

INCONCEIVABLE!

INCONSEQUENTIAL II

Programme Book



Tudor Court Hotel, Draycott, Near Derby
27th - 30th May 1994

...and Everyone Who Knows Me

Inconceivable would like to thank the following people or organisations for their help in making this convention what it is today. Yeah, they're all guilty

ZZ9 and Octarine: For oodles of free publicity in their respective magazines. If you're not a member of these clubs, join now

Heinz: For noodles of free publicity. Apparently if you arrange a tin of alphabeti-spaghetti correctly it spells "Join Inconceivable! Go on, go on, you know you want to"

Duncan Crosier: For all the artwork in this con-book. He would like to make it known that he is available and very sad. Oh yes, "Hello Hank."

The Tudor Court Hotel: And all its managers.

Notts City Hospital Department Of GU Medicine.

Kathy Westhead: For the loan of the badge machine.

Systems Union Ltd and Altim Medical Systems Ltd.

Andrew Ellis and Neil Cripps: for the video.

A Goat: For services rendered.

Brazil Air: For the committee's travel arrangements.

Professor Speckley: Of the De Montfort University Department of Urine.

Print Express, Croydon: For managing to print PR3 in a few hours and kindly re-designing the front cover so that the tea-bag wouldn't fit properly.

Tigger

Richard Herring and Stewart Lee: For making the long treks up the M1 bearable.

Ayrton Senna: For driving the con mini-bus.

Anyone who invites us to their party

On The Hour: Who know where fun is and how to get there by taxi.

Anyone we've bored rigid while trying to sell them Incon.

and lastly

Everyone who volunteered to be a steward, appear on a panel, generally help out, or those who've just signed up to have a good time. Thanks.

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PUBLIC SERVICE ANNOUNCEMENT

SO PAY ATTENTION - a malicious group of Convention runners are known to be operating in the area. The Police would like everyone to keep their eyes open for anyone acting in a suspicious manner. If you see anyone who matches the descriptions given below, please do not panic. Buy them a drink to allay their suspicions and then buy them two or three more to incapacitate them. Once they have slid onto the floor phone the Police immediately - do not try to tackle these people alone - they are desperately sad.

CLAIRE BRIALEY - A 47 year old trapped in a 24 year old's body, Ms Brialey is the ringleader of this gang. She can be identified by two outstanding features which often resemble "two bald men fighting under a blanket". Do not be fooled by her sweet innocent face - Baby-face Brialey has made grown men cry when she eats sausages, and many have fallen victim to her soft entreaty "Go on - you know you want to" and watched mesmerised as she stuffs their money down her cleavage.

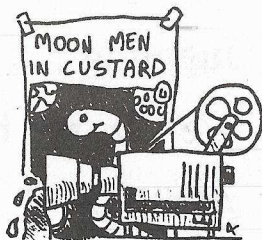


MEIKE BENZLER - Driven slowly insane by those people who think it is funny to constantly stage whisper "Don't mention the war", Ms Benzler, originally from Germany, has perfected the art of keeping lists of names and vital statistics, obtaining the details from people by pretending to be a membership secretary. Blackmailer extraordinaire, the Teutonic Torturer likes to eat alcoholic jelly and wear cream all over her body until her sex slaves lick it off.

CHRIS TREGENZA - Closely resembling Beaker, the hapless lab assistant from the Muppets, this desperado is known for performing obscure sexual acts with the help of helium balloons, chocolate mini-eggs and Tigger. His hobbies are not mentioning the war and being extremely tactless. He wears contact lenses for reasons of pure vanity but no-one knows why he wears his hair like that?

PAUL CLOUGH - Closely resembling First Tiger Hobbes, Mr Clough steers clear of Mr Tregenza when there is the faintest possibility that helium balloons or chocolate mini eggs might be looming on the horizon. Do not be fooled by his cuddly appearance - Mr Clough is known for his somewhat explosive Tech-Ops skills - how do you think his hair got like that!

JIM DE LISCARD - The "Reverend" Jim is renowned for asking schoolgirls for their confessions and offering to help them do penance. Jim "loves it when a plan comes together" and has often been seen scrawling in blood on his cell wall as he redesigns the convention program. He wrote the PRs in crayon. His hobbies include wearing women's clothing - so gentlemen beware - that tall slim cutie-pie with a rather strong facial hair problem you picked up in the bar might not be as feminine as she at first appears.



GARY STARR - Feared by chickens everywhere, Mr Starr has an overwhelming desire to melt cubes of lime jelly into a huge vat and immerse his whole body in it. Megalomaniac that he is, he desires command over vast hordes of lesser mortals who will quake at the sound of his voice, tremble as they obey his commands, sigh with admiration as he rises like Venus from his bath of lime jelly - and this is why he will be locked away in Ops where none may hear his voice.

JULIA DALY - Fear of her first aid skills is so great, it becomes an instant cure. Combining the ultimate evils - if she runs you over with the Inconmobile, she will practice first aid on you until you beg for mercy and insist that the other leg was just a nuisance to you anyway and that you are better off without it.

Jelly

Some of you may have spotted those questions on the membership form - are you in a vat of jelly? and if so, what flavour? Some of you even answered and, I hate to say this, you've got some damn weird tastes.

But why jelly? Well, Gary keeps claiming he's going to fill the bath in the Ops room with the lime variety and mastermind the running of the convention from there, half submerged in it. But then there's his plan about nubile young women as well, so I wouldn't actually rush to Ops to see this sight.

Another, and much more likely place to spot some jelly at Incon, besides the lump that you got when you registered, is the Octarine birthday party on Friday night. If you're lucky you'll be able to sample some of Alison's legendary jelly. Why is it legendary? Well it could have something to do with the large amounts of vodka, gin or whisky that she puts into it. It may not be in the instructions on the packet but it's well worthwhile.

Lime was the definite favourite from what was written on the membership forms, with assorted fruits featuring. There were also a few mentions of various alcoholic beverages: I'd particularly like the vodka and raspberry that someone came up with. Then, of course, there was the strange and often downright disgusting sounding stuff. Aardvark and aubergine, yak, turnip and ginger, Claudia Schiffer (you sad man, Simo), cheese and ham toastie, stormy petrel on a stick and waldmeister (you'll have to find a German to explain that one) for example. The most disgusting flavour award, however, goes to Alyson Taylor for "Chicken - you know, the stuff you get on the bottom of a roast chicken when it gets cold and congeals." Gross.



General Stuff

Badges

Inventor collectors of every badge available at a convention (popularly known either as "people with too many things to do" or "very very sad") will be disappointed by the lack of challenge inherent in the badge system for Inconceivable. The Incon quick and easy guide to badges is as follows:

Pale Blue	Attendee
Very Yellow	Saturday Attendee
Very Green	Sunday Attendee
Pale Green	Dealer
Very Pink	First Aider
Very Orange	Steward

Person attending the convention.

Person attending the convention on Saturday.

Person attending the convention on Sunday.

Person selling things. Buy or beware.

Heals sick, raises dead etc.

Official type who will check you are wearing the right sort of attendance badge, as above, before letting you into programme items, will traverse the hotel at Mach 1 to find the DCM if any problem arises, will volunteer cheerfully to carry bits of furniture, bits of tech equipment, bits of attendees etc, and will diligently work all hours rostered without complaint. No resignations accepted now.

Plastic, large	Committee
Plastic, large, 2	DCM

Basket cases.

