

Chicon IV



Progress
Report
Two

REINHOLD 81 ©

Chicon IV



Progress Report Two

July
1981

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THE NEWSPAPER OF THE SCIENCE FICTION FIELD

14TH YEAR OF PUBLICATION

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In its monthly issues, *LOCUS* covers the science fiction field completely. For professionals, there are up-to-date market reports, news of editorial changes, stories on sales, and various columns on the craft of writing. For readers, complete lists of sf books published, reviews, media notes, forthcoming books, upcoming conventions, convention reports, contents of forthcoming anthologies and magazines, reader surveys, *LOCUS* Awards and much more.

Isaac Asimov: "There is no way, for anyone fascinated by science fiction, to get out of reading *LOCUS*. It is the *Time* magazine and Walter Winchell of the field. It misses nothing, tells everything, keeps you abreast and in the swim, and I wouldn't be without it.—And I won't be for I have put down the money for a lifetime subscription."

Ben Bova: "*LOCUS* is the science fiction newsletter. No one who is interested in the field should be without it."

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Arthur C. Clarke: "*LOCUS* is the only periodical I read from cover to cover—including adverts!"

Fritz Leiber: "*LOCUS* has been both a pioneering publication and a consistently high performer. This little magazine sets the standards for accuracy and scope in its reporting of the news in the science fiction and fantasy publishing fields, and for level-headed interpretation of that news. I read it regularly."

Michael Moorcock: "As one who is notorious for his dislike of the social aspects of the SF world, I can say fairly that *LOCUS* is the only journal I know which retains a clear-sighted and impartial perspective on it. It's the only

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The New York Times: "Anyone whose interest in SF extends beyond reading it to wanting to read about it should be aware of *LOCUS*."

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Robert Silverberg: "*LOCUS* is indispensable."

Theodore Sturgeon: "Anyone who is remotely interested in the many aspects of SF must—I said *must*—be, or get, familiar with *LOCUS*."

Peter Straub: "I think it's the most *pertinent* magazine I get, and I'm very grateful that I subscribed."

The Wall Street Journal: "... the science fiction trade magazine ..."

Roger Zelazny: "For professionals and devotees alike, *LOCUS* is the world's most important publication about science fiction."

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			\$28.50/yr Overseas (air mail)

All subscriptions are payable in U.S. funds. Canadians, please use bank or postal money orders. Institutional subscriptions are the only ones we will bill.

Enclosed is: \$ _____ New Renewal Sample Copy—\$1.50

Name _____

Street or Box No _____

City _____

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CH-2

Chicon IV

The 40th Annual World Science Fiction Convention
Hyatt Regency Chicago • September 2-6, 1982 • Chicago, Illinois

Co-Chairmen* Larry Propp and
Ross Pavlac
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Pascal J. Thomas
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75005 Paris
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18-86 Broadway
Toronto, Ontario
Canada M4P 1T4

Mailing Address: P.O. Box A3120, Chicago, IL 60690

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*P.S., It's all Ronn Foss' & Jan Trenholm's fault!

Advertising Information

Progress Report Schedule:

We are planning to have three more Progress Reports before the convention. Their schedule is as follows:

	Ad Closing Date	Mailing Date
Progress Report 3	November 1, 1981	January 1, 1982
Progress Report 4	March 1, 1982	May 1, 1982
Progress Report 5	June 1, 1982	August 1, 1982
Program Book	June 1, 1982	At the convention

Progress Report 5 will be mailed first class (air mail overseas) just before the convention.

Our Program Book will be distributed to attendees at the convention and mailed to those members who do not attend. The rates and schedule for advertising in the Program Book will be published later.

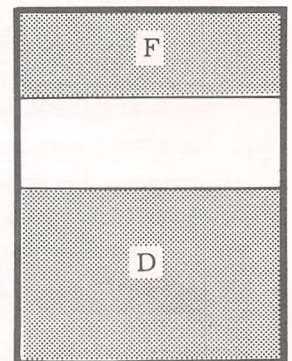
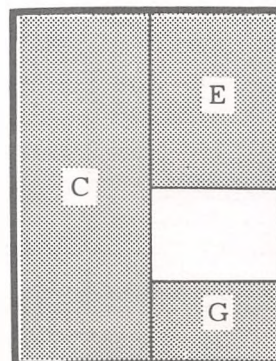
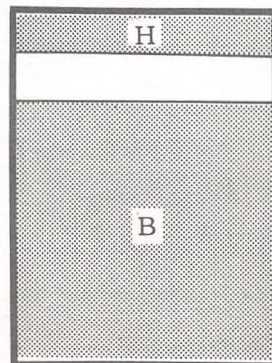
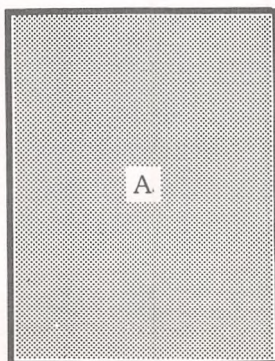
Rates for Progress Reports 3 and 4 only:

	Image Area (width by depth)	Fan Rate	Pro Rate
A Full Page	7½"×10"	\$70.00	\$155.00
B ¾ Page	7½"×7½"	60.00	130.00
C ½ Horizontal	7½"×4¾"	50.00	100.00
D ½ Vertical	3½"×10"	50.00	100.00
E ¼ Horizontal	7½"×2¼"	35.00	75.00
F ¼ Vertical	3½"×4¾"	35.00	75.00
G ⅛ Horizontal	7½"×1"	20.00	50.00
H ⅛ Vertical	3½"×2¼"	20.00	50.00

All ads are printed in black and white. Please write if you require information on color advertising or inserts.

If available, the inside front and back covers are \$95.00 Fan Rate and \$240.00 Pro Rate, with the back cover at \$120.00/Fan and \$310.00/Pro.

Classified Ads: This is the least expensive way to get your message before the most people. The rates are 12¢ a word, with a \$2.40 minimum.



The first word and up to 2 other specified words will be in boldface. Extra boldface is 3¢ extra per word.

Fan Rate: The fan advertising rate applies to enterprises that do not support more than one full-time person (or equivalent). Payment is required before ad closing date. If you are unsure whether the fan rate applies to you, please write and describe your situation.

Commission and Discounts On Pro Rate: 15% of gross allowed to recognized advertising agencies on space and position. No commission allowed on production charges. 5% discount if payment is received with the ad. If billed, all ads are net 30. There will be a 1.5% late fee per month on all bills not paid after 45 days. Special discounts are available for advertising in 2 or more of our publications. Write for details.

Acceptable Reproduction Material: Screened velox prints, 110 screen maximum. Offset negatives. Camera-ready copy. Scotchprints. Reproduction proofs. Stripping and all camera shots will be billed at cost. Mats and letterpress plates are not acceptable.

Circulation: A minimum of 6,000 copies will be printed of each Progress Report. All members of Chicon IV will receive all PRs unless we run out of the early issues for the late joiners and reprinting is not feasible.

Chicon IV reserves the sole right to determine whether an ad falls into the "pro" or "fan" category. We also reserve the right to reject any advertising.

Address all correspondence regarding advertising to Stuart C. Hellinger, c/o Chicon IV.

Toastmaster

Marta Randall

by Terry Carr

Marta Dolores Randall was born a month early, in Our Lady of Conception Lying-In Hospital, Mexico City, in 1948. She says she hasn't made a deadline since. Her mother is Lebanese, her father *gringo*. They moved to the San Francisco Bay area when Marta was two, and she has lived there ever since.

Her first story, "Smack Run," was published in *New Worlds* 5 (1973) under the name Marta Bergstresser. Marta and her husband were later divorced, and she published all of her subsequent fiction as Marta Randall. Her short fiction has appeared in *New Dimensions* (when Robert Silverberg was the editor), *Universe*, *F&SF* and others. Her novels include *Islands* (1976), *A City in the North* (1976), *Journey* (1978), *Dangerous Games* (1980) and the forthcoming *Cherek*, her first fantasy novel (the title may be changed). She works as office manager for a patent lawyer and is also vice president of Science Fiction Writers of America, Inc. Marta became editor of *New Dimensions* with #11.

So much for the official data. Who is she, this bright young star out of the west who will be regaling you with one-liners and insulting all the pros (except me) at the Hugo ceremonies? She's dark-haired, trim, vivacious, smart, attractive, short and fierce. (The latter is her own claim; actually she has a heart as hard as avocado souffle. She keeps it on a wall and throws darts at it.) She owns her own home with some help from 17 banks, none of them in Switzerland; she drives a Mazda RX-III with racing



tires and has named it Clint. She's an excellent driver and plays lousy tennis.

She's also a mother. Her son, Ricky, is currently 14 and knows more about science fiction writers than you do; but don't ask him for sleazy gossip, because he'll only smile and flash the payoff money he gets from all the local pros.

Marta's first SF convention was the 1968 Worldcon, but her reason for attending wasn't exactly fannish: she was tape-recording speeches

for radio station KPFA, where she worked as a volunteer and learned a lot about talking to a faceless audience. Subsequently, as she delved more and more into science fiction, she found herself speaking on convention programs—to actual faces now, or at least to a lot of Darth Vader masks. She was Toastmaster at the 1979 Westercon, where she wore a full tuxedo and underlined the jokes by sounding a Harpo Marx horn. She has class.

Her writing is classy too; she has an excellent grasp of plot and structure, a good ear for words and speech rhythms, and a talent for characterization. Her first novel, *Islands*, became a 1977 Nebula nominee, and her *F&SF* novella "Dangerous Games" was a Nebula nominee this year.

You can expect her to run a tight ship at the awards ceremonies: Marta's an efficient lady. She also has a perverse streak of silliness, so don't be surprised if some things don't seem exactly normal. No one has ever called Marta Randall normal.

General Information *****

MEMBERSHIPS

Membership Types

We have two types of memberships: attending and supporting. A supporting membership receives all general publications and votes in the 1984 site selection and the 1982 Hugo awards. An attending member gets all that plus the right to attend Chicon IV.

Attending Memberships

7/1/81 through 12/31/81..... \$40 U.S.
1/1/82 through 7/15/82..... \$50 U.S.
At The Door..... Higher

Supporting Memberships

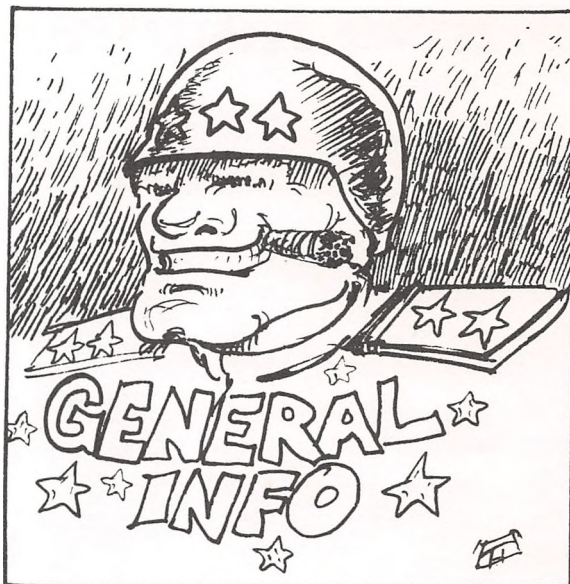
You can become a supporting member of Chicon IV for \$15 until July 15, 1982, the deadline for new supporting memberships. Note that a presupporting membership in the Chicago in '82 bid committee is not a supporting membership.

