

CopperCon 21



September 7-9, 2001
Scottsdale, Arizona

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Committee

1	Chair	Stephanie L. Bannon
1	Banker	Jeff George
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3	Art Show	Ray Gish
4	Auctioneer	Jim Webbert
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6	ConSuite	Sue Uttke
6	Dealers Room	Pat Connors
6	Filk Liaison	Gary Swaty
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7	Guest Liaison	Angel Hungerford
8	Historian	Jim Cryer
8	Hotel Liaison: Pre-Con	Mike Willmoth
9	Hotel Liaison At-Con	Chuck Cady
9	Logistics	Benjamin Kosar
18	Masquerade	Randal Whitlock
22	Modern Dance	Mark Boniece
22	Programming	Kitty McDonald-Neal
22	Publications	Stephanie L. Bannon
22	Publicity	Lee Whiteside
22	Registration	David Hungerford III
23	Security/Ops	David Foster
24	Staff Lounge	Craig L. Dyer
	Information Services	Larry Vela
	Video	John Wheeler
	Volunteers	Rebecca Fox
	Web Page	Jim Strait

Chair's Message

Welcome to the first CopperCon of the 21st century

We are pleased to have Julian May as our Author Guest of Honor. I first discovered her books in the early 1990s, since then all of her science fiction has become treasured additions to our bookshelves. I eagerly look forward to her new fantasy series, *The Boreal Moon Trilogy*.

Mark Roland, our Artist Guest of Honor, has long been a favorite at our house. We have several pieces of his unique artwork on our walls. Be sure to stop by the art show and check out his art... I promise you will not be disappointed.

Diana Gabaldon, our Local Author Guest of Honor, is best known for her *Outlander* books. So far I have only read the first book in the series but I am hooked. I look forward to the rest of the series. If you haven't picked these up I urge you to go and get them as soon as possible.

Heather Alexander, our Music Guest, is a well known Celtic musician, I look forward to hearing her in person. Be sure to attend her concert for a real treat.

Our programming staff has invited a great line up of other program participants to share their knowledge and anecdotes with us. We couldn't have this convention without their participation. If one of them has inspired you or made you think, please take the time to thank them.

And, last but not least, let me thank the committee for all their hard work in putting together this weekend of wonderful events for your enjoyment. The success of this (or any) convention is due largely to the talents and dedication of the committee and the hours they devote to trying to make each year's convention even better and more memorable than the last one. Without their untold hours of unpaid labor there would be no convention. As chair I have co-ordinated their efforts over the past 2 years but the hard work, creative ideas and inspiration is all theirs. If you see someone with a committee ribbon hanging from their badge please let them know you appreciate their hard work. For myself, I will say "Thanks guys, you're the best committee a chair could ask for." - Stephanie L. Bannon

Julian May

Author Guest of Honor

A Brief Biography

Julian May is the author of some 270 published books, only 14 of which are science-fiction or fantasy. Her books have been translated into eight languages. She was born in Chicago and now makes her home in the state of Washington.

Her first piece of published material (1950) was a long essay of appreciation on the cartoonist Walt Kelly. Her first science-fiction piece was the novelette "Dune Roller," published in John W. Campbell, Jr.'s magazine *Astounding* in 1951. It was well received and has since been anthologized nine times. Feeling that it was not possible to earn a living writing SF in the 1950's, the author turned to other fields. She wrote more than 7,000 encyclopedia articles on science and natural history topics, then wrote juvenile nonfiction. Her published books for young people feature sports, biography, and a wide range of scientific topics. Most of them were designed for use in schools and were specially tailored for "reluctant readers."

In 1980, when she felt the time was ripe, Julian May returned to the SF/fantasy field. Since then she has written only adult books which include:

(published by Houghton Mifflin)
THE MANY-COLORED LAND
THE GOLDEN TORC
THE NONBORN KING
THE ADVERSARY
INTERVENTION

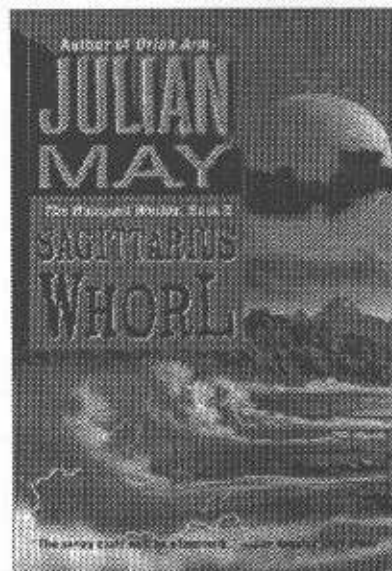
(also published in two volumes as *Surveillance* and *Metaconcert*)

(published by Alfred Knopf)
JACK THE BODILESS
DIAMOND MASK
MAGNIFICAT

(published by Bantam/Spectra and Del Rey)
BLACK TRILLIUM (with M.Z. Bradley and Andre Norton)
BLOOD TRILLIUM
SKY TRILLIUM

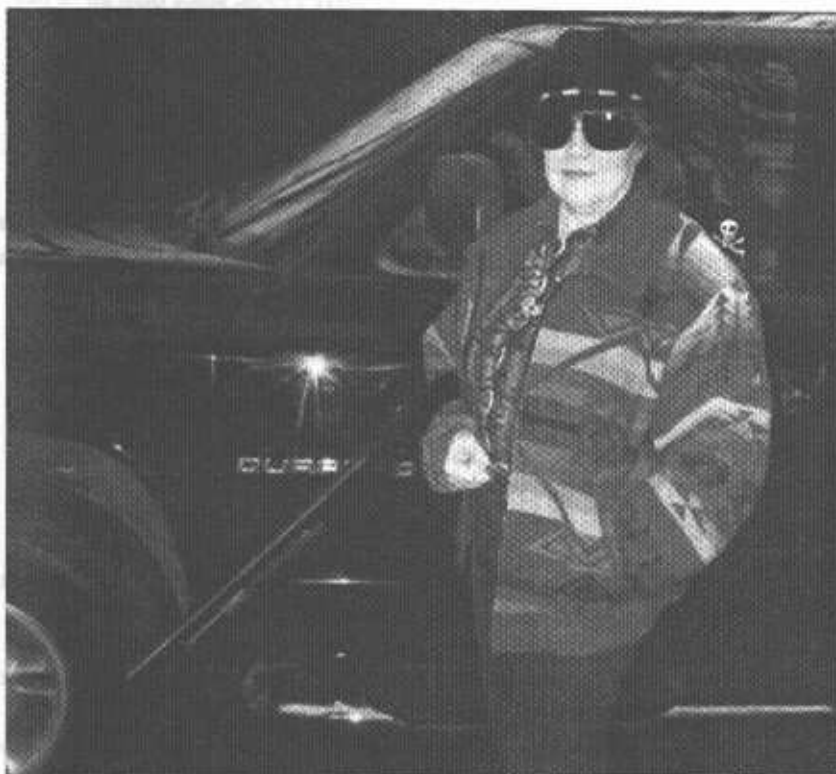
(published by HarperCollins and Del Rey)
PERSEUS SPUR
ORION ARM
SAGITTARIUS WHORL

She is currently at work on a new heroic fantasy series, **THE BOREAL MOON TRILOGY**, to be published by Berkley Books.



The first volume, **DEATHSONG MOON**, will appear in 2003.

Julian May was married for 38 years to the late T. E. Diky, SF anthologist, editor, and small-press publisher. She has three adult children. Her hobbies include flyfishing in exotic locales, electronic music-making and orchestral arrangement, and the construction of 1/4-inch-scale dollhouses.



Mark Roland Artist Guest of Honor

Born in Los Angeles in 1954, Mark Roland grew up in San Francisco. Early influences were Sixties poster and album artwork, Virgil Finlay, and the Northern California landscape.

His earliest published artwork was for the City College of San Francisco's alternative newspaper, *The Free Critic*. He worked briefly doing underground comics. A portfolio of his early pen & ink drawings, "Luminous Wind," was published in 1977.

In 1973, he began to work in color, progressing from gouache, to watercolor, to oil and acrylic in the late Seventies.

He was a staff artist for *Magical Blend Magazine* for the first ten issues. He contributed color work to Chaosium publications and created cover artwork for a 1990 reissue of *The Dead, Volume One*.

Roland's early affinity with pen and ink led him to intaglio prints in 1980. In etching he found a medium capable of capturing intricate detail. The first suite of etchings, *The Enchanted Forest*, consists of eleven sepia line prints. This series was begun in 1981, and the latest print was completed in 1996. The artist plans to continue this series, in which the classical realism of the subject is infused with the romantic concept of a magical quest. In contrast, single-color etchings subsequent to *The Enchanted Forest* series explored architectural themes.

In the spring of 1993, the artist took up a new project illustrating Homer's epic poem, *The Odyssey*, which was written over 3000 years ago. This series introduces two innovations to the artist's prints: the use of embossing and incorporation of a classical device—the predella, which further illuminates the main subject of each etching, while reinforcing the series' overriding themes.

Ancient Futures is a current series of paintings, a vision of the world in which the marks that ancient civilization have left on this planet are integrated with future high-tech networks in a pastoral, agrarian landscape. This juxtaposition points up the cyclical nature of life, suggesting a continuity of existence that spans both space and time.

Mark Roland has worked as an illustrator, art director, film preproduction designer, and muralist. He began exhibiting at science fiction conventions in 1975, at fine art galleries in 1981. His subject matter comprises mythology, literary fantasy, traditional and visionary landscape. His paintings have been reproduced as notecards, book and magazine covers, and his artwork is held in private collections throughout the United States. Mark Roland lives in Santa Rosa, California.

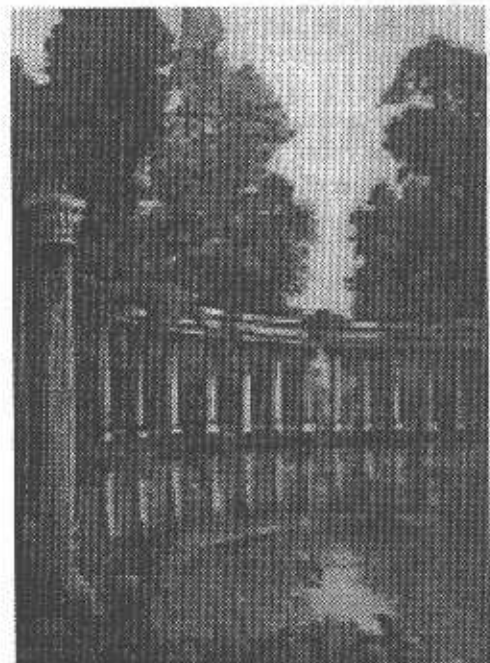
Mark Roland: An Appreciation by Geoffrey Chandler

Mark Roland is one of the true California "Visionaries". With no formal art training, he taught himself the 'old school' of Fine Art painting, with inspiration from the 19th century painters. (Frederick Church, Thomas Cole, etc.)

