

Westercon 65

ConClusion



Seattle

July 5-8, 2012

Day, month, year
may whirl.

Time – a wheel, an arrow,
a tangled string?

Cocoon, boundary, terminus...
portal?

What can *you* become
when you step
beyond?

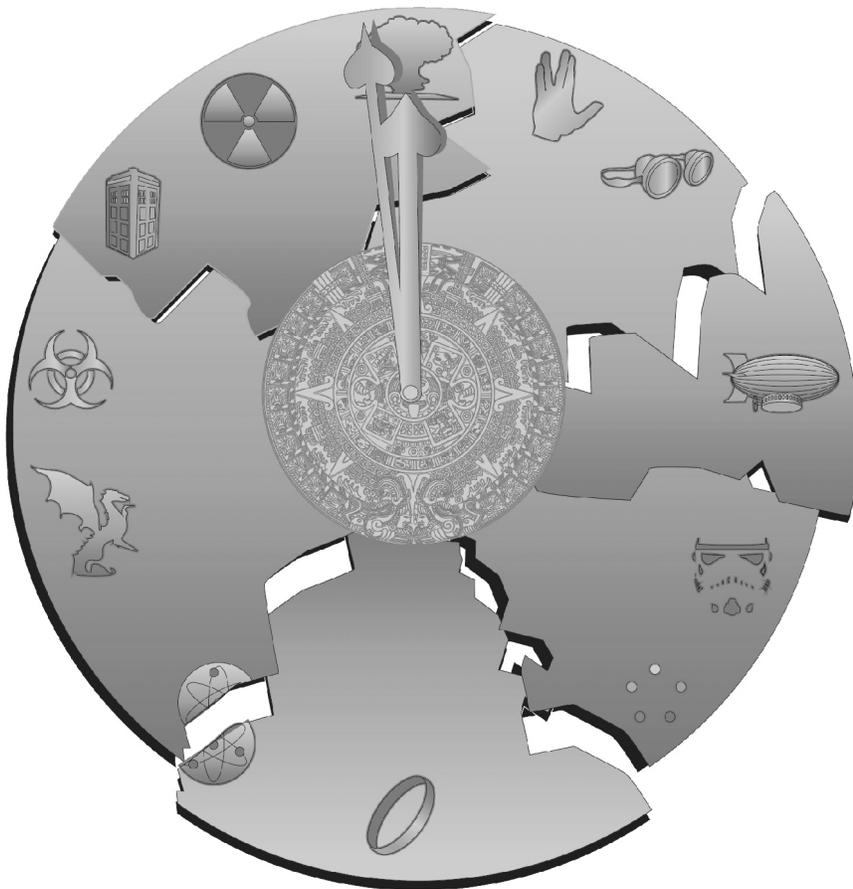


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A Word From Our Esteemed Chair

Greetings and Welcome to Westercon 65!

While in many cultures the year 2012 has given rise to all sorts of superstitions, the end of the world as we know it is something we fans mostly look forward to. It is the opportunity to create the future, to move into a new world that we will embrace.

I am very honored to have the opportunity to work with my great staff, wonderful guests of honor, and all the panelists, volunteers, and members of this convention. Your dedication, creativity, and depth of talent have really made my job as chair, if not easy, then at least delightful. Each and every one of these people is uniquely wonderful, truly remarkable, and very special to me.

I am also very excited to have programming and special events that are as diverse as fandom; we really do have something for everyone. We want every fan to feel welcome at Westercon, whether they're goths, gamers, filkers, furies, techies, Trekkies, mathletes, gamers, bronies, or Anime fans. The super smart, freaks, nerds, geeks and gurus; we are a home base where all tastes of geekdom, fandom, and the exotica of pop/cult culture or, at least, what is considered to be pop/cult culture at this time can be sampled.

In closing, there are a couple of people who can't be here with me this year that I really want to send a special message to. As we step outside of time, I want Kathryn and Bert to know that I loved you both; you taught me much, and I will miss you terribly! Live long and prosper, may the force be with you always, and may you always shine in the hearts and souls of those who had the opportunity to know you.

I hope you all enjoy the magic we have created for you this weekend. Remember the past, and embrace the future.

Bobbie DuFault

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Westercon 65 “ConClusion” is organized by the Seattle Westercon Organizing Committee (SWOC).