To Convert Supporting Memberships

If you voted in the 1982 site selection, you're already a supporting member. Your conversion will cost the current attending fee minus \$7.50 U.S. If you didn't vote, but are a supporting member, it'll cost the current attending fee minus what you paid for your supporting membership.

Membership Refunds

We can't refund your membership, but we can transfer it to someone else before July 15, 1982. Transfers will be honored only upon written notice from the original member.



Fannish Names

We'll send your mail any way you want, but, because the Post Office doesn't always remember fannish names, we'll send it in care of your real name. If you register with a fannish name, your convention badge will be in the fannish name only, unless you tell us differently.

Children's Memberships

Children attending functions or wandering around alone must have full attending memberships. Children accompanied by an adult at all times won't need separate memberships. Babysitting will be available for a fee.

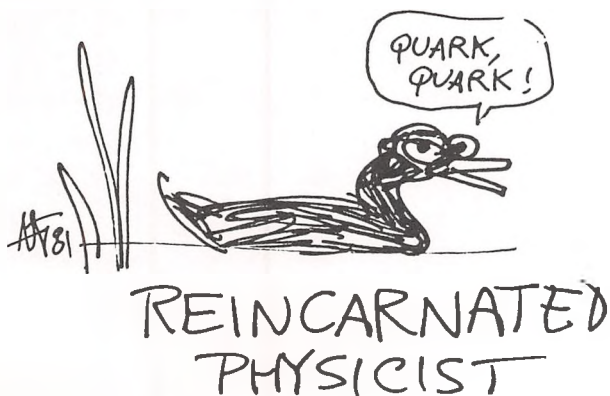
Moving

Please notify us before you move, if possible. Send all address changes or questions regarding registration to:

Linda Hanson
Registration Dept.
c/o Chicon IV

HOW TO WRITE TO CHICON

An amazing variety of media can be used to send messages through the mail, but please restrict yourself to paper and pen or typewriter, used as legibly as possible. Linda Hanson, our Registrar, would love to register you, if only she can read your name. If you type or print, you stand a better chance of not being Joe



Blkjytr on your con badge. (If, of course, you want to be Joe Blkjytr, that's a different matter.)

Please put your full address on all correspondence to us. Include your membership number, which gives our computerized files a clue as to which Joe Blkjytr you are. All of our mail is marked:

ADDRESS CORRECTION REQUESTED
FORWARDING AND RETURN
POSTAGE GUARANTEED

Don't depend on the Post Office to send us your new address (it doesn't most of the time). Please, SEND US YOUR NEW ADDRESS, before you move if possible. We will remail anything bounced back to us, but not until we know your correct address and which PR's (if any) you are missing.

PR mailings are expensive. We are still waiting for non-profit status from IRS, so it looks like PR2 will be mailed commercial bulk rate.

If you are just joining us, you will receive a copy of PR1, but we'll wait until we have at least 200 to mail (that being the minimum for commercial bulk rates). All new members will get a postcard ASAP by first class mail, telling them their membership has been received.

Contrary to popular opinion, your letters to us do not get filed automatically in the Chicago Sanitary Landfill. Our new Mail Room Chief, Rich Curth, picks up mail at a minimum of twice weekly, more often as the loads get bigger. He assigns a file number to each piece. Registrations go directly to Linda, our Chicon IV Registrar. Everything else received is photocopied, the originals are filed, and the photocopies go to each department referred to in the letter; our Co-Chairmen, Ross and Larry, get a copy of everything.

If your letter needs a reply, the department involved is responsible for sending one. It goes through Rich Curth, who copies the reply for his files and sends you the original. If your letter is of general interest, we may want it for the fanzine *Cons and Shell Games*. If you don't want your letter quoted therein, please mark it DNQ.

LOST FANS

HELP FIND LOST FANS! We don't have current addresses for these Chicon IV members. If your name is on this list, or if you know the current address for anyone listed here, please write to Linda Hanson, Chicago Registration, c/o the Chicon IV P. O. Box.

- 53 Kathy A. Griffith
- 113 Sara R. Thompson
- 384 Randy Herkelrath
- 508 Barney Neufeld
- 540 Frederick Prophet
- 552 Michael Rightor
- 668 Martin Young
- 699 Doug Andrew
- 827 Bev Clark
- 960 Sharon Fisher
- 1017 Mike Goodman
- 1024 Mark Grand
- 1171 Mary Scott Kennard
- 1090 Lothiriel-Niniel
(Mimi Herrimann)
- 1278 J. J. Mars (Jacque Marshall)
- 1393 Wendy Allen
- 1419 Chris Pettus
- 1487 Deborah Lichtenberg
- 1641 Ira M. Thornhill
- 1684 Robert S. Vankeuren
- 1948 Vito Vitkauskas

CLASSIFIEDS

Doctor Who — New club forming in Midwest. Games, video, discussions, newsletter, DWIN affiliation. For information, SASE to: Disciples of Rassilon, c/o Emma Abraham, 405 N. Wabash #1607, Chicago IL 60611.

— Responsible for my debts only. — Neil Rest

— I'm not responsible either. — Dick Smith

CLASSIFIEDS

Hotel Comparison Chart

	Hyatt Regency 151 E. Wacker Dr.	Executive House 71 E. Wacker Dr.	Radisson 505 N. Michigan Ave.	Chicago Marriott 540 N. Michigan Ave.	Palmer House S. State & Monroe St.
Age	Old tower 7 yrs. New tower completed May '80.	Opened in 1958. Currently remodeling.	Renovated & upgraded in Mar. '80.	Completed May '78.	Opened in 1874. Currently remodeling.
Blocks from Hyatt	NA	less than 2	1½	2	6
Number of Chicon rooms	1900	200	400	200	300
Refrigerator in rooms	A few suites.	All rooms (have freezer & ice trays).	None; some rent for \$25 fee.‡	Some suites. Some rent for \$3.00 a day.‡	In parlors.
Childrens rate in parent's room	Free, up to 18.	Free, up to 18.	Free, up to 18.	Free, up to 18.	Free, up to 16.
Cribs/roll-aways	\$14/\$15‡	\$10/10‡	\$10/\$10‡	Free/\$8‡	Free/\$15‡
Pets	No	No	Yes*	No	No
Wheelchair-accessible rooms	Several	None at present.	Some	Some	Planning to have five per floor.
Water beds	A few.	None	None	None	None
Pool	No	No	Yes	Yes	Yes
Parking lot	Yes, \$8.50 a day.‡	Yes, \$7.50 a day.‡	Yes, not run by hotel, \$7.00 a day.‡	Three lots in back, \$4.75 & up.‡	Across street, \$6.00 a day to guests.‡
Late restaurant closing	At least one 24-hrs.	11:00 p.m.	Deli 'til midnight.	Midnight, room serv. 24 hrs.	Midnight.
Ice & pop machines	All floors.	No ice machines in halls. Vending machines on 6th floor.	All floors.	All floors.	All floors.
Transportation to & from airport	Continental Air Transport (bus).	Continental Air Transport. Other might be arranged.	Continental Air Transport.	Continental Air Transport.	Continental Air Transport. Other might be arranged.
Medical services	Near hospitals. Some staff know CPR. 911**	Near hospitals. 911**	Near hospitals. Some staff know CPR. 911**	Near hospitals. Staff CPR. Oxygen. 911**	Near hospitals. Staff CPR. Doctor on call. 911**

* Owners will be responsible for damage or disturbance caused by pets. The term "Pet" does not include seeing-eye dogs.

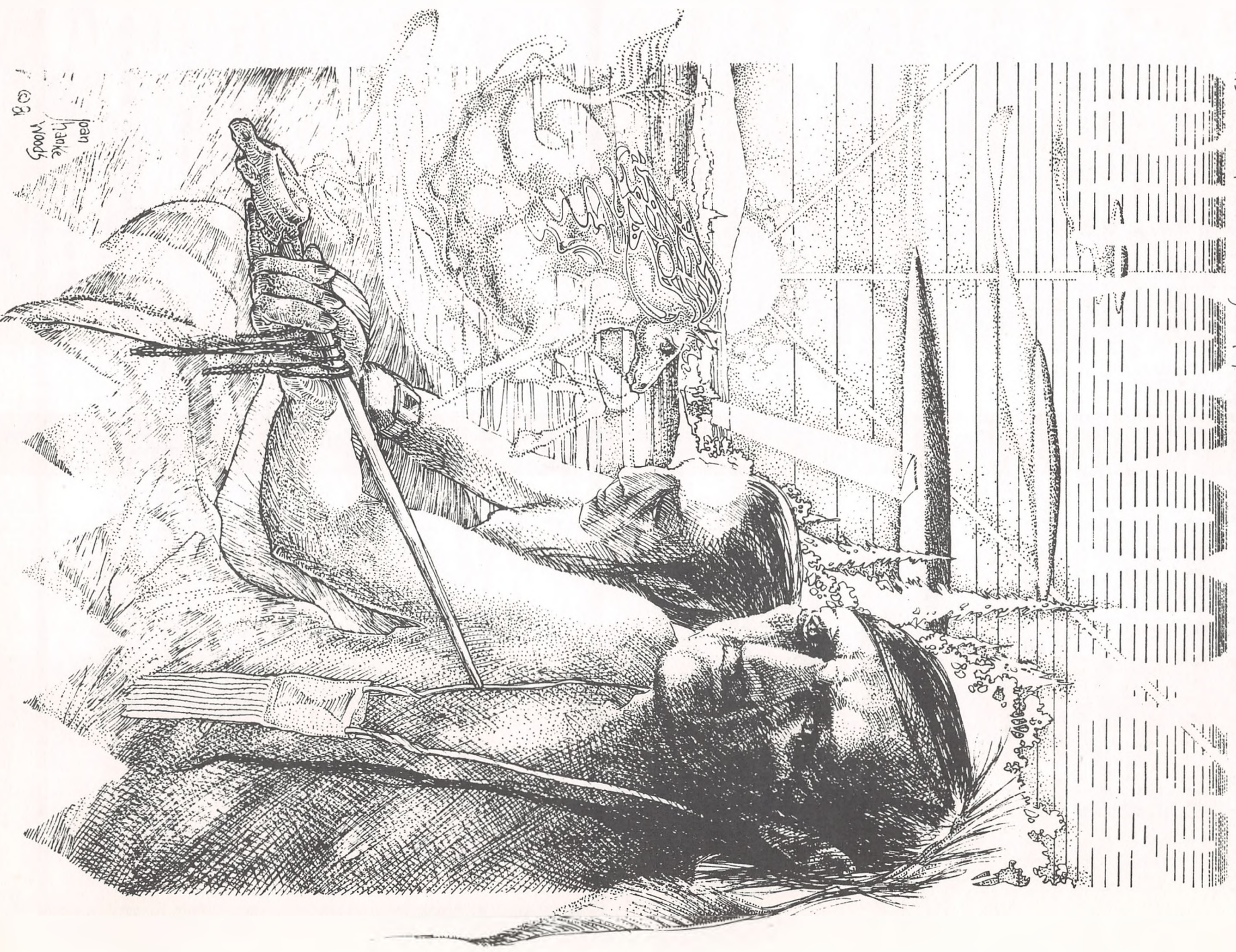
** Emergency number for police, fire, and ambulance.

