

LepreCon 11



LEPRECON 11

APRIL 5 - 7, 1985

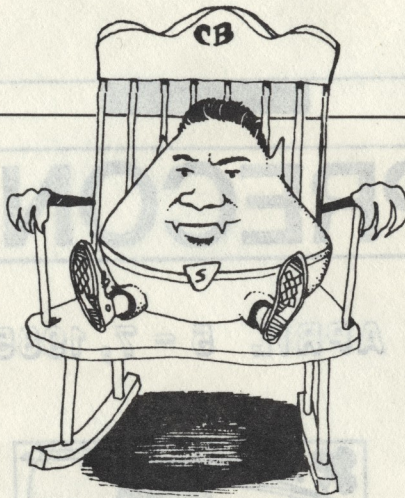


HYATT REGENCY

PHOENIX, ARIZONA

GUESTS OF HONOR

- ☆ Lela Dowling
- ☆ G. Harry Stine
- ☆ Lee Correy
- ☆ Roy Tackett



From the Chair

Clif Baird

Thank you for coming to LepreCon XI. You are the one thing that we can't provide but really need. The committee has worked very hard to put on the best presentation their areas can produce. Dealing with the hotel has been a unique experience. The staff and volunteers are all trying to produce a special event for fandom and friendship. We are all looking forward to reuniting with old friends and making many new ones, so please enjoy yourself.

The Leprecon Committee

<i>Chair</i>	<i>Clif Baird</i>	<i>Hospitality</i>	<i>Teny Rule</i>
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<i>Membership</i>	<i>Bruce Farr</i>	<i>Films</i>	<i>Wayne West</i>
<i>Registration</i>	<i>M.R. Hildebrand</i>	<i>Japanese Video</i>	<i>CFO</i>
<i>Art Show</i>	<i>Ray Gish</i>	<i>Gaming</i>	<i>Don Harrington</i>
		<i>Computer</i>	<i>Mark Shabeen</i>

The above people deserve a special Thank You from me. They have worked hard. If you enjoy something, appreciated. The hotel has been a big help. "Professional" doesn't have to mean expert or considerate. Here, it does! They have been able to solve some problems for us before I even knew they were there.

We have been particularly lucky with our guests this year. Lela Dowling, G. Harry Stine, and Roy Tackett are very special people. We thank them for coming and being so cooperative. If you have never met them at a convention before, you are in for a real treat.

Some of you will be at your first convention. Join in and have a great time. Everyone had a first convention. Check out all the areas, talk to people, and *PARTY HARDY!!* The parties with the open doors are generally open to anyone who wants to come in and talk.

We try to do one of these every year. If there is something you would like to help us with, tell us about, or are willing to try doing (because you know you could do it better), please leave your name, address and phone number with Clif Baird or Terry Gish. As a post script, I got involved for the last reason. *I learned quickly...*

Clif B.

From the Vice-Chair

Terry Gish

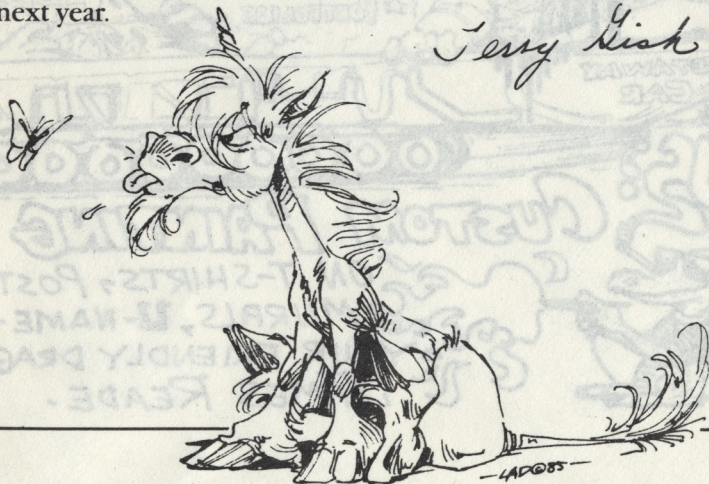
Well, Clif has had his say, now it's my turn.

I'd like to send my thanks to another group of people. The people who support our department heads, their families and friends. And to the people who help by providing the seemingly small things like computers, paste-up, art, and lots of other things without which the convention would fall apart. They are indeed the glue that makes the convention a success. Thanks to one and all.

Please enjoy yourselves at LepreCon XI, because if you don't, all our work is wasted.

P.S. If you liked the convention, come back for LepreCon XII next year.

Terry Gish



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In Appreciation of Lela Dowling

by Bruce Farr

I was touring through the 1977 PhantasmaCon Art Show at L.A.'s Bonaventure Hotel when I noticed this lovely creature. She was of a beauty so rare that I felt I had to possess her. I offered her what I could, but she left me for another (higher bidder).

Well some of us *do* take our art collecting a little *too* personally, but Lela's art work is my personal favorite. In fact, there are several Phoenix fans who have long collected her works and they're happy, at long last, to get a chance to meet her.

Many attending LepreCon will remember her work from PhringeCon I in 1980, where we used her work for everything from promotional fliers to T-shirts and the Program Book cover. She's also provided the cover for this Program Book and some of the interior illos.

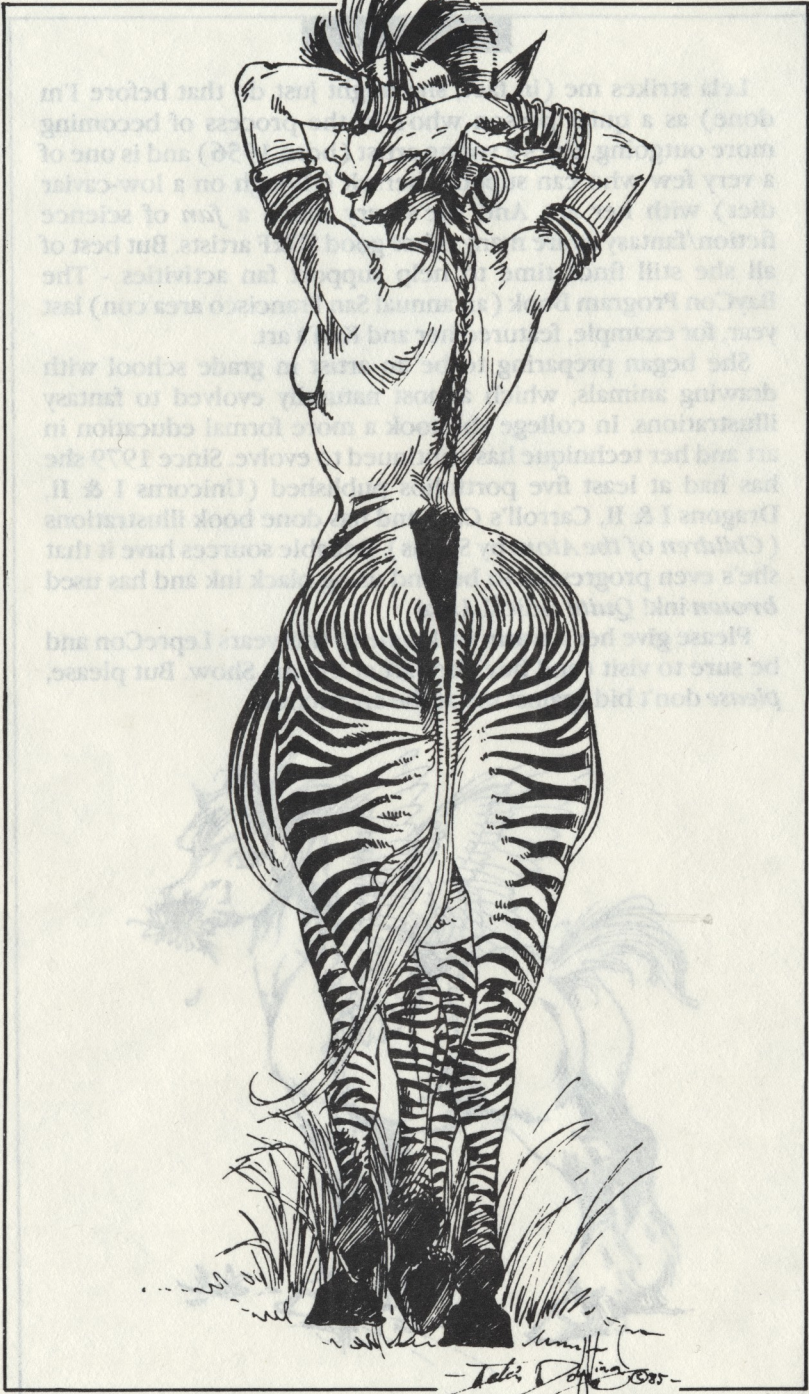
I compare her style to Alicia Austin's in her use of lines and ink (though Alicia doesn't create the detail that Lela does) with some noticeable similarities to George Barr in her use of color. With such good techniques, it's not surprising that a cooperative work featuring herself, Ken Macklin (her fiance), George Barr, and another artist won a top award at the 1984 WorldCon in L.A.

