

LEPRECON 28

May 17-19, 2002



COPPERCON 22

ANNUAL SCIENCE FICTION AND FANTASY CONVENTION

Sept 6-8, 2002

Embassy Suites Phoenix North, Phoenix, AZ

Author Guest of Honor

Barbara Hambly

Renowned Science Fiction, Fantasy, Mystery & Historical Fiction Author whose works include *Dragonshadow*, *Night of the Demon Queen*, *The Windrose Chronicles*, *The Darwath Series*, The Benjamin January historical mysteries, plus several *Star Trek* and *Star Wars* novels.

SPECIAL EFFECTS ARTIST GUEST OF HONOR

Mojo

Former Foundation Imaging Visual Effects Supervisor. His work includes *Babylon 5*, *Star Trek: Voyager*, *the Star Trek: The Motion Picture* DVD restoration, and co-creator of the *Star Trek: Ships of the Line* calendars, *Starship Spotter*, and the upcoming *The Unseen Frontier* book.

Artist Guest of Honor

Lubov

Music Guest : Jordin Kare

(Sponsored by the Phoenix Filk Circle)

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Phone: (480) 423-0649
Email: cucon@casfs.org
www.coppercon.org

Welcome to LepreCon 2011! We're at a new, larger location this year and we've got lots of things for you to see and do. Our committee and staff have been putting in long hours getting ready for the convention to make it a fun and exciting weekend for you. We've brought in some great guests like Maura Moore, Peter David, James Read, and Jeff and Mary Kathryn Bushoff. Spend some time with them this weekend. We've got a good variety of participants to add to the mix as well, many of whom travelled to the convention from out of the area to take part. I'd especially like to thank Louise (Louise) Threlkeld, David H. Cox (Dannox), and I'm sure Mollan (Mollan) for agreeing to travel to join us this weekend.

We've got a lot of special events for you this year, from the Starbuck County performance on Friday night to the 24-hour music party on Sunday. Make sure you catch the convention reports on the lobby TV and other monitors located around the convention. There's a special fan guide hanging out such as the Southwest Customer's Guide. APU's T.H.E.M. The Phoenix Film Circle and the United Federation of Planets. Our goal is to make this a fun weekend for all!

LepreCon Entertainment System Product Installation Manual V28.0

Whether it's your first LepreCon or your 21st, we want you to have fun and we did this year so we can do even better next year. Please be sure to fill out the survey we've created. If you miss out on the survey, the LepreCon.org email will be sent after the Con for your feedback. Most of all, this is a chance for all of us to celebrate our great interests with fellow fans over the weekend. Have fun, make some memories and we'll see you back here next year for LepreCon 2012!

Lee Whitford
Chairman, LepreCon 28

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LEPRECON 28

Would like to thank the following:

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From the Chair....

Welcome to LepreCon 28! We're at a new, larger, location this year and we've got lots of things for you to see and do. Our committee and staff have been putting in long hours getting ready for the convention to make it a fun and exciting weekend for you. We've brought in some great guests like Monte Moore, Peter David, James Reade and Jeff and Maya Kaathryn Bohnhoff. Spend some time with them this weekend. We've got a good variety of participants to add to the mix as well, many of whom travelled to the convention from out of the area to take part. I'd especially like to thank Louise Kleba (Florida), David B. Coe (Tennessee) and Fernando Molinari (Argentina, yes, Argentina!) for travelling here to join us this weekend.

We've got a lot of special events for you this year, from the Stardust County performance on Friday night to the X-Files finale party on Sunday. Make sure you catch the Velavision reports on the lobby TV and other monitors located around the convention. There's several fan groups helping out, such as the Southwest Costumer's Guild, ASU's T.H.E.M, The Phoenix Filk Circle, and the United Federation of Phoenix. Our goal is to make this a fun weekend for all!

I'd like to thank my committee for putting together this year's convention. We're all volunteers and we've had to work around expanded work schedules, family matters and other real life events to make it all happen. I'd also like to thank All About Books and Comics and Stalking Moon for helping to get the word out about the convention as well as everyone that donated items for our charity auction and especially those of you who will bid lots of money for those items.

Whether this is your first LepreCon or your 21st, we would love to hear from you on how we did this year so we can do even better next year. ***Please be sure to fill out the survey we've created.*** If you miss out on the survey, the lep28@leprecon.org email will still be open after the Con for your feedback.

Most of all, this is a chance for all of us to celebrate our genre interests with fellow fans over the weekend. Have fun, make some memories and we'll see you back here next year for LepreCon 29!

Lee Whiteside
Chairman, LepreCon 28

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The LEPRECON 28 Committee

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MONTE M MOORE

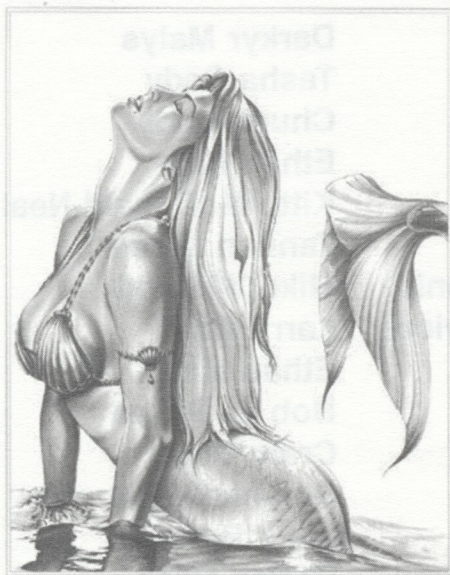
by Jean Goddin

The Artist Guest of Honor for this year's Leprecon is a talented young man named Monte Michael Moore. Take the time to visit with Monte. You will find that not only is he a talented fellow but he is also an interesting multi-faceted one as well.

The first time I saw Monte was when he was setting up his art work at an end table in Artists Alley at San Diego's Comic Con International. He and a few of his group had come to San Diego from Colorado. That became a yearly trek. The group with Monte all were talented artists but you could tell that Monte was the one who organized it all. The Director of Artists Alley rattled off a list of credits of Monte's artwork and said, "and he is only going to get better." She was right about that too. The one piece that caught my eye in particular was a butterfly dragon that Monte suggested we use for the t-shirt for this year's Leprecon.

Part of Artists Alley's function at Comic Con is a charity auction that supports Handicapped Services at the convention. The convention donates the art supplies and the artists in the Alley donate their time and talent to create art work as people watch. That artwork is then auctioned off on Saturday or Sunday at the convention. Each year Monte takes center stage and creates a work of art for the convention and draws a crowd who watch. One year it was a beautiful angel and another year it was Wonder Woman. He would also get his group up on stage to do a group effort work of art to donate. Bidding for Monte's works has always been vigorous and now people who have watched Monte work in years past come by as things are getting set up just to ask "Is Monte going to be painting this year?"

Monte was born in Phoenix, AZ. His father decided to moved to Colorado to be a rancher and raise cattle when Monte was about 9 years old. Monte has 3 older brothers and all of them have worked somewhere in the family business. Monte had different dreams. He originally said he wanted to be a doctor, but when he was about 16 he decided he would rather be an artist. After high school he attended Colorado State University. Much of his higher education was subsidized by scholarships, awards and grants and Monte graduated with a Bachelor of Fine Arts.



If you have an interest in motorcycles, you can also talk to him about that. On his web site he says "I'm a motorhead. I love collecting, talking, fixing, and riding motorcycles." He says he has ridden motorcycles in over half of the United States so far and hopes to eventually ride in all 50 states. I'd guess you could also talk to Monte about the wonderful places he has seen along his travels.

Over the years I've found Monte to be a very nice young man as well as a very talented artist. He is also a rather handsome fellow with sparkling blue eyes and a slightly wicked smile. Take the time to say "Hi!" and visit a while and be sure to look at the dragons and pretty ladies in his art work. We're in luck there because he says the areas where he enjoys working the most are "Fantasy, Science Fiction, Gaming, and Comic Books."



Self-Portrait at 75 mph

PETER DAVID - *The Writer of Stuff*

by Lee Whiteside

Many of you here at LepreCon 28 know of Peter David and his varied body of work over the last fifteen years or so. Some of you may know of just a bit of the stuff he has written and some may know of a lot more. I've read many of his books, a good number of his comics (but not near enough), and watched the TV episodes and the movies he's written. One thing that is present through all of his work is his sense of humor. From putting his characters in humorous situations to throwing in a good pun or in-joke, Peter's work is always a fun read. He can also be deadly serious, most recently in a Young Justice issue dealing with contemporary issues of prejudice. Most of all, Peter is a fan. He is one of us who has managed to be able to make a living writing his "stuff".

He's always outspoken and has ruffled many feathers in the comics world over the years. From his battles with a certain Gene Roddenberry assistant over his Star Trek comics and books, his war of words with Todd McFarlane and Image to his recent public "discussion" with Marvel over a price incread on the Captain Marvel comic, he's always tried to make things better for the fans. Outside of the comics arena, there was the ongoing saga of the "War of the Bear" with Babylon 5 creator J. Michael Straczynski which went back and forth through many convention appearances with the help of some fans.

He's always been accessible online, going back to GENie, Compuserve and he is still an active participant in his usenet alt.fan.peter-david group and several mailing lists. Between his online postings, his *Comics Buyer's Guide* column and convention appearances, I've followed his career and have been made aware of some good stuff I might have missed.

I'm glad to have arranged to have Peter as the Author Guest of Honor this year at LepreCon 28. Be sure to catch his panels, get his autograph, watch his "stuff" in the video room and bid high in the charity auction to raise money for Peter's charity, the Comic Book Legal Defense Fund.



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MAYA BOHNHOFF - *An Appreciation*

by Gary L. Swaty

Who is Maya?

- Is she a Superb Vocalist?
- Is she a Magnificent and Infinitely Flexible Lyricist?
- Is she a Wonderful and Fabulous Human Being?
- Is she an Excellent and Faithful Friend?
- Is she a Good Wife and Loving Mother?
- Is she a Beautiful Breathtaking Woman?

Answer? She is all of these and more; for out of these parts is built a whole that is greater than their sum, a Gestalt that cannot be comprehended easily. Each time you see Her, each time you hear Her, each time you watch Her interacting with Jeff, with the Filk Circle, with Fans, with her child; some new Attribute is found. She is Complex. She is Exciting. She is Maya.

She has incredible Stage Presence. She projects life and vitality. Every time she performs, I realize that the audio recordings cannot express even half of a Maya performance. Each I talk with her, my own memories of past conversations with Her pale into insignificance in the light of the on-going experience. Each performance, Each Conversation, Each Experience of Maya is NEW and Glorious.

What More can I say? What more is there to say?

JEFF BOHNHOFF

by Nancy L. Freeman

Jeff Bohnhoff is one of those quiet, unassuming guys that you later discover has been creating a giant radioactive mechanical squid in his basement that runs on methane and moon pies. There is a temptation – even among the cognescenti who have witnessed Jeff pick up that axe of his and wrangle it like a caffeine-stoked weasel – to mentally put him into the same category as Teller, the non-speaking half of magic act Penn & Teller. This is indeed a grave error, since Jeff is the mad songwriter behind most of the material – both parody and original – that he & Maya perform. Having had the privilege of working with Jeff at Mystic Fig Studios on my next album, and hearing the early mixes for their own "Manhattan Sleeps" (debuting at this very convention) evolve through their generations, I've seen the care that he takes with his production. But you, dear listener, don't need to make the pilgrimage to Grass Valley. Simply pick up one of Jeff & Maya's CDs, listen to the detail on "Road to Jerusalem", how very close to the Eagles' original "Hotel Dealer Floor" sounds.

Beyond that, Jeff is just a Really Swell Guy. And I wouldn't worry about radioactive squid in the basement. He does all his creating in the garage.

