

Science Fiction/San Francisco

Issue 46

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News and Notes

By Christopher J. Garcia

Editor

Quiet on eFanzines.com for most of the last couple of weeks. Dave Burton has a new *Pixel* up, issue 14 in fact. The usual gang of contributors that make *Pixel* one of the best things on eFanzines is there. I really thought Eric Mayer's article was the highlight, and I got to rant about Dave Langford for a while! What's better than that?

<http://efanzines.com/BayCon/index.htm> is the home for *Poorly Conceived Awkward Silence*, the BayCon Fanzine in an Hour. Randy Smith, Ed Green, Jean Martin, Jason Schachat, Bob Hole and more. It's really good stuff. You can also read last year's *The Minute Sixty*. This one's better than any zine I've put out since issue 100.

Rodney Leighton put out *Bits of My Boring Life*, a fine little piece of typewriter-produced fanzine. It's a bit of a throwback, and in a good way. I really think Rodney is one of the better guys to come up on eFanzines.com lately.

In a fight, *PLOKTA* would beat *Banana Wings*, mostly due to numbers, but far more folks picked up *Banana Wings* at

the Fanzine Lounge. I actually think the two of them are excellent bookends for what is being produced in fandom right now.

For you steampunk fans, there's a new zine called *Steampunk Magazine*. You can find it at <http://www.steampunkmagazine.com/>. If you've read *The Drink Tank Presents The SteamPunk Edition*, you'll be pleased to know that it's 100 times better with super-strong content and wonderful articles and stories. You can download the first two issues right now!

Speaking of steampunk, the Computer History Museum is going to be getting a Difference Engine! For a year, the Difference Engine #2 will be on display in our Mountain View facility with demonstrations every week. In addition, we'll be having an opening with some help from our fannish costuming friends!

Also speaking of steampunk, España did a nice steampunk-infused outfit for Friday night at BayCon.

The Legion of Rassilon manned the phones at KTEH on the 5th during their *Dr. Who* pledge break. Julie Porter showed up in costume, Merv had a complete 10th Doctor outfit, and I was there with my beard. They served us really good Cuban

food to power us through the program, and they showed both the Hugo-winning episodes from 2005. We managed to shatter the \$2k goal for the break as well! Good stuff from the LoR.

Speaking of the LoR, member Wendy-Anne Francis has been under the weather. Get well soon!

Sadly, I missed the Legion of Rassilon meeting for May because I was at BayCon. I heard from Julie Porter that it was a good pair of episodes.

BayCon was the big deal with go-round and it received high marks from many attendees. The hotel was funny, but what are you gonna do.

There were a bunch of folks who were turned off by the Masquerade wristbanding techniques. They had a long line and folks were turned away, but it was the first real-world example I can think of of that classic Yogi Berra quote, "No one goes there anymore, it's too crowded." People who assumed that the place would be packed didn't show up. There were a lot of seats available, but few folks showed up without bands to take them. There were a few folks let in, but not a lot.

Howeird's photos are just too damn

good.

Westercon is still struggling, but things are starting to be pulled together.

Word on the street is there may be a 2010 Westercon bid and that it might be heavily BArea in make-up, though not held anywhere near our Home World. It'll also be a great example of how to railroad a guy into putting up a bid!

It's not yet official, but a small, one- or two-day Anglicon, the convention dedicated to British pop culture, might pop up in 2009. We'll have to see.

Speaking of 2009, that's when the Harry Potter theme park is scheduled to open in Orlando as a part of Universal's Islands of Adventure. It's going to be 20 acres, so not too huge, but they'll probably do huge business for years. If I ever have a reason to fly to Florida (like a Worldcon, perhaps...), I'll certainly stop by and be a big old mark!

Speaking of being Wild About Harry, the new movie is less than a month away and the final book is close, too. I'll be off-line for at least two days while I try to power through it!

CostumeCon is going to be huge. There was a lot of talk about it at BayCon and I'm excited to see that folks are already constructing their costumes. I've gotta get working on a *Prisoner* costume and perhaps

a Hagrid. I think I could pull that off.

Blogs are active as ever, especially around BayCon time: Melchar, Britgeekgrrl, Johnnyeponymous, mzmntlion, and Kevin_ standlee. Generally positive reviews.

Sadly, *Match Game* star Charles Nelson Reilly passed away on Friday the 25th, a full day before *Match Game SF* at BayCon. I have to admit, he was my fave of the panelists in the 1970s version. He was also the voice of Dirty Bubble on *Spongebob Squarepants* and was on *The Drew Carey Show* among other things. He also won a Tony back in the day. He was a theater teacher as well; a good friend of mine from high school studied under him.

I know I don't write about TV much, but I have to say it: *LOST*'s season finale was so much better than I'd ever have expected. A mind-blowing episode that just was so good and I am not the biggest *LOST* fan. I mean, you can't have an episode like that and not expect to have people scratching their heads in the best possible way.

MythCon is in the BArea this year. I haven't pimped it nearly enough. Sadly, it's up against another con so my attendance is highly unlikely, but that shouldn't prevent you from going!

I had a lovely dinner and tour with Janice Gelb and Steven Boucher when they visited a while back. The BArea misses Janice

and I hope we'll get another visit from the two of them in the future...which I figure we will since they always have business out here!

John Purcell recently visited the Harry Warner Fanzine Collection that was bought by James Halperin. He said it's all together and waiting for cataloging. James wants to write a book about the history of fanzines and the Warner collection would be a great way to go about doing that. After that, there are hopes that he'll donate it to a university, but we'll have to see. I'm interested in seeing what's in there and if I ever make it out to Dallas, I'll be trying for a visit!

Been kinda quiet on the Con-X-Treme front. I haven't heard from many folks about it lately, but they have an interesting list of guests on the site. Steven Savage, a guy I know from LoR, is on the list (and his site is top notch too!), as is Julie Mok, who is listed as their Fan Guest of Honor. The Stunt People, who are a lot of fun, are on the list as well as Stephanie Bryant and Bob May. The Actor Guest of Honor is Robert Picardo. One thing I will say is that they have a great list of upcoming cons and major events on their site. I'm hoping that things work out and we get another good summer con out of it!

The DoubleTree hosted Conspiracy

Con over Memorial Day. I haven't heard anything about it, which is odd since conspiracy nuts (like myself) usually can't keep their mouths shut!

You know, the more time I spend cruisin' filk sites, the more I really wanna start a collection of filk songbooks. I've already got the HOOPSFA Hymnal in my collection...

Big shout-out to the man Art Widner. He's America's Greatest Living Fan and he turns 90 this year which has led to folks turning his party in Gualala into this year's Ditto. Should be interesting. I might try and make it up there.

If you're looking for a birthday present for me, you can't go wrong buying me tickets to the Wrestling Fan Fest on the weekend of my birthday (October 19th through the 21st, which is the 33rd anniversary of my birth) at the Cow Palace. Dozens of big names from the last 40 years will be there. Don't expect me to write any zines that weekend. I'll be too busy trying to get Kok B. Ware to give me the Ghostbuster!



Victory Feast, an oil painting by San Mateo artist John Barrows, was on display at this year's BayCon. www.cre8vision.net

Letters Of Comment

Lloyd Penney writes:

Dear Jean and Chris:

This is a horrible habit I have, even if Chris and John Purcell think it unique. I mean to respond to each issue as they arrive, but life gets in the way. I am now three issues of *SF/SF* behind, and today is the catch-up day. Let's see what I can say...

Jean responds: *No worries, Lloyd. We're just happy that you're able to comment on each one of our issues! Life does have a habit of getting in the way.*

Chris responds: *It's our fault. We pub too darn much. Still, we find it endearing!*

43...Yeah, I miss *Emerald City*, too. I haven't heard anything lately from Cheryl Morgan, but I suspect she is hard at work making a living and trying to stash some money away. I figure she'll come back in some form or another once she's more financially secure.

Jean: *That would be good if Cheryl can get back into doing something like Emerald City again.*

Chris: *I saw Cheryl yesterday when she brought a couple of Finns over to visit the museum. I'm not sure we'll ever get another zine out of her, but I'm still going to try to get*

something out of her for SF/SF or The Drink Tank.

It's out of sequence, but I hope there will be a Baycon issue of *The Drink Tank* RSN. While Baycon was on, Yvonne and I were meeting with John Purcell in Dallas at the International Space Development Conference. I will try to write up a report of some kind. John and I were trying to make this event a big one, with Yvonne and myself, John and his wife Valerie, and if we got real lucky Ben Bova and Larry Niven, and Brad and Cindy Foster, and David and Diana Thayer. However, Ben wound up replacing Larry at the convention, Brad Foster was at an art show elsewhere in Texas, and the Thayers were guesting at a convention. So, the dinner at the Buffalo Wild Wings Bar and Grill consisted of just Yvonne, John and me. Still, a very good time, and your ears should have been burning, Mr. Garcia.

Chris: *I got a couple of calls and texts from John. Sounds like a good time was had by all. A shame folks couldn't join ya. I wish I could have been out there myself. Always good to hang with the best damn LetterHacks in the world!*

Jean: *I'm sure Chris will write about*

BayCon for The Drink Tank, and SF/SF, and various other pubs. He told me during BayCon that he was going to try to have as many BayCon articles as he had last year.

Our traveling for 2008...Yvonne and I not only want to travel to ISDC in Washington and Corflu in Vegas, but also to Florida to celebrate our 25th wedding anniversary. So yeah, got to save the bucks and do the things we want to do.

Chris: *I'll be missing CorFlu, which is a shame. I'll make sure you get to Montreal if they win, though, even if it means putting your house on rollers and transporting it to Quebec!*

Jean: *Sounds like a lot of fun traveling for you next year. And congratulations in advance on your 25th anniversary!*

Hi, Jean...Monty Python is the inspiration for a lot of fannish things. Remember I wrote about the Royal Canadian Mounted Star Fleet? Yvonne and I and friends did that way back in 1982 at Chicon IV, and we won prizes for it. Amazing fun. I must look for the new Tolkien book...I don't think it received any attention here.

Jean: *The Royal Canadian Mounted*

Star Fleet sounds like a great routine! There hasn't been much publicity surrounding Children of Hurin here either. The way I found out about it was one of my LOTR friends had it in her Amazon.com Wish List and I saw it while I was looking for a birthday present for her last March. I wonder why they're not pushing the book at all

Chris: *It's supposed to be a good one, but I haven't read it. Monty Python is endlessly quoted, especially by the fen who dropped by the Fanzine Lounge at BayCon. I sincerely hope there's video evidence of the Royal Canadian Mounted Star Fleet out there..*

44...The BASFA Times? Sounds good. Every club should have its own zine, which does not explain the disappearance of *Shangri-L'Affaires* or *Proper Boskonian*... (I'd better watch it, or someone will put me in charge of something...)

Chris: *I think Shaggy is still around in some form. I know de Profundis is.*

You did a panel with Adam Savage? The Mythbusters have the best jobs...they blow things up! And, they make scads of money doing it. If we ever tried to do what they do, our parents would ground us for life! Even now!

Jean: *Ha-ha! It must be a guy thing. I can't get into that show at all. But I can see how much fun they have, and yes, I can't believe people get paid to blow things up!*

Chris: *And they're local boys! Their DVD sales are through the roof apparently. We've been trying to get them for cons ever since, but it's never happened. Gen's dad lives next to the incredibly cute girl on the show.*

45...Baycon report is coming up? Good! Want to read it ASAP. The Harry Warner books are always interesting to read as they explain why we do the things we do. John Purcell told me some more about James Halperin, who purchased the Warner fanzine collection... he intends to write a history of fanzines, and figured what better thing to do than to buy the Warner collection.

Chris: *I can't wait to read that book too! I imagine it will be a few years before it ends up being written, especially if he catalogs it first. There'll be a BayCon report (including one in this issue) and a full BayCon issue of The Drink Tank. I always drag as much as I can out of a con for the pages of my zines.*

Jean: *We have a few BayCon items this issue. Mine will follow in the next one as I'll be in the U.K. right after BayCon and won't have time to write and edit and upload my photos. I must have taken at least 300! Suffice it to say for now that this was probably the best BayCon I've been to since I started attending in 2004.*

One person to get to a Baycon... Nolan Bushnell. Saw him on television a

couple of weeks ago. He's the founder and former CEO of Atari... and, the founder and former CEO of the Chuck E. Cheese kids' restaurant. I'm sure there'd be good and bad to say about that combination of companies.

Chris: *It's weird, this year there was no Nolan Bushnell but there was AI inventor John McCarthy! He's 80 and he came to visit James Hogan. He was a big hit with folks, none of whom recognized him. I love Nolan, as did my Dad, and I'm betting we could get him if we tried.*

Jean: *Loved Atari when I was a kid but I've never been to a Chuck E. Cheese. I was too old when I got here to the U.S. to go to one. Yes, he would be an interesting guest at BayCon.*

The original *Battlestar Galactica* was prime cheese. Yet, that was my *Battlestar* from the late 70s, and it's probably why I can't get into the new *BG*; it's far too serious. Four-eyed singers, Boxey and Muffitt the daggett, and Cassiopeia the socialator, played by Laurette Spang. Whatever happened to Laurette Spang? Google told me more than I wanted to know, and after 20+ years to raise a family, she is returning to acting with something called *Plot 7*.

