

AniZona 3

April 5-8, 2007

Mesa Arizona

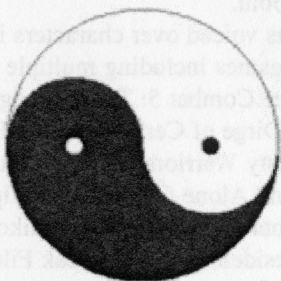


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 Vice Chair: Caitlin Gilson
 Banker: Stephanie L Bannon
 AMV: Darrin "JAXX" Jackson
 Art Alley: Aubrey Myers
 Communications: Alan Ace
 Con Suite: T. G. Buzzard
 Cosplay: Michael Mahoney
 Dealer Liaison: Stephanie L Bannon
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 Positive & Negative**

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 information on using photos, articles or artwork from
 this publication, please contact AniZona at
 info@anizona.org.
 (Editor's note - the penguins are winning)

Wendee Lee Voice Actress for Anime and Video Games

Wendee Lee is one of the best and well-known voice actresses in the United States.

Wendee was born and raised in Southern California and from a young age she dreamed of being an actress. She studied voice and dance, and earned a dance scholarship to Ambassador Auditorium in Pasadena. While a student there, Wendee teamed up with some Los Angeles rock bands and became known as a lyricist and singer.

She got her start in the voice acting business in the 1980s, when Christopher Amson, let her sit in on a recording session for Harmony Gold. Wendee got her first anime part in 1985 when she voiced Vanessa Leeds in the anime classic Robotech.

Before she became a full time voice actress, Wendee developed theatre arts programs for High Schools and organizations, directing and choreographing dozens of musicals and plays and worked extensively with Dance Outreach, a nonprofit program designed to give handicapped children an ongoing dance curriculum. Eventually she created her own dance company - Planet Dancers.

In addition to being a full time voice actress Wendee's voice resume has afforded her the opportunity to branch into ADR script writing and directing

She has voiced over 250 characters in 200 anime productions Her extensive list of titles as voice artist, writer, adapter and director include: Faye Valentine from Cowboy Bebop, Angel from The Big O,



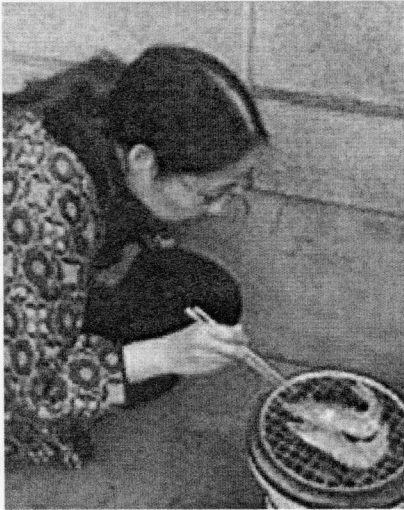
Yahiko Myojin from Rurouni Kenshin, and also include Akira, Armitage III, Bastard!!, Bleach, Chobits, Cowboy Bebop, Digimon titles, Final Fantasy 7: Advent Children, GTO, Love Hina, Naruto, Ninja Scroll, Outlaw Star, Paranoia Agent, Robotech, Saiyuki Gunlock, Saiyuki Reload, The Big O, Prince of Tennis, Rurouni Kenshin, Vampire Hunter D: Bloodlust, and Witch Hunter Robin.

She has voiced over characters in over 50 video games including multiple .hack// games, Ace Combat 5: The Unsung War, Bouncer, Dirge of Cerberus: Final Fantasy VII, Dynasty Warriors 4, Ghost in the Shell: Stand Alone Complex, multiple Soul Calibur games, multiple Suikoden games, Resident Evil: Outbreak File #2, multiple Wild Arms games, multiple Xenogears games

(Wendee Lee appearance sponsored by WesternSFA Inc)

Haruka Miyabi
Japanese Manga Artist

Born in Tokushima and now living in Kanagawa, JAPAN. She has been creating manga since she was a child. She joined an amateur manga creators group when she was a high school student. She studied Biology in University, and was a



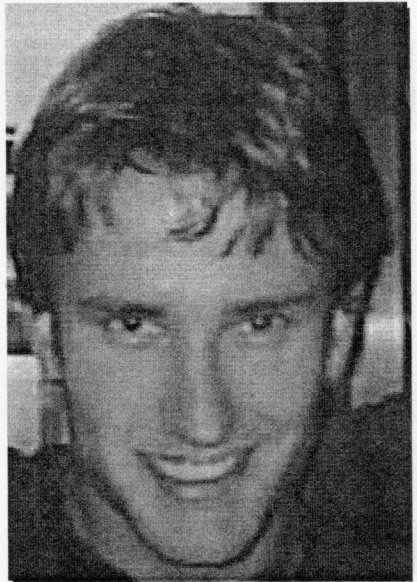
researcher in the laboratory, and a translator in medical/life sciences. So Science is one of her influences in manga.

Her favorite manga are those by Jun Mihara (especially Hamidashikko "Throwaway" story). She is also a fan of writers: Daniel Keyes, Isaac Asimov, Carl Sagan, Richard.P.Feynman. Her favorite books include: Flowers for Algernon (by Daniel Keyes), The Demon Haunted World (by Carl Sagan).

She loves reading and cooking, trying to make new recipes - sometimes her attempt succeeds and sometimes, dishes from another universe are on the table. "Um, well, these strange dishes may be a good material for my manga."

"Lafcadio Hearn's Japanese Ghost Stories" is her first manga in English.

Kenyth was raised in the remote North East corner of Montana in a little town called Glasgow. The animated Disney musicals, the Land of Oz, and the world of Rainbow Brite all contributed to an over active imagination and the refusal to compromise his view of the world. Continuing support from his Grams and



his cousin, Jody as well as working for Disney ensured that the flame of his imagination would continue to burn well into his adult life.

Kenyth is the author of the graphic novel manga series "The Phoenix Chronicles"



Yoko Molotov
Manga Author of "NECROphealia"
and Artist

Yoko Molotov is 22 years old and was born and raised in Louisville, KY nestled in the basin of a polluted river. She decided at age 9 she would do comics, at that age on college rule and the backs of important documents like her original birth certificate.



Five years later she discovered the saccharine and disturbing world of Manga and Anime and knew it was where she belonged. Inspired by such artists as Mita Ryuusuke (Dragon Half) and studio GAINAX (Neon Genesis Evangelion, FLCL), she carved her own world with imagination and Bristol, constantly chastised for drawing in her High School days.

In 2006 Yoko made top 20 in Tokyo Pop's Rising Stars of Manga Competition with her entry "NecroPhealia" and went along to create a Shoujo-ai Web Manga called "Stray Crayons". NecroPhealia is now to be published by Demented Dragon in graphic novel form, "Stray Crayons"

willalso be published in the Spring of 2007..

Yoko loves her city, her better half and best friends in the entire world, and loves nothing more than to get lost in a good book (whether it be Manga or not), in a song or better yet, an adventure.

Amanda T
Publishing Editor, Concept Artist,
Author

Amanda is the publishing editor for the manga division of Demented Dragon. She has experience in clasical 2D animation, illustrative graphic art, and manga/anime. Some of Amanda's early work included Saturday morning TV shows and a few independent animated films.

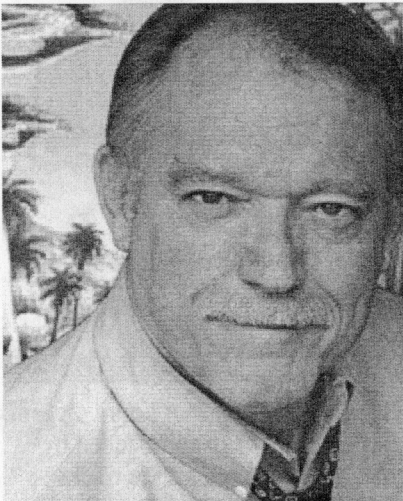
At Demented Dragon she oversees the publication process for manga graphic novels and reviews submissions. She is the author and concept artist along with the artist Yishan Li for a new manga series of three graphic novel books titled "Midnight Blue" set for release in mid 2007.

She likes COFFEE, evil cats (especially Siamese), Ozzy, Rainbow Brite, The Labyrinth, and anything else weird!



Michael McConnohie
Voice Actor, Director, Writer

Michael McConnohie's career in anime actually began before the beginning, with the original *Transformers* (Tracks and Cosmos). He was there during the Harmony Gold years of *Robotech* (Rolf Emerson) and *Captain Harlock* (Harlock), through the Streamline films *Vampire Hunter D* (as D himself and his demon left hand) and *Fist*



of the *North Star* (Shin), into such modern-day fare as *The Big O* (Schwarzwald), *Paranoia Agent* (Det. Ikari), *Hare + Guu* (Village Elder), *MÄR* (Babbo) and *Disgaea* (Captain Gordon). Michael doesn't have much to do with anime other than acting, writing and directing.

In his spare time he draws mustaches on cats.

Melodee M. Spevack
Voice Actress, Producer

Melodee is a highly unusual VA – she actually lives what she voices. Ask her about her stuntwork, swordfighting (she trained actors for the *HERCULES* series in swordwork and archery) and horse adventures (she is an endurance rider and has ridden in the Tournament of Roses parade with the Warhorse and Militaria Heritage Foundation). She began her



career in theatre and did post-graduate work at the Guildhall in London.

She has also voice doubled Sigourney Weaver (*ALIEN: RESURRECTION*), Laura Dern (*WE DON'T LIVE HERE ANYMORE*) and was the voice of Commander Shran's Andorian lieutenant in *STAR TREK: ENTERPRISE*. Her voice has been heard in *XENA*, *HERCULES*, *STARSHIP TROOPERS*, John Carpenter's *VAMPIRES* and the *MORTAL KOMBAT* series.

Greg Ayres

Greg has voiced over 60 characters in anime productions including BECK: Mongolian Chop Squad, Chrono Crusade, DN Angel, Full Metal Panic, Negima!, Neon Genesis Evangelion, Peacemaker Kurogane, Saiyuki, Samurai 7 and many more



He also has voiced in the SquareEnix video game Unlimited Saga

Geoff Pinckney

Geoff has been involved in writing electronic music since the late 80's, bands include Glasshouse and later The Nine which released 2 albums, 'Native Anger' in 1997 and 'Dreamland' in 2000 via underground US synthpop label A Different Drum.

In 2001 Geoff pursued a solo project called Alien#six13 and released 'Establishing Alpha' again via ADD. Two tracks 'Mello' and 'C Squared' from this album were used by Konami on their X Box release of Dance Dance Revolutions Ultramix 2.

In the last 4 years Geoff has been

writing production music for a US publisher called Black Toast Music through which he has had many tracks used for TV shows, particularly Access Hollywood and again by Konami for another game release.

