

COPPERCON 3

Program Book



CONVENTION COMMITTEE

Chairman.....Clifton Baird
Banker.....Kim Farr
Art Show.....Randy Rau
Masquerade.....Pati Cook, Mahala Steiner
Films.....Don Markstein
Programming.....Bruce Farr
Convention Support Services...Bruce Dane
Huckster's Room.....David Hiatt
WarGaming.....Clarence Stillwell
Publications.....Margaret Grady



As the Director of Publications, I would like to thank Michael Wilkins for his help with the first PR and both Michael and Karl Flohrschutz for their help in collating, etc. this Program Book. I would also like to express appreciation to Clif Baird and Bruce Farr for their support when times were tough.

As you will notice, I also had some generous contributions from artists - without which this Program Book would not have been complete. A special thank you to:

Liz Danforth

Steven Crompton

Kelly Freas

Gary Green

and Deb Dedon

'Nuf Said!

FROM THE CHAIR

Welcome to the third annual CopperCon. That fact that you are here to party with us means it should be great. We've worked for a year to provide everything for a good convention. We hope it is as enjoyable to you as we think it will be. Each area is being run by someone who cares about it. If you like it tell them. They don't get paid for this. A little ego stroking may make you a new friend or make an old friend smile.

We hope there will be a lot of open parties at the convention. Operations will try to keep posted on where the parties are being held. Generally a party with an open door is 'open' for anyone to come and join in and socialize. The convention hospitality suite (aka ConSuite), room 502, is open to everyone to party in with provided munchies and beverage.

On the second floor of the hotel (up the escalator from the lobby) we have our Film Room, one of the WarGaming Rooms, and Programming/Video. Saturday night the Masquerade will be held in the Navajo rooms there. The lower level has the Art Show, a Computer Room, another WarGaming Room, and two (count 'em, two) Huckster's Rooms. Operations also takes its base here, if you have any difficulties.

The hotel has done any number of nice things for us this year. Convention room rates of \$35.00 single or double. Mark Roysner, Kathy Fisher, Rose D'Angulo, and Janie Andersen work for the Hilton but they are certainly friends of CopperCon and are hereby promoted to official FANS. Please treat the hotel staff as nicely as they have treated us. This would be a great hotel to come back to.

One last request...HAVE A GREAT CON!

Clifton Baird
Coordinator
CopperCon 3



Huckster's Room

We will have 18 tables and the rooms will be open during the following hours:

Friday	12-7
Saturday	10-7
Sunday	10-4

ConSuite

ConSuites are traditionally a place to seek respite from the hectic pace of the rest of a convention. This year's ConSuite is no different. Located on the scenic (i.e. same floor as the pool with the attendant bathing beauties) fifth floor, the suite will feature food, both junk and real, drink, both soft and real, and conversation, both inane and real. It will be kept open for as many hours as is humanly possible, so feel free to drop in for a few minutes, or a few days. Whatever. Just kick back, prop your feet up and enjoy.

THEODORE STURGEON -
AN APPRECIATION FROM AFAR

It's funny how a relationship with a person, even a person you've never met or corresponded with, can be measured in a series of highlights, turning points. The very first story I read by Theodore Sturgeon set the tone for my relationship with him. I don't remember the name, plot or place I read the story, only that it had a very sympathetic treatment of homosexuality and that I read it when at age 13 I was having trouble coming to grips with some feelings. I hope some day to rediscover the story and re-read it. It helped put a handle on things I was confused about.

Through the years, Ted, if I may be so bold about one I've never met, has always affected me that way. I know when I start a story of his, whether a new one I've not read, or an old familiar one, that I'm going to be affected, touched, moved. I know that his love of humanity, and his belief in our capacity to do good are going to shine through even the most negative seeming story. And I know that I am going to be challenged to rethink my concepts.

In 1967 I was wrestling with decisions over the draft, Viet Nam and this country's king pin attitude towards the world when I first read MicroCosmic God. Guess what, he did it to me again. MCG is not an anti-war story, but it does touch obliquely on self-determination and it did touch a nerve and help me put a handle on still another issue in my life.

In 1974 when I first got into fandom I was soon made aware of Sturgeon's Law, that 90% (or 95% or 99% depending on who's quoting) of science fiction is crap. The rest makes everything worthwhile. It seems to me that Sturgeon's Law can also apply to people. 90% (95% or 99%) of all people are <expletive deleted> (ahem "not all they could be").

