

LepreCon 24

Progress Report #2



May 15-17, 1998

The Committee

Chairman: Ray Gish

RGASAS@aol.com

Treasurer: Margaret Grady

mgrady@eigi.com

Art Show: Richard Bolinski

rbolin@idt.net

Consuite: Ozzie and Susan

ozzie@compuserve.com

Dealer's Room: David Hiatt

(602)820-1030

Email: Mike Willmoth

mwillmoth@compuserve.com

Filk Liaison: Gary Swatty

garyswaty@aol.com

Gaming: John Thoman

bonaction@aol.com

Green Room: Nora Rankin

Guest Liaison: Shahn Cornell

cygnus@dancris.com

Historian: Jim Cryer

Hotel Liaison: Bruce Farr

m.farr@genie.com

Japanimation: Tom Perry

Logistics: Eathan Moe

Masquerade: Frances Burns

francesb@primenet.com

Programming: Jeanne Hilary-Burroughs

jeannehb@primenet.com

Publications: Stephanie L. Bannon

leigh-@primenet.com

Registration: Irv Holt

redbearded_one@msn.com

Security: Dave Foster

thedruid@theriver.com

Video Room: Mark Boniece

boniece@aol.com

Volunteers: David Hungerford

inverted@casfs.org

LepreCon 24

is sponsored by LepreCon Inc., a not-for-profit 501(c)7 organization. Leprecon meets six times a year at various places around the valley.

There are several ways to contact the convention. Use our email address and web page to find general information and updates, progress reports and programming information. For more information, write to Leprecon 24, PO

Box 26665, Tempe, AZ 85282 or send email to mwillmoth@compuserve.com

Be sure to check out our web site at: <http://www.casfs.org/LepreCon/index.html>

Program Book Information

Deadline: April 30

Publish Date: At con

Advertising Rates:

Business Card : \$15

1/4 page (3.5" x 5"): \$25

1/2 page (8" x 5") : \$50

Full page (8" x 10.5"): \$90

Back cover (8" x 10.5"): \$100

Art Credits:

Cover: copyright Janny Wurts

Interior: Dover Clip Art

Message From the Chair

Welcome to LepreCon 24's Progress Report #2. This year's committee and staff have worked hard to make sure that this will be the best LepreCon ever.

We have a great Guest of Honor list: Janny Wurts artist guest, Tim Powers author guest, Catherine Yankovich local artist guest, Mark Scott Zicree media guest, Jeff Bohnhoff & Maya Kaatherine Bohnhoff filk guests.

I'd also like to encourage you to get your membership in advance if possible. This saves you money and makes for a much easier time for all concerned at registration. This also allows us to have your badge ready for you at registration. After all, who wants to spend Friday afternoon standing in line?

Once again Visa, MasterCard and Discover will be accepted by the convention.

Now I will let the people who have done the work tell you in their own words what has been planned.

We're looking forward to seeing you at LepreCon 24.
Ray Gish

Artist BoH: Janny Wurts

Janny Wurts' cover for her novel, *Master of Whitestorm*, was awarded Best in Show at the World Fantasy Convention for two consecutive years. Her short story and illustrations for "Dreambridge" each received Cauldron Awards for art and writing from Marion Zimmer Bradley's *Fantasy Magazine*; and her painting "Wizard of the Owls" won a Chesley Award for Best Unpublished Color work, 1992. Most recently, her cover for *Curse of the Mistwraith*, won the 1994 Chesley Award for Best Illustration: Hardcover Book.

Janny Wurts has published seven novels in the US and Great Britain, including the Cycle of Fire trilogy (*Stormwarden*, *Keeper of the Keys* and *Shadowfane*), and the most recent, entitled *Fugitive Prince*. Her collection of short stories, *That Way Lies Camelot*, was recently released in paperback from HarperCollins. At present she is at work on the fourth book on a multi book fantasy series, *The Wars of Light and Shadow*, forthcoming from HarperCollins.

While Janny's career with artwork has been aimed primarily toward illustrating fiction and creating covers for her own novels, she has also done fantasy and space hardware paintings that have been displayed in exhibitions the breadth of the U.S. Her paintings were included in NASA's 25th anniversary exhibit, *Visions of Other Worlds*; a show at the Delaware Art Museum; and also the Hayden Planetarium in New York. The Baltimore Science Center had one of her paintings on exhibition as part of a touring show, *Art of the Cosmos*.

Her work has also been reproduced on greeting cards, puzzles and bookmarks. Addition-

ally, her images, in conjunction with those of her husband, Don Maitz, have appeared in two screensaver programs, *Magical Encounters* and *Magical Encounters II* that have been distributed worldwide by Second Nature Software.