He has also been concentrating on a dance project called Alien 6 with



colleagues Pete Steer and Laura Cyganik and has recently been approached by Konami for use of one of the tracks – 'Love in Motion' for inclusion on a forthcoming Xbox release this year.

He is also involved in a UK based band called Mesh and contributes live keyboards and vocals and has just completed their 'We Collide' tour, playing in various countries including Russia, Poland, Spain and Germany.

Kevin Tye

Kevin grew up just north of London, England, home to the original warehouse rave parties back in the early 90's. He came across dance music back in the

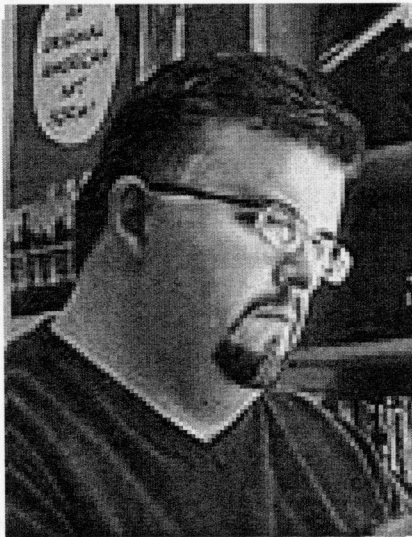
summer of 1991 while listening to the local radio late on weekend nights playing rave and underground dance music. It was these experiences which first started him exploring into the producer world to find out how these tracks were made and put together. Kevin spent much of his Teen years playing keyboards and learning production for several UN-signed bands at Sony studios set in the heart of London, and began to build a huge knowledge base of British electronic music. Kevin has produced a handful of early demos and collaborations, including a remix which appeared on a Japan bound compilation of UN-signed British electronic artists in 1996 and has also co-produced several tracks from the debut album from Alien6 released summer 2004. Two tracks from Alien#six13 'Mello' and 'C Squared' were used by Konami on their X Box release of Dance Dance Revolutions Ultramix 2.

Our Other AniZona Guests

David Beaty Comic Book Creator and Writer

David has been a professional illustrator/graphic designer since 1992. Some of his past clients include United Artist Pictures, Blockbuster Video, Clear Channel Communications and Warner Brothers. He co-created with Dean Zachary and Scott Clark the ground breaking comic book Stargodz. He has also been an inker for many small press comic books. Currently his work can be seen in many Western Newspapers publications where he provides specialty graphics, editorial cartoons and the classified section comic strip Captain Value. He is a co-founder with Lin Workman of Pencil Neck Studios. An avid Martial Arts student since the age of 14

he is a Nidan (second degree black belt) in Aikijujutsu and lifelong Aikido



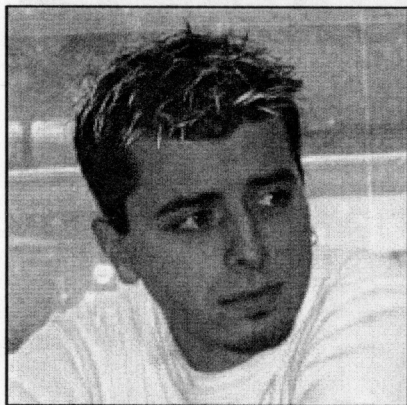
practitioner. During his Deshi (instructor) training with Sensei Bryan Skaggs he also earned his Shodan (first degree Black Belt) in Keijutsukai Taijutsu & Kenjutsu and upon graduation he taught Taijutsu & Aikido for 9 years. David lives in Prescott Valley, AZ with his lovely wife Micah and their two cats Sato and Nermal.

Jodon Bellofatto Co-Writer and Webmaster for Aesir Corp WebManga

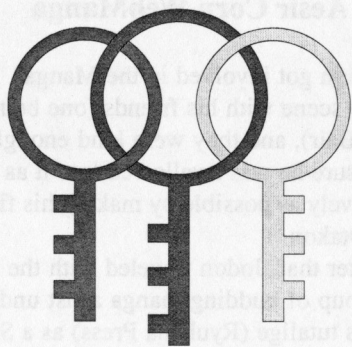
Jodon got involved in the Manga/ Anime scene with his friends (one being Katie Bair), and they were kind enough to make sure he was swallowed into it as effectively as possible by making his first Con Otakon.

After that, Jodon traveled with the rag tag group of budding manga artist under Katie's tutelage (Ryuhana Press) as a Staff Writer. He soon thereafter became the Con Manager for Ryuhana Press, and even after it's disbandment continues to

be Katie's Con Manager to this day and is often seen in tow with Katie at her many con appearances.



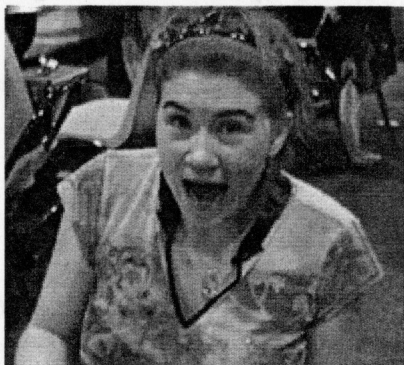
Although, normally the silent partner in the dynamic duo (w/ Katie Bair), Jodon Bellofatto is no stranger to anime and gaming conventions. Besides running the managerial side of Katie's work, he is also the snarky comedy writer behind the Final Fantasy spoof advice column "Sir Digimus' Guide to the Weary Traveller". When Jodon isn't busy ranting about what he considers to be the "torrid" state of otaku-dom, he's usually joined in a symbiotic relationship with his computer. ("Biography supplied by AnimeCons.com.")



**Love, Health,
and Happiness**

Katie Bair Writer, and Artist and Wig and Dollworks Designer

Katie Bair is an Award-Winning Costume Designer, Published Manga Writer/Artist (AesirCorp.net, Oasis



Destiny, Ninja High School: Hawaii), and the driving force behind Petting Zoo Wig Design and Petting Zoo Dollworks

Midnight Mirage Drift Team and Cosplay from Pinal County

Fox, Washi, and SongJa form Midnight Mirage Drift Team. They come together to share their love for import cars and Japanese style racing. This team replicates cars from the Manga/Game/Movie/Anime "Initial D". Current cars completed include the AE86 Hachi-Roku, and the Red Suns- Rx7 Savanna FC3S. Midnight Mirage has put together their two hobbies into one: Cars and Cosplay

Midnight Mirage: is Not Sponsored or Endorsed By Toyota, Mazda, Avex, Media Asia, Shuichi Shigeno, Studio Gallop, Frontline, Gainax, Pastel, Kodansha Or Tokyopop.

RayRay is Forever

RayRay has 7 years of production and DJ experience including DJing at the legendary Icehouse silver room with 60,000 watts of sound and mega-lasers, multi-genre sets across Arizona's warehouses and deserts with raves Philter 2 and Hooka-bass and has produced dances at Anizona 1, 2 and Phoenix Anime Fest.

He has special plans for Anizona 3

Tw33k DJ

Tw33k has been DJ'ing for 8 years in the electronic genre, he has created his own sound as his style. He currently plays a mixture of house and trance, he use to spin happy hardcore, euro, gabber, hardkore, and techno. With an extensive resume which includes a world wide competition where he was ranked in the top 25 in the WORLD for amateur DJ's (2002), having faced off current great names like James Zabeila. He has also been honored to be able to spin side by side with some of the best DJ's in the world...to name a few; Armin Van Buuren and Marcus Schultz. Along with playing at some of the most popular clubs in the Hollywood and OC area in Southern California. He has also started M3 Productions, where he has affiliated DJ's that cover other branches in the music industry where he hand picks certain DJ's and trains them develops into a whole new level.

Greetings Hello and Welcome,

I would like to thank all of you who are attending the con this year. I hope you have a wonderful time and enjoy it. We have had a lot of ups and down this year but as you can see we are here. I would also like to thank those of you on the committee and staff for sticking through till the end. For those curious on what it takes to get through the making of a convention. Well let me see: Mistress's Whip, Pocky, JaPan #2, Furrries, Maxwell Stratton Blue, Gtalk, Gmail, My moms cell phone plan, Constant poking, Late nights, Mid Boss, Zesty's, Katanas to boxes, The Internet (not for porn), Raw Meat, Dice, Foam Swords, DDR, Not being allowed to die till end of Anizona 4, Naru's Orbital Punches, Spoons and Sporks, and last but not least Undead Giant Robot Ninja Cat-Girl Senti Team.

Meow Later I am out of here Bye!

Please note there is no Spoon!

AMU

The AMV contest will be held Friday at 3PM

AMV means: Anime Music Video (for those of you who don't know), so that means no American cartoon submissions. (Sorry Boondocks fans) Video Game Music Videos are acceptable if the game is Japanese.

All the videos will be between 30 seconds and 6 min in length. There will be only six entries per category.

Categories:

-Action/Adventure

-Drama

-Comedy

-WTF?!? (For videos that don't fit any category)



John Ringo
Author GoH

Ed Bryant
Toastmaster



November 9-11, 2007

at

InnSuites Hotel

475 N. Granada, Tucson

(520) 822-3000 or 1-887-446-6589



- Dealers Room ▪ Video Room ▪ Gaming ▪ Panels ▪
 - Art Show ▪ Auction Room Sponsored by Arizona ▪
- <http://home.earthlink.net/~basta>

Awards:

- Best of Action/Adventure
- Best of Drama
- Best of Comedy
- Best of WTF?!?
- Best of Show

Judges Awards:

- Best Technical
- Staff Favorite

Awards will be presented at the end of the contest.

Darrin "Jaxx" Jackson

Artist Alley

Artist Alley is a place where artists can promote themselves. Because an Artist Alley is different venue from the dealer's room, no items by professional dealers can be sold in Artist Alley (for example: licensed DVD's and CD's.) Artist Alley will be located in the Dealer room. Our hours will be:

- Friday 11AM to 6PM
- Saturday 11AM to 6PM
- Sunday 10AM to 6PM

We have a great line up of talented people in Artist Alley. Please drop by and support them.

Aubrey Myers



Consuite

Our Consuite will be located in the Mesa Marriott. Please stop by for refreshments and conversation.

Our hours will be:

- Friday: 6PM to 10PM
- Saturday: 10AM to 10PM
- Sunday: 10AM to 6PM

We hope to have some surprises so please be sure to drop in and visit

T.G. "Buzz" Buzzard

Cosplay

The AniZona Masquerade (also known as The Cosplay) is a combination costume contest and skit show, open to Cosplayers of all ability levels. Entrants will have the opportunity to compete for Presentation and/or Craftsmanship awards determined by their level of experience as either groups or individuals.

The award categories for this year are*:

- Best of Show
- Outstanding Individual Performance
- Best Group Presentation
- Most Original Concept
- Best Craftsmanship - Novice
- Best Craftsmanship - Journeyman
- Best Craftsmanship - Master
- Three (3) Judge's Awards

*Other awards may be added at the event.

