

Sad News

We in fandom have lost Richard Wright. Richard had a quadruple bypass just 2 days after attending VCON last year. He apparently passed away in his sleep just before Christmas. Richard had been a member of BCSFA and attended almost all of the VCONS over the past 20 years. With thanks to Moscon 7's program book and to Judy Suryan, I borrowed the information on Richard from the article on him as Fan Guest at Moscon 7, my information is not up to date beyond that (except personal stuff of course).

Richard was born in El Paso Texas and grew up on a farm in New Mexico. He went to High School and Junior College at the New Mexico Military Institute where he majored in Chemistry. Richard worked at Boeing as a material controller. He got active in fandom in 1975 at Seattle's PSST con. He became business manager of the Seattle in '81 World Con bid. He was business manager and vice chair of Norwescon 2, and became full chair when Greg Bennet moved away, chairing Norwescons 6, 7, and 8. He has been active since then but I couldn't get all the information. He was the chair of NWSFS the Seattle Science Fiction club at the time of his death.

I have known Richard for many years and owe him much gratitude for all the times he has helped BCSFA. For many years I would get a VCON flyer to Richard and it would appear in or with **Westwind**, the Seattle club's newsletter. He never had an unkind word for any of the Canadian conventions and always helped promote VCON whenever he could.


I saw several sides of Richard, each one quite different from the rest. Seeing him run a convention, watching him trouble shoot a convention, going to one of his many parties, all showed different aspects of him. When I first met him I thought that he was quite conservative, business like. I was impressed with his ability to get things organized and done at conventions. Then I saw how skilfully he dealt with crisis at conventions-he rarely got mad, and calmly got the problems solved. His best side was his party side. I partied with Richard at many conventions all over North America. I realized he wasn't conservative in partying when I went to a Moscon and there was Richard with all the rest in the nude jacuzzi party (we all really miss that jacuzzi at Cavanaugh's in Moscow). Richard quite often had a Jacuzzi room at conventions, and it was well used at parties he threw. Seattle's best promoter, he was everywhere. He went to Noncons in Alberta, he went to cons in Moscow, Vancouver, Portland, (these are the Northwest cons I saw him at and I am sure he went to others in Spokane and Pasco etc.) and of course the big cons such as Westercon and World cons. He was always pushing the Seattle Westercons, and Norwescons, and was one of the few Seattle people who could sell me a NWSFS membership (I have had a membership in the Seattle club for years for the same reasons he had one in BCSFA-information on the other areas, and to help support other clubs). I tried to buy a membership at several Northwest cons, but somehow managed to miss renewing my membership. I got this letter a little over a week before Christmas saying that he (Richard) was sorry he missed my 50th birthday at FRED, and sent me 20\$ US and a renewal form for NWSFS) I sent it in just before he died. Last VCON I had two free tickets to the Planetarium and gave them to him and Larry. I was very tired because this was the end of the convention and we were having a quick meal before leaving, so I told them they were for Science World, and realized after they left they were for the planetarium. (they were labelled Space something or other as it is now called). Luckily they noticed the address and didn't try to use the tickets for the wrong place. The day after that Richard went back to Seattle and had his quadruple bypass. I saw him last in November, and he looked well. It was a real shock to learn that he passed away. I will miss seeing him. We will have a toast to him at the next FRED, and party, as that is how he would want to be remembered.



This issue dedicated to Richard Wright.

Steve 40

BCSFAzine.pdf (#9)

For those of you who are using the Acrobat version of this magazine, be on the lookout for . This icon marks all active link web sites for this file. Pointing and clicking on this icon or the web address beside it will launch your web browser, log you on, and send you to that web site.

Rather than have you drag your pointer all over the page in search of these web pages, I chose to use this icon so as to make it easier for you to find the active links in the articles.

Anyone wishing to subscribe electronically easily can do so by first going to www.adobestudios.com and downloading the Adobe Acrobat Reader for your computer and operating system. I understand that there are over twenty five different readers available so there should be one that works for you. Be sure to use version 3 or higher or the Acrobat file will not work.

Once you have correctly installed the reader into your computer, e-mail me at woolf@vcn.bc.ca and let me know you want to change your subscription to the electronic format. (Subscription information is on the next page). The magazine will then be e-mailed to you as soon as it is completed. (Usually two weeks before collation).



JCHW

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For comments, subscriptions suggestions, and/or submissions, write to:

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Dear JohnKenJohn:

BCSFAcrobatZine 308 has arrived...I wish I had a colour printer so I could enjoy the colour covers. Not to worry...I always enjoy the writing even more, to wit...

A very tough decision for Kevin Standlee to not stand for chairman of the San Francisco Worldcon, should they win in 2002. Kevin cited personal reasons, and FIAWOL notwithstanding, a wise fan balances real life and fandom, for the former helps to finance the latter.

Latest on the Seattle 2002 bid collapse...rumour has it that Yogi Hudson, the head of reservations at Starwood Hotels in Seattle, is a Born-Again Christian, and he sees fans as hell-spawned devil worshippers. I didn't think we were THAT bad...I guess not everyone appreciates Fannish Weird (TM).

A shame Harry Andruschak is dropping from the disty. He's been in the local of fanzines overall for the long haul. I hope he doesn't harbour a grudge that it was a Canadian company that stiffed him for his trip to Antarctica.

I hope others can confirm or deny this for me, but I think the Baltimore Worldcon is producing a Memory Book in both book and CD formats. A good idea, but I suspect that should they do this, I'll be ordering the book.

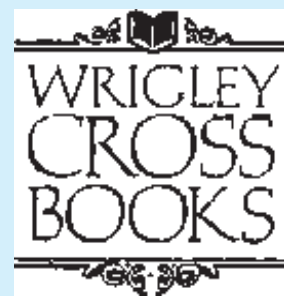
A good list of fanzines Graeme loaned to Garth. I receive all but two of them, Fosfax and Visions of Paradise. I'm just not on Bob Sabella's mailing list, and I truly disliked Fosfax, and happily fell off their mailing list.

I think Ray Seredin was wanting some feedback on his V-Con wishlist, so I shall not disappoint him.

1. Everyone needs more volunteers, but few cons get them. I wouldn't recommend scaling back programming, but keeping levels as you have them, and list the panelists you've arranged as additional guests on your convention flyer. The more info and activity detail on your flyer, the more anticipation for attending you can generate. It's all in the marketing.
2. The last con I attended that was held at a university residence was Maplecon in Ottawa some years ago. It's long since died because fans, being fans, wanted the luxury of a hotel, and were tired of sleeping on thin dormitory beds.
3. Whatever weekend you choose, make sure you know at least the dates of all conventions in town, cons for SF, gaming, and other related interests that come under the fannish banner. This would avoid the scheduling conflicts Ray detailed. Some years ago, Rhinocon started up in London, Ontario. The chairman never checked to see what other conventions were in southern and central Ontario, and scheduled his con on the same weekend as the big Trekcon in Toronto. The next year,

he tried again, and scheduled on the same weekend as Ad Astra. Of course, he was angry at these two conventions for jumping on HIS weekend!