Author BoH: Tim Powers

Tim Powers was born in Buffalo, New York, but has lived in southern California since the age of seven and was educated at California State University. Powers and his wife, Serena, live in southern California. His works include "On Stranger Tides", "The Stress of Her Regard" and "The Anubis Gates". The San Francisco Chronicle has this to say about Powers work:

"The fantasy novels of Tim Powers are nothing if not ambitious. Whether writing about zombie pirates of the Caribbean (*On Stranger Tides*), female vampires preying on Romantic poets (*The Stress of Her Regard*), or the escapades of a time traveler in 19th-century England (*The Anubis Gates*), Powers always goes the distance, never taking easy shortcuts that tempt authors with lesser imaginations. Meticulously researched and intellectually adventurous, his novels rarely fail to be strange and wholly original."

Local Artist BoH: C.F. Yankovich

When C.F. Yankovich was a child in the sixties, she spent many mornings glued to the television, participating vicariously in the conquest of space. At the University of Iowa, she supported herself by working as a technician testing satellite packages for the space sciences group and selling paintings at student art fairs. Eventually, she received a Bachelor's in Physics. Currently she works as an automation projects coordinator for the State of Arizona.

Ms. Yankovich's works have been included in four cd-rom art collections from CD TITLES and have been published in *ANALOG* and *MZB FANTASY MAGAZINE*. In the past seven years, her art has also appeared in over thirty exhibitions including "Machinescapes" (Phoenix, AZ), "Art of the Cosmos" (New York, NY; Bridgeport, CN; Statesville, NC; Pavamus, NJ; Baltimore, MD), "To Touch the Stars" (Pomona, CA), and "Spacefest '92 Invitational Exhibit (Titusville, FL). Her works may be found at the Novagraphics Gallery in Tucson.

Media BoH: Marc Scott Zicree

(Due to a scheduling conflict, David Gerrold had to cancel. He recommended Marc and helped us to contact him.)

Marc Scott Zicree is currently a producer on the fourth season of *Sliders* which debuts on the Sci-Fi channel in early June. He has sold over 90 scripts to various television series, including *Star Trek: TNG*, *Babylon 5*, *Twilight Zone*, *Beauty and the Beast*, *Forever Knight* and many more. He wrote the story for the recent *Deep Space Nine* episode "Far Beyond the Stars" where Sisko has visions the he is a science fiction writer in the 1950's. He plans to do a presentation on the development of that episode at *LepreCon*. He's also

written the definitive guide to the Twilight Zone TV series in "The Twilight Zone Companion".

Filk GoHs: Jeff Bohnhoff & Maya Kaatherine Bohnhoff

The Filk GOH's are Jeff Bohnhoff and Maya Kaatherine Bohnhoff. They have tapes out and are well known West Coast Filkers. Maya is also an up and coming Science Fiction Author. She has four books out and was published in Analog three times last year. She will be taking part in panels and signings.

Hugo-Winning Artist: Don Maitz

Acclaimed for his work portraying fantastic subjects, Don Maitz has twice won the Hugo Award for Best Artist; a special Hugo for Best Original Artwork; the Howard Award for Best Fantasy Artist; ten Chesley Awards; the Silver Medal of Excellence and Certificate of Merit from the Society of Illustrators. He created the Captain Morgan image for Seagrams & Sons Original Spiced Rum. His works have been reproduced internationally as book covers, posters, cards and limited edition prints. He has authored two art book collections First Maitz and Dreamquests. Best selling screensaver software entitled Magical Encounters and Magical Encounters II, compile a variety of his images with those of his wife, Janny Wurts.

Announcements

Memberships: If you think you should have a membership and don't, or would like to confirm or change your badge name, please contact Irv Holt through the convention address or redbearded_one@msn.com.

Artwork: Calling all artists! We are looking for new pieces for future program books and progress reports. There is no money involved, just the satisfaction of seeing your work in print. Pen and ink drawings of single figures are most likely to be used. Send your work to Stephanie Bannon at the convention address or give it to her at the con.

If you are interested in volunteering for LepreCon 24, please contact David Hungerford at (602)431-1871 or inverted@casfs.org

Art Show

We are planing a guided tour of the art show on Friday at 9 PM by our Artist Guests of Honor Janny Wurts and Catherine Yankovich.

We are looking forward to the return of lots of old friends like: Alan Gutierrez, Mary Hanson-Roberts, Ellisa Mitchell, Nancy Strowger, Cindy Glenn and Ruth Bollerud.

This year we will be offering the usual choices of panels, Tables, Display case or Print Shop. We ask that art be originals or limited runs of 250 or less in prints.