It is my belief based on the love I've read in his stories, the wit I've read in his columns and the charm I've heard in his speeches that Ted Sturgeon is one of the 1% (5% or 10%) of people who make the world worthwhile. So, I raise my glass on high, and Theodore Sturgeon I salute you, perhaps even - sotto voce - worship you from afar.

Curt Stubbs



Alice Williams - AN APPRECIATION

Alice Williams has been attending conventions for several years and yet you may not know who she is. You may remember seeing her working at a WesterCon, LasCon, CopperCon, L-5 Con, or other conventions. You probably didn't get her name because she works quietly wherever she seems to be needed. She is one of those workers who make conventions run more smoothly and pleasantly. It is people like this that deserve to be honored at conventions. For this convention, Alice is our choice.

It is easy to visualize Alice's stunned disbelief when she was asked to be our Fan GoH. She was working at WesterCon-35 ConSuite and almost walked into a wall. I'm not certain she believes it yet. I am certain she didn't believe it then. But she kept on working. That's Alice for you.

There are only a few of the reasons we appreciate Alice. If you have the opportunity, talk to her. You may find new reasons yourself.

Terry Gish
Clif Baird

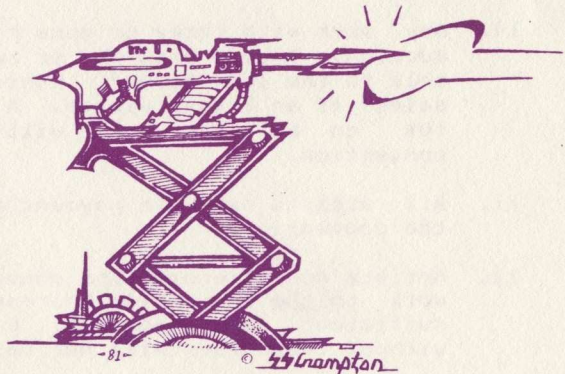
G. HARRY STINE

One of Phoenix's best-known authors, he's published non-fiction on rocketry under G. Harry Stine and science fiction under the pseudonym Lee Correy. He'll be doing the job of introducing the Guest of Honor and Fan Guest of Honor and will be participating in the program by doing a presentation called "Pennies from Heaven".

He's especially qualified for the panel by virtue of being editor of Missile Away! and The Model Rocketeer and is a Fellow of the British Interplanetary Society. G. Harry Stine is also an Associate Fellow of the American Institute of Aeronautics and Astronautics. His enthusiasm for the field led him to become founder of the National Association of Rocketry and is a four-time winner of the Bendix trophy for model rocketry.

His novels include Starship through Space, Contraband Rocket, Rocket Man, and Star Driver. He's also been published in "The Magazine of Fantasy and Science Fiction", "The Saturday Evening Post", and "Astounding".

He brings his professional engineering background to his writing, having been a design engineer, chief engineer, and a free-lance consultant. He was project engineer for the Viking and Aerobee rocket programs at the White Sands Proving Grounds.



Art Show

The following are the Art Show rules for CopperCon-III.

1. This is a science fiction and fantasy convention and all art should adhere to that subject matter.
2. There is no entry fee. There is a limit of two panels per artist. Space will be on a first come, first served basis.
3. All art should be finished in an appropriate manner. All flatwork must be framed or matted with secure hanging devices attached.
4. All work must have an identification of artist's name and address, and title of piece.
5. Signed, numbered and matted prints or photos are acceptable, but only one of a design. Art for sale must not be in violation of copy-right laws.
6. Three-dimensional work will have a limit of ten per artist. Three-dimensional works will be displayed on tables, smaller works in display cases. If more space is needed, see Art Show Director.
7. There will be no smoking, drinks or cameras in the Art Show.
8. The Art Show Director has the right to refuse any art work for sale or display.
9. Awards for will be given in first, second, and third place for best fantasy, best science fiction, and best three-dimensional. One award of Best of Show will be given.
10. Any work with three or more bids will go to auction. Pieces with one or two bids will be sold to the last bidder. There can be direct sales if an artist wishes. A commission of 10% on all art sold will go to the convention.
11. All artists may have payment made to them at the convention.
12. Artists not attending the convention may send work to the convention address and include sufficient return postage. Unsold work sent without these fees will not be returned.

