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— Special Winter Solstice Issue —

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Progress Report 5

Progress Report 5 has gone to the printers; we expect to mail it out in early January. It is a 48-page, magazine-style report, containing detailed hotel information (with maps and registration form) and Hugo nomination ballots.

Because of the large volume of required information in PR 5 (such as the WSFS Constitution, which must be distributed with the Hugo nomination ballots), we were somewhat tight for space. We tried to include all of the information we had that was essential to get out at this time, especially such things as hotel and travel information. In some cases, when an area appeared to be of interest to just a segment of our members, we asked people to check off their interests on a form to be sent in for specialized information. Example of these categories include handicapped services, masquerade participant and photographer information, etc.

In some cases, the PR draft text submitted by area heads gave their names and home addresses for people to respond to. In all cases, we changed the address to the Noreascon 3 post office box. During Noreascon 2, we found that people very seldom write letters about a single area. In the majority of cases, letters from our members reference topics that should be seen by several people. Having everything come through our mailroom ensures that copies of incoming letters will get to all of the appropriate people.

Those of you who have worked on certain (unnamed) past Worldcons might justifiably be a bit apprehensive about this policy, having visions of mail accumulating for weeks or months and then getting a pile of ancient material dumped on you.

This will not be the case. Pam Fremon, who runs the mailroom, processes the mail several times a week and is very skilled at determining who should get what and in getting the mail distributed. Give it a try; we don't expect anyone will have cause for complaint.

Membership-Guessing Contest

This is a reminder that the deadline for guesses in our membership-prediction contest is January 1, 1989. We want you to tell us how many *attending* memberships you think Noreascon 3 will have after the mail membership cut-off on July 15, 1989. The winner gets their selection of \$25 of Noreascon 3 souvenir merchandise.

Hucksters' Room Full

In the first month after Hucksters' Room information went out, we received more than enough reservations to fill the room. (This is an indication that at current prices, hucksters' room supply falls way short of demand.) We

will start sending out table choice maps as soon as our layout is approved by the Fire Marshal.

Timeline

Mark Olson has begun to construct a Noreascon Three timeline; the part of it leading up to the convention is shown below. There are a whole lot of reasons for having a timeline:

- To make sure we don't run short of time on anything that requires a lead time to be ready for the convention.
- To make sure that we all share the same impression of what should be happening when.
- To try to get some of the things that we can do now done, so that everything doesn't have to happen all at once in the last three weeks. (Of course, it will still feel like we've left everything to be done in the last three weeks.)

This will be a working document and is subject to change and growth. There may be good reasons why some of these dates are inappropriate; but we'd rather find out now, rather than waiting until it's too late. So look this over, and please send any additions, corrections, or comments to Mark.

Updated versions of the Timeline will probably be a regular feature of *M3P* from now on.

Jan 1 Deadline for registration-guessing contest
 Jan 1 Hugo rockets ordered
 Jan 3 Facilities division meeting
 Jan 4 MCFI meeting and PR 5 mailing
 Jan 4 Set Art Show rates
 Jan 4 Decide on hotel room allocation policy
 Jan 10 Initial Art Show mailing to artists
 Jan 10 Go/No-Go decision on Ballantine book
 Jan 10 Extravaganzas division meeting
 Jan 15 Facilities Apa deadline
 Jan 15 MLO et al supply PR 6 outline
 Jan 18 APA:89 deadline
 Jan 20 Beginning of onslaught of hotel forms
 Jan 20 Need proposal and budget for souvenir items
 Jan 26 Start of Boskone 26
 Jan 29 Hynes 89 division meeting
 Feb 5 Go/No-Go decision on Strangers' book
 Feb 7 Facilities division meeting
 Feb 8 MCFI meeting — Decide on at-con publications
 Feb 10 Norton book contents fixed
 Feb 13 Toy Fair opens; Ellen goes insane
 Feb 15 Start sending out Art Show confirmations
 Feb 15 Hotel room assignment work session
 Feb 15 Settle on official logo for souvenirs
 Feb 15 PR 6 ad copy deadline
 Feb 15 MCFI income tax deadline
 Feb 17 Codclave weekend
 Feb 17 Review final attendance figures for budget
 Feb 28 Extravaganzas division meeting
 Mar 1 Norton book data entry complete
 Mar 1 Finish entering Program questionnaires
 Mar 1 Deadline for selection of PB cover artist
 Mar 1 PR 6 first-draft deadline
 Mar 8 Hotel room assignment work session
 Mar 10 Start of Lunacon
 Mar 10 Set gopher crash space policy

Mar 10 Badge physical design decided
 Mar 15 Postmark deadline for Hugo nomination ballots
 Mar 15 Attending membership goes up to \$80
 Mar 15 Start constructing strawman program
 Mar 15 Choose T-shirt artist
 Mar 23 Hugo nominations final counting begins
 Apr 1 Notify Hugo nominees
 Apr 1 PR 6 to printer
 Apr 1 Decide on Hugo base design
 Apr 5 CD maturity
 Apr 15 Restaurant Guide first draft done
 Apr 15 Review rough design for T-shirt
 Apr 15 Place Hugo base order
 May 1 Final Hugo and Site-Selection ballots mailed
 May 1 Badge materials ordered
 May 1 Norton book to printer
 May 1 First PR 6 mailing
 May 1 Approve ribbon colors and designs
 May 12 Tentative beginning of spring Program meeting
 May 15 Artwork complete; place T-shirt order
 May 15 Settle on badge design (artwork and layout)
 May 22 Schedules mailed to all program participants
 May 25 Demonstrate that badge-production software works
 May 26 Start of Disclave
 Jun 1 Complete layout of Mixing Area
 Jun 1 Complete layout of Registration area
 Jun 15 Final Program Book text deadline
 Jun 15 Restaurant Guide final draft done
 Jun 15 Norton book arrives from printer
 Jun 20 Absolute Program Book ad deadline
 Jun 20 Deadline for PR 7 initial text
 Jul 1 Program Book goes to printer
 Jul 1 Complete Hucksters location assignments
 Jul 1 T-shirts arrive
 Jul 10 Final draft of PR 7 to div. hds. review
 Jul 10 Send out ribbon order
 Jul 15 Art Show bid sheet mailing to artists
 Jul 15 Final Hucksters mailing goes out
 Jul 15 Postmark deadline for Hugo ballots
 Jul 15 Pre-registration cut-off
 Jul 15 Draft of Press kit ready
 Jul 15 Have plan for at-con money handling
 Jul 20 Actual end of pre-registration
 Jul 20 PR 7 goes to printer
 Jul 22 Actual deadline for receipt of Hugo ballots
 Jul 22 Badge production starts for pre-registrants
 Aug 1 Order Hugo base engraving
 Aug 1 Hucksters' table free-cancellation deadline
 Aug 1 Release of hotel blocks to direct reservations
 Aug 1 Deadline for Masquerade costume and photo area entries
 Aug 1 Deadline for decision on inclusion of precis in "pocket program"
 Aug 1 PR 7 mailing
 Aug 9 Treasurer departs for Rio
 Aug 10 Committee gaffiates
 Aug 10 Press release and packets sent to local press
 Aug 15 Nominal deadline for Site-Selection mail ballots
 Aug 15 All pre-registrant badges completed
 Aug 15 Receive ribbons from manufacturer
 Aug 24 Huckster Room guide to printer
 Aug 24 Restaurant Guide to printer
 Aug 24 Masquerade program to printer

Aug 24 Pocket Program to printer
 Aug 24 Program signs done
 Aug 26 Logistics picks up first truck(s)
 Aug 28 Bulk of Committee moves into hotel
 Aug 29 We get Hynes for setup

more next time!

New Committee Appointments

The latest, up-to-date committee list, with a lot of new appointments, will be found in Progress Report 5, which you should be receiving shortly. Due to lack of space, I will not repeat the recent appointments here.

— LT

Why It Wound Up There

by Mark Olson

[This article describes the various factors we considered and the thought processes we went through over the past two years as we decided how our function space should be allocated to the major convention areas. — LT]

The essential layout of the Hynes/Sheraton complex is that there are three large rooms on the 2nd level of the Hynes (the Auditorium, Hall C, and Hall D), and a large ballroom on the 3rd level. Each floor has a dozen medium and small function rooms. The Hynes 2nd level connects directly to the Sheraton's 3rd floor (containing about 18 small function rooms) in two places. The Sheraton's 2nd floor has a large ballroom complex (Republic/Grand), a variety of medium and small function rooms, and an outside-for-only-30-feet connection to the 1st level of the Hynes.

Our story begins in 1986, when the new Hynes was still a steel frame and the Hynes management hardly knew its own name, much less detailed plans for use of the building.

Simple back-of-the-envelope calculations showed that we needed the Sheraton and two floors of the Hynes to fit most plausible N3 attendance projections. (We could manage with only 1.5 floors of the Hynes if we were at the low end of our estimates (about 5500 people).) Since the Hynes would try to rent out to other groups anything we didn't use, we much preferred the top two floors to the bottom two, to avoid having randoms wandering through the convention on the way to their own events.

For a while we considered trying to get Hall B on the 1st level, as well, but the cost of the space was too high to justify our using it unless our membership was at the high end of our projections (7500+). We dropped our reservation (though we told the Hynes that we'd like a chance to reconsider if they got any other requests for it).

There are four activities at N3 which require permanent large rooms: the Mixing Area, Hucksters, Art Show, and Films. In addition, Program requires 20 or 25 rooms ranging from 20 to 1000 people in size, and the ever-popular internal services needs space, too. Finally, Evening events require an Auditorium. These are the functions which dominate the convention's layout.

From the first, two things were clear: Evening events and the largest program items get the Auditorium, and the Mixing Area gets Hall C. The placement of the Mixing Area in Hall C is natural because Hall C is the crossroads

of the Hynes: it's connected to the Sheraton, Hall D, the Auditorium, and the Hynes' central corridor.

Putting Program mostly on the 3rd floor of the Hynes was almost as obvious: it is a collection of nice rooms of a good variety of sizes except for the very smallest. For smaller rooms, we could count on a bunch of small breakout rooms in the Sheraton. (Even the smallest Hynes room is too large for discussion groups and club meetings.)

Of the big rooms, this left Republic/Grand, Hynes Ballroom, and Hall D unassigned, and the big areas Hucksters, Art Show, and Films to find a home for.

Our first plan had Films in the Sheraton (just where they were at N2), Hucksters in Hall D, and the Art Show in the Ballroom. We worked on that assumption for nearly a year, but as the Hynes came closer to completion and we were able to tour the building and meet with the management staff, we collected more information. Some of the major things we learned were: (1) The Hynes doesn't want "exhibits" in the Ballroom (at that stage, we couldn't tell if the Hynes management would class the Art Show as an exhibit, but suspected it might). (2) There was a significant chance that we'd be forced to use Teamsters (ugh!) to set up the Art Show as an exhibit in the Hynes, but not in the Sheraton. (3) We'd likely not have to use union projectionists in either place. (4) The Hynes had a really nice permanent projection-booth setup in the Ballroom.

Once this was all clear (it did not come quickly or easily), we swapped the Art Show and Films, putting Art Show in the combined Republic/Grand complex and Films in at least two of the three parts of the Ballroom. Once that was done, the decision turned out to have several other serendipitous advantages: (1) The Art Show in the Sheraton will be more easily accessible to artists who haven't picked up their membership badges yet. (2) Having Films in the Ballroom (a non-permanent setup) means that we can use breakout sections of the room for large program items and can reset the entire room for the Sunday morning brunch.

Once we had our basic layout (summer '88), we started to look at the second-order effects. For example, if Masquerade is in the Auditorium, where are the dressing rooms? If Art Show is in the Sheraton in a combined Republic and Grand, thus eliminating the corridor between them, what does that do to people flow to the Liberty Complex, which is most easily reached via the Republic/Grand corridor? How do Hucksters get their stuff in and out? Where does the Con Suite go?

As you might expect, sometimes the problems solved themselves and sometimes they appeared intractable. Not all the details have been firmed up at this date, and we'll probably be continuing to work on them for several more months.

Dead Ends

It might be interesting to look at a couple of the dead ends we explored while doing our space planning.

As I mentioned above, there was a period of more than a year when we thought that Films would be in the Sheraton. One reason why we fixated on this option was a hidden assumption we made that the biggest film room needed to seat at least 1000 people. This assumption had

somehow filtered into our collective consciousness and was never really examined carefully.

This mattered because the largest Hynes ballroom seats only about 750 people when configured for films. (The Hynes ballroom divides into three roughly equal parts.) To use the Hynes ballroom, we would have had to combine two of them into a 1500-seat room (rather too large, now). Using the remaining section as the second film room would mean that there would be no large room left for Program.