4. Past experiences with multi-interest cons is that by trying to appeal to many interests, you wind up satisfying none. Eventually, the groups are dissatisfied with the time devoted to their interest, no matter how much time they receive, and they splinter off to form their own cons. Instead of building a better V-Con, you may have several conventions struggling to stay alive. (This is predicated on the idea that there's enough convention fans in town to fill the positions on all these con committees.)
5. Ad Astra hasn't had a Science GoH in some years...there are so many aerospace firms in our area, like Spar or the CSA, but they just aren't interested in sending a representative. I suspect they don't take us seriously. The closest we have is Dr. Paul Delaney, an astronomy professor with York University. Paul's a fan, and the one fan I've known the longest, coming up on 20 years.
6. Con publicity has been my specialty over the years. Some ideas... - send flyers to all fans, clubs and other conventions in Greater Vancouver, plus anything else up the Fraser. This very zine's convention listing is very handy for sending flyers to - distribute packages of flyers to all book (new and used), comic, gaming, hobby and collector's shops in the entire lower third of province. This means a trip to the reference library to study the phone books for the province. (Think about flyers that specifically appeal to specific interests the con includes, like gaming.) - distribute to SF bookshops or bookshops that advertise a good SF selection in Edmonton and Calgary, and US cities



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like Bellingham, Seattle, Tacoma, Olympia, Portland and Spokane. Fans will travel to get to a good time.

- get the con listed in Locus, SF Chronicle, the Rutgers SF-Lovers list, Starlog, Asimov's and any other SF publication or website that lists conventions.
- send press releases to newspapers (general, literary and entertainment), and radio and television stations. Also, send information to the local convention and visitors' association to see if the con could be listed in any promotional literature to advertise what's coming up in Booful Bish Cyumbya. - generate a multi-year attendee database by adding together the attendance databases from previous years. Once you have all those addresses, send out a progress report (or, at least, a flyer) to those people six months before the event. Sometimes, all people need is a gentle reminder to get those pre-registrations in to you. Also, if they can't make this year's con, they might be able to get to next year's. Drop them from the list only if they haven't been to the previous three, four or five cons, your choice. At your registration table, ask for e-mail addresses. It would be easy and extremely cheap to send out e-flyers and e-PRs, and more could be sent out each year. - try a market research project with feedback sheets at the end of the con to see how people feel about the con. You can truly see how people are reacting to the con, and can adjust it. Remember, you aren't necessarily staging the con YOU want, but the con your attendees want.

I'm sure there's other things to do to advertise the con, but those are what come to mind as I write. I hope these suggestions help.

Time to wrap up and fire it off electronically. Many thanks for this issue, and I look forward to the next.



Yours, Lloyd Penney.

Dear John

Let me see if I can get down onto paper a few thoughts about the December BCSFAzine to relax me from a very trying day. I've stopped trying to do most thing and I don't see why the rest of the world doesn't stop trying me.

This issue gave me the first information I've seen about the Seattle worldcon bid's disappearance. Hotel trouble in that city, coming so soon after Boston couldn't obtain a livable price for hotel accommodations for its worldcon bid, makes me wonder if that flood from the water pipe a handcuffed woman broke in another city's convention has been doing the damage.

Wilko Mueller's LoC came to my eyes just a

few minutes after I'd called a recess in my reading of the new book about East German fandom. I have a fair reading knowledge of German but this book is a bit difficult for its references to East German situations and institutions which I've known nothing about. Fandom in that nation was certainly different from the way it is in English speaking lands. It required a lot of red tape to get official permission to form a local fan club, but in return the club sometimes could get government money for its expenses. One prominent fan was kicked out of his university and banned from enrolling in any other institution of higher learning because he didn't follow the official party line of the government, an event that broke up Dresden's fan club. I'm sure life is more relaxed and easier for fans in the former DDR today, like Wilko.

I had trouble reading some of Fox Tails because the illustration interfered with visibility of the text. But I think I can claim a perfect record with references to all the movies mentioned: I haven't seen any of them. As for Disney movie deaths on screen, I can't remember for sure, but didn't Ed Wynn's character do it in Mary Poppins?

I think Dr. Media would be safe in saying that 90% of the information on computers is false, not just info about science fiction on site. I hope the good doctor will not only reduce his time with a monitor but will also start writing regular postal service letters again and eventually graduate to the exalted status of communicating by means of an acoustic typewriter.

I hope everyone in and near Vancouver has the best holiday seasons and I also hope that nobody's computer gets things wrong about the Y2K problem and starts acting eccentrically on the first day of 1999.

Yrs., &c.,

Hary Warner, Jr.

Dear Friend:

On behalf of all women living with HIV/AIDS in British Columbia, please accept our sincere appreciation for your recent donation. As you are probably aware, the HIV epidemic continues to grow. Women continue to be one of the fastest growing groups who are contracting the virus and women remain largely ignored in the face of this disease.

In the last two years, the Positive

Women's Network has seen a 200% increase in the number of women accessing our many services. 95% of these women live in poverty, 45% are mothers, 33% are Aboriginal women, and the majority are struggling with addictions, violence, and lack of safe, affordable housing. HIV is just one of the many challenges facing women today.

At PWN women utilize our drop in centre to access counseling, a hot lunch program (which has expanded to 5 days a week), support group, one day retreats, advocacy and referrals, and treatment information. The drop in is a safe welcoming environment where women can bring their children, meet other positive women, have a cup of tea, access a phone, look over donated clothing, and find a supportive ear. It is a place to take a breather from the incredible physical, emotional and spiritual toll HIV places on women and their families.

As well, PWN staff also visit women in hospital and prison, connect women with sensitive health care providers, and create and distribute written resources and information to women and service providers across B.C. and, in fact, across Canada. As the only woman-specific AIDS organization west of Toronto, our expertise and reputation as a caring organization that supports and respects women's choices is renowned.

Your ongoing support ensures we are able to continue to provide these service and is essential in these times of decreasing funds and increasing need.

Thank you again for making a contribution with enhances the quality of life for women and their children.

Sincerely,



Marcie Summers

Executive Director

The money was raised at VCON thanks to the efforts of the Camerilla and their kissing auction, CUFF and the Turkey Readings.



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4 A ONE-PAGE LIST OF IDEAS FOR CONCOMS

This is an attempt to consolidate onto one page some of the critical things I've read, heard, or been told. Since I strictly limit my concom participation to things I know I can handle, you are free to pick this apart, if you will. My sources are listed at the end.

- **Examine your assumptions**, even before you take your first steps. Do you think "success" means a large attendance and a large profit? Do you consider a convention primarily a social event for fans; or a show starring some TV or film actor; or a business, constituted by SF merchandise dealers (for the profit of Paramount, maybe); or do you model your con on the variety of events you see at every other con? Most of these are entirely legitimate assumptions, but you are well advised to examine them and make them clear. For your committee, and for your attendees, and for yourself.
- Conventions make or break themselves on *three bottom lines, finances, manpower and "goodwill"*. You need some of each, to start out with, and you hope to gain more of each, to end up with. A successful con can lose on two out of three bottom lines, but not all three.
- **Start small and work up**. The size of a convention roughly dictates the resources you need, including start-up money, core committee, and the general willingness of people to attend. You're not going to

start out with massive resources, and people are not going to give a lot of credit to a new convention start-up that announces vast whizzbang plans.