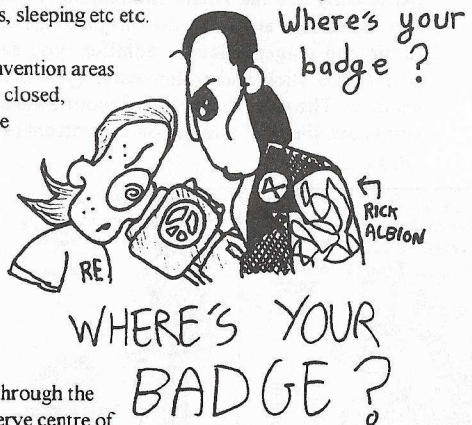
Duty Committee Member. Basket case with big job to do. If you have a problem - if no one else can help - try the Ghostbusters, the DCM won't have a clue. Seriously, the DCM is there to sort out any problems with the programme or the convention itself. Any committee member will help out in an emergency but we've rostered a DCM (oo-er, sounds a bit rude) to make sure that there is always at least one committee member not driving the minibus, running an event, in Ops, sleeping etc etc.

Please wear your badge(s) at all times in the convention areas

If you lose your badge, go to Registration or, if it's closed, to Ops. We will make you an offer you can't refuse to give 50p to the charity and give you another badge in return. If you find a lost badge, please hand it in to Registration or Ops as above, you nice responsible people, and don't use it to blackmail the person who lost it, (though if you can blackmail them for 50p you're both very odd indeed).

Ops

Operations (Ops) is in Room 2 (up the stairs, through the fire doors, first on your right) and is the throbbing nerve centre of the entire convention - not the bar as you might have thought. If you need to find someone (the DCM, a first aider, a minibus driver, a specific convention attendee or Lord Lucan) or something (a video, a



replacement badge, a ticket for the cheese tasting, travel timetables, pens and paper or a bath of lime jelly) go to Ops. Your friendly smiling Ops operative will be pleased to help and will know all the answers. You just have to ask the right questions.

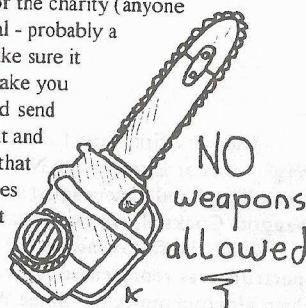
Guest of Honour

We're not telling. So there.

And yes we have got one.

Weapons

Oo-er missus. Yes, we really are that sad. Anyone who has brought a weapon with them will need to buy a permit for the princely sum of £1 per weapon for the charity (anyone with a stunningly large amount of weapons can negotiate a bulk deal - probably a fiver). Please bring the weapon to Ops where we'll check it to make sure it isn't a haddock or other very very dangerous thing in disguise, make you another offer you can't refuse (well, sell you a permit anyway) and send you on your way. You can then carry it about to your heart's content and we'll try not to stop you too often to ask if you've got a permit for that thing. We will peace bond or even confiscate your weapon if it does turn out to be very dangerous indeed but we're sure you wouldn't really be that silly. Would you?



You are totally responsible for anything you do with your weapon, and if you cause any damage to anything or injury to anyone we reserve the right to throw you out. In particular, please don't use water pistols or other projectile weapons inside OR ELSE; don't disrupt programme items with weapons that make noises (including loud and offensive mouths); and if you want to have a fight of any sort, with or without weapons, go outside or better still just buy each other a drink and forget about it.

Room parties

If you want to have a room party, that's fine (can we come?) However, please remember that not everyone at the convention will want to be awake at the same time as you, especially the people next door. If they ask you to be quieter - be nice and be quieter. If you decide to have a corridor party, do not be surprised if the hotel staff ask you not to. Please don't have parties of any sort in the quiet area at night or the committee will be compelled to tear you into tiny pieces.

Other important things you won't find out about until six months after the con when you finally read this

Payment of your hotel bill, and of any other bills you run up during your attendance at the convention, is your own responsibility.

The committee will not be held responsible for any deliberate damage to property or injury to persons caused by attendees at the convention.

Please do not drink, eat or smoke in the dealers' room unless you are a dealer and actually behind the table at the time.

Please do not smoke in the video room.

Have fun or we'll come round and stick a bat up your nightdress.

The cocktail workshop will be run by Wag, known the length and breadth of the country (or Croydon at least) for his drink-mixing exploits. There was the Hatfield cocktail competition a few years ago when he came up with a mixture of Stroh (80% by vol), Polish spirit (79.9%), 151 proof Bacardi and a few cherries - and then downed half a pint of it (after disposing of the entire judging panel who had a sip each). Not to mention "the vomit party" of last year where he was distributing vile concoctions left, right and centre. For the purposes of the workshop he will be staying with some of the more drinkable combinations but here M J Simpson remembers those dangerous substances known as...

Wagtails

The very first time I met John Waggott - or, as he was then known, "Screaming Mad Wag" - was at Birmingham New Street station in 1984. He was waving a bottle of luminous green liquid and encouraging all present to try it. This was my introduction to the infamous Waggott Cocktail, which portmanteau fans down the centuries have dubbed "the Wagtail".

Over the following years I tried many different forms of Wagtail. Every colour of the spectrum was represented, as was every conceivable taste and every common form of long-chain alcohol molecule. Some Wagtails are in fact deceptively simple. How well I remember a party in Coventry in 1987 when I was treated to a plastic cup full of a particularly strong purple concoction. With the endorsement, "Simo, drink this" I quaffed in one go what I later discovered to be 50% Southern Comfort, 25% vodka and 25% Ribena.

Ah yes, how well I remember that party. Not at all is how well I remember that party. It's got a helluva kick to it, that Ribena.

One of the most remarkable aspects of Wagtails is that they do not limit themselves to such mundane ingredients as spirits and liquors. Every form of food and drink known to western science has been used in a Wagtail at some point, up to and including Shredded Wheat. As for the colours, most are due to the addition of food colouring. But note that I have seen people drink neat food colouring rather than face another Wagtail. That is the effect which these things have on people.

Pan-Galactic Gargle Blasters?

Don't make me laugh! Real men and women drink Wagtails. But they do it very carefully.

Isn't it depressing when you write an extravagant and quasi-surreal piece for a con book, then realise that every word of it is completely true...?



Food & Money

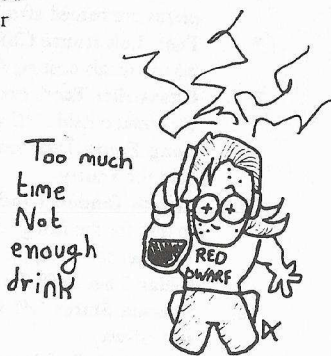
Food and money can be found in abundance in Long Eaton if in somewhat limited variations. All the major banks have branches in Long Eaton with cashpoint machines, and food to suit most pockets and palates can be found. It should be noted that the committee hasn't tried any of these so you pay your money and take your chances.

Long Eaton is four or five miles down the road from the hotel. As you come out of the carpark, turn left. Drive down the lane to the T-junction and turn left again. This is the main road into Long Eaton, known as the A6005.

Food near the Hotel

There are two nearby villages where you can get food and drink, Draycott and Borrowash. Both are a little over a mile from the hotel. To get to Draycott follow the route to Long Eaton and Draycott is the first hamlet you come to. Draycott boasts the **Neptune Chip Shop** which sells, wait for it, chips, fish and kebabs and that sort of stuff for normal sorts of prices. Being the cosmopolitan place it is, Draycott also has a Chinese take-away called the **Good Luck Take-Away** and it does the standard sort of take-away stuff.