We also assumed that we would have a severe noise leak-through problem with any movable walls. Because of this, we felt that using a subdivided Hynes Ballroom would mean we would have to rotate the layout so the speakers would face away from the remaining movable wall. This would necessitate building our own projection booth on the floor.

All-in-all, this looked complicated and like it would be a lot of work. So we thought we'd be better off putting Films in the Sheraton.

It was only quite late that we realized (1) Except for an occasional blockbuster, 750 seats is more than enough. (Nolacon apparently had a typical attendance of ca. 300-400, and we had already planned to have multiple showings of most films.) (2) The Ballroom walls are not segmented. Instead of folding, they slide up into the vaulted ceiling. The joints in the usual hotel walls are a major source of noise leakage, but the Hynes movable walls are really quite solid. Consequently, we felt we could work quite nicely with the built-in projection booths and, most of the time, with only two of the three thirds of the Hynes Ballroom devoted to Films.

In another area, we also played around with the idea of using Hall B on the Hynes's first floor. Adding Hall B would have given us one more exhibit hall and another half-dozen function rooms. We would have put Hucksters in Hall B and expanded the Mixing Area and Exhibits Area into Hall D (where Hucksters now is). This would allow more exhibits and less-crowded exhibits than we have now.

The problem was that it would have cost roughly \$15,000 more to do this. Once our grant requests were turned down by LA and Atlanta, we had little option but to drop Hall B for the moment.

If it is still available next summer, and if memberships are enough above our base projections that we have the money, we may pick up Hall B again. The problem here is that it will then be too late to move Hucksters to Hall B (the layout would be quite different and probably a bit smaller) and, thus, we would wind up with the Exhibits and Mixing Area space being disjoint. It's still useful, but much less useful than it would have been if we could have taken Hall B last summer.

GULP Meeting

Date: October 11, 1988

Topic: Technical

Notes by: Jim Hudson

These may not be very good notes, since I talked and wrote at the same time. Chewing gum is easier. I didn't get a list of who was there. Some included Rob Spence, Chip Hitchcock, Deryl Burr, Al Kent, Mark Olson, Helen Hower, Scott Robinson, Sally Martin, Suford Lewis. But there were more.

Video

We talked about the major uses for on-site video, which are (1) immediate or time-shifted display of events in other function rooms [i.e., overflow]; (2) feed to hotel rooms for immediate or time-shifted display; and (3) a permanent record.

We determined that the Masquerade would be the hardest of the interesting events to shoot, and discussed equipment needs for it. Other interesting events for live and permanent-record video are the Hugos, the GoH event, the Banquet, and the Opening/Closing (all Extravaganzas) and maybe SuperScience (Program).

For feeds within the Hynes, the patch panels and so forth exist. This will not be a problem technically.

Feeds to the Sheraton and elsewhere would require a deal with the company(s) that deliver the normal and special-channel video to those hotels (in-room movies, video checkout, etc.). Tech is investigating who those companies are and what they would charge us.

For the Masquerade, the maximum reasonable video setup would include:

- 3 professional cameras (e.g., low-light Sony)
- Cable for them (technical term: "the BIG cable")
- Controllers for them
- A mixing console

- 4 professional tape decks (1 per camera and 1 live mix)

Home equipment will not do the job because of the problems in getting consistent synchronization across various brands, models, and units.

We could probably get a reasonable permanent record with two camera/controller/deck combinations and no live mixing. We could live with 2 cameras, mixing console, and two decks (1 live mix, 1 backup). And we may be able to borrow some of the equipment.

At this point, the first key question on video is cost. We need to know how much this sort of setup would cost, and when we would have to make the commitment. The second key question is what possibilities exist for feeds to the hotels. The third is whether there is a better-than-home but cheaper-than-professional technology available which would save us money. These are being researched.

We have strong video skills in the tech crew, and expect to make use of the fan video collaborative without losing control.

Sound

The Auditorium sound system looks good as installed, from the specs. The meeting rooms look good for the ways we're using them, except perhaps for the Boxboro

party and Club Degler. The Ballroom will be fine for the Banquet, and is probably adequate for some of the films. Questions on the Ballroom relate to sound insulation and to whether there is an easy way to focus film sound at the front, near the screen. (The installation has no delays; sound comes from above, evenly along the room.) My personal opinion is that we should, if money allows, do special sound for the main film room but that we should not budget it now.

Key questions are sound insulation in the Ballroom and sound system rental prices (if any) from the Hynes.

We also discussed recording program items at this point. The Hynes is set up well for that, with a central point that can record (with existing equipment) about 8 program items at a time on C-90 cassette (4 would reduce the number of tape changes). If we want to do that, we can, but we'll need speaker and audience mikes for any such rooms.

Projection

The projection booths in the Ballroom and Auditorium look good. For those rooms, we'll need Xenon long lenses able to do 130' throws. We'll need "fastfold" screens for the film rooms, and expect to use the built-in screen in the Auditorium as necessary. Films expects to use Cinema-scope lenses, at least in the middle ballroom.

We can expect to need at least 3 (1 spare!) 35mm projectors for the Hugo nominees, many of which won't be out in 16. However, the film libraries for older features and shorts are much stronger in 16mm, so we should use 16 for most of our work. If we run 3 film rooms maximum, we should expect to require 8 16mm and 3 35mm projectors. The 35's can be moved once to the Auditorium for the post-Hugo showing of the winner.

For small meeting rooms and slide-using program items, it would be useful to decide on a few rooms that we want to set up, so we can set the equipment and stands and program the lights to dim appropriately. This should be considered by Program in their scheduling.

Lights

The only place we will need special lighting is the Auditorium. Possible vendors in the areas are Charles Galley, B.N. Productions, and Capron. Various people had strong opinions for/against these vendors. The Masquerade is the item which has the most demand for lighting. There was a lot of sentiment in favor of follow spots for the Masquerade and Hugos, if the price is reasonable. We seem to have people who can design the lighting; we seem to be in good shape for doing the lights if we have a lighting budget and price information by May/June 89.

We talked about the photo area, but didn't get very far on the lighting and backdrop issues. There seems to be a desire for two levels for the photographers, using perhaps 2' risers, and for photo flood and available-light sections at least.

We also talked about Art Show lighting, and believe that we won't have much trouble using our existing Art Show lighting setup in the Sheraton. We probably would in the Hynes.

Stage

We must get specs and prices on the modular stage. There has been a lot of discussion about exactly where to place it, based on wanting to have a backstage area, wanting to be able to use a stage and the built-in screen, etc. The Masquerade does not plan to use a runway, because of the shape of the Hynes. The cheapest way to curtain portions of the hall is 14' drape from the decorator, which runs on the order of \$2-\$3 per linear foot.

Communications

The alphabet boards for various rooms come in groups of 17 characters, usually with 3 banks (51 characters) in a display. Some of the smaller rooms have CRT displays. Control is probably in the Hynes show management office. We don't know how access works yet.

To connect to the Sheraton, one option is to cable a portable phone base station through the corridor from the Sheraton operator just into the Hynes, and put the handset in the Hynes Services office. This will give them 1 Sheraton extension, which would be extremely valuable.

We talked about where we needed radios, beepers, telephones, etc. For show control in the big events, and a few other connections (dock to dealers during move-in, perhaps), the Hynes has a Clearcom wired system. We need to find the cost for it and for handsets. Some of the other tech needs can best be met by mobile, 2-way, real-time communications (which means radios), as long as these don't become "stinking badges" of authority.

That's the extent of my notes. We have a lot of stuff to price, and we should do so.

Excerpts from Extravanzas Division Apa

October 18, 1988

(Please understand that these pieces were originally written for an internal committee publication and may not be as polished as work intended for broader circulation. They are the personal opinions of the individual contributors, not official committee policy.)

Hugo Awards (by George Flynn)

The Rocket Horror Show #1

Hi there. I thought I'd write up my thoughts on the interface between our divisions, just to make sure we understand everything the same way.

My intention has been to notify the Hugo nominees of their nomination (in early April), tell them they'll be hearing from someone else about the actual ceremony, and then hand over to you people. That is, you would get in touch with them to tell them the details of the ceremony, and make sure they either show up or send accepters. OK?

At Noreascon II we decided to notify the Dramatic winner of their victory, in order to make sure that somebody from the studio would show up; do you want to do this again? This would of course require a designated secret-keeper on your side.

As for getting the awards to the ceremony, at N2 I kept them in the closet of my room, and just before the ceremony schlepped them (via the freight elevator, most likely) to the auditorium. Something like this should work

again, although I might want a gopher to help lug them (especially if the committee's staying across the street). Note that there will be 12 Hugo categories, possibly more rockets in case of ties or joint winners (but the last time there was a tie was in 1977); presumably Stan Schmidt brings the Campbell Award himself. To maintain secrecy, in 1980 I just taped paper over the winners' names (leaving the categories visible, of course). By the way, do you plan to have the open-the-envelope schtick (in which case I supply the envelopes), or just have the winner read off the plaque?

An ancillary point: Do you intend to have the Hugos on stage in all their glory, or just bring them from backstage one at a time? The former looks terrific, but has one possible drawback: if there *are* any ties or joint winners, the audience might anticipate by counting the number of rockets remaining. Think about it. (I won't go into the various sneaky ways around this.)

I note Jill's proposal that the Hugo and other award winners appear on the same handout after the ceremony. Well, I *had* been thinking of producing a list of just the Hugo winners myself, but this works too. Possibility 1: you give me the list of other winners, or maybe a floppy with only the Hugo winners' names missing, and I produce the completed text. Possibility 2: We swear the newsletter editor to secrecy, each of us gives him/her our lists, and the release becomes a special issue of the newsletter. Either way, of course, there is the minor problem of maintaining secrecy while getting the thing printed; this is left as an exercise for the reader. I will in any case produce a separate handout giving all the gory details of the voting; I suppose this will most efficiently be distributed via the Press Room (who may want the information in advance anyway, to prepare a press release on the winners). Then again, I may just have a bunch in my pocket and hand them to the usual suspects . . .

Banquet Issues (by Jim Hudson)

One of the major events at Noreascon 3 will be a *50-Year Retrospective on the Worldcon*. The lead speaker will be Isaac Asimov, and we will have other speakers associated with the Worldcon (Hugo winners, Convention Chairs and Guests, fans who have been to 30 or more, etc.). The focus will be on *How Science Fiction and Fantasy have Affected Me/Us/Everyone*. The format for the retrospective will be a Sunday Brunch in the Ballroom of the Hynes. The menu and ticket prices aren't set yet, and will be announced in a later progress report, when we will start taking advance orders.

I see this as using the whole Ballroom, so we have something like 2,000 people. It should be buffet (cheaper, easier) with the usual round 10-person tables, probably assigned in advance — at least for whole-table orders. It's easy to set it up for 3 2-sided buffet lines (i.e., 6 total lines), one for each entrance. I'd guess that would be enough. The price is probably \$25 for minimum buffet food (eggs, sausage/bacon, juice, coffee, rolls), and we may want to get sponsors to go for ice sculptures, other specials, or better food). This should be a standard food function: 1 hour for the food, 1 hour for the speakers. We should give free banquet tickets to our GoHs, the speakers, and maybe the '39 attendees (and possibly the Hugo winners).

The main use of the Ballroom is for films, and we probably leave the screens in place for this event. That means we could easily show slides when people are entering, and could potentially show others during the speeches. From the look of the Ballroom, we can probably use the built-in sound system to distribute sound. If we have speakers spread around the hall, we'll probably need wireless mikes for them; if all the speakers are at a "head table" we might be able to use wire mikes and a podium.

To make a banquet happen, probably 11–1 on Sunday, films will be down from 3am or whatever through to about 2:30 pm (to be safe). Remember that we're talking about two setups on the Sunday of a holiday weekend.

We'll need some technical support on sound, and on slides if we use them. This may be a problem if we're also running Masquerade tech rehearsals at the same time, which is likely.

About The Masquerade (by Suford Lewis)

Since the Nolacon handout [see *M3P* #30] was produced, the following decisions have been reached:

I propose two more rules regarding costumes:

No Scenery — An item that is not obviously a costume is considered a prop if it is carried by two or fewer people, does not require extra time to be set up or taken down, is small enough to be easily maneuvered (guideline maximum numbers are 4'x5'x10') without being taken apart, and is carried off by two or fewer people. An item is scenery if it requires more than two people to carry it on and set it up, if it takes non-presentation time to set up, if the people who bring it on must make multiple trips to bring all of it on and this is not part of the presentation.

One Costume per person — No person may participate in the presentation of more than one costume entry. (Three people did this at Nolacon — this jeopardizes the ability to schedule costumes for best effect and to recover from problem delays.)

