

September 8-10, 2000 Sunspree Resort, Scottsdale, Arizona

# **COPPERCON**

# **2000**

**20th Annual Speculative Fiction Convention**





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## CopperCon 2000

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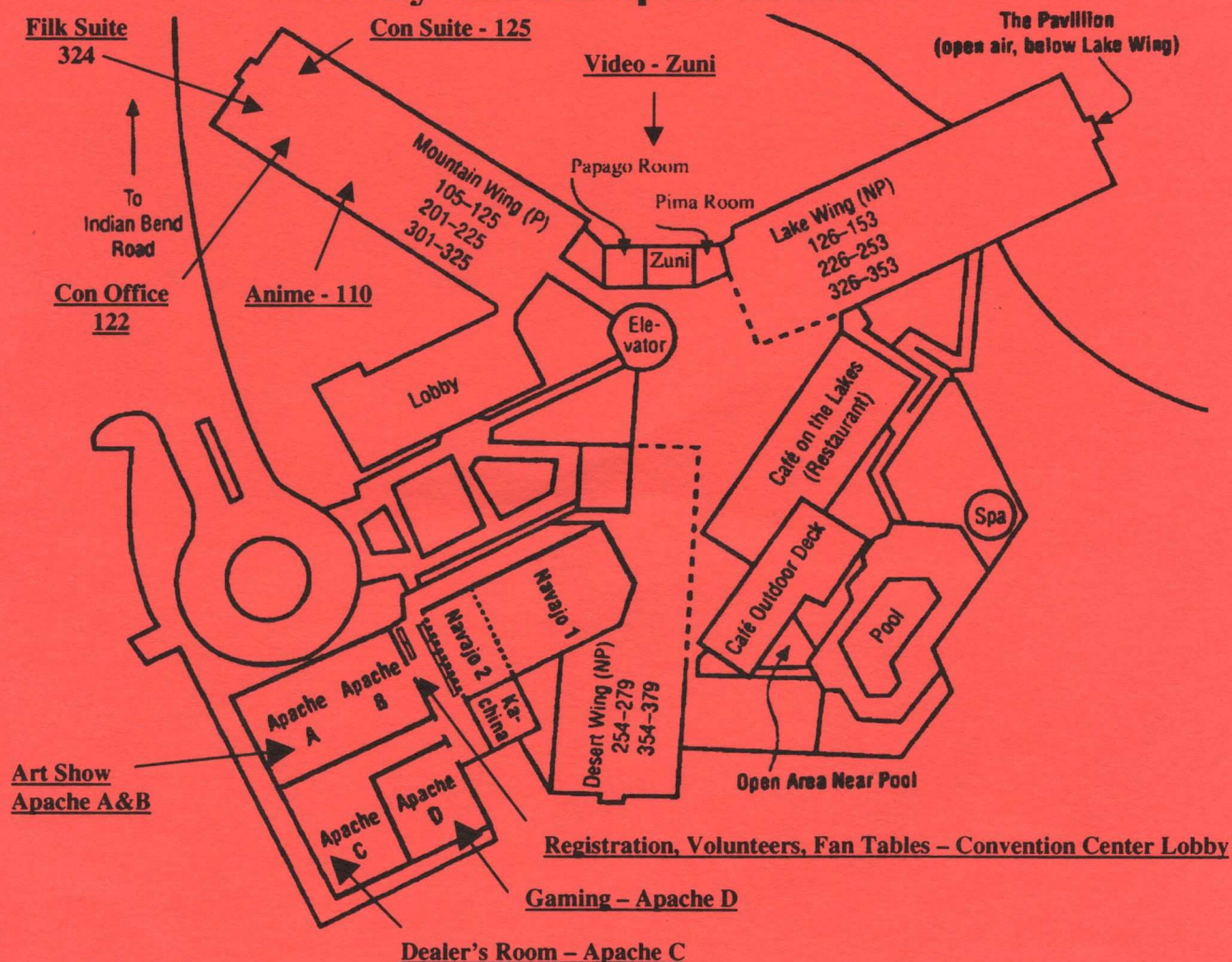
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**Gary & Coleen at**

**The Grocery Outlet**

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## Holiday Inn Sunspree Resort





# CopperCon 2000

## September 8 - 10, 2000

### Chairman's Message - Mark Boniece

I know that many attendees don't read, or even look at, the program book until they get home from the convention (if then). But, to those of you that are actually reading this while AT the convention, I want to thank you for showing up, and say a few words about CopperCon 2000. Our guests of honor this year span the entire spectrum of speculative fiction from hard science to fantasy, and are masters in their genres.

I have read several Poul Anderson books, most recently *Harvest of Stars*. For those out there that liked Robert A. Heinlein's work, I'm sure they would find the same pleasure in Poul's. In *Harvest*, the protagonist is actually named Anson (The "A" in Robert A.), and though he is a machine, behaves very much like Lazarus Long might. Poul Anderson's work includes some of the best and most original ideas I've ever seen. He also unabashedly borrows great ideas from others. This penultimate mixture has gained him an amazing three Nebula awards, and eight Hugos. I'm sure you'll enjoy meeting him.

I have been a fan of Vincent Di Fate's for a long time. He is one of the best artists in the field. He has had so many of his works published, he has lost count. His best estimate is that he has done over 3,000 illustrations. Every one is a masterpiece of design and execution. His work has adorned many Poul Anderson book covers, a partnership that continues today. The first of his works I remember were the covers of Herbert's *Children of Dune*, then Farmer's *Riverworld* books. Vincent has won the Hugo art award and the Frank R. Paul award.

On the subject of Phillip Jose' Farmer, it was with great sadness that we received word of his wife's stroke several months ago. As many of you know, he was scheduled to be a guest at this convention, but was forced to cancel due to her illness. All our best wishes and hopes for a speedy recovery go out to both of them.

Jennifer Roberson and Adam Niswander are both jewels in Arizona's own literary crown. Jennifer has brought distinction to herself through her five volume *Sword Dancer* series and others. She is known for telling stories from a unique perspective, and for being a truly wonderful person. Adam has been known recently for his supernatural thrillers with a southwestern flavor, the four volume *Shaman Cycle* series. Most of us in Arizona fandom have known him for years, and have watched his career develop. He is a brilliant and insightful man.

This year we are attempting to emphasize some of the SCIENCE in science fiction. Many of us are interested not only in the science of the future, but also the science of the NASA planetary missions, and the International Space Station, which will receive its first crew later this year.

Dr. Dave Williams is a planetary scientist working on NASA projects here in Arizona, and will be present to give us information on all aspects of man's efforts in space. His encyclopedic knowledge of *Star Trek* is almost unbelievable. I can turn to any page of the *Star Trek Encyclopedia*, and ask a question. Dave inevitably knows the Answer, many times in more detail than the book.

In closing, for us old fogies attending this convention, I'm hoping that my staff and myself have provided the best possible environment for your convention experience. I thank all that have helped in this truly monumental task. Have fun, and let us know about any suggestions you may have for making it better!

### CopperCon 2000 Committee

Chair	Mark Boniece
Exchequer	Kim Martin
Auctioneer	Jim Webbitt
Art Show	Ray Gish
Charity Auction	Jim Strait
Computer Room	Dave Thompson
Con Suite	Sue Utke
Dealer's Room	David Hiatt
Filk Liaison	Gary Swaty
Gaming	Craig Hier
Guest Liaison	Larry Hallock
Handicap Access	Helen "April" Rice
Historian	Jim Cryer
Hotel Liaison	Stephanie Bannon
Anime	Tom Perry
Logistics	Ben Kosar
Masquerade	Jean Palmer
Programming	Bob LaPierre
Green Room	Lori LaPierre
Kid's Program	Christina Carpenter
Publicity	Lee Whiteside
Publicity - electronic	Jim Strait
Publicity - video	Mark Boniece
Publications	Lee Whiteside
Registration	Brian Korn
Security/Ops	Craig Dyer
Staff Lounge	Stephanie Bannon
Video Room	John Wheeler
Volunteers	Mike Willmoth



## POUL ANDERSON

By Stanley Schmidt

Poul Anderson has long seemed to me the very epitome of a science fiction writer, spanning an enormous range of content, theme, and tone, always with scrupulous attention to both the science and the fiction in his tales. Poul's worlds and the beings who inhabit them are real in a way that few writers can approach. We get to know his settings and characters, both human and otherwise, at every level from the scientific background that makes them possible, to poetry that gets us inside their souls.

I knew Poul's work long before I knew Poul. His name often appeared atop stories that especially impressed me in high school, from A Bicycle Built for Brew to We Have Fed Our Sea. When I was trying to become a science fiction writer, Poul was on my short list of writers whose work I studied to figure out How It Was Done.



Poul & Karen Anderson

I am hardly the first person to observe that Poul Anderson's fiction consistently does an extraordinary job of unifying poetry and science and everything in between. What may be more surprising is the way he does that even in his factual writings. How many writers would begin a book of science fact with a passage of sheer, powerfully evocative poetry? Poul did, in his book Is There Life On Other Worlds?, which opened with an unforgettable paragraph about feeling the reality of the stars while looking at them from a sleeping bag spread beneath them in the wilderness.

