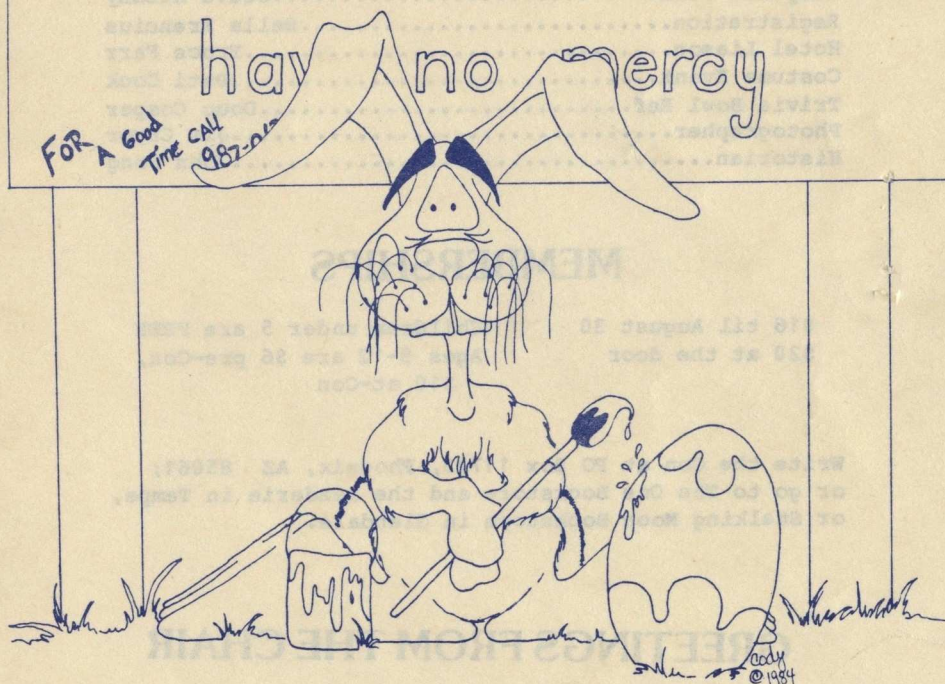


CopperCon Six

Easter bunnies

have no mercy

For A Good
Time CALL
987-654



Sept. 4-7, 1986

Pro Guest of Honor: James P. Hogan
Fan Guest of Honor: Sean McCoy

THE COMMITTEE

Chairperson.....Margaret Grady
Banker.....Mark Christensen
Chief of Staff.....Michele Kurce
Security.....Eric Hanson
Operations.....Keith Williams
Logistics.....Evan Sakey
Programming.....Susie Romero
Activity Room.....Jim Du Val
Video Room.....David Messenger
Volunteers.....Sam Stubbs
ConSuite.....Karl Flohrschutz
Art Show.....Terry Gish
Dealers' Room.....David Hiatt
Gaming Room.....Don Harrington
Computer Room.....Steve Albany
Registration.....Belle Krencius
Hotel Liason.....Bruce Farr
Costume Event.....Pati Cook
Trivia Bowl Ref.....Doug Cospier
Photographer.....Jim Cryer
Historian.....John Fong

MEMBERSHIPS

\$16 til August 30
\$20 at the door

Children under 5 are FREE
Ages 5-12 are \$6 pre-Con,
\$10 at-Con

Write the Con at PO Box 11743, Phoenix, AZ 85061;
or go to The One Bookstore and the Readerie in Tempe,
or Stalking Moon Bookstore in Glendale.

GREETINGS FROM THE CHAIR

A few things you should know before you get into this Progress Report:

- 1) The no-blades policy has been LIFTED! We are now allowed to wear knives that are PEACE-BONDED! Cords will be supplied by Security in Con Ops. Please read the blurb under SECURITY.
- 2) There are some serious notes under HOTEL which everyone should read, whether you are planning on staying at the Safari or not.
- 3) No interest was shown in having "acts" at the Costume Event half-time, so I guess you're stuck with whatever we decide to show! (heh heh)

P.S. Just a reminder, if you hear a rumor, before telling everyone, call me for verification or negation!