Other changes are relatively minor: we will probably not have a runway; with the shape of the auditorium being so close to square, this confers little benefit for its cost in manpower, time (it adds 30–60 seconds to each presentation), and anxiety to the costumers.

Nolacon was able to provide 22 dressing rooms. We can certainly not do that but we should examine the possibility of taking over the bathrooms and possibly another room in that corner of the Hynes for dressing facilities. Bathrooms will undoubtedly be needed by some costumers between initial marshalling and the end of the masquerade in any case.

Since there have been showings of a masquerade videotape at every Worldcon for at least the last five years, let us provide a function room for it for costumers, their helpers, and masquerade staff only, so they can see it in comparative comfort. Even if we manage to have a monitor "backstage," no costumer or staffer can really see the entire masquerade, and of course, each costumer would like to see how their own presentation worked.

We need a security perimeter to insure the privacy of the costumers as they dress and prepare to go on. Hopefully, this can be taken care of by the House Manager and by posting signs.

I have talked to a great many people, it seems to me, about staffing. They tell me 70-100 people are needed! I have a lot of people to write to and I hope to be making more appointments. The official dress of Masquerade staff is black shirts and pants and comfy shoes (e.g., sneakers) and a distinctive headband. All Asterisked positions will be required to wear it. Headbands will be provided by us. The current vision of the staff includes Check-in Clerk and Helpers, Workmanship Judge and Gopher, Refreshment Table Monitor and Gophers, Repair Table Monitor and Helper, Den Moms and Costume Helpers (at least 1 / each 4 people). The Production Staff would include Stage Manager* and Helper*, Crew Chiefs* and Stairs Crews* (lifters, catchers, guides), Judges and Clerk, MC Helper*, plus a Photography Area Manager and Section Monitors.

Excerpts from APA:89

Issue 101 / October 19, 1988

(Please understand that these pieces were originally written for an internal committee publication and may not be as polished as work intended for broader circulation. They are the personal opinions of the individual contributors, not official committee policy.)

Hugo Balloting (by George Flynn)

I've been doing some calculations on Hugo-ballot costs, and might as well sum them up here. The last published budget had for printing the nomination ballots \$1336, for "7000 ballots @ 8pp." Well, it's 8 pages only if you include the WSFS Constitution and associated material; the ballot and voting instructions will be one sheet (2 sides) each. What's more, it turns out the cost was counted twice, since the item for PR 5 assumed 32 pages *including* this material. The assumption was 6000 copies of PR 5; this will probably be low (N2 had 5447 preregistrants, and currently we're running about 50% ahead), but if we get more we can afford to go back to press. Whatever the print run for PR 5 as a whole, I do want an additional run of the ballot and instructions for separate mailings.

The highest priority is for our overseas members. PR 5 is supposed to go out between Christmas and New Year's, and the nomination deadline will be March 15; using surface mail, many if not most wouldn't get PR 5 in time to nominate. So I intend to send them a separate ballot mailing by air mail. N2 had 118 overseas members in January, 199 at the close of preregistration; combining this with the current count, I think it's a pretty good guess that we'll have 200 overseas members by the close of the nomination period. The two sheets of ballot and instructions, plus envelope, should be under half an ounce, so the cost for this mailing shouldn't exceed $200 \times 50c = \$100$.

(By the way, the WSFS Constitution requires that the Constitution, etc. be "distributed with the Hugo nomination ballots". My interpretation is that as long as both are in the PR that everyone gets, there's nothing wrong with sending some people a separate ballot *without* the Constitution so they get it sooner — especially since the instructions will contain all the information they need for voting, in ordinary English yet. This was how we did it for N2.)

The other group who could use separate ballots are those who join during the nomination period. The initial mailing at the end of December will go to everyone who's a member by then. Another mailing around the end of January, for those who've joined in the interim, should still reach people in the U.S. by bulk rate in time for them to nominate; after that it gets chancy. (Yes, I know this schedule contemplates a mailing within a week or so of Boskone; Sharon doesn't think it'll be a problem.) This can be handled by sending ballots first-class to those who join after the second mailing, again as we did for N2. The mechanics of it are workable (to avoid extra work for anyone else, I'll have to join Pam for the mail-processing over this period); how about the cost? My best guess, again scaling up from N2 (with an allowance for the 3/15 rate hike), is that about 600 new members will come in between Boskone and when it's too late for the ballot to reach them in time; sending them ballots first-class should thus cost $600 \times 25c = \$150$. We aren't going to decide on this for a couple of months yet. Note, by the way, that it's contemplated for those who join at Boskone to be handed their PRs on the spot, thus saving us one chunk of postage (maybe 100 members).

Additional ballots will be sent to (1) fanzines, if they want to publish them; (2) any Nolacon-but-not-Noreascon members who ask for them, per the newly ratified amendment; (3) our agents, so they can send copies to new members joining through them; (4) anyone who tells us they haven't received a ballot by mid-February, as specified in PR 4. Combining all the possibilities thus far mentioned, I'd say a run of 1000 separate ballots should probably suffice, 1200 at the outside; using the costs from the last budget, printing should be $1000-1200 \times 4pp \times 0.021 = \$84-\$101$ above the base cost of PR 5.

Note that the *final* Hugo and site-selection ballot mailing is supposed to go to everybody first-class (it'll be 4 sheets, so overseas will cost \$1.00 each if we use air mail). This of course goes to new members all the way to (and through) the prereg deadline.

To clarify the policy on announcement of Hugo voting counts: When the nominations are announced, the only numbers that will be released are the total number of nomination ballots; the number of ballots cast in each category; and the range of nominating votes in each category (24 to 72, or whatever) for the nominees on the ballot. Immediately after the Hugo ceremony at-con, a release will be available giving the complete final-voting counts as well as the number of nominations for each nominee. All of this has been the standard policy in recent years, except that for some reason Nolacon doesn't seem to have released any nomination figures for individual nominees or even categories (the numbers they *did* release were the numbers of stories/people/whatever that got *any* nominations in each category).

Scary Number of the Month (by George Flynn)

I recently prepared a graph of the number of new memberships N2 received week by week. The scary thing that emerged from it was that, out of a total of 5340 paid preregistrations, 972 (18.2%) came in after Midwestcon weekend, which was 2 1/2 weeks before the deadline. If the same pattern is followed this time and the 50% increase continues, that means that close to 1500 memberships — and \$120,000 in membership fees — would come

in similarly late. The scary aspect, of course, is if they *don't* come in . . .

Communications (by Jim Hudson)

I'm going to try to describe what I think we have in at-con communications needs and available technologies. I'm also going to say what I think we should do. You have been warned.

- **Mailboxes** work well for information which is not time-critical and for responsible recipients (who check their boxes regularly). For example, for daily newsletter distribution.
- **Runners** work if the location of the person is known to some extent, and they're not near better communications.
- **Cellular portables** may be better than radios for logistics trucks, but probably won't work in the Hynes.
- **Radios** are the best option if you have a small group of people (10 or fewer) who are mobile and need immediate communications. Logistics trucks, technical staff, and a stage manager net for the Masquerade are three examples. They are not stinking badges of authority.
- **Beepers that only beep** are a waste of time and money. They mean that all messages must go through a central point, which loses big (as shown at several past conventions).
- **Beepers that display messages** allow network communications, from person X at a phone to person Y with the beeper. They're cheap and efficient at what they do.
- **Beepers that talk to you** are a waste, too. Displays are clearer and cheaper, unless we have staff with vision problems.
- **Telephones** are the best for point-point immediate communication, if you have enough of them. They allow 2-way messages between fixed points.
- **Electronic mail** is like any other mailbox: it doesn't require real-time access to the recipient. And the message transfer delays are short. I don't see a place for it in our at-con system, because we've only got 1-2 post offices (computers).
- **Meetings** are great, if you can schedule them and if the need for the meeting is not immediate (that is, they work for planning, not for crises-of-the-moment).

The telephone problem. There are no "house phones" in the Hynes. There are several sets of pay phones, and we can get phones installed anywhere. But it'll cost us.

Here's my minimum set of Hynes phones:

Projection Booth in Ballroom (Films, etc.)
 Program operations
 Suite 300
 Services Office
 Information (several?)
 Registration

Here's the next set of reasonable options for phones:

Projection booth in Auditorium
 Room 200
 Hucksters

If you look at a Hynes map, you'll see that these phones will be spread out, and a long way from most of our people. Compared to a hotel, phones will be much less

useful. Think about having to deal with the Springfield Boskones with only 3 phones in the Sheraton.

A Proposal

I'd have mailboxes in the Services offices in both sites, but only 1 mailbox per person. Services should have a bin for "other building" and should — every hour or two — carry the mail.

I'd buy the above telephones, and also get lots of dimes for people to use the Hynes pay phones.

I'd publish our main phone number (that is, the clubhouse) starting with PR 6, if not PR 5. The phone machine there, during the con, should not take messages, but should provide basic con information — site, rates, etc. — and refer people to a phone at Information.

I'd use portable cellulars (best), mobile radios with repeaters such as some clubs have, or simple radios for the Logistics trucks.

I'd give technical a radio net in the Hynes, to work mostly with Extravaganzas on the big events with stage managers, etc. This might be the same net Logistics uses pre-con and post-con.

Facilities ops might need a couple of radios during the evenings. This is where we should be most worried about the "badge of power" syndrome, but the need is probably real.

I think we should have regular division meetings each morning, followed by division head meetings: for example, division heads at noon, and divisions at their convenience before that.

For most of the rest, I'd use display beepers. I'd give these to anybody who wanted one at level 2 or up, to use as they wished. For example, they might want to only give the number to the person left in charge, to call them if needed. Or they might want to get any message that came in, using the old "operations" model. If I was a Division Head, I'd want the beeper numbers of my area heads and I'd give them mine. But the goal is *not* "beeper madness." Instead, it's to allow you to communicate nearly immediately with the people you need to reach.

For example, if I was in Information and I received a schedule change for a special interest performance event, I'd *telephone* Program Ops; I'd leave a message in the newsletter *mailbox*, and I'd look around for somebody from Passing Fancies. If I didn't see them, I'd *telephone* Services Office. Failing that, and if it fit the instructions I had, I'd *beep* Passing Fancies to call me back.

I guess my overall proposal is that we use the available technology to build a communications link that fits the needs of our managers at a reasonable price. I think this is feasible, and I'm interested in comments.

Logistics Stuff (by Jim Hudson)

I told George Mitchell that I'd try to write up what the large items were that Logistics might have to move, and what decisions needed to be made before we could figure out how much stuff would exist and where. I'd love to get comments on this; it's clearly just a first attempt.

My assumption is that there are "big items" which are generally too large for an area to move itself, and "small items" which the area can move. "Big items" need to get delivered by Logistics to their final destination (and picked up there as well). They may require interim (sometimes

secure) storage somewhere until the area is ready for them. "Small items" get moved by Logistics to a pickup point before the convention gets going, and the areas come and get them. In this piece, I'm concerned with the "big items."

1. *Film screens.* We may need semi-permanent screens for the Hynes Auditorium and each of the three Ballrooms; smaller portable screens (up to 12' wide) may be needed for other program rooms. We can expect these to be delivered to the Hynes, although Logistics may have to get them from the loading dock to the rooms.

2. *Projectors, sound equipment, computers, video equipment.* I believe that these will also be rentals or transported by technical (who will want to keep control of the stuff). Logistics may move things from the dock and may have to provide interim storage until the areas are ready.

3. *Art show hangings.* These will be transported by Logistics from the Clubhouse and Baltimore to the Sheraton loading dock and then into the Grand Ballroom for set-up. They can stay on trucks until we have the Grand.

4. *Exhibits.* These are destined for the Mixing area and nearby small function rooms. They can probably be moved straight from the loading dock into the area, though there may be some which require interim storage or security. The big stuff is likely to be the cases, display boards, and frameworks; the material to go in the exhibit will probably come with the exhibit staff.

5. *Scaffolding.* This may be needed in the Auditorium and the Ballroom, among other sites. It should be delivered to the loading dock and repositioned by Logistics and Tech.

6. *Tables, drapes, chairs, bulletin boards, etc.* These should be delivered to the Hynes and put in place by the Decorator. Logistics should not need to be involved. It's possible we'll get special furniture elsewhere (such as couches from a furniture rental place), and have to pick it up or move it within the Hynes.

7. *Ice.* If we provide separate ice, it should be delivered to the Hynes by the vendor. Logistics will need to put it in the right place (i.e., one with drains).