‡ These rates are standard as of June, 1981. They may have changed by the time of the convention.

For further information, contact Kathyann Meyer, c/o Chicon P.O. Box.

NOTE: The Hyatt Regency Chicago has a different architecture than other hotels in the chain.

... since before the long ships, we await thee...



Joan
Hake
Woods
© 88



ART SHOW

Elizabeth Pearse reports that Chicon IV's art show staff is already working on "the best possible exhibition of the many aspects of SF and fantasy artwork." We have lots of space for art display, and are planning several art auctions.

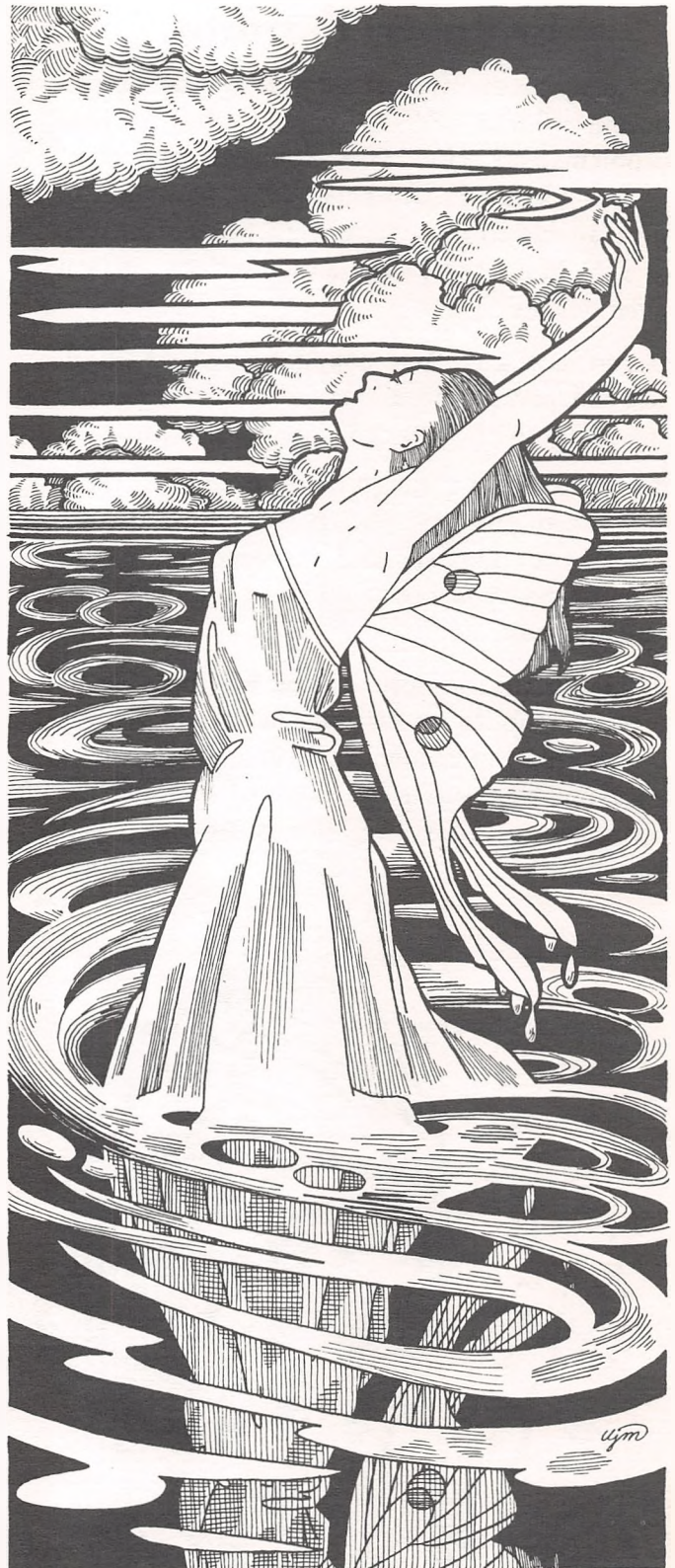
Artwork will be sold primarily by a written bid-sheet system. Each piece will be marked as to which of the auctions it is scheduled for. If the piece has received at least eight written bids by auction time, it will (as they say) go to the block. Otherwise, the piece goes to the last bidder. We hope this system will keep the auctions down to a reasonable length.

Artists, if they wish, will be able to set a "quick-sale" price for their artwork. If a piece has a quick-sale price, it will be sold immediately to anyone willing to pay this price. Also, at the artists' discretion, artwork that did not receive minimum bids before auction will be available afterwards at the minimum bid price.

No one will be allowed to take photographs of artwork without a written release from the artist.

Artists will have to reserve art show space in advance. Art show requirements and procedures will be available later this year. Write to the Chicon IV P.O. Box now and we will send you a special art show information flyer. The art auctions will be conducted by two or three teams of auctioneers, with three people to a team. If you are an experienced worldcon auctioneer and want to volunteer, write to Bob Passovoy c/o the Chicon P.O. Box.

There are several positions still open on the art show staff. If you happen to feel any inclinations toward this worthwhile endeavor (hint hint), write to Elizabeth Pearse c/o the Chicon P.O. Box.



Chicon IV Survey

The only way that a worldcon committee can be responsive to the needs and desires of the members is to know what those needs and desires are. While many of you have taken the time to communicate with us directly, we'd like to get a more over-all idea of what our members consider to be most important to a Worldcon. We'd like you to rate each of these possible features on a scale of 0-5 based upon how important you think it is for a Worldcon to sponsor or provide each item. Some listings have yes/no boxes next to them as well: we'd like you to indicate there whether or not you think you'll actually use such a service at Chicon IV based on your experiences at previous conventions. If you think of something we haven't included, just add it to the list. We have printed the survey twice so you can pull the centerfold and mail it, but still have a copy in your PR. A blank space has been provided for any comments you may have. We intend to compile these results and use them as a guide in planning Chicon IV. Thanks for your help.

- 5 Wouldn't be a Worldcon without it
- 4 Very important to a Worldcon
- 3 Somewhat important to a Worldcon
- 2 Not very important to a Worldcon
- 1 Unimportant to a Worldcon
- 0 Should NOT be a part of a Worldcon

YES: I would attend this item or use this service at Chicon IV

NO: I would NOT attend this item or use this service at Chicon IV

Please circle the appropriate number and check off the appropriate box after each item. If you do not recognize a particular item or service, then just skip it without circling anything.

		Yes	No								
01	Art Show	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
02	Art Auction	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
03	Authors' Forum	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
04	Authors' Luncheons	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
05	Autograph Sessions	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
06	Award Ceremonies	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
07	Awards										
	07.1 Big Heart Award	0	1	2	3	4	5				
	07.2 Campbell Award	0	1	2	3	4	5				
	07.3 First Fandom Award	0	1	2	3	4	5				
	07.4 Gandalf Award	0	1	2	3	4	5				
	07.5 Hugo Awards	0	1	2	3	4	5				
08	Babysitting	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
09	Banquet	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
10	Bulletin Boards	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
11	Cons and Shell Games/ Voice of the Lobster	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
12	Daily Newsletter	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
13	Demographic Studies of Fandom (such as this survey)	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
14	Discussion Groups	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
15	Fan Cabaret	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
16	Filksings	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
17	Films	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	17.1 Amateur Films	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	17.2 Animations	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	17.3 Classics	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	17.4 Non SF/Fantasy Films	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	17.5 Premieres	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	17.6 Recent Features	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	17.7 Serials	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	17.8 Short Subjects	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	17.9 TV Episodes	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
18	Freebie Table	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
19	Games Arcade	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	19.1 Computer Games	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	19.2 Pinball Games	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	19.3 Video Games	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
20	Guest of Honor Book	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
21	Guest of Honor Speeches	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
22	Hospitality Suite	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	22.1 24-hour Con Suite	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	22.2 Con Suite Open Evenings Only	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	22.3 Hard Liquor	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	22.4 Beer, Wine, & Soft Drinks	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
23	Huckster/Dealers Room	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
24	Information Desk	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
25	Masquerade	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
26	Major Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.01 Art Related Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.02 Fannish Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.03 Feminist Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.04 Gay Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.05 Genre SF and Fantasy Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.06 Media Related Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.07 Science Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.08 SF Personalities	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.09 Slide Shows	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.10 Space Program Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.11 War Games Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
	26.12 Writing and Publishing	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
27	Maps and Signs	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
28	Meet-the-Pros Party	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		
29	Membership Cards	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>		

- 30 National Fantasy Fan Federation Room 0 1 2 3 4 5
- 31 Neofan Room (for first-timers) 0 1 2 3 4 5
- 32 Operation Rathole 0 1 2 3 4 5
- 33 Parties 0 1 2 3 4 5
- 34 Proceedings 0 1 2 3 4 5
- 35 Program Book 0 1 2 3 4 5
- 36 Programming Outside the Main Hotel 0 1 2 3 4 5
- 37 Progress Reports 0 1 2 3 4 5
- 38 Radio Tapes 0 1 2 3 4 5
- 39 Repro/Mimeo Room 0 1 2 3 4 5
- 40 Restaurant Guide 0 1 2 3 4 5
- 41 Rooms Set Aside for War/FRP Gamers 0 1 2 3 4 5
- 42 Seminars for Academic Credit 0 1 2 3 4 5
- 43 Sightseeing Information 0 1 2 3 4 5
- 44 Site Selection Presentations 0 1 2 3 4 5
- 45 Smoking/No Smoking Areas 0 1 2 3 4 5
- 46 The Spanish Inquisition (of the next Worldcon Committee) 0 1 2 3 4 5
- 47 Special Art Exhibits 0 1 2 3 4 5
- 48 Special Interest Group Programming 0 1 2 3 4 5
- 48.01 Battleship Galactica 0 1 2 3 4 5
- 48.02 Burroughs Dum Dum 0 1 2 3 4 5
- 48.03 Comics/Comix 0 1 2 3 4 5
- 48.04 Dr. Who 0 1 2 3 4 5
- 48.05 Feminist 0 1 2 3 4 5
- 48.06 Gay 0 1 2 3 4 5
- 48.07 Heyer Tea or Regency Dance 0 1 2 3 4 5
- 48.08 Muster of the Hyperborean Legion 0 1 2 3 4 5
- 48.09 Society for Creative Anachronism 0 1 2 3 4 5
- 48.10 Star Trek 0 1 2 3 4 5
- 48.11 Star Wars 0 1 2 3 4 5
- 48.12 Other _____ 0 1 2 3 4 5
- 49 NASA Exhibit 0 1 2 3 4 5
- 50 Trivia Bowl 0 1 2 3 4 5
- 51 T-shirts (official Worldcon type) 0 1 2 3 4 5