- **Memberships, not tickets**; a *lot* of fans, perhaps a majority, are used to buying memberships from the concom, rather than tickets (say from Ticketmaster). That means that they expect to go to a participatory event, where they are free to see and participate in programming, videos, the masquerade, dances, and the consuite, at any time, without limitation; and where they are expected to volunteer a certain amount of their time - SF cons depend on volunteer labour to keep costs down to what fans can manage. You may choose to sell tickets, rather than memberships, but you should expect to get static from fans who thought you were holding a convention, rather than a show. And if you're selling tickets to a show, you probably won't get volunteer labour.
- **First steps** do not include advertising a vast whizzbang multimedia convention with a whole bunch of Guests of Honour, including actors. First steps include putting together a four-figure sum of seed money, even before you get any memberships; making a budget, finding a core committee, finding a hotel and at least making a deposit on a booking, finding a Guest of Honour and at least reaching a tentative commitment. Then, you can advertise. If you find you just can't cover the hotel fees and the Guest of Honour honorarium, even before getting any memberships, you have still accomplished a first step - finding out how much it will take.
- **Go to conventions**, and volunteer at conventions, for a span of several years, before attempting a convention. Ask a lot of questions. Find and read conrunning guides and articles - there are some on the World Wide Web, and references to more resources, on paper.
- **Quiz the congoers** and find out what they want in your area; it may not be enough to hold the kind of convention you want. A lot of concons don't realize this.
- You are well advised to incorporate a registered society, to protect each individual concom member from potential financial losses, or from legal actions against the convention. Most conventions are sponsored by a registered society, which is not itself the convention committee.
- **Trust the hotel but get it in writing**. Usually you deal with one person on the sales staff first, then the staff turns over within six months, and you're dealing with someone completely new - and completely uninformed. Then, when the sales staff turn you over to the actual management, they may get boom-all information on the contract. Also, the hotel security and cleaning staff actually working in the hotel may not know - or care! - that the contract agrees to room parties, and hall signage, and a wet bar in the con suite, etc. Above all, hotels are used to big-ticket conferences, rather than modest social conventions; even hotels who like you, benefit from SF cons mostly in the off-season - and some hoteliers *dislike* SF cons and try to soak them, as by blaming them for other guests' damage.
- **Guests of Honour** should reasonably expect airfare to and from the convention, a ride from and to the airport, free memberships for themselves and family/travelling companion, paid hotel accommodation, meals and drinks. (Actors expect at least a four-figure speaker's fee. Evaluate the distinction.)
- A new convention, or a bid for a travelling convention, will suffer from a whispering campaign; this may mean nothing more than uninformed fans imagining things. Ignore it.
- You will need at least a Chair, a Treasurer, a Registrar, and a Hotel Liaison, to start out with. The core concom in particular will need previous experience working on SF cons.
- You are well advised to have different people serve as Chair and Treasurer.
- Misunderstanding and inattention are normal parts of communication. Expect people to misunderstand anything that can be misunderstood, and a few things you didn't expect. First, you have to tell people what you think the convention includes. Then, you have to tell people what that means for their job. Then, you

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have to remind them what you expect them to do ... Just be ready to make the effort.

- Trust the committee but keep asking for progress reports. That is, *let* your people get work done, but keep getting reports on what has been done and what is going to be done. When everything is going *well*, about a quarter of the concom shoulder most of the workload, and one or two people perform like supermen. This is just normal.
- Don't just take volunteers for granted. Some concons offer volunteers who work all weekend a share in a pizza at the dead dog party. Some concons **offer volunteers something in exchange**, such as a unique T-shirt after about four hours of volunteer time. Evaluate the distinction.
- Security tends to attract people who aren't good for the job; some cons bar clubs from volunteering for Security, *as a costumed group*, in an attempt to keep some younger congoers from going overboard and pushing people around.
- **Program intelligently**; people *do not* get up on con weekends before 11 a.m., however interesting the panel; lots of panels, such as World-Building, have been done to death; "So this is your first con" should not be held just once, on Friday at 5:00 p.m., before most people arrive; program participants regularly get booked onto panels they know nothing about and for which they have no preparation.
- **Someone always complains** about something at a bouquets- and-brickbats panel, *even about the things you did right!* Just a few people will have positive suggestions. Use some perspective when you take their feedback.

(Jackie Wilson Barclay, Ed Beauregard, Paul Carpentier, Bill Donaho, Bruce Farr, Don Fitch, Lisa Girling, John Mansfield, Bruce Miller, Lloyd Penney, Doe Poirier, Robert Runte, Ian Sorensen, Kevin Standlee, Taral, Diane Walton & Rick LeBlanc, Eva Whitley, and a bunch of people I've forgotten)

Garth Spencer

- 1) **CANFAPA #1, March 1988** — CANFAPA = THE CANADIAN FANZINE APA. Introductory issue inviting Canadian Faneds, Fanartists and Letterhacks to become Charter Members of a zine devoted to encouraging and promoting Science Fiction Fanzines in Canada. 6 pages. Included free with CANFAPA #2.
- 2) **WIERDS DID IT! THE CHRONICLES OF BCSFA Vol 1**— by R. Graeme Cameron. History of the British Columbia Science Fiction Association covering the years 1968 to 1972, including the first two VCONS sponsored by the club and an account of Philip K. Dick's stay in Vancouver. 30 pages. Price: \$4.00 (includes postage). Note old English spelling of 'Weird'. A 'Wierd' is a mischievous supernatural critter.
- 3) **INDEX TO BCSFAZINE Vol 3** — by R. Graeme Cameron. BCSFAzine is the monthly newsletter of the B.C. SF Association. The index covers the years 1990 to 1997, listing all articles and authors by issue. 34 pages. Price: \$4.00 (includes postage). Note: The first two volumes covering the previous two decades will be published at a future date.
- 4) **HARRY WARNER, JR., FAN OF LETTERS** — By Murray Moore. H. Warner is a Hugo-winning Fan Historian who has been avidly collecting Fanzines since the 1930s. He is also Fandom's premiere 'Letterhack', writing zillions of letters of comment to zines far and wide. You haven't 'made it' as a Faned (Fanzine Editor) till you've received a 'LoC' from Harry. This is an affectionate tribute, originally published in FAPA, containing articles on Harry by such legendary Fans as Mike Glicksohn, Chester Cuthbert, Buck Coulson, Ben Indick, Joseph Major, Taral Wayne, Robert Lichtman, Lloyd Penney, John Berry and others. 32 pages. Price: \$4.00 (includes postage).
- 5) **CANFAPA #2, May 1998** — Structured like an APA, newly arrived members begin to contribute articles discussing the current state of Canadian Zinedom. People like Dale Speirs, Garth Spencer, Lloyd Penney, Murray Moore, Rodney Leighton, Chester Cuthbert & R. Graeme Cameron. 22 pages. Price: \$1.00 (includes postage & CANFAPA #1).
- 6) **CANFAPA #3, July 1998** — Andrew Murdoch & Brian A. Davis join in as CANFAPA expands to 34 pages. Editor Graeme includes a first batch of working notes on his proposed *Incompleat Guide to Canadian Fanzines*. Price: \$3.00 (Includes Postage).
- 7) **CANFANDOM (Formerly Canfapa) #4, Jan 1999** — The Editor changes the name to stress that, despite its APA-like nature, CANFANDOM is a pro-zinedom newszine aimed at the general SF public and NOT a traditional, intimate and private APA restricted to members only. C.F. Kennedy joins in. Includes THE COSMIC CIRCLE (recounting recent Fannish events and happenings worldwide) and a lengthy article by Vincent Clarke on Indexing zine collections. 40+ pages. Price: \$3.00 (includes postage).
- 8) **THE TRUFAN'S ADVISOR: AN INTRODUCTORY GUIDE TO FANZINE FANDOM** — by U.S. Fan Arnie Katz with illustrations by William Rotsler. Designed to attract and introduce newcomers to the phenomena of SF Fanzine Fandom, this handy guide explains what it's all about, gives a brief history, answers the most common questions and concludes with a dictionary of Fannish slang relating to zines. Originally published in 1995, it's so informative and entertaining as to be timeless. 20 pages. Price: \$2.00 (includes postage).