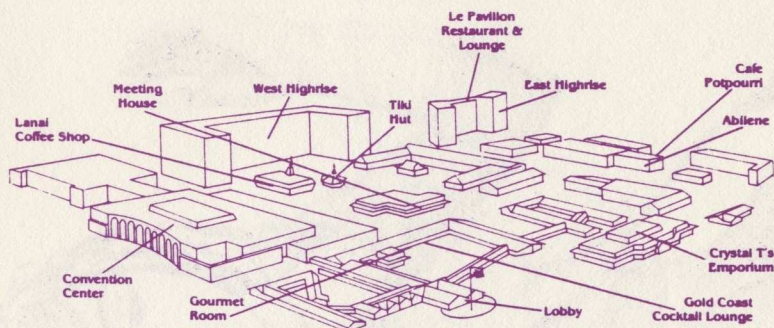
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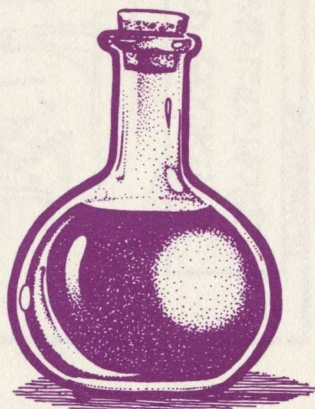




PARTIES

A bulletin board near the Con Registration Desk will be open for posting of parties taking place during the convention. CopperCon is encouraging parties during the convention by giving party supplies (pop and munchies) to people and organizations hosting parties that will be open to convention members.

It's not too late to let us know about your party, though you'll have to jump through one or two hoops this close to party time to qualify for our help.



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Programming

The theme for this year's CopperCon is "RelaxaCon", with the idea being to have a convention with a more relaxed atmosphere for more enjoyment for the convention-goer. We're trying for a return to, or at least a step in the direction of, the days before conventions became a three-ring affair. Therefore, we will be having one-track of guest and participation programming running during the day with video programming at night.

FRIDAY

- 2 pm WorldCon Review, hosted by Bruce Dane.
Many of us at CopperCon are just back from the World Science Fiction Convention, held last weekend in Baltimore, Maryland. We'll have many interesting things to say about what we did and didn't see.
- 3 pm Pennies from Heaven, with G. Harry Stine, noted SF and science author will talk about money to be made from them thar rockets, and leave it to the corporations to figure out how.
- 4 pm Tarot Reading, with Jayne Tannehill.
Jayne (aka Mrs. Sturgeon) will introduce us to the art of tarot reading.
- 7 pm Fan Wedding. Not exactly a convention event or program item, but Clarence Stillwell and Kristie Elmer wanted to get married at the convention and decided to open it to everyone attending. No, the invitation only goes as far as the wedding....
- 8 pm Meet the Authors/Guests Party. G. Harry Stine will introduce our GoH, Theodore Sturgeon, our FGoH, Alice Williams, and our other guests. Bring books for autographing! Lower Lobby until 10 pm.

SATURDAY

- 10 am LEPRECON, INC. Meeting. This is a quarterly meeting of the organization that puts on the annual LepreCon SF Convention. The meeting is open to anyone who wishes to attend; however, only Voting Members of LepreCon, Inc. can transact business.
- 11 am Hugo Awards Review. Details of the winners of the awards that took place in Baltimore. Who should, could, and did win this year. Video-tape will be shown, if available.
- 12 am Wings out of Shadow, a computer text game by Fred Saberhagen. Mrs. Joan Saberhagen will assist in a demonstration using a large-screen t.v.
- 1 pm Fred Saberhagen Works in Progress
- 2 pm Ask the Next Question, with Theodore Sturgeon- his philosophy explained.
- 3 pm Best/Worst of the Costume Contests, with Pati Cook. Video replays from WesterCon, WorldCon, and other costume contests with commentary. Recommended for Masquerade entrants.
- 4 pm Trivia Bowl, hosted by Rick Cook. We'll be bowl-ing until we have a winner, probably until 6 pm. Registration for the 3-member teams will be open until 2 pm Saturday. Rules will be available along with sign-up sheets at the Con Registration Desk. Prizes will be awarded to the winning team, along with ribbons to the first second-place teams. (The prizes will be moderately-valuable pulp-era magazines or digests.)
- 8 pm Masquerade. Navajo Room on the second floor. For more info, see section on the event elsewhere in the Program Book.