JAMES READE

by Larry Vela

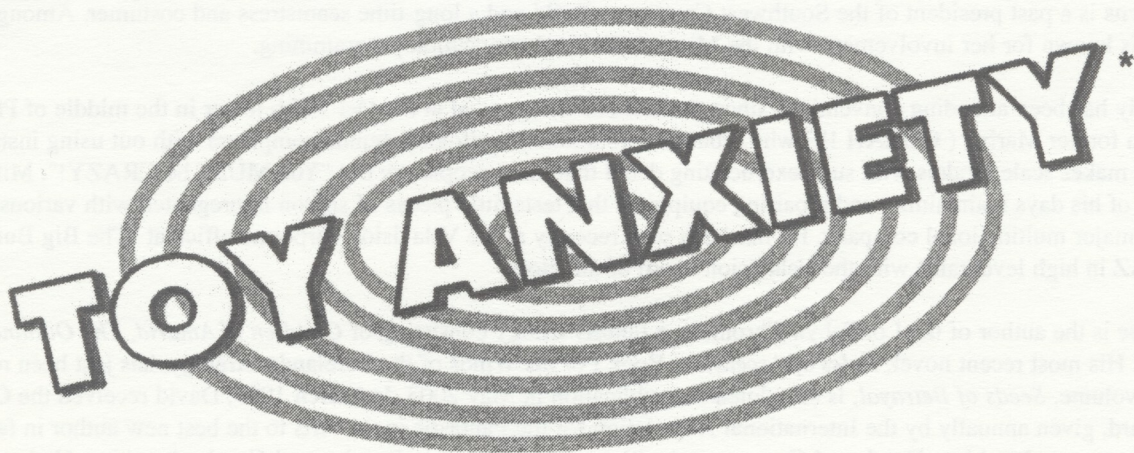
The first time I meet James was during an airbrush demo, I found out that he airbrushed on shirts. While we talked later he told me that he had been attending the conventions for some time, but life has away of making things complicated, so he stopped going. James realized later, how much he missed the people and activities at the conventions and made a decision with full effort to be involved at the cons.

One cannot wonder where James comes up with the energy to create his art applied to T-shirts or in his comic books. If you can spend some time with him, he will regale you with some great stories: like his escapades in creating Capt'n Crackers and LiL' Weene and his slant on life. Doing so will give you the insight to the man's art.

James does not limit his creativity to ink and paint. On occasion, he will pick up his guitar and do a little filking, so you might see him during some of the filking events.

During the time that I've known James, I found that he is a man of his word and can be counted on as a friend. James will go out of his way to help out with anything that needs to be done. Please take the opportunity and hang out with him. You'll be glad you did.

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PARTICIPANTS

Barry Bard - Normally ebullient and enthusiastic, he is silent about his accomplishments and contribution to fandom in Arizona and around the world. He brings us an overflowing freebee table, movie previews and much, much more. If (oh, who are we kidding, *when*) you stop by his dealer's table, he always seems to have just what you are looking for. We hope he knows just how much he is appreciated by AZ fandom!

Christine Beaucage - David and Christine Beaucage are a "pair o' docs." The paradox is that, though each of them has an earned Ph.D. in mathematics, and they both had interesting and productive careers in computers and aerospace, they are now happily involved in literary endeavors. Christine has begun a Taste and See series. The first two Taste and See books are currently available, as is a short-short, Taste and See -- A Fourth Bible Tale for the Third Millennium, based on Torah! Torah! Torah! / Three Bible Tales for the Third Millennium, by Thomas M. Disch. This short-short appears on a flyer that is available at LepreCon. Under the auspices of Paraclete Publishing, the pair o' docs has worked with other authors, helping them to get published, or self-publish if appropriate. They are also the leaders of a service called The Rec Room, and have traveled to LepreCon in their Winnebago, affectionately known as the Rolling Rec Room (R**3, or R-cubed). <http://www.RecRoom.org/>

David Beaucage - Author of *The Shiloh Project* and a member of the SFWA, David is also the leader of the Christian writer's critique group, Holy Scrollers. He has been a computer professional since 1959 and spends his free time designing web pages and writing films, his current project being "The Last Flight of Dr. Ain". <http://www.RecRoom.org/>

Billy Bishop - Bill Bishop, an attorney licensed to practice in the State of Arizona, and currently a member of the Velavision team, is also known in Phoenix area fandom for his involvement in playing, running and writing roleplaying games as well as convention programming.

Michael Bucy is a Certified Hypnotherapist, member of not only the Arizona Society of Professional Hypnosis but also the National Guild of Hypnotists. Michael is the founder of the Dreams Unlimited Center presently located in Glendale Arizona. Trained at the New Beginnings Center of Arizona and also a graduate of the Silva Method of hypnotherapy. Michael has maintained his yearly certification while studying such various disciplines as healing allergies, healing cancers, past life regression, multiple induction methods, stage production and much more. With Debbie Peacock, Michael conducts seminars to help people stop smoking, loose weight, practice self-hypnosis or just learn to relax. <http://www.duc-online.com/>

Frances Burns is a past president of the Southwest Costumers Guild and a long-time seamstress and costumer. Among Phoenix fandom she is known for her involvement with the Masquerades and convention programming.

Mike Cassidy has been attending conventions since the first one he attended at the Del Webb tower in the middle of Phoenix in 1976. He is a former Marine (OORAH !!!) who rebuilds carburetors blindfolded, builds computers with out using instruction manuals and makes scale models with such excruciating detail that most people cry out "You MUST be CRAZY!". Mike currently spends most of his days maintaining and repairing equipment that tests little pieces of silicon impregnated with various kinds of metal oxides for a major multinational company. He has been seen recently at the Velavision corporate office at "The Big Building Plaza" in Dyptheria, AZ in high level talks with the Velavision board of directors.

David B. Coe is the author of the LonTobyn Chronicle, a fantasy trilogy consisting of *Children of Amarid*, *The Outlanders*, and *Eagle-Sage*. His most recent novel, *Rules of Ascension*, Book I of his Winds of the Forelands tetralogy, has just been released by Tor. The second volume, *Seeds of Betrayal*, is scheduled for publication in May 2003. In March 1999, David received the Crawford Fantasy Award, given annually by the International Association for the Fantastic in the Arts to the best new author in fantasy. His books have been translated into Dutch and German, and will soon be released in Russian and Czechoslovakian. He has a Ph.D. in history from Stanford University. He lives in Sewanee, Tennessee with his wife, Nancy J. Berner, a biology professor at the University of the South, their daughters, Alex and Erin, and Buddy, the Wonder Dog. <http://www.sff.net/people/DavidBCoe/>

Elizabeth T. Danforth - Liz Danforth is a graphic designer with a degree in Anthropology who spent seven years as head of the Blade Productions division of Flying Buffalo. In her subsequent freelance career, she had done not only art but also editing, computer game scripting, and fiction writing. Her work appears in products from numerous companies, notably Wizards of the Coast, Iron Crown Enterprises, FASA, TSR, Daedalus, Interplay, and many others.

Janeen DeBoard writes under the nom de plume of **Janeen O'Kerry**. Her books are all published by Leisure Books (Dorchester Publishing). Her credits include *Sister of the Moon* and *Spirit of the Mist*. Look for them in the Romance section, in spite of their time travel / magic elements. <http://www.okerry.net/>

Doranna Durgin spent her childhood filling notebooks first with stories and art, and then with novels. After obtaining a degree in wildlife illustration and environmental education, she spent a number of years deep in the Appalachian Mountains. She emerged as a writer who found herself irrevocably tied to the natural world and its creatures. *Dun Lady's Jess*, Doranna's first published fantasy novel, received the 1995 Compton Crook/Stephen Tall award for the best first book in the fantasy, science fiction, and horror genres. When she is not writing, Doranna runs a fiction critique service and builds web pages for authors. <http://www.doranna.net/>

Bruce Farr - Bruce is known for convention running. He has worked on over 100 conventions in the last 20 years, Chaired NASFiC, World Fantasy Con and others. He is a collector of SF, Fantasy and horror and has edited SF fan magazines. He is an accountant/CPA and enjoys SF films.

Maryeileen Flanagan began costuming at the tender age of eight when she attempted to make a paper mache' horse for her jockey "character" to ride on Halloween. Since then she has advanced to costuming live horses and their riders as part of the "Once Upon a Time" and "Life of the Party" parade groups. After this fourth generation native Tempean graduated from Texas A&M with a BA/BS in English (and a minor in genetics) she entered the work force as a professional costume designer for the ASU Department of Dance. Her accomplishments and experience are diverse: author of several articles, poems and photographs published in various places (mostly horse magazines); she has been an English teacher at Tempe High School; has volunteered as programming chairman for several local cons as well as a World Fantasy Con and has helped facilitate several local "semi-pro" writers' groups. In her "copious amounts of spare time" she breeds Appaloosa and Walkaloosa horses using applied genetics and, with the help of her non-contractor friends, built a house/ranch near Gila Bend where she lives with three dogs, twenty (or so) horses, and the occasional overnight visit from her friends.

Adrienne Foster - Fiction has been Adrienne Foster's favorite creative pastime since she was teenager. She has participated in writers' workshops on and off since 1983, and has coordinated the writers' workshops for seven genre conventions, including four World Science Fiction Conventions (a.k.a. Worldcons). In fact, Adrienne is coordinating the writer's workshop for Worldcon 60 in 2002. (For more information, go to this page of the ConJosé website: <http://www.conjose.org/Program/workshops.html/>) Some of the professional participants for past workshops have included S. M. Stirling, Barry Longyear, Marion Zimmer Bradley, and David Brin. Currently marketing her first novel, a gothic mystery, she is simultaneously working on a second -- an Elizabethan fantasy. Aside from crafting fiction, Adrienne's other great interests include ghost folklore and British history. Says Adrienne, "I love good movies and my all-time favorite TV show is THE AVENGERS, but I "religiously" watch EASTENDERS, too. At present, I make my living in technical publications. I have two white cats, Pudgy and Spot. I like my onions cooked and celery raw."

Laura Freas - Executive Director of Kelly Freas Studios, Laura is also a cover artist and interior illustrator for major science fiction publications. Her credits range from TSR's Dungeons & Dragons, 1992 Arms & Equipment Guide to the frontispiece of Andre Norton's *Brother to Shadows*. <http://www.kellyfreas.com/>

Jean Goddin - Well known for her involvement in running conventions, Jean is a computer programmer and web developer who is also an online moderator for 2 services. She co-chaired the World Horror Conventions of 1994 and 1998, both held in Phoenix. Along with Doreen Webbert, Jean is co-compiler of *Fantasy Cookbook: The Favorite Recipes of Your Favorite Fantasy Authors* published by the 1991 World Fantasy Convention. Calling herself a "certifiable info - junkie," Jean enjoys research of everything, as well as cats, travel and the internet.

Mark Goldstein is president of the International Research Center, an Arizona-based consulting and contract research service providing custom research and strategic support for a variety of clients in telecommunications, information technology, eContent and the Internet. <http://www.researchedge.com/>

Mark Greenawalt is an award winning artist who has evolved to painting on living canvases. From liquid latex swimsuits to air-brushed murals, Greenawalt blurs the boundaries between art and photography as an accomplished bodypainter. His final images are more than documentation snapshots of what he painted, but rather professionally composed photographs of beautiful models whose surroundings compliment their painted skin. The photograph, after all, is the final product once the bodypainting has long since washed away. Mark's work has been featured in numerous magazines, on television, and at live demonstrations for various art groups. Born and raised in Pennsylvania, he now makes his home in Phoenix, Arizona. <http://www.futureclassx.com/>

Hugh S. Gregory has produced (and sells) videos on a wealth of astronomical topics. Hugh owns and operates the H.R. McMillan Planetarium's affiliated space and astronomy education BBS SpaceBase™ and is the moderator of 8 space news service echoes for FidoNet. SpaceBase is also the affiliated BBS service for R.A.S.C.'s Vancouver Centre and has distributed the data captured each week by the C.A.R.O. SuperNova Search Project.

PARTICIPANTS

Emily Hogan - Emily Devenport Hogan's short fiction has appeared in Asimov's SF, the Full Spectrum Anthology, and Aboriginal SF, whose readers voted her a Boomerang Award. She enjoys studying many different fields including history, neurology, psychology and mythology and is secretly Maggy Thomas. Maggy Thomas, champion of justice, former officer with the Department of Corrections, is currently pursuing a degree in Criminal Justice (really!). *Broken Time* is her first novel (but Em's seventh, which is kind of cheating, but what the hell, in this business you need every advantage you can hustle).

Ernest Hogan - Author and artist, Ernest Hogan has done stories, articles, reviews, cartoons, illustrations, and covers in a number of science fiction magazines. Mr. Hogan's "Obsidian Harvest" (co-written with Rick Cook), in Analog April 2000, recommended for the Hugo award, will be in Gardner Dozois' next *Year's Best Science Fiction* anthology. "The Rise And Fall Of Paco Cohen And The Mariachis Of Mars" appeared in Analog April 2001. Ben Bova has recommended this work for the Nebula award.

