

Dissection

Programme Book

Dissection

23 - 25th February, 1996
Rutland Hotel, Sheffield

Welcome to **Dissection**, the post-Intersection wind down convention. Congratulations on arriving here, which is the Rutland Hotel, in the University Quarter of sunny Sheffield. Sheffield, like Rome, is built on seven hills and seven river valleys, which is why it has quarters, centres, arenas and forums.

The **hotel facilities** are on two levels. If you are reading this immediately on receiving your membership pack, you are standing in the hotel reception lobby. If you aren't, put some clothes on and go back there.

Standing in reception, with the glass doors behind you and the smiling hotel staff (and probably Steve Lawson) in front of you, **Hall 6** is the big room to your left. This is the main programme room, and is in use Saturday and Sunday. Half of it will be non-smoking, which half is going to depend on how the air moves when we're actually using it.

Down a corridor to your right is the **Legendary Cave**, where the Friday night programming takes place, and becomes the activity programming room for the rest of the convention. This is a non-smoking room.

In front and slightly to your right is a door leading to a flight of stairs, this descends to the **bar and restaurant**. There is another way down starting outside the Legendary Cave. The bar will open around 11.00, and stay open all day.

On your way to the Cave you will see the **Voodoo Board**, feel free to use it during the Convention, it is for patron's

convenience. By the Board is the **Newsletter Box**, contributions in here please.

The **Interactive Stingray Exhibition** will be near the entrance of Hall 6 on Saturday and Sunday.

If you want to be a **gopher**, please contact Michelle Hiley who is Gopher Mistress. Gophers wear pink ribbons. Michelle is the one with the whip, she is also the only person allowed to **carry weapons** unless they are part of a Masquerade item, in which case they should be carried wrapped into Hall 6. Thank you.

If you want to be a **contestant** in any events, please contact the appropriate person as follows:

- ⌘ **Jeopardy**: 3-4 contestants only, contact Steve Lawson before 11.30 Saturday.
- ⌘ **Masquerade**: just report for the Masquerade set up and runthrough in Hall 6, 14.00 Saturday.
- ⌘ **Seeing is Winning**: contact Michelle or Paul Hiley before the Masquerade.
- ⌘ **Blind Date**: to be a picker or pickee contact Alice Lawson on Friday or Saturday. Or we'll find you on Sunday morning, ready or not.
- ⌘ **Charades**: this is boys versus girls, just join a team in Hall 6, 15.00 Sunday.

Finally a reminder that flash photography is compulsory during the Masquerade, anyone not attempting to use flash photography will be escorted out.

What is this crap in my bag?

Your membership pack contains information on shopping and other entertainments in Sheffield, one of the North's new 24 hour cities. It's also got some key survival tools.

Ribbons

You have specialist ribbons, as follows:

- ↳ **Red:** I want to party with the Russians again
- ↳ **Blue:** Americans can be cute really
- ↳ **White:** I have been inspired to learn Klingon
- ↳ **Yellow:** I am still hiding from Mama Gopher
- ↳ **Green:** If anyone mentions the Art Show I shall scream
- ↳ **Black:** You can see me quite clearly in Beam Me Up Scotty

These ribbons have been allocated at random, and some are rarer than others.

NoGo Awards

There is also an award form, please complete and place in the ballot box near hotel reception by Saturday midnight. The awards ceremony will be on Sunday afternoon at 16.00 in Hall 6. These awards are completely open, there is no pre-nomination. The judges remain completely anonymous and their decision is final.

Card game

You have at least one each Marvel Hero and Villain card. The Heroes have red tops on the front, and heroes on the back, the Villains have yellow tops on the front and villains on the back.

You can challenge anyone else to a duel, Hero versus Villain. Find a referee, and tell them who is the Hero. The referee will nominate one of the categories on the cards: Height, Weight, Strength, Superpowers, Weapons. Whoever has the highest number in that category wins the duel and claims the opponent's card. The person with the most cards by the Closing Ceremony can claim a reward. Keep your eyes open during the con, extra cards will materialise in unexpected spots. Don't challenge Fran Dowd, she is invincible.