NOTE: Any and all profit is divided between BCSFA & the Canadian Unity Fan Fund (CUFF). Make out cheque to R. Graeme Cameron, and send to him c/o Apt #110 - 1855 West 2nd Ave., Vancouver, B.C. V6J 1J1. The Graeme is the BCSFA/WCSFA Press Administrator. He can be reached at: rgraeme@home.com

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F.R.E.D. - Every Friday The weekly gathering of BCSFAns and all others interested in joining us for an evening of conversation and relaxation, with pool table option. At the Burrard Motor Inn opposite St. Paul's Hospital (Downtown Vancouver) 6 blocks south of Burrard Skytrain Station. 3 blocks west of Granville (where many buses run). #22 Knight/McDonald bus along Burrard. Begins 8:00pm. *On the Friday before long weekends, FRED will be at the lounge of Bosman's Hotel. This is two blocks east and a part of a block north of the Burrard Motor Inn (actual address is 1060 Howe St.).*

Ether Patrol Radio Show - Every Wednesday Listen to the only SF talk show on Vancouver Co-Op Radio, hosted by Simba. Wednesday nights at 9:30 PM on CFRO 102.7FM.

Contributor's Deadline - Feb. 19th, Mar. 19th, April 16th. Send your submissions/loc to John Wong at 2041 East 10th Avenue, Vancouver, B.C., V5N 1X9 or E-Mail me at woolf@vcn.bc.ca.

BCSFaine Collation - First Sunday of the month, March 7th, April 4th, May 2nd, June 6th. First Sunday of the month 4:30PM. Call Steve Forty (S.40) to confirm at 936-4754.

BCSFAzine Pickup at FRED - Last Friday of the month. Pick up your issue of BCSFAzine at FRED! Pristine, mint condition copies are available at FRED. Call Steve to let him know you wish to pick up your copy. (These dates are approximate only. Due to production scheduling changes, the issues may be available one week early.)

FRESH with The Orion Consulate - February 6th, March 6th, 1999 7:00 pm. 8261 Victoria Drive, Vancouver. WCSFA members are invited to the upcoming FRESH's at Mary and David Malinski's. Please remember to bring something to eat, (BBQ will be going), bring something to drink (BYOB), and bring something to share (an appetizer, soft drinks or snack item - enough for a dozen or so people).

Discount Movie Nights

The second Tuesday of the month (February 9) at 6:30 pm New West Cinema #299 - 555 6th Street, New Westminster. We will meet in front of the box office to decide which movie we'll see. If I've timed this right, this could be our chance to see "Star Trek — Insurrection" or "The Prince Of Egypt" without having to cross a picket line. And all for a mere two dollars!

Unable to post listings for the Blinding Light at this time. You know what to do if interested. As requested by most of those who have contacted me so far, listings for "The Ridge" and "The Hollywood" will no longer be posted.

General Meeting

There will be a WCSFA Executive and General Meeting on Saturday February 20 at 1pm. It will be in the meeting room of the Firehall branch of the Vancouver Public Library. Address is 1455 West 10th Ave, Vancouver. Programing and Agenda items welcome.

Night of the Writer Roasties -

Forget Reality Enjoy Feeding Frenzies .Monday February 22 at 7pm. Rainforest Cafe. 14E - 4700 Kingsway, Burnaby. Where feeding (and/or eating) the decorative wildlife is strictly forbidden. Brazil del norte, nos? Si!

Monday March 29 at 7pm, DV8, 515 Davie Street, Vancouver. All this food 2B4U!

Night Of The Writers Roasties

Discount Movie Nights

Consult theater listings or call Doug Finnerty (526-5621). There will be a writers roastie the third week in March. Whether it will be a Tuesday or Wednesday will depend on what was decided at January's roastie. To have a say and find out what book we'll be reading, phone Doug Finnerty 526-5621

Upcoming Conventions

Radcon 2C website. We're very excited about our 1999 convention, and we're anxious to tell you a bit more about it. Radcon 2C will be held on **February 12-14** of 1999, at the Double Tree Inn (547-0701, or 1 800 222-TREE). This year's convention promises to be our best ever. We're pulling out all the stops and working round the clock to make this one truly a convention to remember. Full Weekend (3 Days) \$20 per person, Friday only \$10 per person, Saturday only \$15 per person, Sunday only \$5 per person.

Life, The Universe & Everything 17 *an annual symposium on science fiction and fantasy* March 11-13, 1999 Wilkinson Center Brigham Young University Provo, Utah Guests of Honor Kevin J. Anderson, Rebecca Moesta, Dave Wolverton, with Sam Longoria, Marty Brenneis, Dr. Michael R. Collings, Michael Liebmann

Norwestcon 22 April 1 - 4 Sea tac Washington. Writer: Harry Turtledove (Nebula Award winner and Hugo Nominee). Artist: Richard Hescoc. Fan Guests of Honor: Jack L. Chalker and Eva Whitley Science: Jack Horner (Celebrated Paleontologist) Spotlighted Publisher: The Ministry of Whimsy Press (publisher of 1997 Philip K. Dick Winner "The Troika") Memberships: \$45.00 from 07-01, 1998

through 10-31, 1998, \$50.00 from 11-01, 1998 through 02-01, 1999, \$55.00 at the door, \$5 off for members of the Northwest Science Fiction Society
HOTEL: DoubleTree Hotel Seattle Airport, Rooms \$92 flat rate for up to 4 people, \$175 Family Suite, \$280 Presidential Suite, \$10 for 1 additional person, LIMIT OF 5 PEOPLE PER ROOM (800) 222-TREE
Information: Norwescon 22, PO Box 68547, Seattle WA 98168-0547
Hotline: (206) 270-7850
email: nwc@eskimo.com

BAKA!-Con 1999 23-25 April 1999, Double Tree Inn, Tukwilla, Washington, USA ONLY Anime Convention for 800 Miles
Guests: We are please to announce that we have two guests signed on for BAKA!-Con. They are Tristan McAvery and Stan Sakai. Mr McAvery is a voice actor with ADV Films; he has played such parts as Gendo Ikari from Neon Genesis Evangelion and Grandpa Danpei from New Cutey Honey. Mr Sakai is the creator of the American manga Usagi Yojimbo.