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We also thank all the many others who may have not
been listed here when we went to press.

Pseudonymously Yours, Or The Evolution of Robin Hobb

I was forty years old when Robin Hobb was born. Odd to think that Robin gets to be 20 this year, while I have to be 60. Perhaps that explains the differences in our writing styles!

Bantam Books was my publisher at the time of Robin's creation, and Ralph Vicinanza had been my agent for only a couple of years. Ralph had inherited me and a handful of other writers from Patrick Delahunt when Patrick decided to make a career change. I was Megan Lindholm, a solid mid-list author for ten years. I had good reviews and mediocre sales. I think Ralph took me on mostly on the basis of a couple of stories I'd had published in Asimov's. "A Touch of Lavender" and "Silver Lady and the Fortytish Man" had both been Nebula finalists, and "Lavender" had been a Hugo finalist as well.

Megan Lindholm had been toiling for ten years as a midlist author, and that is a long time. I'd watched fellow writers move up into six figure advances for their books, while I remained at a very discouraging 5 figure level. With Cloven Hooves, I had finally moved up to \$10,000. I had never received any royalties on any of my books; they just hadn't sold that well. So, ten grand for a year's work on a book... that was still substantially less than what I could have been making at a 40 hour a week minimum-wage job. My career choice as a writer simply wasn't working. I knew I was getting very close to making a hard decision.

I'd recently completed *The Gypsy*, a collaborative novel with Steven Brust, and it had been a very freeing experience. We'd not discussed it with either of our editors or agents; just begun writing with no outline and followed the story. The story had grown throughout an exchange of letters via snail mail. At one point, in a minor gulch of depression, I'd killed all of Steven's characters. To his credit, he managed to resuscitate all of them with breathtaking logic, and we still wrote a solid end to the story. We met in San Francisco to polish it one weekend while he was there to attend a Grateful Dead concert. And then we submitted it. And sold it. It was the best writing experience I'd had in years.

So, in some ways, it was time for a last hurrah. As Megan Lindholm, I'd written all over the fantasy spectrum: urban fantasy, swords and sorcery, historical

fantasy, urban fantasy... why not sample epic fantasy? I took my wonderful experience with writing *The Gypsy*, and decided I would try to duplicate it. My working title for my idea was *Chivalry's Bastard*. I would jump in, write for the joy of it, and follow the story wherever it led.

Just pull out all the stops and write a book I would want to read, with no regard for anything else. And so I did. I well remember racing the deadline to a close. The book was far, far longer than the contract had called for. I was literally spending hours and hours at the keyboard every day, racing to get the full tale on the page. My little girl was allowed to watch her favorite movie over and over and over, just to keep her busy while I typed. By the time I turned the book in, the entire household could recite every line of dialogue from Disney's *Beauty and the Beast*. But the book was finished!

Ralph loved it. Jennifer Hershey, my Bantam editor, loved it. But I think both of them felt that given Megan Lindholm's lackluster sales, it wasn't going to get the attention it deserved. Or so Ralph explained it to me in a phone call. We talked about how book orders were becoming more and more computerized. That bookstores based how many copies of the new book they ordered on how well the previous book by that author had sold. And then he very tactfully and carefully asked me if I would consider using a pseudonym, to wipe out that old sales record and persuade bookstores to take a chance on a new writer.

I think he expected me to be outraged or insulted. Or resigned and bitter. To burst into tears, perhaps. Instead, I told him what I honestly felt. I thought it would be great fun. And immediately I began brainstorming a name for my new secret identity.

I wanted something short, to fit on a book cover in big letters. Something with fantasy nuance, but subtly



Photo by Szymon Sokol (Wikipedia)

Frank Wu

nuanced. Something androgynous, as the book was written first person male. The Robin part came to us fairly easily. Robin was Robin Goodfellow, or Puck, as well as echoing Robin Hood, and even the first robin of spring. The surname was the harder part.

I decided to be pragmatic. I visited three local bookstores to see what shelf was on eye level. It turned out to be, in all three, the H shelf. It was a rich shelf. Barbara Hambly was there, and Frank Herbert and Robert Heinlein. A really nice neighborhood. I decided the new name would start with an H. And it had to be short. I came up with absolutely nothing. The clock was ticking.