Masquerade

If you've left your entry at home, or only just now decided to take part, ask Alice Lawson if she's got any spare dolls. Masquerade setup and runthrough is at 14.00 Saturday in Hall 6.

Masquerade starts at 15.00.

There will be an official photocall at 16.30, however you are forcibly reminded that flash photography is compulsory during the Masquerade.

Just whose bright idea was this then?

It seems like only a few short months ago (it was, actually) the weekly meeting of the Sheffield SF group was rummaging round in its collective brain, looking for a topic of conversation to fill that awkward slot between time being called and people forcibly taking your glasses away.

Someone whose identity has remained a mystery uttered the fateful phrase: *"if there were a Clonespiracy this time round, what would you call it?"*

There is deep magic in the naming of things, and once we'd started we couldn't stop. Thank you for taking part in our ectoplasmic materialisation.

All the Sheffield SF group have contributed in some way, but the people who have formal committee roles are:

Fran Dowd, Chair

Fran has turned the fandom dial in the last year, and decided to try something new. Previously a con consumer, literary fan, contributor to apas but not a fanzine fan. Now Fran is more involved in conrunning, and as well as co-ordinating this con, she's Finance for Intuition (98 Eastercon bid). In real life a rampant foodie (administrator of CHEFF the foodie apa), co-owner of two spaniels, one cat, and the cat's pet mice. In the manner of comfy chairs everywhere, she is overstuffed with short legs.

John Dowd, Speaker to Hotels, TechOps, Newsletter Production

John is the tallest of the bearded ones, and has never had any interest in buying 130 Valley Road, no matter who owns it, because there isn't anywhere to put the yacht. He is only prepared to attend Eastercons if held at sea (or in a major port) (*which means Fran gets to go on her own, snicker snicker*). He is the other co-owner of the Dowd pets, so if he looks lost please sit on his lap and pretend to be a spaniel.

Steve Lawson, Memberships

Steve Lawson is still a shrub living in a pot on the patio of Sir Mavis Vim. In the past four years Steve has been manager of the Kiribati Bobsled Team, has made three epic sequels to Ben Hur - Ben Hymn, Ben Those and Ben Them. After being Prime Minister of Uzbekistan for ten minutes, Steve spent the pension fund of several million cotton pickers on comics. Now in semi-retirement, Steve is still not to be confused with Steve Lawson the tomato plant in the greenhouse. He bought Dave Bridges' house.

Alice Lawson, Extravaganzas

Alice is the short noisy fan who is not Alison Scott. She has been helpful on a number of conventions to date. If you see her talking to herself don't worry, she is on stage next week playing a bossy helpful lady. She likes to make sure people have FUN!. PS She is trying to sell her house.

David T Cooper, Finance

Finance guru extraordinaire, honest! Cut his teeth on Novacon, Illumination and Intersection before taking on the demanding task of Dissection Treasurer. He has two cats, one son, one fiancée and an impending marriage. He is a civil engineer, and bought Steve Lawson's house.

Michelle Hiley, Gopher Mistress

Michelle is the Truly Sad member of the committee, and spends much of her time in a pink room on the Internet. She doesn't own an anorak, but does have a dashing X-files style trenchcoat. A member of the international Internet group The Lone Gunwomen, she is responsible for keeping the North of England free from alien attack by means of her high-powered water pistol. The rest of the committee have confiscated her gun for the weekend, but have given her a whip to keep her quiet.

Paul Hiley, Gopher Slave

Paul is not a computer nerd, but does spend a lot of time with them, there's nothing in it, really. He is also Michelle's sysadmin. Fortunately he has science fiction to stop him becoming obsessively engrossed in one subject. They bought David Cooper's house.

Programme details

Friday

Opening Ceremony

Designed to recreate the magic of Glasgow, and get you in a reminiscent mood.

Hall 3 Lives!

What was going on in Hall 3? a taste of the sort of event you didn't go to because everyone said you couldn't hear anything. A talk by Julian Headlong

Bob Shaw Wake

Bob left us a couple of weeks ago. A celebration in keeping with the life of a man who smuggled hash in a colostomy bag.