THURSDAY NIGHT!!

We will be starting convention activities on Thursday, again this year, with early registration from 6 - 9 pm.

ConSuite will run from 6 pm to midnight on Thursday, and Video will also be going. Full programming begins on Friday.



VOLUNTEER

by Sam Stubbs

HELP!

We always have a need for volunteers. Last year we had about 80 volunteers who received complimentary memberships to CopperCon 6. This year we gave out 110 comps to people who worked LepreCon 12. Now remember that there are rules to this complimentary stuff.

- 1) you must work at least 10-12 hours over the weekend (for the con).
- 2) the con has to make a profit in order to comp you for next year.
- 3) you should try to have fun so that you will come back to help next year.

If you would like to volunteer (and work in a particular area) then contact me at (602) 838-6873.

Activity Room

by Jim Du Val

Our plans have progressed well. Most every thing we mentioned in the last Progress Report will be happening. This is what we have:

- a) Extra Gaming Tournaments (handicap accessible) on Fri. evening
- b) Demonstrations and Workshops (martial arts, anachronistic fighting, and more)
- c) Dimensional Masque presentations on Fri. and Sun. morning
- d) Extra Video (including Dr. Who, ROBOTECH and other unusual items)
- f) A brainstorming session for ideas on Children's Programming at NASFiC
- g) Trivia Bowl

Barring any "Acts of God" all this will actually happen and we all will have fun in the process.

DEALERS' ROOM

by David Hiatt

- 1) There will be NO SMOKING in the Dealers' Room!
- 2) Each dealers' table includes two dealers' passes, which allows a non-member access into the dealers' room. Passes can be converted at \$5 off regular membership rates.
- 3) Tables as usual will be on a first come, first served basis - not by when you ask about tables, but by when the \$\$ comes in! If you find yourself unable to attend after purchasing tables, contact me about having the tables resold. Current rates are \$30 (6') and \$35 (8').
- 4) Dealers will be responsible for the people working for them. If someone working for you causes trouble, you could lose your tables. Also, please have no more than 2 people working behind the table at one time.
- 5) As usual, you will be responsible for reporting your own sales for tax purposes if applicable. All items sold must be legal in the state of Arizona. This means pornography statutes as well, so if it is questionable, check with Ms. Grady or myself before you display it.
- 6) Again, we wish to remind you all that outside food is a no-no in convention function space. That means you can eat hotel food in the room, but no sending out to McD's, or any other chain.
- 7) Weapons dealers - at this time, bladed or edged weapons are not allowed under the hotel security policy. Please be prepared to tell your customers that they can buy but not wear a particular item.
- 8) If you have any questions, contact me at the READERIE, 27 East Southern, Tempe, AZ 85282 (602) 968-7790.

REGISTRATION

by Belle Krencius

Just a reminder of the price difference between buying your CopperCon 6 membership now and waiting until the day of the convention. It will be \$20 at the door, while it's only \$16 now.

However, the best reason for buying your membership early is the lack of hassle and waiting in registration lines. So do give pre-registration an extra thought!

Registration will open Thursday night at 6pm and close at 9pm. Friday hours are 10am to 8pm, and Saturday hours are 10am to 7pm. After-hours and Sunday registration will be handled in Operations, in the Convention Center.