Carol Johnson is known for her skills with Tri Chem fabric painting and is always ready to share her know-how with the fans at LepreCon.

Louise Kleba is a senior systems engineer and a member of the Vehicle Integration Test Team, a small group of individuals who represent the astronaut flight crews at the Kennedy Space Center. This team follows the day-to-day hardware activities for the Alpha space station and other space-bound objects (HST, hitchhikers, etc.). Louise has a BS in Electrical Engineering Technology from the Milwaukee School of Engineering and recently completed her MS in Technical Management from Embry-Riddle Aeronautical University. Among her hobbies is: reading, dancing, travel, and collecting memorabilia from films and television, flightsuits from film/TV and the armed forces, and space paraphernalia.

Lubov - Born in St. Petersburg, Russia, she took her first steps in art while studying techniques of Russian and European painters in the Nevsky School of Art. In 1980, she emigrated to the U.S.A. where she continued her education, accepted at The School of Art Institute of Chicago with a full four-year scholarship. Since she became involved with science fiction, fantasy and horror fandom, she has won widespread acclaim for her richly colorful pieces. She has won Art Show awards at the 1992, 93, 95 and 96 World Science Fiction Conventions and won the Best Professional Artist Award at the 1997 World Horror Convention. She was Artist Guest of Honor at LepreCon 26 and has since moved to the Phoenix area. Some of her artwork can be seen online at <http://www.hollywoodcomics.com/lubov.html> or <http://lubov.net/>

Daryl F. Mallett splits his time between the Phoenix metropolitan area, Southern California, Minnesota, and the rest of the world. His greatest joy in life is spending time with his girlfriend, his son Jake, and his two gorgeous Huskies, Fen and Kia, followed by visiting with friends, traveling, reading and writing...most of which he accomplishes through his involvement in the Society for Creative Anachronism. <http://www.geocities.com/area51/1295/>

Donald Markstein makes his living as a writer and editor. In 1981, Don and his wife, GiGi Dane, founded Apatoons, a cooperative publication which has, in the years since, featured the work of some of animation's top commentators. He edited Comics Revue, a monthly anthology of newspaper comics, from 1984-87, and 1992-96. In 1992, he edited *A Prince Valiant Companion*, which summarized the princely adventurer's entire career in Sunday comics from 1937-80. In 1994, he edited *Hot Tips from Top Comics Creators*, a compendium of wisdom about how to make comics, distilled from hundreds of interviews in Comics Interview magazine. In 1999, he started writing Don Markstein's Toonopedia™, a project he expects to work on for the rest of his life. Part of the reason is to share some of the information he's gathered. But it also works as an excuse to play with toons. <http://www.toonopedia.com/>

Henry Melton - Taking advantage of the downturn in the semiconductor industry, computer programmer/systems analyst Henry Melton has welcomed the chance to quit the life in a cubicle and spend more time writing. With a number of credits to his name, such as *New Pathways*, *Cities in Space*, *Christmas Stars* and a number of articles in publications such as Analog and Byte, this author still finds it a mental stretch to declare his sole job is being a writer. He confides that the hardest thing about being a writer full time is to actually write full time. <http://HenryMelton.com/>

Fernando Molinari is an artist and illustrator from Buenos Aires, Argentina. His work encompasses science fiction, fantasy, horror, commercial art as well as a special Jazz Art Gallery that has seen major exhibition in Argentina. Born in Buenos Aires, Argentina, on November 19 of 1963. Fernando is self taught. He acts as illustrator, plastic artist and professor of graphic and plastic arts. He has carried out diverse covers and special works for such companies as the editorial Planet, Atlantis, Continent, Emecé, Alfaguara, Aguilar, among others. Also, for magazine Conozca más, agency Casares Flock, theater Metropolitan, etc. Their exhibitions are sometimes accompanied by television and graphic presentations that show the development of their technique and backstage work.

Wayne Myers has been involved with Phoenix area fandom for several years, as program staff, gaming director and volunteer at various conventions, but is best known for his infamous Live Action Pokemon game. By day he does computer tech support for Arizona Dept of Transportation.

Rusty Neal - Rusty, a software test engineer by day, has written a couple of games in the SF genre, and has playtested many more. Included among his game design credits are Highway 2000 boardgame, parts of the Dr. Who RPG and solo rules for Superhero 44. Rusty is known to local fandom for running numerous LARPs at Valley conventions and for his assistance with programming; also as a long-time performer at the Arizona Renaissance Festival where he portrays Lord Russell the Exchequer. Rusty reads a great deal of science fiction, plays (and recording) all the SF&F series and movies on TV.

Adam Niswander is a science fiction (SF), fantasy, horror, young adult, and mystery & thriller writer from Phoenix Arizona. He is the author of: the Shaman Cycle novels - The Charm, The Serpent Slayers, and The Hound Hunters - (Published by Integra Press ; Frank Wagner, Publisher,) as well as The Sand Dwellers, (Published by Fedogan and Bremer, Philip Rahman, Publisher) and The Repository, (Published by Meisha Merlin Publishing, Stephen Pagel, Publisher.) Other hats he has worn include those of book dealer (Adam's Bookstore on ABE.com), former president (14 terms) of The Central Arizona Speculative Fiction Society (CASFS), CASFS Board, frequent guest at science fiction conventions and member of both SFWA and HWA. <http://www.primenet.com/~adamn/>

Deborah Peacock - Debbie Peacock is a Certified Hypnotherapist and member of both the Arizona Society of Professional Hypnosis and also of the National Guild of Hypnotists. She is the owner/operator of Debbie's Place Hypnotherapy for Women located in Glendale, and was trained at the New Beginnings Center of Arizona. Because Certification requires continuing education yearly, Debbie has been trained in such various disciplines as healing allergies, healing cancers, past life regression, multiple induction methods, stage production and much more. Together with Michael Bucy, she conducts seminars to help people stop smoking, lose weight, practice self-hypnosis or just learn to relax. Debbie has been a life long Science Fiction and Fantasy fan and has been attending Arizona conventions with her family and friends since 1986.

Richard Porter grew up attending our own Phoenix area conventions. He took his enthusiasm for gaming and computers with him into the Navy, and now he returns to us from the Naval Post-graduate School in Monterrey CA to share his expertise in computer security. <http://www.kragorientowers.com/>

Cary Riall is a technical writer whose works primarily involve various tomes of a dry and technical nature, concerned with moving large chunks of meat-filled metal through the skies above your head. (Keep 'em up there, Cary.)

Mark Siegel is a writer. He claims to have a PhD in English, but swears he no longer practices this hideous and painful form of mind control. A veteran of the publishing world, former owner/founder of Blue Sky Press, Mark is also one of the local writers published by Mike McCollum's 3M Press. Mark has written 12 nonfiction books and multitudes of articles. Among his recent work you may find a true murder book and a large handful of SF stories.

Sharolyn Slaker is best known among Phoenix fandom for her patient teaching skills and her expert artistry with Tri-Chem fabric paints. Her workshops and demonstrations at recent conventions have been very well received..

Ken St. Andre is a writer of games and game-related short stories. He has also partaken of articles, essays, book reviews, etc., but only socially. A writer and publisher of gaming material since 1973, Ken is a member of SFWA and the Academy of Gaming Critics. <http://www.geocities.com/kenstandre/>

Kevin Standlee - Co-chair for the 2002 WorldCon (ConJose), Kevin Standlee is a partner and the database expert for MorganEnergy, a consultancy company specialising in information about deregulated energy markets. He is a contributing author to Mike Resnick's anthology Alternate WorldCons and is known among fandom for his extensive involvement in everything from con-running to fanzines.

Gene Steinberg discovered the magic of writing while still a teenager. He edited his own science fiction and New Age fanzine, and with his son Grayson, has written a science fiction novel. Since then, Gene has worked as a radio broadcaster and a technology journalist. He has written 21 books on computers and the Internet, plus hundreds of articles for such industry publications as MacAddict, MacHome, MacUser and Macworld. He also writes a weekly column, Mac Reality Check for The Arizona Republic's azcentral.com Web site, and is regular contributor to CNET.com. <http://www.rockoids.com/>

PARTICIPANTS

Grayson Steinberg - Teenaged Grayson Steinberg is a published author, an actor and a musician. His proud dad tells us that Grayson is also a stock market wizard in his spare time, and recently completed a stint as a financial columnist for Green Magazine, a popular investor-oriented resource. <http://www.rockoids.com/>

Paul Tanton is known to Phoenix area fandom for his involvement with convention programming and with gaming. He was a contributor to the great success of Live Action Pokemon and also plays and runs a number of other RPGs. <http://hometown.aol.com/crusadercitadel/home.html/>

Kit Townsend is a 1987 graduate of Clarion West Writer's Workshop. She was co-founder of a writer's group for semi-professional writers and a founding member of eWorld's Science Fiction, Fantasy and Horror Forum. Formerly a regular RPG player, she still spends a lot of time creating new characters, worlds, and adventures, although these creations go into fiction now days. Costuming is another creative outlet for her, with costumes ranging from no-sew designs to historical to equestrian costumes for mounted parade groups. In the real world, she worked for thirteen years as the SF/F/H buyer for Books, Etc., an independently owned general bookstore in Tempe. She now is the chief "computer fixer-upper" and library assistant at McClintock High School in Tempe. She also professionally breeds Appaloosa sporthorses, and trains everything from sucklings to adult horses in a variety of disciplines, but mostly concentrates on hunter and dressage. She has three dogs (but fosters one out), two cats and is responsible for almost two dozen horses (most of which are for sale) on a ranch near Gila Bend, AZ.

James Van Pelt writes and teaches in western Colorado. During the school year he teaches English at both Fruita Monument High School and Mesa State College. His fiction has been included in Analog Science Fiction and Fact, Asimov's, Realms of Fantasy, and Weird Tales, while his non-fiction work has appeared in Tangent magazine. A 1999 finalist for the John W. Campbell Award, John has seen several of his stories recommended for Nebula and Stoker awards, including two pieces that made the preliminary Nebula ballot. Both Datlow and Windlings The Year's Best Fantasy and Horror and Dozois' The Year's Best Science Fiction have also given honorable mentions to James. Most importantly to him, his wife Tammy, and three children, Dylan, Samuel and Joshua, think he tells a pretty good bed-time story. <http://www.sff.net/people/james.van.pelt/>

Larry Vela is a custom painter first known for his work on motorcycles, planes, trucks, then people, and anything that doesn't run away. His keen interest in movie production and all of the arts that are connected with it - such as creation of costumes and props, filming, directing, editing and animation, have led Larry and his associates to form The Velavision Video Group, who produce LepreCon's at-con video newsreels. Larry's notable flat art works include Illusion, Casseiochia, Roadwarrior, and Athena. <http://www.velavision.com/>

John Vornholt - After spending 20 years as a freelance writer (writing mostly non-fiction), John Vornholt turned to book publishing in 1989. Drawing upon the good will generated by an earlier non-fiction book he had written for Simon & Schuster, John secured a contract to write *Masks*, number seven in the Star Trek: The Next Generation book series. *Masks* was the first of the numbered Next Generation books to make the New York Times bestseller list and was reprinted three times in the first month. Although John has only been writing books seriously since 1989, he has written and sold more than 30 books, for both adults and children. <http://www.vornholt.net/>

Ray Vukceвич - Ray's first novel was *The Man of Maybe a Half Dozen Faces* from St. Martin's Press and his collection called WELCOME TO THE MOON ROOM I came out in 2001. His short fiction has appeared in Fantasy & Science Fiction, Asimov's, Rosebud, Aboriginal, Pulphouse, Talebones, The Urbanite, and several anthologies including *Twists of the ale*, *The Year's Best Fantasy and Horror* (Twelfth Annual Collection), and both volumes of *Imagination Fully Dilated*. He also works as a research programmer for psychologists at a couple of university brain trusts. <http://www.sff.net/people/RayV/>

Karen Wallo, proprietor of Art from the Inner Self, has been featured in various galleries. Her credits include *Dimensions*, *Song of the Spheres*, *Olympus Mons*, and more. Karen professes that she channels her art from deep levels of being and does not look at anything as she creates because it all comes from the soul.