I first met Poul and Karen Anderson in December 1972, at Joe Green's party for the Apollo 17 launch. In that night launch we shared a once-in-a-lifetime experience, and afterward they gave me a ride to the airport. I wasn't surprised to learn that we shared a lot of interests. I was a little surprised that, when I said I might be doing some backpacking in his part of California the following summer, he indicated that he might be interested in joining me for some of it.

So when I got there, I called him up and invited him to join a friend and me for a few days in the Desolation Wilderness. He was in a busy stretch and couldn't spare the time. So my friend and I did the next best thing: We stopped by his house afterward to tell him what he'd missed, while drinking his good Norwegian beer. What he'd missed included, with suitable poetic justice, an hour one night under the stars next to a lake in the Sierra Nevada, watching the Perseid meteor shower. It was like that opening paragraph of Is There Life On Other Worlds? made real, and then some.

Poul and I live at opposite ends of the country and so don't see each other all that often, but we do get together now and then at conventions. As editor of Analog, I also occasionally get to publish something new of his. At one Windycon he and I were Author and Editor Guest of Honor, and I bought his Guest of Honor speech on the spot as a guest editorial.

It's always a special treat to find a new manuscript of Poul's on my desk, or to get a phone message that he's in town and would like to get together for lunch. I was immensely pleased to see him receive the Grandmaster Nebula Award in Santa Fe in 1998. It seems to me that Poul Anderson might well be the poster boy for the very concept of a Grand Master of Science Fiction. I'm very grateful for all the enjoyment he has given me over the years through his writings, and I feel especially privileged to know him as a friend as well.

### Poul Anderson – A Biography

Poul Anderson is one of the more prolific and respected authors in the science fiction and fantasy world. "Born 1926 of Scandinavian parents, hence the first name. Raised first in southeast Texas, then on a Minnesota farm. Majored in physics at the University of Minnesota, graduating with honors in 1948, but, having sold a few stories while still there, went in for free-lance writing. Besides science fiction and fantasy, this has included mystery and historical fiction, nonfiction, and poetry. Moved to the San Francisco area in 1953 and married Karen Kruse, who has also published work both in collaboration and on her own. Except for travels, they have been there ever since. Their daughter Astrid is married to Greg Bear and has two children of her own."

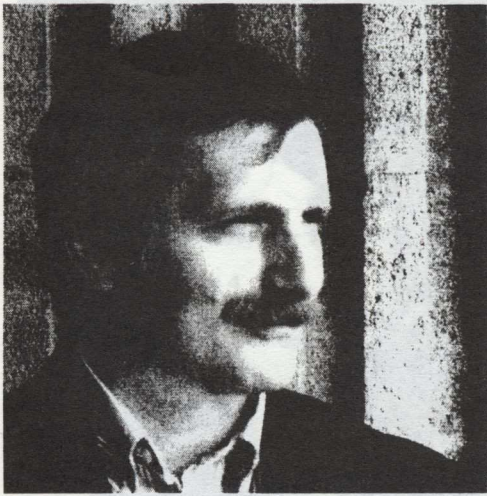
"Honors include: Guest of Honor at the world science fiction convention of 1959 and numerous regional gatherings; special issue of the Magazine of Fantasy and SF, April 1971; seven Hugos and three Nebula awards for best novelette of the year; Mythopoeic Award; Tolkien Memorial Award; "Daikon" award for best novel translated into Japanese; Russian Strannik Award for best foreign writer, 1999; grand master, Science Fiction Writers of America; investiture in the Baker Street Irregulars (Sherlock Holmes fandom)."

"Member of SFWA, serving as president 1972-3; Authors Guild, American Assn. for the Advancement of Science, SETI League, Scowrrers and Molly Maguires of San Francisco (scion of the BSI)."



## VINCENT DI FATE

By Stanley Schmidt



Vincent Di Fate and I got started at about the same time, in terms of both when we were born and when we started selling science fiction—both, curiously enough, to *Analog*. I sold rather forgettable short fiction, while he was doing illustrations—both black-and-white interiors and cover paintings—that were striking and memorable right from the start.

In those early years of both our careers, beginning a bit more than thirty years ago, I paid close attention to every detail of the magazines, both the one to which I was selling regularly and the ones into which I hoped to expand. That included, most emphatically, the art, and the art included, most emphatically, that of Vincent Di Fate. When I first started noticing that name, I didn't recognize it, even though I was quite familiar with such other regulars as Kelly Freas and John Schoenherr. But I always liked the work it was attached to it, and started watching for it as eagerly as the others. (It was so polished that it never occurred to me that he was new.)

One of the things I admired about his work was an attention to detail and an understanding of both light and seeing that made his paintings look so real I almost felt I could step into them. John W. Campbell once told an artist, "If I could send a camera to the scene of the story, I would, but you're all I've got. Please, be a camera!" Vinnie, it seemed to me, was.

He was also, I found out when I became editor of *Analog* a decade later, an extremely intelligent, likable, literate, and articulate fellow. One of the special treats of becoming editor was that I not only got to meet Vinnie, but to see and work with him on a regular basis, when he brought paintings into the office. Naturally I continued to use his work frequently in *Analog*, and expect to continue doing so into the indefinite future. One thing I especially try to do from time to time is remember to take advantage of the wide scope of his talents, which sometimes gets lost in the "typecasting effect." Early in his career he established such a reputation for doing stunning space scenes and hardware that editors and art directors sometimes forget how much else he also does exceedingly well.

And I don't just mean illustrating for magazines. I could tell you about his hundreds of book covers for many publishers, his awards (including a Hugo for Best Professional Artist), his work for NASA and as an organizer of the Association of Science Fiction Artists, and his museum exhibitions. But you can read about those in any number of reference books, and I suspect someone else will tell you about them elsewhere in this program book. So I'd rather remind you that his talents go even beyond art itself. I mentioned back there that he's literate and articulate; for proof, see his many magazine columns, his impressive book on the history of science fiction illustration, and an article he wrote for *Analog* giving a vivid artist's-eye view of a visit to Cape Canaveral, culminating in a shuttle launch.

It has been a real treat to know Vincent Di Fate, first through his work and then personally. But in looking over the record before writing this brief tribute, I realized that there was a shocking gap in both our careers. From the start, I-as-writer always thought, "I'd be real happy to have this guy illustrate one of my stories." But as well as I can determine, it has never happened.

I still hope that someday it will.

### Vincent Di Fate – A Biography

Vincent Di Fate is regarded as one of the world's major illustrators of futuristic themes. People Magazine has said of him that he is "one of the top illustrators of science fiction. . . Di Fate is not all hard-edge and airbrush slickness. His works are always paintings -- a bit of the brushwork shows -- and they are all the better because of it." And Omni stated that ". . . moody and powerful, the paintings of Di Fate depict mechanical marvels and far frontiers of a future technocracy built on complicated machinery and human resourcefulness." Di Fate is [at a relatively young age] something of a grand old man in a highly specialized field of technological space art. Stirring images of far-flung environments have been his trademark. . . Indeed, in nearly thirty years, Di Fate has produced more than three-thousand published works of science fiction, astronomical and aerospace art for such diverse clients as IBM, The Reader's Digest, the National Geographic Society, CBS and the National Aeronautics and Space Administration.

The artist graduated from the New York-Phoenix School (Pratt-Manhattan Center), which he attended on a scholarship. He worked as a photoengraver, taught elementary school art and worked in animated films before turning to freelance illustration in 1969. He has since received many awards for his work, including the Frank R. Paul Award for Outstanding Achievement in Science Fiction Illustration, the prestigious Hugo Award (Science Fiction Achievement Award) for best Professional Artist in 1979, the 1987 Skylark Award for Imaginative Fiction and the 1990 Lensman Award for Lifetime Contribution to the Science Fiction Field. He was the Artist Guest of Honor at the 50th World Science Fiction Convention in Orlando, Florida in 1992, one of the highest recognitions in the genre. A specialist in the depiction of space subjects, a book of his paintings entitled *Di Fate's Catalog of Science Fiction Hardware* was published in 1980 by the Workman Publishing Company. He was commissioned by NASA to create the official painting of the international space station Freedom in 1987, and is the author and editor of the book *Infinite Worlds: The Fantastic Visions of Science Fiction Art*, published by Viking/Penguin 1997.



## Jennifer Roberson - The Real Story

By Kate Elliott

I could talk about what an excellent writer Jennifer Roberson is. I could remind you of her varied and evocative short stories, such as "Valley of the Shadow" (one of the best personifications of Death I've read) or "Spoils of War" (the twist at the end has a real kick). I could mention her Cheysuli series, or Tiger and Del—one of the great duos in science fiction and fantasy. I also wouldn't want you to forget her historicals—a Scottish novel I actually enjoyed (!) or her original take on Robin Hood complete with a complex and fascinating portrayal of the villain. But if you read fantasy you know all this already, because you've read her fine writing or are buying a copy of one of her novels at this convention.

What I am going to tell you is that I collaborated on a long, complex, and intense novel (*The Golden Key*) with Jennifer (and our co-conspirator Melanie Rawn), so that means I know things about her that few other people do. She is ruthless, but compassionate. She brings discipline to her craft and imaginative sympathy to her characters. That same imaginative sympathy made her an excellent companion on a grueling book tour when she got me through an extended bout of nervous exhaustion. In fact, that tour gave me insight into why her characters—all of them, even the villains—are compelling and deeply layered: it isn't just voice and craft but a quality in Jennifer herself, the ability to see into and sympathize with all facets of a human being, good and bad, simple and complex, difficult, annoying, and endearing.