HOTEL

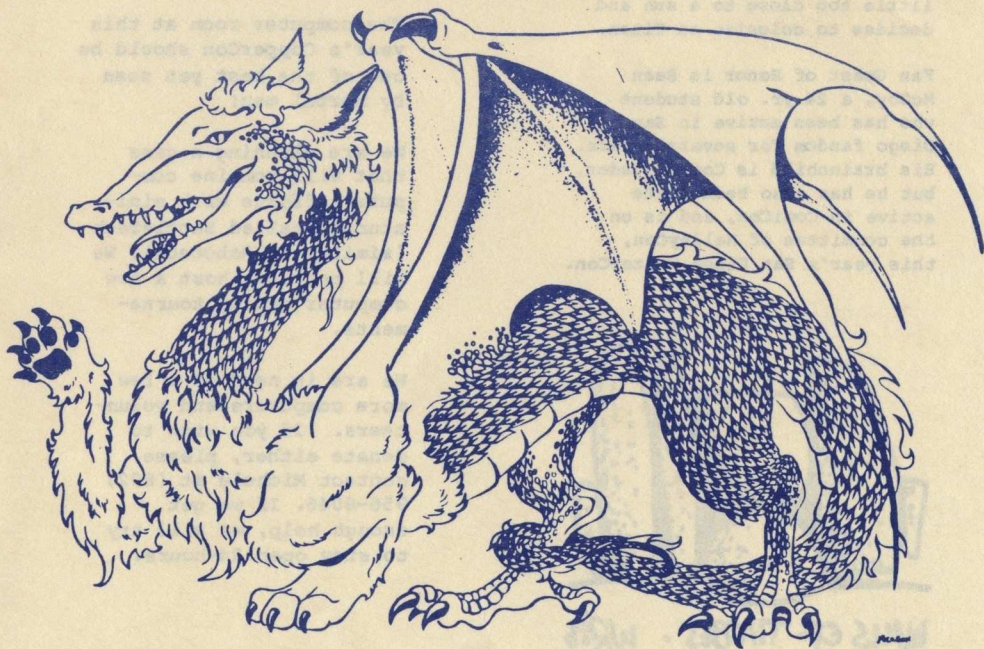
The Safari Resort Hotel has given us a special CopperCon rate of \$38 (plus tax) for single/double occupancy! Additional people are \$6 each. These are resort-quality rooms, many with refrigerators. The rates are good from September 2 through September 9. We ask you to make early reservations (602-945-0721) as the number of rooms at this rate are limited. Efficiency rooms (have sleeping for 3, a kitchen & dishes that are - get this - washed by the maids!) are also going for \$38 + tax, and one-room suites are available for \$50 + tax.

The hotel is at 4611 N. Scottsdale Road (just north of Camelback Rd.) in Scottsdale, with the majority of functions happening in the Convention Center in the back of the hotel.

- * free parking
- * 2 pm extended check-out
- * 24 hr. coffee shop & Brown Derby restaurant

NOW FOR THE NITTY GRITTY...SOME IMPORTANT DETAILS

- 1) If you don't physically leave your hotel room after check-out, you will be charged for an extra day.
- 2) The maximum room occupancy is four (count 'em 4)! If the hotel discovers more people than that in your room they will charge you extra per person.
- 3) Typical hotel policy - you break it, you buy it! Don't damage hotel property...this includes greasepaint on towels and wallpaper tears from tape. If damages/debts are not reimbursed, you will be considered persona-non-grata at local cons.
- 4) Keep behavior around mundanes as sane as possible. The pool and lobby are off-limits for weird (albeit usual) behavior.



Con Suite

by Karl Flohrschutz

This year I hope to take ConSuite further into the realm of multi-ring programming by offering mixer-like activities during primary party hours. I am currently looking for volunteer performers of all kinds.

We're scheduled long hours again this year: Thursday 6-Midnite, Friday 11am-?, Saturday 11am-?, and Sunday 11am-11pm. Good times require a pleasant environment, so clean-ups will be a regular occurrence. We'll only be closing for 1/2 hr on Friday and 1 hr on Saturday and Sunday at appx. 5pm.

As usual, we will be glad to assist any party of a legitimate club with munchies... just call me (number below) and we'll arrange it.

FILKERS! I need to talk to you to arrange your forte. Call me at (602) 956-8046 for details.

GUESTS

Pro Guest of Honor is author James P. Hogan. He has written several science-fiction novels, among them "Inherit the Stars", "Gentle Giants of Ganymede", and "Giant Star", a trilogy. He is also known for "Voyage from Yesterday" and "Code of the Life Makers", which is about a robotized factory in space that gets a little too close to a sun and decides to colonize on Titan.