Jean: *Yes, the new BSG is too serious for me too but I've gotten into it. I did love Cassiopeia. She was very feminine but also*

very strong. Laurette Spang was awesome. Hmm... that would be a cool costume to do! I loved her flowing dresses. That's cool that she's returned to acting. I wonder what she looks like now. There are no pictures of her on IMDB.com.

Chris: *I'll never accept a BSG without Lorne Greene or Dirk Benedict. I just can't.*

Yuri's Night...actually Toronto did have a Yuri's Night, but it was put together so close to the actual date, we didn't learn about it until it was too late. At the ISDC was Loretta Hidalgo Whitesides, creator and manager of Yuri's Night. I hope there will be a Yuri's Night next year in Toronto, and in a decent place, too.

Jean: *There wasn't much publicity for Yuri's Night here in the Bay Area either. I don't know how other people found out about it but there sure were a lot of people at the party. As I mentioned in my article, I found out about it through SF/SF.*

Chris: *It sounded like a lot of fun. I wish I could have gone and enjoyed myself as much as Jean did!*

I'm going to end this because I'm tired, and it's late in the afternoon, and I have to make dinner, and I have to get ready to go to work this evening. Eccch! Take care, folks, and I'll try to have something ready for next issue re ISDC. See you then.

Chris: *I'm still coming down from*

BayCon, and that means I'm exhausted from lack of sleep and over-energy. I've yawned and had to stretch at least a dozen times while working on these articles! I need a nap!

Yours, Lloyd Penney.

Jean: *See you next time! Keep those LOCs coming.*

John Purcell writes:

Well, you guys should have received two text-locs from me last weekend while I was in Dallas chatting with Lloyd and Yvonne Penney and you all were partying at BayCon. This, therefore, is sort of a proper-loc on *SF/SF* #45, but I really just had to send a text-loc to you because that's such a fun thing to do nowadays. Who knows? Maybe you'll run the second one in #46.

So I am one of Chris Garcia's "favorite people in the whole damn world," huh? This scares me somewhat. It just so happens that I consider Chris one of my fine, new fannish friends, and I had a lot of fun last weekend calling him from Dallas and then from poolside here in College Station. Chris is a nice young man, and I hope to spend many more fun convention weekends with him over the ensuing years.

Jean Martin responds: *Yes, Chris is a great guy. Lots of energy, always smiling and a lot of fun. I hope to see him at more conventions in the future! It's strange as we hardly see each*

other but work on the same zine together. We did have a proper staff meeting at BayCon, which turned into a dinner get-together. It was quite nice to have all of us in one room and enjoying each others' company for once.

Mark Plummer points up the problem with gender-ambiguous names. Chris, Pat, Alex, Leslie, and Lynn (yes, this last one, too; my father-in-law's name was Lynn) are the biggest culprits, but when folks start using deliberately ambiguous names like Ang or Sting, then one is forced to use gender-safe pronoun referents like "one," "person" or "it" to play it safe. "He/She" works, but that makes me think of the ending to *The Crying Game* too much. (Whoops! Hope I didn't spoil that movie for anybody.)

If anyone hasn't seen The Crying Game by now, I don't think they ever will. I'm particularly bad with spoilers. I'm one of those people who doesn't mind knowing the ending of a story, movie, etc. so I tend to give it away to people sometimes. So, if I'm ever describing a movie to you and I start talking about the ending, stop me! I guess I also assume that people know what a movie is about based on reviews and such. And the fact that most movies do have a happy ending with a resolution that the public would accept. Regarding gender-ambiguous names, I've noticed that they are quite popular nowadays.

I think a lot of women, especially, are given or choose a name that is more gender-neutral so they are treated more equally and people don't stereotype them based on a name that is more traditionally female. Names do tend to have cultural and social meanings attached to them, contrary to Shakespeare's assertion of "What's in a name?"

However, Mark's comment about Chris being unfamiliar with British fandom is sadly true for me as well. Over the years I have met and known Britfen at various cons and through fanzines, but now there's a whole new batch of them that I don't know at all. Maybe what we need is an illustrated and annotated guide to current British fandom. That would be quite an undertaking, it is true, so this is more of a dream of mine that would make life easier for many of us American fans. Oh, well. It is an interesting idea.

Interesting idea. It would be great if more of them reached out to us as well and we all went to each others' conventions. But traveling to a foreign country for a convention costs a lot of time and money. I was just in the U.K. and it took me 21 hours door to door getting back! I was lucky that I had enough miles so my flights to and from were mostly free, and that I had somewhere to stay most of the almost two weeks I was there. More on my trip in a future issue.

Jean Martin's editorial about the old *Battlestar Galactica* show reminds me that I just read on-line this morning that the new series will be ending after Season 4 in 2008. Now that they've announced their intentions, it really bugs me that I know the ending: they finally find Earth. Oh, I suppose the writers will make the last season as entertaining as possible, much along that classic line about going on vacation, "getting there is half the fun," but this is still a bit of a let-down. I was just beginning to really enjoy the series. The good news is that there are already DVD's of the first couple seasons available — or there will be, if they don't exist and I'm just talking out the left side of my head — and it will eventually show up in syndication like all the versions of *Star Trek* and other old shows. Thus I guess that today's news isn't that bad after all. Still, I am sure many a media fan will weep and wail much as my generation did when the original *Star Trek* series got the corporate axe. It happens.

The DVDs for the new series are out, except for Season 3, which I'm sure will come out eventually. As I mentioned earlier, it doesn't bother me to know the ending to a story. I'm actually excited that this story gets wrapped up and doesn't just end with no resolution like some series have done in the past. And sometimes it's good to end while a show is still

good. Most series drag on and get worse as storylines and characters just get stale.

That listing of *Entertainment Weekly's* Top 25 SF shows of the past 25 years certainly reveals what kind of SF the entertainment industry considers popular, and the box office receipts tend to support their beliefs.

Popular and successful don't often equate with quality but I'm glad that there were some quality shows on the list.

There are a lot of shows and movies listed here that I liked, too; one of my favorites in here is *Galaxy Quest*, which I got the DVD of as a birthday gift this year, because it is such a painstakingly accurate, tongue-in-cheek depiction of media fans and that sub-section of Fandom in General. It is a fun movie. *Quantum Leap* was one of my favorites, too, also *V: The Miniseries*. Yes, indeed; some fun stuff listed.

Well, well, well. España Sheriff's comments about subways and fantasy novels were interesting. My subway experiences are limited to riding the New York City system back in the 1960s when my family would go back to visit relatives in the Big Apple and its environs. I don't recall ever thinking of comparing those experiences to rambling through caverns where dragons and evil dark lords dwelled; I just thought it was really cool to ride them, especially when the

train came up behind the center-field fence of Yankee Stadium and you could see into the ballpark. That is one memory that I will never forget.

España always comes up with interesting topics. I loved Neil Gaiman's Neverwhere (both the book and the TV show) and every time I use the London Underground, I look for Tube stops that he used in his story. He also signed my paperback copy of Neverwhere with "Mind the Gap" and drew a mouse on it, so when I hear the recording on the speakers saying, "Mind the gap," I giggle to myself.

It will be interesting to read more BayCon 2007 impressions in the next issue, complete with photos, and I look forward to them. As it stands right now, I hope you folks have suitably recovered from last weekend and are hard at work producing SF/SF #46 right now. So stop reading this loc, and get back at it!

Your wish is our command. We will have BayCon articles in several issues in the future. Personally, I thought BayCon 2007 was a lot of fun!

Editorial

By Christopher J. Garcia

Editor

It is launched. The Summer Fan Season is GO! While there are cons year-round, summer is the time of cons. Starting with BayCon (or WisCon or BaltiCon or MisCon or whatever your Memorial Day con is) and continuing through WorldCon, we're presented with wonderful cons all over the place. The big ones, San Diego Comic-Con and Dragon*Con, are summer conventions, and there's also Westercon.

Now, I've been a little critical of Westercon in these pages, and now that we've proven that a con like BayCon can thrive at the San Mateo Marriott and the traffic on fannish blogs and such indicates that BArea fandom is now embracing Westercon, I am changing my tune a little. I did get a little heat from a few committee members, but my doubts are far fewer now than they were back in March.

And why shouldn't they be? Westercon is a great tradition that is arguably on its last legs. For 60 years it has been a wonderful concept, but it is showing signs of running out of steam. I've said it several

times: we need to redefine it and give it an identity or let it die. The 2010 con will be the decider. If there's a bid, and if it wins, it will either be one thrown together as a way to continue the line, or one to act as the Irish Wake for a con born in the 40s finally coming to rest. It'd be sad to lose it, but with the right sendoff, it could live in memory for a long, long time.

And if we take that tack, and if people are impressed enough, there may be a relaunching—if we can give it a reasonable identity instead of just making it the smaller version of the local con, or of WorldCon itself. The key is interest. If you can't bring interest back to the idea, then it is better to let it die.

Like the town sitting on top of a burning coal seam (as in the excellent documentary *The Town That Was*), there's no guide for letting these kinds of things die. There are plenty of guides to the ways in which they are born, but how do we let longstanding traditions go? Do we send it off with a motion passed at a business meeting? Do we let any schmo in the world take it over and put it on in anyway they see

fit? Do we just stop holding them, waiting for the day when someone is interested? Eastercon had a year with no bids, then saw one slapped together (only to have that one cancelled, and the TAFF election along with it), and now they've got the next two set up and ready to go. It is possible for these kinds of cons to bounce back.

Hopefully, the 2007 Westercon will give fandom a newfound interest in the thing. Who knows, maybe a bid will materialize during the con itself. I hope so, because I really do love Westercons, and since we just brought one back to the BArea after 20 years, I want there to be more chances for us to get another one into our glorious hotels (and maybe have one at the DoubleTree, the place that's just screaming for one!).

We'll see where all this leads us in less than a month!

BayCon Survives, Thrives

By Christopher J. Garcia
Editor

Normally, a con hotel is nothing more than a holder. It's the shape that a con takes on when it's held there. Sometimes a hotel is more. Sometimes a hotel becomes the con's identity, making both the con and hotel bigger than they really are. The con grows into the nooks and crannies of the hotel, establishes veins and arteries, and the entire combination runs with healthy blood that the vampire clan (us fen) feeds upon. The years go and small imperfections become beloved institutions. BayCon and the San Jose Red Lion/DoubleTree had that relationship for 24 years. It was more than merely a site for the con, it was largely the definition of BayCon, the reason in some twisted way. The hotel fit every need and there was no way that BayCon as we knew it would be able to survive leaving it.

Of course, now we know that's not only not true, but that it was BayCon that made the DoubleTree glow, and can do it to any property it wants to. Even with every logical problem, BayCon managed to make the Marriott shine for the weekend.

The 2007 BayCon established a



Chris at Fanzine in an Hour

Photo by Jim Bull

temporary outpost in the San Mateo Marriott, a twisting, disjointed and confounding hotel that's part gargoyle. The former Dunfey has been up-graded and changed into a much nicer property, but like the Winchester Mystery House, it's been remodeled and rearranged so often that it's impossible to see where the past lay. It's also left several

artifacts that make folks who stay at the hotel scratch their heads. Why were the programming and party floors sloped two floors together like the Guggenheim, while isolating the second sleeproom floor from its function space brother? The phrase "The Other Second Floor" became a popular one (as did that Winchester Mystery House gag,

but I'm not above lifting references!).

I had to pick up Jason Schachat at the San Jose airport on Friday morning. I woke up at 7:30 and his flight arrived at 9:20. I ate a fine Denny's breakfast and still had time to kill. Since I was right by it, I stopped in at the DoubleTree.

It was deserted. I went to the reception desk and asked for a cookie, which I got, and that was as much of the Memorial Day ritual I had so often performed at the DoubleTree as I could do. I grabbed Jason and we headed over to pick up the Second of my Fanzine Lounge, Barbara Haddad-Johnson. Once we were gathered up, I drove us to the Marriott.

We got in around 11, which was perfect because they had everything delivered and ready for us. Badges, keycards, ribbons, everything. We spent a few minutes at ConOps and then headed to the room where the Fanzine Lounge would be held. It was in one of the third floor rotunda suites. The front room was cozy though not too small, and the back bedroom was larger and very comfortable. We spent a few minutes putting things the way we liked them and then set out the zines, the TAFF Silent Auction items and a few odds and ends. Sabre, our lovely and talented ConChair, had given me a batch of Buckeroo Banzai pens to give out. These proved pretty

darn popular, as did the return of the "Fanzinista" ribbons and my own "Yeah, I know Chris" ribbons. We were set up and ready to go by noon, far ahead of schedule. The hotel had the chairs and extra tables for us, which was a great help. I couldn't have asked for a better set-up.