8. *Party supplies.* If we seed parties or for our own use, we will probably need to pick up soda, beer, munchies; bring them to the Sheraton or Hynes loading docks; and reposition them within the building to a few central sites (staff lounge, den, con suite, Boxboro party, pickup point for party seeds). It's unclear how much Logistics should be involved in the daily pickups, but it needs to control the storage locations and may need to pick up the supplies at a few points pre-con. *[It's still very unclear whether we will be allowed to bring our own supplies into either the Hynes or the Sheraton. — LT]*

9. *Sales to Members stuff.* We can expect to have lots of t-shirts, books, and other materials for sale to our members, and significant amounts of NESFA sales material as well. Logistics needs to get this material at the clubhouse, bring it to the Hynes, and store it (maybe providing help with the initial bulk transfer to the sales areas).

10. *Program books and other Registration bulk.* Some of this should be delivered to the Sheraton/Hynes on pallets by the printer. Logistics will need to store it until the Registration area is ready. Other items may come to the Clubhouse, and need to be transported by Logistics.

At this point, there is a lot of uncertainty. Each of these has variations which significantly affect how much Logistics has to pick up, transport, store, and deliver. *[We also don't know at exactly what point the unions will need to be involved in moving heavy items. — LT]* The hard part for now is keeping George Mitchell informed about how the decisions are going on the large items and how those decisions affect Logistics.

MCFI Meeting

Date: October 26, 1988

Notes by: Jim Mann

The meeting was called to order at 7:40.

Chairman: Mark Olson said that we've received a letter from the DC in '92 bid. Peggy Rae Pavlat will be con chair if they win. Also, they support our proposal for pass-on funds. Holland also supports us, and Phoenix has also shown interest. We haven't heard from Chicago, and Orlando has said that they have problems with the plan as stated. We have invited them to suggest modifications.

Future Meetings: The January meeting will be on January 4th. The APA deadline is December 18.

Treasurer: Ann Broomhead said that September has not been a quiet month. The good news is that we've had lots of income. She cashed in the NESFA bonds. The Nolacon suite was \$73 over budget.

Annual Elections: Tony Lewis took the chair.

Rick Katze nominated Mark for Chairman. Priscilla Olson objected. Ann seconded. Rick moved to close nominations. Priscilla objected. Jim Hudson seconded. Tony moved we pass by acclamation, and so it was done.

Sharon Sbarsky nominated Jim Mann for secretary. Rick seconded. Jim said Laurie Mann would object if she were here. Priscilla disagreed. Rick moved to close. The phone rang, and Jim suggested it might be Laurie, calling to object. *[It wasn't.]* Again, it passed by acclamation.

Pat Vandenberg nominated Ann for Treasurer. Ann said "Oh, Gee, Thanks." Again, it was seconded, etc. etc. and passed by acclamation.

Leslie Turek noted that 1989 is the Chinese year of the snake. She read to the newly-elected officers from a placemat obtained in a Chinese restaurant: "Avoid procrastination and your stingy attitude towards money. Keep your sense of humor about life."

At this point, Chip Hitchcock, on behalf of the committee, gave Mark a jack-in-the-box. Out popped the White Rabbit, wearing a "Hello, Sucker!" sign.

Prereg: Sharon reported that we have 3532 members: 3234 attending, 236 supporting, and 62 children's admissions. We're getting 4 to 5 a day.

Mark asked if we would be having tables at upcoming cons. Sharon said she was going to bring material, but didn't plan on a table.

Mark said that we just reprinted 5000 flyers.

GULP: Jim H. said that the last GULP meeting was on technical. *[See page 4 for a report.]*

The next GULP meeting will be on December 16, and will discuss the Program Book.

George and ConFiction: Last meeting, George Flynn said that he'd been offered the job of Hugo administrator for ConFiction. When asked if this would make M3P ineligible, he said he'd think about it. This time he said that after some thought he'd decided it would be ineligible since the WSFS Constitution states that "no publication closely connected with a member of the committee shall be eligible for an award." He said he wanted MCFI to decide whether he should take the job. After much discussion, MCFI decided to table the issue by a vote of about 20 to 4. [George subsequently announced that he was declining the job.]

Mad 3 Party: Leslie said that the next issue will be out in a couple of weeks.

Progress Report 4 Mailings: Sharon said that November 16 will be the last PR 4 mailing. Mark reminded everyone that we'd printed 3200, then had to copy 500 more. Unless we have an avalanche of new memberships before PR 5, we won't reprint again. We will print at least 6000 of both PR 5 and PR 6.

Progress Report 5: Greg Thokar said that most text hasn't yet driveled (sic) in. He reviewed the concept of the fan's tour of the Worldcon, and explained that he'd like to do it as "Alice Goes to the Worldcon." There will be a general article, with sidebars for more specific information. Rick said we have 5-6 pages of ads. He and Greg then quibbled a bit over whether it was 6 or 7. Rick reminded us all that fan ads don't quite pay for themselves. Greg said that Fred Patten has not responded to his letters, so we're giving up on the "history of the Worldcon" series.

Greg said he'd like us to pick a name for the at-con newsletter in time for PR 5. He suggested "The Looking Glass." Mark said he should consult with Second Floor Division.

There will be a call in the PR for short writeups in various languages. We're asking for camera-ready copy. Mark said we should put in some words about length and the possibility that it might have to be edited. Greg said we're telling them they have a limit of half a page. SueLi said that there are foreigners where she works and they could help.

Greg asked if we want to include something in the PR saying that we're going to include a national fan club directory in the program book and to send us info. Do we want to do this in the program book? Jim M. said we don't have to decide this now. We should ask for the info, saying that we might use it in the program book or we might pass it along to others involved in this.

Greg said the mailing is now scheduled for the first week of January. George asked when was the latest Greg had to know about the needed overrun for the Hugo ballots. Greg said that they would be printed separately.

Paula Lieberman said that program books aren't. Mark deferred her discussion to the upcoming GULP.

Sharon asked if we should discuss how we're going to mail things to foreigners to get things to them in a timely fashion. Mark said this was a technical decision, to be looked into by the divisions involved. They will have to decide if we have to go first-class.

Guest of Honor Books: Jim M. said that he and Laurie had reviewed the proposal from Mike Resnick to produce a *Shaggy BEM Stories* for us. They felt that since we were already producing several GoH books for our

guests, we didn't really want another book. They would write back to Mike saying thanks but no.

Jim also said that we'd received permission from Susan Schwartz to reprint the Norton story in the *Arabesques* anthology. They were looking into other things to include, such as essays both by Norton and about Norton, and maps. Chip suggested a tip-in of the Witch World map. Paula thought we should use the authorized full-color map. Rick noted that Tor is reprinting Norton fiction. Others mentioned various pieces by Norton that might be worth looking for and trying to get permission to reprint. Priscilla suggested we pursue early drafts. Jim H. said that the bibliography belongs in the program book, not a GoH book, though the latter could perhaps have an annotated version, or a version expanded in some other way.

Jim M. said that the book should be produced by NESFA since NESFA has people who like to do this sort of thing, and has been doing it for other recent Worldcons. (Besides, noted Tony, NESFA has more ISBN numbers left.) Ben Yalow said NESFA should do it, but under the same terms as other recent Worldcons. Sharon reminded Ben that all recent NESFA Worldcon book contracts have included a donation to NESFA. Mark said that in fact he wanted a slight modification. NESFA will get less money if we don't make money, more money if we have it. The proposal to have the book(s) produced by NESFA passed, many to one.

Chip said that he, Mark, and Jim M. had talked about the possibility of a Ballantine book. This would be a tribute to the Ballantines, containing articles or stories by important authors who owed their success to the Ballantines. He talked to Ian Ballantine, who thought it was a good idea. Rick asked if it would be hardbacked. Chip said yes, similar to other NESFA Worldcon books. Priscilla reminded Chip to notify the VIP liaison that he was talking to the Ballantines.

Extravaganzas Division: Ellen Franklin said that she was too tired to stand. Everyone else therefore stood up.

She said she wanted to raise some issues to see if we could get them resolved. Her first proposal was that we take one fairly sizable room to be shared between Program and Extravaganzas for items which require significant technical support. There could be three possible levels of use/budget for this room:

1. The minimum room. This would include cash bars, a dance floor, and a sound system. It could be used for publishers' dances, fan performances, and so forth. The cost would be \$100-\$500.
2. The next step up would be to add video. This would include 2-4 36-inch color monitors, and 1-2 VCRs. The cost would be \$1000-\$2000. The room could house daytime video such as Japanimation and masquerade reruns. At night it could house club events.
3. The final step would be to hire a DJ or VJ. This could be sponsored by a publisher.

Ellen said that this leads to three questions: Are we interested in the room? If so, at what level? When do we decide?

Al Kent asked if we need an entertainment license. Leslie said that having the cash bar there takes care of that. Rick asked if saying yes to this proposal meant we

were saying yes to Club Degler as proposed last month. Ellen said that she didn't see the presentation last month, but from what she heard, what we saw was not what she expected. She said that if we approve the room at level 2, we're saying yes to some SF music video, not necessarily Degler. Mark asked if Ellen were looking for approval at level 2 at this time. Ellen said yes. Priscilla said Program would also like it at that level. Mark summed up the proposal, listing other events that could appear there, such as a comedy club.

Rick said that last month we said that the committee would get final say on Degler. This month it sounded from the proposal like this would now be a division-level decision. Is this the case? Mark and Ellen both said no. Leslie said that Ellen has made her case. The con will be dull if we do only one kind of thing. We're talking about one room. Are we willing to do this at level two? She thinks we should.

Ben said that, speaking from Program division, he favors this. Things like Japanimation are now part of the Worldcon. Some video has to be a part. Therefore, he favors level two.

Priscilla asked if this would be in a hotel or in the Hynes? Ellen said they couldn't decide yet. Priscilla said that she's strongly in favor of it. It's setting up a specific atmosphere.

Various people suggested names. Ellen suggested Club SF. Tony suggested Club Sci-Fi. Several people liked that.

Al asked if Ellen were looking for approval of the program. She said she was looking for concept approval. Alexis Layton asked if Regency Dance could be held there? What size of room was anticipated? Jim H. said that something the size of Commonwealth in the Sheraton is what we're looking at. Rick agreed with Ben and Priscilla. Ellen emphasized that they were looking at a range of activities, to reach a large portion of the fans. Dave Anderson said that while all of us probably have parts of this we don't like, overall it's a good thing. Pam said the con would be better for it.

The consensus of the meeting was to support this, at least up to level two.

Ellen also discussed the Banquet. Suford called Isaac Asimov to ask him about the brunch. Suford said he said he'd do anything we wanted. This will make the banquet heavily attended. Andi Shechter said we should consider a Cheshire Cat ice sculpture, with a smile that remains after it melts. Tony said we should make one out of chopped liver.

Facilities Division: Andi said she was a virtual Don. They have gathered info on most hotels. They're preparing a writeup for the PR, consisting of two parts: narrative hotel descriptions and a comparative grid. The biggest news is that we are cutting our block at the Park Plaza. They won't come down in price, so we're cutting our block from 450 to 150. The division had their first working meeting with the Sheraton. Other than the Sheraton's bias against noisy parties and in favor of corkage, things are fine.

Pam Fremon noted that a few weeks ago we said that we'd be handing out PR 5 at Boskone. Will those who hand in hotel forms there get priority? Mark said the algorithm has not been decided yet, but that there would probably be some sort of window, in which all those that arrive

in some time frame are treated as having arrived at the same time. Andi noted that they'd talked about how to handle overseas requests. She said they'd be holding back rooms based on the percentage of overseas members. Mark reminded people of the way we handled hucksters, and how requests came in faster than we thought.

Art Show: George gave a rough schedule for the Art Show:

January	initial mailing
July	bid sheets mailed
Wed of Con	setup
Thursday	art arrives
Friday	Art show opens

Both the George Division and the Facilities Division are working under the assumption that the Art Show will be in the Sheraton.

Jim H. said that at some Sheraton meeting, Facilities should cautiously raise the topic of the pressure-treated wood we plan to use, to make sure it doesn't violate some fire code.

WSFS: George said that they were looking into questions about printing and mailing the Hugo ballots. Priscilla said that she hoped the design for the Hugo base had not solidified. When will it? George said that he told Greg that he did not like his design. Greg is working on a new proposal. Priscilla said the base should be smaller than the rocket. Ellen said that she may be able to get an expert designer for the base, and may be able to have them built at cost. Ben said that the two criteria are that it be air-transportable and that it be relatively unbreakable. Fred Isaacs suggested an inflatable base. George said the base should be simple. Mark asked George to tell Greg to talk to Ellen and to keep the base small and simple. Jim H. suggested we look at standard bases in catalogs.

Bidder Questionnaire: Chip has produced a bidder survey for the '92 bidders.

Program Division: Priscilla noted that they have been getting gratifying responses from their program questionnaire. There are many people on program. They want committee people to volunteer for program items, also. 30 of the 500 they mailed bounced. She asked if they could continue the extension of the membership rate for program people till 11/23. [There were no objections.]

