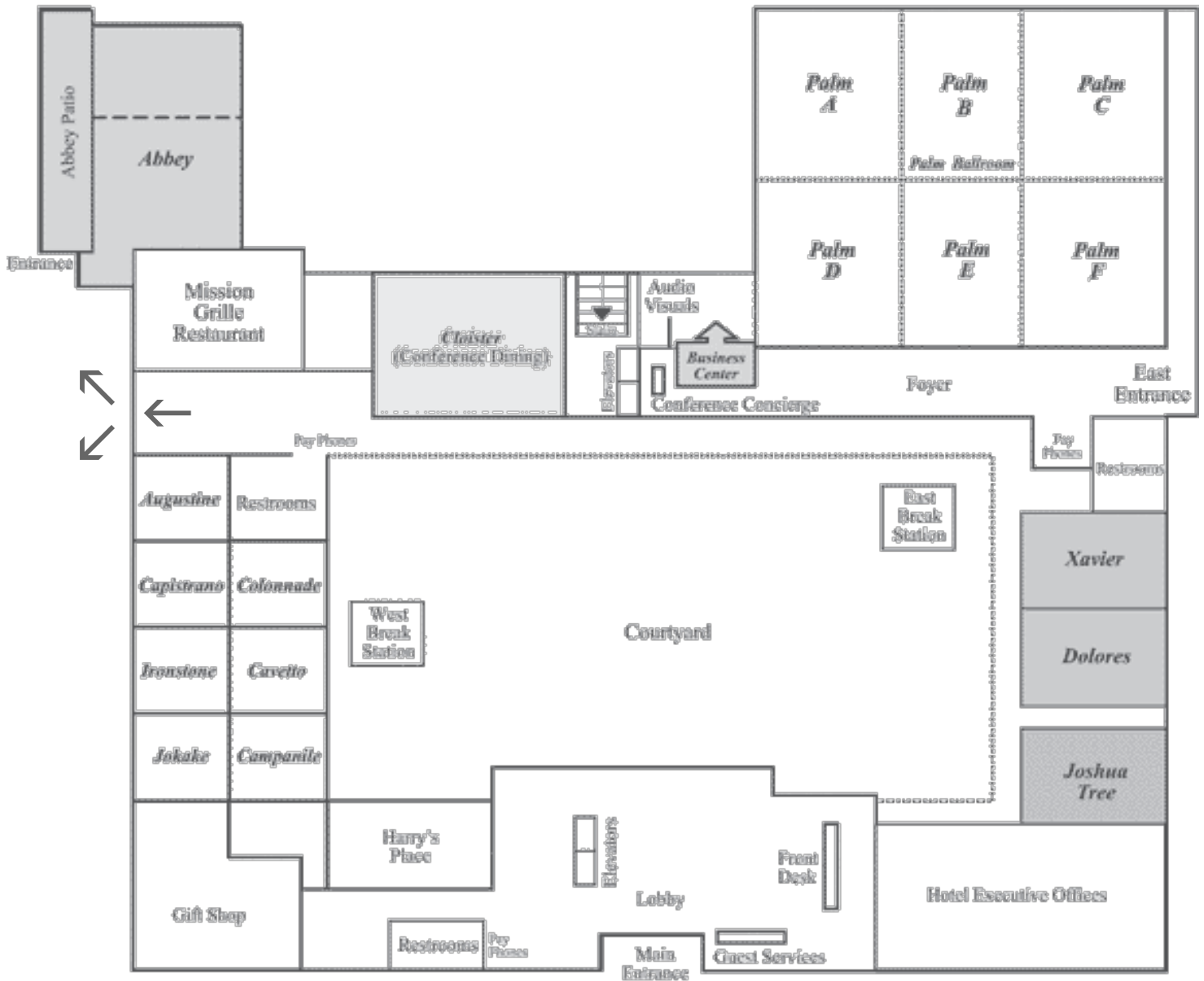
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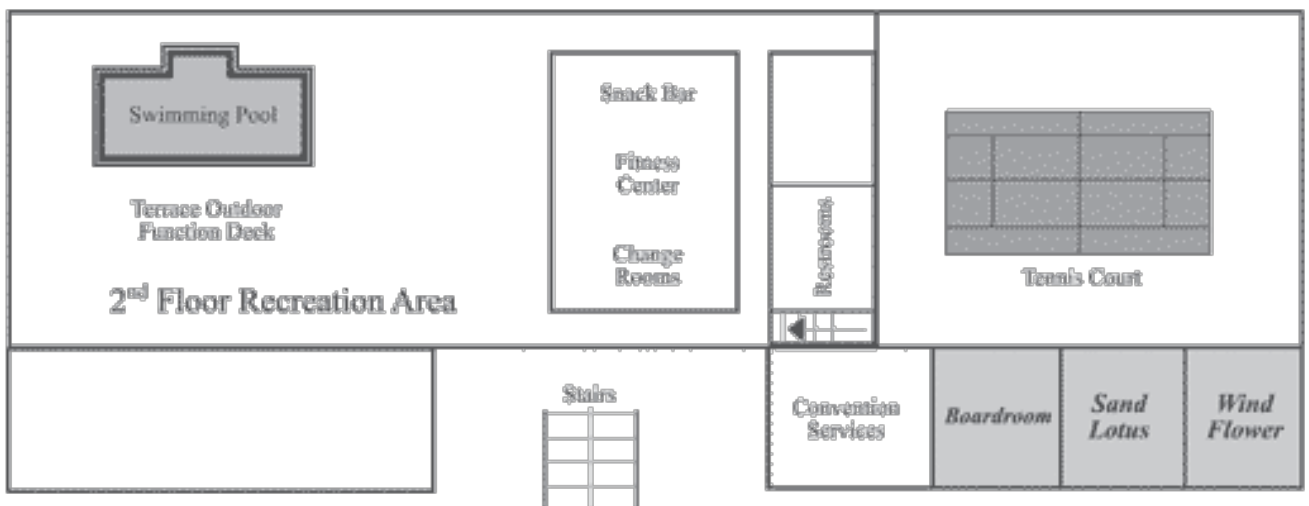
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Event Locations