SUNDAY

- 11 am Theodore Sturgeon Works in Progress
- 12 am Get Involved! hosted by Alice Williams.
This is a 2-hr. presentation of activities fans in the Valley can get involved in.
- 12- Conventions: TusCon, LepreCon, CopperCon, World Fantasy Con.
- 12:30- Breaking into Writing with Michael McCollum.
- 1- Valley Clubs: UFP (Star Trek), Dr. Who, CASFS (SF literature and conventions), Raw Games, and FutureQuest (Live War Games).
- 1:30- CopperCon Forum: comments on this CopperCon and a look at next year's CopperCon. We'll also conduct a weapons forum during this segment.
- 2 pm Computers - Where are We Going? with Dave Munter and others. Computer graphics displays and a look at trends in computer technology, using large-screen t.v.
- 4 pm Computer Word Processing, with Dave Munter. Demonstration of how to get more out of your computer, again using large-screen t.v. He'll show you an easier way to write your stories, letters, etc. using a computer.





VIDEO PROGRAM

We will have a video program using large-screen t.v. running after regular programming ends and until after midnight. Check the bulletin board outside the Programming Room for

the schedule. Events during the convention are as follows:

Fri. 5-6:30 pm

Fri. 8 pm-1 am

Sat. 6-8 pm

Sat. 9pm-1 am

History of SF in Film

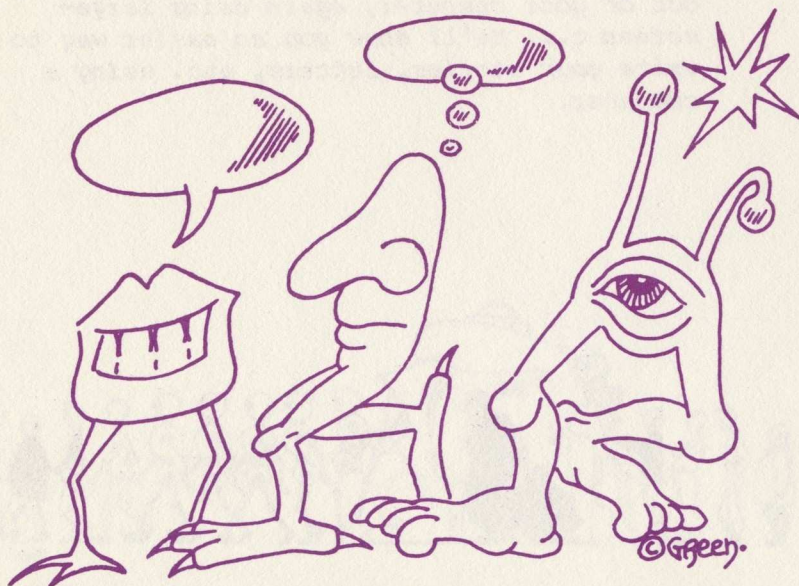
Worst of the Worst Films

Dr. Who Festival begins (rm. closes during Masquerade)