Most all artists (including myself) do not like labels. But if I had to label Mark Roland's style of art (including his wonderful etchings also), I would call him an Ancient_Modern Surrealist. Ancient, because the subject matter comes from the past, either by myth or real temples of beauty. Modern, because it's seen and executed through the present day brain of this very talented artist. Surrealist, because it's hyper real. It goes beyond the furthest reach of a camera, to become a surreal environment of Mark's imagination.

And art is not Mark's only talent. He also gives to the world his profound personality. Although he may seem quiet or shy when you first meet him, he truly is the very definition of the 'good guy'. In the 25 years I've known him, he has never been negative about anyone (unlike everyone else I've known and met and myself). He's also very smart and knows more about music than just about anyone. In fact, Mark and I have been researching and collecting psychedelic music from the late 60's, for the last six years.

We also walked into the same art gallery with our slides in hand, back in 1981. That started a continuous run of shows for both of us, in the same galleries, through out the San Francisco bay area. But that's where our parallel careers part. Mark has been showing at science fiction conventions since 1975, being the champion expert at packing up his work and faithfully sending it off to con's all over the United States. I never did. And that's why Mark Roland is finally being honored, here and now!



Diana Gabaldon Local Author Guest of Honor An Appreciation by Barbara Peters

Why, you may ask, is a mystery bookseller writing some words of appreciation about blockbuster author Diana Gabaldon, the CopperCon21 Guest of Honor? The answer is that first, I am a great admirer of Diana as a writer. And second, we've been colleagues and friends for years, stretching back to the beginning of the 1990s when Diana used to come into The Poisoned Pen (in her working disguise) and buy what were then obscure mysteries by Scottish writers like Ian Rankin. So, third, I can count her as a very good customer. She is, in fact, a great reader of all sorts of books. I marvel how she find the time.

To know Diana is to see a sort of miracle: a true left and right brain person. On the one hand, she's a dedicated, sharp scientist well versed in research and method and a terror in pursuit of truth at any level. Her computer skills are (to me at least) legendary and she's been a fearless pioneer in net publishing. And talk about web research, she launched into *Outlander* without ever having visited Scotland in the flesh; I can't recall where in the

series she actually made her first trip. Her grasp of its history and use of the telling detail convinced her readers she was virtually a native--no problem. And this all transferred over to Colonial America when Claire and Jamie relocated.

Okay, that's the left brain with its style of thinking: logical, sequential, rational, analytical, objective, grasping the parts. Veering to the right, Diana effortlessly slips into random, intuitive, holistic, subjective skills. Then, with her whole intelligence, she synthesizes and *communicates* the whole.

On the face of it, you wouldn't think a series of novels based on a time-travel premise (for more than one character) would be world-class historicals. Her readers have to be left and right brain, too: soaking in the facts while suspending (at least some) disbelief. Diana's gift is that she is able to pull us along with her into a world at once real and wholly of her own creation.

She's a remarkably generous author. With time at a premium, she makes room to mentor writers (belonging to at least one on-line forum), to offer her support to other published authors, to spend time with her readers, and to share a rich life with a husband and teenagers.

One other thing I should mention. For some years, Diana's been writing a mystery. And for some years, I've been nagging to see it. Word is that now that her 5th novel, *The Fiery Cross*, publishes November 7, 2001, she'll turn her attention to crime. My word is: enjoy her now, because there's a chance, if I don't see the mystery by, say, 2003, murder will be done!--Barbara Peters, *The Poisoned Pen*, August 2001

Heather Alexander Musical Guest of Honor Sponsored by The Phoenix Filk Circle

From out the mists of ancient Celtic forests comes this talented musician to entertain you with songs of lore and legend, soulful airs and spritely dance tunes of that twilight time betwixt the ages. With a repertoire filled to overflowing with original and traditional music of the British Isles, you will be entranced as her songs and stories ease your hardships and affirm your hopes.

Like the bards of old, Heather Alexander weaves a rich tapestry of tuneful tales and magical music, enchanting the listener into a world where anything can happen! Her fiery fiddle will have you bouncing to the beat of a rowdy reel or brimming with the tears of an Irish air.

Whether performing at pubs or private parties, Heather Alexander captures a timeless Celtic spirit; like the tales of a travelling tinker or a walk in the misty, foggy dew.

Biographical Information

Born in the San Francisco Bay Area, Heather Alexander was raised with the customs of the Isles firmly bred into her by her mother and grandmother, both natives of Britain. Her father, a full blooded Missourian and a prominent jazz vocalist/guitarist of the forties began

Heather's formal education at the age of six when he started teaching her music. By age nine, she was teaching herself to play the violin. She later began composing songs on guitar, and honed her skills with several years of private study in music, voice and drama. Heather has performed in a broad spectrum of contexts—from opera to country music.



PHOTO: JENNIFER WATKINS

In 1985, she found her niche in Celtic music by playing fiddle for the Irish and Scottish dancers at California's largest Renaissance Pleasure Faire. Since that time, her original music has been heavily influenced by the traditions of her roots. In the late 80's, Heather began to experiment with blending her original compositions, electric instruments and traditional Celtic music, which led to the formation of Phoenix, her Celtic Fusion band. Together, they performed original and traditional music with a solid rock and roll sound, eventually producing one album, *Keepers of the Flame*, which was released on Heather's own label, Sea Fire Productions, Inc. early in 1990. Both the album and the band achieved a high degree of local popularity, and fame. In 1991, when Phoenix disbanded, Heather returned to her acoustic roots and embarked on a solo career. For over ten years, Heather has been performing solo at pubs, coffee houses and festivals from L.A. to Seattle, and across the nation. With guitar, fiddle and bodhran, she presents original and traditional Celtic music that is received with enthusiasm by audiences of all ages. She has worked with and opened for many notables, including Tempest, Tommy Makem, the Clancy Brothers, Tom May, Darby O'Gill and the Wicked Tinkers.

She has performed on several albums, either as an instrumentalist, vocalist, composer or arranger. In 1994, Heather produced her first solo CD, *Wanderlust*, a collection of original music based on

traditional Celtic themes, described by *Dirty Linen Magazine* as "...tunes and stories that rarely fail to delight, especially with that incredible voice and wild fiddle playing...rivals many Celtic artists for capturing the legendary nature of the Emerald Isle." Released on her independent label, Sea Fire Productions, Inc., *Wanderlust* has been well received across the U.S. as well as internationally. Heather's next album, *Life's Flame* was completed in July of 1996. Recorded from select live performances and digitally mastered, it showcases the warmth, humor and musical breadth of being at a Heather Alexander show. 1997 saw the release of *Midsummer*, an album showcasing her more intimate ballads and epics.

Heather's current projects include a fourth solo album, *A Gypsy's Home*, with songs highlighting the travelling life, and *Lion's Blood*, a collaborative production with author Steven Barnes, inspired by his upcoming novel of the same title. This year also marked the debut of her new band, *Uffington Horse*, a synthesis of Celtic Folk and World Rock.

A benefit to the wide range of establishments that Heather performs at is her ability to adapt her presentation to fit the needs of the house, from solo performer to full band, and still maintain a quality of excellence and high professionalism. [Information copied directly from www.heatherlands.com]

COPPERCON 22

Sept 6-8, 2002

Embassy Suites Phoenix North, Phoenix, AZ

Author Guest of Honor

**Barbara
Hamblly**

SPECIAL EFFECTS ARTIST

GUEST OF HONOR

Mojo

**\$20 Pre-Reg at
CopperCon 21!**

Memberships

\$25 thru 12/31/01,

\$30 thru 4/30/01

\$35 thru 8/25/02

\$40 at the door

Kids 7-12 half price*

Kids 6 & Under Free*

* with Adult membership

Embassy Suites Phoenix North

(I-17 & Greenway)

Room Rates:

\$79 S/D, \$89 T, \$99 Q +tax

2577 W. Greenway Rd.

Phoenix, Arizona

(602) 375-1777

Contact CopperCon 22 at:

Write: CopperCon 22,

PO Box 62613

Phoenix, AZ 85082

Phone: (480) 423-0649

Email: cucon@casfs.org

www.coppercon.org

Anime

As usual we will be showing lots of the latest Anime titles in the Anime room. It will be open throughout the convention. Stop by and check it out.

Hours:

Friday 12pm-1am

Saturday 11am-1am

Sunday 11am-4pm

Some titles may not be suitable for viewing by younger children. We will be posting suggested movie ratings alongside the titles on the door of the Anime Room. Please do not leave children under the age of 7 unattended in the Anime Room, or they will be sold for parts. Thank you for your cooperation. - **Carlos Ross**

Art Show

We are proud to announce Mark Roland as our Artist Guest of Honor. We are planning a guided tour of the art show hosted by Mark Roland at about 9 PM on Friday. Check your pocket program for exact time.

Once again, CopperCon will offer fans the best of science fiction and fantasy art. We will be located in Apache A and B of the convention center.

We are looking forward to the return of lots of old friends like Betsy Mott, Ruth Thompson, Brett Bass, Nene Tina Thomas, James Wappel, Lela Dowling, Amy Schulz, Mary Hanson-Roberts, Nancy Strowger, Rachael Mayo, Monika Livingstone and Theresa Mather. Also some new artists K. N. Allen, Sylvana Anderson, Victoria Szramski and Michael Georges. Plus many more old favorites.

We will accept Visa, MasterCard and Discover as well as cash and checks.

If you've never bid on art at a convention before and would like more information, just stop by the desk in the Art Show and ask. Our friendly staff will be happy to explain everything.

The Art Auction will be held at 1 PM on Sunday, check the pocket program for location. Pieces with three or more bids will go to the voice auction and buyer pickup will be after the auction.

This year we will be featuring a print shop—an area for artists to sell multiple prints of some of their more popular work. Come in and purchase some of your favorite prints.

Come in early and often to feast your eyes on all the wonderful work presented by our artist friends. We're looking forward to seeing you there! - **Ray Gish**

Art Show Hours

Friday: 12 noon - 10 PM

Saturday: 10 AM - 7 PM

Sunday: 10 AM - 12 noon

Sunday Art Auction 1 PM

Arizona Fan Table

The Arizona Fan Table is located near Registration in the convention center lobby. You can find out information on upcoming local conventions including TusCon 27, LepreCon28, HexaCon 12, and CopperCon 22 as well as Arizona's 2004 Westercon bid. Some will be offering discounts for buying advance memberships at CopperCon 21.