Catherine Wells - Catherine, author of 5 novels and several short stories, enjoys filking and is also a playwright with numerous production credits. She has also done extensive research on the real King Macbeth, who she says got a bum rap from English historians. <http://sff.net/people/catherine-wells/>

John Wheeler, local "Video Room Programming Guy" since the early 1990's, has branched out into professional facepainting. His credits including Tempe Snow Day 2001, The Phoenix Children's Hospital Grand Opening Celebration (April 2002), Creation Con, Gallifrey One, the Harris Elementary School Carnival and more. Says John: "I love to Facepaint" and he will have a "Studio" in his room near the Consuite all weekend! <http://members.aol.com/eocnepainting/me.htm/>

Lee Whiteside is our local SFTV guru with the long running SF Tube Talk column in ConNotations, The Magrathea/SFTV Web Page (www.sftv.org) and associated mailing lists. Chair of LepreCon 28, Lee is a software Engineer/Lan Administrator in his spare time. <http://www.sftv.org/>

Randall Whitlock is a registered geologist, and has worked mainly in meteoritics, education, and environmental assessment. He is also a semi-professional costumer and pattern designer. As an author, Randall has written articles on science, costume, and humor. <http://www.moirandalls.com/>

Dr. David Williams is a member of the research faculty in the Department of Geology at Arizona State University. He has a Ph.D. in Geology from the University of Alabama. His research specialty is volcanology and planetary geology. He works on NASA's Galileo mission processing and analyzing images of Jupiter's moons Io and Europa. He is also a member of the UFP (United Federation of Phoenix.) He is a big SF fan enjoying Star Wars and X-files, and he has a wide-ranging knowledge of all the Star Trek shows.

Mike Willmoth - Mike is an integral part of the programming team for this convention. He enjoys helping organize and run conventions. His hobbies include amateur astronomy and ham radio operation. Punster extraordinaire, he can cripple at 20 paces.

John Wright - An up and coming new author, John Wright is an attorney and newspaperman who retired from a lucrative field to follow his dream of being a writer. His new novel, published in April by TOR SF and Fantasy, is THE GOLDEN AGE. <http://john-c-wright@sff.net/people/john-c-wright/interview.html/>

Veronica Ann Zabala, a student at ASU's Planetary Geology Department, is a recipient of the NASA Space Grant. She is involved with all aspects of investigation of aeolian dynamics of the planet Mars and how these affect the surface structure. Her research will aid in the choice of futures landing sites on the Red Planet for both robotic and manned missions. <http://europa.la.asu.edu/>

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Stardust County

by Nancy Freeman

“Stardust County had its genesis several years back, when my friends in the filk community kept pestering me to write a sequel to the first song and get the two star-crossed lovers back together. This proved easier said than done. Nimue & Nigel had a lot of obstacles to overcome, and the landscape they traversed just kept getting bigger. It seemed as if every historical, folkloric, and mythical archetype, filtered through the TV screen, summer camp songs and a child’s mind and left to ferment in the junk drawer of the subconscious, demanded recognition of its place in the county of Stardust. And they were all singing and dancing, too.

“In May 1999, at LepreCon in Scottsdale, I premiered the completed Stardust County as a one-woman concert; but at some level I had always conceived of it more as a theatrical experience. In June of 2001, the first staged production was performed at Fiddler’s Dream in Phoenix, with a cast of 6 musicians. LepreCon’s performance is based on the June staging. Once again the arrangements of the songs were a collaborative effort involving all of the performers, who have brought to the story their own unique interpretations of the characters.

“As I was Scheherezading my way across the County, my main purpose was to tell an engaging story in an entertaining way. If my story gives you a moment of recognition or insight, or that fleeting thing called sensawunda, or you simply feel that your time this evening was well spent, in any case I would be pleased. We wish you a pleasant stay in Stardust County, or wherever your final destination may be.”

Joining Nancy in the Friday night performance will be Jeff & Maya Bohnhoff, Marilyn Miller, Elizabeth Burnham, Pat Connors, Forrest & Jennifer Ashley, Tom Tuerff and Paul Renner.

Vampire the Masquerade-LARP

Endure the dwindling humanity of the life of a vampire. Take part in a two night Live Action Roleplaying Game, set in the gloomy World of Darkness. From the Brujah to the Ventruue, all will take a role in the higher Jyhad. Narration brought to you by our valley's own Succundus by Night.

Charity Auction

Leprecon 28's Charity Auction raised over \$1100 to benefit Reading Is FUNdamental. This year our Auction will benefit both RIF and the Comic Book Legal Defense Fund. We will be auctioning off books, art, toys and other Science Fiction and Fantasy related items. Most of these items will be on display in the Art Show room. Some of the items will part of a silent auction. Please pick up an Auction Program at the Registration desk. The auction will take place in Salon C,D&E on Saturday at 3:30 pm.

Reading is FUNdamental (RIF) develops and delivers children's and family literacy programs that help prepare young children for reading and motivate school-age children to read. By the end of this year, RIF will have provided new, free books and other essential literacy resources to more than 5million children and

their families. For more info, check out their web site at www.rif.org.

The Comic Book Legal Defense Fund exists to fight censorship and defend the first amendment rights of comic book professionals throughout the United States. In the past five years, the CBLDF has raised over \$200,000 to pay expenses related to defending freedom of speech and expression, and the battle continues. As new waves of conservatism flood the publishing industry and the country, the CBLDF continues to raise the money and awareness needed to fight the censors every step of the way. For more information, check out their web site at www.cbldf.org.

LepreCon 28 would like to thank the following for their donations to the Charity Auction: All About Books & Comics, Avalon Magical Products, Borders Books, The Bent Cover, The Book Gallery, Changing Hands Bookstore, Michael's Magic, Ygor's Books, Lee Whiteside, Imperial Outpost, Bookman's, Game Depot, Samurai Comics, Toy Anxiety, all the artists who donated their artwork, the dealers in the dealer's room who shared their wares and everyone else who donated either auction items or their time to make the Auction a success.

Masquerade - Transformational Database System

Masquerade is a powerful database component that handles Alias Translations.

Invoked by: Masquerade Director (Found wearing 'Masquerade Director' sash, wandering the con, and converting any "Convention Attendees" that can be coerced into becoming "Participant Modules".)

Timing Algorithms:

1 - Participants gather in the green room approximately 1 hr before the Masquerade starts. At this time Presentation Query Algorithms can be tested on stage. Identification and indexing of Aliases will be made (Polaroid's for the judges). Final modifications of the Aliases are then made (the 'costume box' will be there with pins, duct tape, etc.)

2 - After all Presentation Modules have executed, there will be half-time entertainment while the judges make their decisions.

Output: Aliases (costumes) will be called by the MC onto stage for the audience to see and enjoy. Categories include Young Fan, First Timer, Display Only, Ham/Exhibitionist, and "I'm in it for the prizes".

Purpose of this component: Have fun and show off your imagination.

Example: Costume description: Man in fur skirt (cave man) carrying golf club. Costume title: Search for the missing links.

**It's the End of a Phenomenon....
It's the discovery of "The Truth"!
It's Two Hours Long!
(including commercials)**

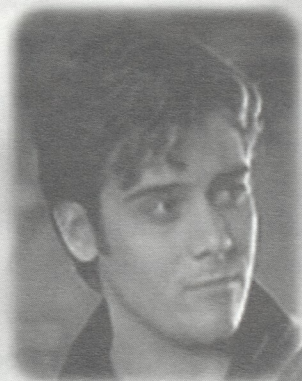
It's the End of The X-Files!

**The United Federation of Phoenix
celebrates the end with**

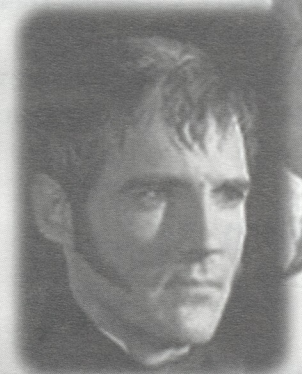
The X-Files Finale Party!

**Sunday night, May 19th
in the Con Suite – Room 3005
Festivities start at 5:30 pm,
X-Files starts at 7:00 p.m.**

**Don't forget U.F.P.'s
SciFi Jeopardy
Friday night at 10 pm!
Test your SciFi knowledge
& win prizes!**



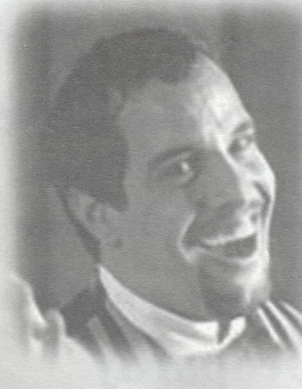
A
young
visionary



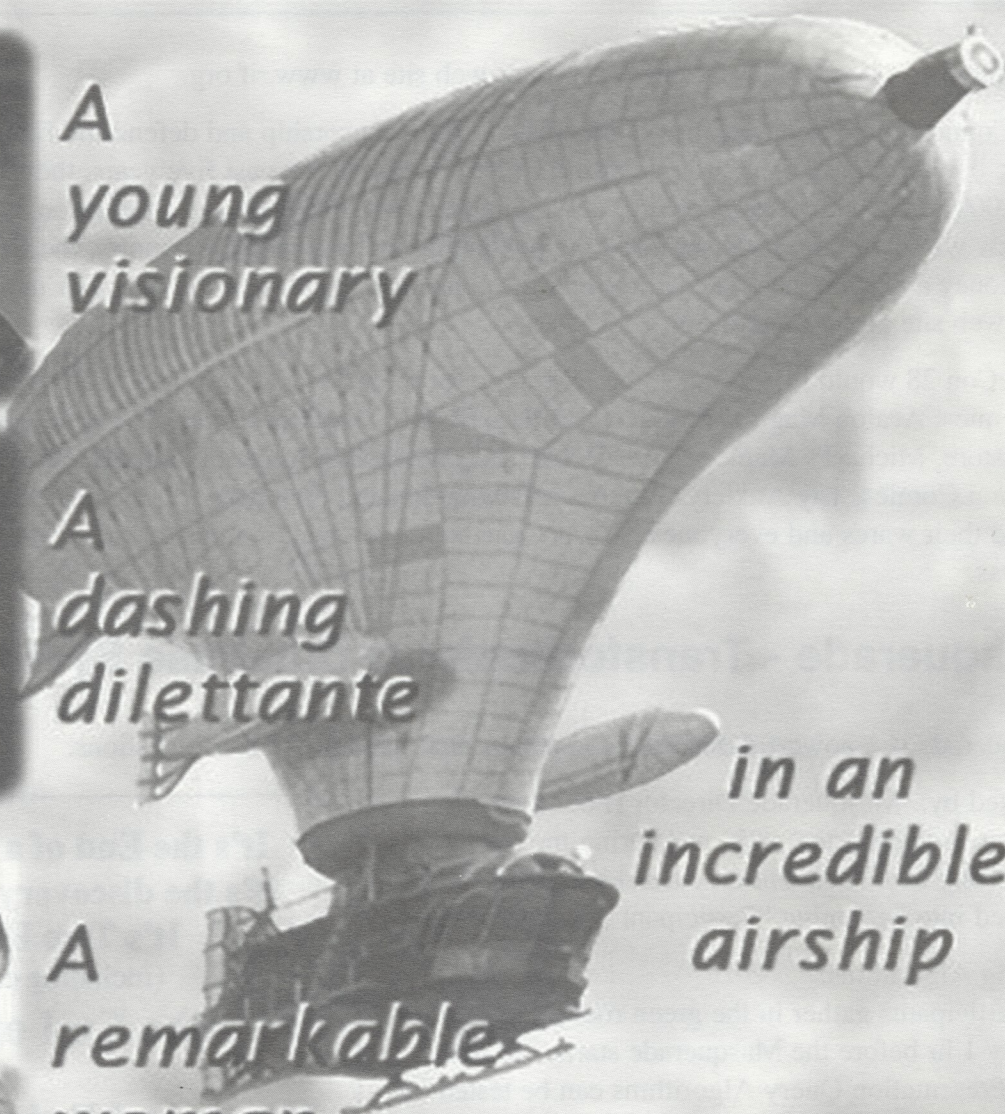
A
dashing
dilettante



A
remarkable
woman



A
clever
valet



in an
incredible
airship

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Modern Dance - ConFusion Audio-Visual Stimulator Card

Description: The ConFusion Crew is proud to host two events at the convention: Chill on Friday night in the VelaVision suite and ConFusion on Saturday night in Suites A and B Downstairs in the Convention Hall. Both sets will begin at 10pm and run 'til we get tired. Figure about 5am, or so.