Dr. Who Festival continues

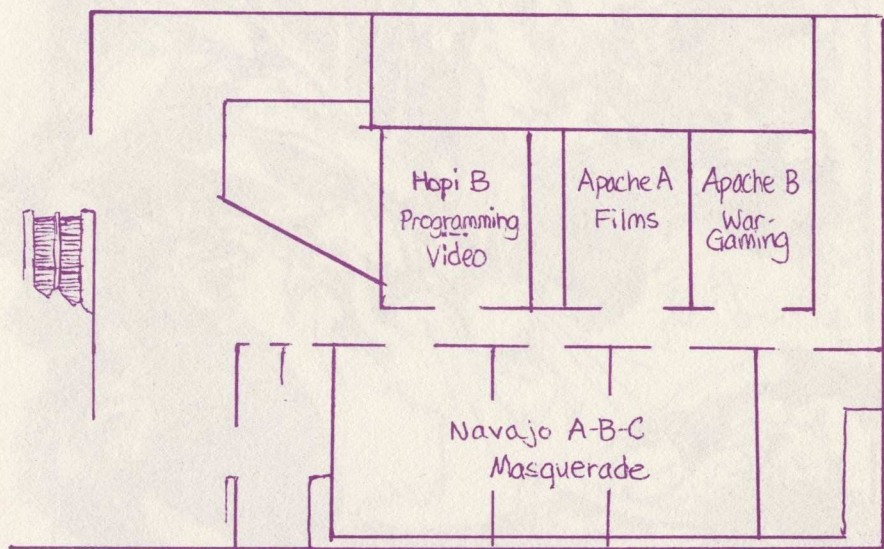
HOT TUB PROGRAMMING

We will have some small-group events (including watching your skin get wrinkly) centered around the hot-tub on the fifth floor patio. These events, as arranged, will be posted on the bulletin board by the Con Registration Desk.

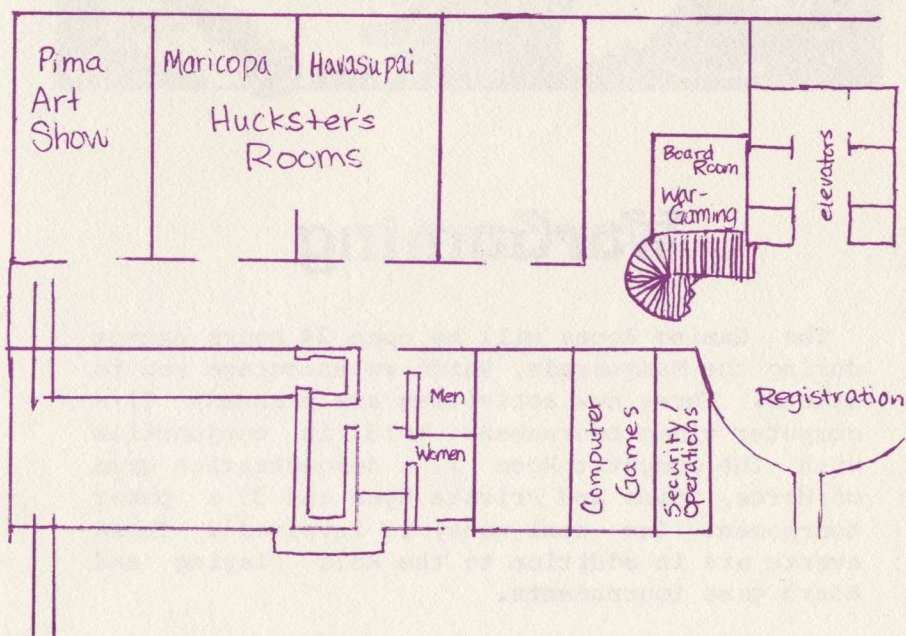


HOTEL MAP

Second Floor



Lower Level





WarGaming

The Gaming Rooms will be open 24 hours except during the Masquerade, which we encourage you to attend. Three new activities are planned: 1) a computer video tournament held in conjunction with the Computer Room 2) a demonstration game of Mercs, Spies and Private Eyes and 3) a poker tournament (no real money is involved). These events are in addition to the Role Playing and Board game tournaments.

Masquerade

The Masquerade is scheduled for Saturday night. We would like to encourage everyone to enter. It's fun to watch the Masquerade, true, but it's even more fun to be in it. Saturday night is the time to show off your flashiest costume, so why not do it on stage?

There will be a preliminary, NON-costume run-through late Saturday afternoon for contestants to familiarize themselves with the staging area. We will be using Rotsler's Rules of Masquerade listed below.

Several prizes will be awarded and there will be a separate children's division, as well as one for novices. Impromptu costumes are encouraged and we hope to have some props and supplies as well as a theatrical makeup kit available Saturday afternoon. (If you have anything you would be willing to contribute, we would appreciate it -- we will try to make sure they are returned in good shape.)

Hall costumes are encouraged throughout the weekend - special ribbons will be awarded by special judges during the convention. And for those who do not do a Masquerade costume, you can show off your hall costume during the intermission at the Masquerade.

Rotsler's Rules of Masquerade

*(Reprinted from the ConStellation
Progress Report #1)*

1. There should be a weight limit for the purchase of leotards.
2. Every contestant should first see himself/herself from the rear.
3. Learn to manage your props, accessories, and music.
4. Select costumes and characters suited to your personality and/or body type.
5. No name tags on costumes.