Registration: Current members registration price for the convention is \$30. For more Information on registration, check the registration page. If you wish to register, send the registration form and your check or money order (made out to Baka-con) to

BAKA!-Con, PO Box 44976, Tacoma WA 98444

Hotel Information: Double Tree Inn
Room Costs: 205 Strander Blvd. \$89 for Single/Double per night Seattle, WA 98188. \$99 for Triple/Quad per night 1-800-222-TREE (please make reservations before 3rd April 1999)

WESTERCON 52/Empire Con Spokane, WA Jul 2-5 1999

Author Guests: C.J. Cherryh, Barbara Hambly, Kristine Kathryn Rusch
Art Guests: Alicia Austin, Wendy Pini

Editor Guest: Ellen Datlow

Fan Goh: Larry Baker

Toastmaster: Betty Bigelow

MEMBERSHIPS: \$45 until July 6 1998, \$50 until December 31st, \$60 at the door.
HOTEL: Double Tree Inn, Spokane City Center, 509-455-9600 or 1-800-222-8733
Rooms begin at \$75 / night (Extra for fire-works view on July 4th.)

For more info: 509-891-5762

westercon52@webwitch.com

www.webwitch.com/westercon52

or write: Empire Con P.O. Box 7477
Spokane WA 99207



Are you a SMOF?

SMOF. That term has been tossed about SF circles for many years now. Many people have opinions about who they are. Some people have even been called a **SMOF**. Some even claim to be a **SMOF**. You yourself may be a **SMOF** and don't even know it. Here is a quick quiz to help you find that very thing out.

- 1) Do you know what **S.M.O.F.** stands for? Y N
- 2) Do many people accuse you of being a **SMOF**? Y N
- 3) Do you discuss the concept of **SMOF** at length? Y N
- 4) Do you know anyone who is a **SMOF**? Y N
- 5) Do your opinions change the opinions of other fans? Y N
- 6) Do your most ridiculous Con program suggestions get taken seriously? Y N
- 7) Do you have an influence in the publications and organizations in your area? Y N
- 8) Do you have any contact with all the Con-Chairs past and present in your local area? Y N
- 9) Are you on a first name basis with all the Con Guests past and present in your area? Y N
- 10) Are you mentioned only in passing in no more than 20% of the fanzines in your area? Y N

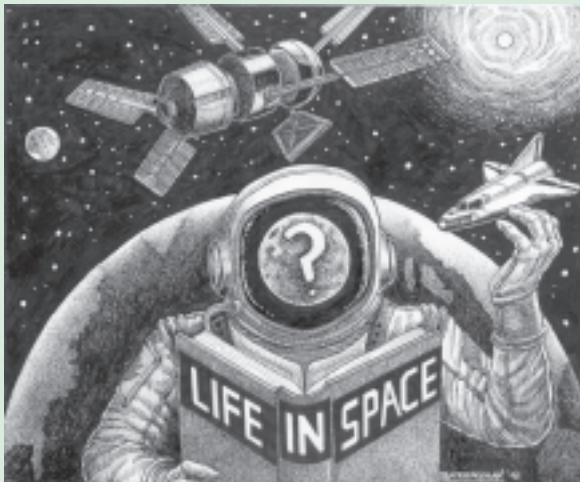
Add the points for every correct answer you have.

- 1) Yes. **Secret Master Of Fandom** 5 points
- 2) No. Real **SMOF** would have had those people secretly eliminated by now. 10 points

- 3) No. Real **SMOF** deny the existence of **SMOF** and change the subject. 15 points
- 4) No. Real **SMOF** do not claim to be **SMOF**. (See Question 2) The key here is SECRET! 12 points
- 5) Yes. Real **SMOF** have subtle control of the opinions of every fan in their area. 6 points
- 6) Yes. Real **SMOF** test their skills this way. 10 points
- 7) Yes. Real **SMOF** use fan media and politics to effect their influence over the masses. 8 points
- 8) Yes. Real **SMOF** have puppet con chairs to run their experiments. 7 points
- 9) Yes. Real **SMOF** use conventions to meet their favourite authors and personalities. 9 points
- 10) Yes. Real **SMOF** are secretive about their influence over fandom and try to keep their names out of the limelight. 17 points

How do you rate? The points you have received are an indication of the degree of certainty that you are a **SMOF**.

- **Less than 30 - SMOF? Never heard of it. Anyway**, I have this great programming idea for you. It's a panel which involves an astronaut, a skeptic, someone from the Flat Earth Society, Harlan Ellison, and Steven Hawkings discussing the recent abduction techniques of Imperial Storm Troopers and their relationship to crop circles.
- **Less than 60** - Give it up. Your attempts at being a **SMOF** are all too overt. You are merely a **SNOF**, Secret Novice Of Fandom.
- **Less than 80** - There is an indication that you are being secretly trained by a **SMOF**.
- **81 - 99** - Not quite there yet. You only lack one simple thing.
- **100** - Real **SMOF** don't take quizzes called "Are you a **SMOF**?" They already know they are.



May 21 - 23, 1999

VCon 24 is offering a KidCon with crafts, demos, masquerade and more! To **Volunteer** contact Don or Lisa McGovern at 931-1241 or email dmcgover@direct.ca **Send memberships to: 1410 Regan Avenue, Coquitlam, BC, Canada. V3J 3B5**

Website: <http://www.geocities.com/area51/corridor/7214/vcon24>

VCon 24

"LIFE IN SPACE?"

Guests of Honour - A.C. Crispin and Michael Capobianco,
Artist Guest of Honour - Betty Bigelow **Toastmaster** - David Bigelow

Location: Days Hotel Surrey City Centre (formerly the Surrey Inn) 9850 King George Hwy., Surrey, BC Room Rates: \$75/night For reservations call: 1-800-663-0660

Membership Rates:

\$35 CDN, \$24 US until March 31, 1999 (12 & under — \$20);

\$40 CDN, \$27 US until April 15, (12 & under — \$20).

No mail in memberships after April 15th.

Memberships at the Door: (3 day) \$45CDN, \$30 US (12 & under \$20)

6 & under are free.

Giant Bones, Peter S. Beagle (Roc 1997) ## *Girl in Landscape*, Johnathan Lethem (Doubleday 1998) ## *Lightpaths*, Howard V. Hendrix (Ace 1997) #

(# = paperback available at Vancouver Public Library. ## = VPL hardcover.)

First, a note about last month's review of *Fever Season*, the historical murder mystery by Barbara Hambly. I found and read her previous Benjamin January book, *A Free Man of Color* (VPL hardcover), and it is indeed a stronger novel, still with the same marvellous historical setting. I recommend it.

A few months ago Clint gave me some early Peter S. Beagle stories to read and I found them underwhelming. Hence, he found it hard to convince me to read *Giant Bones*, a new collection of short stories set in the world of Beagle's novel *The Inkeeper's Song*. Well, I'm glad he did.

