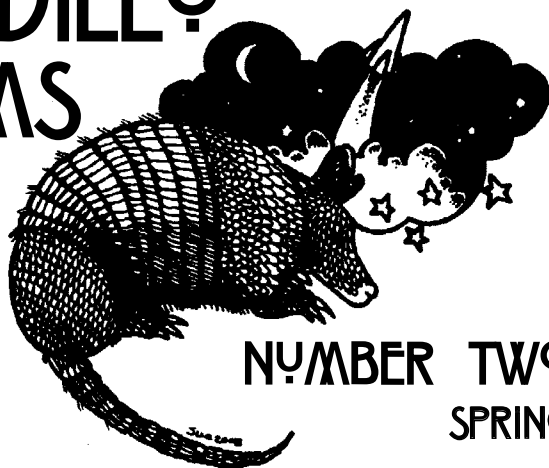


# ARMADILLO DREAMS



THE NEWSLETTER OF  
**INTERACTION**

THE 63<sup>RD</sup> WORLD SCIENCE FICTION  
CONVENTION AND 2005 EUROCON

NUMBER TWO

SPRING 2004



## JUST EIGHTEEN MONTHS TO GO

Welcome to Interaction's second Newsletter, and to the New Year, 2004. The year will be a third over when this issue reaches you but the good wishes will still be current.

We are about half way between winning the bid and running the convention, so the focus of this newsletter is on our progress to date and something of our plans for the rest of 2004. The tone is informal and there is an emphasis on the effort and activities that go into building a Worldcon, especially behind the scenes. We have also included some further fine examples of British fan writing.

Highlights in the last year include:

- We were selected as the 2005 Eurocon.
- We held a successful Open Meeting in Glasgow and our first Staff weekend (Construction) in Cardiff.
- Our membership numbers remain on track.
- Our online registration and installment plan were launched.
- The site contract was signed and hotel allocations were agreed.
- The full committee was put in place.
- The programme team began developing their ideas.

- Our Agents network was updated and extended.

Low lights were:

- Sadly, we lost KIM Campbell, after a long illness.
- The sudden Exchange rate changes at the end of the year made memberships more expensive for fans outside the UK and Euro zone.

By the time you read this we will have run Open Meetings in London and Glasgow and held our second Staff Weekend in Swindon (Construction II). These meetings are vital for us, given how widely located the committee and staff are and we expect to continue them right up to the con.

We will also have agreed our con merchandise provider, so look out for some great new fannish goodies at cons and on our website.

At Concourse, the 2004 Eastercon in Blackpool, we will be running a con desk and other promotions. In particular, we'll be hosting a Ceilidh (a Scottish dance), on one of the evenings.

Progress Report 2 will be issued at the beginning of August and will include with it an accommodation booking form. Our accommodation booking service opens on the 2nd September, when our web

booking service goes live, any mailed in forms are opened, and when we hope to be able to provide on-site accommodation booking at Noreascon 4. We are making this available earlier than most Worldcons, not just because Interaction is a month early, but because we also want to encourage fans to make their plans as early as possible.

At Noreascon 4 we will have our first official duties: hosting the 'Hugo losers party' and participating in the closing ceremony, which should be a lot of fun as N4 chair Deb Geisler's 'practical joke fund' should be pretty big by then. Of course we will also have a regular con table and open party.

In general in the next year, our activity levels will rise, with more publications, and Programme and Exhibits in particular becoming active in their planning. Of course, many more people will be coming on board.

Finally, please get in touch if you have any questions, suggestions, or offers to participate in the running of the convention and/or the programme. You'll find all our contact details including office addresses, web address and our main contact email addresses on the back page of this newsletter.



# Noreascon 4

The 62<sup>nd</sup> World Science Fiction Convention

September 2-6, 2004  
Boston, Massachusetts, USA



*We're charging forward...and looking back*  
Noreascon 4 will feature Retro Hugo Awards for 1953  
and a retrospective exhibit of classic SF/F art.

*Pro Guests of Honor:*  
**Terry Pratchett   William Tenn**

*Fan Guests of Honor:*  
**Jack Speer   Peter Weston**

## Noreascon 4

### FACILITIES

- Hynes Convention Center
- Sheraton Boston Hotel
- Boston Marriott Copley Place

### MEMBERSHIP RATES (Through Feb. 29, 2004)

Attending membership:    us\$ 180

Supporting membership:    us\$ 35

Upgrade existing supporting  
membership to attending:    us\$ 145

Child's admission:    us\$ 105  
(12 & under as of Sept. 6, 2004;  
Child's admission does not include  
publications or voting rights.)

Installment plan available; write  
installments@noreascon.org

### QUESTIONS

To volunteer, write to  
volunteers@noreascon.org

For information about registration,  
contact prereg@noreascon.org

To advertise in progress reports,  
email progress@noreascon.org

For general questions, ask  
info@noreascon.org

### ADDRESSES

Noreascon Four/MCFI  
P.O. Box 1010  
Framingham, MA 01701-1010  
United States of America

Fax:    +1 617.776.3243

Web page:  
<http://www.noreascon.org>

Online registration available

"World Science Fiction Convention" is a service  
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unincorporated literary society.

"Noreascon" is a service mark of Massachusetts  
Convention Fandom, Inc. The Noreascon 4 logo  
uses a picture taken by the Hubble Space  
Telescope, made available by NASA and STScl.

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## MEMBERSHIP RATES

We increased our membership rates on 1st December in line with our policy of reviewing our rates every 6 months. We also expired our bid pre-supporter discounts at the same time, but not before a letter campaign had encouraged nearly 100 more pre-supporters to convert to full membership. The installment plan also continues to be popular with over 80 people signed up to buy memberships this way.

Our next membership rate change will be implemented on 1st June 2004. We're delighted to say that we have decided to leave rates as

they are in UK Pounds and some other currencies, although we have had to make some changes, for instance in the US\$ rate, to reflect changing exchange rates. The new rates for full Attending membership from 1st June 2004 will therefore be £95 in the UK, \$170 in the US, and 145 EUR throughout the Eurozone.

Full details of our current membership rates in these and many other currencies, along with details of the various payment options, including the installment plan, can be found on our website.

### Membership Rates

Attending	£95	\$155 (\$170 from 1st June 2004)	€145
Supporting	£30	\$45	€45
Child	£32	\$50	€50
Infant	Free	Free	Free

## FAN WRITING SHOWCASE

Lionheart by Michael Abbot 5 - 8  
Remembered by Max 22, 24

## CREDITS

### Artwork

Armadillo Dreams and Lionheart illustrations by Sue Mason  
Interaction Logo by Gizmo with lettering by A<sup>3</sup> (from an idea by Teddy Harvia)  
All other cartoons by Teddy Harvia

### Photographs

Hotels - PR shots  
All other photos - Vince Docherty

### Text

The Interaction team unless otherwise stated.

### Edited and Designed

by Kathy Taylor

"World Science Fiction Society", "WSFS", "World Science Fiction Convention", "Worldcon", "NASFiC" and "Hugo Award" are service marks of the World Science Fiction Society, an unincorporated literary society.



# KIM CAMPBELL

## (15 JUNE 1956 - 15 NOV. 2003)



*KIM Campbell*

In November we received the sad news that after a long fight against cancer, KIM Campbell had died. Although this was expected, it was no less painful for the many people who knew her.

KIM was a long time fan whose great talent was in engaging and encouraging people. She often expressed her admiration for the 'Knights of St. Fanthony' who welcomed new fans to conventions many years ago, and she emulated their example as often as she could. This can be seen in the online Book of Condolence on our website where so many have expressed fond memories of her welcoming approach and encouragement.