Ben reported that Alan Bostick has found a job.

The SFWA Situation: Priscilla said that there were some potential problems with SFWA. Mark elaborated. There are two potential problems:

- The suite
- Pros paying for memberships

Mark said that when we talked to Craig Shaw Gardner, we told him that a suite would be supplied by MCFI. It would be open to all program participants and to all SFWA members. Craig thought this would be OK, though they'd want to call it the SFWA suite. Greg Bear [SFWA president] said this was unacceptable, however.

Greg Bear also said that he's getting lots of phone calls from pros upset at having to pay for their memberships. Greg seems to think that this policy started at L.A.con II.

Mark will negotiate with them on the suite. Some details are negotiable, though we can't fund it substantially if all our program participants can't get in.

Tony said that both previous Noreascons had the same policy as we do. There are lots of SFWA members. Have we received any direct complaints? Priscilla said no. [Although one arrived in the following week.] Jim M. asked if Nolacon caused this. Mark said Nolacon did not have a uniform policy. Due to some blunders, they gave out lots of free memberships at the last minute.

Pat asked if Greg Bear were asking for all pros to be admitted free. Mark said no, just those on program. Jim H. said that before we talk to Greg we should talk to previous Worldcons to confirm what they did.

Fred wondered which pros are complaining. Leslie said there are factions in SFWA. In 1980, a prominent member of SFWA came to her and said, "You may get a letter from some hotheads. Pay it no heed."

Pam noted that few memberships are coming in with the returning questionnaires. Are the pros holding off, awaiting the outcome of this? Ben said no. Lots of them are already members. On the other hand, we need to know which these are anyhow. On the other hand [Mark points out to Ben that he only has two] we have to be even-handed. All program participants — pro or fan — should be treated alike. The SFWA suite may be an exception, but in terms of refunds we have to treat them all the same.

George asked if ASFA has a suite. Mark said that it doesn't now. We'll talk to them separately. Priscilla said we should give ASFA a meeting place. Mark said we'll also supply refreshments if we have the money. George said a suite is inappropriate for their business meeting.

Second Floor Division: Fred said that there would be a meeting at Philcon. He also said that they have an ad hoc advisory committee aimed at looking into ways of copy-protecting name badges. [Mark told interested parties to talk to Fred after the meeting.] Fred said that Alex has agreed to chair the committee. Alex said he only asked when the first meeting would be. The committee will include Bill Lehrman, Sharon, Dave Cantor, Alex, Don, and Donny. Jim H. said that Donny is the beta test for forgery methods.

They are still in the process of pulling the budget together. Fred's working on that; Peggy Rae is working on the PR writeups.

In response to a question from Jim M., Fred said that he thinks the name of the division is officially the Second Floor Division. [Later, Fred and Peggy Rae Pavlat decided on "Hynes 89."]

Hucksters: Cindy said that lots of hucksters are interested in us: more than we can fit, in fact. This puts a damper on our batch system, since we fill the room from the first batch. There really aren't any bad places in the room to be. Everyone except those who are always miserable should be happy. We should have about 290 tables.

Cindy asked if, in general, she should give people less than they requested (e.g., 2 tables instead of 3) or simply give fewer people space. Ellen asked how many hucksters equals 290 tables. Cindy said that if we give everyone the number of tables they ask for, about 120, though this is just a guess. Mark asked when we reached the 290 tables. Cindy said about October 1. Mark said that at least we have a clear priority. Ellen asked how many requests we have over 290. Cindy said between 50 and 100.

Mark said that we have to look at the type of merchandise hucksters are selling when we cut back. Leslie said that we must hold back a certain percentage at least until we are sure how many we can fit. We can tell hucksters they can have two now and possibly a third later.

Cindy asked about sending out preliminary plans of the room. Mark said this was out of the question until the Fire Marshal has approved them.

Ben said that we must remember that the Huckster room is for the benefit of the attendees, not just the hucksters. We must make choices with that in mind. Look at the merchandise and who is selling it. Use judgment. We shouldn't be rushed, but should get it right. Cindy agreed, but said her first question still hadn't been answered. Ben said it must be on a table-by-table basis. Mark said that being fair to hucksters is number 2 or 3 on the priority list, but not number 1. Rick suggested that Cindy prepare a list and get people to comment on it. Ellen said she'd like to see a list. She also said we should look at who isn't on the list. Mark said that Fred and Cindy should look at this a bit more off-line.

Services Division: Jim said that Laurie had talked to Garber Travel. We can't get discount rates on our trips to other cons. However, we can use our comp. tickets to travel there. Jim said we should sell these to the committee. Mark said we want to do this so as to maximize how much we get. As for payment, we treat it the same as comp hotel rooms. Whoever buys the comp ticket from us pays the same price as he/she would pay to the airline.

Rick said we have to have a good writeup in the PR. Nolacon messed up by not making things clear.

Leslie said that, now that the areas have been defined and have area heads, we need to get a list of who has previously volunteered to work so that we can pass it around. She passed out a list of people getting *Mad 3 Party* as prospective staff.

Announcements: Mark noted that Sue H. is assisting James Turner in monitoring computer nets.

He announced upcoming division heads and GULP meetings.

We adjourned at 10:35.

Division Heads Meeting

Date: October 29, 1988
Notes by: Leslie Turek

The division heads met at 11 am on a beautiful fall day at the Olsons'. Attending were Mark and Priscilla Olson, Fred Isaacs, Jim and Laurie Mann, Leslie Turek, Ann Broomhead, Peggy Rae Pavlat, Debbie Notkin, Andi Shechter, Jim Hudson, Ellen Franklin, Don and Jill Eastlake, Tony Lewis, and Dave Cantor.

SFWA: We have received a letter from SFWA objecting to our policies of requiring program participants to pay for a membership, and of combining the SFWA suite with the program participants' suite. Jim, Leslie, and Mark are working on a reply letter, and Jim is collecting data on what past Worldcons have done. We know for sure that 1980, 1983, and 1986, at least, had a membership policy similar to ours (requesting program participants to pay in advance and receive refunds if finances permit

after the con). We have already pushed back the September rate hike until November for program participants who are replying to our letter. We could consider extending our staff hardship exemption policy to program participants.

Ombudsman: We discussed the idea of having an ombudsman to help members who have problems at the convention. How would this differ from/relate to Information, since Information will be doing a lot of problem-solving? Although we couldn't completely pin this down, it seemed as if Information would help people find their way through the existing system, whereas the ombudsman might get called in if a need to change the system were perceived.

It seemed that we could tie this into the daily gripe sessions we have been considering. The sessions could be chaired by the ombudsman, who would be responsible for tracking down answers and reporting back to the next day's session.

There was some discussion of the best way to get feedback from the members. Do public "gripe sessions" just encourage people to grandstand and make a big deal out of minor complaints? Would it be more effective to just have them bring their problems to Information to be dealt with? How about having a graffiti board where people write their questions/problems on one side and we write our answers on the other? One way to minimize chaff at the public sessions might be to ask the audience if anyone else shares the concern just stated. If no response, then we wouldn't have to spend a lot of time on the problem.

We talked about names other than "gripe session." Some of the suggestions were Feedback Session, Office Hours, Town Meeting, Open Forum, and Ask Mr. Worldcon. People liked Town Meeting because of its New England associations.

Debbie agreed to write a specific proposal for how this might work.

Room Allocation: Mark passed around an old version of the room allocation plan, asking people to get back to him with comments. We may be short of rooms on the Hynes second floor. Some of the things we want to have there are securable exhibits, con suite, reading room, used-book sales, storage for technical equipment, offices, etc. Benefit auctions were mentioned, but they could be held in the performance corner of the mixing area. This could draw a bigger crowd than hiding them away somewhere. Things like the mimeo might be fun to have in public view. Some people felt that a populated open space with a guard around might actually be more secure for exhibits than a locked room with no one watching it. Also, in 1980, we had a lot of exhibits in small rooms, and couldn't keep them open all the time because we couldn't find enough people to guard them.

Club SF: Ellen described the proposal she made at the full meeting: to have a room with cabaret tables, cash bar, dance floor, and audio/video equipment, to be used for a variety of day and evening events including sponsored dances, filk concert, comedy club, fan cabaret, videotape showings, etc. This area would be run mainly by Extravaganzas, but with Program cooperating in setting up events to be held in it. It would go from Thursday night to Monday night. Some of the equipment would be lent to

the Boxboro party on Friday.

We discussed where this might be located. The tentative plan we arrived at is to use Hynes Room 210. This room is at the far end of the main second-floor hallway, so we could spill out a bit into the dead-end part of the hallway. It is far enough beyond the con suite not to interfere with it, but it would be visible from that area, so would serve to draw people down the hallway. The hope is that the whole con suite/mixing area/Club SF complex could absorb a lot of the people coming out of evening events and slow down the influx into the hotels.

Publishers' Exhibits: We discussed a suggestion made earlier, that we solicit publishers and other potential organizations for exhibits, and let the charge for the exhibit cover the cost of carpeting and seating for a small portion of the mixing areas. Debbie felt that most publishers don't keep their ABA exhibits on hand, so there might not be much available. These exhibits can be quite expensive, and would require union setup. Film studios might be more likely to respond, but they usually won't commit very far in advance. Ellen has examples of a professional exhibitor packet; she suggested that we prepare something along the same lines. We should set a basic rate, but indicate that we would be willing to reduce it based on the exhibit's benefit to the convention.

Sponsorships and Grants: Informal feedback from Atlanta has indicated that they might be willing to consider making grants for specific proposals. Peggy Rae is considering submitting a proposal for funding of the various "History Of" exhibits that we are working on, which we plan to pass on to future Worldcons.

There was more discussion of what types of things we were willing to have sponsored. People were generally negative on the idea of sponsored art show awards, for example.

Spring Meeting: The Program Division is planning to have an intensive scheduling work session around early May. The other divisions might think about whether they want to schedule a similar get-together at the same time.

Photography: Did we decide that Services would or would not provide a photography service? The conclusion was that the different divisions had very different needs, and would arrange for their own photography. Services could help by finding a local fast developing service.

Progress Report 5: We now have initial text, but need to go over it in detail. Some people had trouble writing in the style of a fan's walk through the convention; we may decide to drop this if it doesn't seem to be working out.

Break: At this point, we took a short break. Later, we reconvened into multiple small-group meetings to discuss various areas that overlapped divisions. Many of the involved area heads had been invited to attend the afternoon session.

Program/Second Floor/Extravaganzas: (Notes by Priscilla Olson)

The apa should not be the only way to pass specialized information around between people. Information must be clear and timely, and delivered in an appropriate manner; otherwise confusion will result.

Kaffeeklatsches: Interested program participants' names will be collected. They will be sent additional information in a program mailing, and will be asked to come and schedule themselves at-con when they know their own (and final) schedules.

Club "SciFi" (run by Extravaganzas) may well be a "variety show" format each night — including a bit of everything, scheduled in advance. The schedule will be made available to people, and stuck to!

Program and Second Floor will both be arranging/running informal workshops, performances, etc. We will endeavor to trade people and ideas and resources — and keep talking to each other throughout.

Office Discussion

(Notes by Leslie Turek and Laurie Mann)

The Office should be handling communications and questions from within the committee; Information should handle all questions from the convention members. Outside phone calls for general convention information should go to Information; calls from our suppliers and contractors should go to the Office. Phone messages will be relayed to the mailboxes or handled immediately in real time, depending on their urgency. Using message beepers will mean that many calls can go directly to the person involved, rather than being relayed through the office.

We tentatively concluded that the Office should be in the Sheraton Jefferson/Kent rooms, which are right across from the entrance to the Hynes mixing area where Information will be located. We will try to find a way to set up a direct phone line between Office and Information. The hotel reservation currently assumes that we will be using Hampton; Don will see whether we can exchange which rooms we get early.

Debbie Notkin suggested that the committee mailboxes be located at Information. This would ensure that the committee would check in there now and then. The problem with this is that phone messages are generally taken in the Office. But the areas will be close to each other and runners will be going back and forth frequently. Another problem is that Info will be closed at night. For mailboxes, we might use the hanging-file-folder-in-movable-box idea that the MCFI/NESFA mailroom has been using. These are more flexible and easier to move around than the traditional pigeon holes.

The Services Office staff will be in charge of the Office roughly from 8 am to midnight. Facilities Operations will work out of the Office, will probably run a radio base station from 8 pm to 8 am, and will be in charge of the Office from midnight to 8 am. Information plans to be open roughly 1/2 hour before the first event (9:30 am?) until about 1/2 hour after the last event starts (9 or 9:30 pm?). If they find they are busy, they will stay open later.