Times at a Glance

Map Key

Palm Ballroom AD:	Dealers Room
Palm Ballroom BC:	Art Show
Palm Ballroom EF:	Programming & Masquerade
Hotel Lobby:	Con Registration
Hotel Lobby:	Special Needs
Hotel Lobby:	Volunteers
Foyer:	Site Selection
Foyer:	Info Desk
Foyer:	Merchandisers
Foyer:	Fan Tables & Freebie Tables
Abbey North:	KaffeeKlatsches
Abbey South:	Programming
Augustine:	Programming
Capistrano:	Programming
Ironstone:	Programming
Jokake:	Programming
Joshua Tree:	Programming & Demonstration Room
Xavier:	Programming & Masquerade Green Room
Sand Lotus:	Casa de Niños, Children's Room
Boardroom:	Writers Workshop & Readings
Campanille:	Anime / Film Viewing
Cavetto:	Fanzine Lounge
Cloister:	Gaming
Colonnade:	Exhibits
Dolores:	Filk Room
Wind Flower:	Newsletter
Suite 2038:	Consuite
Room 2071:	Convention Operations & Security
Room 2036:	Program Operations
Room 2037:	Program Green Room

Openings and Closings

Opening Ceremonies

Thu 7pm in Palm E&F

Closing Ceremonies

Sun 4pm, in Palm E&F

Registration (in Lobby)

Wednesday	6pm - 9pm (Pre-Reg Only)
Thursday	1pm - 9pm
Friday	9am - 9pm
Saturday	9am - 9pm
Sunday	10am - 4pm

Dealers Room (Palm A & D)

Thursday	noon - 6pm
Friday	9am - 9pm
Saturday	9am - 6pm
Sunday	9am - 5pm

Art Show (Palm B & C)

Thursday	noon - 6pm
Friday	9am - 9pm
Saturday	9am - 6pm
Sunday	9am - noon

Anime & Film Viewing is Campanille

Friday	noon - 10pm
Saturday	noon - 10pm
Sunday	noon - 3pm

Consuite in Room 2038/39

Wednesday	6pm - 10pm
Thursday	1pm - 1am
Friday	9am - 2am
Saturday	9am - 2am
Sunday	9am - Dead Dog Party

Exhibits Room

Check Posted Schedule

Fanzine Room is Cavetto

Check Posted Schedule

Filk Suite is Dolores

Check Pocket Program for Schedule

Gaming in Cloister (24 hours)

Scheduled games at:

Thursday	6pm - 10pm
Friday	10am - 10pm
Saturday	10am - 10pm
Sunday	10pm - 4pm

Casa de Niños (ages 3 to 12) in Sand Lotus

Thursday	2pm - 6pm
Friday	10am - 6pm
Saturday	10am - 6pm
Sunday	10am - 4pm

Autograph Sessions in the Dealers Room

See Posted Schedule

All Programming is subject to the winds of fate – please consult your pocket program and check signs for changes



DARKCON 2010

Grace Inn Phoenix January 15th-17th



Martin Klebba

Martin Klebba is a Little Person actor, stunt man, and dancer. He has appeared in the *Pirates of the Caribbean* movies, *Feast II & III*, and various episodes of *Scrubs*. In 2011 he will star as *Apollo Thorne*, the 4 foot tall Vampire hunter.



John Wick

Author and game designer, John Wick has contributed to games at White Wolf, PEG, Upper Deck and Totally Games. Current projects include *My Monster*, a role playing game for children; and the LARP version his popular *Houses of the Blooded*.

www.DarkCon.org

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Special Guests

§ § § §

Additional Guests of Honor to be announced at our DarkCon Party at WesterCon!



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