

EDITORIAL POSITION

MAW is intended to be a source of information for people interested in science fiction, fantasy, and related subjects. We'll also publicize related Arizona Cons, clubs, or activities along with important out-of-state information. Just write our P.O. Box or call the editor, Eric Hanson, at (602) 968-7833 on weekends. Please note that everything not credited with a byline was written by the editor, Eric Hanson or rewritten by that sneaky devil, Fruce Barr.

MAW is the Newsletter of the Central Arizona Speculative Fiction Society (CASFS), a 501(c)3 non-profit corporation. It is being published on a quarterly basis. Circulation is approximately 3,200 households for this issue, mainly to members of CASFS and attendees of recent Arizona sf&f conventions.

Please... anyone who changes their address, let us know!..This saves everyone money (lets you receive this newsletter plus know about Con price breaks and lets us save money on COA's from the Post Office). This will also let us pass COA (change of address) information on to conventions where you also have a membership! Anyone who wishes to receive or not to receive MAW only needs to request same.

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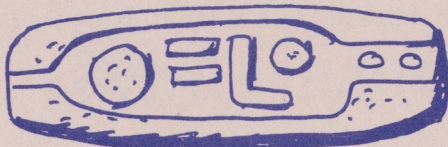
CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC.

What REALLY is behind putting on a convention? What are the funds raised by a convention used for? Does everyone REEEAAAAALY smear each other all over with lime jello at CASFS meetings? Why not attend a meeting and find out!

We're the sponsor of MAW, CON GAMES, Fan Gatherings, and the annual CopperCon convention. CASFS, also known as "Melvyn", is a charitable, IRS-recognized non-profit corporation that exists to further science fiction, fantasy and science fields in Arizona. We'd like to see you involved, too!

THE NEXT MEETING OF CASFS will take place on Friday, May 26th at 8pm at the Ambassador Inn's restaurant at 4727 E. Thomas Road in Phoenix. Next meeting includes nominations for the Board, CopperCon 10 officers, and procedural offices. Elections and final nominations will be at the June meeting.

Everyone is invited to attend two meetings prior to becoming a member. Membership rates are \$12 per year (plus an initial \$3 application fee). Membership rates are prorated for the amount of the year remaining. For more information, call Bruce Farr at (602) 730-8648 or Doug Cosper at (602) 849-3338. BYOLJello.



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CONVENTION NOTES

CASFS makes no representations about conventions listed (except for their own conventions, CopperCon 9 & Fan Gatherings) other than simply providing a listing service. Please note that some conventions have arranged with One Book Store in Tempe and Stalking Moon Book Store in Glendale to sell their memberships.

Westercon 42: June 30-July 4, 1989 at the Marriott Hotel in Anaheim, California. Memberships are \$45 through 6/15/89 and \$60 at the door. Contact Westercon 42, c/o SCIFI, Box 8442, Van Nuys, CA 91409. Guests are GoH John Varley and Fan GoH Arthur Hlavaty.

NOREASCON 3, 47th World SF Convention - August 31 - Sept. 3, 1989 at the Sheraton Boston, Backbay Hilton, and Hynes Convention Center in Boston, Massachusetts. Attending memberships are \$70 to 3-15-89, \$80 to 7-15-89, Supporting rates are \$20. Contact Box 46, MIT Branch PO, Cambridge, MA 02139. Guests are author Andre Norton, publishers Ian and Betty Ballantine, and the Stranger Club (Louis Russell Chauvenet, Chan Davis, G. Timothy Orrok, Harry Clement Stubbs, Robert D. Swisher, and Art Widner).

CopperCon 9 - September 7 - 9, 1989 (Thursday to Sunday) at the Safari Resort, 4611 N. Scottsdale Rd., Scottsdale, AZ 85251. Room rates: \$38.00 single/double/triple/quad. Memberships are \$20 to 8-31-89. For memberships or more information, contact P.O. Box 11743, Phoenix, AZ 85061 or call (602) 849-3338 on weekends. Guests of honor are author A.E. Van Vogt and fans Jim & Doreen Webbert.

TusCon Sweet 16: October 6-8, 1989 (Friday to Sunday) at the Executive Inn in Tucson, Arizona. Contact TusCon at P.O. Box 26822, Tucson, Arizona 85726 or call (602) 881-3709. Membership rate is currently \$15. Guests are author Jack Williamson, fans Eric Hanson and Sam Stubbs, and our favorite toastmaster Ed Bryant.