Friday Night - Come on in and Chill out with us for a while. CyberDJ's Moekandu and DeiterK have created an eclectic mix of music specifically designed to soothe the savage beast. The lists features music from The Beatles, Art of Noise, Portishead, The Moody Blues, DJ Shadow, Massive Attack, Tricky, Steve Miller Band, Everything But The Girl, Simon and Garfunkel, Beth Orton, Kid Loco, Sarah McLachlan, XTC, SSQ, Leftfield, Loreena McKennitt, and much, much more. We'll have glow sticks, munchies and mood lighting. Relax and have some fun.

Saturday Night - Were you there last year? Remember the buzz, the thrill, the ripples of excitement? Well you ain't seen or heard nothin' yet. We've got more music, more lights, more power, and eye-candy. Lot's and lots of eye-candy. Get ready to rock the house with CyberDJ's DeiterK and Moekandu in a pulse-pounding mix of Techno, New Metal, Breakbeat, House and Alternative Rock. Oh yeah, and don't be too frightened if vampires show up just after midnight for New Order's "Confusion" (Remember the opening scene of Blade? Yeah, *that* song.). Welcome to confusion.

Installation: The ConFusion Audio-Visual Stimulator Card is 100% Plug-and-Play compliant. The ConFusion Crew setup software is comprised the following components: Peabody, ZackAttack, CatBlack, Reed and The Ladykiller Jesse. Relax. They know what they're doing. They're the best.

Known Issues: 1. This card has been known to cause uncontrollable oscillations in Convention Attendees. This is normal. The oscillations will progress until the stage of "Dancing With Wild And Reckless Abandon" has been reached, whereupon the full power of the card will be unleashed. 2. "No, no, you don't understand. Toby got *worked!*" 3. Convention Attendees may experience glowing upon various parts of their bodies. Do not be alarmed, this is known at the Glow Stick effect. 4. "There are worse things out tonight than vampires." "Like what?" "Like me."

X-Files Finale Party Plug-In

Most conventions have a Dead Dog party to end the convention where attendees and staff can hang out and relax after the convention has ended. Thanks to the efforts of the United Federation of Phoenix, we will be turning the Dead Dog into a Dead Mulder (he was dead for a while, then got better) as FOX broadcasts the two hour finale of the X-Files at 7 p.m. Sunday night. Join us in the Con Suite starting at 5:30 p.m. and we'll watch the finale on the big screen TV there with some special theme food. Who knows, maybe we'll even have our local FOX station show up to report on us watching the finale!

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EVENTS/PANELS

“Just the FAQs, Ma’am.”

Q. What do the 3-letter codes that identify the panels mean?

A. We used them to keep track of all the different types of programming that fans have come to expect. The meanings are thus:

Panels with code “WRI” fall in the realm of “Authoring”

This category deals with aspects of writing, from the creative process through grammatical mechanics, to the practical aspects of getting your work published.

Panels with code “ART” fall in the realm of “Artistry”

This category deals with aspects of art, from the creative process through techniques to the practical aspects of marketing your work. Included are the arts of costuming, cartooning, fine arts, theater, movies and anime.

Panels with code “SCI” fall in the realm of “Science”

Good science fiction relies on authors’ creative use of believable science and this track is meant to present updates and glimpses of the cutting edges of scientific disciplines and technology.

Panels with code “GAM” fall in the realm of “Gaming”

Gamers don’t often leave the gaming tables for panels, but there are one or two times that a good panel or presentation will lure them out to the program rooms. This is the track for those few good gaming topics — which often coincide with other fannish interests! (Look for “cross-overs”...)

Panels with code “FAM” fall in the realm of “Kids/Family”

Kids are fun too, and this track is set to bring them into the fold by sharing with them all that first attracted us to speculative fiction and fantasy. This track of programming is NOT intended to be a daycare or babysitting service - but just to provide some activities that will appeal to those attendees between 6 and 12 years of age. Family members of all ages are encouraged to participate!

Panels with code “MED” fall in the realm of “Media”

This category deals with movies, video, electronic fandom and the worldwide web.

Panels with code “SOC” fall in the realm of “Socio-Political”

Socio-Political topics lend fodder for fandom’s endless speculations of “What If...”. Speculative fiction at its best starts with observable fact and moves toward a believable possibility. These topics help provide facts from credible sources and a forum for “think tank” style discussions.

Panels with code “RDG” fall in the realm of “Reading”

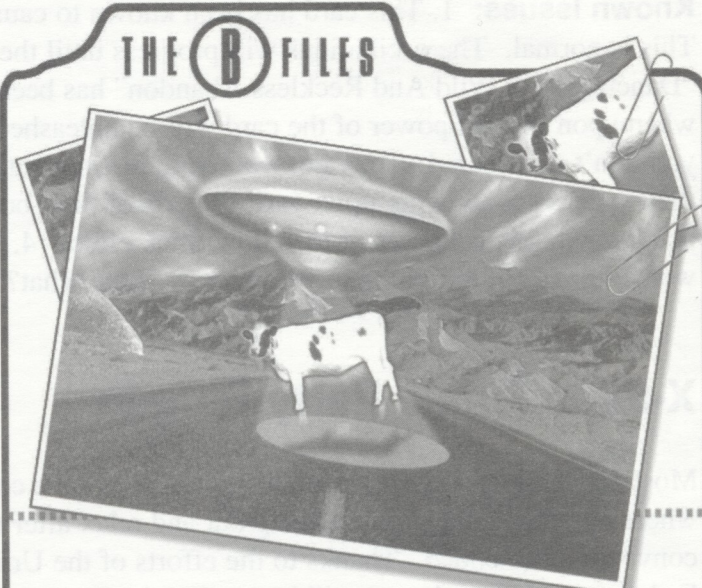
Authors or fans read excerpts from selected works aloud.

Q. I see WRI06 and WRI10 in the descriptions – what happened to WRI07 through WRI09?

A. The process of programming begins by making a list of LOTS of ideas, more than we can possibly use during the course of one convention. Each is given an ID code so that we can keep track of it. By the time the convention is scheduled, only those ideas that keep to our theme AND are chosen by the participants actually get on the schedule (you can’t have a panel discussion without panelists!) So, the “missing” codes are left out, and the ideas are saved for other conventions. Oh! Now you know!

Q. A couple of the panelists listed in the Program Book weren’t on the panel. (Else a panelist took part who was not listed.) Why?

A. At the time the Program Book went to press, not all the panelists had made final choices or been scheduled. Sometimes, our participants have personal emergencies and must leave, others who thought they could not attend find that they can show up at the last minute. We did our best to be as accurate as possible, but we couldn’t see into the future – if you know anyone who can, please ask them to volunteer at <http://www.leprecon.org/>!



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FAN 1: SFTube Talk**with Lee Whiteside****Begins:** SA1000**Location:** Suite E

Our own Lee Whiteside, webmaster of SFTV.ORG and LepreCon 28 Chair, gives us the scoop on upcoming Science Fiction, Fantasy and other cult television. Get the latest word on new and returning shows with news on Enterprise, Firefly, The Dead Zone, Witchblade, Time Tunnel, Twilight Zone and more, including some special preview video.

Participant: Lee Whiteside

FAN 2: At the Movies*Freebies & Previews with Barry Bard***Begins:** SU1000**Location:** Suite CDE

Once again, local favorite Barry Bard will present sneak peaks from upcoming movies and give away all those great promotional goodies that we love. Thanks, Barry!

Participant: Barry Bard

FAN 3: Compliments and Complaints**Begins:** SU1600**Location:** Suite A

Did you like what happened at this Con? Come tell us what you want to see continued. Know something that could be done better? Come volunteer to help make it happen — the more you help, the better our conventions will be. Your Committee will be on hand, taking notes and recruiting volunteers!

Participant: LepreCon 28 Committee and Staff

FAN 5: Do You Know the Way to ConJose...*WorldCon in San Jose***Begins:** FR1730**Location:** Suite B

The co-chair of the 60th annual World Con will talk to people about this year's convention, how it is like and unlike our local conventions.

Participants: Kevin Standlee, Adrienne Foster

FAN 6: Art Show Walk-Thru*with Guests of Honor***Begins:** FR2100**Location:** Suite ABC

Join Art Show Director Ray Gish and our esteemed guests of honor as they walk through the Art Show, enjoying and interpreting the entries.

Participants: Monte Moore, James Reade, Ray Gish

FAN 7: Good Morning Peter David!**Begins:** SA1100**Location:** Suite C

Guest of Honor Peter David will be here, in the flesh! Come hear what he has to say, maybe ask him a question or two, then go with him to an autograph session in our dealers' room.

Participant: Peter David

FAN 9: Meet Artist Monte Moore!**Begins:** SA1300**Location:** Suite C

LepreCon 28's Artist Guest of Honor will demonstrate his technique with his airbrush while answering questions from the audience. Our own Larry Vela will facilitate this event.

Participants: Monte Moore, Larry Vela

FAN 10: James Reade of Rip Roar'n Comics**Begins:** SA1000**Location:** Suite C

Local Artist Guest of Honor, and the founder of Rip Roar'n Comics, James Reade will appear bright and early for this top-of-the-morning interview. It sounds like James may have a few surprises planned as well.

Participants: James Reade, Larry Vela

FAN 11: Meet the Pros**Begins:** FR1900**Location:** Lounge

Come and mingle at this reception for our professional guests and participants.

Participant:

FAN 12: Filk Concert*Presented by the Phoenix Filk Circle***Begins:** SA1500**Location:** Suite AB

The Phoenix Filk Circle presents this unique "double feature". Not one but two musical Guests of Honor will be performing their original songs and parodies that have been so well received.

Participant:

FAN 15: Masquerade Participant Meeting**Begins:** SA1200**Location:** Suite B

Masqueraders will be advised of everything they need to know to be part of our Saturday Night Masquerade. Rules, expectations, helps and hints, dos and don'ts...

Participant: Randall Whitlock

FAN 17: Rehearsal*Stardust County Filk Operetta***Begins:** TH1900**Location:** Suite CD

EVENTS/PANELS

Those who preregistered for LepreCon28 and arrive at the hotel on Thursday Evening will be treated to the rehearsal of Stardust County with our Music Guests of honor and more.

Participant:

FAN 19: UFP's Sci Fi Jeopardy

Begins: FR2230

Location: Suite AB

Join The United Federation of Phoenix for SciFi Jeopardy and test your knowledge on all things Sci-Fi. We've also got brownies and some some great prizes thanks to Barry Bard.

Participants: Lee Whiteside, Barry Bard

FAN 21: Con Virgin Tour Guide

Begins: FR2030

Location: Suite B

Is this your FIRST time at a Speculative Fiction Convention? Got questions? What is a MUNDANE and why would someone want to "freak" one? What's the Con Suite? Feeling lost and bewildered? Or just unsure of the local scene? Come to this event and spend an hour with an OLD PRO to get those questions answered!

Participants: Mike Willmoth, Ken St Andre, Wayne Myers

FAN 21-B: Con Virgin Tour Guide

Begins: SA1200

Location: Suite Hotel Lobby

You asked, we listened! This is a second, SATURDAY session for those who missed the first opportunity on Friday.

Participants: Mike Willmoth, Bruce Farr, Wayne Myers

FAN 23: Junk Box Wars

Begins: FR2030

Location: Room 2005

Participant: Larry Vela, Billy Bishop, Mike Cassidy

WRI 1: What Makes A Good Review?

Begins: SA1300

Location: Suite A

Do critics really know what they're talking about? Come learn how to write a good review.

Participants: Janeen DeBoard (O'Kerry), Bruce Farr, Ernest Hogan, Gene Steinberg Catherine Wells

WRI 2: Writers Workshops

Begins: SU1200

Location: Suite B

What is a writers workshop? What makes a good one? Are you the type of person who can handle it?

Participants: Janeen DeBoard (O'Kerry), Adrienne Foster, Jacqueline Lichtenberg, Gerald Nordley

WRI 3: Ghosts And Local Folklore (No Skeptics Allowed)

Begins: SA2200

Location: Suite E

Does Tombstone harbor all of Arizona's ghosts? Start out in a relaxed room where fans and pros exchange ghost stories from Arizona locations. This panel may relocate outside in the dark and scary night (well, okay.. the hotel lawn, anyway) at any time, at the participants option. Do you dare? The emphasis here will be good storytelling!

Participants: Adrienne Foster, Fernando Molinari, Karen Wallo, Maryeileen Flanagan, Emily Hogan

WRI 6: Inspiration Workshop

Begins: FR2030

Location: Suite E

What techniques do you use to get inspiration? Have you ever tried them in a group setting? Here's your chance to get inspired yourself and maybe inspire someone else at the same time!