Saturday

The **Legendary Cave** opens at 10.00 with video programming. This will fade into gaming for the rest of the afternoon and evening. A selection of games are provided for your entertainment and enjoyment. At 19.00 the Star Trek Interactive Video Game will run, while Hall 6 is closed for setup. For those night birds among you, video programming will recommence at 23.00, until there isn't anyone left. Argue amongst yourselves about what you watch.

In Hall 6, we kick off with a panel on "**Should there be another UK Worldcon**", featuring at the least Ian Sorensen and Sue Mason. Has UK fandom survived? Was it worth it? Should we (and could we) do it again?

Intersection Jeopardy! is hosted by Steve Lawson, with a limited number of contestants so make sure to sign up well in advance. This is bloody tough.

Can You Spare a Minute? subtitled *Doing Worldcon with a Clipboard*. Diane Waters used the con as an academic research base - you may have been grabbed by her. Now's your chance to find out what she was really up to.

Masquerade

In your PR you got a cardboard cutout doll. If you cut out the costume and coloured it in, you are eligible to enter the Journeyman class. If you made your own costume for it, you can enter the Masterclass.

Masquerade programming starts at 14.00 with setup and runthrough. If you have a group or multiple entry, or want to do a skit, now is your rehearsal time. You must attend the runthrough to be in the Masquerade.

The audience will be allowed in for 15.00. Extra gophers will be needed specifically for this event. We hope that the Masquerade and judging will be over for 16.30, when there will be an official photocall for 30 minutes only. Anyone wishing to take photographs after that time should move out to the hotel grounds.

The winners will be announced immediately, but prizes will not be awarded until the Closing Ceremony.

Macho Women with Guns are being controlled (or most probably not) by Guinness in the hotel lobby from 16.30.

Seeing is winning. Remember *Screen Test?* A clip-based quiz compiled and compered by Michelle and Paul Hiley, starting in Hall 6 at 17.00. Limited entry, find the woman with the whip.

Following the quiz, Hall 6 will be cleared to allow for setup by Roger the Badger, our entertainers for the evening. The **Cellidh** commences at 20.00. There will be bar

facilities in Hall 6, and the dancing should go on until around midnight-ish.

The downstairs bar will remain open all evening.

Sunday

The **Legendary Cave** will reopen (if it closed) at 10.00 and stay that way until everyone leaves or we take the telly away.

If you want to go to Meadowhall to shop or eat at one of the **chocolate** restaurants, but don't want to go on your own, we suggest that you meet in the hotel lobby at 11.00 and go together. A committee member will be there to advise on public transport.

In Hall 6 following on from yesterday's Should We is **Planning the Next UK One**. If we do plan another UK Worldcon, what might it look like? Some starting points appear further on, from Mike Scott's article for Zorn. This is an open debate, you're all on the panel. Starts at 11.00.

At 12.00 we have to stop or adjourn elsewhere to make way for the **Crap Book Auction**.

Newsletter

A con newsletter will be produced. A box for your contributions is on the table by the Voodoo Board.

Blind Date: the return of one of the most popular fan events of Intersection. Featuring Laura Wheatly as Scylla. If you want to take part, volunteer early. If you don't, we'll find you. Starts at 14.00.

Charades at 15.00 will be mass teams of boys versus girls. Hosted by David Cooper, with Steve *Lionel Blair* Lawson and Alice *Una Stubbs* Lawson as team captains. Subjects given will be many and varied, but will include Intersection programme item titles. You have been warned. How would you do *Fanzines - Do They Have An Attitude?*

The **NoGo Awards** at 16.00 will include prize-giving for event winners, and fade gently into the **Closing Ceremony**.

A post-tear down **Dead Dogs Party** will start around 19.00.

Hotel disclaimer

Please do not:

- 👉 bring food or drink from outside into the hotel
- 👉 sleep in other people's rooms (unless you've got a room of your own and it just happened)

What we're basically getting at is that the hotel are nize peeples and we don't want to annoy them. The committee will not stand by you if you do.