WORLD FANTASY CONVENTION 1989: October 27-29, 1989 at the Seattle Sheraton Hotel & Towers in Seattle, Washington. Memberships are \$70 through 5-1-89. Contact P.O. Box 31815, Seattle, WA 98103-1815. Guests are authors Ursula K. LeGuin, S. P. Somtow, and Robert R. McCammon and Toastmaster is editor Ginjer Buchanan. Membership is limited to 750. WFC is a convention oriented to professionals and serious fans/collectors of fantasy and horror.

ConDiego (NASFiC 1990): Aug. 30 - Sept. 3, 1990 at the downtown convention center in San Diego and headquartered at the Omni Hotel. Memberships are \$55 to 7-1-89. Supporting memberships are \$25. Contact P.O. Box 15771, San Diego, CAS 92115 or call (619) 461-1917. Guests are author Samuel R. Delaney and fan Ben Yalow.

CHICON V, 49th WORLD SF CONVENTION: Aug. 29 - Sept. 2, 1991 at the Hyatt Regency Chicago, Illinois. Attending membership is \$50 through 12-31-88 and \$75 for all of 1989. (Voters received an automatic \$20 supporting membership and can convert for \$20 more). Guests are author Hal Clement, Artist Richard Powers, Editor Martin Greenberg, and fans Jon and Joni Stopa. Marta Randall is Toastmaster. Contact P.O. Box 218121, Upper Arlington, Ohio 43221 for memberships, or P.O. Box A3120, Chicago, Illinois 60690 for info.

CLUBS AND ORGANIZATIONS

SF/F oriented organizations are welcome to send info. to our P.O. Box for listing! **Important!!!** If you want to continue to be listed, please correspond with updated club information at least twice a year. This keeps your listing current and lets us know you still exist.

When contacting a Club or Con, please send a SASE (Self-Addressed, Stamped Envelope) for return reply!

Dimensional Masque: a non-profit organization founded in 1985 to provide a forum at science fiction conventions for creative fans to meet, produce, and show original film or video productions. Contact Richard Rouse and Elinor Mavor at (602) 941-0349 or write 7015 E. Pasadena Ave., Scottsdale, Arizona 85253.

United Federation of Phoenix: the Phoenix area Star Trek Club. Meets every two weeks at various locations around the Phoenix area. For information, write P.O. Box 37224, Phoenix, Arizona 85069 or call Jim Strait at (602) 242-9203.

LepreCon, Inc.: one of the two Phoenix Area corporations that puts on yearly conventions. Best described as SF/F generalists with a main thrust (ohhh!) into SF/F art. For more information, write P.O. Box 26665, Tempe, Arizona 85285 or call Eric Hanson at (602) 968-7833.

Role Players and Wargamers, Inc.: otherwise known as RAW Games. Wargaming (board gaming) and fantasy club. Contact 8159 W. Weldon, Phoenix, Arizona 85033.

Central Arizona Speculative Fiction Society, Inc.: the non-profit corporation that puts on CopperCon conventions, Fan Gatherings, and does MAW and CON GAMES newsletters. Best described as SF/F generalists with a strong bent towards literary SF/F. Meets at 8pm on the last Friday of each month at the Ambassador Inn at 48th Street and Thomas (in the restaurant). Write P.O. Box 11743, Phoenix, Arizona 85061 or call Bruce Farr at (602) 730-8648 or Doug Cosper at (602) 849-3338.

Phoenix Japanimation Society: local chapter of japanimation/general animation oriented fans - meets monthly. Membership is free, though optional monthly newsletter is \$5/year or \$.50 per month. Call Tom Perry at (602) 996-2196 or write P.O. Box 5189, Glendale, Arizona 85312.

Society for Creative Anachronisms (Tucson): or how to get in touch with your past. Contact SCA Inc. DBA Tir Ysgithr, Box 43335, Tucson, Arizona 85733.

National Space Society (National): successor to the L-5 Society. Contact 922 Pennsylvania Avenue, Washington, D.C. 20003 or call (202) 543-1900.