The AniZona Masquerade Cosplay will be held Saturday evening at 7PM.

AniZona wishes to thank Katie Bair for all her help with this year's event.

Michael "Rocket" Mahoney

Dances

This year our dances are sponsored by AniRave. They will be held in the ballroom at the Mesa Marriott on Friday

and Saturday nights from 8PM to ????

Join our DJ and their special guests and dance the night away.

Dealers

AniZona is pleased to have the following dealers this year: Anime Ed, Anime Palace, Anime Pavilion, Armada Anime, Atomic Comics, BowenDragon1, Double Dragon Trading Post, Fairy Tale Fantasies, Fetish Falls, Global Anime. Gravity Doll, Helen's Asian Fashions, Iris Prints (boyslovebooks), Morning Glory, Pat Connors, Planet Neo, Pulp Gamer, Samurai Comics, The Treasure Nest, Thinkers Pair O Dice, and Yes Anime

The Dealer Room will be located in the Mesa Convention Center in Centennial Hall. Operating hours will be: Friday 11AM to 6PM
Saturday 11AM to 6PM
Sunday 10AM to 6PM

Please be sure to visit our fine dealer and let them tempt you with their wonderful and exotic wares.

Stephanie L Bannon

Gaming

Gaming will be located in the Mesa Marriott. Our schedule as of press time is: Friday-OPEN AT 7AM

10am—Power Stone (Dreamcast)

10am—Twisted Metal 2 (PS1)

12n—Typing of the Dead (Dreamcast)

12n—Beatmania (PS2)

2pm—Dead Or Alive Xtreme Beach

Volleyball 2 (360)

2pm—Darkstalkers Collection (PS2)

4pm—Gears of War (360)—Prizes sponsored by HardcoreGamersOnly.com

4pm—Melty Blood (PS2)

6pm—Super Puzzle Fighter II X Japanese (Dreamcast)

6pm—Street Fighter III (PS2)

8pm—Naruto 4 (Gamecube)—Prizes sponsored by Phoenix Anime Fest

10pm—Halo 2 (X-Box)

12m—Duel of the Consoles Retro Edition (Multiple)

CLOSE AT 3AM

Saturday-OPEN AT 7AM

10am—Street Fighter Alpha 3 (PS1)

10am—Wii Baseball Home Run Derby (Wii)—Prizes sponsored by Phoenix Anime Fest

12n—Tekken 5 (PS2)—Prizes sponsored by HardcoreGamersOnly.com

12n—Guilty Gear Slash (PS2)

2pm—Wii Bowling (Wii)—Prizes sponsored by Phoenix Anime Fest

2pm—DDR Standard (Arcade)

4pm—Super Smash Brothers Melee (Gamecube)—Prizes sponsored by Phoenix Anime Fest

6pm—Street Fighter III (PS2)

6pm—Guitar Hero 1 (PS2)

6pm—DDR Expert (Arcade)

8pm—Time Crisis 2 (PS2)

8pm—Duel of the Consoles Current Edition (Multiple)—Prizes sponsored by HardcoreGamersOnly.com

10pm—Capcom Vs SNK 2 (PS2)

10pm—Soul Calibur III (PS2)

12m—Virtua Fighter 5 (PS3)

CLOSE AT 3AM

Sunday-OPEN AT 7AM

HOBBYISTS PARADISE.COM

ARIZONA'S PREMIER ONLINE HOBBY COMMUNITY

- ANIME - ART - BOOKS - COMICS - COSPLAY - DEBATING -
- FASHION - FITNESS - FOOD - HUMOR - MANGA - MOVIES -
- MUSIC - SPORTS - PROPS/MOVIE REPLICAS - ROLEPLAYING -
- TECHNOLOGY - THEATER - TRADING CARDS - TOYS -
- TRAVEL/CULTURE - TV SHOWS - VEHICLES -
- VIDEO/AUDIO EDITING - VIDEO GAMES -
- POLLS/QUIZZES/RIDDLES - PERSONALS - CLASSIFIEDS -
AND MORE.....

10am—Dead or Alive 4 (360)
10am—Marvel VS Capcom 2 (PS2)—
Prizes sponsored by
HardcoreGamersOnly.com
12n—Super Street Fighter II Turbo
(PS2)
12n—King of Fighters 2006 (PS2)
2pm—Guitar Hero 2 Normal (PS2)
2pm—Guitar Hero 2 Expert (PS2)
CLOSE AT 4PM

Karaoke

Singing along with our favorite anime show, movie, game, or Jgroup is a favorite pastime for many of us. At a convention, what better way is there to connect with others like us, then to offer a karaoke room? None! So come join us and sing to your heart's content.

Basic Rules for Open Mic

These are just a few rules to make things run smoothly.

* Do not hurt the equipment! Meaning: don't drop, throw, tap on, scream into, spit on or otherwise abuse the microphones. They may be small but they are not cheap.

* This being an anime convention, we are keeping the song selection to: anime, J-pop, J-rock, and video game music (including DDR)

* You may sing anime songs that are in English as well. (Ex: Ranma openings, // hack songs, Sailormoon, etc.)

* We will have a large selection of music to choose from, but we know we don't have everything. We will have lyric sheets for as many of the songs as we can. If there is a certain song you want to sing, please bring it on a CD with your own lyrics should you need them, and we'll be happy to play it for you.

* Please try to keep songs under 6 minutes so everyone can get a turn.

If you would like to sing more than

one song, please wait until you have sung your current one before signing up to sing another one.

* If more than one person is singing the same song in close succession, or if we find someone signing up for multiple songs in a row, we WILL change the singing order.

* If you would like to dance or otherwise choreograph the song you are singing, please keep your performance tasteful. If we find it to be in bad taste, you WILL be asked to leave the karaoke room.

* Please show some respect for the person singing. DO NOT boo or laugh at the person singing if you don't like their performance, we do not need a peanut gallery. Cheering and clapping is most definitely allowed and encouraged where appropriate!

Also, take a couple of hours off and relax while watching those who like to perform and show off their vocal talent in our Karaoke Contest which will be held Saturday at noon. It's good times all week-end long!

Nancy Barnett

Operations

Our convention office will be located in the Sedona Room in the Mesa Marriott. In the office you will find Convention Security, after hours Registration, Lost and Found, Room Party and Photo Shoot Registration (see Security for rules and policies) and the Convention Banker. If you need to contact the convention for anything, this is the place to come. The office will be open around the clock from Thursday afternoon until 6PM Sunday.

Alan Ace

Following is the schedule as we go to press. Please check your pocket program for any last minutes changes.

THURSDAY

**Barry Bard Memorial Movie Previews
7PM - Palm Ballroom**

Join us for previews of the latest films and upcoming releases. Drawing will be held for prizes. *Len Berger, Richard Bolinski, Craig L Dyer*

SPECIAL Event to Follow

**Anime Wedding
Mystery Bride and Groom**

**Dubbing Boot Camp
Michael McConnohie &
Melodee Spevack**

Have you ever wondered if you have what it takes to be a real voice actor? Now's your chance to find out.

Michael and Melodee will be holding their Dubbing Boot camp throughout the weekend.

Day One - Friday

Michael and Melodee will draw the names for the - at this point - two aspiring VAs in each category (young male - adult male - young female - adult female). As you register for the con those interested should place a card in the box located near the Information table that best describes your vocal type. Your full contact information should be on the card

www.leprecon.org/lep33



May 11-13, 2007

**Phoenix Marriott Mesa, Mesa, AZ
Annual Science Fiction and Fantasy
Convention with an emphasis on Art**

Artist Guest of Honor *JAE L*

Author Guest of Honor *KAREN TRAVISS*

Music Guest *EMMA BULL*

(Sponsored by the Phoenix Filk Circle)

Featured Local Artist *NOLA YERGEN-JENNINGS*

LepreCon 33 features the Largest Science Fiction and Fantasy Art Show in the Southwest! We will have many artists on hand for demos, workshops and panels. We'll also have many authors, scientists and other experts participating. We'll have Programming with Panel Discussions & Demonstrations, Anime, Art Show & Auction, Dealer's Room, Gaming, LARP, Film Festival, Masquerade Ball, Hospitality Suite, Charity Auction & more.

Join us as we celebrate the 30th anniversary of Star Wars at Leprecon 33. We plan special panels and presentations on Star Wars related books, costuming and art and a Star Wars 30th Anniversary Party hosted by the Arizona 501st Dune Sea Garrison.

Phoenix Marriott Mesa,
200 North Centennial Way, Mesa, AZ
480-898-8300
Room Rates: \$79 S/D/T/Q + tax,
Suites \$99 S/D/T/Q + tax
Online Booking Code: LEPLEPA

Membership Rates
\$40 thru 4/15/07. \$45 at the door
Kids 7-12 half price,
Kids 6 & Under Free*
* with Adult membership
Pay online using PayPal!

Contact LepreCon 33 at:
Write: LepreCon 33
PO Box 26665
Tempe, AZ 85285
Phone: (480) 945-6890
Email: lep33@leprecon.org

along with your name.

Day Two - Saturday

On Saturday auditions will be recorded
Audition competitors will be given
appointment times.

Day Three - Sunday

On Sunday the edited auditions will be
shown several times to be sure all
attendees can see them. The final votes
will be tallied and awards presented at the
closing ceremonies.

FRIDAY

Opening Ceremonies

10AM - Palo Verde

Meet the makers of the convention as we
welcome our third birthday. No sorry, no
cake.

AZ Shinkendo

Noon - Plaza/Gazebo

Come and watch a demonstration of
concentration and training as the Arizona
Shinkendo team show you what it takes in
shinkendo.

Meet Kenyth Mogan

1PM - Palo Verde

Meet the creator of *The Phoenix
Chronicles* and find out just what makes
him tick.

J-Rock

1PM- Conference Theater

Come and see the videos that you may
have missed while watching all of those
Gackt and Myavi PVs. Learn more about
what and who is hot in Japan and what
you should be watching. -Joe Sakamoto

Reiki Demo

2PM - Cholla

Learn more about reading chakra and the
intricacies of reiki.

J-Pop

2PM - Conference Theater

Find out what everyone in Japan is
watching and listening to in this hour
long panel of videos and music.

Midnight Mirage

2PM - Plaza

Midnight Mirage Drift team will be
showing off their car cosplay for Initial D.
Coming to you with precision and beauty
are Fujiwara Tofu's Trueno AE86 and the
Red Sun's Mazda RX-7 FC. Each car
detailed to cosplay from the live action
Initial D Movie.

Anime Trivia Contest

3PM - Palo Verde

Prizes and more prizes galore, come and
test your knowledge of anime, music and
manga in this two hour long contest of
wits.