Charity Auction

This year's charity auction will benefit Reading Is Fundamental (RIF) as well as the Best Friend's Animal Sanctuary. We'll be auctioning off books, posters, and other science fiction memorabilia. As we go to print, CopperCon 2001 would like to thank the following for their donations to our charity auction: **Changing Hands, The Bent Cover, All About Books & Comics, Stalking Moon, Ygor's Books, Bookman's, Empire of Toys, Catherine Book and Lee Whiteside - Catherine Book**

About Our Charities

Reading Is Fundamental, Inc. (RIF) develops and delivers children's and family literacy programs that help prepare young children for reading and motivate school-age children to read. Through a national grassroots network that is expected to exceed 360,000 community volunteers (parents, teachers, librarians, and others) by the end of this year, RIF programs will provide new, free books and other essential literacy resources to more than 5 million children and their families. RIF's highest priority is the nation's neediest children from infancy to age 11. Many of the children RIF serves have economic or learning needs that put them at risk of failing to achieve basic educational goals. RIF serves children and families in every state, the District of Columbia, and U.S. offshore territories in programs that operate in schools, libraries, community centers, child-care centers, Head Start and Even Start centers, hospitals, migrant worker camps, homeless shelters, and detention centers.

Today, thanks to public-private partnerships, RIF is the nation's largest children's and family literacy organization. By the end of 2000, RIF will have placed 200 million books in the hands and homes of America's children.

Best Friends Animal Sanctuary — the nation's largest sanctuary for abused and abandoned cats and dogs and other animals. They come from all over the country and there are never fewer than 1,800 there on any given day. Most of them just need a few weeks of special care before they can go on to good new homes. Others, who are older or sicker or have suffered extreme trauma, find a special home at the sanctuary for the rest of their lives. The mission of Best Friends is to help bring about a time when there are no more homeless pets, and when every cat or dog who's ever born can be guaranteed a good home with a loving family.

Best Friends is located at Angel Canyon — just a few miles outside of Kanab, Utah, at the heart of the Golden Circle of National Parks. For more information on being part of Best

Friends please write: Best Friends Animal Sanctuary, 5001 Angel Canyon Drive, Kanab UT, 84741 or check their web site at www.bestfriends.org

ConSuite

Once again we welcome you to our conSuite. We will have a variety of soda and other beverages, Poore Brothers chips and other snacks and we hope to provide you with a pleasant place to sit, talk with others, plan your convention or just relax for awhile. Be sure to stop in on Saturday evening and see what special goodies Tuscon is sharing with us.

We'll be open daily from 1 hour before programming starts until 2AM (or whenever we get too tired) - Sue Uttke

Dealer's Room

The following dealers are scheduled to be in our Dealer's Room at this time **Marty Massoglia, Dragon Gems, Buy the Book, Hadrosaur Productions, The Master Gamer, Nighthawk Studio, Moebius Enterprises, Odds Bodkins**, and this weird guy selling buttons. Be sure to stop by and check out their merchandise. **Pat Connors**

Hours:

Friday: 2PM - 7PM

Saturday: 10AM - 7PM

Sunday: 10AM - 4PM

Filk Events

Thursday Pre-registered Member Session

7PM Heather Alexander and Joe Bethancourt Singing and Storytelling in a 'pub' atmosphere in the Con Suite.

9PM Filk Suite - More Heather and Joe unless they decide to hang longer in Con Suite

Friday

7:30PM Meet the Guests Gathering

9PM Filk Circle

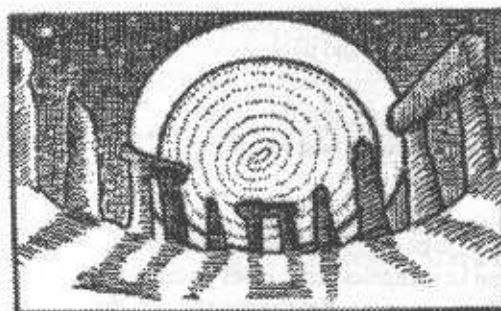
Saturday

1PM Heather Alexander in Concert in the Kachina

9PM Filk Circle Filk Suite

Sunday

1PM Filk Jam



HexaCon 12

Arizona' Largest Gaming Convention

July 26-28, 2002

Embassy Suites North, Phoenix

We have a new, **LARGER** site and plan to have all our regular features plus as many new events as we can think of. We'll have special events on Thursday for our pre-registered members and a prize drawing from among those who both pre-register with the convention and get a hotel room.

Memersership Rates:

\$10 at HexaCon 11

\$15 July 30 - Dec 31, 2001

\$20 Jan 1 - June 30, 2002

\$25 thereafter and at the door

Location Info

Embassy Suites North

2577 W. Greenway Rd;

602-375-1777

Standard: \$74 S/D

Boardroom Suite \$74 S/D/T/Q

Executive Suite \$94 S/D/T/Q

Rooms **INCLUDE** a full breakfast
and Happy Hour

Contact Info

HexaCon 12

PO Box 62613

Phoenix AZ 85083

Email: Hex12chair@casfs.org

Phone: 602-973-2341

Gaming

Have you been wanting to play Dungeons & Dragons 3rd Edition? Perhaps you heard about Munchkin or Frag and want to get in on it. Do you think you're tough enough to enter into the realm of the Camarilla? The gaming room is the place to find out. A variety of games are available in various formats for you to play your old favorites or learn a new one. - **Jessie Foster**

Computer Gaming

We will have several computers available in our gaming room with a variety of games. We may even have a few small tournaments, so stop by and check it out. - **Wally Sanville**

White Wolf

Friday: A lost book belonging to Voormas has surfaced at an estate auction in Las Vegas, but is it authentic and who else knows of it? Against time and paradox you will race, judged only by those who survive." Story told by Justin Quarentello, a member of The Wrecking Crew the Arizona White Wolf demo team. Prizes awarded to the best roll players. The story will run from 7pm till 1am

Saturday: The Dirge of A Mandarin - The year of the Dragon has begun, and Los Angeles languishes under the iron talons of the Kuei-jin for a year now. Yet the vaunted Kindred have done nothing or have they. Something must and will be done. Come be a part of the first retaliations against the Kuei-jin. This is a tabletop adventure for Vampire, Mage, Werewolf, Wraith, or Changeling. Come and enjoy a demo by the Wrecking Crew, the Arizona, White Wolf Demo Team. David Martin and Casey Landruth will tell this story on Sat the 8th at 10 am and continuing till the wee hours of the night. Sign up early seats fill up fast. Prizes will be awarded to the best role players.

Masquerade Information

Have you a favorite SF or Fantasy creature? Have you carefully recreated a historical garment? Do you have a novel idea for future or alternative clothing? Are you possessed by a visual pun? Have you expressed any of these thoughts as a costume?

**Why not share your concept with us?
Enter the Coppercon 21 Masquerade!**

The masquerade will be presented Saturday evening at 7:30 PM in the Navajo Ballroom. The setup is like a fashion show. We will provide a lighted stage with runway, a Master of Ceremonies to announce you, a sound system to play the music or narration you provide, and a stage crew to bring it all together. An appreciative audience will provide itself. Your 15 minutes of fame on a silver platter!

If that's not enough, there will be prizes! David Foster of Druid's Keep Leathercraft has donated a genuine Jaeger Knife for Best in Show. The Southwest Costumers Guild has donated three exquisite cloaks as divisional prizes for Novice, Experienced, and

Classic. You can see these prizes at the Art Show on Friday and Saturday.

Contestants, please come to the Contestant Meeting on Saturday Afternoon and/or talk to Masquerade Director Randall Whitlock so we can get you signed up and hash out the technical details of your presentation.

Contestant Divisions

Masquerade entries will be registered in five divisions:

Young Fen is for children. This is a Noncompetitive division that gets lots of good oohs and aaws from the audience. Older kids may choose to enter the Novice Division.

Novice is the division for contestants who have not previously won three or more awards in SF convention masquerades and have not previously won a Best in Show.

Experienced is the division for contestants who have won three or more awards or a Best in Show at previous SF masquerades, or who have suitable experience in theatre, historical societies, or other costuming fields. The contestant is on his/her honor in choosing their division. We won't be checking resumes or anything.

Classic is the division for costumes that have been previously shown at another SF convention masquerade of equal or larger size than CopperCon.

Think about all those costumes that were built for other cons, shown once on stage, then put in the closet. Give them a second chance! Classic costumes will be entered and judged separately from the first-showing efforts. Costumes made for other conventions and events, or previous CopperCon are fair game. If your costume was previously presented at a party, fangathering, a very small convention, or other smaller venue, The CopperCon 21 Masquerade would be "competing upward" and you have your choice whether to enter as a new or classic costume.

For Display Only is the noncompetitive division for costumes that have been purchased whole, rented, or otherwise not created by the contestant team. You can also enter For Display Only if you prefer not to compete due to conflicts of interest or other reasons of your own. There is no division prize, but ample opportunity to show off.

These divisions are meant to be fairly flexible in definition, since we can't know in advance how many contestants will appear and what kinds of costumes they will show.

**YOUR COMPLETED ENTRY FORMS MUST BE GIVEN
TO THE DIRECTOR BY 4:30 PM SATURDAY.**

THE BENT COVER

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Fax 942-3095

**12428 North 28th Drive
Phoenix, Arizona 85029**

**books@bentcover.com
http://www.bentcover.com**

Please come to the contestants meeting to fill them out or pick them up from the Director (He wears a yellow sash for identification) sometime Saturday.

Rules and Useful Suggestions for the Presentations:

1. **Strong Suggestion:** Please limit your presentation to 60 seconds or less. It's longer than you think. Brevity is the soul of wit.
2. **Rule:** No fire or flame allowed on-stage.
3. **Rule:** Wholly purchased or rented costumes may not be entered for competition, but are welcome as For Display-Only. You can use some purchased components in a competition entry, but the overall costume is to be fan-made. An original arrangement of variously obtained parts counts as a fan-made costume.
4. **Clarification:** The designer, builder, and model of the costume do not have to be the same person. Masquerades are great places for teamwork! For prize purposes, the entire team is considered the contestant. Designers and builders and will be invited to stand with the models for the presentation of awards.
5. **Rule:** Thou shalt not slime thy neighbor! Messy substances (wet, dusty, oily, etc.) that might damage the stage or interfere with other contestants will not be allowed.
6. **Rule:** The masquerade is rated PG-13. There will be children present and it's not our job to teach them the facts of life. Please, no more skin than legal at a fairly liberal beach, no deliberately offensive language or disturbingly violent action. If you have an idea that sounds good, but might be over the top, please talk to the Masquerade Director first. I have a fairly open idea of what constitutes PG-13 and how an idea might be made to work.
7. **Rule:** No smoking in the green room or ballroom. We'll be packed in fairly close at some points.
8. **Audience Rule:** No flash photography during the stage presentations. Flashes are very distracting to the contestants and audience. Non-flash pictures are okay. Posed pictures can be arranged with permission of the contestants.
An official documentation picture of each costume will be taken before the masquerade for the judges' reference. The contestant will receive a copy after the con if a mailing address is provided.
9. **Law of Nature:** S... Stuff Happens. Yes, some of your plans may go wrong here in the real world. Murphy was a prophet. Please stay loose and handle it with grace. Don't let self-imposed stress or a hot temper ruin the experience for you and those around you.
10. **Firm Rule:** Keep the action on the stage. Weapons, stunts, and special effects must be approved in advance by the Masquerade Director.
If the weapon and its presentation have not been approved, you will be disqualified from competition. This is a safety thing. I like weapons as much as the next action hero, but I want to see for myself what you are carrying and what you intend to do with it. This safety approval rule also applies to acrobatic stunts, special effects, energetic dances, or anything else that might inadvertently extend beyond the stage.
11. **Safety Principle:** Surprise the audience, not the crew. See Rule 10. If you are going to do something surprising, clue in the Director, MC, and Catchers and have it approved in advance.
12. **Rule:** The Masquerade Director has full authority to disqualify anyone from the competition on the basis of CopperCon 21

unrepentant bad taste, danger to the contestants or audience, violation of the above rules, or any other reason deemed sufficient. This rule is intended to protect you and the convention from the real loons. You have my word the rule will not be invoked for frivolous or prejudiced reasons.
Sincerely - Randall Whitlock, Masquerade Director

Modern Dance

Join us for some cool music, drinks, and a chance to hang out with friends at the CopperCon 21 Modern Dance.