Beagle has honed his prose to a glow, and I can only describe his recent stories as exquisite. In particular I was fascinated by "The Last Song of Sirit Byar" (the tale of an aging musician and the young girl who follows him on the road) and "Lal and Soukyan" (two old warriors journeying to atone for an act of cruelty performed decades before).

Beagle's world is an imaginary medieval one, but his kings and warriors and wizards are vividly real and compellingly human. These people stink, they hurt, they bleed, and they struggle to face their own mortality with courage. Although he employs many elements which have become clichés in Fantasy, Beagle knows how to touch on powerful human truths which give his stories astonishingly poignancy.

Some readers might find the pace of Beagle's stories slow at first, but I found they rewarded my patience. And the pen & ink illustrations by Tony DiTerlizza were a delightful added touch.

At the opposite end of the SF/F spectrum, Howard V. Hendrix writes HARD science fiction. Hell, you could drive nails with his novel *Lightpaths*, which is crammed with information on space habitats, artificial intelligence, molecular biology, Utopian fiction, mycology and a dozen other topics.

This is no plot-driven or character-driven novel—this is a data-driven novel in which the characters exist in order to have lengthy fact-filled conversations with each other, and to muse pensively about history, science, ethics, and the fate of planet Earth.

Half way into the book, having noticed that no actual events were taking place, I began collecting the author's most egregious excuses to dump information on his readers. My favourite: an eminent founder of the colony decides to visit the agricultural production area incognito (in dark glasses and a sun hat) in order to find out if colony members are friendly and helpful to newcomers. She gets a six-page tour of food production on a space station which does not advance the plot or anything else. (Runner-up: a weary character goes home and turns on the TV. A documentary on the history of space stations just happens to be on. And on. And on.)

One of the things which made this book so frustrating is that Hendrix is full of provocative concepts, but he seems utterly unable to condense them, and he constantly lectures his readers rather than using the story and characters to make his points. He also sketches out characters with interesting potential and then makes no good use of them.

The plot? Oh, right. It starts moving around page 250. An artificial intelligence is taking over the habitat's computer network in the pursuit of mysterious goals of its own. And Roger Cortland is trying to

bioengineer a pheromone to suppress human reproduction, and release it secretly on Earth. Both are good ideas, but many plot details fall apart on examination, and characters' reactions sometimes verge on the ridiculous.

Lightpaths reads like a distillation of late night

conversations at university parties. I'm not sorry I read the book, but I do wish Hendrix would either find himself a really good editor or collaborate with a strong story-teller.

After some thought about where on the SF/F spectrum I'd place *Girl in Landscape*, I have to say it's not on there at all. Substitute Arizona for the planet of the Archbuilders and Native Indians for aliens, and there you have it—a modern novel in a style which is everything the title leads you to expect.

Pella Marsh, age 13, is reluctant and wary when her parents, Clement and Caitlin, decide to immigrate to a newly opened planet after the collapse of Clement's political career. She listens to her mother's enthusiastic build-up "...intent on hearing a mistake or misunderstanding in the talk, a flat note in the song her mother was singing. Something she could point out to make it all come undone, so the family would have to stay."

What comes undone is her family. Caitlin dies suddenly of a rare brain tumour, and afterwards her dazed husband and three children move to the new planet where they try to carry on as if things are just fine. But things aren't fine, and some of the local colonists are upset that the Marsh family isn't taking medicine to suppress the growth of alien fungus in their bodies. Nobody has done this before -who knows what might happen?

It's an excellent set-up and the writing is strong, but this is a Modern Novel, so not a lot happens. Caitlin slouches around, resenting her father, taking fungus-induced out-of-body trips, fretting about growing up, and having cryptic encounters with aliens and colonists who may or may not be enemies. After a while Lethem's writing style begins to feel repetitious and the lack of any kind of coherent direction wears. Finally, there is a violent enigmatic climax which resolves nothing.

Jonathan Lethem is trying to sell himself as a science fiction writer while others, like Vonnegut, have spent years trying to leap into the mainstream. Go figure. I wouldn't call *Girl in Landscape* SF, but there's an easy test of whether you'll like the book or not. Consider the title. If it sounds like your kind of book, it probably is. Otherwise, avoid.



Donna McMahon

Comments? Rebuttals? Suggestions?
donna_mcmahon@sunshine.net.

Surf Us Out!

WCSFA-On Line at:

☆ <http://spellbinder.bc.ca/bcsfa>

Check out our web site for all the information you need to be a local fan.

- Convention Listings • Ask Mr. Science
- SF TV Listings • VCON Web Pages
- Internet Links • Store Listings

Special Thanks to Alan Barclay for the Web Space

CURRENT STATUS:

As many of you know, my mother passed away in November. This brought all my Fanac to a complete halt. It's been difficult at times, but I thank everyone for their support. Now my life is slowly getting back to normal and I am eager to leap back into the raw excitement and frenzy of being an archivist.

For one thing, I am now better equipped to serve the archive. In order to cheer myself up I plunged myself further into debt by upgrading my computer equipment. I am now back on-line and surfing the web. I can be reached at:

rgraeme@home.com

This means I now have access to a lot more people and information than ever before, which in turn means I can do a lot more for YOU. To explain, let me mention that I just came back from a BCSFA meeting at a new venue, namely the Firehall Library at 1455 West 10th Avenue, just four minutes walk from Granville & Broadway (easily reached by bus), and surrounded by Coffee shops & restaurants for after-meeting brunches. The room is high ceilinged, bright, and has a nice view. Best of all, it's FREE! Apart from whatever else the club may do, we will meet here once a month for the remainder of the year and perhaps longer. February (Saturday 20th) & March (Saturday 20th as well I think) are already booked, both beginning at 1:00 PM. So now we have a regular, comfortable meeting place. Kudos to Doug Finnerty for acquiring it, and to Fran Skene for suggesting it.

Eventually many members (myself included since I live within walking distance) will get into the habit of attending every meeting. I certainly will. And this means YOU will have regular access to ME, and that means I can do something for YOU... No, I am not

starting up a one-man escort service. Let me be more explicit..err, I mean specific.

First, I will have on hand samples of CANFANDOM (formerly titled CANFAPA) and other BCSFA/WCSFA Press publications. These are for sale, with proceeds (after costs) going to BCSFA and to CUFF. As new publications come out they will be added to those I bring.

Second, I will be distributing to those who attend, free of charge, editions of THE COSMIC CIRCLE, my newsheet (also found in CANFANDOM) listing recent events and happenings in worldwide Fandom. I compile these from diverse sources, including zines and web sites. Varying in page length, THE COSMIC CIRCLE will contain everything from news of awards to rumours of feuds, from Fan obituaries to information on how to acquire upcoming Fan trip reports and anthologies. So if you want to grasp what's happening in the Fannish world, attend the meetings! (And if you can't make it, you can always subscribe to CANFANDOM and get the info that way.)