Her first year of contact with fandom was 1979 and she participated in many fannish

activities, including the fanzine KIM'S GAME, acting and online fanac. She was on numerous convention committees over the years, chaired the 2001 SMOFcon in York where she lived, and co-founded the UK in 2005 Bid, thus being instrumental in the creation of this convention.

We will highlight KIM's life and achievements in future publications and at the Worldcon itself. Her name will also be in the Worldcon Long List section of all future Worldcon Souvenir books. She was a force for good and will be missed by us all.

To close, KIM's mother Margaret's words seem most appropriate:

"Kim died in her sleep on Saturday evening about half an



*KIM with The Board*

hour after I had said 'good night' to her. She had not been well since she entered the hospice and we all knew that the end was near, but, true to Kim's habits, she surprised us a little. She looked peaceful and at rest when I saw her the next day. The hospice staff had dressed her in her favourite purple and she was in a flower filled room which included purple freesias on a window sill that was lit by the autumn sun. I, too, have lost a friend and as someone has said the world will be less colourful without her. While I have no strong belief in an afterlife, one of the nicest things that has been said to me is 'that wherever she is she will be having fun'. I agree."

# MEMBERSHIP MATTERS

Memberships have continued to flow in steadily in recent months – in fact we have added another 489 members since PR1 to bring the total to 2,361 as of 1st January 2004! This puts us well on track to beat Intersection's total of 4,264 members on site (still a record for a Worldcon held outside North America).

Geographically speaking, the membership figures are still dominated (as expected) by the US (1,413 members in total) and UK (552). Canada comes third with 80 – benefiting as expected from a good number of memberships sold at Torcon 3, the 2003 Worldcon held in Toronto. After that we're getting healthy levels of interest from across Europe, with over 30 members from each

of Germany, the Netherlands, Norway, Poland and Sweden. A full breakdown of the statistics will be provided in Progress Report 2, due out in time for Noreascon 4.

We're especially pleased to see 98 Children and Infants amongst the 1,897 attending members of all types – a positive recognition of our low child rates and family friendly dates. Amongst these younger members we would also like to give a special welcome to Aileen Boyle Latzko, who joined the convention on 25th November 2003 – at 6 days old. One can never be sure, but that ought to be some kind of record! We look forward to seeing Aileen in Glasgow, along with all our members, young and old.

## Lost Souls

As of 31st January 2004, we have lost touch with the following members (typically this means mailings being returned as undeliverable). If you know any of these members, and can help us track them down, please contact us via our UK or US offices, or via the membership email address (preferred).

Thanks!

Name	Country
Eileen Gaffney	Republic of Ireland
Åke E B Jonsson	Sweden
Vincent Linebarger	USA
Bob Matthews	USA
Mariela Ortiz	USA
Michael Sestak	USA

# LIONHEART

## Michael Abbott

**First Published in "Attitude 3" October 1994, editor John Dallman.**

Out of the blue, I realised one day: I love Britain.

This has got to be an accident of birth, but it's deeply rooted in me now. I doubt I'll ever emigrate: this is my land. Although I was surprised when I realised this was true, I never doubted it for a minute.

This feeling isn't the normal kind of patriotism. I don't think the English are best (and I would certainly give tuppence for all of the rest); I was not convinced by the Falklands war; and I am not particularly keen on a sovereign Britain or the Royal Family. What I feel is more like a love of nature, except that it doesn't include nature abroad to speak of, and it does include a lot of man-made things as well.

I first realised that I felt this way on a train journey, and it is still something that I feel most often on trains. For some reason, train travel seems much more of a journey through landscape than road travel ever does. In a car, what's around you is the road and the other vehicles; and at least one per-

son in the car has to pay close attention to what's happening with the traffic, and can't spare time to admire the view. But train journeys have an implacable quality to them: you have no say in where the train goes, so you are on a more equal footing with the countryside around you. Furthermore, railway lines are narrower than roads, and you sit higher up, and railways are less often landscaped out of view or hidden in cuttings than roads are, all of which means there is usually a better view available than from a car.

All of which is an after-the-fact explanation of something that I just know without having to think about it. I enjoy looking out of the window on trains, but every so often something just strikes me as incredibly right, with a charge that's emotional rather than rational, and which demands my attention. It can be a hillside with a clump of trees at the top and hedges down the sides, it can be sunlight reflecting off the ripples on a lake, or something as simple as a seagull flying over a particularly green field. Any of these sights can provoke this sort of intense feeling in me, but most of the landscape produces a similar response on a milder background level. One of the few exceptions is the fenland north

of Cambridge and Ely: except when it has the good taste to be flooded or snow-covered, the only feeling it arouses in me is 'Flat, isn't it?' On the other hand, wherever I go, there's always the chance I'll have the right kind of sky, blue but with three-dimensional clouds trooping across it in formation and that can be even better if I'm in a plane instead of on a train.

But it isn't just natural phenomena that can make me feel like this; a cluster of houses nestling in a slope, boats on a river, or the dry stone walls of Welsh hillsides can all strike me in much the same way. Nor it is just nostalgia for a simpler past or a rural lifestyle: the bridges of Newcastle have the same beauty, as do a particular blue glass office block in Stevenage, a derelict warehouse with its painted name barely visible, or a vast car park outside a factory, full of identical new-made cars, with the sunlight reflecting off every side window in turn as the train goes past.

I can give another example to show that I don't have to travel to get this feeling. Last autumn, one overcast afternoon, I was sitting at my desk typing when I noticed the room get suddenly brighter. I looked round, and saw a gap in the dark clouds: a diamond just big enough to fill the window. The sun must have been right behind it, but because of a thin layer of clouds higher up, it couldn't be seen. Instead, the entire diamond was glowing brighter than white, enough to hurt the eyes, like a gateway opening into heaven. And then I saw a tiny aeroplane flying up, straight into the gateway of light that dwarfed it. I envied it, and a moment later I realised the scale involved, and that the gap in the clouds was a mile across. So much bigger than it had looked, and almost the size a gateway to heaven should be. I hesitate to use the word, but it was a holy moment.

And that in turn makes me think of the glory of a clear winter's night when the stars shine brightly. I know enough astronomy to understand the scales involved there, and my knowledge feeds a feeling that takes my breath away.

But all these examples miss the point in one sense, because they are just isolated events, and I feel as if they are all part of a larger whole: the land itself. Even the skies belong, above the land. Train travel exposes the miles that make up the land, and gives you some idea of just how much Britain there is out there; and, as town after town passes by, of how many people live in it, and how small one person is. It's almost like the classic SF sensawunda, where the book or camera pans back slowly to reveal the vast artifact over which the explorers have been moving, and are only now beginning to realise the vast scale facing them. You can't understand the size or population of Britain by measuring a map, or by reading census numbers: you have to watch as

it walks past your window, and then appreciate how much more of it there is just over the horizon, that you've never got to yet. The size is vast, but unlike the distances between the planets, it's not a remote size, not unreachable: you can move over its face, and in some way it connects to you, because you are a small part of it as well. It can feel like being a spider in the middle of a web: and yes, that's putting me at the centre. For me, I am at the centre, just as every galaxy is at the centre of the exploding universe.