6. Thy shoes shall match thy costume.
7. Parts of your costume should not be edible or smell. Parts of your costume should not fall off accidentally, brush off on other contestants, or be left lying around on stage.
8. Consider carefully before going nude or semi-nude. What looks good in the bedroom or bathroom may not be spectacular on stage.
9. Numbers alone do not make a coherent group.
10. No fire, explosives, loud noises or dangerous weapons without full and proper consent from the Masquerade Committee.
11. Carry a repair kit with appropriate tools and materials.
12. Whether Prince or Pauper act like it. Stay in character.
13. Speak distinctly, but not at length...or not at all. Learn to use a microphone - or don't.
14. Do not lecture your audience. This is show biz. You are not there to make long statements about your particular passions, but to entertain yourself and others, to show off, to exhibit a character and/or costume - not to convert, harangue or bore.
15. When in doubt, keep your mouth shut.
16. Remember, some people can grow a beard and some cannot.
17. Hand in a legible entry form, even to the point of writing out phonetically any difficult or unusual words. Do not assume either the narrator or judges or audience know all these words.
18. If you have the slightest doubt that your costume - based on a cover, a story description, or media origin - might be unfamiliar to the judges, do not hesitate to supply them with visual materials or a copy of the passage in the text.
19. If possible, give the judges sufficient time to examine your costume from all angles, giving special time to any particularly interesting aspect or design or construction.
20. If you have something for the narrator to read, keep it brief and eliminate as much as possible all unpronounceable, incomprehensible made-up names & terms.

21. If you are thinking of doing something you intend to be amusing, try it out on honest friends.
22. If you are going to do a costume cliché, you must either do it better than ever before, or have a good variation, preferably comic.
23. Presentation can make a mediocre costume and break a good one.
24. Keep all presentations short. Action is better than words.
25. Do not commit the one unforgiveable sin:
DO NOT BE BORING!
26. Rehearse! Rehearse! REHEARSE!



Security

One of the least understood, and most often disdained, areas of convention running is the function of convention security.

It doesn't have to be that way, though. The one true function of convention security is to help the fans to feel secure. That's right, the primary job is to keep the "real world" from intruding on our space -- wherever it may be.

This isn't, however, a simple job. Even in fandom, there are a number of "fen" who feel that their rights are violated by having any restrictions on behavior -- even the restrictions of simple good sense. Because this type of person is becoming a great deal more common at conventions, we must have a simple and straight-forward set of rules and regulations that all are required to abide by.

So, here, and in no particular order, are the basic safety and security rules and regulations for this year's CopperCon:

1. Firearms, real or realistic, are simply not permitted. This is both a good common-sense rule, as well as a requirement of the hotel. The Phoenix Hilton, as part of its common practice, invokes the "Old West" rule of "Check yer gun at the door".

2. Projectile weapons, of any kind, are similarly not allowed. Projectile weapons, by the way, include (but are not limited to), lasers, pellet guns, sling-shots, flame-throwers, mortars, rocket-launchers, water pistols, and so on (ad nauseum). Please, respect the rights of others. We will attempt to be reasonable, too. Water pistols in the swimming pool (assuming they are filled with water) will not be hassled; squirting passers-by in Regency Dance regalia will likely cause you to be ejected from the convention.

3. If you are reasonable, we will be reasonable. This is to say that, for example, a walking stick will not be considered a 'weapon' unless you demonstrate it as such. Likewise, knives, swords, and other edged weapons will not be hassled unless you force us into an otherwise untenable position. If you take your blade out for someone to see or handle, you (not they) are responsible for all consequences.

4. Martial Art Experts take note: the hotel will not take kindly to smashing bricks, windows, table-tops or guests. Leaving holes in such 'things' will also be taken as a sign of significant disrespect not to mention having you ejected not only from the convention, but from the hotel as well. You will have a nice, warm place to stay, however -- the Phoenix City jail. Sorry, but that's the way it is.

5. Your name badge is ***REQUIRED*** to be visibly worn at all times in the convention function space. This includes not only the function rooms themselves, but the ConSuite as well.

6. The minimum drinking age in Arizona is 19. The ConSuite will not serve any liquor (beer) to anyone under the age of 19. If you look younger than you are (and more power to you!) then prepare to be "carded".

7. The Phoenix Hilton has a fine jogging track out on the pool deck. Due to the lack of common sense exhibited at other recent conventions, the jogging track is the only place that "running" will be allowed. The hotel corridors, elevators and stairways are "out". What can we say??