Alternatively, you can go to Borrowash, a thriving metropolis compared to Draycott but in reality as exciting as a wet Wednesday afternoon in a Skeggy bus shelter talking to Dave Hodges. To find this den of iniquity, turn right out of the hotel car park, then left at the end of the lane. It is about a mile before you come to the **Fish & Chip Shop** which has a nice sit down bit, **Lotus House Chinese Take-Away** which doesn't and the **Presto supermarket** which claims to be open on Sundays but I have no idea if it opens on Bank Holiday Sundays.



Food further from the Hotel, but not in Long Eaton

About three miles from the hotel, heading towards Long Eaton, is the **Eaton Farm Restaurant**, a large Berni-type affair. Just before this is the **garage** which claims to be open 24 hours a day.

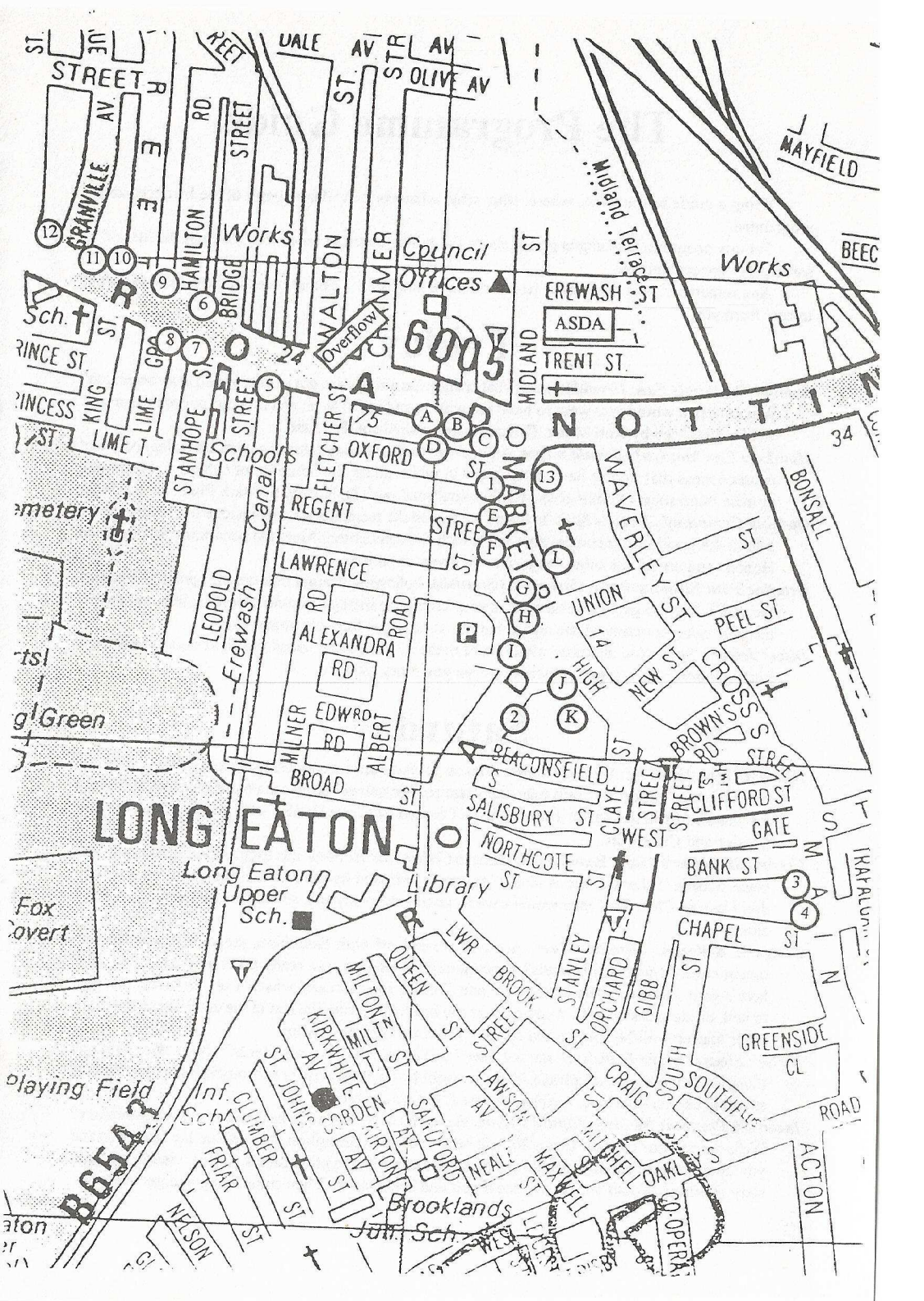
Food actually in Long Eaton and quite some distance from the Hotel but pretty close to the overflow hotel.

(See map opposite)

1. **Bangkok Palace.** Thai restaurant which does not take any credit cards and does not display any menu outside. Remember - if you have to ask the price, you can't afford it.
2. **Rask's Fish and Chips.** Kebabs, chicken, potatoes et al. Bog standard chippy, bag of chips costs 50p, doner kebabs start at £1.50.
3. **Pizza Uno Ltd.** Pizza and kebab place with a basic cheese & tomato, one person pizza costs £2.60. Telephone 461755.
4. **Sangeet Restaurant.** Claims to do Indian and English cuisine with a take-away or sit down service. Main courses from £4.80, house special from £6.50.
5. **The Little Bridge** A Cantonese take-away which had not opened when we were checking restaurants out so we don't know anything about it.
6. **Pizza Piazza.** No prize for guessing what this does. Pizzas from £2.80 and all the pizzas are named after American football teams. Telephone 731801.
7. **Foon Lok House Chinese Take-away.** Scruffy looking take-away with set one person meals costing £4.25.
8. **Chandelier Tandoori Restaurant.** Very port out, starboard home looking place. No menu outside. "If you have to ask..."
9. **Long Eaton Tandoori Take-Away.** Food is reasonably priced at three to four quid for a curry.
10. **Sanam Tandoori and Kebabs Take-Away.** The menu for this place is identical to that for the Long Eaton Tandoori Take-Away (number 9) except the chips are 10p cheaper. Telephone 464649.
11. **Cellar 5 beer off.** Open 'til 10 every night.
12. **Sharma Stores Off Licence.** Sells food, drink and videos in an Asian-grocer-sort-of-way.
13. **Wimpy.** Nuff said but remember, the only Wimpys left are the ones so crap Burger King wouldn't buy them.

Cash point machines

- A. Lloyds
- B. Woolwich
- C. Derbyshire Building Society (Link Machine)
- D. Barclays
- E. Yorkshire
- F. Nat West
- G. Midland
- H. Royal Bank of Scotland
- I. TSB
- J. Nationwide (Link Machine)
- K. Abbey National (Link Machine)
- L. Halifax (Link Machine)



The Programme Guide

Being a guide to the what, where, who, why, whatever and whortleberry of the Inconceivable programme.

For any programme changes please check the notice-board in reception. Some of the lists of participants are preliminary.

And remember, you don't have to just sit there and listen - get involved in the panels. We want to hear from you.

Friday

Sex and The Single Fan: Gerald's 6pm. What chance has a single fan got of getting laid at a convention? Why on earth would you want to have sex with most fans? These, and other important questions, will be discussed by Rob Miller, Doppelgänger and Alison Pentland.

How Low Can You Go?: Gerald's 7pm. A panel devoted to telling tales of acts of utter depravity and nauseousness that people have participated in whilst under the influence of nefarious substances, or even blind sober. Vomit! Beer! Chilli! Marshmallows!(?). Hosted by Mark Plummer and Wag.

Opening Ceremony: Jester's 8pm. In which we smash the metaphorical champagne bottle against the side of the good ship Inconceivable and launch the convention. Meet the committee and Guest of Honour and see all the other mugs who've given us money.