Para Para

3PM - Palm D

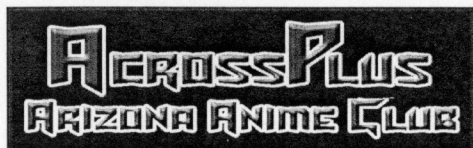
ParaPara is a Japanese style of club
dancing which has been around since the
70's and continues to grow around the
world. This panel will highlight history
and teach routines for popular songs
performed in Japan.

AMV Contest

3PM - Conference Theater

TICKET REQUIRED

Get your ticket fast, come and see the new
and exciting entries to this years' Anime



Music Video contest. See the videos compete for timing, appearance and skill.

Guest Dinner
3PM
TICKET REQUIRED

This is a ticketed event and is closed to the general membership. This event is listed to remind those attendees who purchased tickets.

Reiki Demo
4PM - Cholla

Reiki is a healing technique used to help with stress and sadness. Come learn more about your chakra flow with this one hour panel.

Meet Yoko Molotov
5PM - Palo Verde

Wacky and weird, come meet this American manga artist and creator of *NecrOpehlia*. Learn more about the comic and the creator.

Future of Manga: A Polluted Outlook
5PM - Palm D

An eye opening panel explaining the influence of Korean, American and Chinese comics and how it is damaging the flow of Japanese manga that make it to our hands.

Alien 6 Industry Panel
5PM - Conference Theater

Come meet Geoff Pickney and Kevin Tye. Learn more about being a DJ and about the influences that led these two to become who they are today.

AZ Shinkendo
5PM - Plaza/Gazebo

Come and see the precision and beauty of Arizona Shinkendo. Learn more about this graceful art and see the demonstrations.

How To Draw
6PM - Cholla

A one hour long panel about the basics of drawing Anime and Manga. - *Amelie Belcher*

Build A Wig Workshop
7PM - Conference Theater

This year we will be building an example wig, which will later be sold for charity to support Locks of Love. Activities will be divided up by skill level, so everyone will have a chance to try everything. - *Katie Bair*

Dance
8PM - Palm D

Hentai Panel
9PM - Conference Theater
18 and older only ID REQUIRED

SATURDAY

How NOT To Draw
10AM - Cholla

A one hour long panel dedicated to the mistakes most beginning Anime and Manga artist make. Fun and educational. -*Amelie Belcher*

Amatuer Voice Acting
10AM - Conference Theater

This panel provides those curious about the art of amature voice acting with the basic information they will need to get started and to learn about the hobby, along with how it can aid in getting a jump-start on a career in voice acting. We will go into detail about the methods used for producing and recording digitally for AVAing, the materials needed, what AVAing means, what it does NOT mean, and the different types of AVA productions on the internet, along with where newcomers can go to get help and get started.

Guests will have a chance to view various video clips of AVA work, such as fandubs, and may even get the chance to try some fandubbing themselves in real time with a selection of prepared clips. - Windy

Masquerade Judging
10AM - Board Room

RSVP with Rocket on Thursday Evening or Friday morning for the Craftsmanship judging.

Ninja Frog Comics
11AM - Palm D

A panel in which fans can learn about the upcoming projects and plans for Ninja Frog Comics for the year of 2007.

Wendee Lee Meet & Greet
Noon - Palo Verde

Come and meet the lovely voice actress and learn of her many voices in anime.

Karaoke Contest
Noon - Conference Theater
TICKET REQUIRED

AZ Comic Creators
Noon - Cholla

This panel will focus on the comic arts scene here in the state of Arizona. This includes local creators (i.e. Writers and artists) as well as local retailers! The panel will feature at least one creator, one retailer and one representative of the Arizona Comicbook Association (AZCBA) to talk about what comicbooks are being created right here in Arizona and how audience members can get involved!

Intro to Web Publishing
Noon - Conference Theater

Jodon Bellofatto will discuss the technical considerations of setting up a website for the purposes of publishing. Topics will include: Bandwidth needs, Expandability, Design, and Choosing Hosts.

Shinkendo Intro Lesson
Noon - Plaza

Learn the basics of Shinkendo as taught by Arizona Shinkendo.

Kenyth Mogan
1PM - "Conference Theater

Meet the author of *Phoenix Chronicles* and learn more how to get recognized and published by a publishing company.

Meet Haruka Miyabi
2PM - Palo Verde

Her first time in America, Haruka will talk about her manga and about changing classic tales into art.

Charlaine Harris

author of the Sookie Stackhouse & Southern Vampire novels, Harper Connally series,
and the Jarrod Teagarden and Lily Bard Mysteries September 7-9, 2006

is the

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at

CopperCon 27

September 7-9, 2007

Artist Guest

Sean Martin

Music Guests

Heather Stern & Allison Stern

Sponsored by the Phoenix Film Office

Our Location

Embassy Suites North

2577 West Greenway Room Rates:

\$109S/D plus tax

Each extra person is \$10

up to 6 people per room

Rooms include made to order breakfast

and Happy Hour!

Memberships Rates

\$30 through 03/31/2007

\$35 through 06/30/2007

\$40 through 08/15/2007

\$45 at the door

Kids 7-12 half price*

Kids 0-6 Free*

* with adult membership

Pay on-line with Paypal

Special Thursday Night Events with our guests for Pre-Registered Members ONLY

Along with the wonderful program items you have come to expect, CopperCon 27 will feature an Anime Room, Dealer Room, Gaming, LAN/Ps, Hospitality & site, Charity Auction, Demos and much much more!!

CopperCon 27

PO Box 62619

Phoenix AZ 85082

On the web:

www.coppercon.org

By Email:

info@coppercon.org

Bushi Tales
2PM - Palm D

Back again to bring you more fantasy, this Arizona based comic will keep you entertained with the adventure and comedy.

Midnight Mirage
2PM - Conference Theater

The automobile cosplay group will explain how they combined their loves for cars and cosplay into one. Midnight Mirage will show you what it is they can do.

The Perfect Portfolio
2:30PM - Cholla

Want to know just what your portfolio needs so that companies will take you seriously? Come and get some great advice from this multiple-published author and comic creator.

Midnight Mirage
3:30PM - Plaza

Come and see the cars and learn about modifying engines, the upkeep it takes to maintain a racing car and learn more about the wonderful world of cosplay cars.

Demented Dragon Industry Panel
4PM - Palm D

Meet the many faces of Demented Dragon, learn of upcoming releases and more about the comic creators and what it takes to be an editor in a publishing company.

Japanese Calligraphy
4 PM – Conference Theater

Much more than ink on paper, Japanese Calligraphy (Shodo) has a centuries-old spiritual tradition. The way we live our lives shows vividly on paper. Step by step, Ms. Halada will be your guide in diminishing fear, self-judgement, self-consciousness and other internal obstacles to tune in to your divinity. You will see your remarkable transformation on paper. The Satori (spiritual awakening) engendered by Shodo is a powerful gift for positive change in life.

In this introductory workshop participants will be exposed to have some taste of how this process works and opportunity to open up for a higher consciousness. - Ms. *Solana Yuko Halada*

Meet Wendee Lee
5PM - Palo Verde

Come and learn more about the person behind the voice of some of your most loved anime characters.

Thunder Cats
5:30PM - Cholla

Come and learn about this lovable series and how it affected the animation industry forever.

Gaijin Studios AMV 101
6PM - Conference Theater

Ever wonder what it takes to make an anime music video? Gaijin Studios will show you in an easy to follow and learn demonstration of how to create award winning pieces.

Masquerade/Cosplay
7PM - Palo Verde
TICKET REQUIRED

Get a ticket for this will be some contest!
Come and see the hard working
cosplayers fighting to win an award.
Watch the skits and admire the handy
work.

Dance
8PM - Palm D

Furry Panel
9PM - Palo Verde
18 or Older – ID Required

Ever wonder what the word “furry”
means? What is a fursuit? What is an
anthro? All these questions and more will
be answered in this hour long panel
covering anything and everything in the
fandom. –*Rodger Fouche, Eric Curless,*
Kyla Mills

Yaoi Panel
10:30PM - Conference Theater
18 and older only ID REQUIRED

What does Yaoi mean? Why is it such a
large part of the anime fandom? What is
the newest releases? Find all this out in
the hour long panel covering anything
and everything you would ever want to
know. –*Kyla Mills*

SUNDAY

Voice Acting with Greg Ayres
10AM - Palo Verde

Come and have a chat with Greg as he
talks about his many adventures working
with the many different teams as he
voiced some of the most lovable anime
characters.

Barry Bard Memorial Movie Previews
10AM - Conference Theater

Join us for previews of the latest films and
upcoming releases. Drawing will be held
for prizes. *Len Berger, Richard Bolinski,*
Craig L Dyer

Jfashion
11AM - Palm D

Midnight Mirage will show you the new
street fashions of Japan. Find out what
was last season and what is this season.
Keep up to date and find out what makes
you hot.

Used Manga Auction
Noon - Palo Verde

Auction off all your old goods for the
good of mankind. Come and buy manga,
anime and other materials in this auction.

Yoko Molotov
Noon - Palm D

Become closer to understanding what it
takes to be recognized and published by a
company in the industry. Find out more
about this crazy creator from the South.

Fundamentals of Storytelling
Noon - Cholla

Learn the various keys of telling a good
story in a step by step tutorial.

Otaku University
12:30PM - Conference Theater

Join the directors of the Otaku University
Conference as they discuss the event
coming to Arizona in September that will
teach you important tools on what it takes
to get a job in the industry. For those who
were with us last year, this is your chance

to learn even more than what was presented before and give us feedback on what you would like to see happen. Otaku University Inc. will be raffling off a free admission badge for those who attend the panel. www.OtakuUniversity.com

Speakers: Lauren Sefchik, Amanda McGuire & Tiffany McGuire

**Demented Dragon Autograph Session
2PM - Palm D**

This is your chance to get your items autographed by Haruka Miyabi, Kenyth Mogan, Amanda T and Yoko Molotov.

**Closing Ceremonies
4PM - Palo Verde**

**Complements and Complaints
6PM - Palo Verde**

Did you see something this year that you really liked? Did you see something this year that you really hated? Do you have idea for next year?

This is your chance to air your views and the committee will be there to listen.

Stephanie L Bannon, Shane Bryner, Kyla Mills, and others

Registration

Registration will be located in the Mesa Convention Center. Our hours will be:

Thursday: 6PM-9PM (in the hotel)

Friday: 9AM to 9PM

Saturday: 9AM to 9PM

Sunday: 10AM to 3PM.

Western Science Fiction Society

www.WesternSFA.org

WesternSFA is an educational 501(c)3 non-profit organization dedicated to the Science Fiction/Fantasy (SF/F) community and its many subsets, such as writing, art, costuming, gaming, Anime, technology, etc. Our goal is to make resources available to those groups in terms of providing seminars for both members of the community as well the general public, provide opportunities for the SF/F community to educate the public about our activities and to promote literacy and scientific curiosity in school children

We sponsor the ConRunners seminars as well as Westercon 57.