Art panels are \$5 per panel (4' x 4'), Tables are \$5 per ½ table (3' x 2.5'), display space same as tables but Approx. (3' x 1.5'). There is a 12% commission on art sales. Print shop space is free but has a 15% commission applied.

If you have questions contact Richard Bolinski at (602)906-9563 and leave a message, via mail at 8828 N. 11th Place, Phoenix, AZ 85020 or E-Mail me at rbolin@idt.net

Charity Auction for Casa Grande 2000

There will be a charity auction on Saturday night to benefit Casa Grande 2000, a local non-profit organization responsible for helping kids stay off drugs and keep out of trouble. Items procured so far include an autographed hardback of Neil Gaiman's *Neverwhere*, some autographed Star Trek action figures, and Babylon 5 posters. We're also expecting artwork donated by several of the artists who will be exhibiting in the art show. If you have something you would like to donate, please send it to us at the LepreCon PO Box or bring it to Ops or Dave Hiatt in the dealer's room at the convention.

Consuite

Once again Ozzie and Susan bring you.... Consuite! There will be snacks, good conversation, possible surprises and, of course, snacks. So stop by, chat awhile, sip some soda, munch some snacks and relax. See ya there!

Dealer's Room

The dealers room will hold approximately 29 tables, and we expect a wide variety of books for every budget as well as other assorted goodies. There are a few tables still available for dealers. If you are interested contact David Hiatt at: 733 E Vaughn Dr; Tempe AZ 85283-3710

Currently tables are being held for the following dealers: Barry Bard - Fantasy Past and Present; M. Hildebrand - Caer Ananda; N. Strowger - Nighthawk Studios; Waterloo Games; Marty Massoglia; Pat Connors; H&H Collectibles; Hagar and Helga Misc.; Books and More; Ygor's Books; Leslie D'Allesandro Hill; Karen Kuykendall; Amber Unicorn; and the Phoenix Filk Circle.

Dealers Room hours for the buying public shall be:

Friday May 15: 2PM-7PM

Saturday May 16 10AM-6PM

Sunday may 17 10AM-3PM

So, come in, browse, spend money, let the dealers know that you appreciate them schlepping all that stuff to the con.

Hagar



1998 WORLD HORROR CONVENTION

Thursday May 7 - Sunday May 10, 1998

Embassy Suites Phoenix North Hotel & Resort

1-17 & Greenway Rd., Phoenix, AZ

(two-room suites, complimentary breakfast & happy hour!)



GUESTS-OF-HONOR:

Brian Lumley - Author of Necroscope Series

Bernie Wrightson - Artist of numerous Comics

Tom Doherty - Publisher/Owner of Tor Books

John Steakley - Toastmaster & Author of Vampire\$

Tom Savini - Media Actor, Director and Special Effects

(schedules allowing)

FEATURES.

Animation Room, Art Show, Artists Reception (Wine & Cheese Tasting),

Dealers Room, Hospitality Suite, Mass Autographing Party, Programming

(Panels & Readings), Publishers Parties (Tor, Fedogan & Bremer, etc.)

MEMBERSHIPS.

\$100 for the entire weekend, includes all convention functions!

One-day rates are \$30 at the door, pro-rated rates available. Supporting rates are \$30 and receive all convention materials. Credit cards can be used at-con!

INFORMATION.

Message/Vmail: 602-941-3438, Person/Vmail: 602-945-6890

Email: whc98@otsp.com or mwillmoth@compuserve.com

Web Site: www.otsp.com/otsp/whc98

Address: PO Box 61565, Phoenix, AZ 85082-1565

NAME: _____

ADDRESS: _____

CITY: _____

STATE/PROVINCE: _____ ZIP/POSTAL CODE: _____

COUNTRY: _____ TELEPHONE: _____

EMAIL: _____ FAX: _____

PROFESSIONAL: ☐ Writer ☐ Artist ☐ Editor ☐ Publisher ☐ Agent
☐ Media ☐ Dealer ☐ Fan

INFORMATION REQUEST: ☐ Dealers Room Table(s) ☐ Art Panels/
Tables ☐ Program Participation ☐ Volunteering ☐ Other: _____

Filk

The Filk GO's are Jeff Bohnhoff and Maya Kaatherine Bohnhoff. They have tapes out and are well known West Coast Filkers. Maya is also an up and coming Science Fiction Author. She has four books out and was published in Analog three times last year. She will be taking part in panels and signings. Stop by and chat with them at the Filk Circle's table in the dealer's room.