Octarine's 5th Birthday Party: Jester's 8.30pm(ish). Following straight on from the opening ceremony (so you'll have to go to that as well) is your chance to indulge in some alcoholic jelly and have a piece of cake, courtesy of the aging (but not as much as their chairman) club.

Disco: Jester's 9pm. You all know what one of these is, so you can spend the night doing the watusi, funky gibbon, shag, Tegan or whatever else you fancy till 1am.

Saturday

Fandom - Who Needs It?: Gerald's 10am. Who cares who's on con committees as long as the convention is good? Are "important" fans only important to themselves? How can you be involved in fandom for years and still get called a neo? (Yuk!). Chaired by Claire Brialey with Ian Sorensen, Duncan Crosier and Catie Cary.

Calvinball: Jester's 11am. Based on the game in *Calvin And Hobbes*, this excuse for mayhem will take place outside if the weather is nice. If anyone's bemused by the fact that the game has no rules: don't worry, Chris Tregenza would have forgotten them anyway, so we'll make them up as we go along.

Design A Religion: Gerald's 11am. Are you brassed off with Buddhism, jaded with Judaism and cream-cheesed with Christianity? Fancy joining a religion that really takes in your needs? Well here's your chance to help start a new one. Decide what's in and what's a sin. Do unbelievers go to hell, or just a filk con? Can you convert the heathens during the rest of the con? These and many other matters will be shepherded by Rob Miller and Jim de Liscard.

No Sex Please, We're British: Jester's 12am. Ian Sorensen hosts a number of word games with one thing in common - no sex please. You're caught by the vicar with your trousers round your ankles standing behind your dog - explain yourself, but no sex please.

Incon 2½ Planning Session: Gerald's 12am. Have you ever wanted to be on a convention committee? Well, here's your chance. Incon 2½ will be a one hour convention held on Sunday afternoon and you could help to run it. Can you get all the usual parts of a con (panels, discos, videos, etc) into sixty minutes? Would you like to see if you can help plan it? Then come along and get involved.

Who's Sadder: Jester's 1pm. What's more pathetic, watching William Shatner get crow-barred into his uniform for another Trek film or the flying washing-up liquid bottle spaceships of *Blake's 7*? Is the idea of having Bonnie Langford and K9 as Dr Who's companions much more ridiculous than anything that's ever been in *Red Dwarf*? Gary Starr, Keith Martin, Melanie Blagg and Duncan Crosier compare notes - and remember, the one with the biggest video collection when they die wins.

Cocktail Workshop: Gerald's 1.30pm. Allow our rough-talking bastard, Wag, to give you a slow comfortable screw against the wall, but not before you work up through screwdrivers, comfortable screws and many other arcane secrets of the shaker. Admission is by ticket only - £2 from registration, limited numbers.

Girl Talk: Jester's 2pm. This event is run by SLOW (Sad Lonely Octarine Women) and is a women only event - any men attempting to evade this rule may be subjected to close searching or ridicule (but if women can go to the stonings...). I'm assured that they have several things planned and won't spend the entire time talking about men who leave the toilet seat up but I bet it gets mentioned.

Unseen University Challenge: Jester's 3pm. The latest round of the long running, bitter and blood-thirsty contest for The Fannish Ashes. Can ZZ9 win back the coveted beer bottle lost to Octarine's secret weapon Dop, who'd memorised the entirety of *Meaning of Liff*, or will ace question master Simo dock them of all their points for hitting him with an inflatable parrot again?

Conspiracy Theory Workshop: Gerald's 4pm. Was Elvis abducted by aliens led by Marilyn Monroe and JFK, who both faked their deaths, and is he now living on the dark side of the moon with the Soupdragon? Are the Illuminati behind subliminal messages in *Postman Pat* that fnord drive people to wear baseball caps backwards? I'd love to tell you more but there's a black car parked opposite and it's been there for some time...

Kebabbi: Jester's 4pm. Our version of the strange game that involves running around a lot and not breathing - I think we'd better have a first-aider on hand for this one. Start practising shouting "doyouwantchillisaucenonthatdoyouwantchillietc" now.

Sadiators: Jester's 5.30pm. Our weedy version of *Gladiators*, where you get the chance to bash each other with giant cotton buds and play "Hunt the muscle". Hosted by Chris Tregenza and MJ "Simo" Simpson. If you'd like to enter this put your name down at registration.

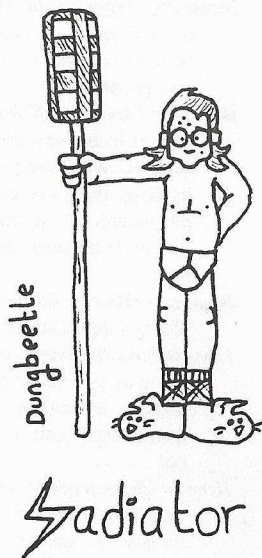
Killer/Water Pistol Fight: 7pm. To be decided. If it's a water pistol fight then it will be outside.

The Nightwear Disco: Jesters 8pm till late. Your chance to ponce about in your pyjamas or boogie on down in your nightie (OK, I can't think of anything that starts with N). If you don't normally wear anything in bed then this could get very interesting! Also featuring the Wet Bermuda Shorts competition and limbo dancing.

Sunday

Church Service: Jesters 10am. Well, what else would you do on Sunday morning except go to church? The Reverend Jim digs into The Good Book again and drags out tales of sex, drugs and violence (but fails to find very much about rock'n'roll). Featuring King Solomon's greatest chat-up lines, a plethora of virgin bosoms and quantities of beer and vomit.

Multimedia Turkeys: Jesters 11am. Experience the very worst in books, records and videos. Can you



survive *Barbara Cartland Sings?* Was *Spiral "Live cats, some of them dead"* Terra the worst book of last year? The depths are well and truly dredged by Mark Plummer and Simo.

Massage Workshop: Gerald's 11am. Carol West, our trained masseuse, shows you how to rub various parts of the body in order to relieve tension - I'm not saying any more or this will slide into innuendo. But if you want to learn a few things come along, and bring a towel.

Sexual Notes And Queries: Jester's 12am. Our agony aunt, Claire "The nice one" Brialey, and uncle, Wag, attempt to answer everything you ever wanted to know about sex. (For those of you afraid to ask there will be a "question box" at registration/Ops.) How do you blow a goat? What is felching the hedgehog? These and many others will be explained (possibly) but hopefully not demonstrated.

Cheese Tasting: Gerald's 12.30am A selection of cheeses from around the world, cheese shop notwithstanding, greets those of you who have splashed out a quid on a ticket for this event. (Tickets from registration/Ops - limited numbers). With a "Name that cheese" competition for the gastronomes amongst you.

Gosh! I've Never Heard Of Him/Her/It: Jester's 1pm. (aka *Who The Fuck!*) You've probably all read Terry Pratchett and Robert Rankin but what about Daniel Pinkwater? Or what about that book that has a guy who sculpts internal organs from cheese? Mark Plummer, Doppelgänger, Catie Cary and Jim de Liscard discuss some of the more obscure but funny, or just downright weird, SF/Fantasy novelists out there. Suggestions from the audience most welcome.

Kids' TV - It Always Was Crap: Jester's 2pm. Most people like to sit around and reminisce about the TV programmes that they watched when they were young, but were they actually any good? Claire Brialey and Meike Benzler point out the strings and facts - *Mr Benn* always used the same plot and Bagpuss was just a mouldy old cloth cat.

Juggling Workshop: Gerald's 2pm. Learn how to toss your balls properly with Martin and Wag. If you're a rank beginner or would like to see how to do some more elaborate tricks then come along and get a few pointers. If the weather is nice this may get moved outside.