8. If someone from the hotel staff, or our convention staff or committee, asks you to refrain from some action, please react reasonably. They are, most likely, "just doing their job". If you have a question as to policy or procedure, please feel free to refer it to the Operations office in the Lower Level. There is someone there 24 hours a day during the run of the convention. If you feel you have a gripe or a complaint, make it to them. Convention Security, Logistics, and Hotel Liason all run out of that little "hole-in-the-wall" office. It's also, by the way, an excellent place to leave messages for convention staff or committee.

And now, what you've been waiting for -- the bottom line. Most of the Security staff has been hand-picked for this convention. The senior staff should be especially tolerant of simple thoughtless behavior. If you have any complaints about convention security people, see #8 above; no one, including staff, is above the rules.

But, what happens if...

Well, the convention reserves the right to strip you of your membership badge, without refund, and to ask you to leave the function space immediately. The hotel may, at its discretion, also ask you to leave the hotel.

There are other remedies, too. As a standard part of the procedure, any staff member may "punch" your badge for anti-social behavior. What's anti-social? Inconsideration, loud-and-obnoxious, tripping little-old-fen with your light-saber, and so forth. They may also decide that they wish to yank your badge.

A punched badge is sufficient indication to the staff of prior indiscretion such that any further problems will result in your being asked to leave, quickly. Also note that anyone with a "punched" badge, or requiring us to ask a person to leave will be logged with Operations and Convention Registrations. We may be crazy, but we are not stupid. And even more -- if you are asked to leave CopperCon we will seriously consider as to whether we will accept your membership in any future conventions. If you have a history for being a "problem", we strongly suggest that you be on your best behavior.

Frankly (and Johnnie -- oops, got carried away there), if you use your basic common sense, and generally sense of not doing to others what you wouldn't want them to do to you, you will likely never have a problem with the convention or its staff. Considering all the paperwork I insist on, it's easier to not bother you unless we have to. I mean, imagine filling out a 12-part form (without carbons) explaining why you need the form to get the 7-part "Removal of Convention Badge" form (also without carbons)....

Bruce M. Dane



Films

We're planning a somewhat unusual film program for this year's CopperCon. There's a lot of stuff in the "old favorites" category, but also a good deal in the "things you never see" category, and a few items that defy categorization entirely.

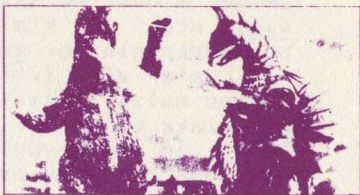


DARK STAR

In the first area, we have Dark Star, one of those films that anybody can enjoy seeing again. Dan O'Bannon, who wrote the screenplay for Alien, appears in this black comedy about beachball aliens, unstable planets, and a bomb that simply can't be talked out of blowing up.

The 5,000 Fingers of Dr. T is another perennial crowd pleaser. Hans Conried stars as Dr. Terwilliker, a mad piano teacher whose fiendish goal is to enslave enough boys to operate his 1,000-hand piano. Dr. Seuss wrote the screenplay and designed the sets.

20,000,000 Miles to Earth is a sterling example of 1950s sci-fi. You'll thrill to special effects by Ray Harryhausen, whose Venus Beast bears a striking resemblance to a Harryhausen creature who appeared in The Golden Voyage of Sinbad. Filmed in glorious black and white.



GODZILLA ON MONSTER ISLAND



TWENTY MILLION MILES TO EARTH

What film program would be complete without a Japanese monster flick? Godzilla on Monster Island occupies that niche in this one. Godzilla and his costars, Anquirus, Ghidra and Gigan, fight a never-ending battle for truth,

justice, and giant Japanese robots.

The Point is our only animated feature, tho' most of our shorts fall into that category. This story of a round boy in a pointy world imparts a

universal message about ignorance and prejudice.

Also, we'll be showing films from the library of the Phoenix Fantasy Film Society, which are old, familiar favorites at Phoenix-area cons. Included are Nosferatu (silent version), The Cabinet of Dr. Caligari, Metropolis and many others.