- 52 Video Room 0 1 2 3 4 5
- 53 Workshops 0 1 2 3 4 5
- 53.1 Artists 0 1 2 3 4 5
- 53.2 Costume 0 1 2 3 4 5
- 53.3 Fanzine 0 1 2 3 4 5
- 53.4 Writers 0 1 2 3 4 5
- 53.5 Other _____ 0 1 2 3 4 5
- 54 WSFS Business Meeting 0 1 2 3 4 5

Please list and rate anything you can think of that we left out:

- 55 _____ 0 1 2 3 4 5
- 56 _____ 0 1 2 3 4 5
- 57 _____ 0 1 2 3 4 5

- Have you been to a Worldcon before? Yes/No
- Were you at Noreascon II? Yes/No
- Were you at/Will you be at Devention II? Yes/No
- Did you buy anything at the hucksters/dealers room at your last Worldcon? Yes/No
- If yes, what did you buy?
 - New Books or magazines _____
 - Old books or magazines _____
 - Posters/Buttons/T-shirts _____
 - Gaming Equipment _____
 - Jewelry _____
 - Other (please describe) _____

What was your approximate total expenditure? _____

- Have you ever bid for art at a Worldcon? Yes/No
- If yes, how many pieces? _____
- Have you ever bought art at a regional convention? Yes/No
- Do you like the Noreascon II system of using written bids to put art work into the auction? Yes/No
- Do you like the Midwestern system of an oral auction only? Yes/No
- Have you ever served on a convention committee in a responsible position? Yes/No
- If so, please check the applicable boxes:
 - A) Regional
 - B) Worldcon
 - C) Chicon IV

Please list the things you liked least about your last Worldcon:

Please list your favorite parts of a Worldcon:

COMMENTS

Please use the space below to comment on any of the areas that we have requested comments on in any of our publications, or to say anything else that you'd like to say to us. To refresh your memory, these areas include your experiences with past conventions, your desire (or lack thereof) to work on a convention, your special needs, ideas for program topics, exhibits, or films you'd like to see, as well as any general comments you have on what you want your Worldcon to be. Remember, this is *your* Worldcon, and we won't have done a good job unless *you* enjoy it.

ROOMMATES AND RIDE MATCHING

Please use the following space to give us your listing for the roommate and ride matching columns to be printed in Progress Report Three. Listings **MUST** be received by October 15, 1981, or they won't be printed until Progress Report Four.



Chicon IV

The 40th World Science Fiction Convention

P.O. Box A3120
Chicago, IL 60690

Chicon IV
P.O. Box A3120
Chicago, IL 60690

Chicon IV Survey

The only way that a worldcon committee can be responsive to the needs and desires of the members is to know what those needs and desires are. While many of you have taken the time to communicate with us directly, we'd like to get a more over-all idea of what our members consider to be most important to a Worldcon. We'd like you to rate each of these possible features on a scale of 0-5 based upon how important you think it is for a Worldcon to sponsor or provide each item. Some listings have yes/no boxes next to them as well: we'd like you to indicate there whether or not you think you'll actually use such a service at Chicon IV based on your experiences at previous conventions. If you think of something we haven't included, just add it to the list. We have printed the survey twice so you can pull the centerfold and mail it, but still have a copy in your PR. A blank space has been provided for any comments you may have. We intend to compile these results and use them as a guide in planning Chicon IV. Thanks for your help.

- 5 Wouldn't be a Worldcon without it
- 4 Very important to a Worldcon
- 3 Somewhat important to a Worldcon
- 2 Not very important to a Worldcon
- 1 Unimportant to a Worldcon
- 0 Should NOT be a part of a Worldcon

YES: I would attend this item or use this service at Chicon IV

NO: I would NOT attend this item or use this service at Chicon IV

Please circle the appropriate number and check off the appropriate box after each item. If you do not recognize a particular item or service, then just skip it without circling anything.

		Yes	No				
01	Art Show	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	19	Games Arcade	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
02	Art Auction	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	19.1	Computer Games	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
03	Authors' Forum	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	19.2	Pinball Games	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
04	Authors' Luncheons	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	19.3	Video Games	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
05	Autograph Sessions	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	20	Guest of Honor Book	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
06	Award Ceremonies	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	21	Guest of Honor Speeches	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
07	Awards				22	Hospitality Suite	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	07.1 Big Heart Award	0 1 2 3 4 5			22.1	24-hour Con Suite	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	07.2 Campbell Award	0 1 2 3 4 5			22.2	Con Suite Open	
	07.3 First Fandom Award	0 1 2 3 4 5				Evenings Only	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	07.4 Gandalf Award	0 1 2 3 4 5			22.3	Hard Liquor	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	07.5 Hugo Awards	0 1 2 3 4 5			22.4	Beer, Wine, & Soft Drinks	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
08	Babysitting	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	23	Huckster/Dealers Room	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
09	Banquet	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	24	Information Desk	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
10	Bulletin Boards	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	25	Masquerade	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
11	Cons and Shell Games/ Voice of the Lobster	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26	Major Programming	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
12	Daily Newsletter	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.01	Art Related Programming	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
13	Demographic Studies of Fandom (such as this survey)	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.02	Fannish Programming	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
14	Discussion Groups	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.03	Feminist Programming	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
15	Fan Cabaret	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.04	Gay Programming	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
16	Filksings	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.05	Genre SF and Fantasy Programming	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
17	Films	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.06	Media Related Programming	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	17.1 Amateur Films	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.07	Science Programming	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	17.2 Animations	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.08	SF Personalities	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	17.3 Classics	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.09	Slide Shows	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	17.4 Non SF/Fantasy Films	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.10	Space Program Programming	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	17.5 Premieres	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.11	War Games Programming	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	17.6 Recent Features	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	26.12	Writing and Publishing	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	17.7 Serials	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	27	Maps and Signs	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	17.8 Short Subjects	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	28	Meet-the-Pros Party	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
	17.9 TV Episodes	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>	29	Membership Cards	0 1 2 3 4 5 <input type="checkbox"/> <input type="checkbox"/>
18	Freebie Table	0 1 2 3 4 5	<input type="checkbox"/>	<input type="checkbox"/>			

30 National Fantasy Fan Federation Room	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	52 Video Room	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
31 Neofan Room (for first-timers)	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	53 Workshops	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
32 Operation Rathole	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	53.1 Artists	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
33 Parties	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	53.2 Costume	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
34 Proceedings	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	53.3 Fanzine	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
35 Program Book	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	53.4 Writers	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
36 Programming Outside the Main Hotel	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	53.5 Other _____	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
37 Progress Reports	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	54 WSFS Business Meeting	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
38 Radio Tapes	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Please list and rate anything you can think of that we left out:								
39 Repro/Mimeo Room	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	55 _____	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
40 Restaurant Guide	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	56 _____	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
41 Rooms Set Aside for War/FRP Gamers	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	57 _____	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>
42 Seminars for Academic Credit	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Have you been to a Worldcon before? Yes/No								
43 Sightseeing Information	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Were you at Noreascon II? Yes/No								
44 Site Selection Presentations	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Were you at/Will you be at Devention II? Yes/No								
45 Smoking/No Smoking Areas	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Did you buy anything at the hucksters/dealers room at your last Worldcon? Yes/No								
46 The Spanish Inquisition (of the next Worldcon Committee)	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	If yes, what did you buy? New Books or magazines _____								
47 Special Art Exhibits	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Old books or magazines _____								
48 Special Interest Group Programming	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Posters/Buttons/T-shirts _____								
48.01 Battleship Galactica	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Gaming Equipment _____								
48.02 Burroughs Dum Dum	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Jewelry _____								
48.03 Comics/Comix	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Other (please describe) _____								
48.04 Dr. Who	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	_____								
48.05 Feminist	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	What was your approximate total expenditure? _____								
48.06 Gay	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Have you ever bid for art at a Worldcon? Yes/No								
48.07 Heyer Tea or Regency Dance	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	If yes, how many pieces? _____								
48.08 Muster of the Hyperborean Legion	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Have you ever bought art at a regional convention? Yes/No								
48.09 Society for Creative Anachronism	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Do you like the Noreascon II system of using written bids to put art work into the auction? Yes/No								
48.10 Star Trek	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Do you like the Midwestern system of an oral auction only? Yes/No								
48.11 Star Wars	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	Have you ever served on a convention committee in a responsible position? Yes/No								
48.12 Other _____	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	If so, please check the applicable boxes:								
49 NASA Exhibit	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> A) Regional								
50 Trivia Bowl	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> B) Worldcon								
51 T-shirts (official Worldcon type)	0	1	2	3	4	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> C) Chicon IV								

Please list your favorite parts of a Worldcon:

Please list the things you liked least about your last Worldcon:

Winning the Masquerade

by Joni Stopa

You have roughly a year to go. If you start now, you just might stand a chance of winning the Chicon IV masquerade contest. First, appraise yourself in a mirror. If you are short, dumpy, female and haven't any muscle tone, give up immediately on doing an amazon, a barbarian (they lead rough lives) or any costume that uses tons of transparent fabric all too willing to show what you should be hiding.

The whole point of costuming is to hide flaws and heighten your best features. You stand a better chance as an elderly queen (remember Victoria), an alien, or a female dwarf. For that matter, with the right costume any number of male roles are open to you. Just keep your mouth shut and act "masculine." Peter Pan, for instance, is always played by a female.

The same caveat applies to males. If you are reasonably tall and passably good looking, most roles are open to you. If you sport the ever-popular fannish look (overweight or underweight, with paunch, stooped shoulders and glasses), forget the hero types. There are always Gollum, Frodo and Merlin. It all depends on imagination!

Don't plan a costume that will wow them if and only if you lose 50 pounds and tone up all your muscles at the same time. I only know of this happening once. Bruce Pelz not only lost weight, but also toned up and bleached all his hair gold to do Fafhrd. If you can't accurately typecast yourself, go to a college, high school or amateur theatre group and let the drama coach do it for you!

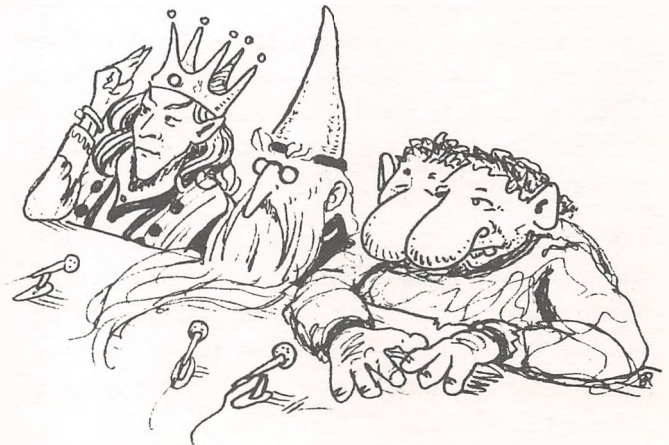
Humorous costumes always get a great hand from the audience. An all-time favorite of mine is Cohen, the Barbarian. He came complete with paynim and dressed as a Hassidic Jew with a lot of heavy jewelry. The crowning touch was his pike, holding four bagels! Humor is often overlooked or overdone. Done well, it's a quick way to win—emphasis on the

quick. Longish playlets fall on their faces; good humor takes only a few seconds.