We'll have a great sound system with over 1600 watts of clean power, playing through eight quality JBL speakers. Using CDs, MPEG-3s, and WAVs, our sound craftsmen will provide the best dance environment, including music from the past three decades to rock the night away. A limited number of requests can also be taken, so bring your favorite CD!

There will be a chilling-out / conversation / lounge area with tables and chairs where drinks and glow sticks may be had, and a large dance floor area for shakin' your booty.
All ages may attend, however IDs will be checked for anyone wanting alcoholic beverages.

Let's get everyone on the dance floor, and make for an evening of dancing and fun that won't soon be forgotten! - Mark Boniece

CopperCon 21 Programming

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

FAQ

Q. What do the 3-letter codes that identify the panels mean?

A. We used them to keep track of all the different types of programming that fans have come to expect. Think of them as the Gates at CopperCon Spaceport 21 where all our arrivals and departures take place. The meanings are thus:

Panels with code "FAN" fall in the realm of "General CopperCon Fandom" This category includes topics dealing with fandom, both in general and specifically involving CopperCon itself. Old favorite events like Meet the Pros, the auctions, the masquerade etc., are also grouped under this category of programming.

Panels with code "WRI" fall in the realm of "Authoring" This category deals with aspects of writing, from the creative process through grammatical mechanics, to the practical aspects of getting your work published.

Panels with code "ART" fall in the realm of "Artistry" This category deals with aspects of art, from the creative process through techniques to the practical aspects of marketing your work. Included are the arts of costuming, cartooning, fine arts, theater, movies and anime.

Panels with code "SCT" fall in the realm of "Science"
Good science fiction relies on authors' creative use of believable

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Lynn Gold, Fan

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Art by Karena Kilefoth

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Westercon 57 Bid
July 2-5, 2004



Arizona has not had a WesterCon since 1992 and it is time for us 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.
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Each level of support has it's own advantages.

Check our website at www.az-sf.org

We also are looking for fans and/or professionals interested in supporting the bid by being an active member of the bid committee.

Please contact us at
Arizona in 2004, PO Box 67457, Phoenix AZ 85082,
Craig Dyer at (602)973-2341
Email: dyer@maricopa.edu

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



science and this track is meant to present updates and glimpses of the cutting edges of scientific disciplines.

Panels with code "GAM" fall in the realm of "Gaming"

Gamers don't often leave the gaming tables for panels, but there are one or two times that a good panel or presentation will lure them out to the program rooms. This is the track for those few good gaming topics.

Panels with code "KID" fall in the realm of "Kids"

Kids are fun too, and this track is set to bring them into the fold by sharing with them all that first attracted us to speculative fiction and fantasy. This track of programming is NOT intended to be a daycare or babysitting service - but just to provide some activities that will appeal to those attendees between 6 and 12 years of age.

Q. I see WRI06 and WRI10 in the descriptions - what happened to WRI07 through WRI09?

A. The process of programming begins by making a list of LOTS of ideas, more than we can possibly use during the course of one convention. Each is given an ID code so that we can keep track of it. By the time the convention is scheduled, only those ideas that keep to our theme AND are chosen by the participants actually get on the schedule (you can't have a panel discussion without panelists!) So, the "missing" codes are left out, and the ideas are saved for other conventions. Oh! Now you know!

Panel Descriptions

FAN1 SFTube Talk with Lee Whiteside

Our own Lee Whiteside, webmaster of SFTV.ORG gives us the scoop on upcoming Science Fiction, Fantasy and other cult television. Get the latest word on the new fall season with news on Buffy, Enterprise, Andromeda, Mutant X, Smallville and more, including some special preview video.

**Begins at: Sa1000 Location: Kachina
Participating: Lee Whiteside**

FAN2 At the Movies Freebies & Previews with Barry Bard

We don't have to tell you what this one is all about! Once again, Barry shows those great movie trailers and brings us all the free goodies we can carry away. Thanks, Barry!

**Begins at: SU1000 Location: Navajo 1
Participating: Barry Bard**

FAN3 Compliments and Complaints

Did you like what happened at this Con? Come tell us what you want to see continued. Know something that could be done better? Come volunteer to help make it happen. Your LepreCon 27 Committee will be on hand, taking notes!

Begins at: SU1600 Location: Kachina

FAN7 Regency Dancing or Country Folk Dancing

Dancing is a celebration of bodies and a fun way to spend Friday night. Costumes only improve the atmosphere. Alice and Marty

Massoglia host this very entertaining and educational event. If you can help to teach newbies the joys of country folk dancing or Regency dancing, or if you just want to come and learn to dance, we'll see you here.

**Begins at: Fr2200 Location: Kachina
Participating: Alice Massoglia Marty Massoglia
Patricia Matthews Russell Neal**

FAN8 Dr Who in the 21st Century

Where will the Doctor go from here? Talk about past episodes, future possibilities and share your collections of memorabilia.

**Begins at: Sa1600 Location: Navajo 2
Participating: John Wheeler Lee Whiteside**

FAN9 An Interview with Julian May

Get to know our Guest of Honor, author Julian May. A live interview will be followed by a question and answer session with the fans.

**Begins at: Sa1300 Location: Navajo 1
Participating: Julian May**

FAN10 A reading by Diana Gabaldon

Our esteemed local author Guest of Honor, Diana Gabaldon offers a reading from her own "The Fiery Cross" followed by a question & answer session.

**Begins at: Sa1100 Location: Navajo 1
Participating: Diana Gabaldon**

FAN11 The Works of Mark Roland, A Slide presentation

Mark Roland, our Artist Guest of Honor, will present a slide show of his favorite work.

**Begins at: Sa1000 Location: Navajo 1
Participating: Mark Roland**



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FAN12 Heather Alexander in Concert
Presented by the Phoenix Filk Circle

Heather Alexander, our talented musical Guest of Honor will be performing.

Begins at: Sa1300 Location: Kachina
Participating: Heather Alexander

FAN15 Masquerade Participant Meeting

Masqueraders will be advised of everything they need to know to be part of our Saturday Night Masquerade. Rules, expectations, helps and hints, dos and don'ts...

Begins at: Sa1300 Location: Pima
Participating: Randall Whitlock Cary Riall

FAN17 The Mailed Fist

Pre-Reg Pub

An Irish Pub will be recreated on Thursday evening just for those who pre-registered for the convention. There will be singing and storytelling with our Filk GOH Heather Alexander and some other special guests. If you can tell or enjoy a passable tale with a Gaelic twist, we'd love for you to be part of this. Singers and step-dancers are also encouraged to take part!

Begins at: Th1900 Location: Con Suite
Participating: Heather Alexander Patricia
Matthews Randall Whitlock Julian May Diana
Gabaldon

FAN18 Guilty of Our Own Success?:

Star Trek & the State of Sci-Fi Television on Trek's
35th Anniversary

What is up with Sci Fi Television these days? In recognition of the 35th anniversary of Star Trek TOS, we'll talk about the series effect on TV in general and it's legacy today.

Begins at: Sa1730 Location: Papago
Participating: David Williams

FAN19 UFP's Sci Fi Jeopardy

Join The United Federation of Phoenix for SciFi Jeopardy and test your knowledge on all things Sci-Fi. We've also got brownies and some some great prizes thanks to Barry Bard.

Begins at: Fr2100 Location: Navajo 1
Participating: Lee Whiteside Barry Bard Jim
Strait

FAN20 Dance

Begins at: Sa2200 Location: Navajo1&2

FAN21 Meet the Pros

The Mailed Fist Pub moves tonight - no longer in the Con Suite (see FAN17), but at the reception in the lobby! Come raise your glass and drink to the health of our professional guests and participants.

Begins at: Fr1900 Location: Lobby

FAN22 Art Show Walk-Thru
with Guests of Honor

Join Art Show Director Ray Giish and our esteemed guests of honor as they walk through the Art Show, enjoying and interpreting the entries.

Begins at: Fr2100 Location: Art Show

WRI1 Kicking The Tires

Bring your own new, original work short enough to read, and read it. You may then ask for a quick, impromptu on-the-spot critique from those present, both amateurs and pros.

Begins at: Su1100 Location: Pima
Participating: Janeen DeBoard Janni Lee Simner
Bennie Grezlik James Reade Alma Maria Garcia

WRI3 Do It Yourself Publishing

Discussion of the printing and distributing of your own works without one of the big houses behind you. Is this an easier or harder road to fame and fortune?

Begins at: Sa1430 Location: Pima
Participating: Mark Siegel Scott Virtes David
Summers Gene Steinberg Grayson Steinberg

WRI4 Ideas Worth Stealing

Major trends in sci-fi and fantasy

What are the current bandwagons in SF and fantasy? Should you jump on? Is it time to rediscover the themes of the Golden Age of Sci-Fi?

Begins at: Fr1600 Location: Navajo 1
Participating: Ken StAndre Bennie Grezlik
Thomas Harlan Mark Siegel Alma Maria Garcia

WRI7 Writing For Other Media

Writers don't just write books, of course. Participants will discuss writing for screenplays, computer games and other areas.

Begins at: Fr1730 Location: Navajo 1
Participating: Phil Eklund Marella Sands
Catherine Wells Catherine McMullen Grayson
Steinberg

WRI8 The Internet And Writing

Discuss the challenges and opportunities presented by this new and ubiquitous medium of the Internet with those currently involved.

Begins at: Location:
Participating: Gene Steinberg Grayson
Steinberg



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WRI10 A Foot In The Door*or How to Get Your First Novel Published*

Published authors, agents and editors talk to newbies and wannabes about breaking into the business.