And then there are our shorts. The Red Balloon is a heart-warming story without words, in which a boy is befriended by a balloon. A Doonesbury Special features the popular comic strip characters in a half-hour animated TV special which was aired in 1978 and seldom seen since. Little Nemo and The Sinking of the Lusitania are both highly-acclaimed works by Winsor McKay, a pioneer of animation. Mouse of Tomorrow features the first appearance of Mighty Mouse. Popeye Meets Aladdin is the third, and least-seen, of the two-reel Popeye cartoons made by the Max Fleischer studio in the 1930s, and simply has to be seen to be believed. Also from Fleischer is Japoteurs, a wartime Superman cartoon. Coal Black and De Sebben Dwarfs is the world-notorious spoof of Snow White in blackface, seldom seen today because many object to its depiction of black people (tho at the time, no insult was intended). As counterpoint, we hope to have the original animated Snow White - a Max Fleischer cartoon with Betty Boop in the title role, made five years before Disney's.

In addition, there will be pioneering science fiction by Georges Melies, Warner Brothers cartoons, Disney cartoons, and cartoons by people you probably never heard of.

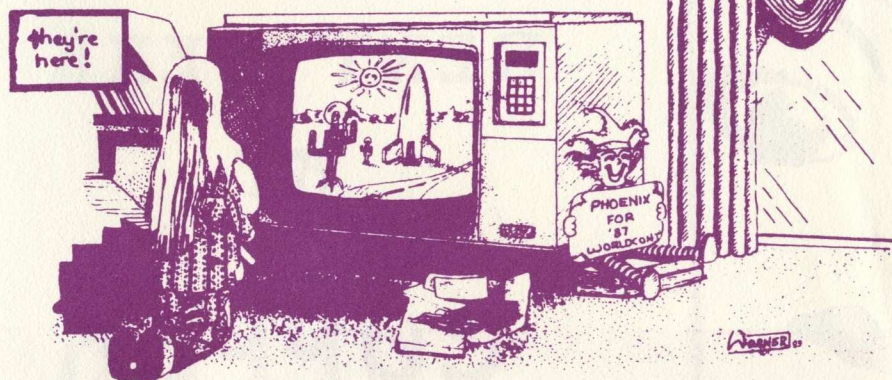
Several individuals donated the rental of films to this convention. We would like to acknowledge a debt to Randy Rau for Popeye Meets Aladdin, Bruce and Kim Farr for The Red Balloon, and Don Markstein for The 5,000 Fingers of Dr. T.

We'd also like to extend very special thanks to Ron Hall, animation scholar par excellence and associate editor of Animania Magazine, for assembling an extra-special selection of seldom-seen cartoons from his extensive personal collection.



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*Bruce Farr, Business Mgr/Chair. *Kandy Fong, Treasurer.
*Randy Rau, Secretary. *Cristi Simila, Vice-Chair.

*Ken St. Andre. Sue Thing, Mark Christensen, Mahala Steiner, Curt Stubbs, Patti Cook, Clifton Baird, Jim Webbert

ADVISORS:

Jim Corrick, Alan Dean Foster

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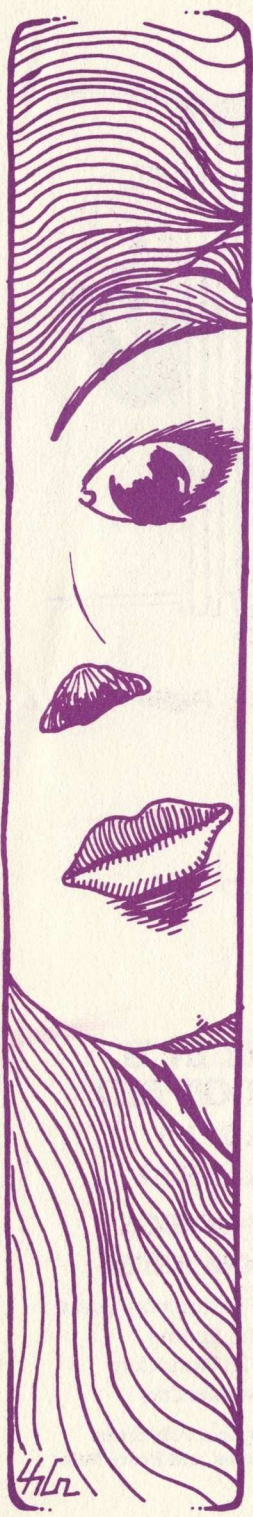
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