Other than our neighbors stopping by to chat, the first folks started to trickle in around 12:30. Andy Trembley made an appearance early on, as did Robert Hole. We chatted and had a generally good time...I say generally because of a minor catastrophe. I opened my suitcase to try and find a zine that had come in at the last minute. As soon as it was open, I noticed a smell that made me wanna drink; the unmistakable scent of my 24-year old Macallan. The KGB flask I had bought at



Jason and Chris at Friday night gaming table

Photo by Jim Bull

WorldCon had come loose and the whiskey had poured all over my clothes. For the rest of the con, I smelt of good Scotch, since it appears the stuff is body heat-activated.

Once we were set up, Barbara nobly took on the role of house-sitter, sticking around and greeting all visitors (while playing Alpha-Centauri) and making wonderful small talk. I floated in and out, bringing snacks and drinks to my good people. After an hour or so, we were averaging about five people in the room at any given time. We were also averaging

about five phone calls an hour, mostly from John Purcell (who was visiting the Harry Warner collection and enjoying a visit from Lloyd and Yvonne Penney) and Genevieve. As the day wore on, we had all sorts of fun folks stop by, including several of the *SF/SF* crew (like David, España and Jean) and people like Randy Smith, Martin Young and the 2006 WorldCon Chair, Christian McGuire.

I had a panel called Tales From Your InBox which was largely about SPAM. Chris DiBona from Google was on it, as was Phil Gust, a friend from the Computer History Museum (and frequent guest in costume in the pages of *SF/SF!*). We talked a lot about various scams and fun tricks. It was a lot more interesting than I'd thought.

After that, I returned and was told that there'd been a small rush while I was gone. We had a small TAFF round table while I was there; only about five folks showed up, but we talked and I pushed the TAFF auction. After that, I figured it was time to get some food and I headed outside to the BBQ, which was really just simple fast food served with baked beans. Still, it was far more edible than the stuff they served in the halls at the DoubleTree. On the whole, the food was much better at the Marriott.

I ran into good ol' Ken Wharton in

the halls. He was one of the first folks I met at con and I was glad to see him after about three years of not having run into him at all. He's got tenure at SJSU now, which must be a weight off his chest. Still waiting for that follow-up to *Divine Intervention*.

When I got back, nightlife was just starting to get started. I missed much of the Meet the Guests because I was running around, but we were there early for the Casino. There were technical difficulties, but once they were set up, we were off and running! We had our favorite dealer, Vikki, and she was looking lovely as ever in a silver top. Jason and I were joined by Jean Martin (briefly) and some Klingon Dude named Mangcha' who stuck around for a good long while. We played until midnight when they held the drawing. Jason won the *Predictions of Criswell* while I won a ConJose shirt (which was much too small for me and I gave it away to Jean) and a book on space exploration. Jean also won a Marvin the Robot gun that was just too darn cute. We had a blast, largely because we were winning, but even when we lost, we'd have fun.

Barbara and Trey had closed the Lounge and we saw them heading out. Jason and I trolled the parties and then we returned to the Lounge to sit for a spell with friends. Frank Wu brought Misty Marshall

and company and we all headed down to the restaurant for some cheap eats. After that, I returned to hold open the Lounge for a bit and it ended with me crashed out in the bedroom. It was quite comfortable.

After the first night, it was obvious that this was going to be a special con. There were all sorts of wonderful people and we were endlessly entertained. Saturday was going to be huge with lots of buzzing stuff going on. I woke up and put on the first shirt that smelled of booze. I headed down to breakfast, which turned out to be quite wonderful and cheap. It was far better than the Coffee Garden breakies and half the price. I headed up to my first panel which happened to be on the other second floor.

The Future of Food panel was typically awesome. I suspected that Arabella Benson wouldn't make it because she was partying quite hard when I ran into her at 2 a.m. on Friday night and that usually doesn't make for good 10 a.m. panel attendance. Kathryn Daugherty and I started off as the only two and Kathryn talked about the future of food that she had witnessed at a molecular gastronomy place in Chicago. The menu was awesome, with each course being a small bite. Of course, there were 24 of them to enjoy too. We talked about my success in forecasting Hawaiian as the next big thing in fast food and about the coming

wave of flaked food. Howie'd popped by, which is always a good thing.

Martin Young is a mad philosopher. He's a prof (I think at UCLA) and one of the truly great talkers in fandom. Esther Friesner is a writer and one of the truly great punners in prodom. Lore is the guy who used to run The Brunching Shuttlecocks and that's good enough. They put the four of us on a panel called \$5, a Time Machine and a Dead Fish. You weren't going to keep the five of us on task, and as I was moderator, I didn't even try very hard to do so, but we were damned entertaining. Martin was thinking about the folks he would most like to drink with (Ben Franklin was high on that list) and Lore was just funny. At one point, Martin talked about the concept of going back in time with an eel and dropping it into the pants of someone at the right moment. Esther gave this the name eel-pantsing, which no one seemed to question. Eel-pantsing became something of a phenomenon as I heard folks talking about it the rest of the con.

The rest of Saturday was a blur. I spent a lot of time in the Fanzine Lounge, which was slightly busier that day. More folks popped by, stayed for a bit, talked awhile and then headed out. Derek McCaw, David Bratman, Randy Smith, Martin and others all journeyed into the lounge. Martin stuck

around quite awhile, which was a good thing as he raised the bizzaro scale along with the intellectuality by having nice long philosophical chats with Trey and Derek. Add Jason and me and you've got a good time.

I went and did the first 30 minutes of the FanboyPlanet.com podcast. We were wild, as always, and it was a good time. I'm always happy to see Ed Green, one of the best unknown writers I've worked with. He was in the audience and Lon Lopez, Derek and Rick Retschneider all worked up to their normal zany standards.

After that, it was time to spend a little time in the Lounge. More chatting, and it was getting more and more crowded. People would flow in and we'd give them ribbons and they'd sit, look at a few zines and then go on. I loved the amount of turnover.

After that, it was *Match Game* prep time. We've done this a few times and we put together a really strong panel with Esther, Martin, me, Leigh Ann Hildebrand, Tom Galloway and Kristen Berry. We were set to go for three or four games during the half-time of the Masquerade. The Masq was pretty good, too, so we had a lot to live up to. Jean was a part of the winning entry, Project L-11, which was a loving tribute to the many Princess Leias. We set

up and I had to warm up the crowd a bit. A fair number of them left, but some good people stuck it out, including many who had seen us before. We started the show and did two games before we were told we had to quit. At first we were kinda upset at not getting to do another show, but we were told that it was a hotel call and not the con and all things became nicer. I managed to fill the role of slightly smutty panelist, though Martin was obscure and hilarious and Esther lived up to all my expectations. I also got to make my reference to the iconic 1970s Farrah Fawcett poster.

I partied Saturday night. A little too hard, in fact. I went from room to room and it seems like folks were always offering me new red plastic cups of booze everywhere I went. The Klingon party was good and raging, and there was a lot of fun all over the party floor. We even had a large group of folks in the Lounge at the time. It was a testament to the con as we ended up with a great vibe everywhere. I was a little too drunk to make it to my room, so I crashed in the Lounge again.

Sunday came and I was not hung over. I got breakfast and we managed to do our panel on Wrestling and Comic Books. Derek, me, Jason and Steve Libbey were all having a great time. We managed to make a lot of good points, especially about the



Kata'H at Klingon Party

Photo by Jean Martin

similarities between wrestling and comics in racial stereotypes, the idea of identity, and methods of storytelling. We had a small crowd, but it worked. I hope I get to do this one again.

After that, I had to do the Hugo nominee wrap-up with Milt Stevens and we only had three people in the Lounge, one of whom was the son of Rusty

Hevelin. We talked about the categories and told a few Rusty stories. It was low-key, but good stuff.

After that, it was time for Fanzine in an Hour. I was shocked. There were at least 10 people there, and we started off strong. The problem was there was only the one computer, so we had to do everything in serial, which meant that we would have one

person write, then another, then I got to scan the art, and then I put it together. It took a lot longer than an hour, but we managed a good issue called *Poorly Conceived Awkward Silence*. Randy Smith, Ed Green, Jason, Bob Hole, Moshe Zabke, Jean Martin, Trey, Barbara, David, and a couple of folks whose names I didn't catch were joined by my friends Natasha and Genevieve for a good old time. The final output, with all the great art folks had done, made for a wonderful zine.

After that, it was sit around and chat until parties. And that I did, though I partied much less hardy. Eric in the Elevator was a really good show. They'd interviewed me on my new book, *I'd Hit That*, and we chatted about that. I did mention my attraction to Bea Arthur from the *Star Wars Holiday Special* and coined the phrase "don't you wish your girlfriend was hot like Bea." Good stuff. The League of Evil Geniuses was the hit of the night, slinging chipotle vodka and being way crowded. Everyone enjoyed the party. I did go to the rock dance in my pajamas to say some goodbyes, but I ended up running into an incredibly cute cashier sitting on the steps. We talked for a bit and she explained all of her ribbons to me. I ran back to my room and brought her my ribbons. She smiled very nicely. It was a very good moment.

After that it was Monday and sleep was now sorely missed. I had a panel and that was that. I cleaned out the Fanzine Lounge and sat and chatted with Julie Porter and Bob Hole for awhile as folks passed in and out. We stayed open longer than gaming. I was tired, but I took Jason to the airport before returning, cleaning up, and running the BASFA meeting at the hotel. Esther Friesner joined us and gave us the report as she is Empress of the Hamsters. I ended up hitting the Dead Dog for awhile and then driving home just after midnight.

BayCon is moving again next year to the Hyatt in Santa Clara, three blocks from my house. The San Mateo Marriott was just too small for what BayCon's going to become. I've always thought that BayCon succeeded off of the combination of hotel and con-goers, but this year showed different. Yes, con-goers are still a giant part of the equation, but there's the ConComm that really has to be thanked. Even though I'm a tiny cog in that machine, they proved that they could do everything and make it real and important. The planning, while at times frantic and reactive, worked, and dealt with problems, and made the entire con seem right. Even with the smaller con, the ConComm made it work and made this one of the most special BayCons I'd ever been to.

BayCon Relocates, Rocks

By España Sheriff

Staff Writer

For once I started out for BayCon early, sensibly packed and even having gotten a little sleep after a week of late nights getting artwork and costumes ready.

Before the con began, the inestimable Mr. Price and I had met at our usual conspiratorial base of operations — Baghdad Café on Market Street — in order to plot our weekend and fortify ourselves with coffee and pie. Originally we had thought to head down to San Mateo to drop off my art, but since it turned out I had no forms and couldn't find a place to print them off the website, there was really no reason to rush down after all. I decided that sleep, last-minute costume touchups, and zombies where of a greater importance than seeing the new hotel, and so we watched *28 Weeks Later* and then while he crashed on my living room couch I spent a couple of hours on belated tasks before doing the final crazed, tired, last-minute shoving of extra things into my suitcase.

At 7:00 a.m., per request, I walked my not-a-morning-person ass over and (gently) kicked the couch. JP requested another

thirty minutes and, torn between sleepy gratitude and sleep-deprived murderous rage, I decided to let him live and I hit the sack for another 45 minutes.

Eventually the siren song of coffee lured us out to West Portal for a leisurely breakfast and last-minute shopping, after which we hit the road. As we put distance between us and San Francisco it got progressively sunnier and lovelier, until having left in Fall we arrived in full blown Summer, with gorgeous blue skies overhead, but more temperate than the usual May heat in San Jose. The hotel turned out to be a pleasant Mediterranean-style building with a small suburban mall within walking distance, also a nice change from the late lamented (until SiliCon) Doubletree.

The suite was a cute little two-room with a French door-style divider. I put dibs on the pullout sofa nearer the door, knowing my con sleeping habits, and immediately filled the tiny closet with shoes. Before unpacking any further I got the art checked in and hanging and registration out of the way, leaving me with no obligations of any type until the *SF/SF* staff meeting on Sunday afternoon.

After a quick look through the membership packet I discovered to my dismay that it did not include the traditional pocket program. Reg didn't have any either, and the information desk was empty when I dropped by, but eventually I snagged one from ConOps, which was conveniently located on the way to my room.

Finally done with all my obligations until Sunday I grabbed a table at the California Grill with Bill, Joe Price and Jean, who gave me my first ribbon of the con for *SF/SF* and a batch to pass out to others. Jean left to do some Regency dancing but eventually the Kopecs rolled into town and joined the table and we continued what was a rather comical meal with a sweet but evidently overwhelmed waitress. Over the next few days the Grill stepped up and rose to the challenge but on this occasion it was a bit like a Marx Brothers routine. But the food was delicious and the prices reasonable, and hey — I had no place to be... so everything worked out just fine. Eventually, full of food, coffee and information I decided to take a nap in preparation for the long evening and weekend ahead.