Debbie King had brought a written list of Office questions, which we reviewed. She suggested we look into getting lockers for staff to store their valuables in while working.

Areas that will be sharing space in the Office include Facilities Ops, Sheraton Liaison, possibly WSFS. Logistics will have a separate room. Newsletter and Extravaganzas will operate out of one or two of the show offices in the Hynes. Sign production will need a separate room.

Beepers will be available to whoever needs them. Areas will have different policies: some will have one beeper held by whoever is currently in charge; others might have beepers for specific people. Each area should give the Office instructions on whom to contact in case of problems with their area.

Office will be responsible for checking in staff and handing out ribbons, getting release forms, distributing keys and beepers where appropriate, finding out where people are staying, etc. They will *not* handle convention registration for staff, but this is still a big job. It was suggested that we take Polaroid pictures as staff people check in, and post them on a bulletin board. (We could do the local people in advance, and ask people to send in pictures if they can.)

The Office will purchase and distribute supplies. It will handle petty cash, via a policy to be worked out with Treasury. It will provide typewriters and copiers for other areas to use. It may put out a committee newsletter. It will distribute a phone and beeper list. It will keep an information notebook and a library of con publications.

At night the Information phone should be call-forwarded to one of the Office outside lines. All the phones in the Hynes should be set up to have call waiting, since we will be limited on phones there.

Excerpts from Program Division Apa

November, 1988

(Please understand that these pieces were originally written for an internal committee publication and may not be as polished as work intended for broader circulation. They are the personal opinions of the individual contributors, not official committee policy.)

Program Timeline (by Priscilla Olson)

Now through March: Send out more letters of invitation (most over next month). Accumulate program ideas (our own and from the questionnaires) and distribute same. (Ben and I and Aron and probably Tom will get copies of all questionnaires, and selected questionnaires will go to selected other areas. Certain information will be extracted as the stuff gets in for inclusion in the apa. Other suggestions for how to distribute this information?)

March–April: Ben and I and Boston people will try to work up a first-draft schedule based on what we have. Finish writing program item descriptions (should be done as part of above?)

Late April–Early May: Everyone converges on Boston area for a weekend scheduling frenzy. This will be after Balticon/Passover/Easter, but I can't work out which weekend yet. Send out preliminary schedule to all.

May–July?: Correct schedule (and reschedule) based on responses to what we've done. Move someplace far away. Work in last-minute details. Accumulate mini-intros of program participants. Relay all information to pocket program person (for which a volunteer is still needed...) for printing as late as we can possibly manage. (We'll try to get all changes into the Pocket Program to cut down problems at con... we'll have enough there anyway!)

August: Work up at-con materials — room signs (if no computerized signs in Hynes), "tent cards," and redone schedules to give to program participants at-con. Assemble packets of tent cards, program descriptions, and participant intros for each program item. Try to relax. Move far away.

At-con: Convention. Remember to play to the audience, and fix things later. Use your judgment — don't get overconfident. We will probably not have the same problems Nolacon had, but we will have some problems. Stay calm . . . it's no big deal, not the end of the world, etc. (Someone should read this back to me at-con. OK?)

September–October: Send thank-you notes, write final reports, get records in order, and pass them on to others who might need them. Thank your staff. Sleep. Start working on next convention.

Notes on Nolacon: I thought so much of the work that some Nolacon Program people did (against some pretty incredible odds) that they're on our staff. I would like to invite those who had a chance to work with/observe Nolacon's program to share their experiences (confidentially if you wish), because it's one way (by learning from the past and all that) we can have a dynamite program.

At the very least, we're starting out earlier. We're deliberately going with people from all over the country (even though we know that many of you guys don't necessarily agree with the "Boston" way of doing things . . . a good Worldcon carries a lot of well-thought-out compromises with it, or should). Our strengths lie in our diversity . . . but only if we all keep talking to each other (or even yelling at each other if warranted!).

At-Con Operations (by Priscilla Olson)

At the Division Level, we discussed and decided to go with "Serial Registration" at Registration . . . in other words, everyone (Program Participant, Huckster, Artist, Staff) registers through regular registration, manned by regular registration . . . with no lines (we are working under that assumption, and planning how we can manage that). So, don't think in terms of people waiting on two lines to get all their stuff if they're Program Participants; we're actually trying to make it better (everything for the whole family in one place, almost round-the-clock, more room and more staff, etc.). Program will have (at least) one table there to give out ribbons, bennies, schedules, and tender loving care. Our challenge will be to grab our program participants as they register without their feeling as if we're making them go through more lines, or waste their time. What I'd like for us to do is to have several escorts to spot program participants at registration tables (perhaps with the help of the registration person at the table), and then greeting them with great fuss and delight, and walking them over to our table to finish processing them.

I see the Green Room as a place where people's needs are taken care of: some food, drink, aspirin, calming, rescheduling, introducing panelists to each other, etc. (I would like the Green Room to be non-smoking — we did it successfully at Boskone last year, and I hope (but doubt?) we can do the same for N3.) Program Ops (across the hall from Green Room, I hope/think) is where the program items are the primary concern — are there a good number of participants on them? technical needs fulfilled? rooms

OK? Information (on signs, newsletter if changes necessary) is all up to date? Green Room and Ops *must* talk with each other — I don't think we're in real trouble here.

We should probably have someone to escort the group (if that's what the program item entails) to the proper room, and hand them their program item packet. As we've been working it out, that would be tent cards (disposable name cards) for everyone on the item, a cover sheet with the name and precis of the program item, and short intros of each of the program participants for the moderator. Ideally, there will be room on the intro sheet for the notes that the moderator will have made from meeting with the program participants before the item. (That latter may be wishful thinking, and unfortunately cannot be ensured by the appropriate application of dBase as can the other stuff . . .)

There is a likelihood of some kind of SF "club" to run in the evenings — using a combination of music, videos, variety entertainment (improvisational comedy?), filk performances, dancing, and what have you. This room could be used during the day for Japanimation, masquerade video critiquing (and such), dramatic presentations, and the like. The evening events would most likely be "run" by the Extravaganzas Division, but would probably use a fair number of program participants. I think it's pretty exciting.

Another topic of conversation is about informal workshops and performances, which are still up in the air. I'd like Program people who are working on these areas to get me some specifics on where you-all think we should be going on these.

Art Programming (by Merle Insinga)

My thoughts to date regarding the N3 art program have been mostly about unusual program items or clusters of items. I am sure that we will be scheduling the usual how-to panels that neos find useful, but past Noreascons have had a tradition of introducing new items in their programs and I'd like to see that continued in the art track. Actually whether there will be a true art "track" in the Noreascon program is still up in the air. There has been some discussion as to whether we should be thinking instead in terms of creating clusters of related panels, or maybe even working more concertedly towards integrating the art panels in the rest of the program.

I would like to see at least a cluster of panels relating to the topic of children's illustration: creating it, marketing it, the relationships between author/artists and their publishers, etc. I would also like to see similar clusters relating to black-and-white interior art (in some ways this area has, even more than cover art, retained its historical connections with pulp fiction), and scientific illustration (not just astronomical stuff, but also biological illustration and speculative scientific illos).

As an artist who has been attending convention programming for the last eight years or so, I have become tremendously bored and frustrated by endless art programs focussing on the creation and marketing of SF cover art. It gives a very limited view of the occupational possibilities available to fan artists who wish to make the big jump to the pros. While we definitely do need basic art programming for the education of the neos, it would be nice if we could also offer some items in the art programming that share the same kind of sophistication as is shap-

ing up in the N3 Science program.

Dawn Wilson ran an excellent panel on the psychology of the creative process at Boskone this year called "Symbols and the Unconscious in Fantasy Art" that I'd like to see rerun at Noreascon. I'd also like to see if I can scare up bodies willing to do slide presentations on illustrators from the past, both from within the SF & F literary tradition like Virgil Finlay and Jack Gaughan, and on illustrators from the so-called "mainstream" traditions whose works nevertheless had a powerful influence on SF illustration.

Fantasy Game Programming (by Tim Szczesuil)

Fantasy Game Programming is panels, discussions, and workshops on the topic of interactive fantastic creation, in other words, FRPing and other similar diversions. A good gaming area should offer preplanned FRP gaming as well as a number of quick fantasy or strategic games which offer participatory amusement as well as casual yet organized mixing events. I intend to make a concerted effort to integrate the aforementioned activities, so as to give attendees an opportunity to experience more diverse activities.

We have the (1) main gaming area situated in an otherwise programless area, but not too remote, such as the Back Bay Hilton. In addition, we also have a (2) "draw" location in the second floor mixing area. The main object of the draw area is to present attendees with a quick (program-item length) and showy game activity and then to direct them toward the main gaming area.

I would like the main gaming area to consist of several rooms (ideally), although we could get away with a single large room with partitions. This way, we can offer a diverse selection without undue distractions. The layout should consist of: (1) Info and discussion area (small size); (2) Short-term (less than 1 hour) game room (medium); (3) Long-term (between 2-5 hour) game room with staggered starting times (large); (4-8) affiliated game rooms for sponsors (small). By relegating sponsors to an individual room and insisting upon only scheduled games and the maximum size of those games, we get the benefits of the gaming industry's best efforts in a controlled setting. In a discussion with Priscilla and Tony Lewis (sponsorships), we decided to design a form letter to be sent to any parties interesting in sponsoring game activities. This letter would describe dos and don'ts, such as no dealer-like activity allowed in game rooms, as well as describing levels of goods or space for donations.

In operating the game rooms, sign-up sheets would be posted for the next two days. In the morning, that day's sheets will be collected and the 2nd day's sheet will be posted. Locations for sign-up sheets will for the information area, main gaming area, and the draw area.

Excerpts from APA:89

Issue 101 / November 16, 1988

(Please understand that these pieces were originally written for an internal committee publication and may not be as polished as work intended for broader circulation. They are the personal opinions of the individual contributors, not official committee policy.)

Registration (by Mark Olson)

On the drive back from Philcon, we got talking about Registration and, I think, worked out some good ideas.

The issue is how to register people with **no lines** and minimum effort. To do this for the pre-registrants, we need to give people their customized badge and certain other papers (like the Program Book) and we need to get a record of who registered and, if possible, any COAs.

To start with, I think we've all bought into the idea that we won't stuff registration packets. It's a huge amount of work without any real benefits. Given that, we plan that the registration staff will only hand out high-value things (possibly nothing other than the badge and the PB) and the rest of the registration materials will be on tables for people pick up. (N.B., this has been done successfully at Boskone but we noticed that fans tend to drop their freebies off on the Official Handouts table. Since there will be a separate area for non-official freebies, we should have signs asking people to place their stuff there, and Registration needs to police the table regularly to be sure all the official stuff is readily available.) *[We can also have a second set of the official handouts available at Information. — LT]*

The real question is how to avoid the two worst mistakes that we might be tempted to make: having multiple custom pieces of paper for each fan and making them do something complicated at the registration desk. (There are many other, worse, mistakes but I don't think they are very likely to tempt us.)

To keep the lines down, we must make certain that the act of registering a pre-registered fan is as simple as possible. That means that, if possible, we avoid having them fill out anything at the table.

I guess that around 75% of the pre-registered fan will have their quickie forms. By definition, a quickie form is sufficient ID, so there is no reason for the fan to fill out anything else. (We should ask if the address is current, and if it isn't ask them to write the new address on the quickie, but only if there is nobody waiting. If any line has developed, skip the COA double-check.) The job is to register people, not to do a census.

For those who forgot their quickie, we have a table with a big sign above it, "Replacement Quickie Here!" They find a pile of forms which ask for name and address and tell the fan to bring the filled-out form with picture ID to the appropriate pre-reg line. There, the picture ID is checked and otherwise the form is treated exactly like a quickie.

There is no need for any further things like signatures or whatever. The quickie form was mailed directly to the fan and the picture ID is also a sufficient ID. I can't imagine what doing something like asking for a signature is supposed to accomplish. *[Don comments that there's a*

psychological effect.]

Other than stuffing registration packets, there is nothing worse than having two pieces of paper which must be kept together for each pre-registrant. As far as I can see, the turned-in quickie form serves quite nicely to give us a record of who has registered at the con. No further paper is necessary.

What this means is that Registration needs to have the badges (or badge inserts) alphabetized, but no other piece of paper needs to be attached to them. There is no collating to be done by Registration: everything else is just kept in neat piles and policed as necessary.

Now Registration can worry about its real (and harder) job of getting Registration over with as quickly as possible.

At-Con Publications (by Mark Olson)

While discussing the Newsletter at Philcon, I think we may have come up with quite an elegant solution to several problems.