General Meetings are held at least once per quarter on the first Friday of February, May, August and November unless the membership approves a change of date.

**WesternSFA is proud to be the sponsor of
Wendee Lee's appearance at AniZona 3**

For more information please visit our web site or come to one of our meetings.

Convention Badge Policy

1. By registering for membership with AniZona, you agree to allow photographs and/or video with your likeness to be used by AniZona Anime Conventions for promotional purposes.
2. Anyone picking up a badge that has been paid for in advance must have a photo ID with the name that matches the name of the person to whom the badge is assigned. This is done for your own protection and to prevent other people from claiming to be you and taking your badge.
3. Once a badge is picked up at Registration, the badge cannot be transferred to another person nor can it be given to or used by another person at any time. Each person attending the convention must have his or her own badge for the entire duration of the convention. Staff reserve the right to card anyone that they suspect is carrying a badge that is not their own.
4. Badges must be visible at all times. You should wear your badge in a place that is easily seen. We recommend using the provided lanyard for hanging your badge.
5. All convention events require a badge for entry. No exceptions. This is for your safety as well as ours. If you are found in a convention area without a badge you will be removed from the convention.
6. Anyone found attempting to forge a membership badge will be removed from the convention and may be banned from future AniZona conventions and events.
7. Hold on to your badge! Do not lose it! We cannot be held responsible for lost badges. If you do lose your badge, check with convention security. Someone may have found it and turned it in.
8. In the event that you lose your badge and it cannot be found, you will be required to purchase a new one at the at-

door membership rate. If the convention is sold out, you will not be able to purchase a replacement.

The Fine Print

Memberships are non-refundable. Badge reprints that are our fault are free. Badge reprints because we cannot read your handwriting are \$2.

The Con Badge is the property of the convention until the end of the convention.

The convention reserves the right to refuse convention membership to anyone. A charge of \$25 will be assessed against all bad checks.

Badge holder releases the convention from all liability in the event of accident, damage, or theft while on convention premises. You further consent to the use of your image or likeness incidental or primary to any display, transmission, or reproduction of this event. Commercial photo, video, and audio rights reserved.

Gary Swaty

Security

Security will be located in the Sedona Room in the Mesa Marriott. There you will find Convention Operations, after hours Registration, Lost and Found, Room Party and Photo Shoot Registration and the Convention Banker. If you need to contact the convention for anything, this is the place to come. If you have a problem, this is the place to come for help. The office will be open around the clock from Thursday afternoon until 6PM Sunday.

AniZona Weapons Policy and Security Procedures

Any convention attendee violating any policies and procedures will be referred to security for appropriate action, which can

include but is not limited to the following:

- * Verbal cautioning
- * Confiscation / removal of weapons or props
- * Removal from programming / event
- * Revocation of membership and removal from the convention and convention venue

Anyone receiving a verbal cautioning may have their badge punched at the discretion of the head of security. Three punches and your membership will be revoked. Local law enforcement authorities may also be notified at our discretion.

GENERAL POLICIES

We want everyone to have fun and enjoy AniZona.

Use common sense and think before you do something. Actions that will get you in trouble in the real world are likely to get you in trouble at AniZona.

Remember, the state of Arizona does have laws concerning alcohol consumption, use of illegal substances, and public nudity.

Ask someone before you take pictures. Most Cosplayers like to have pictures taken while they are in costume but it is common courtesy to ask first.

Do not block walkways and stairwells while taking pictures.

If staging a group photo please limit your photography to designated photo areas.

Photography and videography are not allowed in the art show.

Guests of Honor and other convention programming participants are at the convention so that you may interact with them. Be polite. You may speak with them during panels and autograph sessions and as they make their way about the convention. Please do not follow them into the bathroom or go to their room at

3:00AM. Please respect the Guests' privacy.

Your badge shows that you are a member of the convention. It must be worn and displayed so that it is easily seen and readable at all times. The only exception is while you are on stage participating in the Cosplay Contest. A badge is required to access all convention programming and function space. Please ensure your badge is always visible.

Badges may not be shared with or loaned to anyone.

The badge remains the property of the convention until the close of the convention and your membership is revocable for cause at any time.

Glomping can be fun but the more vigorous forms can be dangerous. Do not glomp strangers. If you are glomping a friend warn them beforehand. Be aware of others around you. Someone other than your intended glompee could be injured if you glomp in a crowded area. Remember, glomping could be perceived by some as assault.

Signs that could be interpreted as soliciting are not permitted. Signs of a non-soliciting nature that are part of a costume are permitted. **The Head of Security is the final arbiter concerning the appropriateness of all signs**

The popularity of some panels and events may result in large numbers of attendees waiting to get into a particular venue location. If you find yourself in a large group waiting to enter a panel or other events please do the following:

- * Form a single file line.
- * Do not enter the area until it is announced the area is opened for the event by the door sitters or other designated staff.

Do not sit in areas designated for handicapped seating or areas reserved for convention participants.

Please enjoy the Vendors Room but remember shoplifters may be prosecuted at the discretion of the vendor

ROOM PARTY POLICIES

If you are planning a room party please stop by the Security Office and fill out a party registration form. Room Parties are not required to be registered but you are encouraged to do so. Registered parties that generate noise complaints will be handled primarily by Convention Security, and we will act as a buffer between you and Hotel Security. Non-registered parties that generate noise complaints will be handled primarily by Hotel Security. In such cases the Convention will not act as a buffer nor will we intervene if the hotel chooses to shut down your party. This does not mean that registered parties can be excessively rowdy and avoid being shut down - the Convention reserves the right to shut down parties or events or to withdraw convention recognition and turn the problem over to Hotel Security should the situation warrant.

Please register your party by 5:00pm of the day of the party.

You must be both a convention member and a registered guest at the convention hotel to register your room party.

WEAPONS POLICY

There will be NO horseplay involving weapons.

No real or realistic firearms are allowed.

Violation of this policy may result in revocation of membership and removal from the convention and convention venue.

An Arizona Concealed Carry permit

does not exempt convention members from this rule.

Firearms include but are not limited to the following:

- * Handguns
- * Long guns / shotguns
- * Tasers / stun guns
- * Any prop or device designed or intended to fire a projectile

Firearms that have been altered to prevent firing (i.e. decommissioned firearms) are also prohibited.

Real or simulated explosive devices are prohibited.

Bows and Crossbows are permitted as part of costuming but arrows, bolts, quarrels, or any other projectile designed to be fired from a bow or crossbow, are not permitted. Crossbows cannot be carried in a cocked position.

Non-realistic firearms may be permitted.

Convention Security is the final authority on whether or not a particular weapon is non-realistic. If you are unsure about your weapon please check with security before taking it into any convention area.

Bladed weapons such as swords and knives are permitted provided they are kept in a hard sheath and peace-bonded. Any attendee carrying a peace-bonded blade will need to carry or wear the blade in a safe manner. Unsheathed or non-peace-bonded bladed weapons are not permitted at any time. Exceptions may be made at the discretion of both the Head of Security and the Cosplay Director to allow unsheathed bladed weapons during official Cosplay presentations if it is determined that it is SAFE to do so. This must be arranged prior to the Cosplay event.

Novelty or prop blades that are soft and not edged such as a foam sword may be carried without a sheath or being

peace-bonded but still must be carried in a safe manner. Any prop that resembles a bladed weapon and is made out of a hard substance such as plastic or wood will be considered a bladed weapon unless Security specifically decides otherwise. Martial arts practice swords will be treated as if they were edged metal weapons. They must be peace-bonded and in a sheath at all times.

Props and objects such as staves or walking sticks, that could be considered weapons are permissible provided they are carried in a safe manner.

The Head of Security is the final judge concerning classification of a weapon and if it may be carried by the attendee.

If you are not sure - ask Security.

All determinations will be made at the convention. **There will be no exceptions to this policy**

All weapons and weapon-like props must be approved and peace-bonded by Security located in the Convention Office.

Weapons and weapon-like props that have not been approved and peace-bonded officially by Convention Security may not be carried on site. They must be kept in your room or vehicle for the duration of the convention.

There will be designated times and photo areas where you may be photographed displaying weapons such as swords without having the blade sheathed and secured. Outside of those times and designated places do not display your weapon.

Mark Boniece

Sponsors

AniZona wishes to thank our sponsors:

Across Plus

AniRave

Demented Dragon

Hobbyists Paradise

Samurai Comics

WesternSFA

Used Manga Auction

AniZona will be holding a Used Manga (and Anime and Character Goods, etc.) Auction this year. This is ****not**** a charity auction. This is an opportunity for you to sell your old and unwanted anime-related stuff to other members who might want it. You get 90% of the sale price, AniZona takes a 10% commission.

The auction will begin at noon on Sunday and continue until all lots have been offered for sale.

====Rules For Sellers====

- Items must be in some reasonable way related to anime. Anime DVDs and VHS tapes, manga volumes, old Newtype magazines, Pokemon cards, action figures, stuffed toys...as long as it's related, it works.

- ****Items must be legitimate!**** We don't let our Dealers sell bootleg items, and the same goes for you. No Hong Kong DVDs, no knockoff pins, none of that.

- Items with adult content may be in the auction, but ****must**** be identified as such when submitted. The convention reserves the right to cover, obscure, or not display such items.

- Items may be submitted at the Auction table on Friday between 3pm and 9pm, and on Saturday between 12 noon and 6pm. ****Late submissions will not be accepted.****

- Items should be grouped together into lots as appropriate. Your complete run of the Love Hina manga should be sold as one lot, not as fourteen individual volumes. Multiple-item lots must be physically secured together. Twine is good for this.

- The auction will be limited to no more than 200 lots.

- No seller may submit more than ten lots on Friday.

- Sellers must be members of the convention.

-The convention reserves the right to refuse auction participation to anyone.

- Sellers must complete a Seller Control Sheet, which will include contact information.

- Sellers must also complete Lot Sheets for each of their lots.

- Sellers may choose to set a minimum bid on their lots. If no minimum bid is specified, bidding will open at \$1.

- Sellers may withdraw items from the auction up until the item goes up for bid. Once bidding has opened, the item may not be withdrawn.

- Unsold items may be picked up after all auction lots have been processed.

- Payment to sellers will be made by check only, which will be mailed out within 60 days of the close of the convention.

- Decisions on relatedness, legitimacy, appropriateness, lot grouping, and all other matters of rules interpretation will be made by the Auction Coordinator or his Staff. Such decisions are final.

====Rules For Buyers====

- You must obtain a bidder number in order to bid on any item. Bidder numbers

may be obtained at the control desk immediately before and during the auction.

- You must be a member of the convention to obtain a bidder number. The convention reserves the right to refuse auction participation to anyone.