When I lived in Bournemouth, I once stood on an upper floor of a tall building that looked over the town streets and had a view out to the wooded horizon. I thought about how many people lived and worked on this small stretch of land, and how many people in the world worked in the same obscure line of work as me, and for the first time I began to see how much more there was out there to deal with than any one person could take. In olden times, most people only had to think about their own village, and maybe a nearby town. These days, nearly everyone generates a social or professional circle and doesn't worry much about all the other people outside it. I certainly do this, and fandom is one of my shelters; but at the same time, I sometimes grasp a larger pattern, where circles of people overlap and combine. This larger pattern sustains all of us, and somehow it seems to be part of the land as well.

I'm no historian, but sometimes I'll see something that will confront me with the amount of time buried in the landscape, and remind me that just as it stretches over more distance than I can grasp, it has also lasted longer in time than I can grasp. A field that's still corrugated from medieval strip farming, or a ruined farmhouse abandoned a hundred years ago. Sometimes, I can visualise the forest that came before the city. Most of all, I think, I see the history in the prehistoric white horse of Uffington. Perhaps because it's shaped like the idea of a horse, instead of a silhouette, and so speaks of the feelings and thoughts of those who made it. (Strangely, the last time I went to Stonehenge, it was nothing but some stones in a field. Maybe that was because they'd surrounded it with so much tourist stuff, or maybe it was because Salisbury Plain, like the fenlands, is not so much landscape as an absence of landscape.) In the same way as I can associate the distance of the landscape with the people living in it, I can associate the history of the land with the generations who have lived in it, and imagine what it would be like to stand on the hill fort above Uffington when the land was so unknown and dangerous, and feel some association with the people for whom that was their life.

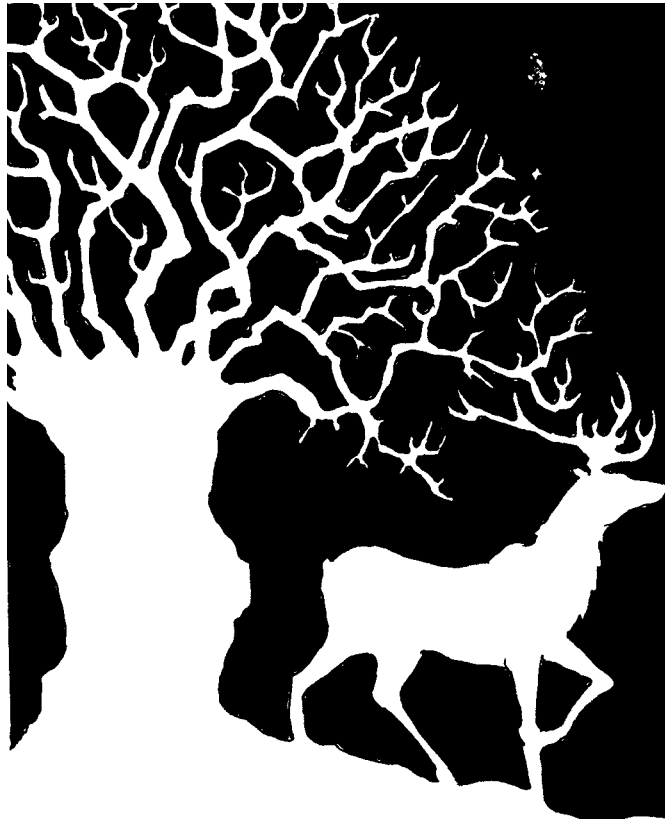
This has all got very mystical, and I have mixed feelings about that. On the one hand, I think of myself as basically rational, and I'm not claiming that these feelings I've been talking about have any connection to anything outside my own head. On the other hand, having felt these emotions in myself, it makes me a lot more sympathetic to the ideas of others who seem influenced by similar experiences. Robert Holdstock's *Mythago Wood*, or the theories of ley lines and earth power, or the Glastonbury Zodiac.

The last of these is a particularly fine case of someone seeing meaning in the landscape. Katherine Maltwood, an artist, sculptor and Theosophist, spent her summers between the wars on a farm near Glastonbury, and became fascinated by the landscape of the area. Glastonbury Tor itself rises very sharply out of the surrounding flat

countryside (it's right on the edge of what used to be marsh land), is visible for miles around, and, partly on account of having a tower on top, looks Dead Important. In 1929, Katherine Maltwood decided that it was an artificial hill, built deliberately in ancient times. This isn't a daft idea: there are signs that the surface of the Tor had been shaped long ago by human hands and, after all, Silbury Hill is completely artificial. But she then went on to decide that the entire countryside for twenty miles around had been deliberately shaped and carved by ancient peoples. In fact, the ancient Sumerians had come to the West Country, given this region its name of 'Sumer-set', and built enormous versions of the twelve signs of the zodiac over the landscape.

And according to a more recent theory, since Glastonbury is one candidate for the Vale of Avalon, the zodiacal signs also represent the cast of the Arthurian legends.

Well, the Sumerians were astrologers, but it all gets very nebulous after that. The book I read had pictures of fields from the air, with various hedgerows and ditches marked in white to make outlines that looked a bit like a centaur with a dodgy leg. Given that Katherine Maltwood ignored about fifty hedges for each one she used, it's not too surprising that she could find the shapes she was looking for, like seeing



pictures in the clouds. There are also some theories about wells and streams marking out the water signs, but given how much most of these landmarks are likely to move over the generations, and how little like the astrological signs the best guesses look, it really is a case of making something out of nothing.

But oh, it's a lovely idea, that you could stand on a hilltop and look out over the country, and see the shapes of the gods carved out in it. To me, the landscape feels as if it should have meaning, and I can understand how someone could convince themselves that they could speak that meaning.

I understand it particularly well for this landscape,

because it so happens that I grew up in the Glastonbury Zodiac. At 'Linden', Alhampton, One of Scorpio's Right Legs, Shepton Mallet, if you want the exact address. I can't be more precise about which leg, because the book had two separate plans for where Scorpio could go, with the comment that 'Scorpio is a sign of mystery, and as such it is fitting that it is one of the more obscure of the signs today'. Yes, well. This enchanted landscape, the Vale of Avalon, was still the most familiar part of the world for me as a child.

I run fantasy role-playing games set in modern Britain, and the landscape is often an important element of the material I create. I once decided to use the Glastonbury Zodiac as the landscape which the characters would journey over, sign by sign. This was why I read the book on the subject, and I also went out and bought the Ordnance Survey maps of the area.

And when I opened the map that covered Alhampton, a wave of nostalgia and loss swept over me. I'd never looked at that map before, but I recognised the hillsides.



# *Tolkien 2005*

## *The Ring Goes Ever On*

Celebrating 50 Years of *The Lord of the Rings*

**11-15 AUGUST 2005, ASTON UNIVERSITY, BIRMINGHAM, ENGLAND**

The Tolkien Society and partners are arranging a five-day conference to be held in the city of Tolkien's childhood. For booking details <http://www.tolkiensociety.org/2005/>

**Programme of Events** to include: Lectures and Panels, Evening Entertainments, Dealers Room, Art Show & Auction, Quizzes, Video Stream, plus Tours of Tolkien's Birmingham.

### **Themes:**

Art and Illustration  
Authors responding to Tolkien  
Dramatisation and film adaptation  
Translation  
Philology and The Languages of Middle-earth  
Ecology and Environment  
Ethics, Power and Conflict

Popularity and the legacy of Tolkien  
Characterisation and narrative  
The Inklings  
Tolkien on the Internet  
Tolkien and recent fantasy literature  
Tolkien in literary theory and cultural studies  
Tolkien and War





## EXHIBITS DIVISION

The Exhibits Division now has itself a division-head (or two to be more accurate). Paul Treadaway, one of the convention's vice-chairs and the deputy division head of the equivalent division at Intersection, has elected to take on the division jointly with Pat McMurray, who is already head of the WSFS division. Pat explains this act of benevolence with a claim that his division is so well organised, with all its area heads in place and an excellent deputy in Kevin Standlee, that it could run itself without him. But we wouldn't be surprised to find site selection, or any other WSFS related exhibits getting the prime locations in the convention centre...