Third, I will bring the zines the club receives in trade, and also those I receive in trade for my perzine SPACE CADET, which you can peruse before I hand them over to Garth for him to review in BCSFAzine. He then returns them to me at the next meeting. (Note: I am reluctant to let people — other than Garth as reviewer and Fan Historian — to borrow zines. It's the classic problem of possessing an archive of rare, impossible to replace without considerable effort or cash kind of stuff. If I lend and it is lost, it's gone. But these meetings are opportunities for you to examine the zines, and if any strike your fancy, most zine editors are happy to send YOU their issues provid-

ing you send THEM letters of comment or contributions in return. In other words, you can acquire your own personal collection for FREE just thru a modicum of writing effort on your part.)

Fourth, I WILL be functioning as a lending archivist for CERTAIN items. Because I can now easily download manuscripts of classic Fannish writing available on the web, I will make a printed copy available for members to borrow. Should by chance it be lost, well, at a certain cost in paper, ink, and time, I can replace it. I hope to build an archive of classic material stored in my computer. Should I obtain permission from the authors to sell copies (to raise \$ for BCSFA & CUFF) items will come out in multiple copies via the BCSFA/WCSFA Press. Otherwise the manuscripts in question will be stored in the archive for research purposes, but will be made available to members to read, albeit through a single hardcopy only. As time goes on I will bring only the newest items, but always a complete list as well so that you can choose one and I'll bring it for you at the next meeting. Don't know quite yet what I will have ready for the February meeting, but I intend to have at least two manuscripts available. Why not attend and find out?

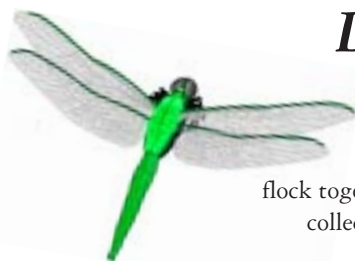
As time goes on, I hope to acquire permission to reprint classic old-time Fan articles from the zines in our archive in new anthologies. In short, my goal is to preserve the archive intact, but to make more and more of its contents available to members thru reprints.

I hope all my plans meet with the members approval.

Cheers all!



The Graeme



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10% Discount for WCSFA members

Bellingham Science Fiction Club

Wanted to announce the birth of my first child — the Bellingham Science Fiction Club. We met yesterday for the first time (all 9 of us) and plan to meet on the first and third Thursday of each month at Stuart's Coffeehouse in Bellingham at 8 pm. Come join in on all the fun!



Jim Kling

Science and Technology Writer
<http://nasw.org/users/jkling>

P S P E C T I V E S

Violence never solves anything.

Of course, you know that's ridiculous right?

Violence is often an excellent solution to a great many problems in real life. How many people do you know who would benefit from being punched in the nose the next time they did something that, well, made you want to punch them in the nose?

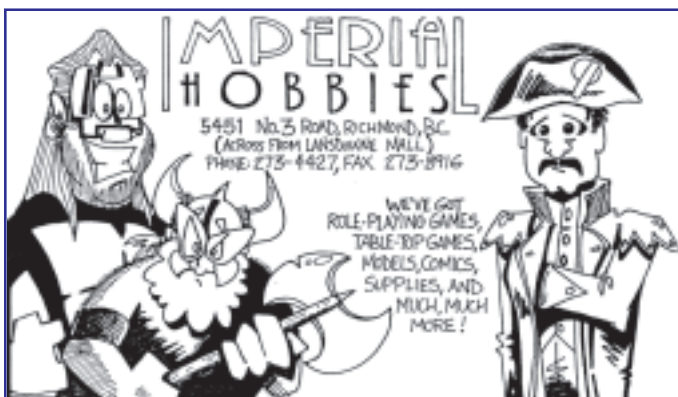
The Judaeo-Christian ethic of turning the other cheek has caused our society to disdain and look down on the purpose of violent physical action as an emotional catharsis and useful problem-solving tool. Hence, of course, the popularity of such sports as football and boxing. Third hand through our television screens is about the only way most people can come into contact with something as refreshing as physical violence.

Of course, when violence does intrude into our daily lives in a less congenial manner, it scares us. Why is this? Get the idea out of your head that the violence itself is what scares you. What's scary is the average person's inability to protect themselves from physical attack. What you lack is what makes you afraid. Personally, I have a big dog and a cheerfully vengeful spirit. Or as the saying goes: "If you hit me, you better not sleep."

Working this wrathful theme around to science fiction is pretty easy. In an age of "family values" and warning labels on everything from CD's to T.V., much consternation and discussion abounds about pretend violence and the effect it can have on tender young minds. Science fiction media is often predicated on violence: explosions, monsters eating people, war in space, hand-to-hand combat.

Of course, watching scenes of make-believe violence has an affect on people. It has the intended affect: catharsis; excitement; adrenaline rush. In other words, a swift, predictable emotional reaction, in much the same manner that two beautiful people kissing produces feelings of tenderness and passion.

Swift, predictable emotional reactions produced by images.



10% discount for WCSEA members on selected items.

Hmmmm...

I believe what you have there is the blueprint for any motion picture presentation. How else can you explain how awful, abominable films like *Godzilla* and *Lost in Space* make money? 'Cause they both knew how to use violent images to cause emotional reactions. And you know what? That's not a bad thing. Watching pretend violence gives people a release from having to express that chunk of their psyche in more concrete ways. Watching violence makes people more violent? Please. If you aren't already inclined to act out your internal violence watching *A Clockwork Orange* isn't likely to make you sit up and declare: "Gosh, I think I'll go break into someone's house and rape them."



Understand here that I'm talking about pretend violence, obviously faked or unreal. Images of realistic violence are scary and disturbing, exactly the way they'd be if they occurred in real life. Exactly as they should be; real violence, for whatever the reason, in nasty, frightening and unpleasant to be around. But, oh, sometimes it can give you such a rush...

The cathartic affect of such fake violence, both on film and on paper, occurred to me a few months ago when my psycho family ganged up on me to declare that all of their problems were my fault. I tried to argue some reason

into their pointed head for a bit, then went into my room and did unspeakable things to some of the characters in one of my stories. I felt much better.

Killing and maiming imaginary people on paper kept me from killing and maiming real people in my house. This is good, if only because I wasn't really ready to face down Tommy Lee Jones at the top of Cleveland Dam.

Some of you will have course realized by now that this entire article has been little more than a prolonged confessional. It's been working its way out of me since that fateful day a few years ago when I realized that, not only did I actually feel pleasure and appreciation whilst watching a nicely choreographed fist-fight, but I no longer felt any guilt that I felt pleasure and appreciation.

I love life. I hate war. I hate hunting. I hate capital punishment. I hate the pointless destruction of anyone or anything's existence.

And I can laugh at the end of *Hard Target* when Lance Henriksen gets a grenade down his pants.

I hate cruelty. I despise people who find pleasure in someone else's misfortune. I don't eat veal.

And the best writing I've ever done has revealed the mental anguish and physical agony of my characters.

Violence can be a solution. Not the only solution; perhaps not even the best one. Ignore it at your peril.

Now, if you'll excuse me, *Buffy's* about to be burned at the stake by her own mother. This is gonna be great...



Lisa Gemino

I enjoyed the movie. I saw the bad acting and heard the founders of modern science creating turbines in their graves, but I still like the movie.