What & where on the stuffing face front

Firstly the hotel restaurant:

Breakfast

Saturday 7.00 - 9.45

Sunday 8.00 - 9.45

(checkout 11.00)

Lunch

12.00 - 14.00

Dinner

Friday & Saturday 19.00 - 22.00

Sunday 19.00 - 21.30

The restaurant is a bit upmarket (main courses between £9-£14) and popular with non-residents - if you plan to eat here, you should probably book.

However, during restaurant opening times, snacks are served in the bar, including soups, sandwiches, jacket potatoes, and **bar meals** around the £4.00 mark (pie and chips, cheese omelette). There's desserts as well.

Outside:

How far do you want to go? and how much do you want to spend? If you are planning to drive, please ask a local who can advise on avoiding the one-way system, and parking. Be aware if you have fish and chips, that a fishcake in Sheffield is a humungous thing made of slabs of potato and fish, then fried in batter. It is not a rissole. Also Sheffield chipshop chips are big, white and soft.

Walking distance

See map, numbers refer to circles (everything is up a hill, at least in one direction, but that's Sheffield for you).

1 Pavario's Coffee Shop & Restaurant, 266 9656. Friday and Saturday 11.00 - 16.00, 18.00 - 23.00, main courses £8 - £10, Bring Your Own Bottle.

2 Chippie (with kebabs).

3 Bahn Nah Thai Restaurant, 268 4900. Reviewed glowingly by Will Self in the Observer two weeks ago, and Very Small (John Dowd remembers when it was a motorbike spares shop). Don't even think of not booking. Main courses around £5 - £8, set meals £15, veggie £14, minimum 2 people.

4 Baker's with sarnies in the daytime

17 Balti King, 266 6655. Friday and Saturday 12.00 - 3.00, Sunday 12.00 - 1.00. Curry around £4, specials £5-£8.

5 Fox & Duck, John Smith's pub. Lunches.

6 Another baker's, loads of sticky buns

7 O'Neill's Irish pub: full meals at lunchtime. Boxty, champ, soda bread sandwiches. Guinness (with a shamrock pulled into the head) & Caffrey's. Live music Friday night.

8 Vittle's Bistro, 268 2857. Friday and Saturday 8.00 - 23.30, Sunday 8.30 - 18.00. All day breakfast and sarnies, evening main courses around £7. BYOB, veggie friendly.

9 UK-Mama, 268 7807. African and West Indian food, good atmosphere, entertainment and costume. Carrot juice and condensed milk is a wow. Last time we went their credit card system was down, so take alternatives. BYOB. Open evenings 18.30 - 0.00, Saturday lunch 11.00 - 14.30, Sunday lunch (14.00 - 16.00). Main courses from £4 with trimmings, 4-course buffet dinner for 4, £44.00. Advisable to book, and they prefer large parties.

10 Touch of Spice Tandoori Balti, 266 6695. Curries from £3. Friday and Saturday "til late", Sunday buffet lunch, deal unknown.