Lela strikes me (in fact, she might just do that before I'm done) as a quiet person who's in the process of becoming more outgoing. She's a young artist (born 1956) and is one of a very few who can support herself (though on a low-caviar diet) with her art. And she's very much a *fan* of science fiction/fantasy as are many other good SF&F artists. But best of all she still finds time to help support fan activities - The BayCon Program Book (an annual San Francisco area con) last year, for example, featured her and Ken's art.

She began preparing to be an artist in grade school with drawing animals, which almost naturally evolved to fantasy illustrations. In college she took a more formal education in art and her technique has continued to evolve. Since 1979 she has had at least five portfolios published (Unicorns I & II, Dragons I & II, Carroll's Cat) and has done book illustrations (*Children of the Atom* by Shiras). Reliable sources have it that she's even progressed to beyond using black ink and has used *brown* ink! *Quite* radical, Lela!

Please give her a warm welcome to this years LepreCon and be sure to visit (and buy) her art at the Art Show. But please, *please* don't bid against me at the art auction.







Harry Stine

by Jack Williamson

Harry and Barbara Stine have been good friends of mine since some time ago, back when Harry was an engineer, testing captured German V-2 rockets at White Sands. We met when he asked Blanche and me, along with Bob and Ginny Heinlein, down to watch the last test shot.

An exciting occasion. The rocket went up with thunder that was awesome then. It veered off course in the general direction of Juarez and crashed back to the desert a few miles from us, exploding into a magnificent fireball.

Harry's subsequent flights have been better sustained than the rocket's. The V-2, of course, was the first real spacecraft, the essential first step toward all the late Apollos and vikings and Voyagers and shuttles, and Harry has become a top spokesman for the Space Revolution.

Writing on word processor, he's a double-threat man, turning out fine science fiction as Lee Correy

and equally exciting fact as himself. The first Lee Correy book was *Starship Through Space*, published in 1954. The newest, *Manna*, appeared last year. Another is in progress.

As himself, reporting new futures in science and in space, he speaks and writes articles and publishes such books as *The Silicon Gods and Bits, Bytes, Bauds, and Brains*, both of which appeared last year. Books announced for this year include *The Handbook for Space Colonists* and *On the Frontiers of Science: Strange Machines You Can Build*.

He and Barbara live in Phoenix when they aren't flying off somewhere in the Cherokee. Barbara shows fine horses, and she has her own computer now. Harry keeps pressing his long campaign to usher in the Age of Space. I wish his luck.

LepreCon would especially like to thank Jack for taking the time to write this appreciation for Harry.

G. Harry Stine

G. Harry Stine graduated from Colorado College in Colorado Springs, Colorado (his home town) with a B.A. in physics in 1952. Before deciding on a degree in physics because of counseling from Robert A. Heinlein, who coached him in writing, he studied psychology and pre-medicine at the University of Colorado. He spent the early 1950's at White Sands missile range in New Mexico working with high altitude rockets and rocket motor testing. He founded the international hobby/sport of model rocketry in 1957. During the 1960's he was the manager of an industrial research laboratory in New England. In 1968 he was awarded a silver medal as one of 50 U.S. space pioneers by the Association of the U.S. Army.

He was one of the first people to recognize the benefits of space utilization and gave one of the first papers on the subject in 1972. He was a consultant on the NASA study on space industrialization in 1977-1978, on financial and management scenarios for solar power satellite systems (1979) and on the military implications of an SPS system (1980). He has testified before Congress three times concerning the need for and direction of future space programs. He wrote the first book on the principles and potentials of space warfare (*Confrontation In Space*, Prentice-Hall, 1981) and is a lecturer on the subject at the U.S. Army War College. He is a member of the "Club of 1000" futurist group at U.S.C., a lecturer in the "Visions of the Future" project,

and a member of the "Data for the Future" group. He is also a charter member of the Citizens' Advisory Council on National Space Policy.

He has written widely about science, technology, business, and the future and is the author of more than 30 books, numerous scientific and technical papers, and hundreds of magazine articles since 1951. His latest work, *Handbook for Space Colonists*, will be published by Holt, Rinehart, and Winston on April 12, 1985. He writes a regular column called *The Alternate View* in ANALOG magazine. He is the principal writer and consultant for the PBS television featurette, *Space Report*. He does all his writing on a computer word processor.

He is an Associate Fellow of the American Institute of Aeronautics and Astronautics, a Fellow of the Explorers Club and the British Interplanetary Society, and a member of the New York Academy of Sciences. He is Vice President of the Arizona Pilots Association.

He is an instrument-rated private pilot who's been flying since 1943. He owns his own airplane, a Piper Cherokee, which he's flown across the United States and back many times. He lives in Phoenix, Arizona with his wife, two golden retrievers and two cats. His children have chosen widely-varying professions as a ballerina, a professional equestrienne, and a bank officer.

He's listed in *Who's Who in America*, *Who's Who In The West*, and *Jane's Who's Who In Aerospace*.

Some Books by G. Harry Stine

- Handbook for Space Colonists*, Holt, Rinehart & Winston, April 1985.
Bits, Bytes, Bauds, and Brains: The Untold Story of the Computer Revolution, Arbor House, 1984.
The Silicon Gods, Dell Books, 1984.
The Hopeful Future, Macmillan, 1983.
The Handbook of Model Rocketry, Fifth Edition, Arco, 1983.
Confrontation In Space, Prentice-Hall, 1981,
The Third Industrial Revolution, Ace Books, 1982.
Space Power, Ace Books, 1981.
The Space Enterprise, Ace Books, 1980.
Shuttle Into Space, Follett, 1978.
Man and the Space Frontier, Follett, 1962.
Earth Satellites and the Race for Space Superiority, Ace Books, 1957.
Rocket Power and Space Flight, Holt, 1957.