Once rested, I got tarted up for the HMS Sabre themed dance and met up with the gang. We went directly to see how the ballroom for this Marriott would stand up to scrutiny. The dance floor turned out to be reasonably large, but when we arrived the dance itself was not terribly well attended and featured some form of swing dancing, which was out for me. We wandered to the party floor through the Marriott Maze, passing by a handful of jumpin' parties and ending up at the Browncoat's *BSG* themed Frak party where all the action seemed to be. Unfortunately without a deck/balcony to spill out onto and provide flow-through even the most successful parties felt a little claustrophobic, so after chatting with all the lovely BayCon regulars it was time to wander back to the dance and see if the ballroom dancing portion had given way to the more spastic styles I prefer... but alas, the dance was already over and done with!

Crestfallen but still dolled up, we followed the hints and rumors of a LoEG pre-tasting of chipotle vodka through the halls but came up dry (ha!) again. Finally our diminishing but still merry gang holed up at Bill's room to drink and discuss movie trivia for few more hours. And let me just thank BayCon for arranging internet access this year, because otherwise it would have come to blows... Paul Verhoeven indeed!

Saturday morning at BayCon can mean only one thing: buffet! Not being a Coffee Garden-hater, I was actually trepidatious at trying new hotel food. For my money the San Jose Doubletree has one of the better kitchens on the convention circuit. However as I approached the Grill and saw the whiteboard advertising an \$8 breakfast buffet I was torn... on the one hand, what a deal!... on the other hand, what kind of buffet could I really expect for that price?... but on the gripping hand I was hung over, hungry and cheap — so what's not to love? It turned out to be a very tasty spread, equal or superior to that of the Coffee Garden. And being able to sit outside in the patio by the fountain made it ever so much more decadent. Adding to the allure was the discovery that the hotel sound system was tuned to some satellite station that was truly excellent, playing up-tempo trip-hop, turning a visit to the ladies' room (where the acoustics were best) into its own little mini-danceclub experience.

By the time we were done with breakfast it was past noon and signup for wristbands to get into the space-limited Masquerade was long done... but being cynical about the length, organization and lines for BayCon Masquerades I figured that was just as well — I'd watch the replay afterwards. Later on I discovered that

Kevin and Andy were the ones in charge and therefore, naturally, everything went smoothly and ran on time. Inconceivable!

On leaving the Grill, Deb and I walked smack dab into the Spartan Wine Festival, which was composed of Bill in his snazzy new Spartan warrior costume surrounded by, and serving chocolate, strawberries and wine to, a bevy of lovely ladies. Pictures were being taken and merriment was high when Flare came up and tapped Bill on the shoulder.

We all froze, expecting that this was the straw that was going to get us kicked out of the Marriott (although the display was thoroughly PG, it was right in front of the main door, so you never know); however, when Bill turned around Flare pointed at the flagpole-cum-spear which needed peace-bonding. He handed it over, demonstrating its bluntness, and as they puzzled over how to actually reduce it to a peace-bonded state, Bill resourcefully reached over and picked up one of the wine corks, pushing it down on the tip of the spear until it stuck. Flare then placed the official zip-tie of inoffensiveness and went on their way. I took pictures, Deb took a strawberry, and we went to check out the smallish but well-stocked Dealer's Room, the larger and very nice Art Show, and finally outside to the BBQ seating area provided by the hotel,

which had basic but edible fare. Although without naming names, I'll suggest that chasing Corona with Starbucks latte is not the wisest of choices.

I had bits to complete for the Steampunk outfit, so I took off down the block to Rite Aid and Ross, and between the two they saved my costume (spray starch=love). However on the walk back I found myself increasingly dulled by the direct sunlight and lack of sleep, and with my needle sliding heavily towards cranky (ok, crankier) I decided it was definitely time for a snack and a nap. The snack took forever, but the restaurant management was very apologetic and comped the bill without my even asking, so that was OK. I staggered back to the room and was out like a light.

I awoke refreshed but late, and with work to do to get the costume finished: mostly ironing, polishing the brass (thanks again Rite Aid!) and tightening various nuts and bolts. Done and dressed I got to the dance and was happy to see it was much more promising this time around, with a lot more people in evidence and a satisfying amount of Steampunk themed costumes — corsets, top hats and goggles galore — as well as Masquerade entries roaming the halls: Mette and Bryan in their awesome Legend of Zelda costumes,

Death's granddaughter from *Hogfather*, the tenth Doctor, some gorgeous World War II uniforms, and any number of other folks looking marvelous.

The dancing was excellent, with Lunatic at the controls when we arrived, and the decorating committee had made a couple of dioramas with cogs and dials that were perfect for taking pictures in front of. After dancing, drinking and being extremely merry until the wee hours and

having long ago left my purse and jacket to the mercy of fate and the kindness of friends, I staggered down to my room and woke my long-suffering roommate up to let me in.

Sunday I woke feeling a little fragile for some reason, but breakfast and fresh air in the patio helped cure what was ailing me and some more rocking tunes in Club Bathroom set me in the right mood for the last full day of the con. I was determined to



Dealer's Room

Photo by Jim Bull

hit some panels, but had already managed to miss the one I was most interested in: Fanzine in an Hour. So instead I took a bag of no-longer-wanted-clothes over to the first-ever BayCon Clothes Swap. I wasn't sure what to expect but it turned out to be a great setup with hanging racks full of con gear, a small pile of shoes, and a table full of accessories. Having disposed of several shiny but rarely worn items I traded about half my tickets for cool new-to-me items and ran off clutching them to my breast before someone noticed that I had made out like a bandit. Swaps are definitely my new addiction.

I wandered a little, hitting the Dealer's Room and Art Show again and then heading up to the fanzine lounge for our second annual *SF/SF* staff meeting — which I have to say was much drier than last year's. However I did finally get to meet Eva, and then much abuse and information was hurled about until we adjourned to the Grill where it turned into more abuse and less information.

I took a traditional post-programming nap before the last evening of festivities, for this night I had resurrected and upgraded my old spacegirl outfit from BayCons past, in honor of the convention's Silver Anniversary. So after thirty minutes ironing the cheep!-yet-shiny cape/train I tottered

out in my silliest shoes yet and headed over to the dance, which was once again pretty rocking. As the evening wore on the music and DJ changed a few times, my personal favorite being DR Scott, a lovely gentleman who was happy to hear our requests and who played some fan favorites as well as just generally excellent tunes. I once again managed to abandon my purse to the fates and my friends (how awesome/patient are my friends anyway?) as I caroused about. Eventually I walked (boots in hand, no more staggering for me) with my contact lenses in a coffee cup back to my room after dawn, nodding dimly at vague blurs that may or may not have been people I knew. My long-suffering roommate let me in without even mentioning my purse, bless his heart. He knows to save up all the snark for the right occasion.

Having had the foresight to schedule a late checkout I showered and began wrangling my possessions into orderly piles for packing before heading over to the Art Show to pick up my giant pile of unsold art. (Minus one sold piece, though — so that's nice.) They were quite busy dealing with the auction, though, so obviously it was time to hit the Grill one penultimate time. We occupied our usual patio table and our buffet plates quickly overflowed onto adjacent empty tables as we drank

coffee until we'd cleared the place out.

I finally made it to a panel after all, an excellent panel as a matter of fact, by Philip and Kathe Gust about non-traditional fasteners in costuming, which was doubly interesting for me due to my recent experience with the Steampunk costume but also because I don't really sew. Some items like scrapbook clamps I had figured out on my own, but many others were very clever and I soon had two pages of notes and a bunch of ideas.

As I wandered about saying bye to folks who were leaving I was surprised at how many people were still about. Eventually I ended up in the Grill's patio again, with JP and Tadao this time, for more coffee and dessert, and we made the discovery that from the patio the Grill can slightly emulate the Coffee Garden, as folks who are trekking to and from the parking lot pass by. Afterwards we decided to stick it out until Dead Dog out of sheer stubbornness, which meant we didn't leave the hotel until around 11:30 p.m., reportedly just minutes before they broke out the wine (and hookers and blackjack, presumably). But I was a meat Popsicle by this point anyway, so I guess that's OK.

Advice for the Convention Bound

By Dr. Noe

Staff Writer

So, you're going to a con, eh?

Cons these days are not for the faint of heart, the average everyday Joe Fanboy, or even the ill-prepared.

Hopefully, this little guide culled from the knowledge of my many, many years of conning (as I'll call it) will help newbies and "pros" alike.

If there is one thing I cannot emphasize enough, it is: be prepared! Whether preparing for the con, booking hotels, costuming, or a number of other con-related things, preparation will save you plenty of grief in the long run and, especially, at con.

Your Accommodations

Let's deal with one of the most important items first: hotel.

If you are attending a convention and will be staying at one of the many (overpriced) places of hospitality during your convention you will need to take care of this far in advance. Otherwise, you will find yourself either shackled up with people you may not know or much care for, or,

worse, without a room at all. We can't have you sleeping on the streets during con; this would make you all smelly and stinky (something I'll come back to later).

For some smaller cons, booking within a few months of the actual date is acceptable. If you're going to one of the biggies, however, the earlier the better. This holds true for cons like the San Diego Comic-Con, Dragon*Con, WonderCon, or any con where the attendance can be expected to be in the thousands. At the larger cons, Comic-Con and the like, the next year's date has usually already been set, thus, you can probably book your room right then and there. Some cons are always at the same time of year: BayCon is *always* Memorial Day weekend, Dragon*Con always falls on Labor Day weekend. Remember, being in close proximity to the con is much better than having to hike seven thousand miles due to lack of planning, or having to beg people for floor space as the impending con date looms ever closer.

Also as far as rooming goes, bring plenty food/drink items that you may need throughout the weekend (for the hotel as

well as walking around the con). While many hotels offer room service, minibars, or continental breakfast, 'tis always cheaper to have your own private cache of nourishment (and drinkment) for the duration of the con, rather than pay exorbitant prices for food offered at the convention. A treat here or there is fine, but I know quite a few people do save, for a whole year in some cases, to afford the one big con they want to go to; thus, their food budget suffers when it comes to dining out or even ordering from the hotel.

Your Roommates

In regard to room sharing, there are no set rules (not that this article is a rule, just sound advice from a fellow con-goer), but do be careful. Bunking with friends is always best—that way, you'll know the people you're with and won't have to worry about your personals (laptops, cameras, booze, costumes, etc., etc.). Not to say that any potential acquaintances you may potentially shack up with are crazed kleptomaniac degenerates, but there is always that possibility. I have shared rooms in the past with complete and partial

strangers that resulted in no issues, but that doesn't mean that it's always going to be the case. You never know when someone may say to themselves: "Oh, shiny, me likey. Me wanty. *Snatch!*" I can be a bit overprotective at times with my costumes and the like, but dammit, I spent the money and time on it, so I should be.

If you find yourself in an unknown roomie situation, it's a good idea to set down some ground rules ASAP when you're all in the room. "This is my space, this is your space" kind of stuff. "I own this corner of the closet/room/etc." This may get a bit touchy or dangerous when it actually comes to places to sleep. Rooms with double beds are always best, but, in cases where that isn't possible, take turns (if you can, or you're comfortable with it) sharing the bed, floor, roll-away bed, balcony, or whatever. If it comes down to an issue, some perks should go to the room reserver, or if one or more people are chipping in more for the room than the other six or seven people sharing. Remember, you are all there to have fun at the convention, don't let a silly sleeping arrangement sour your weekend. Most people will react positively to a well thought-out, rational discussion (I speak, of course, not about our government).

Your Body

Another important thing to work

out is bathroom time. This is important for many reasons. The most important is so that each person sharing the room won't be stinky during con. Whether you costume or not, you *will* need to shower, bathe, cleanse, whatever, during the con. This is considerate to yourself, your roommates, and fellow con-goers.

I have been to many, many cons, and there is nothing worse than being stuck in a sweltering convention hall full of stinky people. Now, I'm not trying to be rude. I know there are some people who sweat more than others and will, throughout the day, perhaps get an odor about them. That is acceptable. Not showering during your entire four-day con excursion is not. I don't care if you were in an all-night ogre-fest in the gaming room and have to run off to whatever panel you have decided to attend next, you need to take a quick five-minute shower, slather on some deodorant, and then go. Because people are kind(-ish), you won't hear anything directly, but you may overhear people talking about that smelly guy (or girl) they sat next to during the "Why Does Fox Hate its Shows that Have Great Potential" panel.

I guess there really aren't any other points to coordinating bathroom time, just the cleanliness of you. But, still, a big point. (See, I told you I'd get back to it).

Your Schedule

Another crucial point of conning is timing. You may hear that timing is everything—with jobs, women, men, and getting the best seats for a concert—but these all pale in comparison to ensuring you use your time well at a convention. Believe me: women and men come and go, but if you miss your one chance to ask George Lucas "Jar-Jar Binks... why?" because you were waiting to buy a bootleg version of the *Star Wars Holiday Special*, you'll be kicking yourself for more than one reason.