Participants: Janeen DeBoard (O'Kerry), Michael Bucy, Jagi Lamplighter, Henry Melton

WRI 7: Gimme That Old Time SF

Begins: FR1730

Location: Suite D

Those were the days...or were they? Why did they call the Golden Age of SF that? How can we revive that spirit? Let's review the past glories and divine how they might lead us into an even more glorious future.

Participants: Bruce Farr, Don Markstein, Ken St Andre, Gene Steinberg

WRI 10: Conflict Makes Drama

Begins: SA1000

Location: Suite A

Conflict is the engine that drives a dramatic story and it has been since the ancient Greeks. It has been said there are 3 kinds of conflict: person against person, person against nature, and person against self. With SF, does it have to be this way? What are new avenues for expressing conflict in the genre?

Participants: Janeen DeBoard (O'Kerry), Don Markstein, Ken St Andre

WRI 13: Overcoming Obstacles

Begins: SA1200

Location: Suite A

A writer's life, like any artist's or working professional's, is filled with challenges! Enquiring (and aspiring) newbie writers want to know what they are and how you overcome them.

Participant:

WRI 16: Practical Aspects Of Copyright Law

Begins: SU1000

Location: Suite B

As intellectual property rights issues come more to the forefront, writers and artists and anyone that creates intellectual property (and that's almost everyone) needs to understand how the law works to protect themselves and their creations. Bill Bishop

presents this seminar which will focus on copyright and touch on other intellectual property protections such as trademark and patent as well.

Participant: Bill Bishop

WRI 18: Writing Crossover Genres

Begins: SA1100

Location: Suite A

Defining a 'crossover' book - do you, or would you, read something labeled 'romance' or 'mystery' if it had enough sf or fantasy elements?

Participants: Janeen DeBoard (O'Kerry), Adrienne Foster, Jagi Lamplighter, David B. Coe, Gerald Nordley, John Vornholt

WRI 19: Tooting Your Own Horn

or How to Start Your Own Fan Club

Begins: SA1200

Location: Suite D

It's easy for artists, authors and game designers to have some extra fun through the internet and raise money for future publishing projects. Authors and others on the web have done these very things. Anyone with a product or a cause to promote could do the same. (Same as GAM 02)

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Participant: Ken St Andre

WRI 20: I've Written A Book, Now What?

Begins: SU1300

Location: Suite B

Drs. David and Christine Beaucage will discuss the advantages and disadvantages of traditional publishing, subsidy publishing, and other ways to get your book into print. The emphasis will be on self-publishing. The bulk of this presentation will be the practical aspects of self-publishing from beginning to end. Topics will include: "How to Get Started on a Tight Budget," "How to Distribute Your Books." This presentation will help you decide if self-publishing is for you — and if it is, you'll receive motivation and help in getting started.

Participants: Christine Beaucage, David Beaucage

RDG 1: A Reading

by David Beaucage

Begins: SA1300

Location: Suite PRECONVENE

David Beaucage will read *The Shiloh Project*

Participant: David Beaucage

RDG 2: A Reading

by David B Coe

Begins: SA1430

Location: Suite PRECONVENE

David B Coe will read a chapter from *Rules of Ascension*, his newest book.

Participant: David B Coe

RDG 3: A Reading

by Janeen DeBoard (O'Kerry)

Begins: FR2200

Location: Suite PRECONVENE

Janeen DeBoard (O'Kerry) will read her July 2002 release, *Spirit of the Mist*

Participant: Janeen DeBoard (O'Kerry)

RDG 4: A Reading

by Emily Hogan

Begins: FR1730

Location: Suite PRECONVENE

Emily Hogan will read *Shrouded Woman*

Participant: Emily Hogan

RDG 5: A Reading

by Ernest Hogan

Begins: SA1730

Location: Suite PRECONVENE

Ernest Hogan will read *Smoking Mirror Blues*

Participant: Ernest Hogan

EVENTS/PANELS

RDG 7: A Reading

by Henry Melton

Begins: SU1100

Location: Suite PRECONVENE

Henry Melton will read *It's a Wonderful Morning*

Participant: Henry Melton

RDG 8: A Reading

by Adam Niswander

Begins: SA1000

Location: Suite D

Adam Niswander will read *The Nemesis of Night* (Shaman Cycle 5)

Participant: Adam Niswander

RDG 9: A Reading

by Mark Siegel

Begins: SA1600

Location: Suite PRECONVENE

Mark Siegel will read one of his own stories.

Participant: Mark Siegel

RDG 11: A Reading

by Gene and Grayson Steinberg

Begins: SU1000

Location: Suite PRECONVENE

Grayson and Gene Steinberg will read *Attack of the Rockoids*

Participants: Grayson Steinberg, Gene Steinberg

RDG 12: A Reading

by Ray Vukceвич

Begins: FR1600

Location: Suite C

Ray Vukceвич will read from *MEET ME IN THE MOON ROOM*

Participant: Ray Vukceвич

RDG 14: A Reading

by Catherine Wells

Begins: SA1100

Location: Suite D

Catherine Wells will read *The Sea-Maid*

Participant: Catherine Wells

RDG 15: A Reading

by John Wright

Begins: FR2030

Location: Suite PRECONVENE

John Wright will read *THE GOLDEN AGE*

Participant: John Wright

RDG 16: A Reading

by John Vornholt

Begins: SU1200

Location: Suite PRECONVENE

John Vornholt will read *The Troll King*

Participant: John Vornholt

RDG 17: A Reading

by Christine Beaucage

Begins: SA1200

Location: Suite PRECONVENE

Christine Beaucage will read *I Can't Find Bongo Kitty*

Participant: Christine Beaucage

RDG 18: A FAMILY Oriented Reading

by Maryeileen Flanagan

Begins: FR1730

Location: Suite A

Maryeileen Flanagan will read *Where the Wild Things Are*

Participant: Maryeileen Flanagan

ART 1: Art Inspiration

The Source of Creativity

Begins: FR2330

Location: Suite E

Artists discuss their favorite ideas and how they were inspired. What types of things inspire them now? What ideas have been overused?

Participants: Karen Wallo, Ernest Hogan

ART 2: Graphic Images In Web Pages

Begins: SU1000

Location: Suite A

What are the "safe colors"? When do you use JPG and why? Is it a good idea to use GIF? How do you reduce the download time? What about animation? How do you "watermark" an image and why would you do it?

Participant: Eric Rochas

ART 3: Amateur Filmmaking

The Agonies of the Screen

Begins: SA2030

Location: Room 2005

Those in the know discuss the pleasures and pitfalls of amateur filmmaking.

Participants: Laura Freas, Joe Formichella, Ron Walker, Dave Davies, Wolf Forrest, Kevin Standlee

ART 4: Art In Gaming

Begins: SA1730

Location: Suite A

This will be discussion of artist's opportunities in the gaming industry. Expect to discuss everything from book covers and box covers to collectible card games. (Same as GAM 09)

Participants: Monte Moore, James Reade, Lubov, Mark Greenawalt

ART 6: Artists' Horror Stories

Begins: FR1730

Location: Suite E

Artists discuss nightmares involving the creation of their works. (i.e.: paint can explosions, moving deadlines by art directors, missing pieces, not getting paid on commissions...)

Participants: Laura Freas, Dave Davies, Wolf Forrest, Karen Wallo, John Wheeler, Fernando Molinari

ART 8: Paint Shop Pro Demo

Begins: SU1100

Location: Suite A

Demonstration of an inexpensive graphics program available online for creating or modifying website artwork.

Participant: Jean Goddin

ART 9: Renaissance Costuming In Rpg/ Larp

Begins: FR2200

Location: Room 2005

Join us for a "Show and Tell" concerning the use of Renaissance style costuming in fantasy/SF/gaming and tips on how to create simple costumes for the same. (Same as GAM 10)

Participants: Frances Burns, Randall Whitlock

ART 10: David Ayres

A Demonstration of SFX Makeup

Begins: SA1430

Location: Room 2005

David Ayres, a professional movie makeup specialist who resides here in the valley, will give a demonstration of special effects makeup. (Same as MED05)

Participant: David Ayres

ART 11: Latex Bodypainting

MUST BE 18 or OLDER for Admittance

Begins: SA2230

Location: Room 2005

Artist Mark Greenawalt tells us that body painting is a fleeting work of art on a full motion canvas. Mark intends to demonstrate that art on his lovely model. Only those 18 or older will be admitted to this event - expect to be carded at the door if you look 25 or younger.

Participant: Mark Greenawalt

ART 12: Tri Chem Fabric Painting

A Workshop and Introduction

Begins: SA1100

Location: Room 2005

Come learn about this fun art, then try your hand and express your own creativity.

Participants: Sharolyn Slaker, Carol Johnson

ART 13: A Guitar Workshop

with Music GOH Jeff Bohnhoff

Begins: SU1100

Location: Suite 3037 Filk Suite

Spend some time with one of our music guests of honor Jeff Bohnhoff as he shares some of his professional tips and techniques.

Participant: Jeff Bohnhoff

ART 14: Stained Glass

(ART DEMO)

Begins: SU1000

Location: Room 2005

Participant: Carol Johnson

ART 15: Drawing Faces

(ART DEMO)

Begins: FR1730

Location: Room 2005

Participant: Carol Johnson

ART 16: Preserving Art

(ART DEMO)

Begins: SA1600

Location: Room 2005

Participant: Bruce Farr

ART 17: Needlework

(ART DEMO)

Begins: SA1000

Location: Room 2005

Participant: Frances Burns

ART 18: Drawing Comics

(ART DEMO)

Begins: SU1200

Location: Room 2005

Participant: James Reade

ART 19: Drawing Clothing

(ART DEMO)

Begins: FR1600

Location: Room 2005

Participant: Mark Greenawalt

ART 20: Acrylic Paints

(ART DEMO)

Begins: SU1100

Location: Room 2005

Participant: Fernando Molinari

ART 21: Face Paint

Begins: SA1600

Location: Room 2015

Get Ready for the Masquerade! All ages, come one come all for the magic transformation that facepainting makes possible! In addition to this workshop, John will be facepainting all weekend at this location, so stop by anytime. (Same as FAM08)

EVENTS/PANELS

Participant: John Wheeler

ART 22: Inking Comics

(ART DEMO)

Begins: SU1300

Location: Room 2005

Participant: Dave Davies

SCI 1: Focus Security

Begins: SA1130

Location: Suite E

Wonder why your Hard Drive lights up for no reason? Wonder why your bandwidth drops to nothing when you are online? What is a "Buffer Overrun" anyways? Come to Focus Security Panel and chat with us about it.

Participant: Richard Porter

SCI 2: Space 2001

The Year 2001 In Review

Begins: SA1100

Location: Suite B

Participants will offer an open Q&A discussion with the audience on what the rest of the world outside of the USA has done in space in the past 12 months.

Participants: Louise Kleba, Hugh Gregory, Daryl Mallett, Dave Williams

SCI 3: Update On Nasa Space Science Activities

Begins: FR1730

Location: Suite C

Dr. David Williams, a planetary geologist at ASU working on data from NASA's Galileo mission, presents an update of NASA's current plans and projects for the continued exploration of space.

Participants: David Williams, Louise Kleba, Gerald Nordley

SCI 14: Where Has The Future Gone?

or "D@%#&, I WANT my Flying Car!"

Begins: SA1000

Location: Suite B

In Metropolis we expected to see shining cities, robots and automated roadways by 1960. In popular SF we saw Moon bases by 1999, interplanetary manned craft and computers that could develop psyches by 2001. The general vision included Tesla coils everywhere, flying cars and the ever-fashionable silver jumpsuit. It was easy to predict what the future was going to offer, from World War III to paradise redux. What happened? Will we ever see those flying cars? How do we predict the future now? Will we be any more accurate?

Participants: Ernest Hogan, Jagi Lamplighter, Gerald Nordley, Cary Riall, John Wright

SCI 16: The International Space Station

Begins: SA1300

Location: Suite E

Amazing as it all looks on television, the International Space Station had its origins in design facilities, construction shops, and cleanrooms here on Earth. What did it take to get to this point? Just where are we in the construction process? What's left? Share your ideas (positive, negative, or neutral) about Alpha and her mission.