Lee Correy

There are few science fiction authors who have done as much writing for as long a time and are yet so little known as Lee Correy. Most s-f authors become well known to fans after one or two novels, especially if both have been serialized in *ANALOG*; they are thereafter listed in every s-f biography, history, literary analysis of the genre, and academic bibliography. Not Lee Correy. In fact, few s-f fans can even spell his name properly.

Correy has been writing and selling science fiction since John W. Campbell bought his novelette, *And A Star To Steer Her By*, which

appeared in the June 1953 issue of *Astounding Science Fiction* with a striking color photographic cover of the story's spaceship. His first s-f novel, *Starship Through Space*, was published in 1954 and could have served as a basis for a Star Trek episode. Correy has had twenty short stories and novelettes published, appeared in many anthologies, and has written nine science fiction novels.

Star Driver (Del Rey, 1980) gave explicit instructions on how to build a space drive; nobody paid any attention, but a former President of the New York Academy of Sciences remarked

that "it will certainly muddle the patent situation eventually."

Shuttle Down, from the same publisher in 1981, caused an enormous flap at NASA and forced the space agency to completely revise its space shuttle emergency landing procedures; although the novel criticized NASA as being procedures happy, the novel became a de facto NASA procedures manual!

Space Doctor (Del Rey, 1981) has become a handbook for space medicine at the University of Houston Medical School and NASA Johnson Space Center; Correy's explicit descriptions of zero-g medical equipment and surgical procedures are muddying the patent situation there, too.

His Star Trek novel, *The Abode of Life*, is the best seller of the Pocket Books' series and drew raves from Gene Roddenberry as the one novel that most closely follows the original theme, "To explore strange new worlds..." etc.

Manna, (DAW Books, 1983) looked at the future of war, peace, freedom, and love... and sent s-f fans rushing to the World Atlas to locate the United Mitanni Commonwealth.

Last month (March, 1985), Correy finished his ninth s-f novel, *A Matter of Metalaw*, to be published by DAW Books in 1985. When queried about his latest effort, Correy remarked that it's an off-the-wall story about an interstellar insurance adjuster full of sex and violence "which are mandatory in s-f today." (This is probably like describing *Moby Dick* as a story about a psychopath out to kill the surviving member of an endangered species.)

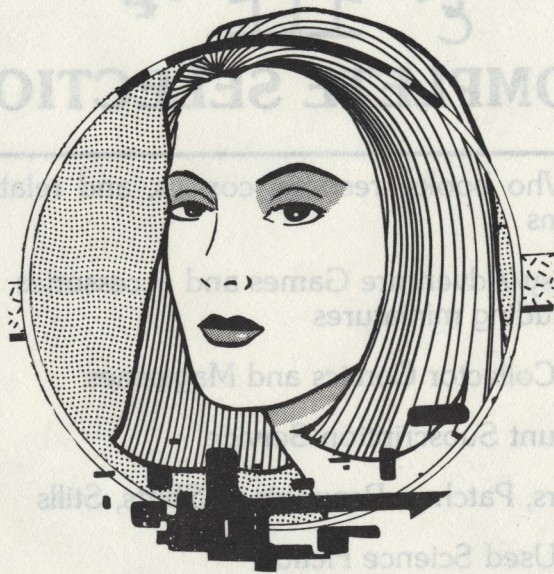
Little is known about the life and times of Lee Correy. In spite of more than a third of a century of his science fiction writing, his books are hard to find and, when found, are collector's items. He has never been nominated for either a Nebula or a Hugo. ***This is the first time Lee Correy has been G.O.H. at any Con!*** In a rare interview, he admitted to writing his first s-f in 1950 under the guidance of Anson McDonald with additional encouragement from Don A. Stuart, Lyle Monroe, Caleb Saunders, and Will Stewart. "Somebody must be spending their good money to buy and read my science fiction," he remarked in the interview, "because editors keep buying new stuff from me. Either it's selling or editors occasionally get tired of swords-and-sorcery. I am carrying on a crusade to maintain the charade that science fiction has something to do with science. So I write hard s-f. After all, as Simon York reportedly remarked, 'It's not any good unless it's hard.'"

His hobby is helping aspiring young lady authors do research for true confessions stories and romance novels.

He isn't listed in any known biographical sources.



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In Appreciation of Roy Tackett

by Bruce D. Arthurs

Fandom is Filled with Acronyms. *GAFIA*, *SFWA*, *HORT*, *FGoH*.

When one has been in fandom long enough, certain obligations fall upon one. One such is being asked to write an appreciation of a fan you've known for a long time who has been invited as Fan Guest of Honor (that's what a FGoH is, folks) to a convention.

Well, what is a Fan Guest of Honor honored *for*?

Longevity helps, of course. How long? Five years? Ten? Twenty? How about more than forty? (That's not too long...)

But longevity by itself isn't sufficient. I could name lots of old time fans who still hover around the edges of fandom after years and years... if I could just remember what their names are.

A Fan Guest of Honor should be an active fan. Publishing fanzines (eighty-plus issues of *DYNATRON*, and other titles; that's a lot), writing letters of comment to other fanzines, going to conventions and helping run them (one of the founding fathers of Albuquerque's annual BuboniCon), contributing time and effort, and thought to other people.

Opinions. Boy, does Roy Tackett have opinions! Boy, does he express them! Science Fiction, the Space Program, World-Cons, the economy, you name it he probably has a stand on it.

Roy Tackett likes to shake people up. He likes to pop people's balloons. He likes to play Devil's Advocate. He likes to challenge 'obvious' truths, frequently by stating the opposing and contradicting 'obvious' truth.

And he does this with a broad grin on his face and a drink (usually) in his hand.

Even when disagreeing completely with someone, I've never seen Roy Tackett appear angry. Disgruntled occasionally, especially when someone insists on taking theirself too seriously in his presence. But never really angry.

This is not always the case in the other direction (which Roy usually finds amusing), and helps explain why *HORT* has entered the fannish vocabulary.

GAFIA is getting away from it all. *SFWA* is the Science Fiction Writers of America.

HORT is an acronym for Horrible Old Roy Tackett.

How horrible is Roy Tackett?

Roy Tackett is one of the most infuriating and friendliest people I know.

Which Way is Arisia, Jack?

by Roy Tackett

On a recent television program concerning the place of "hype" in the American Way of Life, one of the panelists declared that Science Fiction is becoming a religion.

My Ghod!

I wonder if Degler is/was aware of this?

If Science Fiction is to become a religion then we, the True Fans, must, most assuredly, start now to get things sorted out so that it can be set up properly. Can't have a proper religion without some sort of organization. Just wouldn't do.

And there are all these important decisions to be made. Probably have to call some sort of council to sort it all out.