Then came the day when Ralph called me back. They needed the name, and they needed it now. I told him I didn't know. It was Robin H... something. We were playing with that, and then I just said it. Robin Hobb. Almost a rhyme. Hobb. Like to play hob with something. Or the hob of the home hearth. Or the hob of hobgoblin. Oh, it was good! Yes, indeed. Robin Hobb it was!

(An aside: it was later that someone pointed out to me that 'hobb' was also the first part of hobbit. I agreed that it was, and said it was pretty cool that it was. Later, in an interview, I mentioned that, and somehow it was reported that 'hobbit' was a primary reason for taking the name. But the truth was, I hadn't even noticed it until someone else pointed it out to me!)

So, Robin Hobb was born. And Megan Lindholm began the task of laying low for a couple of years at least, to let the new name become established as a separate writer. Bantam Books whole-heartedly promoted the new trilogy. The first volume had a gorgeous Michael Whalen cover. They put free copies of *Assassin's Apprentice* into convention bags, sent out lots of review copies, and gave it a substantial advertising push.

And the book took off.

Never in my wildest dreams had I expected that anything like that could ever happen. It was even

stranger that it had happened to me. I was completely convinced that it was a fluke. My husband Fred had supported us as a commercial fisherman for years. We always knew that, in fishing, a high roller year could be followed by a skinny one. We had learned long ago that when the big years came in, we had to save the money, as there was no guarantee that the next year would be as good. And so we were both extremely cautious in accepting this new-found success. Even when the readers welcomed *Royal Assassin*, and then *Assassin's Quest*, I kept waiting for someone to shut down the roller coaster ride I was on. I was having entirely too much fun. I told myself that it couldn't last.

It is strange to think that I have now been 'Robin Hobb' for twenty years of my writing life. As I had my first novel published when I was thirty, it means that I've actually written books as Robin Hobb for twice as long as I did as Megan Lindholm.

I still write as Megan Lindholm, but I've only published short works under that name since Robin took over the keyboard. The most recent Lindholm work is a short story that appears in the July 2012 issue of *Asimov's*, titled "Old Paint." I think of each pseudonym as having a distinctive style and approach to story telling. There is a definite shifting of gears when I move back and forth between the two names: Robin takes time in telling a story. Hobb goes into more detail, and in some ways is far more emotional than Megan Lindholm. Lindholm is sometimes snarky and sarcastic. Hobb is not.

I now live in Tacoma, a hard-working city to the south of Seattle. My four children are grown and out of the house now, but I see a lot of my three grandchildren. Pets include Sam, the ancient Tonkinese cat, and Diego, the monstrous orange cat who thinks he owns my desk chair. Dogs are Pippin and Kira, with my grand-dog, Lulu, a frequent visitor.

And so far, at least, no one has shut down the roller coaster.

Megan Lindholm

photo courtesy of Frank Wu

Official Notice   **AWESOME!** 

THE 2013 WEST COAST SCIENCE FANTASY CONFERENCE
 JULY 4-7, 2013 * HILTON ARDEN WEST HOTEL, SACRAMENTO, CA

GoH: Nicola Griffith * Kelley Eskridge * Eric Shanower * Radio Free Skaro

Info and Registration: www.westercon66.org \$65 attending/\$30 supporting

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Frank Wu: A Biography

There are very few people in this world who should be given the keys to the universe. Frank Wu is one of those people. And why not? He's most certainly a ghenius; a visionary who looks so far forward that the superlative evolved an extra *h*.

That's Frank Wu.

Frank's a four-time, four-time, four-time, four-time Hugo winner for Best Fan Artist, not to mention coming within two nominations of knocking perennial winner Dave Langford off the ballot for Best Fan Writer in 2008. Frank has also won the Illustrators of the Future award, and has had illustrations in magazines around the world. His style is fresh and funky and fun and flashy, and he can tug at the heartstrings if the illustration calls for it. I once spent an afternoon fighting off depression brought about by his piece *Losing Memories*.

If you've ever tried to herd cats through a single opening in a wall a mile away while a million shiny things stand between you and the hole, then you might understand what it's like in Frank's brain. There are thousands of ideas for paintings, for stories, for plays, for screenplays, for strange meals, for new national anthems; you name it, I'm fairly certain that Frank has thought about it seriously at some point in the last twenty four hours. While others may operate on a gigaflop scale, Frank's mind bolts through a sea of ideas at petaflop rates, processing input and putting out masterfully inventive output seemingly at will.