Fan Guest of Honor is Sean McCoy, a 24 yr. old student who has been active in San Diego fandom for several years. His brainchild is ConQuistador, but he has also been quite active in ComiCon, and is on the committee of HalleyCon, this year's San Diego WesterCon.



WALLS OF THEBES. WR86

COMPUTER ROOM

by Steve Albany

The computer room at this year's CopperCon should be one of the best yet seen by mortal man!

We are planning a game that will combine computer efforts with miniatures, called BattleTech (similar to Robotech). We will probably host a few computer gaming tournaments.

We are in need of a few more computers and volunteers. If you wish to donate either, please contact Michele at (602) 956-8046. If we get enough help, we will try to stay open 24-hours.

SECURITY

by Eric Hanson

When Con security sets down the rules for the convention, they are not just pulling them out of the air. These rules are the result of many years of working at the job to make the convention a smoother event. We meet with hotel management to discuss problems and get procedures worked out.

After long discussion and much thought, here are the rules of security for the convention:

- 1) You may not carry any real or realistic firearms. While the State of Arizona allows responsible adults to carry firearms, the hotel has the policy of "check 'em at the door." My suggestion is to leave them at home. Also you may not carry or wear any weapons that fire a projectile in any fashion.
- 2) No spiked apparel may be carried or worn. However the blunt, button-type is okay.
- 3) Swords, daggers and the like may be carried but they must be encased in a hard protective covering. This covering must be hard enough to protect anybody from the point and the edge. Also they must be peace-bonded into the sheath. If you cannot encase the edge, you may not carry it.
- 4) Health rules dictate that only four people are allowed per sleeping room. While this is not something that the convention can or does control, be advised that the hotel will. This means if you are sharing a room with ten other people, the hotel can ask you to leave the grounds.
- 5) You may not sleep in any function space or in any public area. The hotel feels very strongly about this, as in the past they have found bodies all over the hotel grounds. You will need to rent a room at the hotel or make arrangements to go home to sleep.
- 6) Membership badges will be required to enter any and all function space.

We all want to go to conventions to party and have a good time. But we all live in the real world and may not interfere with the rights of others. Basically, if you can't agree with these rules, don't come...okay? Thank you.

ESCAPE TO... **THE READERIE**

27 E. SOUTHERN
TEMPE, AZ 85282
PH. (602) 968-7790

- NEW & USED SF & FANTASY
- COLLECTOR'S COMICS
- DUNGEONS & DRAGONS
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MAGAZINES
- PORTFOLIOS
- DOCTOR WHO
- AND LOTS MORE !!



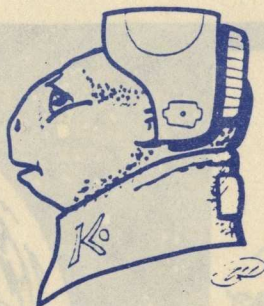
Games & Diversions

by Donald Harrington

The convention is approaching fast, so be prepared! Yes, be prepared for PARANOIA, MORROW PROJECT, A.D. & D., GHOSTBUSTERS, and many more! Be prepared for miniatures tournaments and over 50 check-out games! Be prepared for great prizes given to top-notch gamers, and for something new - a Best D.M./Referee contest.

Definitely be prepared for the used game auction. Bring in your old games on Friday and Saturday - take home your cash on Sunday. Come to the auction and bid for the games you want. A word of warning, folks - we cannot accept credit cards or checks, for a variety of reasons. So BE PREPARED and bring lots of cash!

Putting on a SUCCESSFUL gaming function is NOT a simple job. It requires the hard work of many people. If you are a volunteer, tell them you want to work in the gaming area. If you are a Gamemaster of some sort, come on over and run games. If you are a gamer, come on over and be entertained. I am especially looking for referees for TRAVELLER and CAR WARS. If you are interested and able to run these or one of your other favorites, call me at (602) 956-1344, before 10pm please. SEE YOU ALL AT THE CONVENTION!