First of all, will Science Fiction be polytheistic or monotheistic. If we opt for the latter then how do we handle all the minor deities? Do we make then Saints? Does Saint Isaac Asimov sound right? Saint Lee Correy? Saints Arkadi and Boris Strugatski? How about Saint Captain S.P. Meek? Consider a writer such as Danny MacCallum: how many steps would he have to go through, that is, how many stories would he have to have published, before he achieved Sainthood? Then there is the problem of choosing the actual deity. We would run into many problems there. Who would we select and how? It would almost have to be Jules Verne or H.G. Wells. Perhaps we could adopt the concept of the Trinity and have Wells, Verne, and Olaf Stapledon.

I rather think that Science Fiction would be better as a polytheistic religion. Wells and Verne and the like could be

considered as "Elder Gods." Heinlein would be chief of the modern pantheon, of course. If we emulate the Hindu pantheon there will be room for everyone including such questionable names as Robert Howard and Robert Vardeman. Or even, by really stretching things, Isidore Haiblum.

Gernsback would, of course, be The Apostle and John W. Campbell, Jr. would have a special niche as the first Pope.

The body of canonical literature is immense. The council will have to select the primary books of the holy writ which will have to be adaptable to a single volume which can be placed in hotel rooms by the Science Fictional equivalent of the Gideons. The exact handling of the mass of material left over will have to be decided by the Council. And what about new writings? There will have to be a continuing board to consider those and to make decisions on what is and what is not. Does the work of R.A. MacAvoy really belong? a constant state of alertness will be required to screen out anti-science fiction which comes disguised as the sacred literature.

How does one handle L. Ron Hubbard who already has a religion of his own?

The Council, this will take a while, will have to use all of its wisdom to heal the apparent schism. Don't really see any problem there except in the minds of what might be called Science Fiction Fundamentalists. Now they could be a problem.

Where will fandom fit in all this?

CRYSTALFIRE

I am not referring to the vast unwashed mass of readers or viewers but about the hard inner core of Fans. Obviously the fans will be the priests and priestesses of the new religion and will devote their lives to study and preaching the word in an effort to convert the heathen. We must expect martyrs, of course. Automatic Sainthood.

And what of the gods of the fannish pantheon? What of GhuGhu and FooFoo and Roscoe? It is, I tell you, mind boggling. Degler would be proud.

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design
by
Terry
Gish

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The Board of Directors of LepreCon, Inc. appoints the President (chair of the convention), and the Board is in turn advised and elected by the Voting Members.

If you would like to join the Voting Membership you need the signature of one-half of the current voting membership.

There will be a board meeting Sunday morning at 9 a.m.

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Please note on Sunday that access to the second floor function space will be by elevator only.

Dealers' Room

Dave Hiatt

The Dealers' Room is located downstairs in the Regency Ballroom. There will be no smoking in the room, and no food or drinks (except the dealers) will be allowed.

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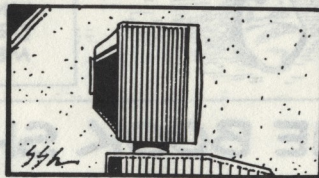
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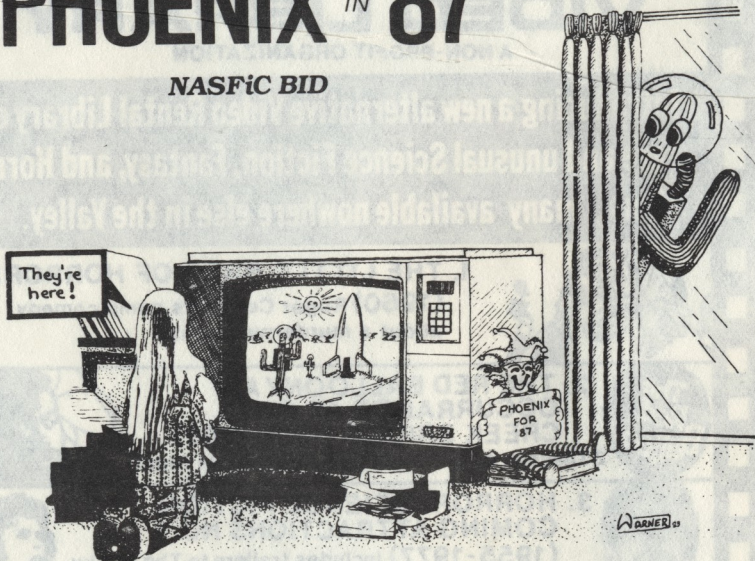
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Secretary: Randy Rau

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Nine of our Bid Committee have the experience of Chairing one or more conventions (including WesterCon and World Fantasy Con). In fact, the Chairs of four upcoming Cons are on the Bid Committee (CopperCon, LepreCon, TusCon, and World Fantasy Con)! Most have worked WorldCons and our committee includes some from the key positions of Phoenix's highly successful 1982 WesterCon.

OUR FACILITIES

The Hyatt and Hilton have exhibit and meeting space of over 60,000 square feet. And the next-door Convention Center has over 300,000! There's more than enough for any NASFiC - and it's the most modern space in the Southwest. As to eating facilities outside the hotels, there are several next door that have extended hours for Cons in the past (including fast-food chains).

OUR HOTELS

We're fortunate to have a Hilton and a Hyatt next to our downtown Convention Center (just 2 miles from the airport, too). They're holding 1100 rooms for us (out of 1200+), sufficient for a small WorldCon. Additionally, two smaller hotels (and even less expensive) have 250 more rooms - one is beside the Hilton and the other two blocks away. And all hotels will be offering low off-season rates!

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Stepping through the entrance, he closed the door softly behind him. His brother lay curled up in a pile of pillows. A mane of golden hair spilled across his face.

Picking up a stray pillow, Nightling waited to see if his presence would be noticed. Deciding that his brother was asleep, he smiled softly, sending a mind call. *Get up, Brother.* When there was no response he tossed the pillow.

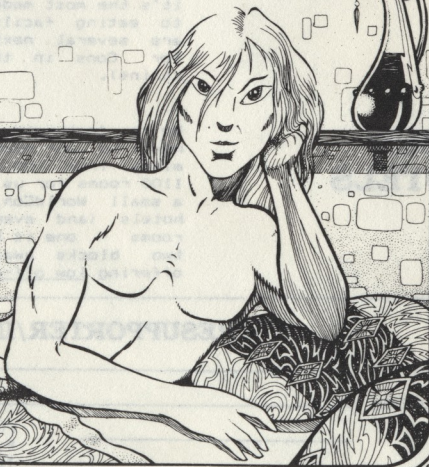
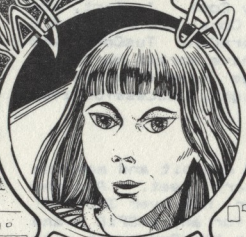
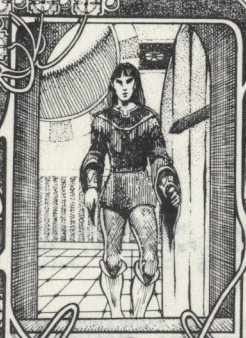
Feeling something hit him on the back, Rainbow started. After scanning the room for an alien presence and feeling only his brother, he relaxed and opened his mind, thinking, *Gooood morning. Is it late?*

Chuckling, Nightling said, "It is always late when I wake you, Brother. The hour of silence is long past and the sun is already high. Did you get any sleep at all?"