Paul and Pat are putting the finishing touches to a consultative team to start working on the process of filling out the Exhibits team. So don't you be surprised if one day soon you get a knock on your door. They are also investigating ideas for having an overall theme for the exhibition space, but they want to keep these a secret and have promised your reporter a knock on the door if anything leaks out. Another priority is to put together information packs that can be used by both local and international dealers and artists. These will include information on import restrictions and duties, freight and shipping options, and table and panel rates. They hope to have some of this information ready for Easter, and from then onwards they will be actively seeking expressions of interest. If all goes to plan, they should have complete information packs and booking forms ready to be distributed in the mail, and by hand, in time for Noreascon 4.

## SITE UPDATE

The last few months have seen further progress in the Site area as we have refined our hotel and function space requirements. The formal contract with the SECC was signed after some fine-tuning, followed rapidly by the payment of a rather large deposit!

On accommodation, we have worked with Infotel (our accommodation partner) to narrow down our list of hotels and to improve their room prices. As we noted in PR1, Glasgow has seen a substantial expansion in hotel space since 1995, and we have found as expected that the increased competition for business is working to our advantage. For more details on our accommodation see page 20.

## CITY OF GLASGOW SUBVENTION

From this point onward you will be seeing a couple of Glasgow City logos in all the publication. These aren't just fillers, or put there to look pretty, but are there as a thank you for all of the support we have garnered from the Tourist Board. They have been with us from the start, even helping out on our convention table at ConJose.

They've helped out our site and facility negotiations, and have even made a substantial financial contribution to the convention. They'll also be there for you at the convention helping us help you to make the most of your time in Glasgow.



## Electrical Eggs UK



Access  
Common  
Sense

Electrical Eggs Uk is a fan-run organisation offering advice, information and support on disabilities rights to help make SF conventions more accessible to fans with special needs.

Contact: Michelle Drayton-Harrod,  
F 1/2, 10 Atlas Road, Glasgow, G21 4TE  
email: [electrical.eggsuk@ntlworld.com](mailto:electrical.eggsuk@ntlworld.com)

# LOCUS

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## EVERY TWO MONTHS:

- Complete list of **upcoming conventions**.
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- The annual **LOCUS Recommended Reading** list.
- Results of the **LOCUS Poll & Survey**.

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# YOUR CONVENTION NEEDS YOU!

It may be a cliché, but it's now time that, in addition to asking "What can the convention do for me?", we start to ask "What can I do for the convention?" Like all Worldcons, Interaction is staffed entirely by volunteers, and this can mean you!

Now you don't need heaps of experience to be a Worldcon volunteer, although any skills or experience you have will be put to good use. You can volunteer, and play an important role, even if this is your first convention. A Worldcon is a great place to learn and make friends.

Why is this? Because as a Worldcon volunteer, you are part of a large team, with all the backup and support this naturally brings with it. At the same time, being an all-volunteer organisation, you'll never feel like a small cog in a big machine. You'll also never feel isolated, as during the run up to the convention we will be hosting numerous staff and open events where you can meet your fellow fans and volunteers.

There are plenty of areas where you can help, both before and during the convention (or both, if you're a real champion).

All areas of the convention are looking for volunteers, from Programming to Members' Services. All you need do now is send a message to the

Interaction volunteer email address with a short description of the areas that you're interested in being a part of. If you don't know which section you might like to help in, then just give some details about yourself, so that we can suggest an area.

posters out for everyone to see, and if you're able, wearing a badge that identifies you as a member of the Interaction staff, showing that you're available to answer questions. At larger conventions, you could help us run a table or room party where you'll get to meet other members of the team.



Our team will be there to advise and guide you every step of the way, while you will help to get our message out to your fellow fans about what a tremendous Worldcon Interaction is going to be. If you want to join the Promotions Team, please contact one of the fine people listed in the box below.

One of the easiest and most fun ways to help Interaction before the convention, is to join the Promotions Team. This requires no special skills, we just ask you to help represent Interaction at any club meetings or other conventions you might be going to anyway, or help distribute flyers and posters to your local shops and libraries. All you really need is enthusiasm.

Helping at conventions can mean as little as putting our flyers and

Our promotion co-ordinators are for the United Kingdom, John Wilson or David Stewart; for North America Grant Kruger and for anywhere else, Bjørn Tore Sund.

These can all be contacted by sending a message to the promotions email address.

# 2003 AND ALL THAT

## Vince Docherty

In the first newsletter, I recounted the story of the UK'05 bid and how we won in San José. This time, I'd like to share the diary of our first year as a seated Worldcon. In true management style, I have stolen shamelessly from the reports made by staff and committee during the year. Just think of me as the pointy-haired boss.

I have to confess at this point to being one of those troublemakers in favour of shortening the Worldcon selection lead-time from three to two years, and that talking about what we achieved in the first year of three might seem a bit hypocritical. The thing is, regardless of how long you have between winning and running the Worldcon, whether three years, two or one, there are things that just have to happen: membership admin; site contracts agreed; fans to be 'volunteered' onto staff and committee etc. We did achieve a lot in 2003, but I wish we only had one more year to go rather than two!

## JANUARY/FEBRUARY

Our activities in early 2003 were covered in Newsletter 1, so I will only highlight that we sent out our first publications (PRO, Burns card, Armadillo Dreams 1), processed lots of memberships and organised meetings of our Nordic and Western European agents.

At the time my main focus was to set out the priorities for the year to the then committee: what we needed to do and what we shouldn't try to do too early. This was something we were caught out by in 1995. My three main goals for the year were people,

marketing and finance. In practice, this meant ensuring that we recruited the people who would make up the full committee (the Division Heads) into a structure that would work for the con and also suit the talents of the individuals. It was also important to engage with UK fandom, another area of weakness in 1995.

## MARCH

As part of that engagement, we held a very successful Open Meeting in Glasgow on the 15th of March, with over 40 local fans attending during the day. Thanks go to Cuddles and Stuart Capewell for their work in organising the day. As well as a "standing room only" Q&A session for Colin Harris and Paul Treadaway (Interaction's Vice Chairs, as I was in Nigeria at the time) we also had a full tour of the Moat House Hotel and a short visit to the SECC, plus a "staff vs. locals" quiz session ably run, if suspiciously scored, by Sparks. The day rounded off with a trip to the fannishly-recommended Ichiban Japanese restaurant.

We took our 1000th Attending Member on 21 March 2003, less than 7 months after being selected as the 2005 Worldcon. The lucky 1000th registration belonged to David Forsythe from Northern Ireland.

## APRIL

We had a great time at the 2003 Eastercon, Seacon '03, as did many others by all accounts. Congratulations to Seacon's chair, Paul Oldroyd (who will be running Programme and Extravaganzas at Interaction) and his committee!



*You have to be able to bend like this to work in Finance...*

This was the second Eastercon held in Hinckley, but not the last as the 2005 Eastercon, Paragon 2, will be held there too. We sold over 100 memberships and introduced some new merchandise: mugs with a fun cartoon by Teddy Harvia, and some very classy bookmarks.