- All items are sold as-is. The convention accepts no responsibility for the condition or authenticity of items, or for the item descriptions or any claims made by the seller.

- Sales of items designated as containing adult content will be limited to buyers 18 and older. Bring ID.

- Bidding in an auction is an offer to enter into a binding contract. Do not bid if you do not intend to purchase the item.

- Decisions of the Auctioneer pertaining to the sale of an item are final. It is the buyer's responsibility to ensure that his or her intentions are known to the Auctioneer.

- Buyers may check out (i.e. pay for and pick up their purchases) at any time during the auction. Buyers may pay with cash or check (with proper ID). No third-party or post-dated checks will be accepted. There will be a \$25 fee added to any returned check. This is in addition to bank fees.

- It is not known at this point if it will be practical for the auction to accept credit cards. We're certainly going to try to do so.

- Whether or not there are breaks during the auction will depend on the number of lots and the pace of the auction. The Auction Coordinator will make this decision.

- The convention will neither hold nor ship purchased items. Buyers who do not check out during the auction must do so at the end of it. Items not paid for and picked up at that time become the property of the convention.

The Auction Coordinator reserves the right to add to or modify these rules at any time.

David Hungerford

Volunteers

Anizona, as any fan run convention, cannot bring you the fun and excitement you enjoy without your help. With as little as 2 hours of your time, you can do your share and along the way get a different view of the convention.

Still thinking about it and need some convincing? Here some of the things you'll get out of it.

1. Meeting new people. Ask anyone who's volunteered and they'll say it's the people that made the experience. You'll get a behind the scene view of how a convention works.

2. Help the anime community. All staff that work at Anizona are volunteers. No one is paid for anything and many pay for their own badges and hotel rooms. They love the anime community, and without them, the convention wouldn't run smoothly.

3. The benefits. Yes, there are some goodies given in appreciation for your work.

A.. For every 4 hours you work, you'll receive a meal ticket good at the staff suite.

B. Work 8 hours and you'll get a Tee-shirt

C. Work 12 hours and you'll get a Tee-shirt plus a free membership for 2008

D. Work more than 12 hours and you'll have the staff's undying love and maybe you'll be on staff next year.

A Few Notices

1. You must be at least 16 years old to be a Gofer/Volunteer. Everyone will have

to sign a waiver before starting and those under 18 will have to have a signed Parental Permission form.

2. Volunteer work times and positions are on a first come, first served basis. So emailing the Coordinator before the convention will give you a better chance.

3. The minimum amount to volunteer is 2 hours.

Connie Lewis

The Official Legal Nitty Gritty Stuff

Who We Are

AniZona is an Arizona non-profit corporation as well as an IRS recognized 501(c)7 tax-exempt social organization. Our purpose it to promote social interaction among Anime fans and the way we have chosen to do this is to have an annual convention.

AniZona is run totally by unpaid volunteers, from the Board of Directors all the way down to the volunteers that help load the logistics truck (thanks guys!). All funds from AniZona are put right back into the corporation in order to produce next year's convention.

By virtue of having a membership in AniZona you will also have a one-year membership in the corporation, AniZona Anime Convention Inc. The list is approved at the meeting following the convention.

This year we are in the midst of changing our by-laws and meeting schedule to more accurately reflect what our members are interested in. Please check the web site www.anizona.org for the schedule of General Membership meetings, as well as AniZona 4 Committee meetings.

This is the really really "fine print"

ARTICLE I: PRINCIPAL OFFICE

The principal office of AniZona Anime Convention, Inc. (also known as AniZona, Inc.) is in the City of Phoenix, Arizona. The mailing address is AniZona Anime Convention, Inc. P.O. Box 67641, Phoenix, AZ, 85082. The Board of Directors may change the principal office from one location to another in the County of Maricopa. Any such change shall be noted by the Secretary opposite the Secretary's copy of this article, but shall not be considered an amendment to these Bylaws.

ARTICLE II: MEMBERSHIP

SECTION 1: Classification of Members

The membership of AniZona, Inc. is classified as follows:

A. GENERAL MEMBER

A General Member is a member whose application for membership has been approved by the Board of Directors and who has paid dues for the current period.

B. HONORARY MEMBER

An Honorary Member is one who has been elected to this status upon petition by three or more General Members and an affirmative vote of three-quarters or more of the General Members voting at any meeting of the Corporation.

Honorary Members have the same rights and obligations as General Members, except for the obligation to pay dues and fees.

Honorary Membership is intended to reward outstanding services to AniZona, Inc. or to the media of anime or manga.

Membership status may be additionally classified as follows:

C. DORMANT MEMBER

A Dormant Member is a member who is either not current on dues or whose address is unknown to the Treasurer of AniZona, Inc.

D. ACTIVE MEMBER

An Active Member is a member who has physically attended four (4) of the six (6) most recent regular meetings (either as a member or as a guest) and is not a Dormant Member.

SECTION 2: Notifiable Member

A Notifiable Member is one who AniZona, Inc. is required to notify as set forth in these Bylaws. This shall include all Active Members and any members whose attendance at the meeting in question would qualify them as Active Members.

SECTION 3: Application for Membership

Application for membership shall be open to all persons sharing the organization's common interests. There are two ways to join the organization: 1) Anyone interested in joining AniZona, Inc. may attend up to two (2) meetings per year as a guest. Each prospective member shall pay the application fee to the Treasurer. The application for membership shall include a \$3.00 non-refundable application fee along with \$ 0.50 for each monthly meeting remaining before our next annual convention, including the monthly meeting at which an application for membership is made.

2) Alternatively, anyone having a membership to any of our conventions costing at least \$15.00 shall be considered as thereby having paid Annual Dues for the subsequent year and made application to the Board.

If the Board, by a vote of two-thirds of the Board members present, rejects the application, the applicant is rejected and may not apply again for four (4) regular

meetings. If the Board approves the application, the applicant becomes a General Member.

SECTION 4: Termination of Membership

A. REMOVAL

A petition to terminate a membership must be signed by five or more Active Members and presented to the Board of Directors, who must act on it by the next regular Board meeting.

If two-thirds of the Board voting approves the petition, it shall be presented to the membership at the next AniZona, Inc. meeting, and if four-fifths of the Active Members voting approve, the membership is terminated.

B. RESIGNATION

A member may resign by tendering his or her written resignation to the Chairman of the Board of Directors, who shall accept it, effective immediately.

SECTION 5: Dues

Each non-Honorary Member shall pay Lifetime Dues or Annual Dues as the member may elect. No dues paid shall be refunded. As discussed in Article II, Section 3, anyone who has a membership to any of our conventions costing at least \$15.00 shall be considered as having paid Annual Dues for the subsequent year and shall not have to pay any additional dues for that year.

A. ANNUAL DUES

Annual dues are \$6.00 payable at the first regular meeting in May. Dormant members who paid dues in the prior year shall pay the full current year's dues.

B. LIFETIME DUES

Lifetime dues are \$60.00, payable either in a lump sum or in annual installments. Minimum annual installment is \$15.00, and paying such an installment shall also cover annual dues for that year. No additional dues shall be assessed members who have fully paid Lifetime dues.

ARTICLE III: MEETINGS

SECTION 1: Types of Meetings

A. REGULAR MEETINGS

Regular meetings shall be held at least once a month, and shall be held on a Sunday unless the membership approves a cancellation or change. Except as defined elsewhere in these Bylaws, required notice of meetings shall be limited to announcing the time and date of any meetings to be held in a given month at all regular meetings held during the previous month.

B. SPECIAL MEETINGS

Special meetings at other times may be held as approved by the membership. Notice of each special meeting shall be given to each Notifiable Member not less than seven (7) days before the special meeting, by mailing (postal or email) a notice to the address of the member as it appears in the records of the organization.

1. NOTICE OF SPECIAL MEETINGS Notice of special meetings is required to be given any Notifiable Member. Attendance at the business portion of any meeting where such notice is given, shall be equivalent to giving of such notice. Attendance of a person at a meeting shall constitute a waiver of notice of that meeting, except when the person attends the meeting for the express purpose of objecting to the transaction of the business being acted upon because the meeting is not lawfully called or convened. Conspicuous inclusion of such notice in an edition of the newsletter mailed not less than seven days before said meeting shall constitute adequate notice.

SECTION 2: Order of Business

The preferred order of business for the organization meeting is:

- .){1 Call to Order
- .){2 Introduction of Guests
- .){3 Reading of Minutes

- .}{4 Treasurer's Report
- .}{5 Committee Reports
- .}{6 Old Business
- .}{7 New Business
- .}{8 Announcements
- .}{9 Adjournment The Chairman may require new business be submitted in writing to the Secretary before the meeting. The Chairman may alter the order of business at his discretion.

SECTION 3: Voting

A. ELECTION OF DIRECTORS

.}{1 **NOMINATIONS** Nominations shall occur both at the meeting prior to the elections and at the elections meeting itself. Nominees must be Active Members who have attended at least nine of the last 12 regular meetings of the Corporation. Members need not be present to be nominated, but all nominees must communicate their acceptance of the nomination to the Secretary before balloting begins in order to appear on the ballot. As used in this section, a "properly nominated candidate" is one who meets the eligibility requirements listed above, has been nominated, and has properly communicated his or her acceptance to the Secretary.

.}{2 **ELECTION MEETING PROCEDURES** Properly nominated candidates may distribute handouts explaining why they should be voted for. All properly nominated candidates shall have the opportunity to give a speech lasting no more than one minute. The Chairman may choose to designate a Member to keep the time.

.}{3 **VOTING PROCEDURE** Voting shall take place by secret ballot, except that the eligible voters may, by two-thirds majority of those voting on the question, elect to have a roll-call ballot or a vote by acclamation. A valid vote is a vote for a properly nominated candidate who is still on the ballot or for None Of The Above. Illegible, unreadable, ambiguous, and otherwise uncountable votes shall not be considered valid. The presence of an invalid vote on a member's ballot shall not invalidate the other votes on that ballot. Absentee ballots bearing the member's dated signature shall be counted provided that the candidate being voted for is still on the ballot.

.}{1 **DETERMINING A WINNER** A candidate must be named on a majority of the ballots to win. In the event that, after a round, no one shall have achieved a majority, the candidate, or candidates tied, with the lowest number of votes shall be dropped, as shall any candidates not named on more than 1/5 of the ballots. If all remaining candidates are tied equally, none shall be dropped. None Of The Above shall never be dropped. After all applicable candidates have been dropped, there shall be another round of voting with the remaining candidates. This shall continue until the position is filled.

.}{2 **NONE OF THE ABOVE** In the event that None Of The Above shall receive a majority of the votes cast, the candidates still on the ballot shall be Removed From Consideration. The three most recently dropped candidates shall be returned to the ballot and voting shall continue. If the entire pool of eligible candidates shall be Removed From Consideration by None Of The Above, then nominations shall be reopened. No one who was Removed From Consideration shall be eligible to be renominated, except that the eligible voters may, by three-quarters majority, re-confer eligibility on all candidates for the office.