Rainbow hoisted himself up on one elbow saying, "I did manage to get in a wink or two." He began to stir, continuing, "How are things going? Have the messengers from Cinnatol arrived yet?"

Nightling shook his head. "No word has yet arrived as of this morning. Who was she?"

Rainbow slipped out of bed, reaching for his tunic, he shrugged. "I met her last night after the dinner in the Great Megaron. She said she was one of those dancers from the mainland. Where were you last night? And with whom?"



Security- yours, mine, and theirs

Keith Williams

Security people are the problem solving team for the convention. They are normally calm and courteous. If you have a problem or if someone is doing something that bothers you, please tell security. Our staff is very good at correcting problems.

The philosophy of this convention is that everyone has the right to enjoy themselves, as long as they don't spoil someone else's pleasure.

So that we don't forget *Mundania*, we even have a few specific rules:

- No real firearms, realistic firearms, projectile weapons, toys using projectiles, spiked apparel, or spiked items may be worn or carried at any time (except masquerade with Rikki's and Keith's permission) at this convention!
- No blade, sword, spike, etc. may be carried unless a "hard protective" cover for it is also used. The "hard protective" covering must be sufficient to protect anyone from the edge or point.
- No food or beverage from outside the hotel shall be taken into convention function space. Food and drink from hospitality suite shall not be removed from the general area of the hospitality suite.
- Sleeping is not allowed in our function space.
- No unreasonable, dangerous, abusive, or annoying behavior.

These rules will be interpreted in an unreasonable, arbitrary and unfair manner.

We will once again be using a one badge punch warning system for anti-social behavior (defined above). Memberships may be revoked on the spot for serious infractions. Memberships revoked for cause will not be refunded. If anyone is not willing to let others enjoy the convention we **Will** enjoy it without them.

ART CREDITS--All copyrights reserved by: Steven Crompton, Lela Dowling, Ken Macklin, James Reade, and A. Donofrio.

Hospitality

Teny Rule

The convention hospitality suite, otherwise known as the Con Suite will open sometime Friday afternoon, closing whenever Krazy Suzan gets too tired, and will be open specified hours throughout the convention. I will post hours on the Con Suite door as well as several of the bulletin boards around the convention floor. The suite will be situated on the 3rd floor pool deck, probably rooms 325 and 326, with overflow onto the deck.

The Con Suite will be the locale for the Dead Dog Party which will begin Sunday afternoon, and end whenever I decide I'm too exhausted to move.

A word or two about the State of Arizona. As most of you know, the State has recently enacted a new law regarding the age at which it is legal to consume alcoholic beverages. So, if you look like you are under 75 be prepared to show ID. No, that's not a typo. I meant 75! Anyone may be asked for ID. Acceptable ID are the following: Arizona Driver's License or ID card, another state's Driver's License or ID card. Military ID or Passport.

Plan on the Con Suite as your Party Base for the weekend. Information on the other parties around the convention, as well as poolside gatherings, filksings, and lots of other interesting news will be available, either posted or by asking around.

P.S. Help in maintaining a neat area would be appreciated. Please deposit all trash in containers.

Programming

Doreen Webbert

Programming is located in Regency Ballroom, downstairs, and the Borein Room, upstairs. A pocket program is available at registration for exact schedules. Any changes will be posted on bulletin boards outside the individual rooms.

Please note at 4 p.m. Saturday there will be a very special program in the Video Room with G. Harry Stine.

Be sure to attend our "Meet the Pros" at 7 p.m. Friday in the Atrium. Some interesting surprises are planned for the event.

Panel Participants

In addition to our' guests, lots of other science fiction professionals will be in attendance. We want to thank them all for coming, and we hope you all have a marvelous time.

Somtow Sucharitkul - John W. Campbell Award winner for best new writer, author of *Mallworld*, the *Inquestor* series, and others, and all-around silly person

Vernor Vinge - Nebula and Hugo nominee, author of *True Names*, and mathematician

John Dalmas - Author of *Yngling*, *Homecoming*, and others

Tom McDonough - Works with the Carl Sagan Planetary Society, SETI (Seeking Extra-Terrestrial Intelligence) Program

Ken Mackin - Fantasy artist

Ted Pederson - Movie and TV writer

Jerry Pearce - Disney writer, SF writer

Michael McCollum - author of *Greater Infinity* and *Life Probe*

Lynne Anne Goodwin - Fantasy artist

Michael Goodwin - SF artist, cartoonist, creator of *Who's That Monolith I Saw You With*

Catherine Cooke - Author of *Mask of the Wizard*

Alicia Austin - Fantasy artist, creator of *Age of Dreams*

Jennifer Roberson - author of *Shape Changers*

Jinx Beers - artist's agent

Alan Gutierrez - Fantasy and SF cover artist

Ernest Hogan - SF author

Bruce Taylor - Author published in *New Dimensions 9* and *10*

Richard Engelbart - Author with a background in occult, education, literature, and fantasy

Ray Feist - Fantasy author



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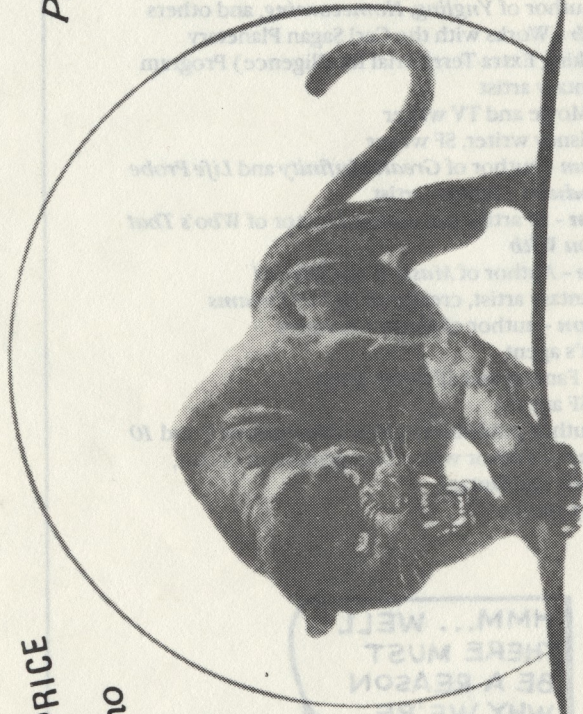
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Art Show

Ray Gish

The Phoenix Ballroom is the home of the Art Show which will be opening at about noon Friday (or earlier, if we are set up). The show will close at 6 p.m. Friday. Saturday hours will be 10 a.m. til 6 p.m. and Sunday hours are 10 a.m. til noon. The art auction will be at 1 p.m. in the Borein Room. Check out will be at 3 p.m.

This year's show will feature art by Lela Dowling, Ken Macklin, Alicia Austin, Karen Kuykendall, Alan Gutierrez, and many others.

Buyers should be aware that all pieces with two bids will be auctioned first, followed by pieces with one bid to fill a two hour auction. Pieces with no bids will not normally be included, however this is allowed at the art show director's discretion.

There will be a 5% surcharge on all art with a discount for cash and checks of 5% of the purchase price. MasterCard and VISA will be accepted at the art show.

Come in and enjoy yourself and vote for your favorites on our art show ballots.