International Brotherhood of Jedi Knights: Star Wars club, of which the local group is the Tatooine Base. No membership dues for the Base, but the I.B.O.J.K. has annual dues of \$5.00. Contact Lilly or Patty at (602) 956-3568 for more information or write 3111 N. 34th Place, Phoenix, Arizona 85018.

The Phoenix Fantasy Film Society: film society for classic SF/F film. Membership is \$25.00 lifetime. PFFS also rents projectors, films, and video tapes. Contact PFFS, Box 30423, Phoenix, Arizona 85067.

Igen Weyr: a Phoenix-area local club based on the Dragonrider books by Anne McCaffrey. For more information, call Kim Farr at (602) 730-8648 or write in 1844 E. Sesame St., Tempe, Arizona 85283. Publisher of the fanzine, Weyr Notes.

T.A.R.D.I.S.: (The Arizona Regional Doctor [Who] Interest Society) Dr. Who fan club of Phoenix, in addition to an interest in Star Trek, Blakes 7, and general sf. Memberships are \$15.00. Membership includes a monthly newsletter, business cards & a TARDIS key. They meet every two weeks at various locations around the valley. Contact Belle at T.A.R.D.I.S., Box 63191, Phoenix, Arizona 85082 or call 246-4440.

CompuShop Forum / DBUG Computer Users Group: SF/Fantasy discussion group including SF directory, reviews, etc. Computer board set up at 745-1889...set up own password with board and leave message in public area for D&D group. Space available for groups with membership in DBUG (\$10/year for each group or discussion leader). Contact Fred Runk at 4817 E.



Starbase Tucson: Star Trek club for people whose interests include sf, role-playing games, Dr. Who, media sf, computers, sca, filking, etc. Contact K'Shona Jackson, Diplomatic Liaison Officer, 7948 E. Winnepeg Drive, Tucson, AZ 85730 or call (602) 885-5778.

SIG on The Source Information Network: (run by Flying Buffalo Games). For wargamers, role-playing games, & SF and fantasy fans. There you will find: an extensive list of game and SF conventions from around the country, news and new releases from game companies, role playing and other games, and a bulletin board where you can leave messages for other games. From Command Level on The Source, just type FLBUFSIG. The SIG is run by Flying Buffalo Inc., makers of NUCLEAR WAR and TUNNELS & TROLLS games. For more info, call (602) 945-6917 or write P.O. Box 1467, Scottsdale, AZ 85282 (Flying Buffalo, Rick Loomis, SIG Operator).

Doctor Who Information Network: a multi-national Doctor Who club. Includes a bi-monthly newsletter, ENLIGHTENMENT, membership card, convention and series news, pen pals, and classified services. Memberships are \$8 per year. Contact DWIN, P.O. Box 912, Station F. Toronto, Ontario M4Y 2N9, Canada.

Southwest Costumers Guild: a Phoenix area branch chapter of the International Costumers' Guild, based in Maryland. Dedicated to exploring, teaching, researching and enjoying all aspects of costuming. Dues are \$12 per year (which includes \$6.00 International dues). For more information, call Pati Cook at (602) 973-8611 between 3 and 6pm. The Guild meets the second Friday of each month at 7:30pm - call Pati Cook for meeting location.

M.A.G.I.C. (Manga/Animation/Gaming International Circle): Besides what's in the title, this club deals with art, costuming, cultural exchange and play-by-mail gaming. The group runs as a structured anarchy. Their newsletter is called "Through the Mirror". contact Gregg Sharp, 3901 W. Camelback #A13, Phoenix, AZ 85019.

Blake's Several: fan club dedicated to promotion of the Blake's 7 tv show and bringing together fans of the show. Contact Blake's Several, P.O. Box 1766, Bellaire, Texas 77401. Memberships are \$7.00 per year.

Terra Science Fiction and Fantasy Society: Terra meets the second and fourth Wednesday of each month at the Glendale Main Library, 59th Avenue & Brown, at 7:00pm. They focus on all S.F. with a bent towards literary fiction. This is a group for ages 12 and up. For more information call Greg at 245-0392.

Editors Note: All clubs please contact me with updated information about your club. You can drop me a line at the Post Awful address listed on this publication. If I do not hear from you I will be forced to assume that your organization has ceased to exist, or at least dropped into a black hole.