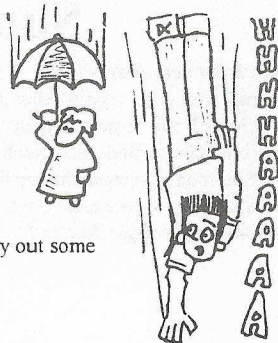
Incon 2½: Jester's 3pm. The convention within a convention. The aim is to get all the usual elements of a con into a one hour slot - and if you turned up to Saturday's planning meeting then you could be on the committee! If you are then it's up to you to try to persuade people to come to your con - so get on with it.

Why Don't You Get Off Your Fat Arse...: Jester's 4pm. ...and write a fanzine instead. If you have a fun time at Incon why not write a zine about it? Why write book reviews when you can write party reviews? With most people knowing someone with access to a photocopier, or just cheap machines in shops, there's no excuse not to. Pam Wells, Ian Sorensen, Mark Plummer, Rob Miller and Jim de Liscard, whose zines range from the semi-respectable to the gutter filth, discuss what's what and try to persuade others to take the plunge. (And don't forget Incomprehensible - see separate article).

Inconceivable Pursuit: Gerald's 4pm. You may have played Trivial Pursuit but you've never played it like this. Julia Daly and Meike Benzler ask the answers and it's up to you to supply the questions.

Live-Action Lemmings: Jester's 5pm. The ever-popular computer game as you've never seen it before. Can you stop your gophers, er lemmings, from drowning in vats of acid, falling from great heights or just exploding on you? 5, 4, 3, 2, 1, Oh no!

How To Chat Up Birds: Gerald's 5pm. Les Fuller and Dave Julian offer you a panel of pleasing, and not at all abhorrent, advice on how to get off with the opposite sex. What is the significance of Dostoevsky? How golden should an orb be? These and many more will be explained as they progress to try out some "practicals" with the help of a volunteer



Pub Quiz: Jester's 7pm. "Which pub did I go to last night?" is not the sort of question that will be asked, it's more of a general SF quiz that all are welcome to join in. Gary "Fluffy" Starr is the man with the teasers.

Fish Stamping: Jester's 7.30pm. Rob "The Herring That Ate Bridlington" Miller returns for a repeat of the popular game of piscine mutilation.

The Degeneration Game: Jester's 8pm. The rip-off that would have Bruce Forsyth spinning in his grave (if he was dead, that is)! Four couples (and a cuddly toy) battle it out through the sorts of games that they wouldn't let on TV. Chris Tregenza and Simo show off their wigs and give us a twirl. If you feel like entering this then put your name down at registration.

Bad Taste Night: Jester's 10pm. We degenerate even further with this collection of events that are definitely not for any sensitive souls out there (and what are you doing at this con?) Featuring *Gary on the Toilet*, *The Royal Society for the Propagation of Cruelty to Animals*, *Jarvis* and possibly many more.

The Seance : Jester's midnight. In the interests of furthering scientific studies we attempt to raise some spirits (vodka will do nicely) with the help of our extra-large. We invite the great, the good and L Ron Hubbard to come on down (or up in the latter case) by the aid of the powerful mantra, "He's dead!" Featuring more guests than a decade of Eastercons put together - and we don't have to pay their bar bills either.

Monday

So You Feel Like Shit?: Gerald's 10.30am. Or *The Hangover Workshop*. A chance to compare headaches, mutter "Never again" in a wholly unconvincing manner and let Wag pour even more noxious mixtures down your throat. The raw eggs and Worcester sauce are just for starters, and it won't so much be "hair of the dog" as the whole of Battersea.

Charity Auction: Jester's 11.30am. Your chance to pick up that ever elusive "thing" you've been after for ages and do The Dyslexia Bursary Institute Fund some good as well. As well as items donated either by your good selves or various celebs we will sell things on your behalf, with 10% going to the charity.

Good Morning Long Eaton: Gerald's 11.30am. The perfect antidote to anyone who may be missing their fix of mid-morning TV magazine shows. Our lovely couple with the fixed grins and the shoplifting convictions introduce a range of features (con cuisine, the fannish make-over, etc) and guests who try to plug their cons.

Water Pistol Fight: Outside 12.30am. What do you want me to say? It's a water pistol fight, OK?

Paper Aeroplane Apocalypse: Jester's 1.30pm. The Inconceivable flyers are back - and this time it's war! Help us to dispose of our spare advertising by folding it up and losing it.

Closing Ceremony: Jester's 2pm. The committee get ready for their nervous breakdowns, but not before rewarding the helpful (and possibly the stupid), and declare this an ex-convention, it has ceased to be, etc, etc.

Grope Session (misprint): Jester's 2.30pm. Go on then, tell us what we did wrong and we'll try to think up a plausible excuse for it or just laugh manically. Helpful comments as well as just downright criticism would be appreciated, and we'll try to get it right next time. Next time! AAArgggghhhhhh!

Dead Dog Party: Everywhere 6pm. Watch a severely relieved committee ("It's not our responsibility any more") collapse and help them in their attempts to die of alcohol poisoning in this mother of all parties.

Tuesday

Nah, you don't want to know about Tuesday. Honest.

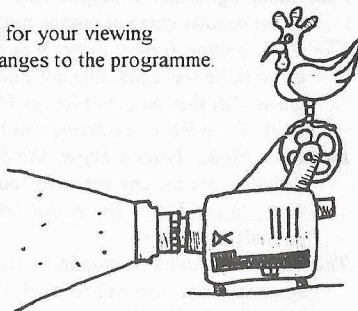
Don't Watch That, Watch This!

The Greatest Show On Television!

Inconceivable is proud to announce the following items for your viewing pleasure. Please check the door of the video room for any changes to the programme.

Friday

Babylon 5: 5pm. The pilot episode of the new SF series currently being shown on Channel 4. For some reason they didn't show this, so here's a chance to catch up on what you've missed. This is an excellent debut and well worth watching for its marvellous computer generated effects and tacky but passable acting. It's very reminiscent of *Star Wars* in its approach to the genre and almost as fun to watch.



Dinosaurs - Hurling Day: 6.30pm. Custom dictates that when a dinosaur becomes too old they are tossed into the tar pit. Custom also dictates that if the person being thrown is your mother-in-law then you get to do the tossing. Earl has been waiting for this for some time, in fact, as he says to his wife, "It was the only reason I married you in the first place."

Deeply Sad 9 - Q-less: 7pm. Perhaps the only episode of this totally abhorrent series worth watching. Due to a lack of originality, Q decides to visit the station to try to boost its flagging ratings.

Shutdown - Blackness: 8pm. In this episode William Shatner guest stars but unfortunately the screen goes black thus saving a fortune on expensive special effects and hair pieces.

Crimewave: 8.30pm. A masterpiece; there's no other word for it. From a slow beginning this film rapidly picks up pace and becomes more frantic and bizarre as the minutes fly by. No one who watches this will leave the room well... eventually. Brilliant. [Made by Sam Raimi and the Coen brothers! - film buff ed]

Nightingales - All At Sea: 10pm. First episode that we're showing of this brilliantly bizarre series set around three night-shift security guards. A new chief inspector arrives and, after the odd whipping, the lads' minds turn to thoughts of mutiny. DO NOT MISS THIS.

Married With Children: 10.30pm. Another highly entertaining series. In this episode Al, the husband, finds himself the centre of female attention and Peg realises, to her disgust, that she is going to have to try to win him back.