Science fiction and fantasy writer Maya Kaathryn Bohnhoff (author of THE SPIRIT GATE) and her husband Jeff are relatively new to filk. When Jeff and Maya stumbled into their first filk at a BayCon three years ago, Maya was attending as a pro and neither had an inkling of what went on in hotel ballrooms late at night. The couple was immediately hooked and wrote their first filk at 2AM the first night of the con. Since then, they've filked uncontrollably and even involved their son, Alex, in the madness. Jeff and Maya most often filk old rock and roll tunes. Their first filk, "Knight's In White Satin," a sad tale of chivalry and cross-dressing, has garnered them many groans of filkish angst.

Jeff and Maya will provide the Saturday Filk Concert.

Janny Wurts, the artist GOH will do Bagpipes and Filk Just prior to the Filk Concert. If Maya can be an author, Janny can Filk.

Saturday night at 9:00 We will have Cover Songs where various filkers will do other people's songs using their own personal style. Frequently you end-up with a wonderful transmogrification of the original song. I have heard and really enjoyed a few of the rehearsals.

Filkers set to attend are Maya and Jeff, The Duras Sisters (Chris, Elizabeth and Debby), Larry Warner (Sat. only), Nancy Freeman, Leslie Fish, David Hodge and Helva Peters. I am talking with a few others. Minimally we will have five to eight known singers at the each open filk plus, of course, a few unknown singers who will rise up out of the woodwork.

Stop by the Filk Circle's table. We will have tapes and CDS by our GOHs as well as those of local Filkers. Other goodies will be sold to help defray the costs of our GOHs' airfare. Elizabeth Burnham will preside. Maya and Jeff will be there as much as their schedules permit. Enjoy the convivial gathering at the table. **There will be No Smoking in the filk room.**

Schedule (Somewhat tentative, but should not change much)

Friday

2:00 Filk Suite Opens
4:00 Bardic Circle
6:00 Break
9:00 Bardic Circle
3:00 close?

Saturday

1:00 Filk Suite Opens (Filkersgather for Concert)
2:00 Filk Suite Closes For Concert & Eagle's Nest Setup
2:30 Janny Wurts Filk & Bagpipes in the Eagles Nest
3:00 Filk Concert —Maya & Jeff in the Eagle's Nest
6:00 Filk Suite Re-Opens
9:00 Cover Songs followed by Bardic Circle
3:00 closing

There will be a filk concert on Saturday and a suite for open filking on Friday and Saturday evenings.

Additional filk events may occur depending on as yet fluid programming decisions.

Gaming

WANTED...DEAD OR ALIVE for the 1st LepreCon DEADLANDS RPG and CCG Tournament

CTHULHU WANTS YOU... For the Arizona MYTHOS CCG Championship

Preregistration is now open...Contact us ASAP...space is limited

NEW EVENT: "The Last Battle-An Amber Throne War" The king is dead and Amber is at war. The monarch of the One True City has been slain in battle with Amber's ancient enemies and left no heirs. Many family members have lost their lives as well in this, the second and bloodiest war with the Courts of Chaos. With the loss of so many, the line of succession is muddled at best but you believe yourself to have the strongest claim to the throne. The trick is convincing everyone else. An 8 person event - sign up now!!

Other Events are - Call of Cthulhu, Badlands, AD&D, Rifts, Vampire and Kult Contact John Thoman bonaction@aol.com 602-968-0308 weekdays

Hotel Information

Our main hotel, the Francisco Grande Resort, is sold out of rooms. In case any become available, the rates are \$52.50 for patio rooms and \$63.50 for tower rooms. They are keeping a waiting list, though it's already lengthy. You can contact the Resort at (800)237-4238.

The suites are all being held by the convention...contact Bruce Farr at m.farr@genie.com or (602) 395-1945 for information. We have a few available for groups throwing open parties. They are \$90.50 per night.

All rates quoted are plus tax (currently 6.6%) and are for single/double occupancy. Additional persons in the room are \$20.00 each. TWO DAY MINIMUM STAYS ARE REQUIRED FOR HOTEL RESERVATIONS AT THE FRANCISCO GRANDE.

We have overflow rooms at the Holiday Inn in Casa Grande. These are at \$65.00 plus tax. The Inn is located just under two miles east of the Resort. They can be contacted at (520)426-3500.

Japanimation

Once again we will have a varied selection of Japanimation for your viewing pleasure. Contact Tom Perry at the convention address if you have any questions or suggestions.

Masquerade In The Park

Masquerade Director - Frances Burns

LepreCon 24 will be having two Masquerades. Masquerade in the Park is going to be held outside in the late afternoon on Saturday. It is PG rated. I am sponsoring a special prize for the best costume with the theme of "??? In the Park." The prize is a rectangular **RAW SILK CAPE** that is highly adaptable for all manner of costuming.

There will be a sign up sheet near the registration desk. Saturday morning there will be pre-registration for both masquerades. The time and location will be listed in the program book. Green Room (Room #322) will open at 4PM for pre-judging and check in. Children's check in is at 4:30 PM. The Masquerade starts at 5 PM.