Video Room

Richard Rouse/Elinor Mavor

The 180-seat Curtis Room (upstairs) will feature an exciting program of video-cassette film on a large projection screen. Look for a listing of films and time on a poster-"Marquee" right outside the door of the Curtis Room.

Films will begin Friday Noon, and proceed around the clock (if anyone is up) until Sunday noon, except for three special presentations.

Immediately after the masquerade, "Dealer Duck, and his Duckeroos" will have an "Interactive Video Party" with the film *Starcrash*. Bring your wit and rayguns!! Noise (ala Rocky Horror) is invited during this party only! A prize raygun will go to the best one-liner of the evening.

At Midnight Friday Saturday there will be a presentation of Horror Classics hosted by Claude Graves, in person!

No smoking in the video room. (That's what the lobby is for.)



Films

Wayne West

Films this year are located in the Regency Ballroom. Please check the pocket program and bulletin board for exact schedule. Here's what you can see:

The 39 Steps - Remake of an Alfred Hitchcock WWI spy thriller

Batman - 1966 color classic featuring the Dynamic Duo

Comedy of Terrors - Vincent Price horror/comedy classic

Darkstar - John Carpenter's 1974 S/F classic

Doc Savage - One of the better adventure comedy films of our times

The Fearless Vampire Killers - Classic horror/comedy by Roman Pulanski

Futureworld - A weird and unusual film

High Anxiety - A spoof of several Hitchcock films

Logan's Run - Film about a computer-run society

Phantom of the Paradise - A Brian De Palma spoof - a must see for everyone

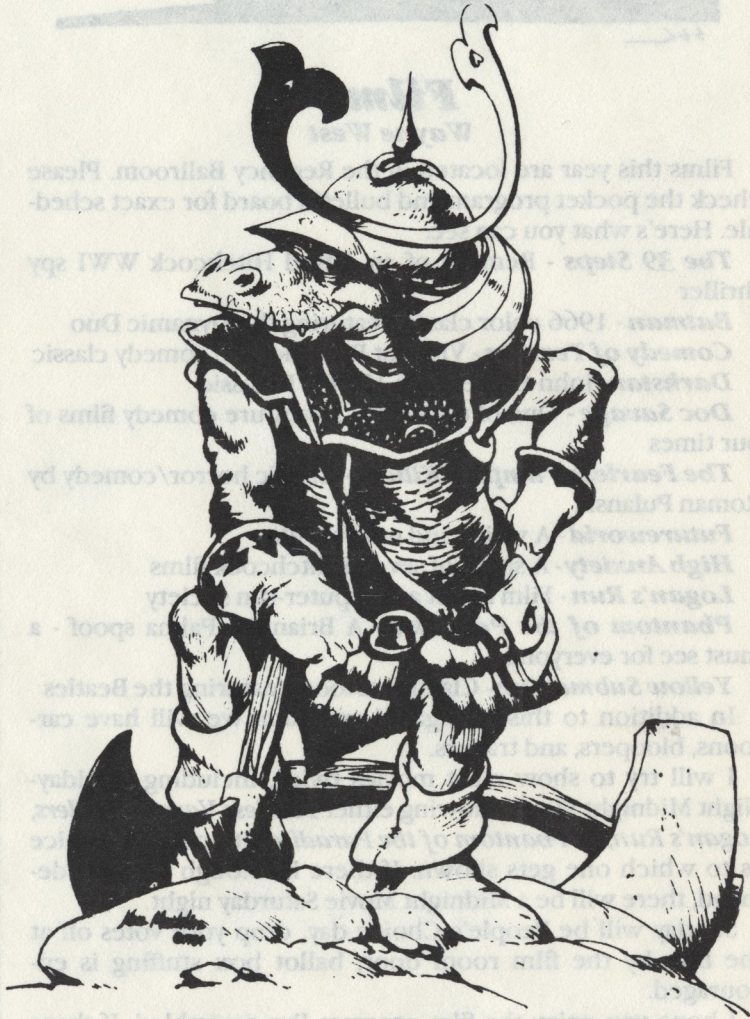
Yellow Submarine - Classic cartoon featuring the Beatles

In addition to this varied program, we will have cartoons, bloopers, and trailers.

I will try to show most movies twice, including a Friday-Night Midnight Movie showing either *Fearless Vampire Killers*, *Logan's Run*, or *Phantom of the Paradise* - it's popular choice as to which one gets shown. If there is enough popular demand, there will be a Midnight Movie Saturday night.

Sunday will be People's Choice day, drop your votes off at the box by the film room door, ballot box stuffing is encouraged.

I hope you enjoy the film program I've assembled. If there are movies you'd like to see at future cons, drop suggestions in the voting box at the film room doors. If you REALLY want to see it, consider sponsoring it at the next convention. Contributions are always welcome.



Ken Mather
© 1999

I hope you enjoy the film program I've assembled. If there are movies you'd like to see in future cons, drop suggestions in the voting box at the film room doors. If you REALLY want to see it, consider sponsoring it at the next convention. Contributions are always welcome.



Gaming

Don Harrington

Gaming for LepreCon this year will be located in the Russell B/C room. 20 to 30 games will be available for check out and play during all hours the room is open. There will be a number of Dm'ed games, including adventures for JAMES BOND, CHAMPIONS, CAR WARS, the perennial D&D, and a host of others. Of special interest, a large fantasy/ medieval miniatures tournament, THE EMPEROR'S WARLORD, will start the game in a series of small skirmishes but only a few will claw their way to the top in the last great battle. Prizes will be awarded to the top three players. Check for exact schedules on the board outside the room.

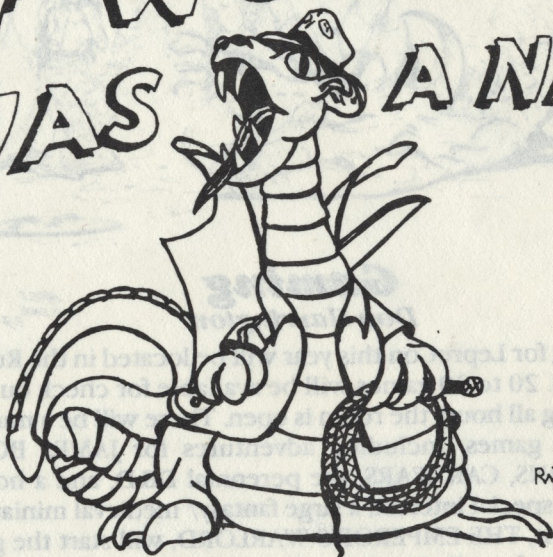
Volunteers

Naomi Karney/David Gish

This convention is run entirely by volunteers. Good help (sometimes even Bad help...) is hard to find. If you would like to help, please check in with Naomi in Operations. Help is especially needed in films (projectionists), programming (technical people), and video (VCR operators). However, as usual there are lots of other areas that need help, so come join the fun. There are always extra goodies reserved for volunteers, sometimes even memberships to LepreCon 12.

Anyone under 18 should have parental permission in writing to work.