15 Kentucky Fried

16 Balti takeaway

11 Tandoori takeaway

12 Fat Jack's American Diner, 267 0735. Main courses around £5, open 11.30 - 23.30

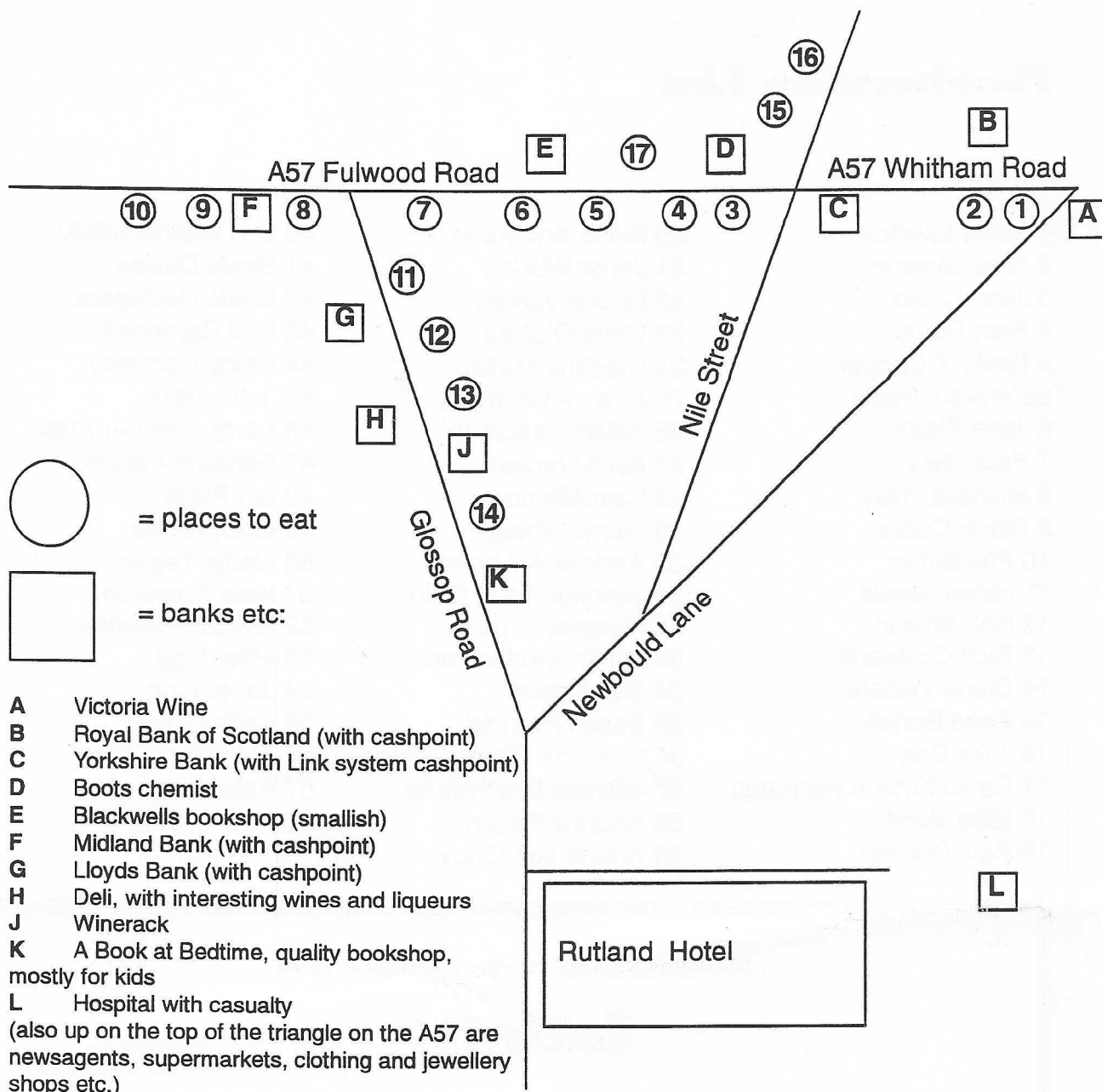
13 Broomhill Tavern (pub lunches)

14 Chinese takeaway

Taxi / drive

Wild'n'wacky - try the Latino American, 178 Norfolk Street, 275 5543. South American, founded by Chilean political exiles. Chili garlic bread is hot hot hot. Your choice of sombrero, musical instrument, very noisy, party restaurant. Mid-price range, good idea to book.

Indian - Kashmir Curry Centre, 123 Spital Hill, 272 6253. Lots of veggie and vegan options, full of rambling socialists. Get your beer from the pub opposite, just take the glasses back after please. Cheap and filling.



Mid-range Italian - Mama's & Leonies, 111 Norfolk Street, 272 0490. Popular pre-theatre, good desserts.

Chinese (advisable to book for all, and you may get some specials dishes, as it was the start of Chinese New Year on Monday) -

Candytown, 27 London Road, 272 5311. Large open restaurant, mid-range for price. Open 18.00 - 23.30 Friday and Saturday, Sunday all day 12.00 - 23.00.

Slightly more expensive, Top Wok, 3 Rockingham Gate (just off the Moor), 275 8838.

Golden Dragon, 6 - 8 Matilda Street, 275 7392. Dim Sum for Sunday brunch, opening times unknown.