Sundown; The Vampire In Retreat: 11pm. What do you get if you take a vampire movie, chuck in a little modern technology, give it a Western setting and throw in David Carradine for good luck? What you get is a superbly tongue-in-cheek vampire western movie of course! You're soooooo stupid.

Dr Strangelove: 12.30pm. What can I possibly say? Peter Sellers at his best playing several roles including a president, a mad scientist (aren't they all?) and an RAF officer. A rather black comedy about a US bomber that tries to bomb Russia - with hilarious consequences.

Leonard Part 6: 2am. Bill Cosby plays a super spy, separated from his wife, who is called on to do one more "special" job. Not a brilliant film by any means but it does have its memorable bits.

Toxic Avenger 2: 3.30am. The second Toxic Avenger film (give that man a round of applause) and a super-hero film with its tongue firmly embedded in its cheek.

The Werewolf Of Washington: 5am. Dean Stockwell (of *Quantum Leap*) plays a politician who becomes a werewolf ("There wolf" - shouts the crowd.) Self explanatory really. A bit like *American Werewolf In London* but much earlier.

Get Smart Again: 6.30am. A TV movie of the series *Get Smart*, again starring Don Addams as agent Smart. Very well done, with the same style as the series which is usually the first thing that is lost in these things.

Shutdown: 8am. Another chance to see the earlier episode.

Saturday

Way Out West: 9am. Probably the very best Laurel and Hardy film ever. Always remembered for *The Trail of the Lonesome Pine*.

The Flash: 10am. An episode of the live action TV series based on the popular comic super-hero. Here our guardian of truth and justice is thrown into the future by an arch-enemy and finds it not as he would like it.

The Goodies: 11am. Tim, Graham and Bill take up a life of crime to try to help a policeman get a promotion. Unfortunately they prove very good at it and when they are finally caught the policeman sends them down for a very long time.

Mission Impossible: 11.30am. The pilot episode of this long running series sees the Impossible Mission Force trying to steal a banana republic's stock of atomic weapons. [Not bananas? - disappointed ed]

Hot Shots: 12.30am. One of the better spoofs from the stable that brought you *Airplane*, *Naked Gun* and *Top Secret*. Extracts the urine from films such as *An Officer And A Gentleman* and *Top Gun*.

The Making Of Hot Shots Part Deux: 2pm. A wonderful look behind the scenes of the making of a parody done as a parody of *Hearts Of Darkness*. Well worth watching.

Twilight Zone - Ye Gods: 2.30pm. A modern episode of the cult series in which a yuppie suddenly finds himself thrown into confusion when a bunch of Greek gods disrupts his lifestyle.

Moonlighting - Atomic Shakespeare: 3pm. *The Taming Of The Shrew* comes under fire in this retelling in the usual Moonlighting idiom.

Sneakers: 4pm. A host of stars help to make this a very enjoyable movie about a bunch of tech detectives, who usually break into banks with the owner's permission to test security systems, being hired by the government to steal a code breaker. When they discover which code it breaks they begin to wonder who exactly did hire them.

Shutdown - Problem: 5.30pm. Marje has problems when her husband comes home from work unexpectedly to find the TV blank again.

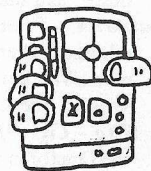
My Favourite Martian: 6pm. An episode of the 60s comedy series.

Martians Go Home: 6.30pm. Based on a book by Frederick Brown. Martians accidentally discover Earth, decide to visit and are very soon everywhere - and it becomes apparent that they are not going to leave in the near future.

Spaced Invaders: 8pm. If you're the "Top Guns" of a Martian space-fleet and you've accidentally heard part of an anniversary broadcast of War of The Worlds you might be forgiven for thinking that there's some action and fly down to join in. Big mistake! A pleasant enough film that has some one-liners that would put Groucho Marx to shame.

Not The Nine O'Clock News: 9.30pm. An episode of the satirical 80s show.

Nightingales - Reach For The Sky: 10pm. Promotion and a job at Heathrow are in the offing and Bell and Carter want them. All they have to do is pass a simple test - but the examiner has a stroke leaving Sarge to set the exam.



It's fun Jim
but not as we
know it.

Comic Strip - Space Virgins From Planet Sex: 10.30pm. A mish-mash of old SF and James Bond films gives spawning ground for this spoof.

Dangerous Brothers: 11pm. A collection of early shorts featuring Rik Mayall and Ade Edmondson reaching almost orgasmic funniness. Originally from *Saturday Night Live*.

The Addams Family: 12pm. Enough said. This is a brilliant film if, like me, you like your humour dry and with a twist of lemon. Based on the characters created by Charles Addams.

Bud II - Bud the Chud: 1.30am. Amusing zombie movie. What more can I really say? People find dead body, it comes to life and tries to eat them... with hilarious consequences.

Big Trouble In Little China: 3am. Kurt Russell stars in this vastly entertaining film of high magic and ancient evil. There's very good Kung Fu, a fierce babe and a funny Chinaman.

20 Million Miles To Earth: 4.30am. Ray Harryhausen's classic masterpiece - or so the blurb says. A rocket returns from Venus and crashes into the sea but before the authorities can get to it two local fishermen rescue samples from the wreckage... Da, da, daaaa!

It Came From Beneath The Sea: 6am. The second of Ray's classics for this morning tells the story of what happens when you wake a giant octopus that then decides to go on a rampage on land. (Eh?)

Shutdown - Dark: 8am. Marje is troubled by thoughts of blindness.

Sunday

Rugrats: 9am. A selection of episodes from this amazingly funny cartoon.

Alien Nation - The Game: 9.30am. In this episode of the wonderful, but short-lived, TV series Sam Francisco is disturbed by the number of Newcomer bodies littering the morgues; the wounds of which remind him of a terrifying past.

A Grand Day Out: 10.30am. Claymation fun with Wallace and his long-suffering dog, Gromit. In this, the first of their adventures, they set off in a home-made rocket for a cheese holiday on the moon.

The Wrong Trousers: 11am. A strange penguin brings turmoil into the tranquil life of Wallace and Gromit with a plan to steal a diamond. Winner of an Oscar this year.

Hook: 11.30am. Robin Williams as a grownup Peter Pan who no longer believes in fairies until his children are abducted by Captain Hook. Very enjoyable.

Quantum Leap - Double Identity: 1.30pm. An episode from the first season finds Sam inhabiting the body of a gangster who is having an affair with the Godfather's moll.

Groundhog Day: 2.30pm. Bill Murray stars in this highly enjoyable story of anger, lust, love, music and groundhogs, in which a man is trapped in the same day every day.

Digging For Cardboard: 4pm. This is a compilation, done for Novacon, of the past four decades of TV SF. Some of it is bad, but most of it is enjoyable, if only to sit there and say, "I remember that... and that".

Shutdown - Frantic: 4.30pm. Tom is caught in a dilemma when a power-cut blacks out the entire city. Will Barbara save the day or be killed by Wongo, the killer ferret?

Dr Who - City Of Death: 5pm. Tom Baker stars as the Doctor in this story of time travel, aliens, Paris and gymslips. One of the funniest of the Baker era [despite being written by Douglas Adams] it also sports an appearance by John Cleese.

Lost In Time: 6.30pm. A sequel to the film *Wax Works* - but if you haven't seen that don't worry. This is



about a boy, a girl, a key to time portals and an awful lot of ideas rolled into one film. Watch out for the hilarious fight scene at the end.

Nightingales - King Lear II: 8pm. Eric, the part-time security guard, has returned just as Bell and Carter are trying to convince Sarge it's time to retire and hand over the reins to someone else. Eric is the Sarge's favourite-he is also a werewolf.