The standard rules apply -

- 1) Have Fun!!
- 2) This is a PG rated masquerade.
- 3) Do not slime the stage or leave bits and pieces behind. You need to provide someone to pick up the stage before the next presentation if parts are going to be left behind.
- 4) **CLEAR ALL WEAPONS WITH THE MASQUERADE DIRECTOR AHEAD OF TIME!!**
- 5) Limit your presentation to 60 sec or less.
- 6) Have Fun!!
- 7) We will have some type of sound system. Please have your tapes queued up and marked "PLAY THIS SIDE." The tapes need to be turned in when you register for the masquerade.
- 8) By the way, did I mention have Fun!

There will be additional information in the program book. If you have any questions you can e-mail me at francesb@primenet.com or write to Frances Burns, C/O Southwest Costumers Guild, PO Box 39069, Phoenix, AZ 85069.

After Midnight Masquerade

Masquerade Director - Frances Burns

This masquerade is scheduled to start at 15 minutes after midnight Sunday morning. There will be a sign up sheet near the registration desk. Saturday morning there will be pre-registration for both masquerades. The time and location will be listed in the program. After Midnight Masquerade will be held in the Eagles Nest. The rating is ??? - depends on what the contestants decide to do. Please check in at the Eagle's Nest between 11PM and midnight. The rules are -

- 1) Have Fun!!
- 2) This is not a B&D play room!!
- 3) Do not slime the stage or leave bits and pieces behind. You need to provide someone to pick up the stage before the next presentation if parts are going to be left behind.
- 4) Limit your presentation to 60 sec or less.
- 5) No costume is no costume. If you want to start with a costume and work down that's fine - but you must start with a costume. Please remember your time frames.
- 6) **CLEAR ALL WEAPONS WITH THE MASQUERADE DIRECTOR AHEAD OF TIME!!**

FROM THE LOGIC WHO BRONCHIT LON HEXACON 1...

HEXACON 8

JULY 10-11-12 SUNSPREE RESORT SCOTTSDALE, AZ

Featuring Representatives from

Steve Jackson Games - Wizards of the Coast - Decision Games

Also - A REAL Con suite! - Con-based Security

24 Hour Gaming- Prizes, Freebies, and other 'stuff

\$15.00 until CorsairCon - \$20.00 afterward

Contact ozzie@compuserve.com (498-1759)

or Kaiserbob@juno.com

7) Have Fun!!

The idea for this masquerade is to have a place to display costumes that have themes, visual puns, appearance, etc that parents might object to having their children see, so that those costumes have a place to be displayed before an appreciative audience. There will be additional information in the program book. If you have any questions you can e-mail me at francesb@primenet.com or write to Frances Burns, C/O Southwest Costumers Guild, PO Box 39069, Phoenix, AZ 85069.

Programming

Programming this year has much to offer, thanks to the exceptionally talented guests and program participants who will be joining us; we'll be presenting panels, demos, and special events that cover everything from access time ("how to actually find what you're looking for on the Web") to zines ("writing fan fiction"). Highlights include a glimpse of some extraordinary artists at work in their own studios, a writer's mini workshop/seminar, a fascinating exploration of Tarot, and a very close look at home-built aircraft.

In addition to our wonderful GoHs, confirmed panel participants include: Glenn Battis, Emily Devenport, Chris Dickenson, Simon Hawke, Leslie D'Allesandro Hill, Ernest Hogan, Jeff Jennings, Rebecca Lee, Peter L. Manly, Kim L. Martin, Dennis McKiernan, Robert Pechman, Eileen Phillips, Jillian St. Andre, Ken St. Andre, S. P. Somtow, John Theisen, Uncle River, Larry Vela, Michael Volckman, Catherine Wells, and Nola Yergen.