Besides humor, other categories are: Best SF (you see few competitors here), Best Fantasy, Most Accurate, and Most Beautiful (everyone tries for that one, and most fail by a long shot). Judges sometimes make up categories to suit a particularly good costume.

The most misunderstood category is Best Presentation. This category was invented at the first Discon. The first winning group was the toned-up Fafhrd, the Grey Mouser, and Sheelba. Fafhrd carried a broadsword and stood in the middle, legs astraddle; the others stood behind him. Before anyone had time to think, the sword was making circles over Fafhrd's head and came down on a block of wood. Then they exited. The whole thing lasted only seconds. Not only were the costumes good, but the gesture emphasized the nature of the group.

Some of the other costumers who saw it decided it was a good idea, and one to incorporate. Others saw it differently; they suddenly had license to play theatrics without talent and did so until a time limit was set. We heard people who couldn't sing, we had inaudible singers (even with a mike). We had clumsy dancers, acrobats who couldn't, and long, dreadful



speeches where the speaker didn't know how to inflect the voice or catch the phrasing right. The time limit has saved an awful lot of audiences from boredom!

Your choice of fabric depends on what you want to do and on your budget. Barbarians wear lots of heavy jewelry, but no faceted gemstones (that technique is relatively new). They wear hides (chamois is fine), furs, and coarse cloth. You won't find one in brocade, silk or see-through anything.

Fantasy and SF allow for glittery fabric. All SF designs must be futuristic. You shouldn't be able to walk down the street without turning heads. Lycra may be used for lizard skin; buy leotards in the color of your choice, take a laundry marker and draw in scales. Stretch-sequin cloth is also great, but expensive and difficult to sew.

Please don't do Merlin or any other self-respecting sorcerer in satin. Merlin was the original man in the grey-flannel suit, and played around with a lot of chemicals. The best sorcerer I've seen to date was Merlin in *Excalibur!* See the movie and make all sorts of costume notes.

Sources for fabrics include specialty fabric shops (look for sales), ordinary fabric shops, and drapery shops (sometimes you can pick up bolt ends of velvet and even complete drapes for a song). It's all a matter of luck. Don't forget rummage sales, flea markets and resale shops. Hobby and craft shops are excellent for crowns, headpieces, and other supplies.

You can design a pattern for your costume using a commercial pattern that closely resembles what your costume should look like. You'll have to fudge a little, but if you are new at costume design, a printed pattern helps. Personally, I usually just fudge.

For many costumes, you may need special underwear. I suggest Fredericks of Hollywood. With a little help from Fredericks, the A-cup woman can be a big-busted woman of barbaric extraction. Fredericks even carries merry widows to thin the waist.

Make-up is very important, and is something to

work on before the con. If you are coming as a little green man from Mars, get the proper color of body paint and practice putting it on. The same holds true for face putty. If you plan to paint your entire body, have a friend help you; you can't do a proper job on your own back. I recommend Stein's theatrical make-up.

Facial make-up can be used to recontour your face. Use an umber tone under the eyes to hollow them out. Hollow out the cheeks the same way. Now stand back 10 to 20 feet from the mirror and see if you can notice the effect. Flatten cheekbones by using a lighter color below your natural bone, then shade in a little umber. You can slim your nose and face by making the center of your nose a very light color and darker on the sides. The cheeks and center are left a lighter color and the sides darkened. Stand away from the mirror, and correct the makeup until it looks right from a distance. V-shaped brows can be accomplished by blocking out the natural brow (unless it is very heavy) and drawing in the brow the way you wish it to appear.

I hope you have gained something from this primer on costuming. I've tried to be of help. Good luck fabric hunting and happy costuming!



Beat the Heat: Surviving a Hotel Fire

by Michael Miller, Roseann Magda

Despite recent publicity about some spectacular hotel fires, fans—like most frequent hotel guests—still know very little about fire safety precautions or what to do if a fire breaks out. A dangerous fire can occur even in the newest, best-equipped hotel and knowing a few basic rules can keep you alive.

First, in the event of a fire, **STAY CALM**. And above all, don't jump. Of course, if you are on the first floor, you can open the window and climb out onto the street. And you can probably jump from the second floor with only minor injuries (if you don't hit a ledge). Any higher and you are probably better off fighting the fire.

Secondly, remember fire is not your only enemy. In most fires, more people die from the smoke than from the flames. Finally, remember you have a much better chance of surviving a fire if you take some basic precautions before it starts.

Fire safety begins when you check into your room. Before you pass out on the bed, sleeping bag, or your best friend, go back into the hallway and look for the emergency exit. Most people only know the way they came in—usually the elevators. In case of a fire, this will be of no help. **NEVER** use an elevator during a fire!

Find the stairs now. It may be your only chance. If two or more guests share the same room, everyone should go. Remember if the exit is on the left or the right, whether you have to turn a corner, and how many other doors you pass on the way. Open the exit door to see if there are stairs or another door beyond. On the way back, count the doors again and notice if anything in the hall would be in your way. When you get back to your room, pick one place, preferably the bed table, where everyone will keep room keys and find them quickly in

an emergency. If you leave your room during a fire and are forced back by smoke or heat, you don't want to be locked out of your room.

Now inspect your room. Check the bathroom to see if it has a vent. If it's an electric vent, find the switch. The vent will help remove smoke from the room. It's important to check the windows, too. A lot of new high-rise hotels have windows that can't be opened. If the window does open, you should know how to open it and how to close it again. Be sure everyone knows how to operate it.

Now, what do you do if a real emergency occurs? When you detect smoke, call the fire department. **DO NOT CALL THE FRONT DESK**. In many cases, the hotel staff will send an employee to investigate or try to put out the fire themselves. Instead, ask the hotel operator for an outside line and call the fire department yourself. Don't worry about being embarrassed if the fire department comes and finds someone's dinner boiling over on a hot plate. It's more important that you don't give a fire a chance to grow.

Then, head for the emergency exit. Once you get your key from the bedstand, roll off the bed and go to the door on your hands and knees. Don't walk. Because smoke rises, you are safer the closer you stay to the ground.

Before you open the door, test it with the palm of one hand. If the door or the knob is hot, don't open it. The fire could be just outside. Stay calm. Your room can be a good place to defend yourself, if you fight back. Open the window to let some of the smoke out. If you can't, don't try to break the glass; you won't be able to close the window later to keep the smoke out. If only fresh air is outside, leave the window open but keep watching it. If smoke is outside, close the window immediately. ◆

Don't just stand by the window and wave your arms like actors do in *The Towering Inferno*. You have better things to do. If the phone still works, let someone know you are there. Switch on the bathroom vent. Fill the bathtub with water but don't get in. It could become very hot with little notice. Instead, the water will be used for firefighting. Put wet sheets and towels against the cracks of your door(s) to keep out smoke, and if the door and walls are hot, use your ice bucket to bail water on them. The idea is to keep everything wet. Even swinging a wet towel around in the air can help clear smoke. If the fire is just outside the window, soak the curtains and throw water on them. Move anything that can burn. Your job is to keep fighting until rescue comes.

Let's go back to the point where you tested your door for warmth. This time it's cool. As you open the door carefully (still on your hands and knees), stay close to the wall on the same side as the exit. Close the door to your room and crawl to the exit. Since you already know the route, all you have to do is make your count of doorways carefully. When you reach the exit, see if there is any smoke in the stairwell. If there is, go back to your room. Remember, smoke kills more people in most fires than do the flames.

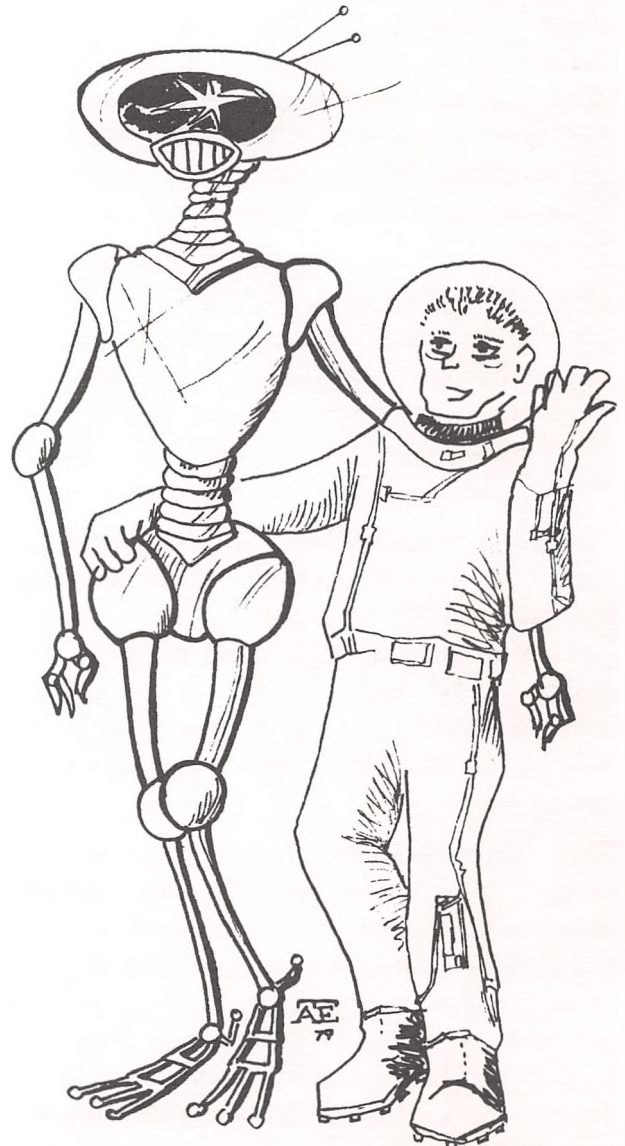
If the stairwell appears clear, grab hold of the railing tightly and WALK down. Running people are perfectly willing to knock you down and trample you, so hang on and try to stay out of the way. With a little luck, all you'll have to do is go to the ground level and head for the street.

If you are unlucky, smoke will enter the stairwell. In a tall building, the smoke may cool as it rises and become heavy. For example: If your room is on the 20th floor, the stairwell may be clear. But, as you go down, you may find thick, dense smoke. Trying to run through it can kill you. Now comes the hard part. Since you can't get through it and thus can't get further down, you have to go back upstairs to the roof. This is when your life depends on how tightly you can hang on to the railing. The people behind you will be coming down,

probably panicking, and ready to mow you down.

When you get to the roof, find the windward side of the building and settle down until the firemen arrive.