We also sponsored Beyond Cyberdrome and our GoH Chris Priest's SF Bookclub. Chris also won the BSFA award for his novel *The Separation*, later adding the Clarke Award, for which many



*St Julian of the books*

congratulations. The remaining surplus (technically, the interest on the surplus) from the last UK Worldcon, Intersection, was used to support the production of the Seacon Fanthology. In addition we ran a presentation about Interaction and our committee and staff participated in other

programme items. We released the first issue of our pre-convention Newsletter, "Armadillo Dreams", distributing copies by hand at Eastercon and



*John and Eve "We'd love to edit the Souvenir book"*

mailing the rest out from the US (which minimises our overall costs). Altogether it was a very busy and successful weekend.

## MAY/JUNE

We launched our installment plan. The plan enables members to spread the cost of an Attending membership over up to 12 months. Members buy a Supporting membership first and then pay the fee for conversion to Attending membership in quarterly instalments. The total



*An Attentive Worldcon Chairman on a panel*

charge for the membership is frozen at the time of signing up to the plan. This is something we had wanted to do in 1995, but it proved too difficult at the time. A few Worldcons have now done it and the scheme is proving popular.

I was Fan GoH at the 2nd



*Jonathan Cowie organiser of Romanian SF week.*

International Week of Science and SF in Timisoara, Romania.

The first week had been held to coincide with the 1999 solar eclipse, and included our own Robert Sheckley as GoH.

Much tourism, eating, drinking and socialising was done on top of the formal convention programme and it was all well run and great fun. I also met Interaction's new Romanian agent, Antuza Genescu, to discuss our plans. Rumours of a future Romanian Worldcon bid were 'Someone Else's Idea'!

Not to be outdone, Bjorn Tore Sund was GoH shortly after at Fantastika in Stockholm, and great fun was had by all.

## JULY

We held our first staff weekend, "Construction", in Cardiff, UK. The staff weekends were a feature of the 1995 Worldcon, and proved very useful. Given that our committee and staff are not located in one place, it is vital to have regular get-togethers. Around 30 staff attended and made the best of some very fine weather - and some excellent waterfront restaurants. Many of the sessions were well-attended and discussion was lively, although as always there were also areas that we will want to improve upon next time.

The full list of past and planned staff weekends is:

**Construction I**, 11-13 July  
2003 - Cardiff, UK

**Construction II**, 27-29  
February 2004 - Swindon, UK

**Construction III**, 2-3  
October 2004

**Construction IV**, 5-6  
February 2005

**Construction V**, 4-5 June  
2005

In the US, Steve and Sue Francis, our US co-ordinators, held an ice cream social party at DeepSouthcon in Chattanooga, which proved to be quite popular and successful.

## AUGUST

A number of us attended the 2003 Eurocon, Finncon, which was held at the beginning of August in Turku, Finland. Finncon has a very different feel to most Conventions; to start with it's free to attend. Large numbers of people therefore pass through over the weekend, an estimated 4,000 this year, to sample programmed talks and panels and an array of dealers' desks.

This year's Guests included Michael Swanwick from the US, Jonathan Clements (UK Anime expert and translator), Steve Sansweet from LucasFilm, and of course our own Bjorn Tore Sund as Fan Guest of Honour. Some interesting conversations were had with Steve Sansweet about future tie-ins - Star Wars Episode III is, of course, due to open in May 2005.

Our main reason for attending however was to bid for Interaction to be the 2005 Eurocon. This decision was taken by the European Science Fiction Society (ESFS) Business Meeting, to which we had to make a presentation on our ideas.

Although we knew our bid was looked on favourably, it was still important to confirm that we took the Eurocon role seriously and would be reflecting it within our plans.

I presented Interaction to the Eurocon Business Meeting, noting that Intersection also acted successfully as the Eurocon in 1995. Our commitments to the Business Meeting included:

- The hosting of the ESFS Business Meeting and Eurocon Site Selection
- Presenting the ESFS Awards as part of a distinct and well publicised event.
- Featuring Eurocon history and articles on international fandom as part of our souvenir book.
- Featuring European SF and fandom within our programme, including a commitment to foreign language programming.



*The scotch flowed freely.*



*The staff hide away.*



*Larry carried out the tradition  
blessing of the whiskey*

- Provision of a meeting place and Exhibit desk for ESFS and the Eurocon.

Happily we were approved as the Eurocon by a wide margin, though there was one vote for Edinburgh!

## SEPTEMBER

Torcon 3, the 61st Worldcon, was held in the Metro Toronto Convention centre and Fairmont Royal York Hotel in downtown Toronto. There were about 3,750 fans in attendance.

This was our first full Worldcon after winning the bid, though with two years (minus a month) still to go our activities were modest compared to ConJosé. Despite that, more than 20 of our staff were active in various ways.

We ran one official party at Torcon, on the Saturday night, which meant those of us working on it missed the Hugo ceremony, though there was a chance for some to visit the Hugo Losers party later in the evening, which was ably run by the Noreascon 4 committee. By tradition this party is run by the following year's Worldcon, which means that we get to run it later this year in Boston!

We decorated our party using flags of the world, though at busy times we couldn't see the walls. Our selection of European cheeses, other snacks and of

course our 'tasting table' of single malts meant that we were always very busy. The party went extremely well, not closing till 03:40, and we got a favourable mention in the newsletter the next day.

Our con table was in the exhibits hall, along with dealers and artshow, and was ably managed by Steve Cooper. Everything was close together, which made for a nice cosy feeling, and we socialised with the other seated Worldcons and bidders. Many fans visited us. In fact, even before we fully opened on the Thursday, we had a line of people eager to join. In total, we took 190 memberships of various types over the weekend as well as numerous volunteers and requests for information. We were also able to begin distribution of our new publication, Progress Report 1, with its great colour cover by Jim Burns. This was posted from our US office to those who weren't at Torcon.



*The ever-helpful staff.*



*A bounty was set on the Chairman's Head.*

L.A.con IV was selected as the 2006 Worldcon and will be held from 23 to 27 August 2006 in Anaheim, California. This should mean many of their staff will be working with or shadowing ours, in the same way that we have shadowed Torcon this year and plan to shadow Noreascon 4 next year, to build experience.

The NASFiC, by just six votes, went to Seattle, which will hold Cascadiacon on the first weekend in September 2005, a month after Interaction. Guests of Honour include Kevin Standlee, who is our WSFS deputy division head.

The WSFS Business Meeting amended the lead time on Worldcon selection from three back to two years. If this is ratified at Noreascon, then the Site Selection for the 2008 Worldcon will be held in 2006 at L.A.con IV, and there will be no Site Selection at Interaction. However, there is a proviso in the amendment that any member of



*At the Business meeting  
-WSFS Rogue's gallery*

Interaction will be allowed to vote in that Site Selection, if they are not a member of L.A.con IV. (It's still one person, one vote however, so you won't get two votes if you're a member of both conventions.) We think the impact of this on Interaction will be pretty neutral - conventions bidding for 2008 will still need to have a real presence at Interaction.

It was a very successful weekend for us and I'd like to thank again everyone who worked at the table, the party and of course who helped with the running of Torcon itself. Our staff were very visible, especially in areas like newsletter, programme, exhibits, facilities and operations.

## OCTOBER/NOVEMBER

At the annual Novacon, run by the Birmingham SF group, we had a desk and took a lot of memberships. We also opened a message book for KIM Campbell who at that stage had moved to a hospice in York. Sadly she passed away only a week later, and I have written more about KIM elsewhere in this newsletter.