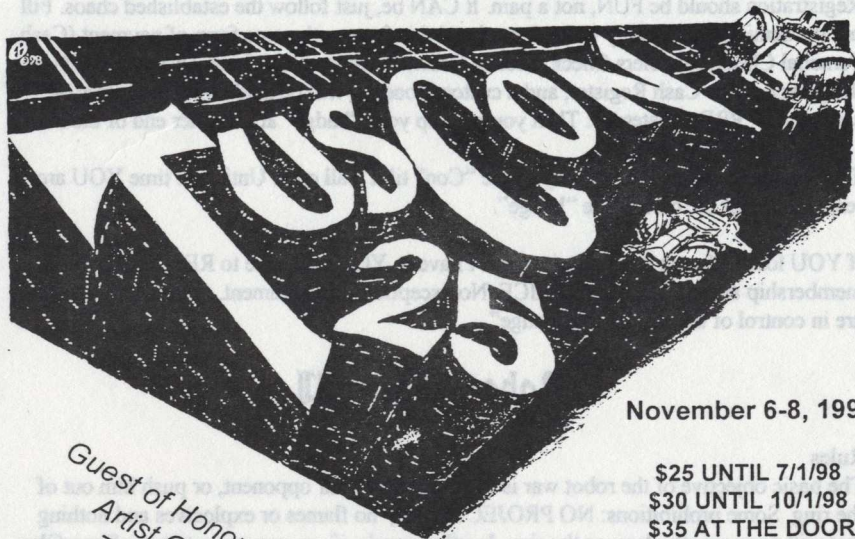
I'm sure you'll find something to enjoy, to amuse, teach, or entertain you, starting at 3 PM Friday and continuing until 3 PM Sunday. However, to me, even in such a wealth of choices, one event stands out above all the rest. To honor the Father of Model Rocketry LepreCon 24 will stage The G. Harry Stine Memorial Rocket Launch sponsored by Quest Aerospace. On Saturday at 2PM you can bring your rocket to the ballfield to join in the best model rocket launch ever seen at a convention. Prizes will be awarded for greatest altitude and longest duration of loft (two categories, parachute and wing), and there will be a special Judge's Choice award for design. This prize will go to the neatest, coolest rocket on the field; the winner might show excellence in graphic design, innovative engineering or exceptional craftsmanship. A launch platform and full safety gear will be provided, and — We are Go for launch! (Miss you, Harry)

I deeply appreciate the hard work of Pete Manly and Bill Stine that made this event possible.

Jeanne Hilary-Burroughs

Publications

We are currently accepting advertising for the Program Book. Camera ready is nice but we also take electronic submissions (PC format only, please). Due dates and rates are listed inside the front cover. For more information contact Stephanie Bannon at the convention address or at leigh-@primenet.com



November 6-8, 1998

Guest of Honor: Fred Saberhagen
 Artist GOH: Ellisa Mitchell
 Toastmaster: Ed Bryant
 Fan GOH: Julie Hamann

\$25 UNTIL 7/1/98
 \$30 UNTIL 10/1/98
 \$35 AT THE DOOR
 KIDS 3-12 half price.

AT THE EXECUTIVE INN
 333 W. DRACHMAN
 TUCSON AZ
 520-791-7551
 \$40 SINGLE
 \$44 2-4 PEOPLE

For more info <http://www.azstarnet.com/~basfa>
 or call Cristi at 881-3709 or Rebecca at 293-1455.

NAME _____ PHONE _____
 ADDRESS _____ Apt No _____
 CITY _____ STATE _____ ZIP _____

I want more information on artshow dealers masquerade LARP

To register please make checks payable to Tus-Con 25 and mail to
 Tus-Con, PO Box 26822, Tucson AZ 85726.

Registration

Registration should be FUN, not a pain. It CAN be, just follow the established chaos. Fill out the semi-handly, usually white form, hand this form with some form of payment (Cash, Personal Check, Travelers Check, Money Order, or MasterCard, Visa, Discover Card) to the person at the Cash Register, and a custom "badge" will be made for you (unless of course you "PRE registered". Then you pick up your "badge" at the other end of the line)!

The "badge" remains the property of the "Con" til it's all over. Until that time YOU are responsible for the care of the "badge".

If YOU lose it, forget it, loan it, just don't have it, YOU will have to REPURCHASE a membership at the CURRENT PRICE. No exceptions, no argument, no discussion. YOU are in control of the care of the "badge".

Robot Wars II

Rules

The basic objective of the robot war is to immobilize your opponent, or push him out of the ring. Some prohibitions: NO PROJECTILES!, no flames or explosives and nothing that will permanently damage the ring. In other words, if you are going to pour SuperGlue on the ring to get your opponent stuck, you better be able to clean it up.

Depending on the number of entries, we may have two weight classes, the smaller class will be limited to 20 cm (7-7/8 inches) by 20 cm (7-7/8 inches) and 3 kg (6 lb. 9 oz). The upper weight limit will be unlimited in size and weight. Well, don't bring in a six foot monster, but anything under 5 kg (11 lb.) and 91.5cm (3 ft) on a side should be fine.

Ring Description

As at CopperCon the small ring will be 154 cm (5 foot) in diameter with a ring of around 5 cm (1.98 inches). For the larger ring, it will be 250cm (8 foot 2-1/2 inches) with a ring or 5cm (1.98 inches). If we need a bigger one, we can always draw chalk circles on the ground. The starting points in each ring will be marked with lines and the robots starting behind those lines, with the objective being to push your opponent (or part of him) out of the painted section of the ring.