NOTE: All of the things we've talked about are simply precautions. The Program Committee assures us it is NOT planning a fire for Chicon IV, or any other convention for that matter. But, few hotel fires are planned, so it's best to be prepared.



New Members

a

2183 Earl G. Adams
 2084 Renee Alper
 2085 Guest of R. Alper
 2059 Cathy Altum
 2155 Ronald J. Andrukitis
 2118 Joseph Aspler
 2219 Auntie Em

b

2115 Leslie Baker
 2116 Stanley C. Baker
 2121 Richard E. Bartlett
 2062 Bink
 2166 James Daniel Bishop
 2192 Linda Bowland
 2209 James Kevin Branigan
 2026 Manfred Breitbach
 2156 Allan D. Burrows

c

2177 Steve Carper
 2214 Dave Chaney

2028 Glenn C. Chappatta
 2221 Walter D. Cibulskis
 2222 Elizabeth R. Cibulskis
 2216 Carolyn Clark
 2170 Gary E. Cobb
 2072 Susan Cole
 2218 Crispin Cowan
 2200 Donald G. Crow

d

2173 Wayne Danielsen
 2172 Jean Danielsen
 2171 Sharon Decker
 2186 Sharon Dickson
 2178 Paul Dorethy
 2030 Matthew Drahan
 2031 Guest of M. Drahan
 2185 Caryn G. Dunkel
 2087 Beth Dupont
 2029 Jim Durante
 2144 Helen Dziob

e

2203 Rosemarie Eirman

f

2091 Goerge Fergus
 2077 Barbara Fister-Liltz
 2215 Michael Fix
 2032 Jim Fleming
 2033 Cliff Flynt
 2226 Donald R. Foote
 2073 John H. Frambach
 2163 Giovanna Fregni
 2210 Carl L. Futoran

g

2145 William P. Gallimore
 2193 Donald Garvey
 2137 Gin Gensheimer
 2158 Paul Gentsenman
 2034 Judy Gerjuoy
 2179 Debbie Gilbert
 2151 William Gillmore
 2095 Larry Gitchell
 2037 Robert Glass
 2130 Roger S. Gondor

h

2220 Donald Hammill
 2066 Patricia M. Hardouin
 2140 Anna Lynn Harris
 2105 Carrie L. Hedges
 2090 Greg Heier
 2110 Gideon F. Henderson
 2106 Herman Hensel
 2107 Lorraine Hensel
 2036 Kathy Hoover
 2038 Robert Hughes
 2079 Tom Humphrey

i

2165 Jeffrey A. Imig

j

2150 Terry Jackson
 2279 Linda Johnson
 2039 Brian Jordan

k

2157 Jordin Kare
 2108 Greg Ketter
 2168 Sandra Koester
 2169 Theodore W. Koester
 2187 Michael Korshak
 2262 Diane G. Koschel

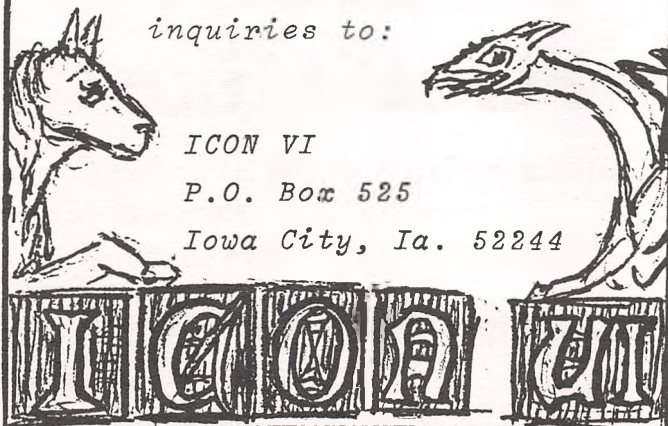
WHAT IS...

- * Larger than a breadbox
- * Animal, vegetable, or mineral
- * Oct. 30 to Nov. 1, 1981 at the Carousel in Iowa City?

Its.....ICON VI!

Registration: \$9 until Sept. 30,
 \$12 at the door.

Mail all checks or
 inquiries to:



2060 Kathy Krolo
2040 Steaven A. Krutsinger

1

2050 Patrice Labelle
2147 Mardy Lamski
2281 Alexander Latzko
2223 Toni Lay
2068 Deeann Lecropane
2174 Linda Leismer
2065 Paul Lemman
2124 Elise Levenson
2103 Robert Levin
2277 Andre Lieven
2078 Frank V. Liltz
2061 Don Lindsay
2069 James Lindsay
2167 Danny Low
2075 Grace Lundry
2102 Melonie Lundry
2104 David Luster
2067 Carol Lynn

m

2042 Drew MacDonald
2143 Susan Madison
2082 Roseann Magda
2126 Serge Mailloux
2047 Collette Mak
2100 Carl Marrs
2283 Dominique Martel
2051 Marzipan



2058 Paul McCall
2278 Maureen T. McKenna
2141 Ellen M. McMicking
2049 Cherly L. Mess
2194 Deborah Meyer
2196 Sanford Meyer
2048 Mike Miller
2206 Lauraine Miranda
2128 Karen Mitchell
2212 John E. Montes
2071 Madeline Morrison
2070 William Morrison
2041 Lisa Morrow

2161 Elaine Muise
2122 J. William Mullen
2123 Guest of J. W. Mullen
2117 Herman Murov

n

2109 Siobhan Naloney
2083 Charles D. Nelmes
2044 Emphyrio Not-From-Here
2136 Jerry Nutter

o

2043 Laura O'Brien
2217 Timothy J. O'Hare
2154 Tremaine B. Oatman
2225 Dan Obermaier
2052 Fred Oesau
2280 David B. Ouellette

p

2035 Gregg Palmer
2076 Daniel S. Palter
2208 Walter Papendorf
2160 Larry Parmenter
2064 Ara Pashinian
2125 Dave Pengelly
2162 Gary L. Plumlee
2282 John L. Pope
2129 Jerry Pournelle
2199 Brad Price
2198 Lee Price
2027 Margie Price



Celebrate the holidays at:

WINDYCON VIII

December 18-20, 1981

Hyatt Regency Chicago

GoH Larry Niven

FGoH Mike Glyer

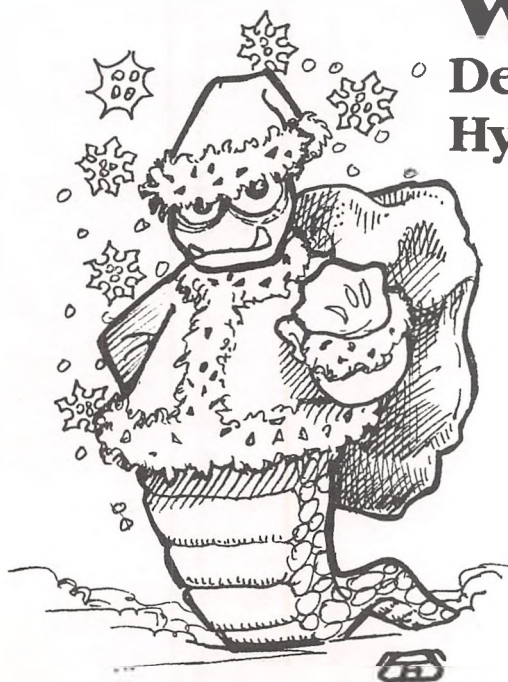
**Membership Rates: \$10 preregistration
cuts off 12/1/81**

\$15 at door

For information, write: Windycon VIII

P.O. Box 2572

Chicago, IL 60690



Q

2086 John L. Quinlan

R

2182 John Railing
2153 Susan Rhodes
2099 Julia E. Richards
2159 Roger Robinson
2201 Peter A. Romanchuk
2133 Jack E. Rosenstein
2132 John Ross-Mansfield
2131 Juliana Ross-Mansfield
2096 Rita R. Rousseau
2213 Cheri M. Rubin

S

2176 Linda Saalman
2112 Paul Saka
2190 Joy K. Sanderson
2191 Sandy Sanderson
2113 Gene Sargent
2195 Lenora Sauder
2127 H. J. Scrimgeour
2053 Tim Seefeld
2134 Cynthia Segredo
2097 Gayle Segredo
2098 Magdalene Segredo
2188 Greg Shoemaker

2139 Carol Stodolka
2138 Frank E. Stodolka
2180 Guest of C. Striker
2081 Roberta Stuemke
2080 Bill Surret
2074 Joanne Swenski

T

2119 Michelle Tenney
2175 Alice L. Testa
2146 NFFF/Janie Lamb
2211 Keith Thorne
2054 Greg Tomensky
2093 Penelope Tredray
2092 Robert Tredray
2142 Eleanor Troup
2063 Vincent M. Tuzzo

U

2120 Richard D. Uren

V

2164 Francis Valery
2149 Charles N. Venezia
2189 Myra C. Venezia
2056 Judy Voros
2055 Todd Voros

W

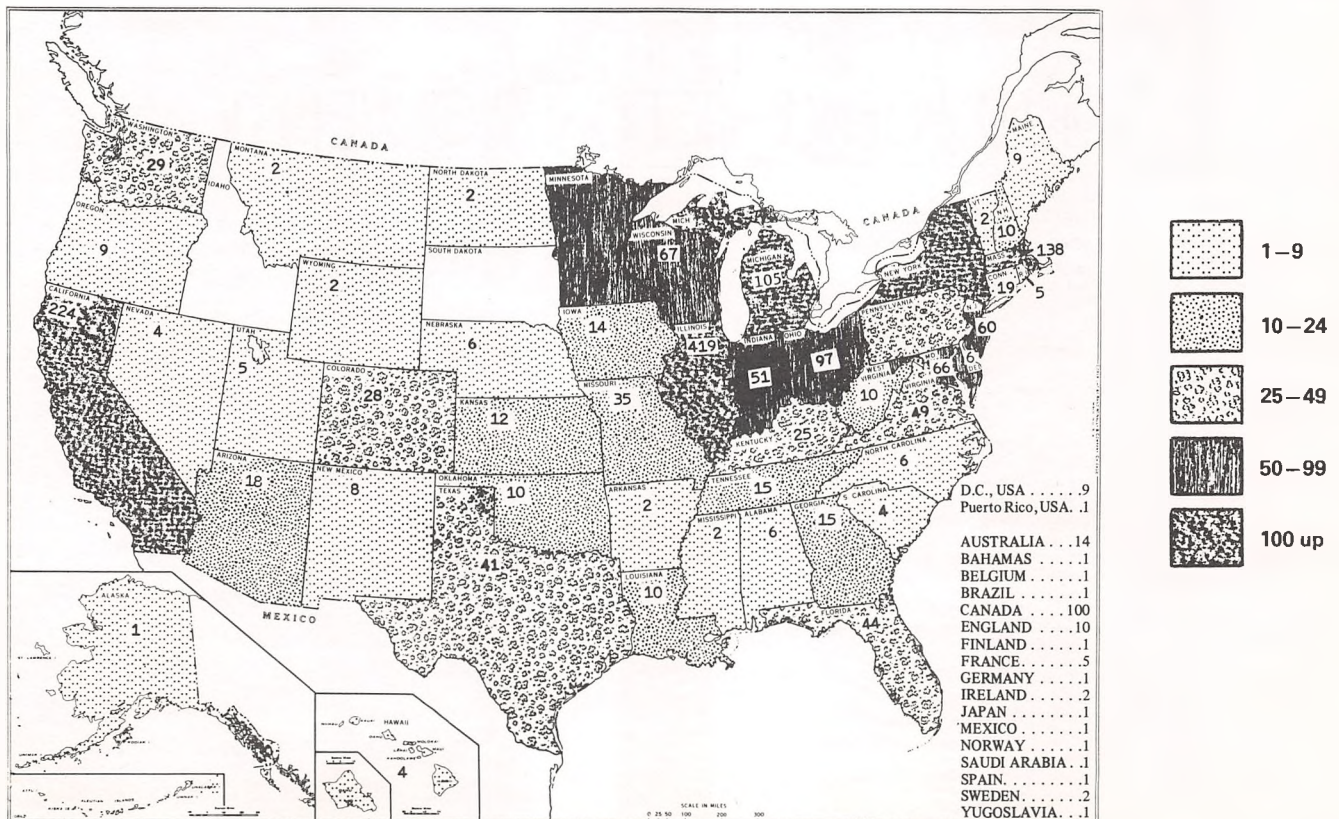
2181 Fera Wagner
2045 Rev. Ted Wagner
2046 Guest of Rev. T. Wagner
2152 Evelyn Wasser
2057 Janet Wells
2224 John R. Wenger
2148 Lyle P. Wiederan
2204 Roger W. Williams
2135 Thomas L. Wilson
2089 Lyman R. Wood
2088 Mary P. Wood