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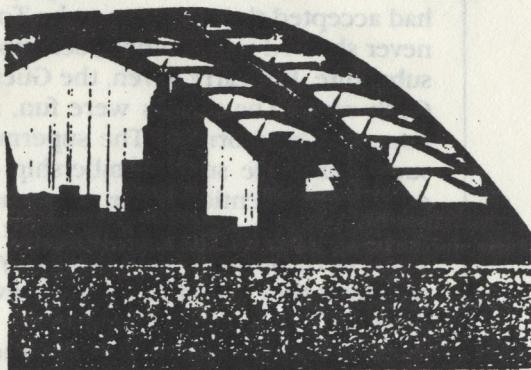
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LepreCon in Retrospective - The First Five Years

by Bruce D. Arthurs and M.R. Hildebrand

The first LepreCon was held over the Saint Patrick's Day weekend of 1975, thus following the hoary, hallowed, horrible tradition of incorporating a revolting pun into the name of a convention. The annual convention was eventually moved later in the year... but we're getting ahead of our story.

Fandom in Phoenix had been growing slowly for some years prior to 1975. It had its start in a group organized by Terry Ballard that met in the Phoenix Public Library in the late 60's. A core of 'active' fans developed, for whom fandom became their primary interest. More and more Phoenix fans began to attend conventions in other cities. And eventually the idea struck: 'Why not have a convention in Phoenix?'

The initial group that organized that first LepreCon included such people as Tim Kyger, Curt Stubbs, Bill Patterson, and Greg and Hilde Brown. (Hilde became the M.R. Hildebrand who married Bruce D. Arthurs so that years later they would be able to collaborate on a history of LepreCon's first five years.) Enthusiasm helped make up for inexperience.

The first LepreCon was held at the Quality Inn at Thomas and the freeway. Sunny Phoenix was having one of its infrequent cold drizzles. One of the rooms supposed to be set aside for the convention's use had a wedding party going on in it. Scramble, scramble, rearrange plans! David Gerrold, who had accepted the invitation to be Toastmaster at the banquet, never showed up. Scramble, scramble, get Bruce Pelz to be a substitute. But Larry Niven, the Guest of Honor, did show up. Gosh wow. The parties were fun, and lasted into the early hours of the morning. The supermembership dinners were succesful. (The supermembership dinners were an idea to earn the convention some extra money: attendance-limited, homemade dinners with the Guest of Honor in attendance. They were dropped after several years due to the logistics problems they presented.) The convention broke even, plus a little.

So it was decided to do it again the next year. This time, the location was the Ramada Inn on East Van Buren. Roger Zelazny, Guest of Honor & F.M. Busby, Toastmaster. The committee was much the same people. A pile of Tus-Con flyers put down in the party suite turned into a frenzied and hilarious paper

airplane fight. The supermembership dinner was catered by the hotel (badly).

1977. It was getting harder to find a hotel with satisfactory function space for a reasonable sum in the Phoenix area. So hold LepreCon at... the Grand Canyon?

Well it seemed like a good idea at the time. And in many ways, the convention was the most enjoyable of all the LepreCons. Everyone there was from out-of-town, and all their time and energy went into enjoying the snow-dappled scenery and/or the convention. Robert Silverberg (walking though the snow in sandals) was GoH, and Marion Zimmer Bradley was Toastmistress.

But the distance involved kept the attendance down to only about a hundred people. (And the date conflicted with an SCA Coronet Tourney, which kept some people away who would otherwise have come.) And LepreCon III was the first to lose money, about two hundred dollars worth.

So LepreCon IV had to start from scratch. And there almost wasn't a LepreCon IV. With the 1978 WorldCon approaching, the people involved in that didn't want to spend the extra time and energy that a local convention would require; these were mostly the same people who had been doing work on LepereCons.

M.R. Hildebrand (one and the same) eventually volunteered to put on the fourth LepreCon. Poul Anderson was Guest of Honor, and Fred Haskell of Minneapolis was LepreCon's first Fan Guest of Honor; the program book featured appreciations done in comic strip style by Gordon Dickson and Ken Fletcher. Marion Zimmer Bradley was Toastmistress again.

There was a great deal of difficulty in finding a hotel at all that year, and we finally settled for the Los Olivos Resort Hotel. The hotel was a disaster. The hotel complained incessantly about noise, parties, and all the weird people wandering around. Their threats to shut down parties eventually reached the point where the Saturday night party was moved to the home of Saul Scudder, a local fan who had a ground floor apartment several blocks away that faced onto a large yard. It turned out to be one of the best parties people had ever been to, and the police were only called once. (Some of the people who remember their hangovers the next morning may disagree, and Curt Stubbs' hat never recovered.)

The convention ended up in the black, and LepreCon was flush again. LepreCon IV was the last to have a supermem-

bership dinner, a medieval banquet.

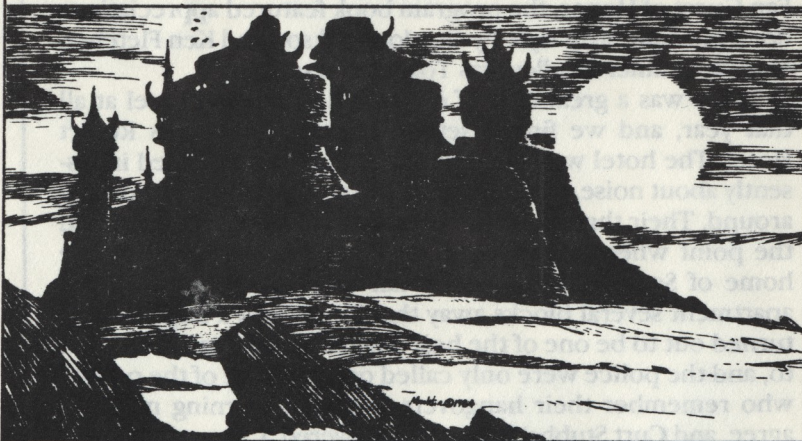
The fifth LepreCon, in 1979, featured an almost entirely new lineup for its committee, headed by Ken St. Andre, an old time fan who had been mostly involved with the wargaming fans in town. The 1978 WorldCon had been a success from the point of view of most of its attendees, but behind the scenes it had resulted in the destruction of a lot of long-time friendships, and a number of the people involved in it had left town shortly afterwards. This left a vacuum into which Ken St. Andre and other fans, such as Barry Bard, moved into. This was probably a good thing. Since then, there's been a fairly steady turnover among the people working on LepreCons each year, and it's never (quite) redeveloped the rigid power group that seemed to be developing the first few years.

It was also the first LepreCon to be held later in the year, in May, back at the Quality Inn where LepreCon I had been.

Ian Ballantine was Pro Guest of Honor that year, and did a slide presentation of *Giants*, one of the first 'coffee-table' books of fantasy art. Skip Olsen, a local fan artist, was Fan Guest of Honor.

Twenty-three people fit into the hotel jacuzzi one night.

Those were the first five LepreCons. Bigger successes, and bigger disasters lay ahead.



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This game has their first taste of DC boardgames as a drink. DC was urged by his comrades to push a fully contained SCA

LepreCon in Retrospective - The Last Five Years

by Terry Gish

LepreCon VI (the convention that didn't happen) was cancelled about three weeks before the convention was due to open because of problems with the hotel details. Guest for LepreCon VI would have been Gordon Dickson and Milt Stevens.