In the end, what remains with the reader longest are her portraits of characters, none of whom can be summed up with a few pithy adjectives. They are memorable because she has looked into their hearts.

Go, therefore, and read—for the first time, or the tenth.

## Jennifer Roberson – A Biography

Since 1984, Jennifer Roberson has published 20 solo novels, among them thirteen best-selling fantasy novels: the 8-volume "Chronicles of the Cheysuli", about a race of shapechangers and a divine prophecy; and the 4-volume "Sword-Dancer" saga the author describes as "Conan the Barbarian Meets Gloria Steinem."

Other novels include three mainstream historicals: *LADY OF THE FOREST*, an award-winning reinterpretation of the Robin Hood story emphasizing Marian's role in a story of how the legend came to be; a sequel, *LADY OF SHERWOOD*, continuing the adventures of Robin and Marian; and *LADY OF THE GLEN*, the documented story of 17th-century Scotland's Massacre of Glencoe, similar in theme to the films "Rob Roy" and "Braveheart"; plus an original novel based on the international hit television series *HIGHLANDER*; spun off from the movie featuring Christopher Lambert and Sean Connery; and *THE GOLDEN KEY*, the DAW Books fantasy collaboration with Melanie Rawn and Kate Elliott, which was nominated for the World Fantasy Award in 1997. She has also contributed many short stories to collections, anthologies, and magazines, and has edited the DAW anthology *RETURN TO AVALON*, a tribute to bestselling author Marion Zimmer Bradley, author of the Darkover novels and *THE MISTS OF AVALON*; and *HIGHWAYMEN: ROBBERS AND ROGUES*. Roberson's novels and anthologies have been translated and published in Japan, Germany, France, Russia, China, Italy, Sweden, Poland, Hungary, Israel, and the United Kingdom.

Upcoming projects include a sixth volume in the "Sword-Dancer" series, titled *SWORD-SWORN*, a solo-author prequel to *THE GOLDEN KEY*. In 2001, DAW will be reprinting the eight Cheysuli novels in a four volume omnibus release.

Jennifer has a Bachelor of Science in journalism from Northern Arizona University, with an extended major in British history. She spent her final semester in England at the University of London, which enabled her to do indepth research at such sites as the museums, great homes, and cathedrals of England; Scotland's Edinburgh, Loch Ness, and Glencoe and the castles and countryside of Wales. In 1985 she returned for more research and visited Dublin, Ireland, as well. Prior to becoming a full-time writer in 1985, Jennifer was employed as an investigative reporter for a morning daily, and as an advertising copywriter for a major marketing company.

Jennifer Roberson grew up in Arizona and used to compete in amateur rodeos. Her primary hobby now is the breeding, training, and exhibition of Cardigan Welsh Corgis and Labrador Retrievers in the conformation, obedience, and agility rings of AKC dog shows and trials, she was the Cardigan Welsh Corgi breed columnist for the *AKC GAZETTE* for six years, and is currently on the Board of Directors of the Cardigan Welsh Corgi Club of America. She lives near Phoenix with (currently) six dogs and two cats.

You can keep up with Jennifer's writing and hobbies on her web site at [www.cheysuli.com](http://www.cheysuli.com).







## Adam Niswander - An Appreciation

by Daryl F. Mallett

If I stretch my rapidly fading memory, I can remember exactly when I met Adam Niswander.

I was 23 years old and it was at Westercolt .45, the WesterCon held in Phoenix in 1992. Which means—geez, Adam, we've known each other for EIGHT years! (I feel that I'm much too young to speak in sentences containing the words "twelve years," "fifteen years," or "twenty years," but ::sigh:: lately they've been springing forth out of my mouth like butterflies from cocoons.) We were on a panel together (I don't remember the topic), but there was this grizzled old guy, with long hair and a salt-and-pepper beard sitting on the other end of the table from me. I wondered "Who is this guy?" Someone told me he was a bookseller and was just starting to sell his writing (which put us on the same page at the time, because I had just sold my first book that year). After listening to his scratchy tenor voice and the intelligent comments he made on the panel, I made it a point to go meet him. He was very gracious to me, the youngster, taking time to talk with me and inquire about my career and I went home to California feeling as though I'd gained, if not a friend at that point, a good colleague and acquaintance.

I really met Adam Niswander when I moved to Phoenix in 1993 and some of the DarkCon staff (Jeff Jennings, Nola Yergen, Wil Macdonald, Laura Modine) invited me to be a guest at that convention. We got to sit in the bar and, over drinks and smokes, we were able to talk at great length. Through writing conventions, our involvement in the SCA, and monthly Happy Hours at his house, we have become friends, and for that, I am glad, for my life is enriched by knowing him.

What about his writing? He's good. Very, very good. And very under-appreciated by the literary world. His series, THE SHAMAN CYCLE [*The Charm* (1993), *The Serpent Slayers* (1994), *The Hound Hunters* (1995)], is a mystical tale of Native American shamans and demons. The series is reminiscent of the works of Douglas Preston and Lincoln Child [*The Relic* (1995), *Mount Dragon* (1996), *The Reliquary* (1997), *Thunderhead* (1999)] and other books like Lyn Hamilton's *The Xibalba Murders* (1996), *The Maltese Goddess* (1997), *The Moche Warrior* (1999) and *The African Quest* (2001). Both the Lincoln/Child collaborations and Hamilton's books, by the way, are touted on the amazon.com website as similar books to Adam's in their "if you liked works by Adam Niswander, you may enjoy books by..." section of Adam's pages.

When *The Sand Dwellers* (1998) was published by Fedogan & Bremer, Adam was ecstatic. He was absolutely thrilled to have one of his books published by F&B. Already by this point, he was being touted by the likes of critic Stefan R. Dziemianowicz, as a Lovecraftian, compared to both H. P. Lovecraft, as well as to his friend Brian Lumley.

Adam showed his diversity by switching gears again with *The Repository* (1999), a story about writer Ambrose Bierce, an agent of the devil, fighting a group of magicians from Virginia to Switzerland.

When Adam asked me to work with him on a *Star Trek* novel idea, I was honored and, of course, agreed. It turned into a four-book quatrology, covering all four series of the show, which has not been purchased.

As you can see in his biographical information (his website can be viewed at <http://www.primenet.com/~adamn/>), Adam's short fiction has appeared in numerous anthologies, including *100 Vicious Little Vampire Stories*, *100 Wicked Little Witch Stories*, *100 Astounding Little Alien Stories*, and *Horrors: 365 Scary Stories*, as well as numerous online publications. He is multiple term past-president of The Central Arizona Speculative Fiction Society, a member of The Horror Writers Association and The Science Fiction and Fantasy Writers of America.

As for the rest of the usual stuff, Adam was born in 1946 in Flushing, New York and graduated from Stranahan High School in Fort Lauderdale, Florida in 1964. Along the way to becoming a writer, he did the strange myriad of things all writers do: He played the French horn in the Fort Lauderdale and Miami Symphony Orchestras; attended Broward County Junior College in 1965; attended The Neighborhood Playhouse School of the Theatre in New York City until 1966; entered the U.S. Navy in 1966, served two eleven-month tours of duty in Vietnam, and was honorably discharged in 1970; and worked as an actor, member of Equity, until 1976.

Adam moved to Phoenix, Arizona, in 1977 and started another round of strange jobs: He became a licensed Real Estate Salesperson; helped create the Macro Society Community in 1979; was ordained as a minister in The Macro Society Community Church; opened Adam's Bookstore, a used and rare specialty store, in 1984 (through 1995); and became a Licensed Real Estate Broker in 1986. Currently, he teaches Real Estate Licensing and Renewal courses at Professional Institute of Real Estate and Ford School of Real Estate and also teaches writing and literature classes for Central Arizona College and for Elderhostel programs. He currently resides in Maricopa, Arizona with a clouder of cats and an incredible collection of artwork and books.



## Cecilia Eng

by Elizabeth Burnham

Cecilia Eng and her husband, Andrew Nisbet III, hail from the Portland, Oregon area where they have been part of the vital filk community in that area.

Her earlier songs, such as "Unreal Estate" and "Absent Hosts", brought her to the fore of West Coast filking, and she has continued to have strong ties with filk publisher Firebird Arts and Music.

Andrew is also a well-known filk writer, who feels he is very lucky to have such an excellent singer performing his songs.

Besides being really nice people, Cecilia and Andrew run the filk table for Friends of Filk, their local organization, and have volunteered to do so at this CopperCon, so be sure to stop by for a chat. You'll be glad you did!

### Cecilia Eng – A Biography

Cecilia Eng has been writing and performing science fiction/fantasy music since 1985. Her first album, Of Shoes and Ships, was first published in 1988 by Off Centaur Inc. and is still available on cassette together with Cecilia Eng Live! from Firebird Arts & Music. Her latest album, Harmony in Practice was published on CD by Firebird in 1998 with the help of her favorite British musician/arranger, Emrys Atkinson. She has also contributed to a number of albums based on the writings of fantasy writer Mercedes Lackey as well as doing behind-the-scenes midi arrangements for some of Michael Longcor's CD's. On the latest CD, Owlflight, she has for the first time been able to have real live musicians play some of her virtual midi arrangements – an experience which has been a true joy for Cecilia and a (literally) breathless experience for some of the musicians!