This is also something that will vary from con to con, depending on size. At smaller cons such as BayCon, Fanime, or probably half a dozen others I'm neglecting to remember, you can probably get in line for your autograph, your panel, or any number of things that could fill up without issue. If you are attending a larger con, however; budget your time wisely based on the panel/autograph you want. I have in the past waited in line for hours to meet Neil Gaiman, Joss Whedon, or to get into panels. This is when it becomes critical not only to consult your program guide, but to learn it. The program book is your friend. I know it may seem a bit intimidating, what with its pages filled with information about the convention, pretty pictures, biographies, and advertisements, but as far

as any convention goes, consider it your bible.

The program guide gives you times for panels, autograph signings, other appearances, and, most importantly, the map of the convention so you know where the hell you're going (that is, if your map reading skills are even one iota better than the nimrods in *The Blair Witch Project*). Your program guide is chock full of con-ness, which leads to a potential problem. It sometimes is like a bunch of your friends asking you to do 27 different things at once. This is where it becomes tricky. Again, not so much at smaller cons, but there will be times when panels or signings conflict. Enter the dilemma. You must make sure you allow plenty of time to be in big name panels or the lines for autograph signings. Heavy hitters will always draw a grand ole crowd. If you want to be up close to the panel, or even be in the running for an autograph, you will need to be there in plenty of time to ensure your spot. Again, I've waited for hours for both. Remember, you are not the only *Batman*, *Star Wars*, *X-Men*, *Simpsons*, Hugh Jackman, Jeph Loeb, Matt Wagner fan in the world. If you want to meet or attend the panel, get there with plenty of time to spare.

What makes this even more difficult is conflicting or overlapping events. For



BayCon 2007 Masquerade winners, Project L-11

Photo by Jim Bull

these instances, well, it just boils down to what you want most. Because until you can clone yourself, there's only one of you, and several events at any given con, so you're going to have to choose what to go to and what to sacrifice and whine about later. It's not always an easy decision, but it must be made, especially at the bigger events

where there are a billion and a half people. Sometimes you find the diamond in the rough where you can squeak in, sit in the panel or get the autograph, and move on to your next pressing event, but this is rare.

Your Attire

And if I haven't thrown enough at you to help you prep for a con, now we

come to costumes.

Take care when choosing a costume. There is much more to costuming than liking a character and wanting to do that specific costume. Much, much more.

There are many aspects; I list these in no particular order.

Comfort in your costume is essential. Whether you're in it for two hours or six, you want to be wearing something you can move, sit, and breathe in. This means choosing breathable material for the costume so you're not sweating up a storm while you're walking around the convention hall. If you're running from forum to forum (or even walking) you won't want to be in a sweltering costume. For larger conventions, you definitely don't want to be in a stuffy costume in a convention hall filled with other conies. Even the most seasoned costumers take heed to this, and do not overdo it. If you're getting woozy or overheated, take a break, take some layers off if possible, then go back to the fun. Also, make sure you stay hydrated and are able to go to the bathroom without too much difficulty.

When choosing a costume, remember that if you're taking the idea from a comic or anime or other animation medium, don't beat yourself up to get it exactly 100 percent perfect. If your costume is from a movie, the transition will be much easier, but

animation is something else. Remember, there are no seams in comics; your costume, however, will have them. So you can get your outfit as close to the original art as possible, but you're probably not going to get it absolutely dead-on perfectly seamless. It is often difficult to transition art to reality. These are just things you'll have to deal with.

The same applies to the color of the fabric you use. You can probably find material of the color you want, but ink and fabric don't often have the exact same pigmentation, so you may be a slight shade off. Don't worry. You will absolutely kill yourself if you spend all of your time trying to make your costume super accurate. There's a saying: "You can have your costume cheap, fast, or good. You only get to choose two." Which leads us to cost.

Depending on the actual costume, props and accessories, be prepared to spend money as well as time on your costume. Some costumes can be made with a modest budget, but some can get quite pricey. I've spent anywhere from \$50 on a costume to \$1,000 for another. For some more extravagant costumes you will have to spend a lot for material that will give your costume the right look, feel, and even lie or sit right on your frame. So price is something to keep in mind as well when choosing what

to wear.

When walking around in costume be prepared to be stopped...a lot. Some costumes will garner mild interest while others will have con-goers surrounding you for quite some time, especially if you're doing a group like *Lord of the Rings* or *Firefly*. Having more people makes costuming more fun, but they could also hinder your own con experience (scheduling and what-not), so group wisely. While some people adore the attention lavished on them, others may prefer a quick photo or two and then run off. If you're not in the mood to be photographed or you have somewhere to be, just politely decline and move on. Remember, everyone's there to have fun; no need to be rude.

Not to say there aren't rude people. If your costume has neat accessories or armament, people may want to, ahem, handle your stuff. It is alright to say no. You spent the time and money on the costume, not they. If you don't feel right letting someone else touch an accessory, tell them. The same goes with your costume. Some people like to touch. If you have delicate pieces on your costume that may break, you probably don't want people poking and prodding you (unless you're into that kind of thing).

Your Weaponry

This leads us to armament. Some characters have guns, and if you want to be authentic, you will need some. There are several laws across the nation about carrying replica weapons, but most conventions are cool as long as you act responsibly. They may ask you to put a bright colored zip-tie on it, even if it already has a bright-red tip.

Don't go around arbitrarily pointing your guns at people or threatening them with your six foot sword. Granted, some poses will require this, but when you're casually walking around don't twirl your pistol or anything like that. Also, if you step outside the convention center, holster your gun—or leave it with a friend. This also is important to remember if you need to walk the city streets to get to the convention center.

That is about all I have to share regarding cons. There still are other aspects I haven't covered (or gone into extreme detail about), but don't fret. What I may have missed or omitted can be found out in other ways. Make friends at conventions for information regarding masquerades or other events. Although the con season is well underway, there are still some heavy-hitters coming down the pipe. Hopefully this will aid in your conning.



Bay Con 2007 Masquerade participant

Photo by Howeird

Stepping Out at the Space Cowboys Ball

By Glenn D. “Mr. Persephone” Martin
Contributing Writer

Perhaps it’s only fitting that my first submission to *SF/SF* be a review of my first PEERS dance.

I had long put off attending one of these events (far *too* long, if one asks the right person), so when the Powers That Be scheduled a *Firefly*-themed cotillion for June 2nd, excusing myself from the festivities was not an option. After all, how could the “gentleman” crowned Mr. Persephone by the fine folk at last year’s Browncoat Ball refuse to escort the fair and elegant Ms. Persephone, Celeste Miller, to the San Mateo Masonic Lodge for such a Shindig?

Despite a preparatory pint of cider and the continuous assurances of my escort, I was quite nervous upon our arrival. I am brand new to ballroom dancing, and having witnessed at the Browncoat Ball the grace and style with which the people in these circles traverse the dance floor, I had resigned myself to an embarrassing evening of stumbling about, and hopefully avoiding causing any serious injuries.

I of course participated in the lessons

which preface each ball, and the demeanor of the instructors, T. Goudeau and Cathleen Myers, put me at ease immediately. They could have easily spent the hour showing off their quite considerable skills, and

thus made the newcomers even more self-conscious; instead, they provided a relaxed yet focused emphasis on the basics of the rotary waltz, enabling everyone to take part in the majority of the dances. I knew



PEERS Cast Photo

Photo by Patrick White



A handsome aristocrat and his radiant escort

Photo by Mike Smithwick

the evening would turn out better than anticipated when Renée, an attractive young lady with whom I found myself partnered during the lessons, matter-of-factly informed me that she expected me to ask her to dance later in the evening. I had

been warned by my lovely escort that this would occur, but I was still taken aback... albeit pleasantly so.

Following the lessons, I changed into my standard *Firefly* persona, donning the Fighting Elves t-shirt and the oh-so-cunning hat, and was delighted to see many of my friends from that and other fandoms in costume and in good spirits. Arielle, the Belle of the SF Browncoats, wore her finest Kaylee wedding-cake frippery and looked as adorable as always, and many other 'Coats from SF and Silicon Gulch found their way in from the Rim to meet, greet, and move their feet.

Some old friends from my Starfleet International days were there, too – Andy as a well-dressed Simon, Stacy as finely-attired star pirate, and Tracy as a Marshal whose all-black garb and glistening star lent an air of law and order to the gathering of ruffians. My escort's friend Mike arrived in a beaded formal Sherwani and bearing a blade, looking for an Atherton Wing-style end to his night.

Making new friends also brightened the evening, as Jeff and Kim impressed me with their *Final Fantasy: Advent Children* costumes, and Eric and Colleen made a striking couple as V and Sailor Moon. We were also happy to welcome (and placate)



Adelai Niska's new body guard during a lighter moment

Photo by Mike Smithwick

a number of San Mateo's finest as they responded to calls from the neighbors reporting scruffy individuals roaming their streets with a variety of nasty-looking sidearms... whoops.



Joan Walton and Mike Smithwick

Photo by Jim Bull

And then, of course, there were the dances, all named to be consistent with the theme of the evening, such as the Mudders' Mazurka. And – I danced. And – it was FUN. I certainly wasn't Fred Astaire, but I'd like to think I wasn't any gorrām Fred Flintstone either. I don't know all of the dances (Ms. Persephone would add "yet" to that sentence), but I found that most of them were waltzes, and the social dances

were all called clearly. Perhaps the most shocking of the evening's revelations was that it is OK to make a mistake! Which is a good thing, let me tell you.

While I spent the majority of my time squiring Ms. Persephone around the floor, I also made good on my promise to dance with my comely lessons partner (who took the opportunity to inform me that I would also be dancing with her at future PEERS balls: yes, Ma'am!), and I "danced" a waltz with the ravishing and forgiving Radar while trying to determine how I could have had one left leg, but two left feet.

The dance sets were interspersed with the crew of *Serenity* executing their duties in the quest to keep flyin', including convincing Sir Warrick Harrow to hire them for a job, attempting to subdue River (and failing to do so in rather decisive fashion), and making peace with Adelai Niska. The entire assemblage was struck into silence by the dead-on performance of the actor who portrayed Niska, and indeed it was not until the skit was over that I found my jaw had dropped. SF Browncoat Adam also strummed his guitar and led the crowd in a rousing rendition of "Man Called Jayne" – one of my personal favorite tunes.

Moving outside for a bit to cool off and smoke a damn fine stogie (it was definitely from the Core), I enjoyed more

socializing with friends, including the always fashionable Seamoose, and said a hasty farewell to Dr. Noe as he and his lady headed off to do *Rocky Horror Picture Show* at the Parkway in Oakland.

In some sort of tear in the space-time continuum, I looked at the clock and it was half-past eleven, though it seemed we'd only just begun to have fun. With the radiant Ms. Persephone on my arm, I said my goodbyes to friends old and new, strapped on my hat, and headed off into the stars...

Until I had to come back to get my pants. But that's another story...

Thanks to my escort Celeste Miller for her assistance with this review.

www.peers.org

BASFA Minutes: meeting 877

May 21, 2007

Trey Haddad, President
Chris Garcia, Vice-President
Dave Gallaher, Treasurer
Galen Tripp, Sergeant at Arms
Barbara Johnson-Haddad, Secretary

Began 8:00, with talk of the bakery ghost.

24 people attended.

We established a party jar.

Secretary's report: the minutes of meeting 876 were accepted as 'eaten shot and left.'

Treasurer's report: last week we took in \$25.50 in the regular jar & \$14.25 in the party jar.

The VP reported there's a new 'Drink Tank' out today & it's a good little issue - and will be a new 'SF/SF' out tomorrow & stop by the Baycon fanzine lounge this weekend . . . and Dave for TAFF.

The President has conceived an idea to make a money motion and polled the members of the club about the advisability of doing so [people were interested] and so he has begun to put wheels on the cart.

It was moved to have BASFA's next meeting be at the San Mateo Marriott/at Baycon [at the Convene ballroom lobby, aka fanzine table

area] next Monday at 8pm; the pebbles spoke, the avalanche decided and the motion passed.

The AhwaneeCon committee reported that they will be aiding the BASFA party committee at Baycon.

A motion failed, another motion failed, then another motion failed - after which destiny was debated.

Announcements

[evil] Kevin announced that Baycon will be giving out wristbands until they run out for Masquerade entry [since the room can only seat 450].

Andy announced that the League of Evil Geniuses will have a loft suite for the whole weekend of Baycon & they have a room confirmed for FC '08 for both Friday and Saturday.

Chris reminded us that the Match Game will be the halftime entertainment for Baycon's Masquerade at about 9:30 & he's accepting donations for the TAFF silent auction [and that Match Game contestants will get preferred Masquerade seating].

Cheryl announced that there will be an exhibition of Vladimir Kush's artwork at Santana Row June 1-3 [it is highly speculative in nature].

Howeird announced that he will be bringing 2 chocolate fountains with him to Baycon for his room at the Marriott, so drop on by.