Stargate SG-1

☆ <http://www.stargate-sg1.com/>

November Sweeps Winners Subscribe to the MGM Online Newsletter

Stargate: SG1

☆ <http://members.aol.com/AisCreat/Stargate.html>

Practice a thousand times, and it becomes difficult; a thousand thousand, and it becomes easy; a thousand thousand times a thousand thousand, and it is no longer you that does it, but It that does itself through you.

AusGate's Stargate SG1 / ULTIMATE GATE

☆ <http://members.tripod.com/act3d/>

Your entry-way into the world of MGM's STARGATE SG1. Have your choice of entering AusGate's Stargate SG1 Infopedia : ULTIMATE GATE, or surf on in to AusGate's Stargate SG1 web site.

Unofficial Gkko Film Corp. - Related Links

☆ <http://www.compass.simplenet.com/gekko/links/links.htm>

Related Links STARGATE SG-1 This site is not affiliated with Gekko Film Corp. It was designed for the entertainment of the fans and supporters of Gekko Film Corp's various productions.

Untitled

☆ <http://www.sg-1.net/sg1faq.txt>

This text file lists answers to some Frequently Asked Questions posed regularly to the alt.tv.stargate-sg1 (ATSSG1) newsgroup and posed by the SG-1 fan community at large.

SG-1.Net Features

☆ <http://www.sg-1.net/feat.html>

Follow the links above to any Featured Area of SG-1.Net you'd like to visit. If you want to view the features in a more detailed listing, with name explanations, then scroll below.

Die Science Fiction & Mystery Serien Homepage (Startseite)

☆ <http://www.yoshy.com/>

Science Fiction, Mystery, Utopie, Fernsehen, Serien, Babylon5, Star Trek, Enterprise, Deep Space Nine, DS9, Voyager, Akte-X, Dark Skies, Pretender, Profiler, Stargate SG1, Tek War, ST-TNG, B5, ST-DS 9

Area 52: The HKH Standard (SG1 Slash Archive)

☆ http://tatooine.fortunecity.com/challenger/318/area_52/index.html

Area 52: The HKH Standard Welcome to Area 52: The HKH Standard (translated, The Stargate Slash Zone). I am Rauhnee Ranshanka, The GateKat (manager and archivist).

Yahoo! News and Media:Television:Shows:Science Fiction, Fantasy, and Horror

☆ http://www.yahoo.co.uk/News_and_Media/Television/Shows/Science_Fiction_Fantasy_and_Horror/Stargate_SG_1/

Stargate SG-1 Yahoo! UK & Ireland Newstop stories from the UK and Ireland. News & Events Community Shopping pay as you go net access Click Here GateGuide

- source for information on the people, cultures, technology, and worlds.

Stargate Kommando SG1

☆ <http://www.yoshy.com/Stargate/>

Science Fiction, Mystery, Utopie, Fernsehen, Serien, Babylon5, Star Trek, Enterprise, Deep Space Nine, DS9, Voyager, Akte-X, Dark Skies, Pretender, Profiler, Stargate SG1, Tek War, ST-TNG, B5, ST-DS 9

AusGate's Stargate SG1

☆ <http://members.xoom.com/ausgate/>

The Last chevron is locked and the wormhole opens...Your new destination...AusGate. Stargate SG1 downlads, Stargate Quiz, SG1 Forum, chat transcripts + more. *** AusGate's Stargate SG1 ***

Stargate list

☆ http://cardworldmag.com/internet/paml/groups.S/stargate_list.html

Contact: stargate-owner@onelist.com Purpose: This is a discussion list about the movie Stargate, and the hit television show, Stargate: SG1.

☆ <http://www.onelist.com/subscribe.cgi/stargate>

List owner: jeff@vv.carleton.ca (Jeff Reid) Entry added: Oct 98 Last change: Oct 98

skyfox Links

☆ <http://exlibris.simplenet.com/links.html>

SG-1.Net - For the Fans by the Fans. Lots of multimedia, and info. Stargate SG-1 - an Official site. Stargate-sg1 newsgroup - alt.tv.stargate-sg1

Stargate-SG1: The official Website

☆ <http://www.showtimeonline.com/stargate/main.html>

The officail Stargate-SG1 website!

Adventures in Time & Space

☆ <http://www.sg-1.net/aitas.html>

Summary: If there was a pivotal point in the industry education of Vancouver, it was back at the beginning of the decade, on the day that the city discovered that television series could be cancelled.

time and space

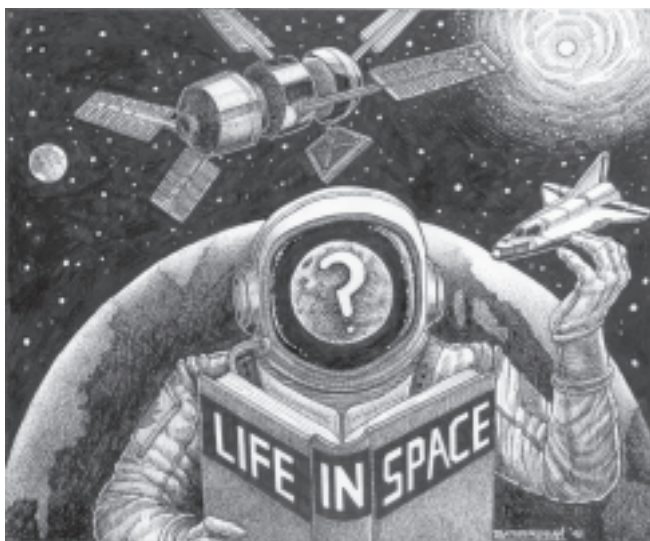
☆ http://www.reelwest.com/Magazine/archives/Vol12_2/time.htm

Summary: If there was a pivotal point in the industry education of Vancouver, it was back at the beginning of the decade, on the day that the city discovered that television series could be cancelled.

Sci-Fi Pictures

☆ <http://www.lothys.com/sci-fi/>

Summary: Star Wars, Space: Above & Beyond, Mars Attacks, Jurassic Park & Lost World, 5th Element, BatMan & Robin, Stargate-SG1, Alien Resurrection, Buffy The Vampire Slayer...



Guest of Honour



A.C. Crispin and Michael Capobianco,

Artist Guest of Honour Betty Bigelow **Toastmaster** David Bigelow

VCON 24 "LIFE IN SPACE"

May 21-23, 1999

Other Guests include:

Fran Skene
R. Graeme Cameron
Stan Hyde



Special Interest Groups

Monster Attack Canada
The Lonley Cry Writers

Confirmed Local Authors:

Donna McMahon
Alyx Dellamonica
Lisa Cohen
Rhea Rose

Confirmed Local Artists:

Warren Oddsson
Chilam
Amy Dolphin
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KidCon

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Website:  <http://www.geocities.com/area51/corridor/7214/vcon24>

VCon 24 is offering a KidCon with crafts, demos, masquerade and more!

To **Volunteer** contact Don or Lisa McGovern at **931-1241** or email **dmcgover@direct.ca**

Send memberships to: **1410 Regan Avenue, Coquitlam, BC, Canada. V3J 3B5**

Membership Rates:

\$30 CDN, \$21 US until January 1, 1999 (12 & under — \$20); \$35 CDN, \$24 US until March 31, 1999 (12 & under — \$20);
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