For the last 10 years, she has been bringing music performers to OryCon and other conventions in the Pacific Northwest through the non-profit association, Friends of Filk, and can often be found raising money behind their dealers tables at conventions in the area. She has also been a featured music guest at Dreamcon (Everett WA), Congenial (Racine WI), Tropicon (Palm Beach FL), Boskone (Boston MA), OVFF (Columbus OH), and Consonance (San Jose CA).

#### Incomplete list of published works:

Of Shoes and Ships  
Cecilia Eng – LIVE!  
Harmony in Practice  
Oathbound  
Oathbreakers  
Freedom Flight & Fantasy  
Lovers Lore & Loss  
Shadowstalker  
Songsmith  
Dangerous Heroes  
Norman & Saxon  
Field of Fire  
Owlflight



### CopperCon 2000 Filk Activities

As a sort of Prequel to the Con, Cecilia will be in the Con Suite on Thursday night socializing and maybe singing a song or two. Preregistered members welcome.

During the rest of the convention, the majority of the Filk activities will be in the Filk Suite, Room 324 in the Mountain Wing.

The Filk Schedule is as follows:

Thursday	7:00 pm Con Suite – Cecilia Eng
Friday	7:00 pm Meet the Pros Reception (Cecilia) 9:00 pm Filk Circle -- Filk Suite
Saturday	4:00 pm Filk Concert with Cecilia Eng 7:00 Masquerade (Filk during the judging) 9:00 pm Filk Circle - Filk Suite (Time Approximate After Masquerade)
Sunday	1:00 pm Filk Jam -- Filk Suite

### The Phoenix Filk Circle

The Phoenix Filk Circle is an informal body of Phoenix Filkers which sponsors The Music Guest of Honor for CopperCons & LepreCons. The group also runs the nightly Filk Circle at the conventions. Other Filk activities occur as the spirit moves us which often includes semi-regular monthly House Filks.

Those interested in keeping up with Filk at the conventions may contact Gary Swaty by email at garyswaty@casfs.org. Gary also passes on inquiries about House Filks to the appropriate people.



## Volunteers

CopperCons are run by volunteers and this year's con is no exception. Come by our table near Registration and sign up for a stint or two. We'll have some special prizes for some lucky volunteers, maybe for every volunteer!

If you have a specific interest area you'd like to volunteer for, just let us know when you stop by and we'll do our best to accommodate your preferences. Otherwise, there will be a list of convention areas that need help. Simply pick your area and go when they need you. We'll have a form for you to keep track of your time so that you get the proper credit.

Help make this year's CopperCon a better convention. Lend a hand and become part of the success!

Mike Willmoth - Volunteer Coordinator

## Video Room

Join us for the Last Video Room of the 20<sup>th</sup> Century celebrating many things not seen in a long time (TV & Movies) and also some new things that I doubt you've ever seen, or seen yet. Unaired Pilots, New series Pilots, New Japanese Monster Movie Night, plus uncensored and yet unseen episodes of the third series of LEXX plus many more surprises and our **2<sup>nd</sup> Annual You Don't Know Jack Tournament** with Prizes.

Hours are tentatively 10 a.m. to 3 a.m. Friday, 8 a.m. to 2:30 a.m. Saturday and 8 a.m. to 3:30 p.m. Sunday in the Zuni Room. — John Wheeler

## Anime

As usual we will be showing lots of the latest Anime titles in the Anime room. It will be open 24 hours throughout the convention, so long as there is an audience. Stop by Room 110 and check it out!

## Handicap Access

We are proud to announce that CopperCon 2000 has Handicap Access. We're here to help make your convention experience an enjoyable one and to provide any extra help that you may need. So stop by the Handicap Access table and sign up or volunteer to help. You'll get a nifty badge or two, and your name entered into a drawing. — April "Helen" Rice

## Registration

If you're reading this, you've already registered (and if you haven't, who gave you this program book?). Please remember to keep track of your badge during the convention. If you lose it, you will need to pay the full current at the door price to replace it. The convention badge remains the property of the convention until the convention ends. Membership can be revoked at the discretion of the convention. A \$25 charge will be assessed to all returned checks.

Have a Nice Day! - Brian Korn

## Arizona Fan Table

The Arizona Fan Table is located next to the Volunteers table in the convention center lobby. You can find out information on upcoming local conventions, including LepreCon 27, CopperCon 21, Hexacon 11, TusCon 27 and DarkCon. Most will be offering discounts for buying advance memberships at CopperCon.

## Computer Room

There will be anywhere from 8 to 12 PC's available for people to play on 24 hours a day. A wide variety of games will be available for everyone to play. Some small tourney's will be held as well. So come on down and get some frags! - Ashtar D.O.A.

## Security

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

### The Rules:

1. No real or realistic firearms will be allowed.
2. All bladed weapons must be peace bonded.
3. No glass containers around the pool area. Plastic cups are available from the con suite.
4. All parties must be registered with Security prior to 8 p.m. on Friday and Saturday.
5. The badge remains the property of the convention until the convention ends.
6. Memberships may be revoked at the discretion of the convention.

As always, we will need volunteers to help with security. If you are interested, please contact the Volunteer co-ordinator or the head of Security. - Craig L. Dyer.

## Con Suite

Once again, we will have a fully stocked Con Suite with soda, chips, snacks and more for our patrons to consume. We will be open from 8 a.m. to midnight Friday and Saturday and 8 a.m. to 3 p.m. on Sunday.

## Masquerade

Jean Palmer, Masquerade Director

Do you enjoy dressing up? Designing exotic costumes? Maybe "Acting Out" a bit or even "Acting Outrageously"? Well, step right up, folks — have we got a deal for you! For absolutely no cost we can put you in the Limelight — well a dim bulb and a cheap flashlight — for 60 seconds of fame on-stage (and they say you get only fifteen seconds of fame in your lifetime in the Mundane World).

The CopperCon 20 Masquerade will take place in the Navajo Room at 8 PM on Saturday, September 9.



Contestants Check-In Time: 7:00 PM  
**Check-in location: Kachina Boardroom.**

There will be Hall Costume Awards for neat, fun, cool costumes during the Con!!!

The Masquerade affords costume designers a venue to show their best stuff. Painstaking and authentic recreations of historic garb will be displayed along with SF and fantasy concepts of what the World might look like Otherwhen. Visual puns will be tolerated; children are encouraged to participate. There are prizes awarded in several categories applying to rank beginners, jesters, and experienced costumers.

If you have a last-minute costume or a flowing design that you have worked on for years, See Jean Palmer or sign up at the registration desk.

### **Registration:**

All who wish to enter the masquerade must be registered. To register bring the entry form (available near the main con registration desk at the Masquerade table) to the Masquerade info gathering at 2 PM Saturday in the Kachina Boardroom. We will collect registration forms, music tapes, and costume info for the MC to read while you are on-stage. The judges are lenient and understanding.

### **Music:**

If you have a cassette tape or CD to be played during your presentation, it must be turned in with your registration form at 2 PM on Saturday. Label the tape box and both sides of the tape with your name and your costume name. Make sure your tape is cued up and ready to play so the sound tech need only drop it in the player and press the button.

### **Time Limits:**

Presentations will be limited to 60 seconds. You will need to convince me if you feel you need more time.

### **Lighting:**

We will have stage lights. They will be on or off—sorry nothing fancy.

### **Stage:**

Entrance will be by steps. The stage will be 12' deep x 24' wide, with a 6' wide 24' long runway as exit with steps at the end. The Stage will be 24" above the spectator area... The only door you will need to go through is 5'8" wide and 6'7" high.

### **Green Room – Kachina Boardroom:**

You are to be in the Kachina Room No later than 7:00 p.m. Saturday evening. Optional Workmanship judging will begin at 7 p.m.. Children (Junior Costumers) must arrive by 7:30.

There will be Den Moms to take care of you before the masquerade. We will have a repair kit available, but for Emergency Repairs only. There will be Polaroid photos taken of each costume for use by the Judges.

### **Advice:**

If you include a gag or surprise, you may surprise the audience, but **NEVER SURPRISE THE CREW!!!**

Please be kind to yourself before the competition. Get some sleep the night before. Register early, and turn in all your materials properly labeled. Let the masquerade director know what you'll need for your presentation to run smoothly. Get a lot of practice ahead of time. Don't forget to eat and drink something a few hours before you go on. Check in on time and let your den mother take care of you. If you need a sudden repair, ask at the repair table and we will try to take care of you. If you have a problem, tell your den mother or the masquerade director. Stay in one place so you can be found when it is your turn to go on. Let the crew help you on and off the stage so you don't fall. Let your den mother take care of your excess belongings and let the catcher crew retrieve anything you leave on stage. Don't forget to stick around for the awards – it might just be your name they call! Let us know what we can do for you to make your presentation everything you want it to be.