Begins at: Sa1200**Location:** Pima

Participating: Janeen DeBoard Marella Sands
Adam Niswander Kit Townsend Maryeileen
Flanagan Thomas Harlan

WRI11 When I Grow Up As A Writer, I Wanna Be...

Who are your role models as SF/F writers? Why? How can you instill their strengths in yourself and avoid their weaknesses?

Begins at: Fr2200**Location:** Navajo 2

Participating: Jannie Lee Simmer P.C.Cast Kit
Townsend Adam Niswander Terry McGarry

WRI13 Business Tips For Working Writers

How can you market your writing? How do you break into publishing? Once you do, how do you move to the "next level"?

Begins at: **Location:**

Participating: Janeen DeBoard Marella Sands
Adam Niswander

WRI14 Writer's Technique

Examining the tricks of the trade and ways to make your writing truly stellar.

Begins at: SU1000**Location:** Pima

Participating: Janeen DeBoard Marella Sands
Bennie Grezlik Kit Townsend Adam Niswander

WRI19 Rediscovering SF's Past

What stories have been forgotten or overlooked that should be on everyone's must read list? What stories are better left forgotten?

Begins at: **Location:**

Participating: Bennie Grezlik Ken StAndre

WRI20 Overcoming Writer's Block

Creativity comes in its own time. Learn some of the pro's techniques for overcoming that traditional bugaboo, the Writers Block.

Begins at: **Location:**

Participating: Janeen De Board Marella Sands
Gene Steinberg Grayson Steinberg Adam
Niswander

WRI21 Making Your Writing The Best*OR: Freshman Composition; ENG III*

Now that you've written it, how do you polish it? What is the relationship between an editor and a writer and what is needed to make it a success?

Begins at: Sa1600**Location:** Pima

Participating: Diana Gabaldon Janeen De Board
Marella Sands Maryeileen Flanagan Catherine
Wells

WRI22 A Day In The Life

Come hear stories from writers about what it is like to be a working writer.

Begins at: **Location:**

Participating: Diana Gabaldon Janeen
DeBoard Marella Sands

WRI23 Celtic Themes

There is currently a great deal of interest in all things Celtic. How do you become grounded in this culture? In light of all the speculative Celticism and sometimes scant historical record, how important is history to writing and understanding what it means to be Celtic?

What do you consider to be the best historical sources?

Begins at: Sa1000**Location:** Pima

Participating: Julian May Diana Gabaldon
Janeen De Board P.C.Cast

WRI26 Romance And Chivalry Were Never What They Used To Be

In this "instant replay" of his WorldCon presentation, Sean McMullen describes how the Middle Ages nobility developed standards of romance and chivalry for the people in their legends and epics, and then began to follow the standards and lifestyle themselves. Some medieval kings even staged SCA-style revels, where their courtiers dressed up as Arthurian characters.

Begins at: Sa1730**Location:** Pima

Participating: Sean McMullen

WRI27 The Chronicler's Guide To Fighting (ACTIONS SCENES FOR WRITERS)

Sean McMullen covers the rather broad area of what humans and their weapons can realistically do, and how to describe it. The emphasis is primarily on the Medieval period.

Begins at: Fr2030**Location:** Navajo 2

Participating: Sean McMullen

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28 A Reading by

Catherine Wells

Artie's Angels" or "Epic Sweep

Begins at: Fr2030

Location: Kachina

Participating: Catherine Wells

28 A Reading by

P.C. Cast

Goddess by Mistake

Begins at: Fr2330

Location: Navajo 1

Participating: P.C. Cast

28 A Reading by

Adam Niswander

War of the Whisperers

Begins at: Fr1600

Location: Navajo 2

Participating: Adam Niswander

28 A Reading by

Harlan Thomas

The Dark Lord

Begins at: Fr1730

Location: Navajo 2

Participating: Thomas Harlan

28 A Reading by

Terry McGarry

Illumination

Begins at: Sa2200

Location: Pima

Participating: Terry McGarry

28 A Reading by

Sean McMullen

Eyes of the Calculator

Begins at: Fr2200

Location: Pima

Participating: Sean McMullen

28 A Reading by

Marella Sands

Begins at: Sa2200

Location: Kachina

Participating: Marella Sands

ART9 Comic Illustrations

How is doing comic illustration different from doing a book cover or an animated TV series?

Begins at: SU1200

Location: Papago

Participating: James Reade Don Markstein

ART10 Do Only Artists Dream In Color?

Is it true that most people dream only in black and white? If so, what qualities are present in those who dream in color? How do we know? Have you ever met anyone who dreams only in black & white?

Begins at: Sa11100

Location: Pima

Participating: Mark Roland Marella Sands
Lubov

ART11 Does Color Make A Difference In Art?

Do you get more out of the b&w than color due to dealing with contrasts? In what situations are you better off doing b&w. Liz Danforth was known for b&w and now does color, while Alan Gutierrez went from color to b&w. What's the difference in perspective?

Begins at: Su1100

Location: Kachina

Participating: Mark Roland Lubov

ART18 Costuming And Props With Fiberglass And Other Materials

Gail Wolfenden-Steib and Larry Vela Will be presenting their ideas and concepts of costuming and props using fiberglass and other materials.

Begins at: Sa1300

Location: Navajo 2

Participating: Larry Vela Gail Wolfenden-Steib

ART19 Airbrush Demo

Larry Vela presents his ever-popular demonstration of airbrush makeup techniques.

Begins at: Sa1600

Location: Papago

Participating: Larry Vela

ART21 What's That Byte?

Velavision will be presenting a competition where participants will have the opportunity to identify sound bytes from various common sources.

Begins at: Fr1730

Location: Kachina

Participating: Mike Cassidy Cary Riall Larry Vela

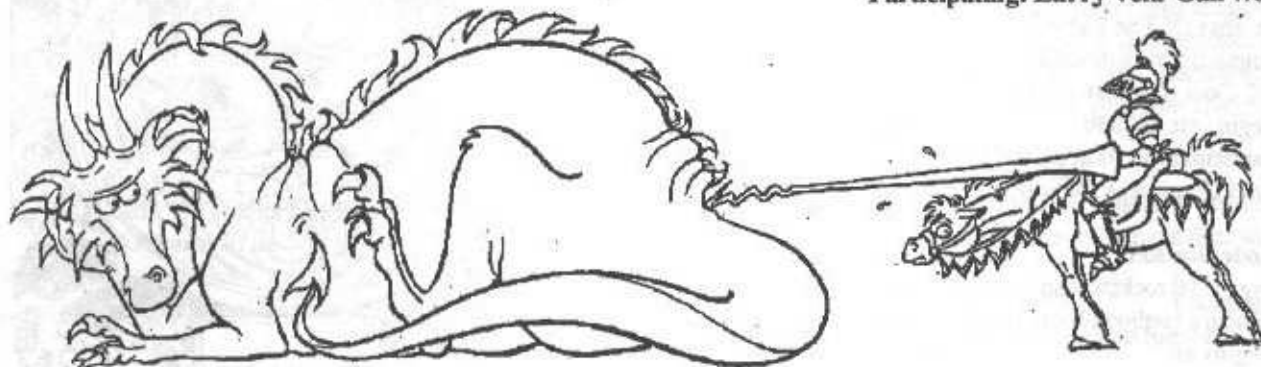
ART22 Fabric Modification Through The Use Of Dye/ Paint

Gail Wolfenden-Steib and Larry Vela will present concepts for modifying the appearance of common fabrics by using various uncontrolled chemical substances.

Begins at: Sa1430

Location: Papago

Participating: Larry Vela Gail Wolfenden-Steib



ART24 Face Painting

John demonstrates his ability with face paints and body makeup, and the result is fun for all!

Begins at: Sa1000

Location: Papago

Participating: John Wheeler

ART25a Tri Chem Demo

Come learn about this fun art form, then try your hand and express your own creativity.

Begins at: Fr1430

Location: Papago

Participating: Teri Slaker Carol Johnson Chris Gade

ART25b Tri Chem Demo

Come to this encore presentation of TriChem fabric decoration, then try your hand and express your own creativity.

Begins at: Sa1230

Location: Papago

Participating: Teri Slaker Carol Johnson Chris Gade

SCI1 Current And Near-Future Launch Propulsion

What are the options for getting off this rock? What if you're already in orbit? Is there something coming down the lane that can also be used?

Begins at:

Location:

SCI2 The Power Of Power

What did California do wrong with its deregulation of the power grid? Will Arizona go through the same thing? What can we do to make sure it doesn't?

Begins at:

Location:

Participating: Mike Willmoth

SCI5 Planetary Probes

What's been tried before that worked? Is there a design that could work better that hasn't been tried? Does this year hold any encounters or landings?

Begins at: SU1000

Location: Kachina

Participating: David Williams Patricia Matthews
Scott Virtes Phil Eklund Diana Challis

SCI6 Future Fashion Design

How will new fabrics or materials change the way we dress? Billboards on clothing? Reading material on jacket sleeves? What about TV images on lenses in our glasses?

Begins at: SU1200

Location: Kachina

Participating: Randall Whitlock Mike Willmoth
Maryeileen Flanagan

SCI7 Sex Toys Of The Future

Will robots and biotech eliminate dating? What can VR do for you that a real person can't? Does your partner think it's gone too far?

Begins at: Sa2330

Location: Pima

Participating: Janeen DeBoard Alma Maria Garcia
David Summers Bennie Grezlik

SCI8 Model Rockets

How can building model rockets lead to a career in aerospace? Can you learn physics without a textbook? Are they just for fun?

Begins at:

Location:

SCI9 Technology Of Print-On-Demand

What do you need if you want to print electronic books? Can you improve on the equipment to better sell the product? Is the equipment already available?

Begins at:

Location:

David Summers

SCI11 Computers, Internet And Solar System Wide Web

Now that our planet is pretty much linked together, what do we do to make it extend to the Moon and planets? Can it be used as designed, or do we need to come up with something else? What would it be like to surf from Mars?

Begins at:

Location:

Maryeileen Flanagan

SCI12 Mission To Mars**A Mini Seminar**

We begin with a short presentation on Mars Society's Mars Desert Research Station by Society member Veronica Zabala, followed by a short question and answer session. Then we continue with a second presentation about a current ballot initiative to establish a space program in Arizona that may one day send a mission to Mars. The remaining time is slated for spirited discussion of the merits and problems with manned Mars missions. Is it possible right now? Is it likely in the near future? How do you feel about it?

Begins at: Sa1000

Location: Navajo 2

Participating: Patricia Matthews
(moderator) Veronica Zabala David Perrine
John Carter McKnight Diana Challis

SCI14 Future Forensics

If a murder occurs in zero gravity, what sorts of things might you look for that you can't in a gravity well? Are there new techniques needed to uncover the guilty party? How can you figure out who done it?