Reviews:

Julie reviewed 'Shrek 3' on digital as not as good as '1' or '2', but still decent although the theme is worn, worth matinee; I follow-on'd that the music was pretty awful and it annoyed-more-than-entertained me with its offensive female stereotypes, worth matinee.

Andy reviewed last week's 'Dr Who' as the pacing was insane, done in quasi-real-time, the special fx were gorgeous & worth stealing; plus reviewed the Eurovision song contest as 'a bad song is never improved by a live performance' and either worth stealing - or throwing things at the screen [there were follow-on's].

Lisa reviewed 'Next' as fairly decent and worth matinee.

Dave C reviewed Langford's 'The End of Harry Potter?' - a book of Potter mania as he recommends it as worth full price [and the follow-on was 'Langford, you dog' {??}].

Harold reviewed Penn and Teller's 'Bullsh*t' as often quite funny, unbiased and one-sided in their opinions and worth watching; he also reviewed 'Waitress' as a hysterical comedy and not to see it on an empty stomach.

Chris reviewed the 'King of the Hill' and 'Simpsons' season finales as it was a wonderful day to be a wrestling fan and reviewed 'Witch of Cologne' as a flying book special - about 25 pages into it, the book took flight.

Howeird reviewed 'Jekyll and Hyde' as lots of

fun, lots of work and he's glad it's over.

We birthday auctioned off Adrienne to Chris for \$1.00 [and her name is now 'Toby'].

Then we auctioned off: the Mad collection for \$10.00; books for \$0.50, \$0.75 & \$0.50; a pie

kit for \$2.00 & magazines for \$0.50.

We adjourned at 9:47.

And the rumor of the week was that 'JRR Tolkien will rise from the grave to strangle Dave Langford.'

BASFA Minutes: meeting 878

May 28, 2007

Meeting 878 of the Bay Area Science Fiction Association was held in the Mezzanine Elevator Lobby of the San Mateo Marriott Hotel, San Mateo, California. The meeting was called to order on May 28, 2007 at 8:02 p.m., Vice President Chris Garcia presiding and President Emeritus, etc. Kevin Standlee acting as Secretary. At least 22 people attended, although not necessarily at the same time. Officers absent: President Trey Haddad; Secretary Barbara Johnson-Haddad.

Previous minutes: Not available. Ed Green moved to accept as "Progress and continue." [Evil] Kevin raised a point of order that the motion was out of order on account of there not actually being minutes to consider. The Chair ruled the point of order well taken.

Treasurer's report: We have money. No specifics.

On a motion by [Evil] Kevin, we established

a party jar. The Green Box created by Julie Porter from neglected convention flyers was designated the party jar, while the red cup was designated the regular jar.

Vice President: There was a con; he was there. There will be a new issue of The Drink Tank soon.

Committees:

The Party Committee was hors de combat on account of having hosted parties during BayCon.

The Sports Committee reported on the crash of the multi-million dollar DiamondVision at Emperor Norton Field (AT&T Park).

AwahneeCon: The committee was explained to our guests. Seven pre-supports sold during BayCon. Current site (subject to change) is Tuolumne Meadows. Site neepery followed.

Visiting LASFS/SCIFI Liaisons Ed Green and Liz Mortensen reported "Stay Away from

Southern California!"

Empress of Hamsters Esther Friesner arrived later.

Business: None.

Announcements:

[Evil] Kevin said that history was made on Saturday night of BayCon: The BayCon Masquerade started on time and ended on time. Oh, and there's another convention coming up in five weeks.

Chris Garcia: Charles Nelson Reilly died last Friday night. (Kevin Standlee said, "I didn't think our show was that bad!")

Sarah Goodman announced that she has retired from her mundane job and is now on LiveJournal, but did not tell us what her LJ handle is.

Empress of Hamsters Esther Friesner reported that scientists have discovered they can cure jet

lag in hamsters by controlled doses of Viagra. Much irrelevancy followed.

[Tall] Kevin reported that Esther Friesner was the only one of the Match Game SF panelists whose close-up photos were all out of focus.

[Tall] Kevin also announced that due to schedule conflicts, Cheryl was unable to bring the Friendly Fannish Finns to tonight's meeting and sends her (and their) regrets.

Reviews:

Julie Porter reviewed Doctor Who episodes shown at the Legion of Rassilon meeting as "Both worth stealing."

Stellan reported on Maker Faire at the San Mateo Expo Center. This was a huge how-to-make-things show, sort of a prep for Burning Man. There were lots of weird crafts, Battlebots/Robot Wars, art cars, water rockets, and other strangeness. It was a blast and a lot of fun, and is worth full price.

Comments on BayCon:

"Would have been better with a left knee pad." There was considerable neepery about the "Escher Marriott" and its sister property, the Rye Town Hilton.

[Evil] Kevin: There was a con. Very friendly day staff. Night staff that couldn't make a wake-up call work. He never had any wristbands.

David Clark on food: Much more tolerable restaurants (compared to the Doubletree San

Jose). Dealers were reasonably content with the turnover.

Julie Porter said she saw artists with happy smiles over their sales.

Ed Green said that one piece in the Art Show went for \$3500.

[Evil] Kevin continued: We ran an hugely popular and crowded (and thirsty) League of Evil Geniuses party, which ran until 4:30 a.m. The party ran out of champagne for the first time. [There was much discussion of alcohol.] Andy Trembley: "We miss having a patio onto which we can expand." [Evil] Kevin: There was an enthusiastic volunteer crew. Esther Friesner: Really enjoyed having the slideshow of past Costume-Cons on the plasma screen. [Discussion of video technology followed.] Lisa Hayes: LOEG video was only non-sucky video she saw all weekend on the hotel's fancy plasma screens. [More talk of alcohol followed.] Esther asked about the "lightning bug" candies, which led to discussion of party planning and logistics. The Traveler party (next door) complained that they got no traffic on account of having LOEG next door.

David W. Clark on Spiderman 3: Way too much plot. The most Ditko-esque villain ever in movies. Worth matinee.

[Tall] Kevin: Match Game SF was great, but we didn't get to do enough of it. [Evil] Kevin: It is very rare and special when the audience doesn't want the halftime show to end, and this was one

of those times. [Tall] Kevin: Esther Friesner was a great panelist; we want her back. Chris Garcia: Really enjoyed being a panelist. [Much game show neepery followed.]

Auctions: Esther Friesner to Sarah Goodman for \$30. Steven Nagy to Chris Garcia for \$3. Liz Mortensen to Kevin Roche for \$20. Ed Green for \$13 to someone. [Acting Secretary got distracted.]

Rumor of the Week:

On a vote of 18-17, the Rumor of the Week adopted was that "Two members of BayCon will be found at the end of Westercon, having survived the six weeks by eating soup boiled out of their ribbons."

By popular demand, the Secretary agreed to list all of the other nominees as an appendix to the minutes.

The meeting adjourned at 9:20 p.m.

Kevin Standlee
Acting Secretary

Appendix: Rumors that Never Were

The other nominees for Rumor of the Week were:
Wiscon members stole the minutes of meeting 877.

We forgot the eyeballs.

Next week the San Mateo Marriott will be renamed the Marriott Epiphany.

No wristbands here, turn around, walk to the

end of the hall, turn left, turn left again, proceed until you find the end of the line.
Alan Dean Foster is working on the plot of an IMAX porn movie.
It takes three ribbons to get to the Tootsie Roll center of a Tootsie Pop.

Don't walk into the line, Don't walk into the line!
BayCon badge holders will be entered into a Fourth Doctor scarf contest.
[All of the above plus the one actually adopted as a single rumor.]

BASFA Minutes: meeting 879

June 4, 2007
Trey Haddad, President
Chris Garcia, Vice-President
Dave Gallaher, Treasurer
Galen Tripp, Sergeant at Arms
Barbara Johnson-Haddad, Secretary

Began 8:00, shortly after the VP fled the scene.

23 people attended.

We established a party jar.

Secretary's report: the minutes of meeting 877 were accepted as 'pause . . . resume' and the minutes of meeting 878 were accepted as 'lost in Escher space.'

Treasurer's report: at meeting 877 we took in \$21.25 in the regular jar & \$11.35 in the party jar & at last week's meeting we took in \$69.60 in the regular jar & \$15.50 in the party jar.

The VP had fled but left fanzines - check efanzone.com.

The President reported that he was on the fannish 'Match Game' - reinforcing his belief that he thinks differently from other people.

We talked about possible BASFA meeting times for Westercon.

The President proto-motined for BASFA to spend money - sending it to the Foglio's since Kaja has recently been hospitalized [and they are fine fannish folk] - with Dave G to send out notices in the mail ASAP and the time for the vote TBA.

Announcements:

Adrienne announced that BBC America will be showing 'Torchwood' in September.

Ken announced that Tom Fanella of KTEH passed away and that in lieu of flowers he wished folks to make donations to KTEH & also announced that tomorrow starting at 7 p.m. will be a 'Dr Who' KTEH pledge night.

Andy announced that Westercon will be in 4 weeks - same bat time, same bat channel and

they are looking for help in many ways.

Dave G announced that he has 'Gnomeward Bound' flyers and NASCAR fans will want to know his company is sponsoring a car & special souvenir package day on June 24 for \$175.00.

Cheryl announced that the rugby match between New Zealand and France saw a stomping - and then she digressed.

Reviews:

Bob reviewed Denvention's website as efficient and reviewed a 'Dr Who' story - 'Storm Warning' on audio book as cheaper than the US version and better - a great story and worth double the price.

Adrienne reviewed 'Hex' as the new character introduced is much more interesting this season than last season's original character.

Harold reviewed Baycon as after 30 years, things haven't changed much at all - the dealer's room still parted him from lots of cash and most of the panels he wanted to go see were

still scheduled opposite each other, that it was worth full price and that Howie's fountain attacked his badge.

Andy reviewed the 'Dr Who' 2-parter as very good, a lot of plot crammed in it - as very dark and a little more dark - still well worth stealing [there were follow-on's].

Frank reviewed some films from the 70s - 'Corvette Summer' as full of bits of cynicism & 'F for Fake' as also about scammers [and there were follow-on's about the 70s sucking or not].

I reviewed 'Pirates 3' as liking it a lot more than '2' - and that after the first hour it really takes off & worth full price; [tall] Kevin follow-on'd that the pinball game is better & Cheryl reminded - 'stay for the cookie.'

Julie reviewed 'Pirates 3' as she went to see it while in costume - as did several others there - she liked the movie a lot - it was a dark and funny film & put her in a really good mood for Baycon - worth full price - and she reviewed a book 'Dark Side of the Moon' as the author made some good points, but it was still disappointing, worth library & she reviewed 'Dr Who' in retrospect [I agree with her on Lethbridge Stuart] and then about the modern season 2 - with 'Girl in the Fireplace' now her all-time favorite episode & rates it as worth buying the whole season for - and come to Rassilon.

Cheryl reviewed the Computer History Museum as a bit of an acquired taste - and quite good by

that measure - there are wonderful bits of stuff there, definitely worth full price.

[tall] Kevin reviewed Sea-Pac in Seaside OR, an amateur radio con as worth full price - which was \$8.00 - and held in a rather gray place [a poor man's Brighton] & he got to play lots of pinball & he reviewed Portland Int'l Airport as a fine place to get stuck in but that everything closes by 11 p.m.

We birthday auctioned off Eric to Pat for \$7.00.

Then we auctioned off: videos for \$1.00; books for \$1.00, books and a new dollar for \$3.00, magazines for \$2.00 & a Baycon program book for \$1.00.

We adjourned at 9:37.

And the rumor of the week was that 'Hamsters on Viagra designed the San Mateo Marriott.'

Join our crew:

We are looking for writers to
cover local events,
conventions, fan groups and the
fannish scene in general.

Contact Jean Martin and Chris Garcia
at:

SFinSF@gmail.com

Bay Area Fannish Calendar

While some effort (OK, OK, damn little effort) is made to verify event listings, please check before attending, as events are sometimes cancelled or times and locations changed.

New listings are in red.

Ongoing events are toward the back.

June 13-23

Night of the Living Dead: Live Onstage

Holehead Playhouse

1333 Indiana

San Francisco

www.sfindie.com

Wed-Sat 7 p.m.

\$20

Presented by The Primitive Screwheads and the folks who brought you the Another Hole in the Head film festival. Bring a raincoat.

June 13-17

Worlds of Wonder

Cartoon Art Museum

655 Mission Street

San Francisco

www.cartoonart.org

Final weekend for this exhibition devoted to twelve comic-book and comic-strip illustrators and the worlds built from their imaginations.

Thursday, June 14

The Hunger (1983) and

Galaxy Quest (1999)

Preview Room

Variety Children's Charity

582 Market Street

San Francisco

7 p.m.

Free

Borderlands Books, Variety Children's Charity, and the Gay Geeks Group invite you to a screening of two very different cult favorites. Refreshments will be available for purchase, and your purchase supports Variety's efforts to aid disabled, disadvantaged, abused and neglected kids.