Well, almost.

You see, like all great artists, Frank has an issue with focus. Once, while he was drawing in the fanzine lounge at CorFlu, I said his name three times, and received an answer of deep silence. I took a seat next to him and repeated the process. Crickets chirped. I placed a finger over the edge of the drawing, and Frank practically jumped.

"I didn't see you there," he said.

Such is Frank Wu the artist.

I also happen to hate Frank, as he's turned into a writer with imagination that goes far beyond anything that's ever blipped across my screen. He's had stories in *Abyss & Apex* and the *Visual Journeys* anthology. His first story sale was for an anthology called *Daikaiju*, an Australian thingy that was All Giant Monsters, All the Time. Frank's story would be considered a work of fever-

dream ghenius if one were unaware of Frank's mind operating on a plane where only quantum computers and obsessive-compulsive Jazzbos dare to tread. "The Tragical Historie of Guidolon, the Giant Space Chicken" is not only a story of a Giant Space Chicken--I'm sorry, a Cosmic Avian Avenger--who comes to Earth, but it's the story of a Giant Space Chicken who directs a movie about a Cosmic Avian Avenger who comes to Earth.

Yep, it's meta all right.

The story is silly, with backlot golf cart chases, brawls between a giant octopus and a giant jellyfish, and a lead character who is something like Orson Welles, had he been bathing off Three Mile Island at exactly the right moment. Frank debuted it with a reading at LosCon 2005 that left the audience gasping for breath.

Perhaps it was hearing those words read aloud that brought Frank to his next obsession. *Guidolon: The Motion Picture! The Tragical Historie of Guidolon: The Giant Space Chicken* came to life as a short film, with



many of those who participated at the original reading

reprising their roles. The result was a slapstick animated short that wouldn't die, so Frank did the only logical thing: he turned it into a feature. While it's not yet completed, the material is brilliant, and it'll set the world afire once it hits the streets.

Frank's written other pieces for fanzines like the Nova-winning *Zoo Nation* and Hugo-winning *Emerald City*, and the steaming pile of fanzine that I edit called *The Drink Tank*. His work has ranged from political to artsy, often at the same time. My personal favorite of his pieces dealt with the things we are finding due to today's culture of recording. This was a work worthy of a historian, published in a zine edited by a historian who could never in his wildest dreams put together a piece that smart and wide-ranging.

Frank once played a homeless man in a silly little film I produced. It was a part with a single line, but Frank took that character and made it his own, building around a theme of the seven deadly sins and delivering the line, which was only half-caught by the camera, with a force of will that actually made him one of the stars.

I've never been fishing with Frank Wu. I've always regretted that.

Frank is probably one of the great talkers in fandom, and that is saying something. Frank can turn a plate of hot wings and chicken tenders at a sports bar into a surrealist mélange of high scientific ideas, TV theme songs, strange diagrams, and general wackiness. When dining with Frank, it would be wise to bring a stenographer, because the ideas will be flying, sometimes literally, and you'll want to make sure you have a record of it for when you steal...I mean reference them.

There are truths about Frank Wu, his passion for Cold War knick-knacks and Aramaic cooking notwithstanding, that the world just doesn't know. He collects things, a lot of things, and is the guy who maintains the Frank R. Paul website. He also served as the inspiration for *The Karate Kid*. Frank collaborated with Jay Lake on a story collection called *Greetings from Lake Wu*. Frank has a PhD. Frank also knows the lyrics to most of the songs of the last century. Frank doesn't drink, though a number of people I've spoken with have claimed that he's drunk 24/7. I personally



think they just can't deal with the reality he's dropping.

More people might know The Wu than anyone else I know. I've gone to cons with Frank, and he greets and is greeted by more people than I knew were in fandom. He's also a hugger. I've been to gatherings where the last five minutes are devoted entirely to Frank giving goodbye hugs. What's amazing about Frank is that he can know everyone, they all know him, and through him there is a gathering of souls. He is the guiding force behind the concept of the Food Amoeba, a nebulous group that goes for food at cons. You'll even see people who didn't know each other the day before, but after one meal in the Frank-guided amoeba they're fast friends. Frank has a field of 'getting-to-know-you' around him.

There is a dark side to Frank Wu; there must be. I mean, you don't know that many people who do such great work without being evil. Frank may seem innocent, but could he actually be the devil himself?