AlterCon, a hastily organized relaxicon, was held over the LepreCon weekend at the Caravan Inn. Sharon Maples and Evangeline Walton were the fan and pro Guests of Honor. About one hundred people attended the convention. Saturday evening the hotel was infested with high schoolers attending their prom. We all survived.

After the cancellation of LepreCon VI, and the ensuing hard feelings, there was a great deal of speculation that LepreCon would die. The group that had been running LepreCon VI was not interested in LepreCon VII and the group that ran AlterCon felt it was time that others took charge.

At the New Year's party Barry Bard contacted several fans and formed the LepreCon VII committee. Alicia Austin was chosen Guest of Honor, Bruce Miller was the Fan Guest. The convention was held at the Caravan Inn with 160 in attendance.

During the planning of LepreCon VII, a trip to EquiCon in Los Angeles was taken by Barry, Zetta Dillie, and Terry Gish. This proved to be a turning point for LepreCons. A late night conversation set-up the current art-oriented LepreCons. The three discussed where LepreCon was going. Since AlterCon had sold over \$1700.00 worth of art to 100 people, Phoenix fans had demonstrated an appreciation for fine S/F art. Hence the current structure.

The highlights of LepreCon 7 were the almost \$4000 in art show sales, the "Chairmouse" program book cover (Barry still won't sign it), and Barry's graduation from NAU.

LepreCon was held for the last time at the Caravan Inn with LepreCon 8 where George Barr was Guest of Honor, Jan Howard Finder was fan guest, and Bill Rotsler was Toastmaster.

Zetta Dillie chaired the convention which 300 plus fans attended.

This convention had a visitation by the Arizona state JC's. This gave fans their first taste of JC rowdiness as a drunk JC was urged by his comrades to push a fully costumed SCA

member into the pool. They also had a car that played tunes on it's horn which they drove around the entire hotel till even mild mannered fans were exasperated. The courtyard of the hotel in their area was piled about a foot high with beer cans. Indeed, it seems that JC's are even more irritating than fans. A truth that was again proven at the Phoenix WesterCon later in the year.

For the female contingent of LepreCon 8, the scenery around the pool while Jim Bearcloud sunbathed was enjoyable.

After the Phoenix WesterCon, LepreCon 9 grew to about 700 members and a larger hotel, The Ramada TowneHouse, with more activities planned. Terry Gish chaired the convention which hosted Kelly and Polly Freas, Jack and Blanche Williamson, Elayne Pelz, and Bill Rotsler as guests.

The Knights of Columbus treated us to an incredible spectacle, as they paraded into Mass in full capes and plumed hats. They also set up an anti-abortion display which promptly drew a Satan costumed fan to sit in front of it. What a sight!

The outdoor masquerade was an interesting event. Alice Reske and Black Jack were among the exciting costumes and the finale of Dunk the Duck was splashy!

During the convention Kelly painted a portrait of Bill Cruise which gave our members a chance to see a real master at work.

The planning of LepreCon 10 was a bit of a helter-skelter affair for awhile. The closure of the TowneHouse (after signing a contract to host LepreCon 10) forced LepreCon to find a new hotel in October. Much of our publicity and publication had already been done. Pati Cook, chair of LepreCon 10, moved the convention into the Hyatt Regency.

Even with the early problems, LepreCon 10 was an enjoyable convention. C. J. Cherryh, Real and Muff Musgrave, and Sleepy-hawk Simila were the guests. About 700 members enjoyed the convention. Susan Sackett, Gene Roddenberry's assistant, also joined us with a Star Trek slide presentation. Barry Bard provided the convention with lots of interesting liquor tastings, buttons, and other goodies.

The masquerade was once again smashing with the "Harpy Easter Bunny". An added treat for con members was winding their way through the Hyatt's mundane Easter Brunch crowd, which wasn't really sure how to take us.

Well, that brings us to LepreCon 11, this year's version. What happens here is up to you.

HAVE A GOOD TIME!!

Masquerade

Rikki Winters

The Masquerade will be held in the Regency Ballrooms, areas C & D, Saturday evening. Competition will be at 4 levels: Children's, Novice, Grab Bag, and Masters' Masquerades.

Children's Masquerade is for those participants under 16.

Novice is for the beginning costumer.

Grab Bag is for those costumes put together from the Grab Bag provided by the convention in Operations.

Master is for the master costumer.

Costumes for all classes are eligible for Best of Show.

An award for the best re-creation costume has been donated by Lucasfilms, LTD.

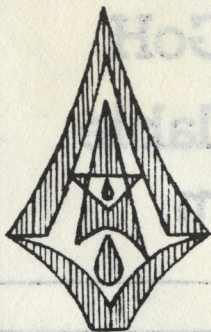
Entry forms will be available from registration and operations.

A special thanks to the Daystar Holt for their efforts in putting together our half-time presentation.

Rotsler's Rules

1. There should be a weight limit for the purchases of leotards.
2. Every contestant should first see herself from the rear.
3. Learn to manage your props, accessories, and music.
4. Select costumes and characters suited to your personality and body type.
5. No name tags on costumes.
6. Thy shoes shall match thy costume.
7. Parts of your costume should not be edible, or smell. Parts of your costume should not fall off accidentally, brush off against other contestants, or be left lying around on the stage. "Kathleen Sky's corollary" - Multiply any discomfort you have wearing the costume by the number of hours you are going to be in it.
8. Consider carefully before going nude or semi-nude. What looks good in the bedroom or bath may not be spectacular on stage.
9. Numbers alone do not make a coherent group. "Bjo Trimble's corollary" - A group is only as good as its weakest costume.
10. No fire, explosives, loud noises, or dangerous weapons without full and proper clearance from the masquerade committee. "Marjii Ellers' corollary" - Effect is everything.
11. Carry a repair kit with appropriate tools and materials.
12. Whether prince or pauper, act like it. Stay in character.
13. Speak distinctly, but not at length... or not at all. Learn to use a microphone... or don't use it.

14. Don't lecture to your audience. This is show biz. You are not there to make long statements about your particular passions, but to entertain yourself and others, to show off, and to exhibit a character and a costume, not to convert, harangue, or bore.
15. When in doubt, keep your mouth shut.
16. Remember, some people can grow a beard and some cannot.
17. Hand in a legible entry card, even to the point of writing out phonetically any difficult or unusual words. Do not assume either the narrator, the judges, or the audience know all these words.
18. If you have the slightest doubt that your costume - based on a cover, a story description, or media origin - might be unfamiliar to the judges, do not hesitate to supply them with visual materials or a copy of the passage in the text.
19. Give the judges sufficient time to examine your costume from all angles, giving special time to any particularly interesting aspect or design or construction.
20. If you have something for the narrator to read, keep it brief, eliminate as much as possible all unpronounceable, incomprehensible made-up names and terms.
21. If you are thinking of doing what you intend to be amusing, first try it out on honest friends. "Craig Miller's corollary" - Short is better than long; funny is better than non-funny; short and funny is best.
22. If you are going to try a costume cliché, you must either do it better than ever before, or have a good variation, preferably comic.
23. Presentation can make a mediocre costume and break a good one.
24. Do not commit the one unforgivable sin. Do not be boring.
25. Rehearse! *Rehearse!* "Len Wein's Law" - Those who think these rules do not apply to them are wrong!!!



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