In November we welcomed our youngest member Aileen Boyle Latzko, who joined on the 25th at the tender age of just 6 days. We are not sure if this is some sort of record for a Worldcon, but we look forward to seeing Aileen in Glasgow along with all of our members, young or old.

Finally Pat McMurray, our WSFS division head, defeated Doug Bell to win the 2003 GUFF race to send a British fan to Australia and/or New Zealand in 2004. The final vote was 35:33 with 8 voting no preference.

## DECEMBER

Smofcon took place in Chicago and was apparently very good - I say "apparently" because I couldn't attend due to a last-minute work engagement. A number of our staff and committee were there and at the infamous 'inquisition', where bids and seated Worldcons are grilled by the fans, Pat McMurray and others ably defended our honour.

On the first of the month, we made a couple of changes to our membership rates, increasing the cost of an attending membership by £10 and expiring our bid

pre-supporter discount. This was preceded by a letter campaign to pre-supporters that it is estimated encouraged nearly 100 additional members to join before the deadline.

Our installment plan has continued to prove popular, especially with our East European members, and we now have over 80 installment plans running. By the end of 2003, we had grown the number of attending members to 1,897 and our total members to 2,361, an increase of 489 since PR1. We were pleased to see that nearly 100 of our attending members are Children and Infant members, proving that our selection of dates for Interaction are the family-friendly incentive we had hoped. Overall we are well on track to beat Intersection's record of 4,264 members on site in Glasgow.

A final piece of good news before the end of the year was reaching agreement with the Glasgow Hilton to be our official party hotel. We have all the function rooms and an all-inclusive corkage waiver, so fans will have a single party hotel in town during the evenings at Interaction.

## THE FUTURE

Looking to the future, this will be a key year for us, as we hope to attract another 1,000 attending members before the end of 2004 and we expect to do particularly well at this year's Worldcon, Noreascon 4, in Boston in September. My focus will also remain on increasing our engagement with fans in the UK.

To finish, let me thank again everyone who has worked hard so far on the convention. I believe we are in good shape, thanks to you all, and let's hope the remaining 18 months will be even better!



# FUTURE PUBLICATIONS

We start this report with a warning: "reading beyond this point may cause drowsiness and induce sleep in those not looking for sponsorship opportunities". For yes, this is the fabled Future Publications slot, where we tell you all about our forthcoming publications and the advertising that's available in them at highly competitive rates.

As a part of our membership package, we are planning to send each member four full progress reports and (depending on when they join) up to three issues of our 'Armadillo Dreams' newsletter. The full progress reports will contain all of the essential information they'll need to make the most of the convention, whilst the newsletters fill the gaps and give a more behind the scenes view of the convention.

The printing and mailing costs of these publications are considerable, but they are an essential part of your membership package. They allow us to keep in touch with you and are the most cost effective way of ensuring that you have received all the information we need to impart. However, they also provide a valuable advertising opportunity, not only to the 5000 or so members of the Worldcon, but as a way of reaching out into the wider SF community which those

members influence personally or professionally. So we make use of this opportunity to help cover some of these costs and leave us with a larger proportion of the membership fees to provide a better convention for our members.

What happens now? Well you're still reading and you're obviously not asleep, so you must be asking yourself, "how do I take advantage of this opportunity?" The first thing you have to know is that we have two deadlines: one to book the space in a publication and a second to deliver your copy. This allows our copy deadline to be as late as possible, allow the adverts placed to be as up to date as possible, while still giving our editors the information to layout the publication. The second thing you have to know is that we will accept both hardcopy and electronic copy, although the latter is preferred as it saves us having to scan the advert to produce an electronic copy, and gives the advertiser greater control of the quality of the finished product. For electronic copy we can accept most single image files TIFF,

EPS, PDF etc, but do ask that all fonts are embedded and that colour adverts are delivered in a form that can be CMYK separated.

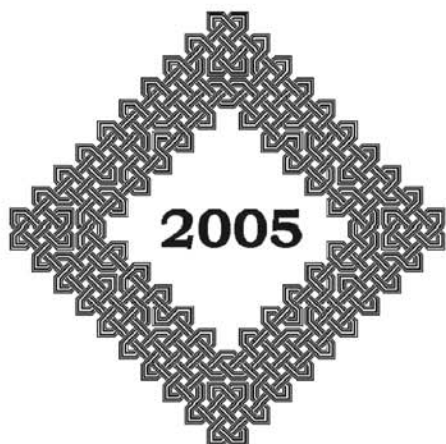
The final piece of information you need is our advertising rates. These are a little higher than those of recent North America conventions, the result of our somewhat higher mailing costs due to our higher proportion of non-US members. So as not to put off the smaller companies, we have elected to go with a triple band of rates. We have the usual fan and pro rates, but in the middle, we have introduced a semi-pro rate to cover independent presses, small chain bookshops, low circulation magazines, along with not-for-profit non-fan organisations and charities.

Our deadlines and rates for all of our remaining progress reports are given below. As for the future, we hope to be able to report our rates for the at-convention publications and various other sponsorship deals in PR2.

Publication	Booking Deadline	Copy Deadline	Publication Date
<b>Progress Report 2</b>	14th May 2004	28th May 2004	July 2004
<b>Progress Report 3</b>	17th Sept 2004	1st Oct 2004	Dec 2004
<b>Progress Report 4</b>	21st Jan 2005	4th Feb 2005	April 2005

Advertising Space	Length/Width (inches)		Fan Rate	Semi-Pro Rate	Pro rate	B & W Cover	Full cover Colour
<b>Full Page</b>	10"	7½"	£100	£175	£240	£275	£450
<b>Half Page Horizontal</b>	4¾"	7½"	£60	£105	£150	N/A	N/A
<b>Half Page Vertical</b>	10"	3½"	£60	£105	£150	N/A	N/A
<b>Third Page Horizontal</b>	3"	7½"	£50	£90	£120	N/A	N/A
<b>Quarter Page Island</b>	4¾"	3½"	£40	£70	£95	N/A	N/A
<b>Sixth Page Island</b>	3"	3½"	£30	£55	£70	N/A	N/A





**PARAGON2**

**Eastercon:  
The British  
National Science  
Fiction  
Convention**

25<sup>th</sup>-28<sup>th</sup> March 2005

Hanover International  
Hinckley

**Guests of Honour:**

John & Eve Harvey

Ben Jeapes

Ken MacLeod

Richard Morgan

Robert Rankin



**Membership Rates**

	<b>from 1 December 2003 to 16 April 2004</b>	<b>April 17 2004 to November 2004</b>
Attending	£35	£40
Supporting	£15	£15
Junior	£17:50	£20
Child	£5	
Infant	free	

**Contact Address**

John Dowd

telephone:

email:

4 Burnside Avenue, SHEFFIELD S8 9FR, UK

+44 (0) 114 281 0674

[memberships@paragon2.org.uk](mailto:memberships@paragon2.org.uk)

**<http://www.paragon2.org.uk>**

(memberships available via PayPal at no extra charge)

# EUROCON 2005

Interaction is pleased to announce that in addition to being the 63rd World Science Fiction Convention, we have been selected to be the 2005 EuroCon by the European Science Fiction Society. Interaction will therefore not only be the sixth British Worldcon, but will be just the fourth British EuroCon, its predecessor being Intersection in 1995.

Interaction was selected at Finncon, the Finnish National SF Convention in August of last year, where the delegates confirmed us as the 2005 EuroCon unopposed.

This means that Interaction will be the site of the 2007 Eurocon selection procedure, the results of which will be announced during the convention.