Nah.

So, that's Frank Wu. When you're walking down the hall of the con, go ahead, touch him. Offer him a seat at your table, and start a conversation of 1970s animation, or biological catastrophism and the impact on the science fiction stories of Theodore Sturgeon. Knit him a hat; it's cold out there. Most of all, enjoy Frank; it's incredibly easy to do.

Christopher J Garcia

Make It Count

A few words about Brianna Spacekat Wu

It's 1:00 am in Arlington, Massachusetts.

Most people are at home, asleep. Or watching David Letterman. A blood-red motorcycle with a black-shrouded rider cuts through the night at 80 mph. Look out, world. It's Brianna Spacekat Wu.

It's October 26, 2007, 4:50 pm, Denver time.

I'm Guest of Honor at MileHiCon, and I've just arrived at the room where my slide show will start shortly. Despite reassurances from the concom, there is no set-up. No projector, no screen, no nothing. But there is an audience, including this absolutely elegant and beautiful woman a few rows back. I sure hope she's single.

Stalling for time, I act like the show's already done, and ask the audience, "Uh, does anyone have any questions?" I am staring right into that beautiful girl's eyes. Without missing a beat, she says, "Yeah. Did you steal those boots from Neil Armstrong?"

My shoes. I forgot. I am wearing New Rocks. Black, punky. The only thing I wear.

"No, uh, Neil Armstrong stole his look from me."

In a few minutes, this girl is showing off her technical wizardry. She's the only one in the room who knows how to hook up my computer to the slide projector. Now she's running my slide show.

It is her first science fiction convention, and she doesn't yet realize that I am a complete technological illiterate, and will be relying on her massive computer skills for the rest of my life.

Fast forward a couple of years. We're married now, and Brianna is on the treadmill. She's running seven miles an hour. For an hour. She does this every day. That's almost two marathons a week. She could run from our house in Arlington to Phoenix in a year. Maybe that's why she's so tall and skinny.

Usually she watches TV as she's running. But not today. With her techno-wizardry, she's hooked up the Playstation 3 above the treadmill. With game controller in hand, she's beating Final Fantasy XIII. Killing monsters, all while running seven miles an hour. It will take hundreds of hours, but she will beat the entire game this way.

And now Brianna's putting all the pieces together. She's living her dream: making a video game. Her main character, Holiday, is tall and skinny and beautiful, just like her. Like all the girls she's drawn her entire life. Holiday kills monsters while running. She even rides a motorcycle.

And Bri is using all the techno-wizardry she can muster to bring this character to life in full 3D animation.

I find Brianna simultaneously skypeing with her lead animator, texting her lead animator, and babysitting the render box, pushing the computer until smoke pours out of the vent. I ask her what she's doing, and she says she's talking with Autodesk to find a pipeline to turn non-uniform reticulating B-line splines into polygonal geometry with a minimum of sub-division levels.

I have no idea what any of that means, except that making videogames is hard. It's a challenge I couldn't do. I don't have the combination of art skills, technical skills, writing skills, and leadership skills to organize and pull off a project this complicated.

But Brianna does. And with her laser-like focus, I have no doubt that this game, "Revolution 60" will be a success.

You get one shot at life, she says. Gotta make it count.

Frank Wu



Photo by Mike Massee (XCOR)

Bear Ears Make the Fan

Chaz looks like a fan. If you spot a tall man, sporting a beard and mustache and wearing glasses, it might be Chaz. If he's also wearing an interesting aloha shirt, chances are it's him. If he's also wearing furry bear ears with a headband, you know you've got him.

He is a man of many interests. In 1985 Chaz went to the 50th anniversary National Model Railroad Association convention in Milwaukee. In other words he was a model railroader and a railfan. He even published *Flimsies* which was a newsletter for other railfans. It came out twice per month, preparing Chaz for hectic newsletter schedules.

In 1984 Chaz went to L.A.con II, commuting by bus. Not realizing the convention kept going after sundown, he missed the masquerade and the parties and all the other evening events. He was a young fan at his first con. Give him a break.

He is a man of many hats (though he's let the railfan part of his life lapse for the moment.)

One of the first ways Chaz made an impact on conventions was by running newsletters for them. Chaz's best work was at the 1994 Westercon. It was called *The Pteranodon Ptimes*. Ah, those were the days.