.}{3 **VOTE COUNTING** The President shall designate three active members to collect and count the votes. No one who is a candidate for any office is eligible to be a vote counter. At least one shall be a current or former

officer. The vote counters shall count the votes in secret. After completing the count, the counters shall announce the names of winning candidates and of candidates dropped from the ballot. At the end of each round, the ballots shall be sealed into an envelope. All vote counters shall sign or initial the envelope across the flap. Vote tallies shall be noted in the minutes of the meeting.

B. PROCEDURAL VOTING

.}{1 **ELIGIBILITY TO VOTE** Active Members may vote in Elections and on Special Business of the Corporation. A vote of abstention on a matter of Special Business shall be counted towards the majority of votes received on that matter, but recorded as an abstention.

.}{2 **VOTING PROCEDURES** Absentee ballots, specifying the matter to be voted upon, the date of the vote, the vote itself, and bearing the dated signature of the Member shall be accepted if received by the Secretary before the vote is called. Voting rights may also be assigned by written proxy to another active member. Such a proxy must specify the date of the meeting at which the proxy is valid, the name of the person who will vote said proxy, must bear the dated signature of the active member assigning voting rights, and must be presented to the secretary before the vote is called. Unless otherwise specified by the Bylaws or the Standing Rules, a simple majority of those voting shall be sufficient to decide a vote.

C. SPECIAL BUSINESS

Special business shall be Bylaw changes, impeachments, termination of a membership, or any matter so declared by the Board of Directors or a majority vote of the Active Members present and voting. Special business also includes starting or adopting an existing convention or any other new activity allowed by these bylaws. Except as provided elsewhere in these Bylaws, voting on Special Business shall be by simple majority of the votes cast "for" and "against."

SECTION 4: Quorum

One-half or more of the Active Members of the Corporation must be present for the transaction of any business at any meeting of the Corporation.

ARTICLE IV: BOARD OF DIRECTORS

The business and affairs of the organization shall be managed by the Board of Directors. Except as provided elsewhere in these Bylaws, the Board is the final authority on all decisions.

SECTION 1: Number and Qualifications

A. NUMBER OF DIRECTORS

The authorized number of Directors shall be five.

B. QUALIFICATIONS

At the time of their election, and continuously during their term of office, each Director shall meet the following qualifications:

.}{1 Be 18 years of age or over, and otherwise legally competent;

.}{2 Be an Active Member of the Corporation who has attended nine of the previous twelve meetings;

.}{3 Meet such additional activity requirements as the Board may establish pertaining to activities of the Board itself.

C. REMAINING ON THE BOARD

A Director who fails to meet the above requirements, as attested by a vote of two-thirds or more of those Board Members at a regular Board meeting, shall be notified, in writing, of the fact, and shall be deemed to have resigned.

D. PERMANENT DIRECTORS

Three of the five Directors shall be Permanent Directors. The three Permanent Director positions shall initially be held by Jason Bustard, Anthony Grutta, and David M. Hungerford III. Notwithstanding any

provision elsewhere in these Bylaws, Permanent Directors shall serve until such time as they either die, resign, or are removed from the Board by unanimous vote of the other Directors. The remaining Permanent Directors shall appoint a replacement Permanent Director.

SECTION 2: Election and Term of Office
Directors shall be elected at the first regular meeting in December and the first regular meeting in June. If no such regular meeting is held, or Directors are not elected at it, the Directors shall be elected at the next meeting, with Notifiable Members notified as for a special meeting. The term of office for Directors shall be one (1) year, with one Board member being elected each six months. Directors shall take office on the first day of the month following their election and shall hold office for twelve months or until their elected replacements take office.

SECTION 3: Vacancies
Any vacancy in the Board of Directors caused by the death, resignation, or removal of an elected Director or Directors shall be filled by a special election at the next regular meeting of the organization. If no Directors remain, a new Board shall be elected by the membership. A Director elected to fill a Board vacancy shall serve until the normal end of the term of the vacancy. A Director who is filling a vacant Board position shall take office immediately upon election.

SECTION 4: Meetings
Meetings of the Board of Directors shall be called and held as may be ordered by the Board of Directors. Regular Board meetings are those for which the time and place are: a) Determined at a previous regular Board meeting; or b) Provided to all Directors at least seven days before the meeting. Special Board meetings are those not meeting either of the above conditions. Special meetings of the Board of Directors may be held by means of conference telephone or similar communications equipment by which all persons participating in the meeting can hear each other. Participation in such a meeting shall constitute presence in person. There shall be a meeting of the Board of Directors at least once per month. Meetings of the Board of Directors shall be open to any organization member in good standing, unless closed by a vote of two-thirds or more of the Directors present.

SECTION 5: Quorum
Four Directors must be present for the transaction of any business at any regular Board meeting, unless fewer than this number of Directors remain. In that case, all remaining Directors must be present for the transaction of any business at any Board meeting. Should two or fewer Board members remain; a) A special election shall be called immediately; b) No action, other than (a) above, shall be taken unless both required by law and necessary before the special election can be held. Every act done by a majority of the Directors voting at a regular Board meeting at which a quorum is present shall be regarded as the act of the Board of Directors unless a greater number is required by law, by the Articles of Incorporation, or by these Bylaws. The acts of any special Board meeting shall be as valid as though they had been done at a regular Board meeting if ratified by a majority of the authorized number of Directors either at the next regular Board meeting or by dated signature. All such signatures shall be filed with the records of the Corporation and made a part of the minutes of the special Board meeting.

SECTION 6: Fees and Compensation
Directors shall receive no compensation for their services, but may receive such reimbursement for

expenses as may be determined by the Board.

SECTION 7: Removal from Office
Any Director except a Permanent Director may be removed from office, for cause, upon petition in writing specifying such cause by one-fifth or more of the Active members to a meeting of the organization, and affirmative vote of three-quarters or more of the Active members voting at each of the next two organization meetings. Notifiable members shall be notified of the first such voting meeting as for a special meeting. This notification shall include the text of the petition and the names of its signers.

SECTION 8: Corporate Officers
The Board of Directors shall elect a Chairman of the Board, a Vice-Chairman of the Board, a Corporate Secretary, and a Corporate Treasurer. They shall be elected from the current Directors on the first regular Board meeting following the seating of newly elected Directors, and shall serve until the next such meeting unless they first die, resign or are removed from office by a vote. In the event of a vacancy in a Corporate office, a special election shall be held at the next regular meeting of the Board to fill the vacancy for the rest of the term. A single Director may hold any two of these positions, except for Chairman of the Board.

A. CHAIRMAN OF THE BOARD

The Chairman of the Board shall conduct the meetings of the Board and of the organization. The Chairman shall speak for the Board to the organization and to other organizations unless a representative is appointed to do so.

B. VICE-CHAIRMAN OF THE BOARD

The Vice-Chairman of the Board shall, in the absence of the Chairman, assume the rights, duties, and limitations of the latter.

C. CORPORATE SECRETARY

The Corporate Secretary shall be responsible for the recording of the minutes of the meetings of the Board of Directors and of the organization. The Secretary shall make the minutes of each regular Board meeting available to all of the Directors at least one week before the next regular Board meeting if so requested by any Board member, and shall similarly make the minutes of each regular meeting of the organization available to the membership at least one week before the next regular meeting of the organization. The Secretary shall make available a precis of the minutes of each Board meeting for publication in the Corporation newsletter; shall maintain the non-financial records of the Corporation and shall be responsible for providing official copies of those records; shall initiate correspondence authorized by the Board. In the Secretary's absence, the Chairman may appoint another Board member to act as Corporate Secretary pro tem.

D. CORPORATE TREASURER

The Corporate Treasurer shall maintain the financial records of the Corporation; shall receive, disburse, and account for all funds of the Corporation; shall present a statement of the financial status of the Corporation at each regular meeting of the Corporation and to each records of any donations to the Corporation; maintain records on attendance of each member, listing the meetings that the member has attended, and at which meetings the member has paid dues; and shall certify the standings of members and qualifications for voting. The Corporate Treasurer shall also open and be a signer on any bank accounts of the corporation or its subordinate activities. All such bank accounts shall be in the name of the Corporation. The financial and attendance records of the Corporation shall be accessible to any member upon reasonable demand (within one week of presentation of

such demand and at all meetings of the Corporation).

SECTION 9: Presumption of Assent

A Director of the Corporation who is present at a meeting of the Board of Directors at which any action on any corporate matter is taken shall be presumed to have assented to the action unless his dissent shall be voted, entered in the minutes of the meeting, or filed with the Corporate Secretary before the adjournment of the meeting. Such right of dissent shall not apply to a Director who voted in favor of such action. A vote of abstention shall be counted towards the majority of votes received on a matter, but recorded as an abstention.

ARTICLE V: BOARD-APPOINTED OFFICERS

Board-appointed officers serve under the direction and at the pleasure of the Board. Unless otherwise stated, any Active Member may hold any one of these positions. These positions do not confer Board membership. It is recommended but not required that the following positions be filled.

A. INTERNAL AUDITOR

The Internal Auditor shall be responsible for verifying that proper documentation exists for all checks; that Corporate and Convention assets are being conserved; that bank deposits and reconciliations are accurate and timely; that financial reporting is accurate and timely; and that proper budgetary control is being maintained over the Corporation accounts. The Corporate Treasurer and all corporate account holders are required to allow access to all financial records on request of the Auditor within one week of receipt of request. Any Active Member may request an investigation by the Internal Auditor. All results will be reported to the Board. The Auditor may not be a member of the Board nor be a signer on any Corporation account.

B. ARCHIVIST

The Archivist shall be responsible for maintaining items of historical interest. This shall include a full set of AniZona publications, whether convention-related or not, and the master copies of any official audio, video, or photographic records from any AniZona event. An official record is one recorded by a Convention Historian or other person operating on behalf of AniZona. All such records are irrevocably the property of AniZona and may not be copied, lent, distributed, or disposed of without the permission of the Board. The Archivist shall maintain an inventory of all such items and keep the Treasurer supplied with a current copy thereof.

C. DATABASE MANAGER

The Database Manager shall be responsible for maintaining updated databases of convention attendees, volunteers, and genre professionals. The Database Manager shall have the authority to mandate the format of data being submitted to the databases. The Database Manager shall not copy, loan, distribute, or dispose of any database or portion thereof without the permission of the Board.

D. WEBMASTER

The Webmaster shall be responsible for maintaining the corporate web site. The Webmaster shall have the authority to mandate the format of data being submitted to the web site.