Begins at:

Location:



SCI15 Current Nasa Space Exploration Plans

Dr. David Williams, a planetary geologist at ASU working on data from NASA's Galileo mission, presents an update of NASA's current plans and projects for the continued exploration of space.

Begins at: Sa1430 **Location:** Navajo 2
Participating: David Williams

SCI17 Land Warrior

Hear the latest update on the Land Warrior project, inspired by Robert Heinlein's StarShip Troopers MI Suit. One of the Mark I developers will discuss how and why the Raytheon version failed, why the 0.6 version was a success and how the Army is directing the next version to FAIL!

Begins at: Fr2030 **Location:** Pima
Participating: Chuck Cady

GAM9 Old Gamers Never Die

But sometimes they do fade away. Is gaming just for high schoolers and younger?

Begins at: Fr1900 **Location:** Kachina
Participating: David Perrine Ken StAndre Kit Townsend Scott Glener Jessie Foster

GAM20 Live Action Theme Park

David Perrine presents his ideas for a live-action role-playing themepark to be built on 40 acres northeast of the valley.

Begins at: SU1300 **Location:** Kachina
Participating: David Perrine

KID1a Odds n Ends Costuming

Playing "Dress Up" for Young and Old

Making it easy to create a costume in a short amount of time with scraps and trinkets using your imagination. Allows the children to throw together a last minute costume for the Masquerade.

Begins at: Fr1730 **Location:** Papago
Participating: Lori Herrin

KID1b Odds n Ends Costuming

Playing "Dress Up" for Young and Old

Finish up those costumes you started yesterday... Gotta be ready for tonight's masquerade!

Begins at: Sa1300 **Location:** Green Room
Patio
Participating: Lori Herrin

KID3 Sculpture

This hands-on panel is all about creating sculptures with salt-dough clay using household items.

Begins at: Su1100 **Location:** Papago
Participating: Larry Vela Jenny Bishop Paul Tanton Lori Herrin

KID6 How Do Books Get Published?

I Wanna Write Some Too!

Learn about the path a book takes from the writer's computer to the finished project. This panel is aimed at our younger set of budding authors.

Begins at: Su1300 **Location:** Pima
Participating: Janni Lee Simner Lori Herrin

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More details will soon be available at the store!

KID7 Reading Circle for Kids

Do you have a favorite book that you read over and over again? All you need is a book up to twenty pages and listening ears. This panel consist of children reading their favorite book to their peers.

Begins at: Fr2200 **Location:** Pima
Participating: Lori Herrin

KID8 Face Painting

Transform yourself into a cat, flower, or monster. You are just a few coats of paint away. All paints are water-base. With just a little patience you can turn into the creature of your dreams. Adults welcome of course! (Hint: this panel is also designated: ART 24)

Begins at: Sa1000 **Location:** Papago
Participating: John Wheeler Lori Herrin

KID9 How to Write a Book

The child's imagination is limitless. Unlock the door and let the stories go. This panel enables the child to put their stories down on paper.

Begins at: Sa1600 **Location:** Kachina
Participating: Janni Lee Simner Lori Herrin

KID10 Sci-Fi Round Robin Slumber Party

"It all started on an empty space station . . ." Come join other kids, sit around in PJs, eat chips and s'mores, and finish this story together. Who will the main character be? What type of aliens are out there?

Begins at: Sa2200

Location: Pima

Participating: Lori Herrin

KID12 Kid's Surprise!

Show up for a sweet surprise that you make yourself. Parents welcome! Warning: sugary goodness will be available in abundance!

Begins at: Fr2030

Location: Papago

**Participating: Kitty McDonald-Neal Leia Swedo
Lori Herrin**

Program Participant

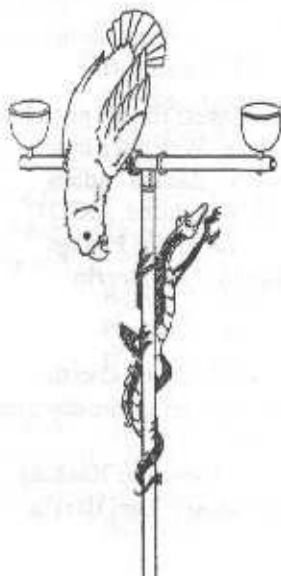
These are your fellow travellers in our busy port-of-call: artists, scientists, writers, gamers, musicians and all-around fans ready to depart for *otherworlds* on flights of fancy. *Cead mile failte* (1000 welcomes) to them all!

Lubov —(<http://www.lubov.net>) Born in St. Petersburg, Russia, she took her first steps in art while studying techniques of Russian and European painters in the Nevsky School of Art. In 1980 she emigrated to the U.S.A. where she continued her education, accepted at The School of Art Institute of Chicago with a full four-year scholarship. Since she became involved with science fiction, fantasy and horror fandom, she has won widespread acclaim for her richly colorful pieces. She has won Art Show awards at the 1992, 93, 95 and 96 World Science Fiction Conventions and won the Best Professional Artist Award at the 1997 World Horror Convention. She was Artist Guest of Honor at LepreCon 26 and has since moved to the Phoenix area. Some of her artwork can be seen online at <http://www.hollywoodcomics.com/lubov.html>

Barry Bard A great favorite at local conventions, Barry 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.

Chuck Cady, who attended his first convention in 1971, has been a voracious reader of hard Science Fiction since the 1950s. The entire Cady family has been involved in local conventions throughout the ensuing years, serving many functions from children's programming to Security to Hotel Liason and more. One of the original-founding members of Atenevldt, fighter Chuck kept getting hit and began putting steel plates over the bruises until he



ended up with the very first ever full suit of Plate-Armor anywhere in the SCA. Other interests include the Single Action Shooting Society. Professionally, Chuck spent 30 years with Honeywell Industrial Control in multiple positions from computer Tech to software developer and tester, most recently serving as Contractors Test lead to the Army's Land Warrior program. This program, inspired by Heinlein's Starship Troopers, was intended to provide the M.I. suit's advanced communications and intelligence systems to today's soldiers. Chuck is eager to relate how this program initially failed, then was saved last summer only to be menaced with a new level of disaster.

Mike Cassidy attended his first convention at the Del Webb tower in the middle of Phoenix in 1976, and has been attending ever since. He is a former Marine (OORAH !!!) who rebuilds carburetors blindfolded, builds computers with out using instruction manuals and makes scale models with such excruciating detail that most people cry out You MUST be CRAZY!". Mike currently spends most of his days maintaining and repairing equipment that tests little pieces of silicon impregnated with various kinds of metal oxides for a major multinational company. He has been seen recently at the Velavision corporate office at "The Big Building Plaza" in Dyptheria, AZ in high level talks with the Velavision board of directors.

P.C. Cast (<http://www.pccast.net>) P.C. Cast, author of Goddess by Mistake (HAWK Publishing), is a dynamic, entertaining orator and an extraordinary teacher. She began her career through the United States Air Force, and has since been teaching and speaking professionally. Cast is a popular instructor whose workshops and classes continually fill to capacity. Currently, she lives in Oklahoma with her handsome husband, beautiful daughter and spoiled cat and dog. She is working on her next novel, Goddess by Choice. Please visit her at her web page.

Janeen DeBoard (<http://www.okerry.net>) Janeen Deboard is a writer whose nom de plume is Janeen O'Kerry. Her books are all published by Leisure Books (Dorchester Publishing). She has just signed a contract for Sister of the Moon and Spirit of the Mist. Look for them in the Romance genre in spite of their time travel/magic elements.

Phil Eklund (<http://www.io.com/~wasson/msg.html>) Game designer Phil Eklund, creator of Lords of Sierra Madre, Insecta and American Megafauna is the founder of Sierra Madre Games, makers of historical and conflict-simulation games. He is frequently found at local conventions and is always happy to sit down and play a game or two with you. The best thing about his games is the amount you learn while you're having fun playing.

Maryeileen Flanagan began costuming at the tender age of eight when she attempted to make a paper mache' horse for her jockey "character" to ride on Halloween. Since then she has advanced to costuming live horses and their riders as part of the "Once Upon a Time" and "Life of the Party" parade groups. After this fourth generation native Tempean graduated from Texas A&M with a BA/BS in English (and a minor in genetics) she entered the work force as a professional costume designer for the ASU Department of Dance. Her accomplishments and experience are diverse: author of several articles, poems and photographs published in

various places (mostly horse magazines); she has been an English teacher at Tempe High School; has volunteered as programming chairman for several local cons as well as a World Fantasy Con and has helped facilitate several local "semi-pro" writers' groups. In her "copious amounts of spare time" she breeds Appaloosa and Walkaloosa horses using applied genetics and, with the help of her non-contractor friends, built a house/ranch near Gila Bend where she lives with three dogs, twenty (or so) horses, and the occasional overnight visit from her friends.

Jessie Foster - A gamer for over fifteen years, the majority of that spent as a game master, Jessie is the official Arizona representative for Steve Jackson Games and runs demonstrations of the gaming products produced by that company. A fan of Science Fiction and Fantasy movies and other media, Jessie is also an avid computer user and a martial artist.

Alma Maria Garcia is a British transplant who married a Spaniard. She has an American family of three children, five grandchildren, and three "adopted" grandchildren. She loves writing, reading, making new friends, and listening to music. As a longtime member of OSFW, Alma contributed several reviews and short pieces to GPIC, their official Newsletter. She was responsible for all how-to articles, writing tips, and passing along general information to members of KEG and company, an online writing group, as well as coordinating and editing three of their online group novels. One of these novels (ALIENS WITHIN) was based on characters and a world she created. She is a member of SFWA and OSFW (Oklahoma Science Fiction Writers).

Scott Glener - Raconteur, bon vivant, and renaissance man are all words that Scott Glener has misspelled. Not having any artistic or writing success, he has focused his convention career on behind the scene activities. He runs TusCon programming and has been involved with the Arizona WesterCon bid, but he is much better now.

Bennie Grezlik - Aspiring SF writer Bennie Grezlik has been secretary of the Houston Writers League. His credits include a robot story in 1978 and 22 years as a technical writer and trainer in the electrical power industry.

Thomas Harlan (<http://www.throneworld.com>) Author and Gamer Tom Harlan is working mighty hard at escaping the dreadful world of computer consulting and systems development into a happy and blood-stained existence as a professional writer. His current series from Tor Books is the Oath of Empire cycle. As well as Lords of the Earth, Tom runs RPG (role-playing game) campaigns in the Nihongi, Micea and the Babylon Five game-worlds, and has done some work for Wizards of the Coast

Don Markstein (<http://www.toonopedia.com>) Don makes his living as a writer and editor. In 1981, Don and his wife, GiGi Dane, founded Apatoons, a cooperative publication which has, in the years since, featured the work of some of animation's top commentators. He edited Comics Revue, a monthly anthology of newspaper comics, from 1984-87, and 1992-96. In 1992, he edited A Prince Valiant Companion, which, among other things, summarized the princely adventurer's entire career in Sunday CopperCon 21



comics from 1937-80. In 1994, he edited Hot Tips from Top Comics Creators, a compendium of wisdom about how to make comics, distilled from hundreds of interviews in Comics Interview magazine. In 1999, he started writing Don Markstein's Toonopedia™, a project he expects to work on for the rest of his life. Part of the reason is to share some of the information he's gathered. But it also works as an excuse to play with toons.