Chaz is crippled by shyness. He's introverted. That's why he approaches people and takes their pictures. He talks to strangers even. Can you think of a better way to meet people? I can. Run bid parties for a Worldcon. He has little time to take pictures during these things, but the people he meets!

The idea for Animé Los Angeles burst into his brain in 2003. Well, that sounds like he had a stroke. Actually it was a well-reasoned decision. He wanted to start a convention. What was needed in the area? What could he manage? And so forth. Think of all the fans, pining for an anime convention in LA in the winter. (Anime Expo is in July when some cosplayers swelter in their heavy costumes.) Then think of all those volunteers to entice. We need workers. *"I might let you help whitewash this fence."*

Chaz is corresponding secretary in Costumers Guild West and creates their newsletter. It's called *Squeals from the da Ghodfuzzy*. It's in big beautiful color. It comes out once per month. It might be his best work since *Pteranodon Ptimes*.

This past April, he ran a Costume Workshop



Photo courtesy of Chaz Boston Baden

Weekend in the mountains near LA. Such a great idea. Have some of the workshops outside in the cool but nice mountain air. It snowed. A lot. And there were supposed to be workshops outside. (Yes. There were electrical outlets outside.) They ended up having some workshops in the ladies room. It was a large restroom. (And there were only three boys at Cosplay Snow Camp, so there weren't many boys in with the ladies.)

In the 1990s, Chaz was webmaster to the cons. Well, he ran the websites for three Worldcons

(L.A.con III, L.A.con IV, and Chicon 2000), the L.A. NASFiC, and several other conventions. Speaking of the NASFiC. Earlier that year, Chaz held a pink plastic flamingo decorating party. Some of the participants put their flamingos in the art show there. There was an Amidala (aka Flamidala) and a couple of Darth Siths. There were other delectable flamingos as well. It was the party of the year – or so I think.

Many times Chaz does what he does because he sees a need. Or someone else sees a need and asks nicely and Chaz has just finished a different project.

Be sure to take a look at Chaz's website. It has more than 50,000 pictures and over 9,000 names cross referenced. Do you like JELL-O? Do you like alcohol? Go for the alcoholic JELL-O recipes. Not shots. Just good old flavored, mixed drinks JELL-O. Don't worry; you can get drunk off them quite easily. Do you like food? There's some good recipes there. Including home made soft pretzels, used for an L.A.con IV bid party at Minicon. We have some of our favorite cookies there and chili and other recipes too. There's other miscellaneous stuff. Just

Photo by Debbie Othje in www.BostonBaden.com and explore.

Lynn V. Baden

A.A.B. (All About Bozlee... well, almost!)

Years ago, many alarm clocks and other devices met their end thanks to a very young Bozlee's fascination with -- and innate knack for -- all matters mechanical. His teenage years found him a regular at his local airstrip, where his first flight was in a single-engine, propeller-driven Mooney Mark 21. "THIS is what I want to do," was his thought. At the age of 17, he earned his private pilot's license from a flight instructor he describes as "Slim Pickens' cigar-eating twin." From that time onward, he is known to have spent most of his spare time -- and money -- on his aviation habit. After a hard day's work most people hit the bars or couch out in front of the tube. Not Bozlee: he flies night aerobatics.

Acting on a tip from a high-school guidance counselor, Art Bozlee got his first paying job as a mechanical troubleshooter at Rockwell. Later he was recruited by Boeing to help engineer and build the Space Station at its facility in Huntsville, Alabama. One of his duties was toilet testing, which spawned many amusing anecdotes, such as having to ask his co-workers to pee for him, and to try out the shower -- not to mention his discovery of a chemical that worked quite well in the space station's black-water tank but also turned out to be effective for hair removal.

His other hobby during his time in Huntsville was doing analysis of the Soviet space programs, based only on randomly available public sources. He published his findings with the National Space Society, drawing the attention of a somewhat embarrassed intelligence community. His assessment of the potential uses of a Soviet maneuverable re-entry vehicle earned him a phone call from one of the U.S.'s self-described "spooks."

His name hit the convention circuit in 1982 when Bill Warren asked Bozlee to give a talk about NASA's Space Shuttle program. "One day we're going to lose of one these," he said. After January 28, 1986 many eyes turned toward him, and he published a piece in *Westwind* about the *Challenger* disaster.