Z

2114 Richard W. Zellich
2197 Beverly C. Zuk



Membership Map



In 1940, Chicago hosted the second World Science Fiction Convention, Chicon. The first, Nycon, was held in New York in 1939, and was intended as a one shot. Chicago fandom can take the credit(?) for making the Worldcon an annual affair.

A copy of the Program Book of that first Chicon was very kindly lent us by Howard DeVore. We present here several pages of that book as both a measure of how Worldcons have changed, and a salute to those who started it all.

Fantasy Fictioneers

Sponsors of the CHICON
GREET YOU!

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Chairman of the
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ERLE KORSHAK,
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Secretary-Treasurer

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Program Booklet

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Mark Reinsberg
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Booster Ads

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Steering Committee

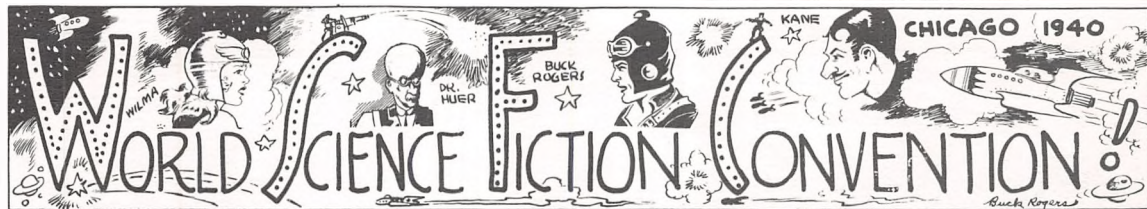
Bob Tucker
Erle Korshak
Mark Reinsberg

Chicon Guest of Honor

E. E. Smith, Ph. D.

Grateful acknowledgement is hereby made to the editors and publishers of AMAZING STORIES, ASTOUNDING SCIENCE FICTION, THRILLING WONDER STORIES, FAMOUS FANTASTIC MYSTERIES, WEIRD TALES, PLANET STORIES, SUPER-SCIENCE STORIES, and SCIENCE FICTION, without whose willing help this Convention would be insignificant. Further acknowledgement is made to the world of fantasy enthusiasts, without whose support this Convention would be impossible.

— Chicon Committee.



SUNDAY, SEPT. 1st.

MORNING SESSION: 10:00 A.M. to 12:00 Noon.

1. Informal gathering at Convention Hall.
2. Acceptance of Resolutions Petitions.
3. Sale of Official Convention Fair Publications.
4. Luncheon Recess.

AFTERNOON SESSION: 1:00 to 6:00 P.M.

1. Registration in Foyer.
 - (a) Sale of Chicon Program Booklet.
 - (b) Distribution of Chicon souvenirs.
2. Formal Opening of Chicon by Temporary Chairman.
3. Address of Welcome, by Bob Tucker.
4. Report of the Program Committee; Richard I. Meyer, Chairman.
5. Installment of Mark Reinsberg as Permanent Chairman.
6. "One Year of Fan Progress," by Mark Reinsberg.
7. Report of the Resolutions Committee; Erle Korshak, Chairman.
8. "What Does This Convention Mean?" by E. E. Smith, Ph. D.
9. Motion Picture—Premiere showing of "Members of the Moon," a scientific fantasy of the future. Introductory remarks by Forrest J. Ackerman.
10. Recess for Refreshments (30 minutes).
11. "What Science Fiction Really Is," by Raymond A. Palmer.
12. This Is Fandom! Introductions of:
 - (a) The Convention Committee.
 - (b) The Fans and Pros of Chicago; the Nation.
13. Supper Recess—preparation for costume party.

EVENING SESSION: 8:00 P.M. to Midnight.

1. The Science Fiction Masquerade Party; Speer & Rothman, co-Masters of Ceremony.
2. The Science Fiction Auction; Erle Korshak, Auctioneer.
3. Adjournment to Monday Sept. 2nd.

MONDAY, SEPT. 2nd.

MORNING SESSION: 10:00 A.M. to 12:00 Noon. (Closed)

1. Business Meeting of the Film Fantasy Filmmakers' IFF members only.

AFTERNOON SESSION: 1:00 to 6:00 P.M.

1. Call to order.
2. Reading of the minutes of previous day; George Tullis, Recording Secretary.
3. Director's Report on the IFF.
4. Report of the Resolutions Committee.
5. Individual presentation of proposed Resolutions by sponsor:
 - (a) Individual debate.
 - (b) Assembly votes for or against adoption of individual proposed Resolutions in Chicon Platform.
6. Reading of Chicon Platform for Fandom.
7. New or unfinished business.
8. Dinner Recess.

EVENING SESSION: 8:00 P.M. to Midnight.

1. The E. E. Smith Honor Banquet: Celebrating the Chicon's Guest of Honor, the Colossus of all writers of Science Fiction—Edward E. ("Skylark") Smith, Ph. D.
2. After-dinner talks and general discussion.
3. Final adjournment and Farewell.

SPECIAL EVENTS (Tuesday, Sept. 3rd).

1. The Science Fiction Football Game: Two select All-Fan Teams battle for the Championship.
2. General Open House: Chicago fans "fling wide the portals" of their homes for visiting fans.
3. General Tours of Chicago: Escorted trips to Chicago's points of interest, in and out of the fan world.

Son of Museums: The Saga Continues

by Tom Veal

In PR1, we described briefly a few of Chicago's museums and cultural attractions. Quite a few had to be left out, so here is another installment, offering a sampling of "offbeat" and specialized museums.

All of the places listed are easily reached by foot, public transportation or, at worst, a short taxi ride. The hours and prices listed are those currently in effect. Because both are subject to change, you may wish to call before your visit for up-to-the-minute data.

Chicago Academy of Sciences, 2001 North Clark (about 2 miles north of the Hyatt). The Chicago Academy of Sciences and the Illinois Museum of Natural History are housed together on the edge of Lincoln Park. The museum cannot rival the world-class Field Museum and does not attempt to. Instead, it has its own niche as a recorder of the natural history of the Great Lakes region. A prime attraction is a reproduction (occupying an entire floor) of "The Chicago Wilderness of 1776." Also offered are numerous other exhibits, lectures and films.

There is no admission charge. Hours are 10 a.m. to 5 p.m. every day of the week. Phone: 549-0606.

Lincoln Park Zoo, Outer Drive at Fullerton (about 2.5 miles north of the Hyatt). One of the world's great zoos, near at hand in pleasant lakefront surroundings, and free! Well over 2,000 animals live here, ranging from a superb collection of gorillas to the horses, cows and chickens of the Farm-in-the-Zoo (a favorite with children). A significant program of expansion and remodeling is under way and should be completed by Worldcon time. One of the highlights of the expansion will be a new penguin and seabird exhibit, complementing the present Flamingo Dome and Waterfowl Lagoon.

As already noted, admission is free. Hours are 9 a.m. to 5 p.m. daily, except for a few features (the Great Ape House, the Children's Zoo and Nursery, and the Farm-in-the-Zoo) that open at 10 a.m. Phone: 294-4660.

Royal London Wax Museum, 1419 North Wells Street (about 1.5 miles north of the Hyatt). Aside from the items you expect to find in a wax museum (Burt Reynolds in his centerfold pose, Bugsy Moran and friends relaxing after an unusual St. Valentine's Day, a host of celebrities from history, show biz and politics), this one includes a dungeon, suitably eerie in atmosphere and background music, inhabited by famous figures from horror films. A note of lighter and more benign fantasy is sounded in a separate room featuring Cinderella, Alice in Wonderland and other Disneyish characters.

Some pains have been taken to place both fantastic and mundane figures in suitable settings, a point that institutions of this type often overlook.

Hours are noon to 11 p.m. daily. At present, admission is \$2.50 for adults, \$1.25 for children under twelve. Guided tours are available at no



extra charge if arranged in advance by telephone. Phone: 337-7786.

Ripley's Believe It or Not Museum, 1500 North Wells Street (just up the block from the previous entry). "Ripley's Believe It or Not" is best known for its syndicated newspaper column, which has grown rather tame over the years as the supply of unused wonders has dwindled and an almost deadly amount of concern for accuracy and authentication has crept in. The late Robert Ripley, who (Believe It or Not) built a fortune on the public's fascination with multi-headed calves and cynical tombstone inscriptions, had no such problems, and this museum recalls the good old days of astonishment-mongering.

In one room are replicas of animal mutations (jovially called the "circus" and not for viewing right after lunch); in another, reproductions of bizarre tombstones; in a third, an exhibition of imaginative instruments of torture.

Between the macabre and the silly, there are commonplace amazements. With a little parental guidance, children will enjoy the show. For their elders, it may be attractive less for such displays as Cleopatra's barge modelled in sugar than as a monument to a time when America's sense of wonder was unjaded and omnivorous.

The museum opens at noon everyday, closes at 5 p.m. Monday through Thursday, midnight Friday and Saturday, and 8 p.m. on Sunday. Current admission charges are \$3.00 for adults, \$1.75 for children twelve and under, \$1.50 for senior citizens and military personnel. Phone: 337-6077.

GREAT MOMENTS IN ART, #34

Here's your new brush,
Leonardo.



* Ed. Note: We can only assume this quote makes sense to the author, but somehow we doubt it.