One idea was that there should be as many issues of the Newsletter as there is news to print, staff time to produce, and money to pay for. This means that we might do the Masquerade and Hugo Programs as Newsletter issues (other material can be included) and certainly the Hugo winners handout could be a Newsletter issue. What we might do is promise two issues per day and wind up with four. In any event, rule #1: No newsletter is more than 1 sheet. (Printing, collating, and stapling multiple sheets takes too much time. If you have enough material for 2 pages, it would be better to get the first page out as soon as possible and make the second page a separate newsletter to come out as soon after as possible.)

While we were considering the Nolacon newsletter, several people mentioned that they really liked the Newsletter reprinting the up-to-date schedule each morning. That that was what they really needed in a pocket program: Accurate and disposable. We decided that we could probably do this by having Program give the Newsletter a two-page, camera-ready schedule for the next day each night to be the first morning edition of the Newsletter.

If we do this, then what's the point of the traditional pocket program (PP) which is a pocket-sized booklet or a bedsheet-sized piece of paper that folds like a map, or whatever? The PP traditionally is intended to give the fan a guide to the convention's program which the PB can't give: It is timely (the PB needs to go to press 8 weeks or more before the con) and it is portable (recent PB's have been 200 pages, 8.5x11, heavy stock).

Since under this scheme the Newsletter will provide the daily listings, the PP need no longer be a funny shape and hence can be cheaper and faster to print. For example, we can make it 8.5x11 offset and stapled.

Possible contents for this revised booklet:

- The program with 1-line description of each item
- The program participant's cross-reference (who's on what)
- The maps (we might also make a map handout)
- The restaurant guide
- The Film Program (we might include the daily film program in the first newsletter each day with the rest of the program)

If more money is available late, we can include:

- Precip for each program item
- Film notes
- Expanded restaurant reviews
- Etc.

Now, what do you call this revised booklet? Dare I say "Program Book"?

The nice thing about this all is that it looks like it will be quite a bit cheaper to do this revised booklet than the original budget. (7000 copies at 20 sheets at \$0.021/sheet including \$20/side plate charge is about \$4000. That's about half what we estimated a fancy fold-up pocket program would cost.)

The best part of it is we can go to the printer about 4 days before the con and have no worries about it being ready. This means that the program will be close to right.

We can use the extra funds to pay for a much better newsletter, among other things.

So where does this leave the traditional PB? Paula Lieberman suggests making it into a Yearbook. Get rid of the notion that it's to be used at the con at all (except by us WSFS Business Meeting junkies). Treat it as a souvenir to be read later. Just think about what could be done with a yearbook with about 100 editorial pages (even if 25 or so go to the WSFS stuff and membership list).

The revised publications list (with an alternate possibility for the names):

<i>New</i>	<i>Old</i>	<i>(Alternate name)</i>
Yearbook	Program Book	Reference Manual
Program Book	Pocket Program	User's Manual
	Restaurant Guide	
	Film Program	

MCFI Meeting

Date: November 30, 1988

Notes by: Jim Mann

The meeting was called to order at 7:37 pm.

Chairman: Mark Olson said that Tom Schaad had called, representing WSFA (the Washington Science Fiction Association). WSFA is offering to give us a \$1000 grant in support of an area to be decided. Mark gave him a list of potential items, and Tom will get back to us. The committee passed a vote of thanks.

The Mystery of the Missing Stationery: Mark said that we are missing thousands of pieces of N3 letterhead. Examine your conscience. If you took lots of letterhead and have only written one letter in the last two years, please return it. We really don't want to get reams of it back after Noreascon. (Jim Mann held up a piece of N3 stationery, to remind everyone what it looks like.)

Treasurer: Ann Broomhead said that she had no proper report. (Andi Shechter then asked for an improper one.) In the last two months, we've made \$10,000. We also now have an \$80,000 certificate of deposit. Ann just got her AT clone. Next month she'll have a real report.

Preregistration: Sharon Sbarsky said that we have 3628 members with 3320 attending, 241 supporting, and 67 children's admissions. We mailed out the last of our

PR 4s last week. From now on, all new members will get PRs 1 and 5.

GULP: The next meeting will be on the Program Book on Wednesday, December 14th, at Jim Hudson and Ellen Franklin's. People should bring old Worldcon program books and think about what they like/don't like in program books.

Timeline: Mark handed out the first draft of a convention timeline (see latest version on page 2). He said that we have a lot ahead of us, but very soon some important dates will be behind us. Look it over and give him comments. He said that there are two classes of items we want to list: the "main events" that people plan their cons around, and the areas that are major for people planning their areas.

Mad 3 Party: Leslie Turek said that issue 30 had just come out, and she hopes to have issue 31 out by the end of the year. She reminded people of the contest to guess our pre-registered attending membership total. Guesses must reach her by January 1st. We've received one or two so far. [During the meeting, several more were handed in.]

Leslie said that Chip told her there is a shortage of green paper, so the December *M3P* may have to come out in blue (or pink and green, for Christmas).

Progress Reports: Greg Thokar handed around the almost-final pasteup of PR 5. He said that he could do some last-minute changes that night. The press run will be 7000. Jim Hudson asked about deadlines for PR 6. Greg announced that committee writeups would be due on February 1. *[This schedule was later changed to March 1 at the December division heads meeting.]* Mark reminded people that this would be their last chance to provide major info about their areas, since PR 7 will be sent first-class and will be limited in size.

Extravaganzas Division: In an effort to list as many of the staff as possible in PR 5, they have started to formally seek and identify staff people. This process also motivated Jill Eastlake to begin writing an Extravaganzas manual, which will be ready in December.

Jim H. said that Extravaganzas must come up with a banquet menu and prices before PR 6. Pat Vandenberg asked if we could have program items on films. Priscilla Olson said that Program is looking into this.

Facilities Division: Don Eastlake said that we are trying to get the contract with the Hynes finalized. They have passed Don's suggestions on to their attorneys for review. They are also reviewing the floor plan for the Hucksters' Room and should be passing it on to the Fire Marshal.

Don and Ellen met with ARA (the Hynes caterer). They don't seem to be very flexible on the point that all refreshments in the Hynes must go through them. Ellen plans to prepare a list of our requirements and options for them to cost. They told us that the Hynes has rules against popcorn and helium balloons.

Don and Ellen also plan to meet with the professional labor consultant on Friday (12/2).

Don asked Alexis Layton if the badge committee was ready to report. Alex said not yet. They are finding that many of the options we had been considering are rather expensive.

Don has suggested that we should get a phone for the clubhouse/office. We can link it to a recorded message with general info, such as convention dates, rates, and so on. We'd like to have it soon so that we can print the number in PR 6.

Committee Block: Mark said we have to decide where the committee hotel block will be: the Sheraton or the Back Bay Hilton. Andi proposed that we split the block between the two hotels, so that we would have a presence in each one. Don said that he had made sure that our Hilton room block started earlier and ended later than that in our other hotels, anticipating that staff would arrive early and stay late. Mark pointed out that the 275 rooms in the Hilton might not be enough for committee and staff (a frightening thought). After some additional discussion, we decided to split the block between the two hotels.

Room Allocation: Mark drew people's attention to a handout from Leslie, giving a plan for hotel room allocation. Leslie summarized the following points:

- We should not go first-come, first-served for the initial rush, since bulk-rate mail means that people will get the PRs over a period of several weeks. Instead, we should take all reservations received in the first 4 weeks or so and order them according to a method to be determined.
- We should reserve blocks in the nearby hotels for our guests, the handicapped, the few affinity groups that have registered, committee and staff, and retain a block for program participants that register late, to be assigned at the discretion of the Program division. She suggested specific numbers, which still left over 1000 rooms in the nearby hotels for regular convention members.

Don said that he agrees with the overall plan, with some minor suggestions. Mark suggested that we discuss this for 15 minutes now, and then vote on it at the January meeting.

Priscilla asked if the program allocations will be held after hotels are filled. Leslie said yes, that was the intent of the blocks. Fred suggested we call this the writer's block.

Sharon said we had a problem with mail to New Zealand taking 3 months. What do we do? Leslie said that her plan held blocks for overseas members for 4 months. The size of the foreign block is based on the percentage of foreign members we currently have.

Mark got back to the question of how we prioritize people in the first batch. Leslie suggested two options: randomly or by membership number.

Andi said she had a strong preference *against* using membership number. Some fans just can't afford to join early. They already have to pay higher rates; we shouldn't otherwise penalize them.

Dale Farmer said that whatever method we choose, we should look at how much work it will be for us. Jim H. noted that neither plan was necessarily that much work.

Leslie said she'd prefer selection by membership number. She'd be annoyed if she joined years in advance, mailed in her hotel form as soon as she got it, and didn't get the hotel she wanted when someone who'd joined the day before did. Leslie said that long ago we had talked

about reducing the crunch by getting the hotel info out very early. We couldn't do that because the hotels couldn't give us room rates that early. However, if we had, we would have been giving preference to those who had joined early.

George said member number priority would have been a good idea had we promised people we'd do it. It would have been an incentive to join early.

We'll vote on this issue at the next meeting.

George Division: Art show rates will be discussed next month. We have heard from one bidder about setting the site-selection voting fee, but let's wait until we hear from both before we discuss this.

Program Division: Priscilla reported that Program is still sending out lots of letters. 600 or so have been mailed out and about 125 people have responded so far. They're still planning to have a scheduling frenzy the second week of May. Priscilla invited the committee to fill out the program questionnaires if they were interested in being on the program.

SFWA: Mark said that he, Priscilla, Ben, and Leslie talked to Craig Shaw Gardner at Readercon, and Mark is corresponding with Greg Bear. Mark also plans to discuss the SFWA situation with future Worldcons and bidders at Smofcon.

Hynes 89 Division: Fred Isaacs announced that the Second Floor Division is now the Hynes 89 Division. He said that he now has the division apa materials, so he is now the reason it isn't out yet. The division will meet at 1 pm on Sunday at Boskone.

Cindy Gold is still waiting to get the hucksters' room layout approved by the Fire Marshal before she can send out the materials to the hucksters. We may have to have larger batch mailings because of the limited amount of time remaining.

Paula Lieberman had a Red Sox schedule. Some fans may want to see a game while in Boston. Fred suggested we put the information in PR 6.

Preregistration Update: Sharon, having finished looking through the recent mail, said that we got 11 more members from our agent in England, plus 30 other new members. They're currently coming in at a rate of 50-60 per month.

Services Division: Jim Mann said that Ben Yalow has talked to Tor for us. We have permission to reprint Norton short fiction for the commemorative book. Paula asked if we were also going to print articles about Norton in the book. Jim said this depends on how much room the stories take up. Paula felt the other stuff would enhance the book.

Jim and Laurie have been corresponding with Esther Breslau and Electrical Eggs about handicapped services for Noreascon 3. There are some questions about how flexible their handbook is, and whether it can be adapted for N3's needs. We plan to review their policies and see which of them, if any, we'd like to modify.

Program Book Ad Rates: Rick Katze said that Nolacon had 44 pages of ads in their program book, and that Guy Lillian told him the cost was about \$400 per page. Our current guideline is for fan rates to break even and pro rates to be 2 to 2.5 times the fan rate. This would indicate a fan rate of \$80 and a pro rate of about \$200 per

page. Rick proposed that we should charge \$300 instead. After some discussion, Leslie suggested that a committee consisting of Mark, Rick, Greg, and Jim M. make the decision. Fred suggested we call it the committee to pro-rate the pro rates. Despite this, there were no objections.

Jill made her usual motion to dissolve the committee and we adjourned at 9:30 pm.

After the meeting, Jill was presented with a birthday cake and we all indulged in chocolate.

Letters

[We try to print as many of the letters we receive as we can. The opinions expressed in this column are the opinions of the letter-writers and of the editor, not necessarily those of MCFI or Noreascon 3. — LT]

Questionnaire Results

• Lloyd Penney, Toronto Ontario:

I hope that the figures in the list of things that respondents said should not be at the con will not be the cause of removing them. The only items I'd remove are the scavenger hunt and the war gaming, since both are very space-intensive. Both could also be disturbing to other activities going on.

Fringe fandoms definitely exist. It's just that those fringe fandoms also overlap into the mainstream fandom that we all enjoy. Such fringe fandoms, like costuming, media, gaming, and filk fandoms, all have major cons, clubs, and social circuits. Cons like Gencon for gamers, OVFF for filkers, MediaWest*Con for mediafen and CostumeCon for costumers now tend to be substitutes for Worldcon in those fandoms. Sometimes, those cons are listed in *Locus* or *SF Chronicle*, and that's how people in the mainstream find out about them; there is a degree of overlap. There are people, though, that go exclusively to the cons that cater to filking or media or other fringe fandoms; it's the fringe content that a Worldcon may place in its programming that will attract some of those fringe fans to the Worldcon.