Rehearse, rehearse, **REHEARSE!!!** Remember, though this is a costume competition, not a talent show. Let them see your costume, but **Never Bore the Audience**, and don't forget – **ENJOY YOURSELF!!!**

### **Masquerade Rules:**

1. No fire or flame allowed on-stage – **ABSOLUTELY NO EXCEPTIONS!**
2. Purchased or rented costumes may not be shown in competition. You can use a few purchased pieces, but the overall costume is to be fan-made. The designer/builder of the costume and the model do not have to be the same person.
3. No messy substances (wet, dry, or oily) that might damage the costume of another contestant will be allowed in the green room or on the stage. Thou shalt not slime thy neighbor.
4. This masquerade is rated PG-13. Please, no flagrant nudity. There will be children in the audience. No costume is **no** costume!
5. No smoking in the green room or the masquerade hall.
6. No flash photography while participants are on-stage.
7. All weapons must be cleared and approved by the Masquerade Director!
8. The masquerade director has full authority to eliminate anyone from the competition on the basis of bad taste, danger to the contestants or audience, violation of the above rules, or any other reason deemed sufficient. There will be no appeal. This rule is intended to protect you and the convention from the real "loons" and will not be invoked frivolously.

A special "Thank You" to our Judges, Master of Ceremonies, half-time entertainment, sound, catchers, den mothers, crew, and everyone else who helps ensure a smooth Masquerade.



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



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We also are looking for those interested in supporting the bid in an ongoing manner via monthly dues.

Please contact us at Mesa in 2004, PO Box 67457, Phoenix AZ 85082,

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or

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



**TusCon 27**

November 10-12, 2000

Guest of Honor: Catherine Wells

Artist Guest of Honor: Liz Danforth

Toastmaster: Ed Bryant

Fan GoH: Stephanie Bannon & Craig Dryer

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Nov 10-12 is UofA Homecoming Weekend

**PLANNED EVENTS / FEATURES**

Panels, Readings, Meet the Authors

Art Show, Video Room, ConSuite

Masquerade, Adult Masquerade

Game Room, MIB LARP, LAN Computer Gaming

Children's Zone

<http://www.azstarnet.com/~basfa>



## CopperCon 20 Programming

Panels are listed in approximate chronological order. Please check your pocket program and posted program information for final schedules and details.

**The Chairman Speaks:** *The Chairman's welcome and introduction of GOHs*

**What's New with NASA?:** David Williams and David Nelson let us in on the projects current and near future for our space agency.

**Legend: Learn to play a Live Action Role-Playing game:** Weapons, Monsters, Magic, and Fun. An explanation of this exciting LARP

**Meet CASFS.** The Central Arizona Speculative Fiction Society is a charitable 501(c) 3 organization that sponsors ConNotations, HexaCons, CopperCons and much more!

**Meet LepreCon:** LepreCon puts on the largest SF-Art Con in the state. Meet the people behind them.

**25 Years of Star Trek in the Valley:** Who are UFP and what do they mean to us?

**Internet: Is Electronic Publishing the new hope of the future?:** Where do you learn how to publish one book at a time? Ask us!

**Costuming 201:** How do I know if my costume is good enough for the masquerade? What is a hall costume? All these questions and more answered by our expert panelists.

**Meet the Pros.** This soiree has it all! All the guests! All the participants! The official opening ceremonies! Mingle in the sophisticated atmosphere of the Sunspree Resort Lobby.

**Henna:** Learn about creating your own temporary tattoos with all natural ingredients

**What did he say?:** "He used to doLARPs but he gafiated last year and no-one has seen him since. A crack group of Concom explain just what was meant by that statement

**Gaming at the turn of the Century:** Where is gaming going in the next Century?

**LARPing:** Late night LARP Friday and Saturday nights.

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**Filk Circle.** Every night at almost every convention anywhere in the world musicians and singers gather in companionship, harmony and mirth. Hosted by the Phoenix Filk Circle. Filk Suite.

**UFP Jeopardy.** Fill your need to take Oozing Green Things for \$300. Join the United Federation of Phoenix in the yearly quest to test the mental cunning of fandom. Navajo

**We are T.H.E.M.** Meet T.H.E.M. The science fiction and fantasy club at ASU. Come in and find out what T.H.E.M. is all about

**Robots:** Find out why it is all the rage! Robots bashing other robots with weapons. Why we do it and what it entails.

**Legend LARP Introduction.** The Legend Live Action Role-Playing organization will run a LARP. Sign up and learn how to play.

**Grab Bag Costuming:** Make a costume from whatever clothing is available.

**Meet Sheila Finch:** Meet this enchanting woman and learn what she thinks

**Finger-paint with T.H.E.M.** Meet and play with T.H.E.M. The science fiction and fantasy club at ASU. Come in and find out what T.H.E.M. is all about while you create your own work of art as you relive those wonderful days of kindergarten.

**Meet Southwestern Costumer's Guild.** Meet this loose (but definitely not rag-tag) organization devoted to all facets of historical, cultural, science fiction, fantasy and humor costumes.

**Water guns at 20 paces:** Children's programming spills out on to the lawn.

**Meet Poul Anderson:** The Guest of Honor talks about his work and life.

**Meet Karen Anderson:** Wife of the Author GOH and an established author in her own right.

**Meet Emily Devenport:** Local author and frequent convention speaker

**Meet Doranna Durgin:** Author of "Wolverine's Daughter" and "Seer of Blood"

**Meet Ernie Hogan:** Local Author and husband of Emily Devenport.

**Meet Pete Manly:** Local Author and long time ConCom

**Meet Adam Niswander:** Local GOH and author of "The Repository"

**Meet Jennifer Roberson:** Local GOH and author of "Lady of Sherwood"



The Mars Society: Who we are and why we are important to your future.

Cheap Interplanetary Travel: Why do you need it? What does it mean to us?

Masquerade Registration. If you want to be in the Masquerade, you must attend this meeting to sign up and know what is going on when. Kachina

Two Writers, One House: Does having another writer in the house affect your writing? Do you collaborate or compete?

Charity Auction. Every year CopperCon holds a charity auction for worthy causes. This year we are raising money for Reading is Fundamental See what our generous merchants and participants have donated. Bid on that perfect item.

Finding the Right Word: How do you find the right term when writing a Filk song?

Masquerade! The largest single event of the convention. If you need a Masquerade explained to you read the article here in the program book and them come and see the sights for yourself. Kachina

Party! Party! Party! There will be many parties going on around the convention, wander around and drop in to say "hello" to your next bestest friend in the whole wide universe!

Science Fiction Taboo. The science fiction/fantasy version of the popular boardgame "of unspeakable fun"!! Come and bring a friend, the more the merrier.


Round Table Discussion: Where did you get the idea for...?: Our Authors get together to answer the imponderables.

Recovering that Costume: What to do with your costume after you wear it. How to go from Elizabethan to Space opera and back.


Meet WSFA. Do you know what WSFA is? Come in and find out.

Movie Previews with Barry Bard. Come in relax and watch the new movie trailers for all the upcoming holiday releases.

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Art Auction. Here is your chance to purchase the masterpiece you have been drooling over all weekend. Bid for yourself or for a friend. Bid against a friend or against yourself! Navajo

TV Talk. Will there be a new Trek? What is happening in this season of Buffy? See a special preview of the SciFi Channel's upcoming Dune miniseries. Watch what is going to be on and get the inside info on what is happening on the small screen. Lee Whiteside Navajo B

Filk Jam. You went to the concert, you've seen the circle now get down and get funky as filkers gather to sing their last songs and keep the convention going for as long as possible. Filk Suite

NASA's Current Planetary Missions Watch what is going to happen at NASA in the near future. Where are they going? When are they going to get there? Dave Williams

Compliments and Complaints. Come on in and tell us all the wonderful things that happened at the convention! Something didn't go perfectly? Come by and tell us that as well. Seriously, we are trying to put on the best conventions that we can and we want to hear your comments and criticisms. ConCom Kachina

Dead Dog The convention is not over until the last chip is eaten and the last soda is drunk!



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**Kids Programming** - The Pima room will be the location for kids programming during the day. Check in at the Pima room for the activity schedule for your kids. Volunteers to help out will be welcome.

## CopperCon 2000 Program Participants

These are some of the people who will be participating on panels and other activities this weekend.

**Karen Anderson:** I was born in 1932 in Kentucky; my family moved to the D. C. area in 1947 and that was where I founded a Baker Street Irregulars scion, joined the Washington Science Fiction Association, wrote and published the first filksong, and went to college. I met Poul at my first convention, Chicago 1952. When Poul and I decided to get married, we thought the San Francisco area might be a good place to live.

Before there was a SFWA, sf writers were encouraged to join the Mystery Writers of America. We were active in the NorCal chapter for many years. We helped revive and are still active in the local BSI scion. I published in four of five APAs for a number of years, also entered convention masquerades, but I'm not doing either of those things now. I have put on plays and operettas at conventions; a few years ago I staged a Sherlock Holmes story as if done by Gilbert and Sullivan.

I have published some verse and short fiction, and collaborated with Poul on the four-volume historical fantasy *The King of Ys*. I drew the maps for that, and am now engaged in doing maps for his forthcoming biographical fantasy *Mother of Kings*, set in tenth-century Scandinavia.