For those wishing to experience a EuroCon before 2005, the next event will be in Plovdiv, Bulgaria between the 5th and 8th of August 2004. Apart from having the chance to see one of the oldest cities in Europe, one of the selling points in favour of the Bulgarian venue seems to be that whereas at Finncon beer was 3 Euro a glass, in Plovdiv it will be three glasses for a Euro!

## EUROCON 2004

# 5-8 August 2004 Plovdiv Bulgaria

Guest of Honour  
Sergey Lukyanenko

Free Membership  
see  
<http://www.bgcon.org>  
for details

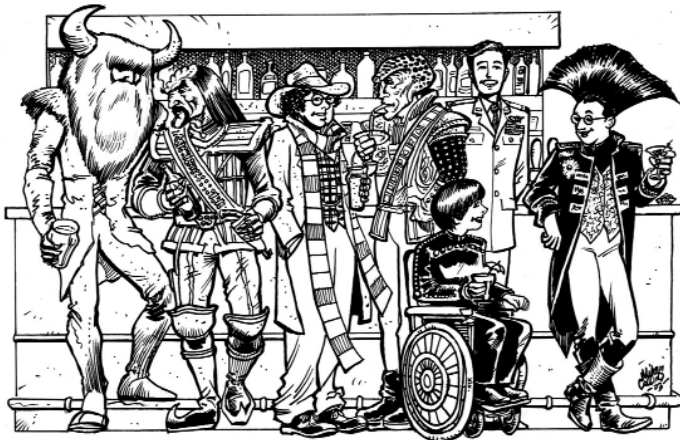


## REDEMPTION '05

25 – 27 February 2005

Hanover International Hotel, Hinckley, Leics, UK

### Blake's 7, Babylon 5 and beyond



[redemptioninfo@smof.com](mailto:redemptioninfo@smof.com) [www.smof.com/redemption](http://www.smof.com/redemption)

**A convention run  
by fans for fans**  
(all profits to charity)

**Activities**  
**Workshops**  
**Panels**  
**Debates**  
**Masquerade**  
**Role playing games**  
**Board games**  
**Drinking etc**

For more information,  
write with SAE to:  
Lesley McIntee,  
26 Kings Meadow  
View, Wetherby  
LS22 7FX, UK

# PROGRAMME & EXTRAVAGANZAS

## Paul Oldroyd

Those of you who have been to a few conventions before will be used to the PR ritual at this stage of the game. You will be used to hearing that we're still a long way from the convention, and that at present we are still constructing the Programme and Extravanzas staff team, never mind thinking about programme content. Well, we're not going to disappoint you — although there have been general discussions about programme content, we didn't want to start serious work until the staff team was in place. On the whole, this is now the case for Programme, where most of the managers for the various programme areas are all present and correct. We hope to be able to announce that we have filled the management vacancies for Extravanzas real soon now.

People who are new to conventions may now be wondering exactly what are all these programmes and extravaganzas of which we speak? Well, the programme consists of the panels, talks, demonstrations, quizzes, films, videos, and workshops that are at the heart of a convention, whilst extravaganzas are the prestigious special events that Interaction will be mounting, including the Masquerade and the Hugo Awards ceremony (SF's equivalent of the Oscars). There will be lots more about all these in future newsletters and progress reports.

In the meantime, what exactly have we got? Although staff will already know about this from their newsletter, it's worth saying that the convention programme will naturally have an overarching, if somewhat loose, theme of interaction, and we intend that it will have a

very British flavour to it.

There will be a Science Fiction Foundation track running alongside the standard Worldcon programme. Farah Mendlesohn, Literary Programme manager, explains more about this track:

*"The Science Fiction Foundation track is intended to provide a space for academics, fans and authors to interact. Its purpose is also to provide an opportunity to increase the interest in sf and fantasy by or about Britain which is why the theme we've selected is 'The Matters of Britain'. We want papers and panels which argue about the way Britain (and bits of Britain) are presented, challenged or argued about in sf. We expect to get plenty of papers on King Arthur, but we are also interested in arguments about race, sex, regionalism, and the various myth cycles and historical landscapes that have decorated the field."*

As we're the 2005 Eurocon as well as the 2005 Worldcon, we will also be exploring current SF issues over the wider continent. I have been in touch with some of the convention organisers from across the channel, but would like to hear from anyone else who would like to assist with European programming. Please contact me at the general Programme email address if you would like to volunteer or give me any general feedback about the programme.

## Evening Entertainment and Parties

During the day, the Convention's activities will be focussed on the main site, including the SECC and the attached Moat House Hotel. In the evening, we will be operating two centres, with traditional Worldcon parties hosted in the Hilton, whilst the major evening extravaganzas are presented in the SECC 'Armadillo' and supporting programming continues in the Moat House.

UK-style fan bars (including real ale if at all possible) will be available in both locations.

We will be appointing a party coordinator later in 2004, and we will be collecting expressions of interest from party planners from Noreascon onwards.



# ACCOMMODATION UPDATE



In contrast to the US, where individual hotels may have up to 1,000 bedrooms, hotels in the UK typically feature no more than 300 rooms, making it necessary for us to work with around 20 different providers to secure enough space for all our members.

To keep the convention compact, we have therefore selected the majority of our hotels around three distinct geographic clusters. One of these clusters is based around the SECC itself, one

Our selection of hotels has, of course, taken account not only of geography, but also of cost. We have included a wide range of hotel grades and prices to cater for all tastes and expectations, and we have taken care to achieve rates that will be competitive even for those on the wrong side of exchange rate fluctuations.

Starting at the cheaper end of the range, we will have some 300 beds in university accommodation not far from the SECC for around £35 per night for single rooms (for those on even tighter budgets, we also have space in the Eurohostel from less than half of this amount!). The bulk of our accommodation (over 1,000 rooms) then falls between £70 and £90 per room per night for two people sharing, whilst for those wanting that unique experience we also have discounted rates at some of the best hotels in the City. Most of our hotels will be offering a choice of

the Internet, where we have a specially developed area within Infotel's website. In addition, we will of course be taking bookings by more conventional means including phone, fax, letter and carrier pigeon. To give everyone an equal opportunity to get the accommodation of their choice, we will be publishing a brochure describing all of the available hotels and their rates along with PR2, which will be mailed out to reach all members before bookings open.

For those using the Internet, the Infotel website will offer a range of facilities including real-time availability on all of our rooms, as well as real-time booking and confirmation. Credit card information will be required to confirm rooms in real time although we also plan to accept deposits by other means such as giro transfer, cheques and money orders.



*The Hilton*

in the central restaurant district, and the third at a mid-way point between the other two. This third cluster, which includes a Hilton, Marriott and Holiday Inn, will be the main location for evening parties, and brings together well over 1,000 beds as well as being within walking distance of both the SECC and the city centre.



*The Moat House*

room-only or bed & breakfast rates, and all rates in the UK are stated inclusive of all taxes.

## Booking Arrangements

Booking for all Interaction accommodation will be open from 2nd September 2004 – in fact we plan to go "live" at Noreascon 4 (technology permitting!). Our main booking channel will be via



*The Marriott*

We have arranged for generous cancellation terms with all of our regular hotels where credit cards are being used (different terms may apply to those using the budget accommodation or other forms of deposit), so we would recommend that members book early where possible. This also helps us to work with the hotels to manage our overall accommodation needs.