Patricia Mathews - Here is a writer who enjoys musical stylings of the filk genre. She has written a plethora of stories and a short novel. Her interests run to historical cycles, origins of the universe, and pop science in general. Allegedly, she plays bad guitar.

Terry McGarry (<http://www.sff.net/people/m.mcgarry>) (<http://www.eidenmyr.com/>) Terry McGarry has been a bartender on Wall Street, an English major at Princeton, a street trader in Ireland, and a Page O.K. 'er at The New Yorker. She recently finished a term as vice-president of the Science Fiction and Fantasy Writers of America. Her short fiction has appeared in three dozen magazines and anthologies, with more to come in Realms of Fantasy, The Ultimate Halloween, and elsewhere. Illumination is her first novel. She's working now on The Bindsman's Road, the next book about Eiden Myr.

Catherine McMullen (<http://www.myfreeoffice.com/>)

seanmcmullen) Catherine is a prodigious short story writer. She apparently learned her craft, and inherited her talent, from her father, Sean McMullen. At the ripe old age of 12 she has already sold over two thousand dollars worth of fiction. She enjoys reading, computer games, gaming, and filk.

Sean McMullen (<http://www.myfreeoffice.com/seanmcmullen>) (<http://www.bdsonline.net/seanmcmullen>) Writer of novels and copious short stories, Sean also maintains an active and diverse selection of hobbies, as well as a day job. His day job is in computer engineering. Hobbies run from fencing to playing in bands. In his spare time, Sean is pursuing a Ph.D. in medieval literature. (What a slacker.)

Yvonne Navarro (<http://www.para-net.com/~ynavarro>) Yvonne Navarro is most recently known for writing media tie-in novels such as Species and Buffy the Vampire Slayer but sold her first story to THE HORROR SHOW in 1984.

Rusty Neal, a software test engineer by day, has written a couple of games in the SF genre, and has playtested many more. Included among his game design credits are Highway 2000 boardgame, parts of the Dr. Who RPG and solo rules for Superhero 44. Rusty is known to local fandom for running numerous LARPs at Valley conventions and also as an 8 year performer at the Arizona Renaissance Festival. He reads a lot of science fiction, plays a number of SF&F RPGs and computer games. Rusty is best known among his friends for watching (and recording) all the SF&F series and movies on TV.

Adam Niswander (<http://www.primenet.com/~adamn/>) Adam Niswander has authored 8 novels. Of those, five have already been published, one is under contract, and two remain to be sold. (Any takers?) The other hats he wears are those of short story author, book dealer (Adam's Bookstore on ABE.com), and member of both SFFWA and HWA.

David Perrine is an entrepreneur, planning to build a live-action role-playing theme park northeast of the valley. He is also promoting a ballot initiative to establish a space program in Arizona.



James Reade (<http://www.riproarincomics.com>) 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 technical writer whose works primarily involve various tomes of a dry and technical nature, concerned with moving large chunks of meat-filled metal through the skies above your head. (Keep 'em up there, Cary.)

Marella Sands (<http://www.marellasands.com>) (<http://www.sff.net/people/Marella>)

Marella writes novels and short stories and also some non-fiction. Her personal interests include SF/Fantasy movies, books, and TV shows, especially "Buffy the Vampire Slayer." Read her non-fiction on www.selfhelpguides.com.

Mark Siegel is an early SF scholar, publishing articles on SF film, tv, and lit in academic journals, including Science Fiction Studies and Extrapolation. He has published small books on James Tiptree, Jr., Hugo Gernsback, and others. Mark began writing SF only a few years ago, and now has published a dozen short stories.

Janni Simner (<http://www.simner.com>) Janni Lee Simner has published more than two dozen science fiction and fantasy short stories for both children and adults, including appearances in anthologies published by Harcourt Brace, Roc, Tor, Daw, and Scholastic, as well as in magazines such as Realms of Fantasy and Girls' Life. Her first three novels, Ghost Horse</ci>, The Haunted Trail</ci>, and Ghost Vision were also published by Scholastic. Please visit her web page at www.simner.com

Ken St. Andre (<http://www.geocities.com/kenstandre>) Ken St. Andre is a writer of games and game-related short stories. He has also partaken of articles, essays, book reviews, etc., but only socially. A writer and publisher of gaming material since 1973, Ken is a member of SFFWA and the Academy of Gaming Critics.

Gene Steinberg (<http://www.rockoids.com>) Gene Steinberg discovered the magic of writing while still a teenager. He edited his own science fiction and New Age fanzine, and with his son Grayson, has written a science fiction novel. Since then, Gene has worked as a radio broadcaster and a technology journalist. He has written 21 books on computers and the Internet, plus hundreds of articles for such industry publications as MacAddict, MacHome, MacUser and Macworld. He also writes a weekly column, Mac Reality Check for The Arizona Republic's azcentral.com Web site, and is regular contributor to CNET.com.

Grayson Steinberg (<http://www.rockoids.com>) Grayson, though just 15 years of age, is a gifted writer, actor and musician. He's also stock market wizard in his spare time, and recently completed a stint as a financial columnist for Green Magazine, a popular investor-oriented resource.

Jim Strait (<http://www.Strait.org>) Veteran con-goer and con-staffer, Jim is currently a member of the Central Arizona

CopperCon 21

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Speculative Fictions Society and the United Federation of Phoenix. He is notorious for such Fan-Films as "Startrek: The Home Movie", "From CopperCon It Came", and "2001: A Space Oddity."

David Summers (<http://astro.nmsu.edu/~summers>)

Kit Townsend is a 1987 graduate of Clarion West Writer's Workshop. She was co-founder of a writer's group for semi-professional writers and a founding member of eWorld's Science Fiction, Fantasy and Horror Forum. Formerly a regular RPG player, she still spends a lot of time creating new characters, worlds, and adventures, although these creations go into fiction now days. She is extremely active in the online writing society, particularly in the area of "furry fiction." Costuming is another creative outlet for her, with costumes ranging from no-sew designs to historical to equestrian costumes for mounted parade groups. In the real world, she worked for thirteen years as the SF/F/H buyer for Books, Etc., an independently owned general bookstore in Tempe. She now is the chief "computer fixer-upper" and library assistant at McClintock High School in Tempe. She also professionally breeds Appaloosa sporthorses, and trains everything from sucklings to adult horses in a variety of disciplines, but mostly concentrates on hunter and dressage. She has three dogs (but fosters one out), two cats and is responsible for almost two dozen horses (most of which are for sale) on a ranch near Gila Bend, AZ.

Larry Vela (<http://www.velavision.com>) Larry is an artist and an all-around amazing guy. A fountain of brilliance and a cornucopia of personal energy, Larry is a custom painter whose genius manifests on motorcycles, planes, trucks, people, and anything that doesn't run away. The driving force behind Velavision, his notable works include Illusion, Casseiochia, Roadwarrior, and Athena.

Scott Virtes (<http://tales.scvs.com>) Scott Virtes is a writer, poet, editor, and game designer. He has had a whopping 200 stories and poems published since 1986. Editor of Sycophant, Alpha Adventures, and AlphaDrive magazines, Scott always seems to add an interesting dimension to the panels in which he participates.

CopperCon 21

Catherine Wells (<http://www.sff.net/people/catherine-wells>) Catherine, author of 5 novels and several short stories, enjoys filking and is also a playwright with numerous production credits. She has also done extensive research on the real King Macbeth, who she says got a bum rap from English historians.

John Wheeler, known for running local convention video rooms, has recently added Facepainting to his repertoire. You can find him indulging both of these hobbies at CopperCon 21!

Lee Whiteside (<http://www.yahoo.com>) 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) and associated mailing lists. He will be Chair of LepreCon 28 in May 2002. He is a software Engineer/Lan Administrator in his spare time.

Randall Whitlock (<http://www.moirandalls.com>) (www.southwestcostumersguild.org) Randall Whitlock is a registered geologist, and has worked mainly in meteoritics, education, and environmental assessment. He is also a semi-professional costumer and pattern designer. As an author, Randall has written articles on science, costume, and humor. In addition, he has confessed to frequent association with the infamous Coppercon Committee gang.

David Williams - Dr. Dave 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.

Mike Willmoth is an integral part of the programming team for this convention. He enjoys helping organize and run conventions. His hobbies include amateur astronomy and ham radio operation. Punster extraordinaire, he can cripple at 20 paces.

Gail Wolfenden-Steib is ranked as a master costumer, achieved by moving up the ranks of SF Convention costuming prior to becoming a professional. She has constructed costumes in the SF/Fantasy, media and horror genres and her awards include: Best of Show Costume Con Historical Masquerade for Masque du Rio (Louis XIV as the Sun King), Most Beautiful at Confransisco for Nightwing: Tribute to the Knight, and most recently one at the Nasfic in Anaheim for a joint creation with Larry Vela.

Veronica Zabala (<http://sites.netscape.net/geobum72usa>) (<http://frontpage.inficad.com/~azmars>) Veronica Ann Zabala, a Sophomore at ASU's Planetary Geology Department is currently in her second year of research under the NASA Space Grant. She is involved with all aspects of investigation of aeolian dynamics of the planet Mars and how these affect the surface structure. Her research will aid in the choice of futures landing sites on the Red Planet for both robotic and manned missions.

Registration

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 and we reserve the right to refuse membership to anyone. A \$25 charge will be assessed to all returned checks. We will be located in the lobby of the convention center. See you there -**David Hungerford**

Registration Hours

Friday: 11AM - 9PM

Saturday: 9AM - 9PM

Sunday: 9AM - 2PM

After hours registration available in room 124

Security

The Security staff is present to help make your convention experience as pleasant and 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 ConSuite.
4. All parties must be registered with Security prior to 8PM on Friday or Saturday.
5. The badge remains the property of the convention until the convention ends.
6. Membership may be revoked at the discretion of the convention.
7. We reserve the right to refuse membership.

As always, we will need volunteers to help with security. If you are interested please contact the head of Security.

Velavision

Velavision will be providing pre-taped and at-con video programming that features a newscast that will highlight convention programming and provide a media for original video made by local sci-fi fans, demos and past masquerades. TVs will be located near registration, near consuite and the lobby. Be sure to check us out - **Larry Vela**



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Video

The Video Room Returns for the First CopperCon of the 21st Century. Expect to See a Weekend Long Tribute to the Late Great Douglas Adams, Tributes to Sci-Fi Classics, Like Star Trek, Doctor Who, and Japanese Monster Movies. Plus the not released over here -yet-copy of "Doctor Who—The Caves of Androzani" DVD with commentary subtitles and extras. A New Doctor Who Spoof called, "Do you Have a License to Save this Planet?" and More.