News of the Hour



The Mad Dwarf's Poker Palace and SF&F Convention BBS is finally back up and running. We are into the third rewrite of the system, and Dave is on record as stating that this is the version that will work. The phone number to dial into is (602) 278-6196.

Phoenix is bidding for the 1993 Worldcon. The bid is chaired by Terry Gish and Randy Rau as Co-Chairs and Eric Hanson and Bruce Farr as Co Vice-Chairs. Pre-supporting memberships are a bargain at \$5 each. Contact P. O. Box 26665, Tempe, Arizona 85282 or call (602) 730-8648 for further information.

Local Pro, Jennifer Roberson, is one very busy author as of late. This month DAW is flying (sounds like it's time for that tired arm joke, ed.) her up to D.C. to appear at the American Booksellers Association, where she will be signing a special 2,000 copy ABA-edition printing of SWORD-MAKER, the third book in her Sword-Dancer saga. For us mere mortals, this book will make it's way onto store bookshelves in October. DAUGHTER OF THE LION, the sixth book in her Chronicles of the Cheysuli placed #6 on the recent Locus bestseller list. Congrats.!

Jennifer has also made a tentative agreement for a big hardcover fantasy to follow publication of the last Cheysuli book, with Michael Whelan doing the cover. This is really big news, as to have a book come out as a hardcover, you must really know your stuff. Jennifer has sold a science fiction story (that's right sports fans, science fiction!) to ABORIGINAL Magazine. It's what she calls a "cyberpunk western." And last, but certainly not least, Jennifer has been invited to be the Guest of Honor at Continuity, in Birmingham, Alabama, in February, 1990.

Steve Martindale is a finalist for the Writers of the Future. His short story will appear in the next volume (summer of 1989). The title is "A Ghost in the Matrix". It's an alternate history story where da Vinci's inventions actually worked as planned. Victorian man has colonized the Solar System. Sounds like great fun. A ghost story aboard an interplanetary spaceship.

Local author, Rick Cook, has his second book due out this month. It is titled LIMBO SYSTEM. As the flat says, the Aliens were smarter, tougher, and meaner - all they were missing was a star drive.

A CON HERE, A CON THERE...

by Bruce Farr

...and pretty soon you're talking REAL money. Money to buy your membership to attend, money to run the convention, and money remaining (we hope) as "profit" for the convention after the con's over. Today's lesson, sayeth the Bruce, concerns the money theoretically left over to the con.

In fact, our two annual local Phoenix conventions, LepreCon and CopperCon, actually do manage a modest profit each year. On the average the two conventions have made in the range of \$2000 - \$5000 each year in recent years. I figure that this comes to about \$1 for each hour of volunteer (that is, unpaid) labor that's put in on the conventions.

The question's been asked, "What's this money used for?" Paying for lime jello jacuzzi parties? Actually, while this may sound like a great idea to many of us, we haven't done so YET.

CopperCon is put on by CASFS, Inc. - an IRS-recognized non-profit charity. LepreCon is put on by LepreCon, Inc. - an Arizona non-profit corporation. The key here is obviously non-profit, an often misunderstood word that means you can make a profit, but it isn't taxed. As point of fact, since LepreCon is only an Arizona non-profit corp. it does pay taxes. In both cases, the organizations were formed for the good of the fan community at large and conduct themselves for basically charitable purposes.

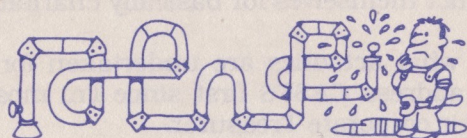
That gets into what activities are undertaken for the charitable purposes. I'll address CASFS first since I'm most familiar with them as I'm their corporate Treasurer.

CASFS used their profits in quite a few ways since it's probably the more active of the two organizations. They put on a major local convention - CopperCon - and three Fan Gatherings each year. They also sponsored the 1987 NASFiC (3100 attending) convention and the 1988 SMOFCon convention as well as the 1982 WesterCon. The funds raised are used in two major ways. First they pay the cost of two major publications that are mailed free to all recipients. MAW, which is quarterly with a circulation of 3000-3500 and CON GAMES which is currently sporadic, but averages over 50 pages each issue and is mailed worldwide. These cost about \$2500 total per year. The other major expenditure is for equipment. We buy assets such as computer

equipment (the last major purchase was a laser printer) for use on fan publications such as MAW. Equipment cost us almost \$4500 in the past year. Most years CASFS spends more money than it receives from conventions with the periodic large events such as NASFiC funding off years. CASFS has other minor spending (in comparison) such as underwriting a planned loss on each Fan Gathering of \$50-\$200 and grants to other organizations.