# NOVACON 34

5-7 November 2004

The Quality Hotel,  
Bentley, Walsall

Guest of Honour  
**Ian Watson**

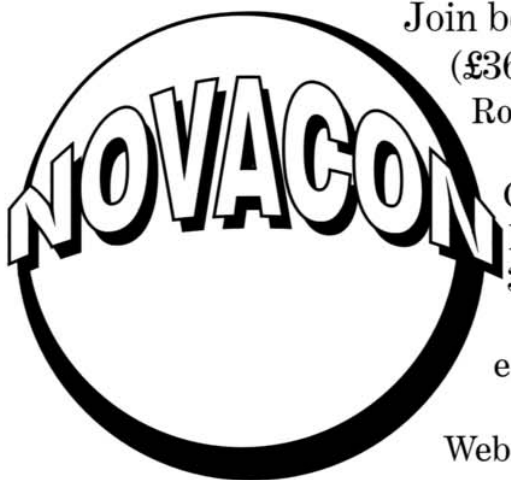


Author of *The Embedding*; *The Martian Inca* ; *The Jonah Kit*; *Mockymen*

"A phenomenon, a national resource to be conserved. Ian Watson resembles H.G. Wells in both invention and impatience." *Times Literary Supplement*.

Big Dealer's room; Artshow featuring *digital* work. Programme and Bar all on one level.

Great atmosphere, good beers, fun auctions, lively panels and the Nova Awards.



Join before Easter for £33

(£36 until 26 October)

Rooms £35/night person sharing; £48 single.

Cheques to "Novacon 34"

Registration: Steve Lawson,  
379 Myrtle Road, Sheffield, S2 3HQ

e-mail: [xl5@zoom.co.uk](mailto:xl5@zoom.co.uk)

Web Site: [www.novacon.org](http://www.novacon.org)

# REMEMBERED

## Max

**First published in "They Made Us Do It #3", edited by Max.**

When Colin Greenland remembered someone's name from previous meetings, at first I thought he was disproportionately pleased. It was uncharitable of me to think as much and I didn't say anything (although of course the secret is out now). This problem is entirely my own and it comes from my background in media fandom.

The cult of celebrity infects most of media fandom. Giggling girls will pay to see a band they have no interest in because their favourite Buffy The Vampire Slayer actor plays in it - and then they will be disappointed because he makes no reference to his character. Grown adults break down into tears when the Red Dwarf convention staff tell the queuers to disperse before they have reached the hallowed ground upon which Craig Charles has trodden and had him scrawl across their T-shirt. Items jump from worthless to priceless when a footballer scribbles his name across them. "He remembered my name!" has parallels with "He looked at me!" or "I touched his hand!". But it's not like that here.

"Here" in this instance was the BSFA monthly meeting. For the first time in some months there was a guest speaker amongst us, later than expected due to grappling with trains, but there all the same. And there is the difference, a subtle one: Amongst.

It was strange getting to grips with the difference. When I worked the Red Dwarf scene, scribbling contributions to the published magazine and editing the fanzine and helping to run the conventions, when I did that there were people who were in awe of me because I held a status that allowed me to approach these revered beings they'd seen on the screen. When I was fourteen I'd have shared that envy and awe and when I was fifteen and first made contact (real contact, not a form letter or standard scribble across a standard photograph) I was astounded. It killed my heroes. I met the writers, the staff and the actors and I noticed flaws and faults and their downright normality. I started to see them as people and my cult-of-celebrity leanings were laid to rest. There are still people I respect, although, within the Red Dwarf arena there are people I lost all respect for. It was still important to treat these people carefully and with all the outward signs of respect and reverence, though, because that was how many saw them and

that was how some of them came to see themselves. There are the fans and there are the creators. They are separate entities and to preserve the goodwill of the Great Ones and keep the machine ticking smoothly we kept up the facade.

Before I committed to being a part of fandom, this fandom, I hung around the outskirts and watched. It wasn't so very different - conventions have their stars, they give their talks and offer their autographs. The fans form groups and come together independently and friendships are formed and endure. Only, when I started to join in and I was pointed towards Dave Langford nobody told me he was a published author. When they did eventually tell me that authors attend events without being guests I didn't disbelieve it but I was still surprised to find them being treated as equals. But that's what they are, they're equals. They're people. Nothing wrong with that. I like people. Well, some of them, most of the time. So even though Colin Greenland came as an invited guest he was very distinctly different to an actor or a big name celebrity, he was among us. "He remembered my name!" felt a little too reverent.

Then Colin talked. He read, at first. He does it well. The audience is engaged as he reads almost as though he's speaking, as if the words are still flowing from his mind rather being taken from the page. He makes eye contact, he looks away from the text frequently and yet he fills the phrases and sentences with meaning, making it more than memorised or freshly read text. I watched and listened, impressed. I wanted to read the book, right now.

After Colin read, he talked and he, too, marvelled at contact in a manner that said just as much as "He remembered my name!". An author he respected emailed him and Colin couldn't bring himself to open it in order to read the text behind the header; newspapers gave him reviews that he found revealing, that he marvelled over; and Sue Jones said interesting, positive things. Sue Jones, fanned. She's reviewed me and a published author is standing there talking about how the things she said struck a chord with him.

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# 64th World Science Fiction Convention



Class Schedule August 23-27 2006

## Noted Faculty

Professor of Literature - Connie Willis    Professor of Fine Arts - James Gurney  
Professor of Fandom - Howard DeVore    Commandant of the Academy - Frankie Thomas

Academy Location: Anaheim, California, Earth, Terran System, Western Spiral Arm

Campus Housing provided by the  
Hilton Anaheim and the Anaheim Marriott

Academy Facilities Located at the  
Anaheim Convention Center

Confirmed: \$99 room rates at both hotels

Membership to LA.con IV is \$125  
memberships are transferable

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It started to make more sense. This fandom allows for more equality but it recognises talent and insight among peers. People are touched when they are remembered and it's manifestly not the hierarchy thing that media fandom runs on.

An actor is worth more than a writer who is worth more than a producer who is worth more than a set designer. But an author is worth the same as a fan who is worth the same as a reviewer who might also be a friend. Sue and Colin know one another. The Red Dwarf lot and myself, for the most part, had a working relationship. It's not the same at all.

Towards the end of the night there was a raffle. The prizes were to be chosen from the book table. My number came up and when I went to pick a prize there was still a copy of Finding Helen, Colin's book. The book he'd been talking about all night. I chose it without hesitation, snatching it up from the table.

I asked him for an autograph. Not to increase the value of the book, not to revere him, but as a token of respect and a memento of the interesting talk.

"Do you want it signed to yourself?"

"Yes please: To Max."

## GET IN TOUCH

Interaction now has a number of email addresses where various functions of the convention mentioned in this publication can be contacted.

### General Contact Address

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## PUBLICATIONS OUT-REACH

Elsewhere in this publication you will see our call for volunteers, with a specific call for people to help the promotions group get our message out to the community. Publications would like to make a similar appeal for a volunteer to help get our message out to members who are currently disadvantaged by the format of our publications.

For various reasons our publications are not ideal for those who are visually impaired. Our fonts, while chosen to be as legible as possible, have had to be used at a point size that is not comfortable for everyone, and the only electronic copies we can currently make available are PDF files, which are not readable by computer systems for the blind.

We are therefore looking for someone who has some experience at writing web pages, who would be willing to take the finished electronic copy of our publications and convert it to HTML pages that can be read by computer. If you think this fits you, please contact us via the volunteer email address.

In addition, we are planning to produce a limited number of A3 versions of our remaining PRs, with 40% larger print. We would like you to let us know if you require such a copy sent to you, in addition to your regular PR. Please send such requests to the general information email address.

### Press and Media Contact Address

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