[Jim's point was that, among the early joiners, at least, there are very few people who come to the Worldcon exclusively to participate in a single fringe interest. Most of the people who replied, even if they did show evidence of an interest in one or more fringe fandoms, also seemed to be interested in many of the other areas present at a Worldcon.]

The questionnaire result is only one of the factors we consider when we decide what activities we will have. Other factors include whether we have people on the committee or volunteers from elsewhere interested in running the area, and the cost of the area in terms of time, money, and function space. If something does not cost much, and we have an interested volunteer, we will probably do it, even if a relatively small number of people are interested in participating in it. — LT]

Hugo Voting/Categories

• Lloyd Penney, Toronto Ontario:

Keeping in mind the figures George arrived at (10% of the total membership nominates, while 20–25% cast final ballots), I'd wonder what percentage of members of the Worldcon are actually interested in the most recent science fiction books, or more likely, what percentage can afford to buy those most recent science fiction books. I'd think a healthy percentage of those people cast votes in the Novel, Novella, Novelette, and Short Story categories.

[Many people may read fairly heavily, but may still not feel that they read enough of what comes out to intelligently nominate. Voting is easier than nominating, because you only need to have read the specific nominees. — LT]

• John Lorentz, Portland OR:

It looks like the Young Adult Hugo may not be workable. It's a shame. I really like the idea, but — just like a lot of readers my age (36) — I don't read YA fiction, and couldn't make an educated vote.

Programming

• J. R. Madden, Baton Rouge LA:

We need to change the way programming is done at Worldcons. I am talking about the panels and talks held primarily during the day. Having multiple tracks in general terms is one thing, but the scattering of related items throughout the run of the convention really needs to stop. We should adopt the programming scheme employed at technical/professional meetings: group items together by subject matter into morning and afternoon sessions or full-day sessions if the need is there.

As an example, we can talk about fan subjects: fan history, fan writing, fanzines, fan personalities. Instead of tossing these out across five days of the Worldcon and various locations, they should be grouped together into sessions held at one time in one room. If fan history panels are to be broken up into decades, line them up, in order, one after the other, in the same room. A session on fanzines could include an hour on production technique, editorial style, readings of favorite articles, reviewing.

If these sessions were used, there would be a lot of time saved by not having to change rooms every hour in order to get to that other panel. We waste time at Worldcon by having to change rooms every hour throughout the day.

By holding panels in series, some continuity would be developed regarding the general topic of the session. There would be more carryover between the individual panels/talks.

Audiences would be more stable with sessions of related panels in a single room. There would be less traffic of folks coming in late and leaving early. All the panels the attendees were interested in would be in that room. They wouldn't have to worry about making it to the next panel on the subject in another room.

If all the panels on a specific subject were scheduled together, it would be easier for fans interested in that subject to find it. The program book should be a lot easier to read, as you would not have to have hourly listings for all those separate panels. There would be morning and afternoon session listings with uniform start/end times.

An objection to this is that panelists would not want to be on panels one after the other and need time to refresh themselves between panels. If there are so few available panelists that they have to keep repeating on panels, the problem is that you have over-programmed that subject area!

Another objection is that attendees like to have panels mixed up throughout the convention so that they don't get bored with one subject. Considering the diverse nature of fandom these days, I find it hard to conceive of a fan who wants to attend a panel on every possible subject area! I also find it hard to conceive of a fan who could attend all those panels. The original, innovative idea of multiple-track programming was instituted, in the first place, on the basis of fans having different interest areas.

Yes, there will be the problem of conflicts. Attendees wanting to attend two sessions on different subjects at the same time. But, we have that problem now with multiple-track programming. So, the choices will still have to be made. With sessions of panels, the choices should be easier to make.

Of course, there will be some areas that only need one or two hour-long panels to cover the subject. These can still be handled in the "traditional" manner. But, broad subject areas would be much better served by using the session approach.

While you might not want to schedule the entire convention in this way, considering the conservative nature of most fans to change in the Worldcon, I suggest you try it for one or two subject areas as an experiment. If it does not work well, then not too many attendees will be upset. If it does work, then future Worldcons might be encouraged to expand the idea to most areas of programming.

You may have guessed that I think fannish subjects would be a good one to try this out on. At Nolacon, I kept seeing the same faces in the audience at the panels related to fannish interests. It would have been a lot nicer to have just sat in one room for a morning or day than to keep going round and round for the various panels.

[One consideration in keeping all panels on a specific topic in a single room is the problem of room size. Even when a series of panels are on similar topics, they may vary greatly in the audience they draw, based on how well known the participants are, the time of day, what else is happening, and other factors. Even if you've got plenty of space, it's usually not very comfortable for the participants when they have a small audience in a big room, and it's certainly not comfortable for the audience when the room is too small. Removing the restriction of staying in a single room allows the program department to assign each item to a room of the appropriate size.]

There are also the usual scheduling conflicts that make it hard even to get all four or five members of a panel to one place at one time. Expanding the set of people you're trying to get coordinated to those on three or four panels can make that quite a bit harder. —LT]

Program Book

• Lloyd Penney, Toronto Ontario:

One complaint about the Nolacon II Programme Book I heard several times . . . no programme in it. The hard-to-read booklet came afterwards. I admit to liking the notebook-style pocket programme that L.A.con II gave out. Nice.

[As we've mentioned a few times, the program cannot be in the large "program book" because of the long printing lead time that it requires. For a new proposal for handling the program information, see Mark Olson's apa comments on At-Con Publications on page 17. — LT]

Badges

• Lloyd Penney, Toronto Ontario:

I hope Canfen didn't sound too loud, but many of us were somewhat put out by the fact that American fans (the large majority) had city/town/village and state on their [Nolacon] badges, while non-Americans had country only. I hope you'll apply it to other countries, as well. Andi told me that there were plans to have on your badge your first name in letters large enough to see from a distance. A very good idea.

• John Lorentz, Portland OR:

M3P #30 arrived in the mail today, the same day my DeskJet came back from being serviced, and the same day I finally got my computer reassembled after OryCon. Obviously, it's fated that I give you my comments on the laminated/clip-on badges vs. inserts/pin-style badges. There are several reasons that I suggest Noreascon 3 using the pin-style badges (just like my Noreascon Two badge sitting on the desk in front of me):

1) I just like the pin-style better. I almost exclusively wear t-shirts at cons, giving me no convenient place to wear the badge.

2) Cost — where did Mad Dog's \$20,000 cost figure come from? The cost quoted to OryCon 10 for 1,200 badges from Stoffel Seals (does anyone *not* use them for pin-style badges?) was \$465, plus postage and die-setup fee. This works out to roughly \$4,300 (total cost) for 10,000 badges (of course, the per-piece cost should be less if that many badges are ordered). Yes, this is more than the laminated badge cost, but far less than \$20,000. (The cost of printing the inserts is almost negligible — 2,000 inserts cost us only \$44.)

3) The pin-style badges are easier to store and transport, since they can be kept boxed and the inserts put in at the time they're picked up. If prepared ahead of time, the laminated badges take up more space; if prepared at the door, it would cause a criminally long wait for those who registered in a timely manner.

4) Speed — OryCon uses on-line computer registration. Name/address information is entered at registration time, a label is printed with the person's badge name, city and state (in 24-point type), the label placed on a blank insert, and the attendee is given his/her badge and program book. At peak time this year, this took about 90 seconds a person! (I just checked the files.) Making the person wait for a laminated badge would add quite a bit of time to this process.

[Thanks for the updated Stoffel badge prices. I notice that people who wear t-shirts just clip the badge to a small fold of material. Laminated badges don't take all that much space to store; frequently they are stored without the clip-on part, which can be easily added by the member when the badge is handed out. Making laminated badges at-con can take time, however. — LT]

Parties

• Lloyd Penney, Toronto Ontario:

At Pinecone 1 in Ottawa earlier this month, representatives of fandoms from Toronto, Ottawa, Winnipeg, and Montreal gathered to discuss a large joint party at Noreascon 3. Our questions are shared by many other fans, and even if they have been addressed in past issues of *TM3P*, we would appreciate it if you could address them again. One popular attraction of a Canadian party is Canadian bheer, and we'd like to bring some down to keep our parties going. Our questions are . . . what is the convention policy towards bheer? What are the hotels' policies? Is bheer being passively or actively discouraged? Is it prohibited outright? Would the Sheraton-Boston, for instance, be disapproving or outraged if I signed in with a case of bheer as part of my luggage, or would they refuse me outright? Plans currently have many people bringing a case or two each with them, and we need to know just what we can do, or get away with. If bheer and liquor are discouraged or prohibited, would wine (sangria, let's say) be okay? Any firm statement you can make on the status of alcoholic beverages at Noreascon 3 would be appreciated by a great many fannish party animals.

[These are all reasonable questions, and the only reason we have not answered them before now is that the answers we have to give at this point are not completely satisfactory.]

Noreascon 3 has no policy against serving alcohol at parties, as long as the laws are obeyed. (Drinking age in Massachusetts is 21.) However, most of the hotels would say that you must buy supplies directly from them, or pay a corkage charge if you bring them in. Some of the hotels may choose to discourage large open parties on sleeping-room floors.

The Hynes Convention Center has an exclusive agreement with a concessionaire, and it appears that no one (the con committee included) will be allowed to bring in any food or drink that has not been purchased from ARA.

This is not the situation we would like to have, and we are continuing to explore ways of changing it, but there may not be much we can do. — LT]

Travel

• Lloyd Penney, Toronto Ontario:

In past years, we've approached the official airlines of a couple of Worldcons about their special fares, only to find out that it applies to first class only, and that it applies to originating points within the United States. This usually means that we get a cheap flight (in more ways than one) from USAir (eek!). If the official airline's offer could extend to Canadian originating points as well, it sure would help.

[As you will see in Progress Report 5, our official airlines, Delta and American, are offering a large discount (40% and 45%, respectively) off their regular economy

fares, and also a smaller discount (5%) off the lowest applicable fare (such as SuperSaver) for flights originating in the U.S. Flights originating in Canada will receive a 30% to 35% discount off regular economy fares, but no discount off lower fares. Part of the discrepancy may be due to Canadian airline fare regulations. — LTJ

Mail Processing

• John Lorentz, Portland OR:

On letters asking for Huckster/Art Show info, as well as requiring other responses: why not have Jim have the info at hand, and send it out as required, rather than just a note saying it's coming from the appropriate department? He could then pass word on to the specified department that information had been sent. That would save a step in the process.

[Jim's system originated when the areas in question didn't have their policies settled yet, so didn't have a hand-out he could send. In cases where there is a standard response he can enclose, he will go ahead and do so. — LTJ]

Nolacon

• Lloyd Penney, Toronto Ontario:

Nolacon II was a lot of fun, but at the same time, it was a bit of a letdown. This committee partied at previous Worldcons and other regional cons with a ferocity seldom seen before: the liquor and beer ran like water, and doubloons and bead necklaces flew through the air. If they could run a Worldcon like they ran those parties, then we were in for a helluva party. I guess the con didn't live up to its build-up. I still had a great time in a party city, but I guess I had a better time in L.A. and Atlanta. Still, any group of fans that has the chutzpah to secure and run a Worldcon has my respect.

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Future Worldcons

• Lloyd Penney, Toronto Ontario:

Re Richard Brandt's letter on site rotation: I wrote to the West Coast rep for Hong Kong in '97 . . . it's exotic and interesting enough to merit a look, and should the bid survive to the vote in (should the three-year lead and current rotation stay) 1994, sufficient votes should put it in second place, but it will probably not win. Let's listen for more info from HK in '97, and revise opinions later.

Re Paul Abelkis' letter on Whither the Worldcon: I wouldn't think that the feared band of CPAs and other pro con staffers would need to be introduced into every Worldconcom, but I think the idea that they could bring in these people to take care of areas they might not be able to cover or handle on their own is one whose time has not only come, but has been here for a while. L.A.con II was the size that required outside pro staff, and I think Nolacon II could have used them, too. Not every Worldconcom has the contacts to draw just the right people out of the entire fannish labour pool.

• John Lorentz, Portland OR:

There have to be some changes made in Worldcon zone rotation. The proposal passed in New Orleans isn't perfect, but it's something. Noreascon 3 will be the first Worldcon I've attended since 1981 (I was very broke in 1984). In the period of 1982–1993 (and that's if no European bid wins the 1993 con), only LA has been within 2,000 miles of Portland, Oregon. (For those of you in Europe, London-to-Moscow is quite a bit closer than Portland-to-Chicago; For those of you on the East Coast, 2,000 miles will take you past Denver.) If a West Coast city can only run every three years, why can a European city pick and choose its competition?

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