Strategy

The current theories for immobilizing your opponent involve severing wires, flipping him over, or just ramming him repeatedly until he is out of the ring. Harpoons (projectiles attached to the robot by rope) have been mentioned, but I haven't seen any yet.

Construction

In general you shouldn't have to spend a lot of money getting a robot together. You can use the engine and frame for a radio controlled car. Additionally, a wire guided remote vehicle can be purchased from Target or Kmart for as little as 40 dollars. For weaponry, the two from last

CopperCon took about 10 dollars and about a day to build. As this competition is just starting, I doubt you will be up against any massive machines of destruction. Still, a fun

time will be had by all, if CopperCon is anything to judge by.

The most important thing to remember when running your robot is that you can never have enough power. Make sure you have fresh batteries in the robot at the start of the match. You might also want to have a spare set in to replace them during the matches.

Well, that's about all I have for now. If you have any questions or intend to participate I can be emailed at z07833@apsc.com or post in the [az.sf newsgroup](#), I generally check it on a daily basis.

Dan Smith

Security and Operations

This David Foster with a few notes and ramblings...rumblings...on Security.

The function of security at conventions is to be the eyes and ears of the attendees who want to have a fun convention with no problems. They are one of the buffers that we have with the hotel to ensure that the hotel likes us and has us back. They are the extra hands helping with equipment movement or crowd control. The stereotype of security as big hairy guys and gals with no sense of humor is not true! The usual security person isyou! Volunteers make or break a convention. Please volunteer... in any area... and help make LepreCon a better convention.

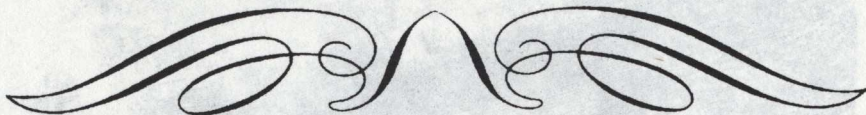
Video

The LepreCon Video room this year will be the best ever, offering two tacks of programming for your viewing enjoyment. We will be in the penthouse at the top of the tower, so you'll be able to find us easily. We will also have monitors outside, in addition to the schedules, so you can check out the programming before coming in.

The main track of programming will have lots of great stuff, including our extensive compilation of South Park episodes, a sneak preview of the last three "Highlander" episodes; "Lex" the alternative sci-fi movie series from Europe; and the latest "Red Dwarf" special. There will be animated stuff Saturday morning for the kids; as well as the animated "Wyrd Sisters" movies for the adults. Later, we'll also bring back some big successes from the past, such as our "Max Headroom" marathon and a screening of Pink Floyd's "The Wall" in large screen and surround sound.

Our second track, which is being sponsored by the UFP, (United Federation of Phoenix) a local Star Trek and general sci-fi club, will include a Babylon 5 season five and TV movie marathon and other goodies to be announced.

See you there.



Volunteers

Wanna Help?

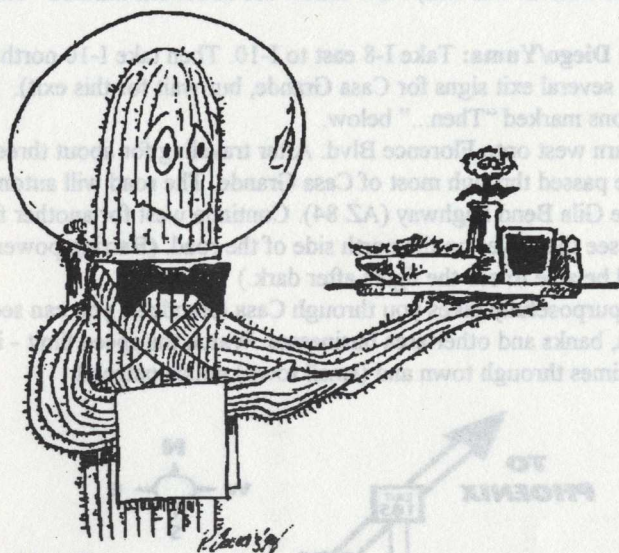
Last year's experiment was a semi-wild success (Okay, it was a fairly tame success but we're easy to please.) So we're doing much the same thing again. There won't be a desk. We'll be wandering around loose, hunting you down. If you look bored, we'll find something for you to do. It'll be fun.

And to convince you it'll be fun, we'll be offering prizes for people who volunteer. For every hour you work, you'll get a raffle ticket. One hour. That's all. Everybody has a stray hour they can give to the convention, right? The more hours you work, the more tickets you get. We're angling to get some really nifty prizes, like a rare Babylon 5 poster. And for those of you who discover you enjoy volunteering, four hours will garner you a free meal, and twelve hours will get you into next year's convention absolutely free.