Thursday, June 14

On Guard Online: Protecting Yourself on the Internet

Computer History Museum

1401 N. Shoreline Blvd.

Mountain View

www.computerhistory.org

6:15 p.m.

Free

Experts offer advice on how to guard against attacks and vulnerabilities so you can surf, shop and socialize safely.

Thursday, June 14

Firefly Night

Cerrito Speakeasy Theater

10070 San Pablo Avenue

El Cerrito

www.cerritospeakeasy.com

9:15 p.m.

\$6

Three episodes of Joss Whedon's *Firefly* on the Cerrito's big screen.

Thursday, June 14

The Lost Boys (1987)

Parkway Speakeasy Theater

1834 Park Blvd.

Oakland

9:15 p.m.

\$8

www.parkway-speakeasy.com

Friday, June 15

Midnight Movie:

Alien: The Director's Cut (2003)

Camera 7

1875 S. Bascom Avenue

Campbell

www.cameracinemas.com

Midnight

\$7.50

Friday, June 15

OUTer Limits

Roxie Film Center
3117 16th Street
San Francisco
www.frameline.org
10:30 p.m.
\$10

The Frameline LGBT Film Festival
presents a series of sci fi and horror-inspired
shorts exploring “the outer limits of queer
filmmaking.”

Friday & Saturday, June 15-16

Berkeley Rep Props & Costumes Sale
The Stadium Garage
2020 Addison Street
Berkeley
510-647-2900

Costumes and props on sale Fri 10 a.m.-4 p.m.,
props only Sat 10 a.m.-2 p.m.
The Berkeley Repertory Theatre is cleaning
out its costume and props warehouse, offering
a rare opportunity for costumers and collectors
alike. Cash only.

Friday-Sunday, June 15-17

RoboGames
Festival Pavilion
Fort Mason Center
San Francisco
www.robogames.net

\$55 (\$20 single-day ticket)
The event formerly known as the
ROBOlympics returns to Fort Mason for
another weekend of mechanized mayhem.

Saturday, June 16

Dragon Slayers Renaissance Festival



Day of Honor is the annual gathering of the Klingons at Chabot Space & Science Center in the Oakland Hills. The event begins in the cafeteria and spills out into the nearby amphitheater, with feasting and singing, razzing of any Feddies present, and a raffle to benefit the Make a Wish Foundation. *Star Trek*-themed attire is required. This year's feast takes place on June 23rd from 7 to 10 p.m. and costs \$15 in advance; those wishing to bring a dish to share instead should contact HeKor the Feast Master at drlahman@comcast.net. More info at www.ikvbloodlust.net/ms-doh11.htm.

100 Aptos Creek Road
Santa Cruz
www.dragonslayersfestival.com

10 a.m. - 6 p.m.

\$10

Proceeds benefit Dragon Slayers, an innovative animal therapy program for physically challenged children and adults.

Saturday, June 16

Midnight Movie:

Alien: The Director's Cut (2003)

Camera 12

201 South Second Street

San Jose

www.cameracinemas.com

Midnight

\$7.50

Saturday, June 16

Vampire Diary (2006)

Roxie Film Center

3117 16th Street

San Francisco

www.frameline.org

10:30 p.m.

\$10

Part of the Frameline LGBT Film Festival.

Saturday, June 16

Ukey Stardust and the Spiders from Mars

The Rickshaw Stop

155 Fell Street

San Francisco

www.ukeapocalypse.com

9:30 p.m.

\$10

Return of the live show featuring Bowie numbers performed on ukulele and other oddball instruments, including saw, washboard, kazoo, and junkyard percussion. Featuring Kelly McCubbin, Stella!, Five Cent Coffee, Just Henry, Liquor Cake, and Megan Lynch on ukulele. Put on your 80s glam gear and freak out in a moon-age daydream.

Saturday-Sunday, June 16-17

Northern California Pirate Festival

Marina Green Park

Vallejo

www.norcalpiratefestival.com

10 a.m.-dusk

Free

Arrr...the launch of what hopes to become an annual event in the Bay Area. Music, crafts, swordfight demonstrations, costume contest, visit by *Pirates of the Caribbean* cast members.

Sunday, June 17

Father's Day Mission to Mars

Chabot Space & Science Center

10000 Skyline Blvd.

Oakland

www.chabotspace.org

1:30 & 3:30 p.m.

\$30

Send Pops on a simulated mission to the Red Planet. Adventure includes edible outer space treats, general admission to the museum, and a souvenir of your trip.

Sunday, June 17

Bad Movie Night: Flash Gordon (1980)

The Dark Room Theatre

2263 Mission Street

San Francisco

www.darkroomsf.com

8 p.m.

\$5

They're back! The Dark Room's resident wits skewer another bad flick.

Wednesday, June 20

Enter the Dragon (1973)

Red Vic Movie House

1727 Haight Street

San Francisco

www.redvicmoviehouse.com

2, 7:15 & 9 p.m.

\$8.50 (\$6.50 matinee)

A new 35mm print of the film that kicked the door open for Hong Kong movies in the U.S.

Friday-Sunday, June 22-24

PolyCon XXV: Return of the Dragon

Embassy Suites Hotel

33 Madonna Road

San Luis Obispo

www.polycon.org

\$30

SLO's gaming con features tournaments for D&D, War Hammer Fantasy, Magic: The Gathering and more, plus the traditional Saturday barbecue.

Saturday, June 23

Bay Area Games Day

Los Altos Public Library

13 S. San Antonio Road

Los Altos

10 a.m.

\$1

Regular event featuring German-style strategy boardgames like Settlers of Catan, Avalon Hill-type multiplayer games, lots of card games, and historical board wargames.

Saturday, June 23

Author: Jacqueline Carey
Borderlands Books
866 Valencia Street
San Francisco
www.borderlands-books.com
3 p.m.
Free

Saturday, June 23

Batlh Jaj: Klingon Day of Honor II
Chabot Space Science Center
10000 Skyline Blvd.
Oakland
www.ikvbloodlust.net/ ms-doh11.htm
7-10 p.m.
\$15 in advance (by June 16), \$45 at the door
An evening of feasting, singing, and celebrating Klingon-style. *Star Trek*-themed attire required.

Saturday, June 23

Can't Stop the Serenity
AMC 14
1000 Van Ness Avenue
San Francisco
8 p.m.
\$12
www.sfbrowncoats.com
Second annual charity screening of Joss Whedon's *Serenity* (2005) to benefit Equality Now.

Sunday, June 24

Bad Movie Night: Krull (1983)
The Dark Room Theatre
2263 Mission Street
San Francisco
www.darkroomsf.com
8 p.m.
\$5
The Dark Room's resident sharp wits skewer another bad flick.

Monday, June 25

SF in SF: Paul Park and Gregory Benford
Preview Room
Variety Children's Charity
582 Market Street
San Francisco
7 p.m.
Free
SF in SF is a regular series of sci fi author readings with discussion and book signing after, and a clever name. Cash bar opens at 6:30.

Friday, June 29

Author: Lois McMaster Bujold
Books Inc.
301 Castro Street
Mountain View
www.booksinc.net
7:30 p.m.
Free
Author of the long-running Miles Vorkosigan saga and the new *Sharing Knife* series.

Friday, June 29

Harry and the Potters

Slim's

333 11th Street
San Francisco
www.slims-sf.com
8 p.m.
\$12
A Harry Potter-themed synth-garage-punk band.
Also on the bill: *Jurassic Park IV: The Musical*.

Saturday, June 30

Author: Lois McMaster Bujold
The Booksmith
1644 Haight Street
San Francisco
www.booksmith.com
7 p.m.
Free
Author of the long-running Miles Vorkosigan saga and the new *Sharing Knife* series.

Saturday-Tuesday, June 30-July 3

Westercon 60: Gnomeward Bound
Marriott San Mateo
1770 South Amphlett Blvd.
San Mateo
www.westercon60.org
\$75
Another opportunity to experience the Escher Marriott. With Guests of Honor Tad Williams, Theresa Mather, Christian McGuire and Toastmaster Jay Lake.

Wednesday, July 2

Harry and the Potters
Palo Alto Main Library
1213 Newell Road
Palo Alto

www.city.palo-alto.ca.us/library/
6 p.m.

Free

A free outdoor concert by the Harry Potter-themed synth-garage-punk band.

Tuesday, July 3

Artist: Mark Ferrari

Children's Natural History Museum

4074 Eggers Drive

Fremont

www.msucleus.org/gordon/events.htm

6:30-9 p.m.

\$25

A reception and fundraiser for the museum, also featuring Spring Schoenhuth's paleo jewelry available for purchase.

Tuesday, July 3

Harry and the Potters

Fremont Public Library

2400 Stevenson Blvd.

Fremont

510-745-1400

7 p.m.

Free

Another appearance by the Harry Potter-themed synth-garage-punk band.

Tuesday & Thursday, July 3 & 5

Aqua Teen Hunger Force Colon Movie Film for Theaters (2007)

Red Vic Movie House

1727 Haight Street

San Francisco

www.redvicmoviehouse.com

7:15 & 9:15 p.m.

\$8.50

Sunday, July 8

Bad Movie Night:

KISS Meets the Phantom of the Park (1978)

The Dark Room Theatre

2263 Mission Street

San Francisco

www.darkroomsf.com

8 p.m.

\$5

The Dark Room's resident sharp wits skewer another bad flick.

Tuesday, July 10

Ask a Scientist: Sea Urchins

Axis Cafe

1201 8th Street

San Francisco

www.askascientistsf.com

7 p.m.

Free

The surprising number of things scientists have learned from a spiny sea critter, with Fred Wilt, UC Berkeley biology prof.

Thursday, July 12

Thrillville: Thunderball (1965)

Parkway Speakeasy Theater

1834 Park Blvd.

Oakland

www.thrillville.net

9 p.m.

\$8

With surf band Pollo del Mar. Thrillville is a live cult movie cabaret hosted by programmer Will the Thrill and his lovely assistant and

bride, Monica, Tiki Goddess.

Friday-Sunday, July 13-15

Sac-Anime

Red Lion Inn

1401 Arden Way

Sacramento

www.sacramentocomics.com

\$30

Anime convention featuring viewing room, art contest, vendor's room, costume ball, J-pop bands, more.

Saturday, July 14

Other Magazine Presents

Writers With Drinks

The Make Out Room

3225 22nd Street

San Francisco

www.writerswithdrinks.com

7:30 p.m.

\$3-\$5 sliding scale

Featuring Ben Fong-Torres, Deborah Ross, Audacia Ray, Jimmy Chen, and Kaya Oakes.

Saturday-Sunday, July 14-15

The 7th Voyage of Sinbad (1958)

Cerrito Speakeasy Theater

10070 San Pablo Avenue

El Cerrito

www.cerritospeakeasy.com

Sat. 6 p.m., Sun. 5 p.m.

Ray Harryhausen's classic special effects ride.

Friday, July 20

Harry Potter Party

The Booksmith

1644 Haight Street
San Francisco
www.booksmith.com
11 p.m.-1 a.m.

Free
Midnight release party for J.K. Rowling's
Harry Potter and the Deathly Hallows.

Friday, July 20

Midnight Release Party
Moe's Books
2476 Telegraph Avenue
Berkeley
www.telegraphbooks.com
10 p.m.

Free
Midnight release party for J.K. Rowling's
Harry Potter and the Deathly Hallows.

Friday, July 20

Midnight Magic and Wizardry
Kepler's Books
1010 El Camino Real
Menlo Park
www.keplers.com
9 p.m.-Midnight

Free
Midnight release party for J.K. Rowling's
Harry Potter and the Deathly Hallows.

Friday-Sunday, July 20-22

Westermarck Madness
Society for Creative Anachronism Event
Ed Levin Park
Milpitas
www.thewestermarck.org/madness42.html
Free/donations accepted

The annual SCA summer gathering with a twist: in addition to the traditional activities like sword fighting, archery, singing, and storytelling, they've added a Hawaiian luau theme.

Tuesday, July 24

True Mutations Radio Show
City Lights Bookstore
261 Columbus Avenue
San Francisco
www.citylights.com
7 p.m.
Free

Celebrating the release of *True Mutations: Interviews on the Edge of Science, Technology, and Consciousness* by RU Serious, with guests Lynn Hershman, Jamais Cascio, David Pescovitz, and Annalee Newitz.

Thursday, July 26

Author: Richard K. Morgan
The Booksmith
1644 Haight Street
San Francisco
www.booksmith.com
7 p.m.
Free

Friday-Sunday, July 27-29

Con-X-Treme
Doubletree Hotel
2050 Gateway Place
San Jose
www.con-x-treme.com
\$50 at the door (\$45 until June 30)
A promising newcomer on the Bay Area

con scene promoting itself with the tag line, "A Gathering of Warriors." Anime viewing, cosplay, Taiko drumming, martial arts demos, art show, and The Black Hole Bar.