Spitting Image - The Man With No Title: 8.30pm. Unusually, rather than a series of quick sketches this is a disaster movie of epic proportions.

Star Cops - In Warm Blood: 9pm. When a freighter returns from Mars with a dead crew and no clues Star Cops are called in to solve the mystery. An ace episode from the brilliant but critically shunned BBC series.

Chelmsford 123: 10pm. The pilot of the Channel 4 series tells of how the new Roman governor is sent to that most barbaric of lands - Britain. With a guest appearance by Dr Who!

Filthy, Rich and Catflap: 10.30pm. An episode of the series that followed *The Young Ones* with more or less the same cast but wasn't half as funny.

Bottom Live: 11pm. Filmed before a live audience whilst on tour last year, this is far better than any of the TV series. Rik and Adrian deliver gags fast and furious as they cavort across stage trying to punch each other's lights out.

Warning: The following three films are not suitable for people who are likely to throw up, small children [or those likely to throw up small children], large children, nervous hamsters and aquatic life-forms.

Bad Taste: 12.30pm. The first instalment of our Peter Jackson trilogy. Aliens have landed on Earth with plans for a fast food chain selling human in a bun. Our only defence is a bunch of incompetent UFO watchers with good intentions and a Ford Capri [That's you and Noel, isn't it Gary? - ed]

Meet The Feebles: 2am. What would have happened to *The Muppets* if Jim Henson had been a gross pervert? Here's the answer. It may be over-long and slow in places but if you like sick humour then this is the one for you.

Brain Dead: 3.30am. Very sick. Very sick indeed.

The Hitch-Hiker's Guide To The Galaxy: 5am. Very sick indeed. Oh, we've done that one. Come on... you must all know this one by now (which is why it's on at 5am really).

Shutdown - The Trap: 8am. Susan is alarmed to find herself trapped down a very dark coal-mine with no hope of escape.

Monday

Trust Me: 9am. BBC play about a compulsive liar who tries to get his fake "hit-man" diaries published only to have the publisher hire him to kill his wife. Extremely funny for BBC1 - I didn't know they had it in them - well worth catching.

The Adventures Of Bosco County Junior: 10.30am. Pilot episode of a western series with slight SF overtones. Bruce Campbell stars in this tale of revenge on his father's killers. But what is the significance of the UFO?

Chelmsford 123 - What's Your Poison: 12am. Everyone is invited to the governor's mansion for a knees up but thinks someone is out to poison them. With the usual hilarious consequences.

Gonzo Presents: Muppet Weird Stuff: 12.30am. Gonzo's personal pick of some of the more bizarre moments from Muppet history, including catching a cannonball and wrestling with a house-brick.

Pick Yer Own: 1.30pm onwards. Your chance to select items you may have missed or any of the other offerings from the list that will be on the door of the video suite. This should take us up to the Dead Dog Party.

Incomprehensible

As you may have noticed, Inconceivable has got a fanzine panel (Why don't you get off your fat arse... Sunday, 4pm, Jester's). Nothing too unusual with that really, conventions have been having fanzine panels for years. So why have we got one? Well, the main reason that I wanted to run it was to try to encourage people who haven't dipped their toes into the murky world of publishing to give it a go, and hopefully send me any zines that they come up with, especially if they include anything about Incon. (I could go on at great length here but that's what the panel's for.)

So, you may be thinking, why is this little section headed Incomprehensible? Glad you asked. Incomprehensible is the name of something, part post-con report and part fanzine, that will go to all of the con's members, and we want you to contribute to it. If you'd like to write (or draw) anything about the convention - from stories about your room party to complaints about the way the con was organised - then please send it in. This is the ideal medium for you if you'd like to write a short article about the con but don't feel that you've enough for a zine of your own, or if you'd just like it to go out to people who you wouldn't normally be able to reach. One of the main ideas behind Inconceivable is to get as many people as possible involved in the convention - this is a way of getting involved after the convention. So, please send contributions - no matter how large or small, to the address below and I'll try to work up a fun and interesting zine. But, if no one writes in then it's going to be pretty dull.

The deadline for sending stuff in is the end of June - so there's a chance that you may still be able to remember the convention when you get your Incomprehensible.

Send all contributions to Jim de Liscard, Incomprehensible, Flat 1, 31 Saxon Road, London SE25 5EQ.

By the way, there's a hidden agenda. But I'm not telling you what it is. Well, it wouldn't be hidden then, would it now.

Juggling

As we're having a juggling workshop at the convention (Sunday 2pm, Gerald's or outside it the weather is nice) we thought we'd give you a few hints and infringe some copyrights by ripping off this article.

Learn to Juggle

Equipment: Any three similar sized and weighted objects that can be held easily in the hand.

Helpful hints: - Stand relaxed, feet slightly apart. With arms bent at right angles and elbows at your sides. Imagine a wall passing through your hands, perpendicular to the ground. It is in this "plane" your tosses should be contained.

- All tosses are at eye-level and within your imaginary wall.

- Each toss is counted aloud, helping you to toss only one object at a time. Include the

last catch with your verbal count (ie. "one, two, three, catch").

- Each toss is thrown under the previous one.

1. The cascade method of juggling taught here, is simply tossing an object and making room for it to land by tossing another object. With a three-ball cascade, there is one ball in each hand and one in the air. As the airborne ball starts to drop, the second ball is tossed, making room for the first ball to land. As the second ball starts to drop, the third ball is tossed, freeing up space for the second ball to land. And so on.

Start with a ball in your right hand. Toss it to your left hand. The count is "one, catch." Toss the ball back to the right hand and repeat count aloud. Repeat ten times without dropping and proceed to step 2.

2. With a ball in each hand, begin by tossing ball no. 1 from right hand to left hand. As it starts to drop, make room for it to land by tossing ball no. 2 to your right hand. The count is "one, two, catch." Tosses should be at eye-level. Repeat step 2 ten times without dropping. Now complete step 2 another ten times starting with your left hand. When you can complete ten tosses with each hand without dropping the balls, proceed to step 3.
3. With balls no. 1 and 3 in your right hand and ball no. 2 in your left hand, begin by tossing ball no. 1. (The toss always begins with the hand that holds two balls.) As no. 1 starts to drop, make room for it to land by tossing ball no. 2. As no. 2 begins its descent, toss ball no. 3, catching no. 3 in your left hand. The count is "one, two, three, catch." When step 3 is completed, balls no. 1 and 3 will be in the left hand, and ball no. 2 will be in the right. Repeat step 3 ten times without dropping. Now try step 3 another ten times, beginning with two balls in the left hand, and one in the right hand.
4. Still using three balls, add a fourth toss to the previous step. This makes the count "one, two, three, four, catch."
5. By now you should see that each progressive step is just adding another toss, thus increasing the count by one. As the tosses become continuous, there should be a definite rhythm emerging as the left and right hand alternate throws.

More helpful hints:

- You may notice that the balls, having got the taste of flight, are straying outside your imaginary wall. Fear not! Wild tosses are quite normal when you're first learning. Patience is a must...and of course practice! If you tire in one session, rest and come back to it. The more you practice, the better you'll get.

- You may also find yourself "travelling" across the room. It may help to stand facing a wall, forcing you to control your tosses. Or pretend you're in a phone booth, where you have no choice but to keep your elbows at your side.