True extravagance - The Old Vicarage, Ridgeway Moor, 247 5814. At least £30 without wine, look at around £100 per couple full whack, unless you look at the full cellar wine list which is partly POA. Pre- and post-prandial drinks in comfy sitting rooms, excellent food, one of the top ten English restaurants outside London. Tasteful, sybaritic, worth it.

Membership List

- | | | |
|---------------------------|----------------------------|------------------------|
| 1 Steve Lawson | 20 Fiona Anderson | 40 C N Walker (Nick) |
| 2 Alice Lawson | 21 Janet Wilkins | 41 Steve Davies |
| 3 John Dowd | 22 Rhodri James | 42 Giuila DeCesare |
| 4 Fran Dowd | 23 Chris O'Shea | 43 KIM Campbell |
| 5 David T Cooper | 24 Caroline Mullan | 44 Vince Docherty |
| 5a William Platts | 25 Brian Ameringen | 45 John Merry |
| 6 Jane Platts | 26 Julian Headlong | 46 Larry Van der Putte |
| 7 Paul Hiley | 27 Ian Sorensen | 47 Eamonn Patton |
| 8 Michelle Hiley | 28 Paul Allwood | 48 Ian Platts |
| 9 Steve Cooke | 29 Laura Wheatly | 49 Colin Harris |
| 10 Phil Butler | 30 Andrew A Adams | 50 Nadja Tegen |
| 11 Helen Steele | 31 Jennifer Anne Quin | 51 Kate Solomon |
| 12 Rob Wilson | 32 Margaret Austin | 52 Malcolm Davies |
| 13 Rick Colasanti | 33 Martin Easterbrook | 53 Mike Figg |
| 14 Diane Waters | 34 Sue Mason | 54 Janet Figg |
| 15 Anne Bodell | 35 Susan Francis | 55 Keith Oborn |
| 16 Julia Daly | 36 Krystyna Oborn (Krysia) | 56 Jonathan Oborn |
| 17 David Kirby (Guinness) | 37 Michael Braithwaite | 57 Kate Jeary |
| 18 Mike Scott | 38 Andrew Patton | 58 Mike Ford |
| 19 Paul Dormer | 39 Ariane von Orlow | |

Saturday 29 and Sunday 30 August 1998

Infinity

The Angel Hotel, Cardiff
A General Science Fiction / Media Convention

Invited Guests Include

Anthony Daniels (C-3PO from the Star Wars Trilogy)
Colin Baker (Doctor Who)
Ed Bishop (UFO, Captain Scarlet and the Mysterons)
David Banks
(Cyberleader in Doctor Who, Author of the book Cybermen
and the Doctor Who New Adventure novel Iceberg)
Fan Guest:- MJ Simpson
(Staff Writer SFX magazine)

Registration £30 two days, £25 one day

For more information please send a stamped self addressed envelope to:-

Infinity, Swn y Nant, 12 Stuart Street, Treherbert, Treorchy, CF42 5PR.
or vist our web site at

<http://www.cardiff.ac.uk/ccin/main/ents/sffc/sffc.html>

Shopping in Sheffield

The Good, the Bad, and the Where's That, I've never heard of it.

Rare'n'Racy - the bookshop bit of the **Devonshire Green** shopping experience, which includes the Forum for clubbing and retro clothing, Terra Firma for fake nose rings, and some darn fine coffeehouses. RnR has one wall of SF downstairs, old children's books upstairs. The chic and trendy quartier.

Waterstones - the bookshop bit of the **Orchard Square** shopping experience, which includes Virgin, Evans, an amazing clubbing shoe store with pastel platform thigh boots, a craft quarter upstairs with one-off jewellery. Orchard Square leads into the top of Fargate which has a W H Smiths and a Past Times shop, and goes up to Coles, a John Lewis Partner (if you haven't got that bit of fabric you desperately need for your Masquerade costume, this is where to go).

Forbidden Planet - the comix/media bit of **The Moor** shopping experience, which includes Atkinson's family-owned independent department store for bargains in dress jewellery, another Evans, Debenhams, and Oxfam, plus a street market.