ARTICLE VI: CONVENTIONS

SECTION 1: Committee Composition

The Committee to run any convention shall be composed of two Board-appointed officers, to be known as Chair and Banker. Other committee members are appointed as necessary or desired by the convention Chair. The affairs of any one convention shall be managed by that convention Chair. The convention Banker shall manage all records of that convention. The legal responsibility for any convention shall remain vested in the

Corporation Board of Directors as defined in Article VII Sections 1 and 2.

SECTION 2: Qualification and Tenure of Committee Officers

The convention Chair and Banker shall hold office for not more than three years from the date of election, or for such a time as specified by the Board of Directors. In no event shall these offices be held beyond the time that all convention business is terminated. The Chair and Banker must both be of legal age in the State of Arizona and otherwise legally competent. Both must be Active Members of the organization at the time of their election and continuously throughout their term of office. The convention offices of Chair and Banker may not be held simultaneously by any one person.

SECTION 3: Election of Committee Officers

The convention Chair and Banker shall be appointed by the Board of Directors. This shall take place at the first regular meeting in October, at least one year prior to the convention; or at whatever time has been determined by the Board of Directors.

SECTION 4: Meetings of the Convention Committee Meetings of the convention Chair, Banker, and any other appointed members of the committee may be held at any place in and time convenient to the committee members.

SECTION 5: Chair

The convention Chair shall be the principal executive officer of the convention committee. He shall supervise and control all business and affairs of the convention and shall be responsible to the Board of Directors of the organization for the legal operation of the convention. The Chair shall perform all duties incident to the office, to the proper management and control of a convention, and other such duties as may be required by law, these Bylaws, or the Board of Directors. The convention Chair shall have the power to define, appoint, and remove any non-Board-appointed committee positions. The Chair shall make regular reports to the Corporation on the committee activities.

SECTION 6: Banker

The Banker shall have responsibility for the management and accounting of all funds taken in or disbursed by or in the name of the convention committee. This includes handling all money, paying all bills, and providing any necessary receipts. The Banker shall perform all duties, incident and regular, that would normally be expected of a convention treasurer, and shall perform any other duties required for proper convention management by law, these Bylaws, or the Board of Directors. The Banker shall also be responsible for seeing that all committee records, including membership and donor names and addresses are maintained, and for providing correct and current copies of these records upon reasonable advance notice.

SECTION 7: Convention Books and Records

A. The convention committee shall keep correct, current, and complete books and records of all financial transactions. Standards for these records shall be established by the Board of Directors. The Banker shall be a signer on any Corporation bank accounts that are relevant to the convention he or she is Banker of.

B. The Banker shall be responsible for producing reports on the financial state of the convention. Interim reports shall be produced as follows: as of every June and December that the committee is in existence both prior to and after the convention; thirty days prior to the convention; within thirty days after the convention; and as called for by the Board of Directors. A final financial report shall be provided within six months of the date of the convention.

C. All convention records may be inspected by any

Corporation member at any regular convention meeting, or at any other reasonable time provided one week's advance notice is given.

SECTION 8: Removal or Resignation of Elected Committee Members

Should the Chair or Banker resign, die, be removed from office, or for some other reason be unable to continue his duties, the Board of Directors shall appoint a replacement.

SECTION 9: Relationship Between Corporation and Convention

A. Membership in the convention committee shall not constitute membership in the Corporation.

B. Membership in the Corporation shall not constitute membership in any convention run by the Corporation. Membership in any such convention shall be available as defined by the convention Chair.

SECTION 10: Convention Standing Funds

The Corporation may establish a convention standing fund to be used as initial funding for running a convention.

SECTION 11: Close of the Convention Accounting
After all convention obligations have been completed, any remaining funds may be used to establish a standing fund for a subsequent convention as approved by the Board of Directors. Any excess funds shall be placed into the organization general fund. If the convention funds are not sufficient to meet the obligations, the difference shall be taken from the organization general fund.

SECTION 12: Responsibility of the Convention Officers
The convention Chair and Banker are responsible to the Corporation for seeing that sound and reasonable practices are utilized in the running of any convention. In the event of gross negligence, embezzlement, or other illegal activity by convention staff resulting in loss of organization funds, the organization reserves the right to attempt to recover said funds from the offending party or parties.

Regardless, responsibility for reimbursing the organization shall rest on the Chair and Banker. In no other circumstances will any convention staff, elected or appointed, be held personally responsible for any financial loss or shortfall.

SECTION 13: Resolution of Conflicts

A. Conflicts between the Board-appointed Convention Officers shall be resolved by the Board of Directors.

B. Conflicts between Chair-appointed Convention Committee members shall be resolved by the Chair.

ARTICLE VII: MISCELLANEOUS

SECTION 1: Use of Corporation Name or Property
The organization's name or property shall be provided for at the discretion of the Board of Directors.

SECTION 2: Execution of Documents

The Board of Directors may authorize any officer(s) or agent(s) to enter into contract or execute any instrument in the name of and on behalf of the organization, and such authority may be general or confined to the specific instances. Unless so authorized by the Board of Directors, no officer or member of the organization may enter into any contract for the organization or any of its entities, pledge its credit, or render it liable for any purpose or to any amount.

SECTION 3: Inspection of Bylaws

The Corporate Secretary shall keep a copy of these bylaws, as amended or otherwise altered to date, certified by the Corporate Secretary, which shall be open to inspection, at all reasonable times, upon demand by any member. A current copy shall be available at all meetings of the Corporation.

SECTION 4: Signers on Bank Accounts

All Corporate bank accounts shall have two signers. Per Article IV, Section 8, Subsection D, the Corporate Treasurer shall be a signer on all accounts. Per Article VI, Section 7, Subsection A, the other signer on convention accounts shall be the Convention Banker, unless that person is the same person as the Corporate Treasurer. In that case, the other signer on the account shall be the Chairman of the Board, unless that person is also the Convention Chair. In that case, the other signer shall be determined by the Board of Directors. For non-convention accounts, the second signer shall be determined by the Board of Directors.

SECTION 5: Noun and Pronoun Gender

All nouns and pronouns in these Bylaws are used gender-inclusively. Other-gendered nouns and pronouns may be substituted for those used here (e.g. her for his, Chairwoman for Chairman) without affecting the meaning of the Bylaws.

ARTICLE VIII: GIFTS

The Board of Directors may accept on behalf of the Corporation any gift, contribution bequest, or devise for the general purposes, or for any special purpose(s), of the organization. Property, real or otherwise, will be preserved and/or stored by the Board of Directors until such time as a disposition can be determined. The organization has the right to dispose of or to utilize any gift, contribution, bequest or devise as it sees fit within the bounds of the Articles of Incorporation and the Bylaws of the organization.

ARTICLE IX: AMENDMENTS

SECTION 1: Amendments to the Articles of Incorporation

Amendments to the Articles of Incorporation must be proposed in writing by one-fifth or more of the Active Members and read to a regular organization meeting. This amendment must then be the first item of business at the next meeting. Notifiable members must be notified of this meeting as for a special meeting. Upon approval by three-quarters of those voting at this latter meeting, the amendments shall be considered adopted, and shall be submitted to the State of Arizona for approval.

SECTION 2: Amendments to these Bylaws

Amendments to these Bylaws must be proposed in writing by one-fifth or more of the Active Members or by resolution of the Board of Directors and read to a regular meeting of the Corporation. These amendments must then be the first item of business at the next meeting. Upon approval by two-thirds of those Active Members voting at this latter meeting, the amendments shall take effect immediately.

Notifiable members must be notified of this latter meeting as for a special meeting.

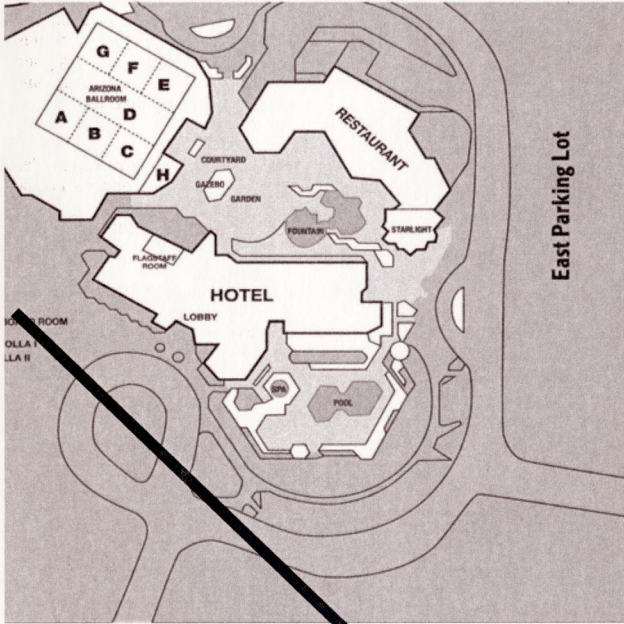
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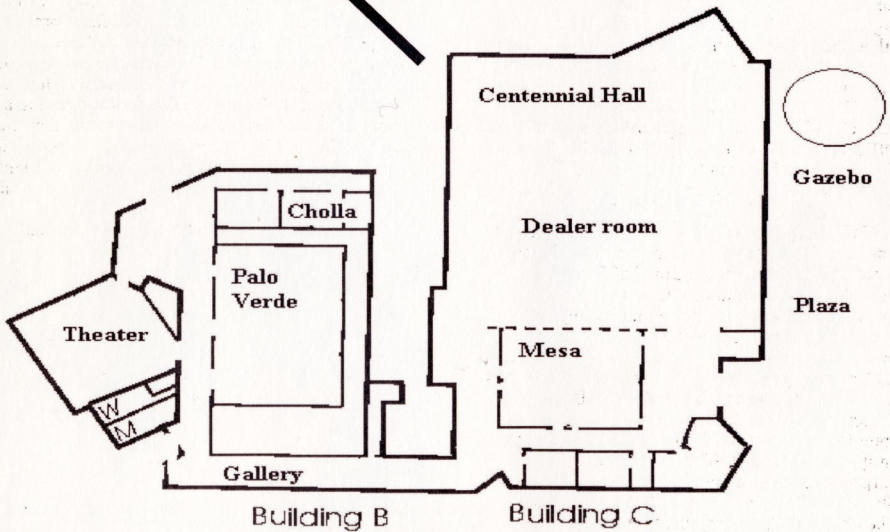
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Where It Is



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- Palm A, B, C - Gaming
- Palm D - Programming
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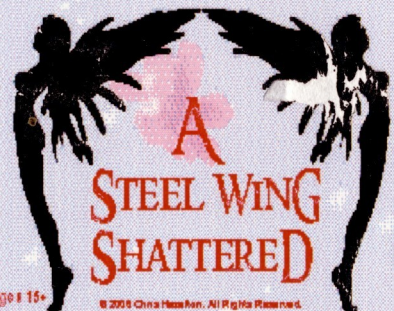


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