PUBLICATIONS

Ads are being accepted for the Program Book. Publication quantity will be approximately 1000. Deadline is August 10!

Ad rates are (Pro/Fan):

	PB
full page	\$50/\$30
half-page	\$40/\$25
quarter	\$20/\$15

All copy must be camera-ready. Image area is 4 1/2" wide by 7 1/2" high. Please call (602) 956-0051 for details.

VIDEO

Once again, the Video Room is brought to you in high-fidelity stereo sound! Look for great programming at the Con!

ART SHOW

by Terry Gish

This year's art show will be about 30% larger than last year's. We hope to fill it with high quality art for everyone to enjoy.

Artists who sent work to LepreCon will receive all the art show information. Other artists are welcome to write me for rules and forms.

There will be a \$2 per panel hanging fee for flat work, and \$2 for ten pieces or half-table of 3-D art. Current limit is 3 panels for flat, 30 pieces (1 1/2 tables) of 3-D.

Ten percent commission will be collected on all sales. Space will be assigned on a first-come, first-serve basis. Please wait to send money until July 15th.

Art will be taken to bid with 2 or more bids, but may be auctioned with one bid at the Art Show Director's discretion.

For further info, contact me at:
4424 South Stanley Place
Tempe, AZ 85282
(602) 839-2543

I just wanted to thank all the artists who contributed to this PR, for without them, it would be pretty darned dull.

Erin McKee
William Rotsler

Ingrid Neilson
Sherlock

Cody

To any potential artists - if you would like to contribute, send anything to the Con PO Box! (We will gratefully use it to death.)



Costume Event

by Pati Cook

The costume event (aka Masquerade) will be held Saturday evening at 8:00pm. Registration will take place at the entrant's meeting Saturday 10:15am in the Activity Room. All forms will be turned in at this time, along with tapes, etc. All entrants must be present. All entrants will report to the assigned area by 7:00pm Saturday evening.

The CuC6 science fiction costume event will run on a modified division system:

Young Fan - anyone under the age of 12.

Novice - anyone who has entered fewer than 3 costume events

Apprentice - anyone who has entered several competitions but not won

Journeyman - anyone who has won in a costume event

Artisan - anyone who has won 3 or more awards at a major regional convention (but not 3 awards at a WorldCon)

Master - a costumer who has won at least three awards at WorldCons

Re-Creation - these are costumes copied from visual works (films, television, art, comics, book illos, etc) showing more than one view of the costume. Since these are not the original design of the maker, they require different skills and will be judged separately. When entering a re-creation costume you are encouraged to provide documentation (ie photo/xerox references) to ensure the judges' familiarity with the character.

In case of groups, the division is determined by the group's most skilled member.

There will be no live mic and contestants are strongly discouraged from trying to address the audience without it. Provide a clearly written script for the MC or tape your presentation. Label any tapes - have them cued and label appropriately "Play This Side" and "Wrong Side".

Time Limits: A presentation should be long enough to show the costume and short enough to not bore the audience or judges. Maximum time is 60 seconds for 1-4 people, 90 seconds for 5 or more. Anything else must be approved before the entrants' meeting.

Weapons Policy - ALL weapons will remain sheathed/holstered at all times. Exceptions may be granted by joint agreement by myself, Eric Hanson and a representative of Hotel Security. Violation will result in loss of convention badge.

Remember Rotsler's Rules.

This is a Science Fiction/Fantasy masquerade - please let costumes reflect this. And please... no flagrant nudity. There will be children and non-costumers present, so use discretion. Also - if your costume might raise unwelcome comment from mundanes, please keep it covered until you reach the Ready Room.

Hall costumes are ineligible for competition - if you have been wearing it in the halls prior to the event, it is a hall costume.