There will be a volunteer board by Registration with a list of all the stuff that needs doing. If nothing appeals to you, but you still want to help, say so and we'll find a place for you. You'll meet interesting people and help to make the con a better place for everyone else. If you don't want to help, that's cool. No one will berate you. No one will harass you. (We will, however, send a large man named Guido to break your kneecaps.) Anyway, if the urge strikes you to volunteer, give it a try. The overworked committee and underpaid staff will thank you. The attendees will thank you and your kneecaps will thank you.



The Westercon of the future! The hospitality of the past!



WesterColt 2000

A bid for the 53rd Westercon.
Phoenix, Arizona Territory.

www.farrsite.com/westercolt

'Westercon' is a registered service mark of the Los Angeles Science Fantasy Society, Inc.

The Convenient Map Tear-Out Page

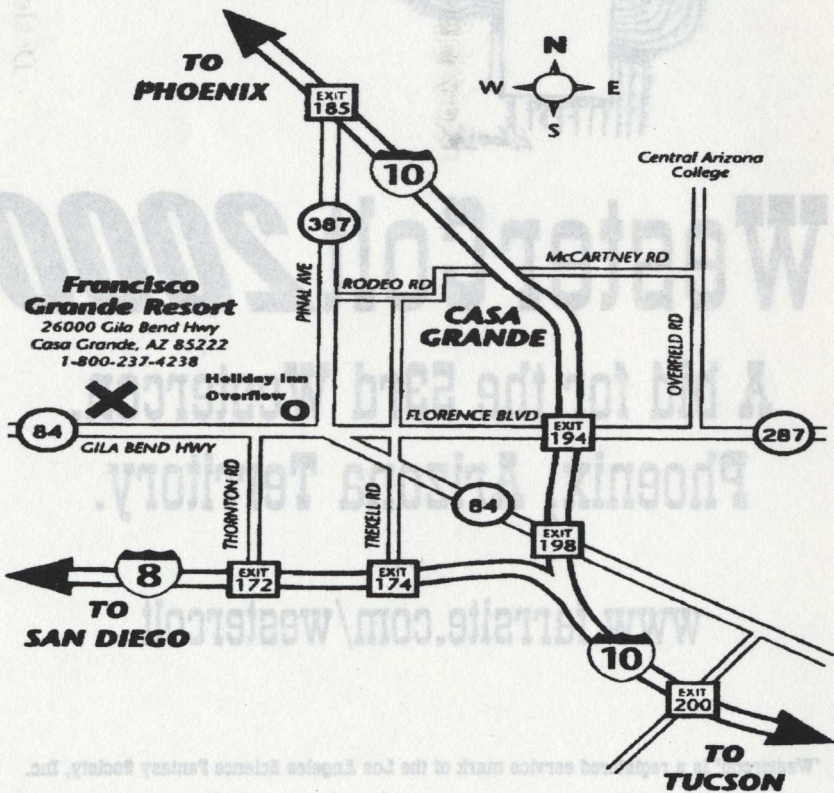
From Phoenix: Take I-10 south to exit 194 (you'll see several exit signs for Casa Grande, but wait for this exit). Now follow the directions marked "Then..." below.

From Tucson: Take I-10 north to exit 194 (you'll see several exit signs for Casa Grande, but wait for this exit) Now follow the directions marked "Then..." below.

From San Diego/Yuma: Take I-8 east to I-10. Then take I-10 north to exit 194 (you'll see several exit signs for Casa Grande, but wait for this exit). Now follow the directions marked "Then..." below.

Then... Turn west onto Florence Blvd. After traveling for about three miles, you'll have passed through most of Casa Grande. The road will automatically become the Gila Bend Highway (AZ 84). Continue west for another four miles and you'll see the tower on the north side of the road. (Barring power failures, you should be able to see the lights after dark.)

The route purposefully takes you through Casa Grande so you can see the restaurants, banks and other area businesses. Watch the speed limit - it changes a couple of times through town and (small town) police patrol it.



Membership Rates

\$30 until 5/1/98

\$35 at the door

Kids 7-12 Half-price

Kids 6 and under are free with the purchase of an adult membership

Send this form and a check to: LepreCon 24, PO Box 26665, Tempe, AZ 85285-6665

Name _____

Badge Name _____

Address _____

City, State, Zip _____

Phone _____

Email _____

Please send me more info on:

☐ Art Show

☐ Masquerade

☐ Running a Game

☐ Dealers' Room

☐ Volunteering

☐ Other

LepreCon 24

PO Box 26665

Tempe, AZ 85285-6665

Bulk Rate

U.S. Postage

PAID

Phoenix, AZ

Permit #3046