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

**Brett Bass** - Born in November of '61, Brett spent his early years in Houston, Texas where he was introduced to the space program. As he was one to doodle extensively in his early years instead of doing schoolwork, it was only natural for him to start drawing spacecraft. From science fact it was only a short step to sci-fi/fantasy, which took off when he was in high school in the late 70's when Brett picked up his first copy of *Heavy Metal*. Drawing and painting sci-fi/fantasy subjects with no audience was put to an end by a good friend and

mentor, Robert "JR" Daniels. JR encouraged and introduced Brett to the sci-fi/fantasy world in the early 90's. Since then, Brett has been active in the midwest sci-fi art scene. Brett was Artist GoH at CopperCon 19 and had such a good time he's coming back this year.

**Frances Burns** is an experienced seamstress, filker and treasurer of the Southwest Costumers Guild. When not sewing or attending conventions she shares her home with two lovable felines that allow her to care for them.

**Robert Daniels** is an incredibly talented and successful artist, a highly respected ASFA auctioneer, a masquerade judge and he's attended over 500 conventions. He's been a mentor to other artists, including Brett Bass. After visiting us last year, he's coming back again and will be spending a lot of time in the art show painting.

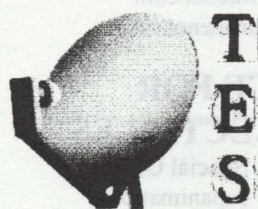
**Emily Devenport's** short fiction has appeared in Asimov's SF, the full spectrum Anthology, and Aboriginal SF, whose readers voted her a Boomerang Award. She enjoys studying many different fields including History, neurology, psychology and mythology and is secretly Maggy Thomas.

**Maggy Thomas**, champion of justice, former officer with the Department of Corrections, is currently pursuing a degree in Criminal Justice (really!). *Broken Time* is her first novel (but Em's seventh, which is kind of cheating, but what the hell, in this business you need every advantage you can hustle).

**Doranna Durgin** spent her childhood filling notebooks first with stories and art, and then with novels. After obtaining a degree in wildlife illustration and environmental education, she spent a number of years deep in the Appalachian Mountains. When she emerged, it was as a writer who found herself irrevocably tied to the natural world and its creatures. *Dun Lady's Jess*, Doranna's first published fantasy novel, received the 1995 Compton Crook/Stephen Tall award for the best first book in the fantasy, science fiction, and horror genres. When she's not writing, Doranna runs a fiction critique service and builds web pages for authors. She lives in upstate New York with two irrepressible Cardigans and a Lipizzan gelding who thinks too much.

**Craig Dyer** - Lord Craig of the Whitecliffs, as he is often known, can usually be found at cons accompanied by several large, white, wooden ammunition chests, in which he keeps a generous supply of homemade vodka-based cordials. He combines the spirit of a vintner with the showmanship of a low-key P.T. Barnum, as he joyfully discusses the ingredients and watches the pleasure on the faces of his (new and long-held) fannish friends. In the real world, he is a highly proficient computer techie for the Maricopa County Community College District, an ardent player/collector of RPGs and collector card games, owned by numerous cats, dogs, and ferrets, and hailed as a generally pleasant fellow. He also chaired CopperCon 19.

**David (Gannd) Foster** An artist, craftsman, magician, scientist, technician, priest and patron of the arts, he is able to put his touch on all of the various worlds he travels through and make them better. This long time fen has made significant contributions to every part of Arizona's fandom.



Gloria J. Konrad

Glenn A. Konrad

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<http://go.to/tesdish>



**Ernest Hogan** The internationally acclaimed author of cult novels *Cortez On Jupiter* and *High Aztech* has appeared in publications as varied as *Penthouse Hot Talk*, *Amazing Stories*, *Semiotext (E)*, *Proud Flesh*, *Science Fiction Age* as well as Greek and Italian magazines. His most recent publication has been "Obsidian Harvest," a collaboration with Rick Cook in *Analog*. Latino.com has featured an article on him. Wordcraft of Oregon will soon publish a special collection of his new novel *Smoking Mirror Blues*. He is working on a website, and legally married to two of the most beautiful science fiction writers in the world.

**Peter L. Manly** - Pete Manly has a degree in physics with graduate degree in "The School of Hard Knocks" from Tan Sohn Nhut (Saigon), class of 1970. He writes astronomy books, science fiction and fantasy stories including several stories and articles in *Analog Science Fiction and Fact* magazine. He also designs spacecraft and children's toys.

**Donald Markstein** is a writer and editor who has worked on Mickey Mouse, Donald Duck, Uncle Scrooge, Eek! the Cat, Tiny Toon Adventures, Mighty Morphin Power Rangers, and Bucky Bug. Right now he is mostly working on comic books.

**Michael McCollum** is another local author. Credits include *GIBALTAR EARTH (NEW)*, *A Greater Infinity*, *Life Probe*, *Procyon's Promise*, *Antares Dawn*, *Antares Passage*, and *Antares Victory* (in production), *Thunderstrike!*, *The Clouds of Saturn*, *The Sails of Tau Ceti*, *The Art of Writing Volume 1 & 2*, *The Art of Science Fiction Volume 1 & 2*, *The Sci Fi - Arizona Astrogator's Handbook*. He has 25 years as a professional short story writer and novelist. He is also involved with online publishing.

**James Reade** - James is the founder of RipRoarin' Comics, publisher of *Marked by the Beast* and *Blood and Sunder*. His other talents include drawing caricatures, creating airbrushed T-shirts and more. Credits include *Doctor What*, *Torg*, *Marked by the Beast*, *Blood and Sunder*, *The Eternal Soldier*, *Big Bertha*, *The Side Hill Muckets*, and *Trolley Man*.

**Cary Riall** is a long-time Phoenix science-fiction enthusiast who's first convention was Leprecon 1 (geezer alert!). His published works include the *737 Next Generation Autopilot*, *British Aerospace 146 Digital Flight Guidance Computer*, and various other non-fiction collections of ones and zeros. His interests include near-term future technology, siege engineering, and costuming, and will continue until it is not fun anymore.

**Ken St. Andre** is a well-known Phoenix fan who helped organize the first LepreCon many years ago and has made at least a token appearance every year since. He was once foolish enough to chair LepreCon 9 whose motto was "bodges—we don't need no stinking bodges!" Con members wore buttons.

### The Official Deep Space Nine Fan Clubs

For More Information:  
**Contact Gayle Stever**  
[gstever@uswest.net](mailto:gstever@uswest.net)

He is an active member of S.F.W.A., largely on the strength of his game design work for Stormbringer and Tunnels and Trolls (which is not dead!) He has sold several short stories—find them if you can.

**Gary Swaty** has worked as a volunteer at Conventions since 1978. By the eighties, he was usually Staff. He also has helped in setting up a special collection of Arizona Science Fiction memorabilia at the A.S.U. Library. He is presently the Filk Liaison for LepreCon and CopperCon as well as running errands for the Conventions. He listens to Live Filk at every opportunity and possesses a sizable Filk Tape/CD collection.

**Mike Volckmann** is a Phoenix resident and FIDO sysop, Mike is a computer programmer by trade. Recent projects include web design and maintenance work management software. A private pilot, Mike is working on a commercial pilot's license and is married to artist Cathie Yankovich.

**Jim Webbert** is a professional chemist and is a longtime fan of science fiction, having attended conventions since the 1950s. His hobbies include collecting art, reading, and in Phoenix fandom he is known for his involvement in running conventions, and auctioneering.

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

**Randall Whitlock** is a registered geologist with background in Meteorites, AZ geology, and environmental assessments, Randall also operates "MoiRandall's," a custom costume and desktop clothing pattern publishing business. Currently president of the Southwest Costumers Guild, fandom knows him for the costumes he builds for convention masquerades and occasional service as Masquerade director. Randy claims to suffer from chronic Paronomasia—the compulsion to make the worst pun possible at the worst possible time.

**Lee Whiteside** is our local SFTV guru with the long running SF Tube Talk column in ConNotations, The Magrathea/SFTV Web Page ([www.sftv.org](http://www.sftv.org)) and associated mailing lists. He is a software Engineer/Lan Administrator in his spare time. He also chaired CopperCon 16.

**Cathie Yankovich** has had several works of art published, multiple exhibits in science museums, art galleries, and has also had several short stories published in ConNotations. Credits include *Art - Pouring Out the Stars*, *Cornucopia of Planet*, *The North American Milky Way Telescope* (collaboration) *Writing - Old Blue Nose*, *A Couple Kilos of Plasmite* (short stories). She has participated in numerous art exhibitions at venues including ASU Art Center (Phx, AZ), Volcano Art Center (HI), the Hub Gallery (Phoenix, AZ), Fiske Planetarium (CO). She has had art published in *Analog* and *MZB Fantasy Magazine*.