Various bookstalls that don't have names particularly - the book part of the **Sheffield Central Markets** shopping experience, which is mostly based around raw food and cheap clothing. Some true steal deals, but grubby. Somewhere in there is a chocolate stall that sells Thornton's rejects by the half-pound.

Space Centre - the comix/book part of the **Wicker** shopping experience, which includes Barrels & Bottles wine merchants, Afro-Caribbean shops and restaurants, and which forks up to Spital Hill or off to Meadowhall.

I don't know they keep changing but I know there is a W H Smiths and a few publisher's discount houses and there was a Dillons but if it's still there and what it's called is anyone's guess - the book part of the **Meadowhall** shopping experience, one of the largest malls in Europe, which includes a Warner Brothers store, a Disney store, the Lanes little shops around the Oasis food court (more like a plastic Mexican plaza), a Rock Island Diner with dancing waiters, a massive multi-screen cinema, two chocolate restaurants, one at each end, and you either love it or you hate it. It's laid out in a boomerang sort of shape, with a SavaCentre at the point of the cheap end, and gradually gets more upmarket with Debenhams anchoring the expensive end (which includes Liberty's, Jaeger etc.). You can get there on the SuperTram.

These are the main shopping areas: the town centre ones link up with each other. It's best to travel around the centre on foot, but buses are frequent and taxis are relatively cheap. If there is anything specific you're looking for, ask a committee member or the hotel staff.

Alternate Worldcons

from Zorn 4 by Mike Scott

There's been a lot of loose talk since Intersection about another European Worldcon, either in the UK or in Germany. It has also been suggested that it would be sensible to have some public debate before committing a major chunk of European fandom to running another Worldcon. The article following is my contribution to the debate. Note that I wasn't at the first four European Worldcons, and my opinions should therefore be taken with a large dose of salt.

There has, in some ways, never been a European Worldcon. Instead, we've had a series of American Worldcons that happened to be held in Europe. The structures and styles of these conventions have been much more similar to American Worldcons than to other European conventions such as the Eastercon or Eurocon.

This may be inevitable. A small Worldcon is still over twice the size of the biggest non-Worldcon ever held in Europe (Seacon 84, I think), and there's only so many ways to organise a convention of that size. Also, the US is the logical place to turn for advice and precedents in running a con on such a scale. Nevertheless, I think that a European Worldcon offers an opportunity for the Worldcon to be a little different for once.

I should note that I do not blame American fandom for imposing their ideas about Worldcon on us. I think that it's much more a case of moral cowardice on this side of the Atlantic, and a reluctance to tinker with a tried and tested format that has been proved to produce a workable con. It may also be felt that it would be impossible to win a bid if proposing something radically different, but I think that this underestimates the sophistication of the voting public.

I offer here six different models for running a Worldcon. They are extremes, and none taken alone would be likely to result in a successful con. They are intended as points for discussion. I list some pros and cons for

each proposal —there are doubtless many more.

The Distributed Worldcon

Held everywhere. The committee licenses local groups or whatever to hold their own events, all making up the Worldcon. Electronic communications of some kind keep everyone in touch. The ambitious travel around from event to event. Some lunatic with a lot of frequent flier miles manages to experience bits of the Worldcon in the US, Britain and Australia.

Pro:

The biggest Worldcon ever
Spreads the workload out
Everyone can go

Con:

The biggest Worldcon ever
Doesn't really feel like a Worldcon, just a local con with some interesting emails
Really screws up the rotation zones

The Participative Worldcon

Tourists - we don't need no steenking tourists. Membership applications must be accompanied by a brief note detailing the aspirant's active contributions to fandom. No participation, no membership. For WSFS constitutional reasons, voting in site selection would have to count as active participation. In practice, more or less anything would be accepted, but it would have a considerable deterrent effect.

Pro:

The smallest Worldcon for years
Could have a much better atmosphere
One might expect a high volunteer ratio, making the thing easier to run

Con:

The smallest Worldcon for years
Less money than usual
Pisses a lot of people off
Makes forecasting numbers and budgeting difficult

The Bottom-Up Worldcon

As for the distributed Worldcon, but all on one site. The committee deals with site liaison and membership but allocates space to other groups to do with as they will. Effectively, a dozen cons of different sizes on the same site.