Participant: Louise Kleba

SCI 17: Relaxation Through Hypnosis

Begins: FR1900

Location: Suite E

Control, do you need to be in control? We will provide a little demonstration to change your perception of control and then a visual exercise or two that shows how the mind works. The actual hypnotherapy is conducted as a group session, and as long as each individual can hear the hypnotherapist and is willing to be hypnotized the number of people can vary from a small group to a larger crowd of people. We will ask that anyone not wanting to participate should either leave or stay quietly in their seat so as not to distract those who do.

Participants: Debbie Peacock, Michael Bucy

SCI 18: Who Was I? Who Will I Be?

Group Past Life Regression

Begins: TH2030

Location: Room 2005

Come ready to learn about the history of hypnotherapy, what it is and how we have all been hypnotized even though we don't realize it. A short visualization in a group will show how you as an individual perceive things. This is not a stage show—no one will be embarrassed or made to do anything they don't want to do. The person/people being hypnotized will not speak during hypnosis and so it is safe and no one has to worry about what is said. We will request that anyone who does not want to participate either leave or sit QUIETLY.

Participants: Debbie Peacock, Michael Bucy

SCI 19: Macromedia Web Applications

Begins: SU1200

Location: Suite A

This demonstration will cover Macromedia applications such as Dreamweaver, Fire

Participant: Eric Rochas

GAM 1: Vampire Larp

LepreCon 28's LARP

Begins: FR1900

Location: Suite Pavillion

Live Action Vampire Role Playing Game using Minds Eye Theatre system spanning Friday and Saturday nights. Both experienced and brand new players are invited.

Participants: Bryan Himebaugh, Dave MacPherson

GAM 2: Tooting Your Own Horn

or How to Start Your Own Fan Club

Begins: SA1200

Location: Suite D

It's easy for artists, authors and game designers to have some extra fun through the internet and raise money for future publishing projects. Authors and others on the web have done these very things. Anyone with a product or a cause to promote could do the same. (Same as WRI 19)

Participant: Ken St Andre

GAM 8: Disappointing Deals

Gamers White Elephant Event

Begins: SU1300

Location: Suite A

This will be an opportunity for gamers to bring in their unused games or supplements for the purpose of trading with others. Wheel and deal all you want - but trading only: no money changes hands!

Participants: Rusty Neal, Harley Herrin, Wayne Myers

GAM 9: Art In Gaming

Begins: SA1730

Location: Suite A

This should be a lively discussion of artist's opportunities in the gaming industry. Expect to discuss everything from book covers and box covers to collectible card games. (Same as ART 04)

Participants: Monte Moore, James Reade

GAM 10: Renaissance Costuming In Rpg/Larp

Begins: FR2200

Location: Room 2005

Join us for a "Show and Tell" concerning the use of Renaissance style costuming in fantasy/SF/gaming and tips on how to create simple costumes for the same. (Same as ART 09)

Participants: Randall Whitlock, Frances Burns

FAM 1: How To Grow-Up To Be A Successful Artist.

Begins: FR1430

Location: Suite C

Learn about the steps an artist has to take to create and market their creations. This panel is geared toward helping artistic youth prepare for tomorrow. Our artist Guest of Honor will share his secrets of success with our younger attendees.

Participant: Monte Moore

FAM 6: Dalek Cupcakes.

Begins: SA1300

Location: Room 2005

Design your own dalek of sugary goodness, then Extermin-ATE it! Help to cast the Dalek Invasion of your stomach.

Participants: Bill Bishop, Paul Tanton, Local Guest of Honor James Reade may drop in as well!

FAM 8: Face Painting.

Begins: SA1600

Location: Room 2013

Animal, plant, or mineral; prepare to becoming a living canvas. (Same as ART21)

Participant: John Wheeler

MED 1: Film & TV: Getting in and Staying in

Begins: SU1100

Location: Suite B

Participants: Peter David, Daryl Mallett, Dave Davies, Joe Formichella, Wolf Forrest

MED 2: Extra!Extra!: Is being an extra in the film/tv industry really worth it?

Begins: SA1300

Location: Suite D

How do you get in? What are the job duties? Does anyone ever "move up" from being an extra? What does it pay? What skills (if any) are required?

Participants: Ron Walker, John Vornholt, Adrienne Foster, Daryl Mallett

MED 4: Star Wars vs Star Trek

My Universe is Better Than Yours

Begins: FR2030

Location: Suite A

Where would you rather live, in a galaxy far far away or on the final frontier? Would you like to sip a latte in San Francisco then Gumbo in New Orleans that evening or would you rather bullseye a womp rat at 30 meters? Come with shields raised and s-foils locked.

Participants: David Williams, Hugh Gregory, Randall Whitlock, Doranna Durgin, John Vornholt, David B. Coe

MED 5: David Ayres

A Demonstration of SFX Makeup

Begins: SA1430

Location: Room 2005

David Ayres, a professional movie makeup specialist who resides here in the valley will give a demonstration of special effects makeup. (Same as ART10)

Participant: David Ayres

SOC 6: Dead Lawyers

The Future of Lawyering

Begins: FR2200

Location: Suite E

Not to be confused with actual future legal issues, like who owns a cloned cell or plagiarism on the internet — this panel will be a discussion of what the practice of law might become in the brave new world.

Participants: Marc Siegel, Bill Bishop, John Wright

DESTINATIONS

Art Show

We are proud to announce Monte M. Moore as our Artist Guest of Honor. Our local Artist Guest of Honor is James G. Reade. We are planning a guided tour of the art show hosted by Monte M. Moore and James G. Reade at about 9 PM on Friday. Check your pocket program for exact time.

Once again, LepreCon will offer fans the best of science fiction and fantasy art. We will be located in Salons A, B and C of the convention center.

Artists that have reserved space: Ruth Thompson, Larry Vela, Nene Tina Thomas, Mary Hanson-Roberts, Lela Dowling, Theresa Mather, Betsy Mott, James T. Wappel, L. A. Williams, Robert Ross, Lubov, Alan Gutierrez, Gus Talbott, Ellisa Mitchell, Katrine Cady, R. Merrill Bollerud, Brett Bass, Sylvana Anderson and many more old favorites.

New artists that have reserved space: C. H. Morgan, Cathy Wappel, R. Stephen Adams, Maggie Hogarth, Sarah Coviello, Susan Landerman, Grant Fuhst, Karen Wallo and Fernando Molinari.

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

The Art Auction will be held at 1 PM on Sunday, check the pocket program for location. Pieces with three or more bids will go to the voice auction and buyer pickup will be after the auction.

This year we will be featuring a print shop-an area for artists to sell multiple prints of some of their more popular work. Come in and purchase some of your favorite prints.

We will accept Visa, MasterCard, Discover and American Express as well as cash and checks.

Come in early and often to feast your eyes on all the wonderful work presented by our artist friends. We're looking forward to seeing you there! - Ray Gish

Art Show Hours

Friday: 12 Noon - 10 PM
Saturday: 10 AM - 7 PM
Sunday: 10 AM - 12 Noon
Art Auction: Sunday 1 PM

Computer Gaming

Relax, my young Padawan. Carefully unpeel your hand from the joystick and breathe. Let the Force flow into you, and through you. Breathe in, breathe out. Feel better? Good. ***Let the mass destruction begin!***

Here is a sampling of the games we will have in the Computer Rooms:

- The Half Life Series:
Half Life, Counter Strike, Day of Defeat, Opera, and Team Fortress Classic.
- Unreal Tournament
- Quake 3
- Red Faction
- Return to Castle Wolfenstein

- Jedi Knight 2
- Aliens vs. Predator 2
- Tribes 2
- Ghost Recon
- Serious Sam 1 + 2
- Medal of Honor Allied Assault
- Rune – Hall of Valhalla



Dealer's Room

As usual, we have scoured the known universe for vendors. Please support them.

- Massoglia Books
- GNP / Crescendo Records
- Phoenix Filk Circle
- Fantasy Past, Present, Future
- Fo' Paws Productions
- Nighthawk Studios
- The Master Gamer
- Hagar's Stuff
- K&K - Helga's Kin
- Graf-fiti Creations / Monsters and Mayhem
- GoH Monte M Moore
- Felitaur Enterprises
- Genre Books
- Moebius Enterprises
- Lady Silver

There will also be Autograph Sessions in the Dealer's Room throughout the Con.

Dealer's Room Hours

Friday: 2:00PM - 7:00PM
 Saturday: 10:00AM - 6:00PM
 Sunday: 10:00AM - 4:00PM

Gaming Room

Tables will be open for twenty-four hours, Friday through Sunday in the Ventanas Room. Scheduled games include Mordeheim, D&D, Hackmaster, Tribe 8 and many others. More games will be scheduled as the convention progresses, and tables will be available for unscheduled gaming.

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DESTINATIONS

Security

The Security staff is present to help make your convention experience as pleasant and safe as possible. We act as a buffer between you and the hotel security staff, but we are not a police force and will not be acting as one. Please use common sense and we will all have an enjoyable weekend.

The Rules:

1. No real or realistic firearms will be allowed.
2. All bladed weapons must be peace bonded.
3. No glass containers around the pool area. Plastic cups are available from the Consuite.
4. All parties must be registered with Security prior to 8PM on Friday or Saturday.
5. The badge remains the property of the convention until the convention ends.
6. Membership may be revoked at the discretion of the convention.
7. We reserve the right to refuse or revoke membership.

As always, we will need volunteers to help with security. If you are interested, please contact the Head of Security.

Velavision

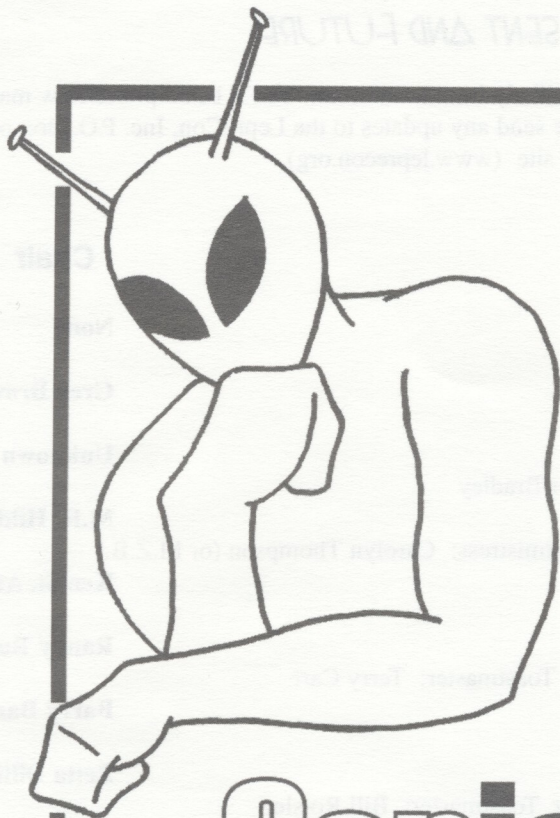
Velavision is known at local Arizona Science Fiction conventions for their videotaped on-site newscasts. These very popular video newsreels show live interviews with convention guests, original animation, short subjects, how-to demos involving art and costuming and of course video overviews of past conventions. A favorite topic, usually covered in depth by the Velavision crew, is the convention masquerade, a pageant showcasing the talents of both amateur costume designers and also those modeling their costumes.

Junk Box Wars, the latest challenge from Velavision based on the cable TV show Junkyard Wars but on a smaller scale. Contestants must overcome a challenge by building small contraptions from a box full of junk, then compete against other teams in solving the problem. Prizes will be given.

Animation Showcase; anyone that would like to show their work on Velavision during the convention are invited to provide Velavision a copy of their animation for viewing at the convention during Velavision broadcasts. Submissions must be in NTSC or IBM compatible format, submission deadline is 30-April-2002. For more information go to www.velavision.com or email Velavision.

Video Room

This year we have a suite with two rooms, so we're running two tracks of video entertainment. The first, will be a Peter David Film Festival, celebrating our author guest of honor, and the second will have a Star Wars theme, getting everyone in the mood for Episode II. We'll also have some bloopers, sleepers, and parodies to lighten things up. We're sure everyone will find something they'll be interested in. There will be monitors in front of the Suite, so you can see what's playing at all times, and a printed schedule as a reminder for show times. We'll have popcorn in the area, but the Con Suite will be just down the hall!



*Something new
is coming to San Diego...*

Conjecture

October 18-20, 2002
Mission Valley DoubleTree
San Diego, CA

GUEST OF HONOR:
Steven Brust

(Author; musician; all-around talented guy.)

Come join us for our first convention!