LepreCon also has two major directions for their spending. First they buy books and donate them. Many have gone to the public libraries so that they will have an adequate selection of sf. Others have gone to children's hospitals so that we can warp their minds at a sufficiently young age. Err...no, educate them at a sufficiently young and impressionable age. Well, you get the idea. The other major spending area is convention equipment. This includes cash registers, a MAC + for publications, and a copier. This equipment is constantly helping to make our jobs easier (though not easy, just EASIER) and the conventions more smoothly run.

Finally, we actually budget conventions on a conservative and roughly breakeven basis. We're proud that our local organization-run cons have never lost any money (at least in the 1980's or as far as I can remember). There is no PLANNED profit, just plans for the profit if there is any. We welcome any questions anyone has regarding this area and both organizations encourage participation and input from the fan community at large as to what to do with funds (within legality/taste limits).



NUTS 'N' BOLTS: WRITERS' WORKSHOPS

by Jennifer Roberson

As any pro can testify, one of the most widely asked questions at cons is: "Will you read my manuscript?" To which the pro responds, as patiently and graciously as possible: "No, I'm sorry. I can't." Usually the fan gets the message; sometimes s/he doesn't and the pro must shed a little of the patience and graciousness. Occasionally, the pro must shed a lot, and the fan goes away mad.

Why? Because the fan, who's trying very hard to get published, needs affirmation from the pro that the manuscript in question has even half a chance. (Ideally, the fan wants the pro to hail the work as the best thing s/he has ever seen, and to personally send the manuscript to agent or editor with a glowing recommendation.) But what the fan conveniently forgets is that published writers are precisely that: writers. They aren't editors, who alone make the decision to buy. And they aren't agents, whose job it is to bring the manuscript to the editor's attention. They are simply writers, and their opinion will reflect personal tastes, not an editorial evaluation.

Yes, the fan says, but I need someone to tell me if I'm doing it right or wrong. Which is where a creative writing class or a writers' workshop comes in.

Can a class or workshop guarantee publication? No. Can it help the would-be writer improve? Perhaps. But only if, in the case of a class, the teacher himself is widely published, and is willing to work with you to develop your voice, not an echo of his own. Don't forget the old saying: "Those who can, do; those who can't, teach."

As for a workshop, things can be trickier. Ideally, the best workshop requires members to leave egos on the doorstep. The idea behind a workshop is not to rate members by talent, or to take out frustrations on someone you don't care for. The idea is for members to evaluate the works based on genre standards; in this case, SF or fantasy. It's safe to say that whatever is getting published is what editors want to see (although editorial tastes often change quickly, based on trends or overstocked inventories). Which means you have some guidelines readily available. This does not mean, however, editors want rehashes of what's already out there. They want fresh ideas told in a readable, enjoyable style, or an old idea retold in a completely new way. So your first hurdle, upon joining a workshop, is to make certain the objective is to improve and refine the work, not rewrite what's already published, or tear down your hopes and dreams.

By the same token, you must be willing to accept criticism. If five out of six members point out your beginning is slow and boring, it probably is. If only one person suggests that, and the others disagree, reread your opening and judge for yourself. Don't accept anyone's criticism as Gospel--the writer is always God--

but do consider what's been said, and consider alternative ways of saying the same thing. If you're convinced it works best the way you wrote it, leave it. But use the criticism as a foundation for improvement, not as grounds for a catfight.

If, after a couple of sessions, you're convinced egos are playing too big a part in the workshop, or that personal tastes are coloring too much of the critiques, seriously consider quitting. It does you no good at all to have people trash your work if they're doing it because of a personality conflict. Nor does it do you any good to trash someone else's work. The idea is to get feedback from someone other than family and friends.

Remember, it's hard for people to be honest when they don't want to hurt your feelings, just as it's easy for people to say bad things because they don't like you. So look for a workshop where improvement and publication are the most important goals, and where egos get left at home.