Plus, as an added bonus I will be doing Facepainting on request when I am free to do so outside of the video room. So Come by Have your facepainted and watch a little Video. We aim to give you a good time. - **John Wheeler**

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.

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 area that need help. Simply pick your area and go when they need you. We'll have a form for you to keep 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! - **Rebecca Fox**

CopperCon - Past, Present and Future

Con Name	Dates, Hotel	Chair
CopperCon	Sept 11- 3, 1981, Howard Johnson's Caravan Inn, Phoenix, AZ Author GoH: Marion Zimmer Bradley, Fan GoH - Ken St. Andre	Terry Gish
CopperCon 2	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
CopperCon 3	Sept 9-11, 1983, Phoenix Hilton, Phoenix, AZ Pro GoH - Theodore Sturgeon, Fan GoH - Alice Williams, TM: G. Harry Stine	Clif Baird
CopperCon 4	Sept 7-9, 1984, Sunburst Hotel, Scottsdale, AZ Pro GoH - Somtow Sucharitkul, Fan GoH - Samuel Konkin III	Bruce Farr
CopperCon 5	Sept 6-8, 1985, Safari Resort, Scottsdale, AZ Pro GoH - Nancy Springer, Fan GoH - Keith Williams	Margaret Grady
CopperCon 6	Sept 4-7, 1986, Safari Resort, Scottsdale, AZ Pro GoH - James P. Hogan, Fan GoH - Sean McCoy,	Margaret Grady
CopperCon 7	Sept 18-21, 1987, Ambassador Inn, Phoenix, AZ GoH - Opus (The Penguin)	Margaret Grady
CopperCon 8	Sept 9-11, 1988, Phoenix Hyatt Regency, Phoenix, AZ Pro GoH: Robert Vardeman, Fan GoH: Pat Mueller	Sam Stubbs
CopperCon 9	Sept 10-12, 1989, Safari Resort, Scottsdale, AZ Author GoH: AE Van Vogt, Fan GoHs: Jim & Doreen Webbert	Doug Cosper
CopperCon 10	Sept 7-9, 1990, Safari Resort, Scottsdale, AZ Author GoH: Keith Laumer, Fan GoH: Wilson "Bob" Tucker, Special Guest: David Gerrold.	Matt Frederick
CopperCon 11	Sept 6-8, 1991, Safari Resort, Scottsdale, AZ Author GoH: Michael McCollum, Artist GoH: Armand Cabrera, Fan GoHs: Bruce & Kim Farr	Doug Cosper
CopperCon 12	Sept 11-13, 1992, Camelview Resort, Scottsdale, AZ Author GoH - Roger Zelazny, Author GoH - Alan Dean Foster	Matt Frederick
CopperCon 13	Sept 10-12, 1993, Holiday Inn Convention Center, Phoenix, AZ Author GoH - Robert Sheckley, Artist GoH - Wayne Barlowe	Larry Hallock
CopperCon 14	Sept 9-11, 1994, Francisco Grande Hotel, Casa Grande, AZ Author GoH - Verne Vinge, Fan GoH - David Hungerford	Matt Frederick
CopperCon 15	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
CopperCon 16	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
CopperCon 17	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
CopperCon 18	Sept 4-7, 1998, Embassy Suites, Phoenix, AZ Author GoH - Stephen R. Donaldson, Artist GoH - Mitchell Davidson Bentley, Filk Guest - Jeff Hitchin	Jim Cryer
CopperCon 19	Sept 10-12, 1999, Holiday Inn SunSpree Resort, Scottsdale, AZ Author GoH - David Weber, Artist GoH - Brett Bass, Filk GoH: Mitchell Burnside Clapp	Craig Dyer (Robert Osman)
CopperCon 2000	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
CopperCon 21	Sept 9-11, 2001, Holiday Inn SunSpree Resort, Scottsdale, AZ Author GoH - Julian May, Local Author GoH - Diana Gabaldon, Artist GoH - Mark Roland, Music GoH - Heather Alexander	Stephanie Bannon
CopperCon 22	Sept 7-9, 2002, Embassy Suites Phoenix North, Phoenix, AZ Author GoH - Barbara Hambly, SPFX Artist GoH - Mojo	Jim Cryer

Hours & Locations

Green Room & Program Ops - Room 104
 Con Ops & Security - Room 122
 Filk Suite - 324

Registration - Convention Center Lobby
 Friday 11:00 AM to 9:00 PM
 Saturday 9:00 AM to 9:00 PM
 Sunday 9:00 AM to 12:00 Noon

Art Show in Apache A&B
 Friday 12:00 Noon to 10:00 PM
 Saturday 10:00 AM to 7:00 PM
 Sunday 10:00 AM to 12:00 Noon

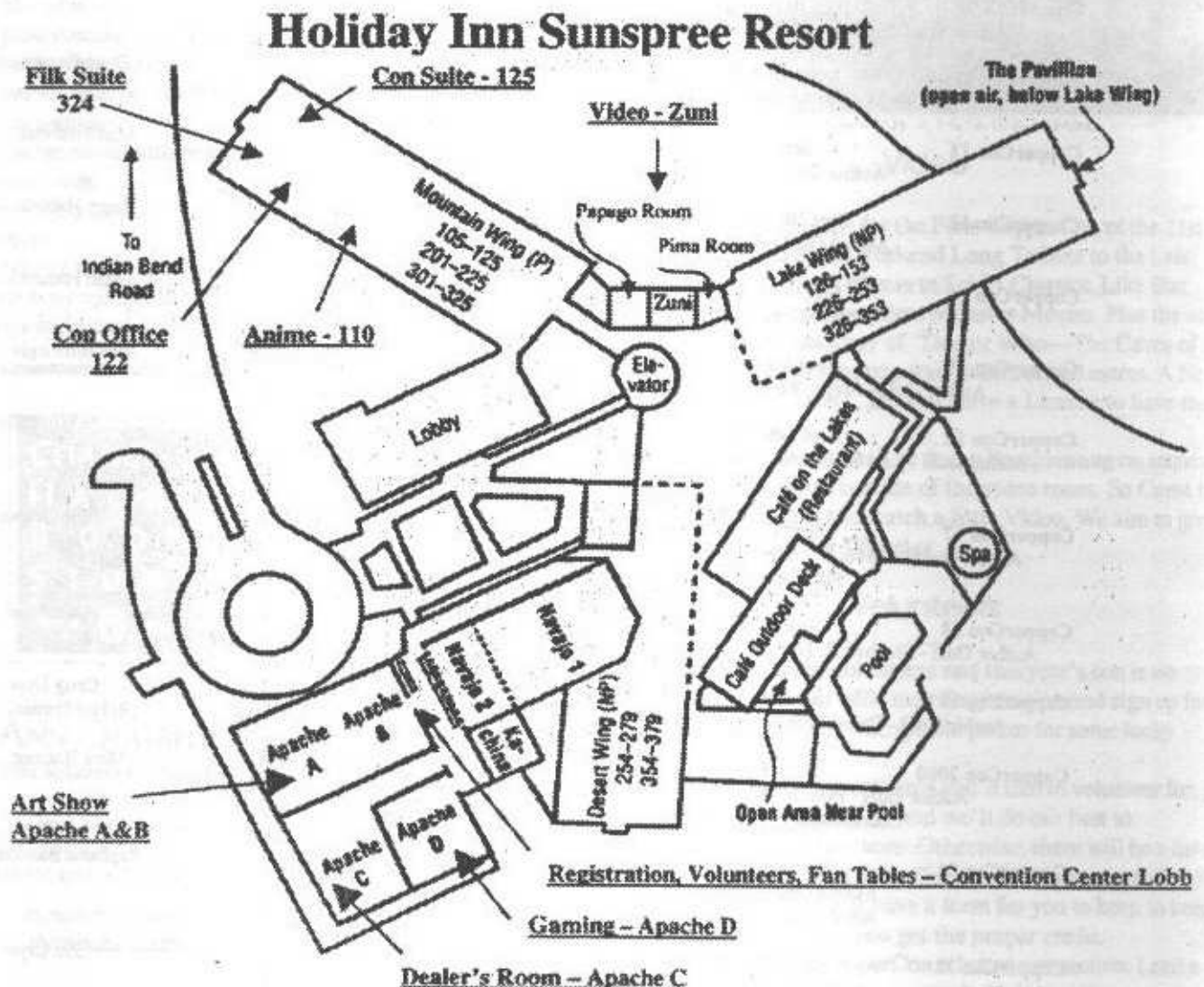
Dealer's Room in Apache C
 Friday 2:00 PM to 7:00 PM
 Saturday 10:00 AM to 7:00 PM
 Sunday 10:00 AM to 4:00 PM

Con Suite - Room 125
 Thursday 6:00 PM to Midnight
 Friday Noon to 2:00 AM
 Saturday 9:00 AM to 2:00 AM
 Sunday 9:00 AM to whenever

Anime - Room 110
 Open 24 hours from Friday Morning
 until 4:00 PM Sunday

Gaming in Apache D
 Open 24 hours from Friday morning
 until 4:00 PM Sunday

Video in Zuni
 Friday 12:00 Noon to 12:15 AM
 Saturday 8:00 AM to 1:00 AM
 Sunday 8:00 AM to 5:00 PM



\$25 Pre-Reg Rate at CopperCon 21! at the Arizona Fan Table

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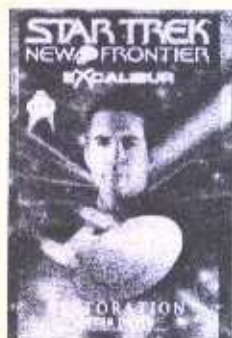
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Artist Guest of Honor **Monte M. Moore**

A popular artist whose work has included many magazines, comics, and Collectible card games. This includes *Magic: The Gathering* and *Harry Potter* Collectible card games, *Dragon Magazine*, *RetroVision*, *Dungeons & Dragons* manuals, *Chaos Comics*, *Harris Comics*, *Gypsy Press Comics*, and more.



Author Guest of Honor **Peter David**

Author of best-selling *Star Trek*, *Babylon 5* & other novels including *Howling Mad*, *Knight Life* and *Sir Apropros of Nothing*, screenwriter for *Babylon 5*, movies & *Space Cases* co-creator, mega-prolific comics writer of *Hulk*, *Supergirl*, *Young Justice*, *X Factor*, *Aquaman*, *Spyboy*, and *Soulsearchers & Company*.



Music Guests: Jeff & Maya Kaatherine Bohnhoff

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Memberships

\$30 until 1/31/01,
\$35 until 5/05/02,
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