We few, we happy few

Name	Badge Name	No.	Name	Badge Name	No.
Michael Abbott	<i>Michael Abbott</i>	116	Henry C Eggleton	<i>Vidar Raven</i>	76
Scott Anderson	<i>Scott Tracey</i>	80	Robert D F Elliott		43
Chris Amies		63	Ian Fereday	<i>Feret</i>	85
Helen Archer		126	Mike Figgs		137
Simon Arrowsmith	<i>Sion Arrowsmith</i>	112	Jon Foster	<i>Foz</i>	118
Keith Asher		35	Mandy Foster	<i>Mandy</i>	119
Duncan Ball	<i>Duummncaaaaannn!</i>	100	Alison Freebairn	<i>Kelpie</i>	113
Iain Bell	<i>Albragon</i>	27	Les Fuller	<i>Kay</i>	56
Jess Bennett	<i>Jeshelmina</i>		Joe Gibbons	<i>Joe the Sandfan</i>	73
	<i>Fire-Hydrant Smith</i>	14	Anne Gould		9
Sam Bennett	<i>Sam Woz'ere</i>	19	Alan Gunn	<i>I'm a great lover- I'll bet!</i>	22
Michael Neal Birchall		20	Sarah Halligan		37
Meike Benzler		4	Bridget Hardcastle	<i>Bug</i>	23
Melanie Blagg	<i>Melanie</i>	78	Martin Harlow	<i>Martin</i>	68
Simone Blagg	<i>Simone</i>	79	Jeff Haughton		26
			Martin Headon	<i>Cliff II</i>	141
Claire Brialey		2	Geoffrey Hedger		95
Mark Brinicombe		39	Fritz Heininger	<i>Fritz The Cat</i>	127
Ben Brown		128	David Hodges		49
Simon Brown	<i>Papa Smurf</i>	92	Chris Holland		99
Stuart Bruce	<i>The Imaginative Fruit Arranager (Pseudonym)</i>	139	Simon Hopkinson	<i>Simon</i>	135
	<i>Quantum Mechanic</i>	124	Sue Howard		41
Roger Burton-West		44	Richard James	<i>Bazooka</i>	45
KIM Campbell		88	Rhodri James		48
Catie Cary	<i>Catie</i>	62	Al Johnston		31
Graham Church		66	Heather Jubb		96
James A Clarke	<i>Frankie</i>	6	David Julyan		81
Paul Clough		11	Keith		58
Noel Collyer		138	Alice Lawson		110
Brigid Cooling		117	Steve Lawson		109
David T. Cooper		33	Jim de Liscard		5
Dave Cordery		125	Mark Lowes	<i>The Flying Hamster</i>	87
Stephen Cowley	<i>Mav</i>	93	Karen Lukawski		17
Dave Cox		104	Jo McCahy		114
Duncan W. Crosier	<i>Brad Pitt</i>	129	Daniel McGrath	<i>The Dreaded Batter-Pudding Hurler of Bexhill-On-Sea</i>	140
Jonathan Crowe		90	Peter McGurk	<i>On Her Majesty's Silly Service</i>	83
John Crudgington	<i>Dragonlover-But not in the biblical sense</i>	3	Jackie McRobert		75
Julia Daly		82	Keith Martin		32
Andrew Dey	<i>William Seward Burroughs</i>	54	John Maullin	<i>Nevo-U-Mind-2</i>	86
Chad Dixon		130	John Dirk Meredith	<i>Dirk</i>	102
Sharon Dunsford	<i>I Am That Singing Fish</i>	53	Rob Miller	<i>The Way of the Exploding Chest</i>	34
Dominic Earl	<i>Animal</i>				

A few more

Name	Badge Name	No.	Name	Badge Name	No.
Nick Mills		115	Rachel Tomkinson	<i>Unbearably</i>	
Neale Mittenshaw-Hodge		131		<i>Cute Female</i>	72A
Mike Molloy		122	Chris Tregenza		1
Darrin Morgan		16	T. Valois	<i>Tobes</i>	28
Tim Morley		111	Chris Varian		97
Robert John Newman	<i>The Voice of Reason</i>	51	Andrew Vernon	<i>Big Vern</i>	134
Chris O'Shea	<i>The Magician</i>	61	Wag	<i>If U Don't Know</i>	
Alison E Pentland		65		<i>You're Not Worth</i>	
Marion Pitman		52		<i>Talking To</i>	57
Lidia Plintschev		42	Darren Waller	<i>Daz Long</i>	59
Mark Plummer		50	Pam Wells		18
Silas Potts	<i>Silas</i>	64	Carol West	<i>Don't...</i>	101
Lorraine Pritchard		94	Kathy Westhead		30
John C Rees		8	Elda Wheeler		121
Paul Roberts		38	Barbara Whelan	<i>John Whelan's Mother</i>	133
Heath Robinson	<i>Little Brother</i>	84	John Whelan	<i>Barbara Whelan's Son</i>	132
Roberta C Roe	<i>Hamlet</i>	77	Esther Wilson	<i>I Can't Help Being</i>	
Tony Rogers		108		<i>Related To Noel</i>	67
Darren Sant	<i>Fruit Salad No. 13</i>	91	Richard Winslade	<i>Richard of Dawlish</i>	55
Bruce Saville		120	Anne Woodford		46
Andrea Schaefer		24	Alan Woodford		47
Rob Schnaar	<i>Rob</i>	60			
Anthony J Shepherd	<i>Doppelgänger</i>	13			
Janet Shepherd		136			
Simo	<i>Simo</i>	69			
Marcus Smith		89			
Matthew Smith		103			
Carole Smithies	<i>Carole</i>	70			
Robert Sneddon	<i>Nojay</i>	105			
Kate Soley	<i>Beware Of The</i>				
	<i>Leopard</i>	25			
Ian Sorensen		21			
Douglas Spencer		10			
Gary Starr		7			
Martin Steward	<i>Martin Steward</i>	123			
Billy Stirling		98			
Alan Sullivan	<i>Mr Off-White</i>	40			
Kathy Swadling		36			
Andrea Swinsco	<i>Black Panther</i>	29			
Simon Tarry	<i>Austragoth, Not Bruce</i>	15			
Alyson Taylor		12			
Ian Taylor		106			
Kathy Taylor		107			
Jerry Thomas		74			
Alison Tomkinson		72			
Neil Tomkinson	<i>Dada Is A Slaphead</i>	71			

APOLOGY

We, the committee, would like to take this opportunity to apologise, in full, without reservation, for the item which appeared on the rear page of Progress Report Three. Several people have complained that our reference to 'blowing goats' was offensive to those people who know and love the cuddly Capra Hircus Domesticus. In no way do we encourage this activity which can, in extreme cases, cause fatalities and provides little, if any, pleasure to the goat (though according to Gary it is quite good fun) (but as Gary shags chickens we wouldn't rely on his judgement)

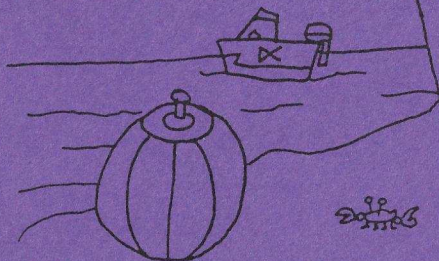
Several other people have complained that in the same section of PR3 words were blanked out and unreadable. For those with a curious mind an envelope containing the message in full may be purchased in the auction on Monday morning, on condition that it is not opened until after INCONCEIVABLE has finished when the committee is no longer eligible for libel actions. If you buy us some drinks at the dead dog party we might even tell you what it is all about.

Hi, I'm...Um...Tee hee...Bunny
yeah that's right, and I've been
propositioned by-

'Asked' Bunny not 'propositioned'
Don't say propositioned.

Sorry, ASKED by Duncan to be in
his cover for this...Tee Hee...
convention booklet.
When do I do the dance, sir ?

Later Bunny.
Much later...



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2006