Saturday, July 28

Who Framed Roger Rabbit (1988)
Castro Theatre
429 Castro Street
San Francisco
www.thecastrotheatre.com
1 p.m.
\$9
Part of the "Fabulous Fashion in Film" series.

Saturday, July 28

Barbarella (1968)
Castro Theatre
429 Castro Street
San Francisco
www.thecastrotheatre.com
Midnight
\$9
Screening will be preceded by the "Ms. Spaced Out Oddity" contest.

Sunday, July 29

The Wizard of Oz (1939)
Castro Theatre
429 Castro Street
San Francisco
www.thecastrotheatre.com
1 p.m.
\$12.50
Special screening features a live appearance by Margaret Pellegrini, one of the last surviving Munchkins. Oz costumes encouraged.

July 29-August 4

The Dickens Universe

Kresge College

UC Santa Cruz

Santa Cruz

dickens.ucsc.edu

\$335, plus accommodations and meals

The Dickens Project hosts a week-long seminar open to the public as well as academics, with sessions focusing on Dickens's *Pickwick Papers*, Victorian genres in poetry, drama, and the novel, afternoon teas and other activities for Victorianists.

Thursday, August 2

Author: Ellen Klages

The Booksmith

1644 Haight Street

San Francisco

415-863-8688

7 p.m.

Free

Friday, August 3

Midnight Movie: Serenity (2005)

Camera 7

1875 S. Bascom Avenue

Campbell

www.cameracinemas.com

Midnight

\$7.50

Friday-Monday, August 3-6

MythCon 38

Clark Kerr Center

2601 Warring Street

Berkeley

www.mythsoc.org

\$60, \$50 for Mythopoeic Society members

The annual Mythopoeic Conference returns to Berkeley with Guests of Honor Ellen Kushner and Delia Sherman.

Saturday, August 4

Pride & Prejudice Picnic

PEERS Event

Lincoln Park

1450 High Street

Alameda

www.peers.org

Noon-5 p.m.

Free

An afternoon picnic and dance set in Jane Austen's England during the late 1790s.

Saturday, August 4

Midnight Movie: Serenity (2005)

Camera 12

201 South Second Street

San Jose

www.cameracinemas.com

Midnight

\$7.50

Monday, August 6

Authors: Ellen Kushner and Delia Sherman

Borderlands Books

866 Valencia Street

San Francisco

www.borderlands-books.com

7 p.m.

Free

Wednesday, August 8

Author: William Gibson

The Booksmith

1644 Haight Street

San Francisco

415-863-8688

7 p.m.

Free

August 9-16

Dead Channels

Roxie Cinema

3117 16th Street

and

Castro Theatre

429 Castro Street

San Francisco

San Francisco's "Festival of Fantastic Film" will feature a director's cut of William Kaufman's *The Prodigy* (2004), and much more. Schedule at www.deadchannels.com.

Saturday, August 11

Other Magazine Presents

Writers With Drinks

The Make Out Room

3225 22nd Street

San Francisco

www.writerswithdrinks.com

7:30 p.m.

\$3-\$5 sliding scale

With Robert Mailer Anderson, Sheng Wang, Darieck Scott, Austin Grossman and Dom Brassey.

Saturday-Sunday, August 18-19

Ani-Jam

Radisson Hotel
2233 Ventura Street
Fresno
www.ani-jam.com

\$20 in advance (by July 31), \$25 at the door,
one-day passes available
Central Valley anime convention with a cosplay
contest, videogame tournament, guests, more.

Saturday-Sunday, August 25-26

The Bay Area UFO Expo

Doubletree Hotel
2050 Gateway Place
San Jose

www.thebayareafoexpo.com
\$109 in advance (by August 5), \$119 at the
door, one-day pass \$69
9th annual gathering devoted to conspiracies,
crash retrievals, chem-trails and commerce.

Saturday, September 1

Mikado Ball

PEERS Event
Masonic Lodge
100 N. Ellsworth
San Mateo
www.peers.org

\$15 in advance (by August 25), \$20 at the door
A Gilbert and Sullivan cast party. Dance lesson
at 7 p.m., dancing begins at 8.

Friday-Sunday, September 28-30

*Salute to Star Trek, Star Wars, and Battlestar
Galactica*

Doubletree Hotel
2001 Point West Way
Sacramento

www.creationent.com
\$369 (less costly packages to be announced)
Originally billed as a salute to the 20th
Anniversary of *Star Trek: The Next Generation*,
this Creation con has been expanded to include
Star Wars and *BSG*. Announced guests now
include *Trek* stars Jonathan Frakes, Marina
Sirtis, George Takei and Robert Duncan
McNeill, Jeremy Bullock and Peter Mayhew
from *Star Wars*, and *BSG*'s Jamie Bamber.

Friday-Sunday, October 5-7

SiliCon

Doubletree Hotel
2050 Gateway Place
San Jose
www.siliconventions.com

\$45
Media-oriented general SF con features art
show, dealer's room, panels, masquerade, swap
meet, indy film festival, more.

Saturday, October 6

Edwardian Gothic Ball

PEERS Event
Masonic Lodge
100 N. Ellsworth
San Mateo
www.peers.org

\$15 in advance (by September 29), \$20 at the
door
Edwardian as in macabre illustrator Edward
Gorey. Dance lesson at 7 p.m., dancing begins
at 8.

Friday-Saturday, October 19-21

Wrestle Fan Fest

Cow Palace

2600 Geneva Avenue
Daly City

www.wrestlefanfest.com

\$30/day, weekend VIP passes available
Chris assures us the guest list is stuffed with
pro wrestling's superstars. Wrestling matches,
vendors, Q&A sessions and photo ops with the
stars.

Saturday, November 3

Le Bal des Vampires

PEERS Event

www.peers.org

The annual hematophagic gala. Details to
follow.

Saturday, January 5, 2008

Victorian Twelfth Night Ball

PEERS Event

www.peers.org

A.k.a. The Dickens Fair Reunion Ball. Details
to follow.

January 24-28, 2008

Further Confusion

Doubletree Hotel

2050 Gateway Place

San Jose

www.furtherconfusion.org

\$40 in advance (through December 30)

10th anniversary of the Bay Area's major
Furry con is themed "The Fur East." Art show,
dealer's room, costume contest, more.

Saturday, February 2, 2008

Le Mardi Gras des Vampires

PEERS Event
www.peers.org
Details to follow.

Saturday, March 1, 2008

Pride and Prejudice Ball

PEERS Event
www.peers.org
Details to follow.

Saturday, April 5, 2008

The Royal Debutante Ball

PEERS Event
www.peers.org
Details to follow.

Friday-Monday, April 25-28, 2008

CostumeCon 26

Doubletree Hotel
2050 Gateway Place
San Jose
www.cc26.info
\$85

CostumeCon will be coming to Silicon Valley in 2008. Details to follow.

Saturday, May 3, 2008

Chicago Speakeasy Ball

PEERS Event
www.peers.org
Details to follow.

Friday-Monday, May 23-26, 2008

BayCon

Hyatt Regency Santa Clara
5101 Great America Parkway
Santa Clara

www.baycon.org/2008

\$50 in advance

Northern California's largest annual general SF convention is on the move again. Diverse panels, dealer's room, art show, masquerade, anime room, hall costumes, gaming, much more.

Ongoing:

Through September 9

Tezuka: The Marvel of Manga

Asian Art Museum
200 Larkin Street
San Francisco
www.asianart.org
\$12

Groundbreaking show devoted to Osamu Tezuka (1928-1989), the "God of Manga," whose creations included Mighty Atom (known to U.S. TV audiences as "Astro Boy"), Jungle Emperor ("Kimba the White Lion"), and Princess Knight.

Daily

San Francisco Ghost Hunt

Walking Tour

Begins: Queen Anne Hotel
1590 Sutter at Octavia
San Francisco
www.sfghosthunt.com
7 p.m. – 10 p.m.
\$20

Mondays

Bay Area Science Fiction Association
The Original Hick'ry Pit

980 E. Campbell Ave.

Campbell

www.basfa.org

8 p.m.

Free

Mondays

Dukefish

Jake's of Sunnyvale

174 E. Fremont Avenue

Sunnyvale

8 p.m.

Dukefish is a bunch of people who get together to play board games and, sometimes, bridge every week.

Mondays and Wednesdays

Silicon Valley Boardgamers

Match Play

San Antonio Shopping Center

Mountain View

www.davekohr.users.sonic.net/svb/

7 p.m.

\$2

Group meets regularly to play mostly German-style strategy boardgames such as Settlers of Catan; also multiplayer Avalon Hill-style, historical wargames, and others.

Wednesdays

Bay Area Role-Playing Society

Go-Getter's Pizza

1489 Beach Park Boulevard

Foster City

www.BayRPS.com

6 p.m.-10 p.m.

Hosts a weekly game night. For club and game

night details email GM@BayRPS.com.

Wednesdays

East Bay Strategy Games Club

EndGame

921 Washington

Oakland

www.michaeldashow.com/eastbaystrategy/home.html

7:30 p.m.-11 p.m.

Free

Fridays

SF Games

Muddy's Coffeehouse

1304 Valencia Street

San Francisco

vax.hanford.org/dk/games

7 p.m. to midnight

Free

SF Games is a collective name for a bunch of people who get together and play board games and card games every week. Also has a regular cards night at Atlas Café, 20th and Alabama Streets, Tuesday nights from 6:30-10:00.

Fridays-Mondays

Haunted Haight Walking Tour

Meets at Coffee To The People

1206 Masonic Avenue

San Francisco

www.hauntedhaight.com

7 p.m.-9 p.m.

\$20

Reservations required.

Fridays and Saturdays

Vampire Walking Tour

Meets corner of California and Taylor

San Francisco

www.sfvampiretour.com

8 p.m.

\$20

Led by Mina Harker. Tour is cancelled if there is heavy rain.

Saturdays

Rocky Horror Picture Show

Parkway Speakeasy Theater

1834 Park Blvd.

Oakland

Midnight

\$7

www.parkway-speakeasy.com

Barely Legal Productions presents the classic midnight movie every Saturday night. No one under 17 admitted.

Biweekly

PenSFA Party

The Peninsula Science Fantasy Association meets every two weeks for a party at the home of one of their members. They also host parties at local conventions. Email commander@pensfa.org for information on attending. PenSFA standard party rules: bring something edible or drinkable to share, or pay the host \$2. Don't smoke in the house without checking with the host first. Normal start time is 8 p.m. but may vary depending on the host.

Science Fiction & Fantasy Writers' Group

Borderlands Books

866 Valencia Street

San Francisco

Meets the second and fourth Thursdays of each month at 6 pm. Contact Jade Livingston at sfscifi@yahoo.com for more information.

Monthly

Dorkbot-SF

Free, donations welcome

www.dorkbot.org/dorkbotsf/

Dorkbot hosts regular forums for artists, designers, engineers, students, and other people doing strange things with electricity.

Fantastic Frontiers

www.freewebs.com/fantasticfrontiers/

Social club for Sacramento County Sci Fi/

Fantasy fans usually meets the second Saturday of the month. Check website for meeting times and locations.

Foothill Anime

Building 5015, Foothill College

Los Altos Hills

Free

Monthly event where people can get together to watch anime and meet like minded others. Usually meets the first Sunday of every month at noon.

Legion of Rassilon

Carl's Junior

2551 N. First Street

San Jose

www.legionofrassilon.org

7:30 p.m.

Free

Doctor Who fan group usually meets the fourth

Friday of the month: Episodes of *Doctor Who*, news, discussion of recent movies, and a raffle.

No-Name Anime

Saratoga Library
13650 Saratoga Avenue
Saratoga
www.nnanime.com
Free

Anime screenings usually take place on the second Saturday of the month.

SF Browncoats

Cafe Murano
1777 Steiner Street
San Francisco
www.sfbrowncoats.com

Noon

Free

SF *Firefly/Serenity* fans usually meet up on the second Saturday of the month.

Silicon Gulch Browncoats

Various locations (see website for details)
www.silicongulchbrowncoats.org

Noon - 2 p.m.

Free

Silicon Valley fans of *Firefly/Serenity* meet up on the first Saturday of the month.

Tangential Conjectures: The Science Fiction Book Club

Books Inc.
301 Castro Street
Mountain View
650-428-1234
7:30 p.m.

Free

Generally meets the third Thursday of the month.

USS Augusta Ada
Round Table Pizza
3567 Geary Blvd.
San Francisco
trek.starshine.org

1 p.m.

Free

Augusta Ada is both a chapter of Starfleet International and a Linux and *BSD user group. Usually meets the fourth Saturday of every month.

USS Defiance

Round Table Pizza
1566 Howe Ave.
Sacramento
www.ussdefiance.org

7 p.m

Free

Star Trek fan group meets the third Friday of the month.

Veritech Fighter Command ONE-THREE

Round Table Pizza
4403 Elkhorn Blvd
Sacramento

916-338-2300

Anime/cosplay group usually meets the last Saturday of the month at 1800 hours.