# Author GoH: Julian May

at

## CopperCon 21

September 7-9, 2001

*Annual Science Fiction & Fantasy Convention*

Artist GoH:

TBA

Music Guest:

Heather  
Alexander

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Please send me more info on: ☐ Art Show ☐ Masquerade ☐ Running a Game ☐ Dealers' Room ☐ Volunteering ☐ Other

08/25/2000



## CopperCon - Past, Present and Future

Con Name	Dates, Hotel	Chair
<b>CopperCon</b>	Sept 11- 3, 1981, Howard Johnson's Caravan Inn, Phoenix, AZ Author GoH: Marion Zimmer Bradley, Fan GoH - Ken St. Andre	Terry Gish
<b>CopperCon 2</b>	Sept 10-12, 1982, Howard Johnson's Caravan Inn, Phoenix, AZ Pro GoH - Fred Saberhagen, Fan GoH - Barry Bard, TM: Marion Zimmer Bradley,	M. R. Hildebrand
<b>CopperCon 3</b>	Sept 9-11, 1983, Phoenix Hilton, Phoenix, AZ Pro GoH - Theodore Sturgeon, Fan GoH - Alice Williams, TM: G. Harry Stine	Clif Baird
<b>CopperCon 4</b>	Sept 7-9, 1984, Sunburst Hotel, Scottsdale, AZ Pro GoH - Somtow Sucharitkul, Fan GoH - Samuel Konkin III	Bruce Farr
<b>CopperCon 5</b>	Sept 6-8, 1985, Safari Resort, Scottsdale, AZ Pro GoH - Nancy Springer, Fan GoH - Keith Williams	Margaret Grady
<b>CopperCon 6</b>	Sept 4-7, 1986, Safari Resort, Scottsdale, AZ Pro GoH - James P. Hogan, Fan GoH - Sean McCoy,	Margaret Grady
<b>CopperCon 7</b>	Sept 18-21, 1987, Ambassador Inn, Phoenix, AZ GoH - Opus (The Penguin)	Margaret Grady
<b>CopperCon 8</b>	Sept 9-11, 1988, Phoenix Hyatt Regency, Phoenix, AZ Pro GoH: Robert Vardeman, Fan GoH: Pat Mueller	Sam Stubbs
<b>CopperCon 9</b>	Sept 10-12, 1989, Safari Resort, Scottsdale, AZ Author GoH: AE Van Vogt, Fan GoHs: Jim & Doreen Webbert	Doug Cosper
<b>CopperCon 10</b>	Sept 7-9, 1990, Safari Resort, Scottsdale, AZ Author GoH: Keith Laumer, Fan GoH: Wilson "Bob" Tucker, Special Guest: David Gerrold.	Matt Frederick
<b>CopperCon 11</b>	Sept 6-8, 1991, Safari Resort, Scottsdale, AZ Author GoH: Michael McCollum, Artist GoH: Armand Cabrera, Fan GoHs: Bruce & Kim Farr	Eric Hanson
<b>CopperCon 12</b>	Sept 11-13, 1992, Camelview Resort, Scottsdale, AZ Author GoH - Roger Zelazny, Author GoH - Alan Dean Foster	Matt Frederick
<b>CopperCon 13</b>	Sept 10-12, 1993, Holiday Inn Convention Center, Phoenix, AZ Author GoH - Robert Sheckley, Artist GoH - Wayne Barlowe	Larry Hallock
<b>CopperCon 14</b>	Sept 9-11, 1994, Francisco Grande Hotel, Casa Grande, AZ Author GoH - Verne Vinge, Fan GoH - David Hungerford	Matt Frederick
<b>CopperCon 15</b>	Sept 8-10, 1995, Phoenix Airport Days Inn, Phoenix, AZ Author GoH - Spider Robinson, Artist GoH - Jeanne Robinson, Fan GoH - M.R. Hildebrande	Steve Burroughs
<b>CopperCon 16</b>	Sept 6-8, 1996, Holiday Inn SunSpree Resort, Scottsdale, AZ Author GoH - Lois McMaster Bujold, Artist GoH - Alan Gutierrez, Special Guest - Andrew Robinson, Filk Guests - Karen Willson & Chris Weber	Lee Whiteside
<b>CopperCon 17</b>	Sept 5-7, 1997, Holiday Inn Sunspree Resort, Scottsdale, AZ Author GoHs - Kevin J. Anderson & Rebecca Moesta, Local Author GoH: Ernest Hogan Filk: Doctor Jane Robinson & Cynthia McQuillan	Doug Cosper
<b>CopperCon 18</b>	Sept 4-7, 1998, Embassy Suites, Phoenix, AZ Author GoH - Stephen R. Donaldson, Artist GoH - Mitchell Davidson Bentley, Filk Guest - Jeff Hitchin	Jim Cryer
<b>CopperCon 19</b>	Sept 10-12, 1999, Holiday Inn Sunspree Resort, Scottsdale, AZ Author GoH - David Weber, Artist GoH - Brett Bass, Filk GoH: Mitchell Burnside Clapp (Robert Osman)	Craig Dyer
<b>CopperCon 2000</b>	Sept 8-10, 2000, Holiday Inn Sunspree Resort, Scottsdale, AZ Author GoH - Poul Anderson, Artist GoH - Vincent Di Fate, Music GoH - Cecilia Eng Local Author - Jennifer Roberson, Local Author - Adam Niswander	Mark Boniece
<b>CopperCon 21</b>	Sept 9-11, 2000, Holiday Inn Sunspree Resort, Scottsdale, AZ Author GoH - Julian May, Music GoH - Heather Alexander	Stephanie Bannon
<b>CopperCon 22</b>	Sept 7-9, 2001, Hotel & Guests TBA	Jim Cryer

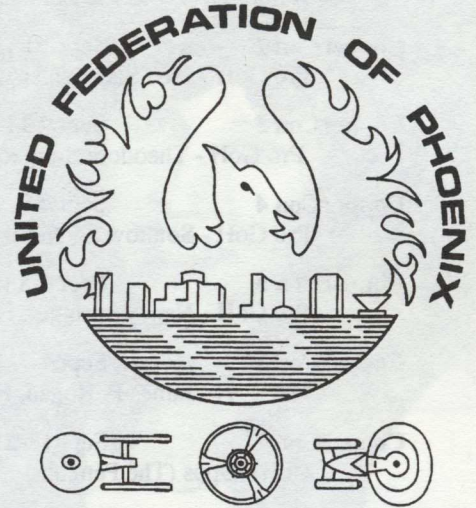


## The United Federation of Phoenix 25<sup>th</sup> Anniversary

This year's CopperCon coincides with the 25<sup>th</sup> Anniversary of The United Federation of Phoenix. It also coincides with the 34<sup>th</sup> anniversary of the original airing of Star Trek on NBC back in 1966. To celebrate both Anniversaries, U.F.P. will be having a party on Saturday night in Room 225. U.F.P. is the third longest continuous Star Trek fan organization, behind the Boston Star Trek Association (which is disbanding at the end of this year) and Starfleet.

But if we were to peer into the Guardian of Forever, we might be able to see some flashes of some United Federation of Phoenix history, some of which tied into local Phoenix conventions, including CopperCons. From my perspective, the early days are pretty hazy. If you look close, you might see a group of fan, mostly from ASU, meeting at channel 3 seeing Star Trek episodes on demand before VCR's were popularly available. Later on they watched The Next Generation and Deep Space Nine at meetings a week before they aired on TV. Members won nation-wide Star Trek contests that put them on the sets of future Star Trek movies. And with all this, the greatest feat is to keep meeting regularly, successfully, and continuously for a quarter of a century. During all this, many UFP members met, married, had children, were born, and changed the course of their lives.

I've been told that there was a lot of filking in the early days (including t-shirts and song books to prove it). The club has also produced their own Fanzines, including the *Phoenixian Star Galleys* and *Quastar*, the last edition being *Quastar 6* in 1990 (copies of 5 & 6 are still available.) One thing that sets U.F.P. apart from other local clubs is they usually have some sort of activity to go with a meeting. Popular ones include picnics, rocket launches, video watching, bowling, camping, and even road trips to Tucson to see the missile silo or the Air & Space Museum or to Las Vegas for the Star Trek Experience. One early major activity was the production of Star Trek: The Home Movie, which had its black tie premiere at CopperCon 4 in 1984. We've gotten some local press at times. The earliest was in the Parade section of the Arizona Republic back in 1975. When KNXV did "A Day at the Star Trek Convention" at a local Creation Con, many members got on TV. When we got together to watch the final episode of *Star Trek: The Next Generation*, we got a big picture in the Phoenix Gazette.



### The United Federation of Phoenix at CopperCon 2000

**Friday night**

**Join us for SciFi Jeopardy at 10 p.m.  
in the Navajo Ballroom.**

**Test your knowledge for fun and prizes!**

**Saturday Night**

**The U.F.P. 25<sup>th</sup> Anniversary Party  
Room 225**

**Opening at 4 p.m. for snacks, socializing,  
memorabilia and the start of our silent auction.  
We'll close down during the masquerade with the  
party resuming afterwards with more food.**

**Silent auction items include:**

**Many autographed items - photos,  
books (Peter David, J. Gregory Keyes,  
R.A. Salvatore & J. Michael Straczynski),  
comics (Peter David, jms),  
action figures (Bruce Campbell, Alexander Siddig),  
special Gallileo photos, Special Mars Global  
Surveyor Photo CD sets, and more.**

U.F.P. has always been involved with the local conventions, many past & current members have even chaired them. We also helped organize and run three Watchamacon gaming conventions in the late 80's, early 90's. In recent year's, U.F.P. have been having games at the conventions, one of the more memorable ones being SciFi Squares at the 1992 WesterCon with J. Michael Straczynski in the audience. In the last several years we've been holding SciFi Jeopardy games, and this CopperCon is no exception (It's Friday night!) We've also occasionally sponsored guests at the cons, including Susan Sackett at LepreCon 10, Mike & Denise Okuda at PhringeCon 3, and Andrew Robinson at CopperCon 16 (It was going to be Alexander Siddig, but Nana Visitor was close to having his baby and he didn't want to leave town).