Pro:

Less work for the main committee (are we noticing a trend here?)

More new ideas than usual, as run by a much more diverse group

If you don't like one con, just step next door

Con:

No unity of experience

Co-ordination could be a nightmare

Lose economies of scale — e.g. you might end up with six newsletters, all hiring their own kit

In some ways, not all that different from what happens at present

Confabulating the Worldcon

Confabulation was this year's Eastercon, and was run on the philosophy that Eastercon committees do far too much work, and a lot could be left out without materially affecting the experience. It took perhaps 25% as much work in pre-planning as the other Eastercon whose committee I was on (Follycon), and was not noticeably less successful. As an example, Worldcons traditionally do around six large and elaborate progress reports. I'm going to Boskone this year, and the only publication I've received is a single foolscap sheet printed front and back which tells me all I really need to know. Boskone is quite a large convention, but not Worldcon size — perhaps a Worldcon would need two foolscap sheets.

Pro:

Reduces committee burnout

More time to concentrate on essentials

Con:

Whatever you leave out, someone will hate you for it

The Single-Stream Worldcon

Back to the past, when everyone went to the

same programme items. One programme stream, making it theoretically possible for one person to see all of the programme. You'd need two enormous halls for most items, alternating between them, plus the usual colossal hall for extravaganzas. Rehearse the line: 'If you want to filk/game/watch films all day, go to a filk/gaming/film convention' - you're going to need it. You'd need a room somewhere for the WSFS business meeting as well, though it might be quite an experience putting that on as the only programme item.

Pro:

Saves work and money

Unifies the con experience

Lets you put together 60 hours of really good programme instead of 1000 hours of schlock and talking heads

Would put off all the right people from attending

Con:

Would piss off a lot of vested interests

Would be difficult to win the bid

The Back-to-Back Worldcon

This one's for non-North-American types only. Bid 27-31 Dec in one year, and 1-5 Jan the next, for the same site. A ten day Worldcon. Double the fun. You'd need to award the Hugos for the second year later in the year, and site selection would cause a lot of problems.

Pro:

Double the Worldcon for a lot less than double the money

Keeps sane people from having to run the Worldcon for two consecutive years

Con:

Do you really have to ask? Suppose you won the bid for the first year but lost the second

Note, please, that none of the above is a serious suggestion. It might, however, be possible to take elements from one or more of them and produce a Worldcon that was different, but enjoyable, and still recognisably the World Science Fiction Convention

What are we doing here?

A few suggestions:

Friday		Saturday
Legendary Cave		Hall 6
10.00		
10.30		Should there be another UK Worldcon?
11.00		Intersection Jeopardy!
11.30		
12.00		
12.30		
13.00		Can You Spare a Minute?
13.30		
14.00		Masquerade setup and runthroughs
14.30		MASQUERADE
15.00		
15.30		
16.00		
16.30		Masquerade photocall
17.00		Seeing is winning
17.30		
18.00		
18.30		Hall 6 closed for setup
19.00		
19.30		
20.00	Opening Ceremony	CEILIDH: Roger the Badger
20.30		
21.00		
21.30	Hall 3 Lives!	
22.00		
22.30	Bob Shaw Wake	
23.00		
0.00		
1.00		

Saturday	Sunday	Sunday
Legendary Cave	Hall 6	Legendary Cave
10.00 AV programming - details at cavedoor	Planning the NUKO	AV until we take the telly away
11.00		
11.30		
12.00	Crap Book Auction	
12.30		
13.00		
13.30		
14.00	BLIND DATE	
14.30		
15.00 Gaming programming - details at cavedoor	CHARADES	
15.30		
16.00	NOGO AWARDS & Closing Ceremony	
16.30 Macho Women with Guns in the Lobby		
17.00		
17.30		
18.00		
18.30		
19.00 Star Trek Interactive	Dead dogs in the bar, naa na-na-na naa	
19.30 Video Game		
20.00		
21.00		
22.00		
23.00 AV programming resumes until everyone goes to bed, or not as the case may be		
0.00		
1.00		