*Panels, readings, filking, gaming, masquerade, art show,
dealers room, and other things interesting & fun!*

Memberships \$30 'til 7/1/02, \$40 at the door.

Hotel Rates: \$119/night (Single-Quad); free parking

Postal mail: PO Box 927388, San Diego, CA 92192

E-mail: info@conjecture.org Web: www.conjecture.org

(Or see us at Westercon, Coppercon, and other cons around the Southwest!)

LEPRECONS - PAST, PRESENT AND FUTURE

Note: This list has not been easy to put together. It is still incomplete and likely has some errors. You'd be surprised how many older program books fail to mention the dates, the hotel or even the chair. Please send any updates to the LepreCon, Inc. P.O. Box or to leprecon@leprecon.org. This list will be maintained at the LepreCon Web site (www.leprecon.org).

Con Name	Dates, Hotel, Guests	Chair
LepreCon 1	March 14-16th, 1975, Quality Inn, Phoenix AZ GoH: Larry Niven, Toastmaster: Bruce Pelz	None
LepreCon 2	March 19-21st, 1976, Ramada Inn, Phoenix AZ GoH: Roger Zelazny, Toasmaster: F.M. Busby	Greg Brown
LepreCon 3	March 18-20th, 1977, Grand Canyon AZ GoH: Robert Silverberg, Toastmistress: Marion Zimmer Bradley	Unknown
LepreCon 4	March 17-19th, 1978, Los Olivos Hotel, Phoenix AZ Pro GoH: Poul Anderson, Fan GoH: Fred Haskell, Toastmistress: Carolyn Thompson (or M.Z.B.)	M.R. Hildebrand
LepreCon 5	May 1979, Quality Inn, Phoenix AZ Pro GoH: Ian Ballantine, Fan GoH: Skip Olsen	Ken St. Andre
LepreCon 6	Cancelled -- May 2-4th, Hyatt Regency, Phoenix AZ Pro GoH: Gordon R. Dickson, Fan GoH: Milt Stevens, Toastmaster: Terry Carr	Randy Rau
LepreCon 7	1981, Caravan Inn, Phoenix AZ Artist GoH: Alicia Austin, Fan GoH: Bruce Miller	Barry Bard
LepreCon 8	1982, Caravan Inn, Phoenix AZ Artist GoH: Goerge Barr, Fan GoH: Jan Howard Finder, Toastmaster: Bill Rotsler	Zetta Dillie
LepreCon 9	May 20-22nd, 1983, Ramada TowneHouse, Phoenix AZ Artist GoH: Frank Kelly Freas, Author GoH: Jack Williamson, Fan GoH: Elayne Pelz, TM: Bill Rotsler	Terry Gish
LepreCon 10	April 20-22nd, 1984, Hyatt Regency, Phoenix AZ Artis GoH: Real Musgrave, Author GoH: C.J. Cherryh, Fan GoH: Sleepyhawk Simila	Pati Cook
LepreCon 11	April 5-7th, 1985, Hyatt Regency, Phoenix AZ Artist GoH: Lela Dowling, Author GoH: G. Harry Stine/Lee Correy, Fan GoH: Roy Tackett	Clif Baird
LepreCon 12	May 29th-June 1st, 1986, Location Unknown Artist GoH: Kim Poor, Author GoH: Jo Clayton, Fan GoH: Peggy Crawford, Sp G: Jennifer Roberson	Terry Gish
LepreCon 13	June5-7th, 1987, Phoenix Hyatt Regency, Phoenix AZ Artist GoH: Phil Foglio, Author GoH: Raymond Feist, Fan GoH: Susan Potter	Sam Stubbs
LepreCon 14	1988, Phoenix Hyatt Regency, Phoenix AZ Artist GoH: Alan Gutierrez	Eric Hanson
LepreCon 15	1989, Phoenix Hyatt Regency, Phoenix AZ Artist GoH: Richard Hescox, Author GoH: Chelsea Quinn Yarbro, Fan GoH: Sue Thing	Sam Stubbs
LepreCon 16	April 13-16th, 1990, Phoenix Sheraton, Phoenix AZ Artis GoH: Jim Fitzpatrick, Author GoH: Rick Cook, Fan GoH: Cristi Simila	Unknown
LepreCon 17	May 3-5th, 1991, Safari Resort, Scottsdale AZ Artist GoH: Rowena Morrill, Author GoH: Carole Nelson Douglas, Author Guest: Melinda Snodgrass, Local Artists: Deb Dedon & Earl Billick	Dave & Kim Hiatt
LepreCon 18	March 27-29th, 1992, Celebrity Hotel, Phoenix AZ Artist GoH: Liz Danforth, Author GoH: Michael Stackpole	Eric Hanson
LepreCon 19	June 4-6th, 1993, Camelview Resort, Scottsdale AZ Artist GoH: Sue Dawe, Author GoH: S.P.Somtow, Local Artist: Katrine Cady	Doug Cosper
LepreCon 20	Cancelled -- May 1994	Pati Cook
LepreCon 21	May 26-29th, 1995, Francisco Grande Hotel, Casa Grande AZ Artist GoH: Laura Brodian Freas, Author GoH: D.C. Fontana, Special Spouse GoH: Frank Kelly Freas, Special Artist GoH: Nancy Strowger, Science Guest: Charles "Les" Johnson, Filk: Barry & Sally Childs-Helton	Dave & Kim Hiatt
LepreCon 22	May 17-19th, 1996, Francisco Grande Hotel, Casa Grande AZ Artist GoH: Bob Eggleton, Author GoH: Tracy Hickman, Local Artist GoH: Liz Danforth, Media GoH: Mojo, Toastmaster: Mike Stackpole, Filk: Mitchell & TJ Burnside Clapp	Jay Patton

LepreCon 23	May 16-18th, 1997, Francisco Grande Hotel, Casa Grande AZ Artist GoH: Kevin Ward, Author GoH: Dave Wolverton, Local Artist GoH: Leslie D'Allesandro Hill, Media GoH: George Johnsen	Charles Jarvis
LepreCon 24	May 15-17th, 1998, Francisco Grande Hotel, Casa Grande AZ Artist GoH: Janny Wurts, Author GoH: Tim Powers, Media GoH: Marc Scott Zicree, Sp G: Don Maitz, Local Artist GoH: C.F. Yankovich, Filk Guests: Jeff & Maya Kaatherine Bohnhoff	Ray Gish
LepreCon 25	May 14-16th, 1999, Holiday Inn Sunspree Resort, Scottsdale AZ Artist GoH: Michael Whelan, Author GoH: Larry Niven, Local Artist GoH: Robert Peacock, Filk GoH: Lynn Gold	Pat Connors
LepreCon 26	May 22-24th, 2000, Holiday Inn Sunspree Resort, Scottsdale AZ Artist GoH: Lubov, Author GoH: John DeChancie, Local Artist GoH: Larry Vela, Filk GoH: Marilyn Miller	Dave Hungerford
LepreCon 27	May 18-20th, 2001, Holiday Inn Sunspree Resort, Scottsdale AZ Artist GoH: Stephen Hickman, Author GoH: Michael A. Stackpole, Local Artist GoH: Robert Ross, Music Guests: Echo's Children	Mark Boniece
LepreCon 28	May 17-19th, 2002, Embassy Suites Phoenix North, Phoenix AZ Artist GoH: Monte M Moore, Author GoH: Peter David, Music Guests: Jeff & Maya Kaatherine Bohnhoff	Lee Whiteside
LepreCon 29	May 16-18th, 2003, Embassy Suites Phoenix North, Phoenix AZ Artist GoH: Larry Elmore, Author GoH: TBA, Local Artist/Author GoH: Madame M., Media Technical Guest: Richard Coyle, Music Guests: TBA	Shahn Cornell
LepreCon 30	Dates, Hotel & Guests TBA	Mark Boniece

LEPRECON29

May 16 - 18 2003

Embassy Suites Phoenix North

(I-17 & Greenway Rd.)

Artist Guest of Honor : Larry Elmore

(Artist for DragonLance, Forgotten Realms)

Author Guest of Honor: To Be Announced

Local Artist/Author Guest: Madame M

Media Technical Guest: Richard Coyle

(Movie Prop Designer)

Music Guests: To Be Announced

Memberships \$20.00 at Leprecon 28

Room Rates: \$89.00 S/D, \$99.00 T/Q (plus tax)

A made-to-order breakfast and a daily happy hour!

www.leprecon.org/lep29

Info: lep29@leprecon.org

Clubs and Other Organizations Participating in LepreCon 27

CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC. (CASFS)

Non-profit corporation that puts on CopperCons, HexaCons, and occasional regional cons, and publishes *ConNotations*. Meets at 8pm on the last Friday of each month in January thru September and the second Friday in October, November and December at JB's Restaurant, 2560 W. Indian School in Phoenix, AZ.

Write PO Box 62613, Phoenix, AZ 85082-2613, Email: info@casfs.org,
WWW: <http://www.casfs.org>

PHOENIX JAPANIMATION SOCIETY

Local chapter of Japanimation/general animation oriented fans - meets monthly. Call Tom Perry at (602) 996-2196 or write 3241 E. Altadena, Phoenix, AZ 85028.

LEPRECON, INC.

Puts on the annual art-oriented science fiction convention LepreCon. Meetings are quarterly on the second Saturday of February, May, August & November unless otherwise notified. Info: LepreCon, PO Box 26665, Tempe, AZ 85285
Phone: (480) 945-6890. E-mail: info@leprecon.org
WWW: <http://www.leprecon.org>

THE SOUTHWEST COSTUMER'S GUILD

The Southwest Costumers Guild is a loose organization of persons interested in all facets of historical, cultural, science fiction, fantasy, and humor costuming. SWCG is Arizona's chapter of the International Costume Guild.

Write to: PO Box 39504, Phoenix AZ 85069

E-mail: randwhit@aol.com

WWW: <http://members.aol.com/souwesgld/guild.html>

T.H.E.M.

T.H.E.M. is ASU's science fiction and fantasy club. Weekly meetings are held in the Memorial Union Thursdays at 5:30 pm. For more info, search them out with the new semester starting, email them@asu.edu, or see their web page at www.asu.edu/studentprgms/orgs/them/

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Full Consuite

There will be special Thursday, July 25, events and prizes available only to those who pre-register. Gaming starts at 10:00 AM on Friday, July 26 and runs NON-STOP until Sunday, July 28 at 3PM

Membership Rates:

\$20 until 06/25/2002; **\$25 at the door**

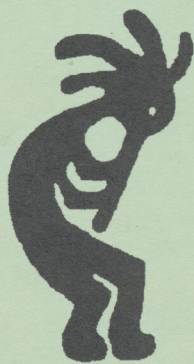
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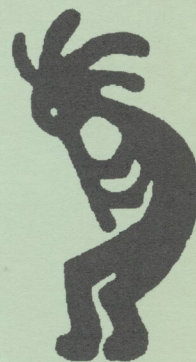
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Contact us at:

HexaCon 12
PO Box 62613
Phoenix AZ 85082
Phone/FAX (602)973-2341
Email: hex12chair@casfs.org
Webpage: www.casfs.org



Arizona in 2004 Westercon 57 Bid July 2-5, 2004



Arizona has not had a WesterCon since 1992 and we are EAGER to host another one. We've hosted many different conventions, from WorldCon (1978) to WesterCons (1982, 1988, 1992) to World Fantasy Cons (1985, 1991) and World Horror Cons (1994, 1998), three regional conventions per year, and lots of experience on regional conventions throughout the West. Now it is time for us to host another Westercon but we cannot do it without YOU. Please support our bid for the 2004 Westercon. By becoming a member of the bid you can make your voice heard.

Pre-supporting memberships: \$10

Friend of the Bid: \$50 - Includes voting fees at the 2002 Westercon and, if necessary, a supporting membership in the LA 2002 Westercon

Bid Sponsor: \$100 - Includes all privileges of Friend of the Bid as well as free attendance, if desired, at the Locus Banquet when we win.

There will be a graduated scale of conversion to full membership in the Arizona 2004 Westercon depending on the level of pre support.

Check our website at www.az-sf.org for more details.

We also are looking for fans and/or professionals interested in supporting the bid by being an active member of the bid committee.

Please contact us at Arizona in 2004, PO Box 67457, Phoenix AZ 85082,
Email: info@az-sf.org

Craig Dyer at (602) 973-2341 - Email: chair@az-sf.org

or

Mike Willmoth at (480) 945-6890 - Email: mwillmoth@compuserve.com