Costumes which have been entered in costume events at 3 Ariz. conventions are ineligible for competition, as are purchased or rented costumes. If the original work is made by someone other than the wearer, this must be stated on the registration form.

The event coordinator and backstage director will have full authority to remove anyone from the competition on the basis of violation of any of the above, or danger to audience or other contestants, or any other reason deemed valid. There will be no appeal.

[Portions of these rules are derived from the Kennedy Compendium - with thanks.]

PROGRAMMING

First of all, I would like to thank all of those people who took the time and effort to fill out the programming questionnaire and mail it back to us. Also, a special thanks for the additional suggestions and questions for programming. Much to our surprise and delight, we had more of a response than anticipated and your suggestions have helped us a great deal in our planning. Thank you for showing us there's still quite a few fans who obviously care and know what they want - not that the rest of fandom doesn't, of course.

Anyway, through your efforts (and a few who I cornered at the recent Fan Gathering), the questionnaire tally has shown us what panels & activities most of you consider fun and interesting to attend:

In activities, all but the Assassination Competition did well - hence NO Assassinations will be held at this convention. Sorry. (However you can hear the security people breathe a sigh of relief.)

As to panels - lots of great response and suggestions to name the more popular:

1. Sex in Science Fiction (need we say more?)
2. Writing workshops (we plan to have 2 - one "Critique/Help" and one on "Publishing Your Work".
3. Begining and Advanced Make-up.
4. Local Fan Clubs Assembly (we're still trying to get in touch with a few of you...the Clubs.)
5. A Japanimation Panel
6. Open forum "If I ran this Con..."
7. Saturday Afternoon Playhouse
8. Paintin Miniatures

and Judging from some of the questions and suggestions we've gotten from a few of you, we've also decided to hold a special panel on "How to enjoy a Convention" which will also encompass how conventions are run and why certain things are done when they are - also how to talk and converse and/or meet Pros and/or famous people; and anything else we or you can think of to help you enjoy yourself at CopperCon VI.

Again, Thank you for your seggestions and please feel free to write any more suggestions and questions to us. If we don't use them this time, I will promise to forward them to those who can use them for a next convention.

COPPERCON 6

P.O. Box 11743
Phoenix, AZ 85061
(602) 956-0051

☐ Please send me more information on CopperCon 6!

☐ General ☐ Dealer's Room ☐ Art Show ☐ Masquerade

☐ Enclosed is \$ _____ for _____ memberships in CopperCon 6.

Name _____

Badge Name _____

Address _____

City/State _____ Zip _____

Phone _____ Birthdate _____ mo / yr

Sponsored by the Central Arizona Speculative Fiction Society

SuperCon
Box 11743
Phoenix, AZ 85061

Thank you for showing us there's still quite a few fans who
care and know what they want & not that one race of London cockney.
I'm glad your efforts found a few who I contacted at the recent fan
convention. The enthusiastic reply has shown me what people & organisations
most of you consider fun and interesting are indeed.

In activities, all but the Assassination Competition did well - but no
Assassinations will be held at this convention. Sorry. (However you can
have the security people breathe a sigh of relief.)

As to panels - lots of great responses and suggestions to name the
panels:

1. Sex in Science Fiction (and we say more!)!
2. Writing workshops (we plan to have 2 - one "Critique" and one "Publishing Your Work")
3. Politics and Advanced Make-up
4. Local Fan Clubs Assembly (we're still trying to get in touch with a lot of you...the clubs)
5. A Japanese Panel
6. Open forum "If I was like Con..."
7. Security Afternoon Playgroup
8. Medical Miniatures

And judging from some of the questions and suggestions we've gotten so far
of you, we've also decided to hold a special panel on "How to enjoy
conventions" which will also encourage new conventions to run and my de-
termined to do them when they are - also how to talk and converse and how
to make better friends people, and anything else we or you can think of to
enjoy yourself at Conquest VII.

Again, Thank you for your suggestions and please feel free to write
more suggestions and questions to me. If we don't see them Christmas, I'll
come in forward that to those who can use them for a next convention.

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