So, at our party Saturday night, we'll have lots of U.F.P. memorabilia for you to look at, we'll likely have a screening of Star Trek: The Home Movie, and we're also having a silent auction with lots of neat stuff as a fund raiser. And we'll also have lots of food! So see you there!



## The Dark Ones 10<sup>th</sup> Year Anniversary Party

Written by: Chameleon D.O.A.

Edited by: Shadowstalker of The Dark Ones

**CopperCon 2000** marks the Dark Ones 10<sup>th</sup> year anniversary of throwing parties at Conventions. In true Dark Ones fashion we plan to have a big party at CopperCon to commemorate the event. The Party will begin when the "bells toll" at 10pm. All attendees of CopperCon are invited to the party. The party will feature dancing, conversation, munchies and drinks and the not to be missed the Dark Ones Anthem at midnight.

**Who are the Dark Ones anyway?** Most people don't realize that there is a lot more to the Dark Ones than a group that throws great parties. The Dark Ones have evolved over these last ten years from a handful of gamers who wanted something to do after the Game Room closed to a diverse group with fifty members. Interests now span subjects like computer programming, costuming, gaming, science, science fiction and fantasy movies and literature as well as organizing and running larger events such as conventions (i.e. DarkCon).

**How do I join?** The Dark Ones are a tightly knit family. While anyone is welcome to attend our events and parties joining the group is a bit more complex. There are two levels of membership the Dark Ones and the Dark Ones Associates. To become a Dark Ones Associate a prospective member must find someone within the group (either a Dark One or D.O.A.) who will sponsor them. Then the prospective member must get involved with the group by helping out with parties and events and getting to know everyone in the group. Eventually the sponsor will call for an opinion poll on the new member and then the group will decide when (or if) the individual is ready to officially join the group. Only D.O.A.s can become Dark Ones.

**What else do the Dark Ones do?** The Dark Ones, D.O.A.s and friends often attend premiers of Science Fiction / Fantasy movies (we gathered a group of over four hundred to attend *The Phantom Menace* on its opening day). Several of the new parents in our group have organized special children's events. There have been birthday parties for children of the Dark Ones and D.O.A.s and other fun events. We have a Dinner Club that meets monthly at various nice restaurants across the valley to enjoy our friendships over a good meal. We have even started a travel club for those of us who wish to travel overseas.

The Dawning of a New Era...

### DarkCon 2001

Returning  
to Phoenix, AZ  
June 2001

Memberships  
& T-Shirts  
will be available at the

10<sup>th</sup> Anniversary  
Dark Ones Party

10 pm at CuCon 2000  
"When the Bells Toll"

[www.darkones.org](http://www.darkones.org)

Memberships are available now!

This event is sponsored in part by:  
**Amethyst Alliance IRPG.**  
[www.amethystalliance.com](http://www.amethystalliance.com)



### And of course we throw

**DarkCon!** In 1995 a major dream for the Dark Ones came true. The group threw its own convention. It was not just a gaming convention, but a well rounded convention with two tracks of programming, con suite, hucksters room, art show, banquet and of course a Dark Ones party. The next DarkCon was held in the summer of 1999. Again the convention was small, but everyone who attended agreed that it was a great little convention.

**DarkCon 2001** is currently in the planning stages. We will have full programming for all types of interests. Gaming, Banquet, Masquerade, Art Show and all the trimmings of a great convention are being planned. The Special VIP membership package will allow you to get the "royal treatment".

This **CopperCon Dark Ones Party** will be amazing. Please stop by and say hello. Buy your **DarkCon 2001** T-shirts and Memberships. Have a drink and some munchies. Dance into the night. This closes the first ten years; watch for us as we march into the future...





## Clubs and Other Organizations Participating in CopperCon 2000

### CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC. (CASFS)

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

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

### PHOENIX JAPANIMATION SOCIETY

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

### LEPRECON, INC.

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

### THE SOUTHWEST COSTUMER'S GUILD

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

Write to: PO Box 39504, Phoenix AZ 85069

E-mail: randwhit@aol.com

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

### T.H.E.M.

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

### Notes From the Editor

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Photos of Jennifer Roberson and Adam Niswander from their respective web pages.

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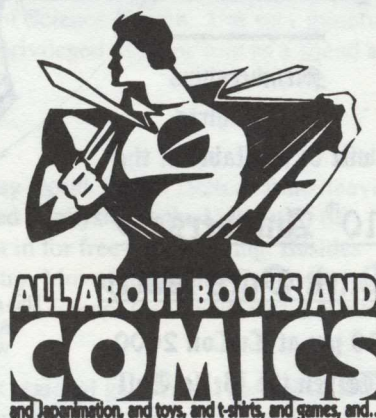
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# 2001: A BayCon ODDyssey

"Thinking Outside The Monolith"

May 25 - 28, 2001

San José DoubleTree Hotel

Taking a new and slightly odd perspective on  
SF, fantasy, and conventions.

Writer Guest of Honor — Rudy Rucker  
Special Guest — Poppy Z. Brite

For more information, visit our website at <http://www.baycon.org>.

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## BayCon 2001 Membership Form

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\$65 3/1/01 - 4/30/01 • \$70 5/1/01 on & at the door

Mail with your check or money order made out to:

BayCon 2001

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San Jose, CA 95161-0427

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Name: \_\_\_\_\_

Fan Name: (for badge) \_\_\_\_\_

Business Name: (for badge) \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP Code: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

I would like to receive more information on: ☐ Art Show ☐ Artist's Alley ☐ Dealer's Room ☐ Gaming

PRIVACY NOTICE: Neither BayCon nor Artistic Solutions, Inc. have ever sold or will ever sell our mailing list. We do list some member info (name, member number, city and state) on our website (through a local search engine) and in our publications for the convenience of those members who wish to know if they are registered and what their member numbers are. IF YOU DO NOT WANT YOUR NAME LISTED ON THE WEBSITE OR IN THE PUBLICATIONS PLEASE INITIAL HERE \_\_\_\_\_ AND DATE \_\_\_\_\_.

BC2K



**Special \$25 Membership  
Rate at CopperCon 2000!**

# LepreCon 27

Arizona's Annual Science Fiction/Fantasy Convention With an Emphasis on Art

## May 18-20, 2001

**Holiday Inn Sunspree Resort, Scottsdale, Arizona**

**Artist Guest of Honor:**

### Stephen Hickman

*1994 Hugo Award Winner for  
Postal Service Space Fantasy Art Stamps*



**Author Guest of Honor: Michael A. Stackpole**

*N.Y. Times Best Selling Science Fiction & Fantasy Author*

*I, Jedi, Star Wars X-Wing Novels, Dark Glory War, Battletech Novels, Isard's Revenge, Eyes of Silver, Dark Horse Star Wars Comics*

**Local Artist: Robert Ross**

**Music Guests: Echo's Children**

(Sponsored by the Phoenix Filk Circle)

### LepreCon 27 Art Show

The LepreCon 27 Art Show will be featuring artwork by our Artist Guest of Honor Stephen Hickman and our local Artist Guest of Honor Robert Ross plus many other local and national artists.

LepreCon 27 has the largest science fiction and fantasy art show in the Southwest.

We are anticipating a great art show this year, so be sure to come down and see the pride of a lot of super artists. If you have any questions, or if you are interested in reserving display space, please contact Ray Gish at 2527 N. Silverado, Mesa AZ 85215 or call (480) 641-3997 or email at RGASAS@aol.com.

**Holiday Inn  
Sunspree Resort  
7601 E. Indian Bend Rd,  
Scottsdale, Arizona  
(480) 991-2400**

**Room Rates:**  
\$73 S/D/T/Q + tax,  
Suites: \$125 S/D/T/Q + tax

**Memberships:**  
\$30 through 12/31/2000,  
\$35 through 5/01/2001,  
\$40 at the door  
Children 7-12 half price\*,  
6 and under free\*  
\* with adult membership

### LepreCon 27 Programming

The programming team is already champing at the bit, ready to set up cutting-edge presentations, round up fresh, new topics for panel discussions and devising hands-on art experiences for LepreCon 27. As usual, there will be time set aside to meet the pro artists, authors and others who come into town for LepreCon. Bring the school-aged kids too, because there will be an entire program just for them all through the weekend. If you have an idea for panel discussions or presentations that you'd like to see, now is the time to let us know!

Other activities at LepreCon 27 will include Dealer's Room, Charity Auction, Masquerade, Gaming, LARPs, Filking, Hospitality Suite, Video Room, Anime Room, and much more.

### Special Drawing for Pre-Registering for LepreCon 27!

For those members of LepreCon 27 who pre-register for the convention as well as pre-register at the hotel, we will be holding a raffle for those who pre-register by May 1<sup>st</sup>, 2001. Prizes will be selected from the following:

**One FREE Hotel Room-night,  
Two Seats at the Guest of Honor Dinner,  
or Two Memberships to LepreCon 28!**

### Contact LepreCon 27 at:

Write: LepreCon 27,  
PO Box 26665  
Tempe, AZ 85285  
Phone: (480) 945-6890  
Email: [lep27@leprecon.org](mailto:lep27@leprecon.org)  
Web: <http://www.leprecon.org/lep27>