Chicago Public Library Cultural Center, 78 East Washington Street (within walking distance west of the Hyatt). Even without exhibits, this building would be worth seeing for its architecture and restored interior. Among the delights are a Tiffany dome in the rotunda of the Grand Army of the Republic Memorial Hall; the Thomas Hughes Children's Library, copied from the assembly hall of a Venetian palace; and the doors to the Exhibit Hall, patterned after those of the Erechtheum on the Athenian Acropolis.

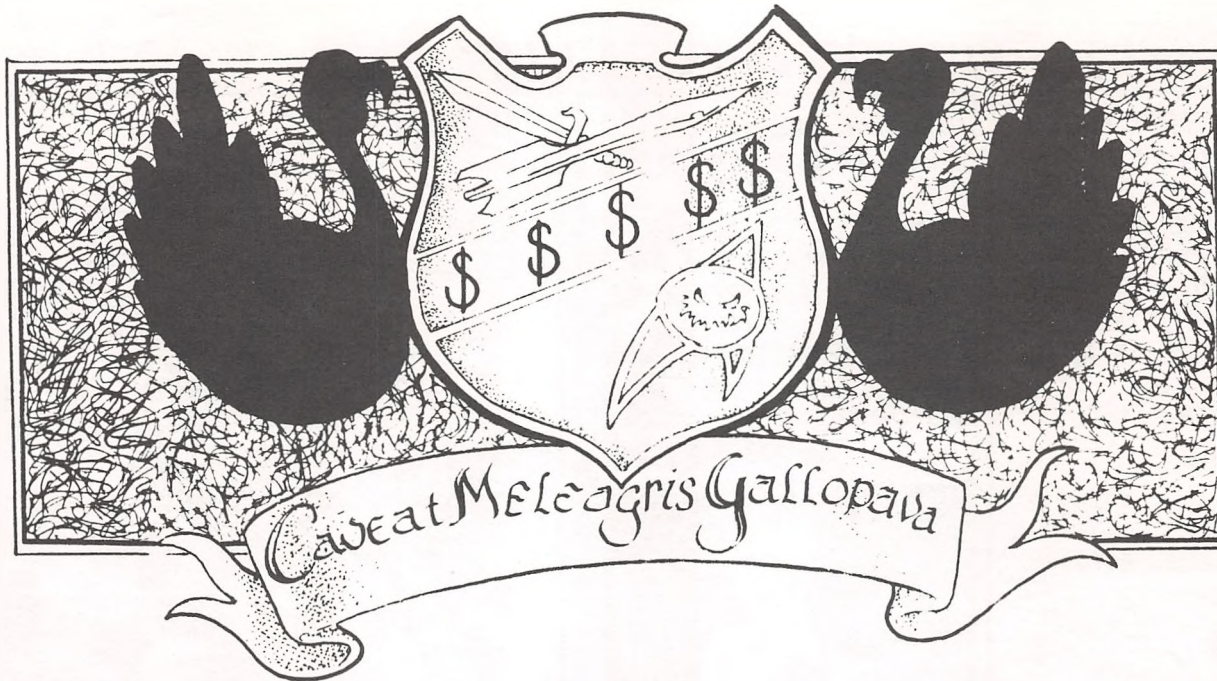
Admission is free. Hours are 10 a.m. to 8 p.m. Monday through Thursday, 10 a.m. to 6 p.m. on Friday, 10 a.m. to 5 p.m. on Saturday and 1 p.m. to 5 p.m. on Sunday. Phone: 269-2837.

Fine Arts Research and Holographic Center Museum, 1134 West Washington Blvd. (two miles or so, west of the Hyatt, but walking is not really a good idea). Someday, no doubt, holograms will replace the snapshot. In the meantime, this small museum keeps up with the state-of-the-art in its exhibits. Forty or so holograms are on display at any one time. For your less well-informed companions, there is a short film on holography, which they can watch while you browse through the "laser art" gift shop. How can any SF fan miss this?

The museum is open from 12:30 to 5 p.m. every day except Monday. There is a \$1.00 admission charge. Phone: 226-1007.

Museum of Contemporary Art, 237 East Ontario Street (a short walk north of the Hyatt). For fans of the painted word, Chicago offers one of America's foremost collections of modern art, from old-fashioned abstract paintings and non-representational sculpture to conceptual, performance and earthwork art, plus many other varieties too esoteric to be described. To quote one delighted admirer: "Lary mests no foring in the rones!"* Nor in the nearthworks neither.

From Tuesday through Saturday, museum hours are 10 a.m. to 5 p.m.; it opens at noon on Sunday and is closed Monday. At present, admission costs \$2.00 every day except Tuesday, when anyone can enter free. Phone: 280-2660.



**CHICON IV
CASH FLOW STATEMENT
FOR THE NINE MONTHS ENDED MARCH 31, 1981**

	YEAR TO DATE
INCREASE/(DECREASE) IN NET WORTH	\$27,408.24
ADDITIONS:	
DEPRECIATION EXPENSE	385.29
ACCOUNTS PAYABLE ⁴	1,575.89
LOAN PAYABLE TO ISFIC	500.00
TOTAL ADDITIONS	\$ 2,461.18
DEDUCTIONS:	
SUSPENSE ³	73.14
PURCHASE OF CAPITAL EQUIPMENT:	
COPIERS	3,396.64
TYPEWRITERS	1,097.10
FILE CABINETS	221.94
COFFEE MAKER	50.00
LIGHT TABLE	126.14
TELEPHONE ANSWERING DEVICE	326.68
TOTAL PURCHASE OF CAPITAL EQUIPMENT	\$ 5,218.50
TOTAL DEDUCTIONS	\$ 5,291.64
CASH BALANCE AS OF MARCH 31, 1981	\$24,577.78

**CHICON IV
BALANCE SHEET
MARCH 31, 1981**

ASSETS	YEAR TO DATE
CURRENT ASSETS:	
CASH:	
BANK LEUMI — N.O.W. ¹	\$ 5,377.78
BANK LEUMI — REPURCHASE AGREEMENTS ²	19,000.00
PETTY CASH	200.00
TOTAL CASH	\$24,577.78
SUSPENSE ³	73.14
TOTAL CURRENT ASSETS	\$24,650.92
CAPITAL EQUIPMENT:	
CAPITAL EQUIPMENT	\$ 5,218.50
LESS ACCUMULATED DEPRECIATION	385.29
TOTAL CAPITAL EQUIPMENT	\$ 4,833.21
TOTAL ASSETS	\$29,484.13
LIABILITIES	
CURRENT LIABILITIES⁴	
ACCOUNTS PAYABLE	\$ 1,575.89
LOAN PAYABLE TO ISFIC	500.00
TOTAL CURRENT LIABILITIES	\$ 2,075.89
NET WORTH	
NET WORTH	\$27,408.24

**CHICON IV
STATEMENT OF RECEIPTS AND EXPENSES
FOR THE NINE MONTHS ENDED MARCH 31, 1981**

	YEAR TO DATE
RECEIPTS:	
PAID MEMBERSHIPS	\$30,349.16
REFUNDS	(369.00)
DEALERS ROOM	3,400.00
PUBLICATIONS ADVERTISING SALES	120.00
INTEREST	545.56
TOTAL RECEIPTS	\$34,045.72
EXPENSES:	
ADMINISTRATION DIVISION:	
OFFICE SUPPLIES	\$ 1,502.66
EQUIPMENT RENTAL	447.91
WORLD SCIENCE FICTION SOCIETY	480.00
RECRUITMENT	6.44
GENERAL DIVISION EXPENSES	38.50
DEPRECIATION EXPENSE	385.29
TOTAL ADMINISTRATION DIVISION	\$ 2,860.80
FINANCIAL DIVISION:	
REGISTRATION	\$ 441.40
BOOKKEEPING SUPPLIES	26.01
GENERAL DIVISION EXPENSES	82.65
DIVISION MISCELLANEOUS	16.07
TOTAL FINANCIAL DIVISION	\$ 566.13
PUBLICATIONS DIVISION:	
PROGRESS REPORTS	\$ 1,185.72
PRE-CHICON IV WORK SESSIONS	65.10
GENERAL DIVISION EXPENSES	170.79
ADVERTISING PLACED FOR CHICON IV	27.42
TOTAL PUBLICATIONS DIVISION	\$ 1,449.03
INTERNAL CONTROL:	
PRIOR TO CHICON IV	\$ 899.48
OPERATING EXPENSES	722.09
CORPORATE FEES AND SERVICES	29.02
CORPORATE OFFICERS AND OFFICIALS EXPENSE ..	104.38
DIVISION MISCELLANEOUS	6.55
TOTAL INTERNAL CONTROL	\$ 1,761.52
TOTAL EXPENSES	\$ 6,637.48
INCREASE/(DECREASE) IN NET WORTH	27,408.24

NOTES TO FINANCIAL STATEMENTS

1. 5 1/4% INTEREST BEARING
2. 11 - 14% INTEREST BEARING
3. THIS REPRESENTS AN AMOUNT BILLED TO CHICON IN ERROR BY MINOLTA.
4. THIS REPRESENTS ITEMS DUE NET 30 WHICH HAVE SINCE BEEN PAID.

WE LAST LEFT ROGER AND WINSLOW HEADING FOR THE TOP OF THE SEARS TOWER IN HOT PURSUIT OF THE KIDNAPPERS OF WINSLOW'S DATE, (WHO HAPPENS TO BE A BRONZE HIPPOCAMPUS.)

GOT THAT?

WELL... ACTUALLY...

GOOD.

HUH?

WELCOME ABOARD THIS ELEVATOR OUR TRIP TO THE TOP WILL TAKE TWO MINUTES. VISIBILITY TODAY IS POOR DUE TO SEVERE THUNDERSTORMS DIRECTLY OVERHEAD

WELL... THEY DIDN'T GO UP FOR THE VEIW.

MMPH

DING!

HEY! YOU WITH THE POLICE?

SHOOINK!

CLOSE ENOUGH

WHERE'D THEY GO?

HI

YOU MEAN THE NUTS, WITH THE STATUE? THEY LUGGED IT UP TO THE ROOF - AND WE'VE GOT A THUNDERSTORM COMING!

OKAY WINSLOW - COVER ME

RIGHT!

RUMBLE

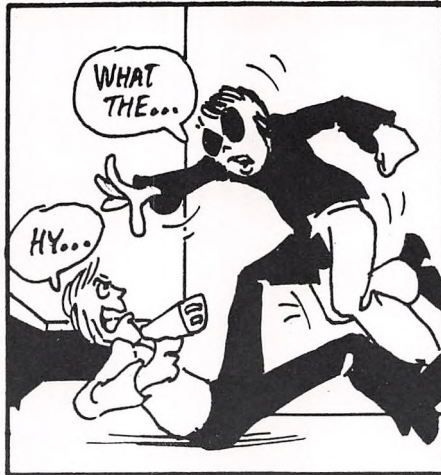
OH NO! NOT NOW!

I'LL GET HIM!

THUMP!

FREEZE!

SKID!



NEXT:
FERMI
LAB -
CITADEL
of
ATOMIC
DOOM
!