After numerous years of constant traveling for Boeing, and lecturing at NASA's Space Camp youth programs in Huntsville, Art Bozlee found himself suffering from burn-out. He left Boeing and moved to the San Francisco Bay Area, finding a not-so-quiet but much less stressful job with Wine Country Motor Sports at Sears Point (now known as Infineon) Raceway in

Sonoma County, where he did vehicle maintenance, sold racing gear and historic motoring memorabilia, and served as a race announcer.

Some time later he was looking up an old friend, eventually finding her in a World War II-era hangar in California's Mojave Desert, helping to build a spacecraft. XCOR hit his radar. He became an investor, spurred by his knowledge that the best things happen in old hangars and garages. Case in point: Consider what a couple of guys named Bill (Hewlett) and Dave (Packard) started 75 years ago in an old garage in Palo Alto, California.

XCOR also struck a chord from Bozlee's past. The company's way of doing things --with rapid response times, supreme adaptability, and minimal paper-pushing -- reminded him of his days with professional racing teams. Thanks to its lean, no-nonsense approach, this tiny company was designing and building flying machines that until then had only been built by major industrial companies and big government. Today XCOR embodies Bozlee's faith in freedom from unnecessary regulations, and his abiding belief that free-market competition provides the best seed-bed for innovation.

Bozlee currently lives in Reno, Nevada with a gaggle of cats, a small brown dog, several thousand books, and a couple of hobby sports cars in various stages of rebuilding and refinement -- when he's not speaking at conventions and conferences; or commuting to the Southern California desert, consulting on the cockpit design of XCOR's Lynx suborbital vehicle. He is scheduled to be one of the first humans ever to hit the mesosphere in the Lynx, flying as its flight engineer. And company CEO Jeff Greason heartily approves of Bozlee's free-enterprise evangelizing, adding, "I like you -- you're colorful." A label Bozlee *colorfully* denies.

H. B. Clifford

Vixy and Tony Flavored Soup! (Now with added sodium!)

From the company that brought you GUITAR HERO PORK RINDS and MICROPHONE CRISPY-Os, now you can experience the great sound and award-winning songwriting of filk duo Vixy & Tony in a delicious soup format! Get your spoons and get ready for fun! Manufactured in a facility that processes peanuts.

OHHHH. Sorry, the concom just told me I shouldn't encourage you to lick the guests. But you guys, they

sound REALLY delicious!

Vixy & Tony are a rockin' out filk duo from Seattle! And baby, Seattle is proud. The space needle has their autograph and everything. They've been performing and composing together since 2005, and they get tastier every year. Vixy's gorgeous torch-singer voice will melt your boots, and Tony's guitar genius will spin your head, and while you are trying to combine these mental images in to one dizzying, sticky, disturbing whole, you will be charmed and delighted by the range of their songwriting--Firefly, Doctor Who, space travel, mythology, Alice in Wonderland, setting things on fire—baby, there's something for everyone! Well, everyone who would come to a Westercon. I'm just saying.

They've won multiple Pegasus awards for filk excellence: Best Writer/Composer, Best Performer, and special song honors for The Girl That's Never Been—a spooky Alice in Wonderland take-off; Emerald Green—their love song to Seattle; and Six-String Love—their attempt to set a world record for guitar-related innuendo. Their "Mal's Song"—an extended version of the Firefly theme—has become a browncoat anthem from imaginary Internet sea to shining imaginary Internet sea. Their debut album Thirteen, besides making an excellent popcorn topping, also contains thirteen tracks of studio goodness—grab it in the dealers' room from Friends of Filk, or check out vixyandtony.com! (Besides being a guitar champion, Tony also transforms into an A+ recording engineer if you push the secret button behind his left ear. Stand back 3 meters.)

But as great as the album is, when they get up on stage, often pursued frantically by ravening hordes of professional string players, what happens is MAGIC. Here at Westercon, they'll be joined by the amazing Betsy Tinney, the cello from Carmello... uh... from Tricky Pixie; and Sunnie Larsen, a fiddler so purple that verb noun adjective, baby. If you miss this show, you will be weeping sorrowfully in to your VIXY AND TONY FLAVOURED SOUP (™) later on. Don't be that guy! Hurry over and tell your ears to get ready! They're in for a treat.

Can't get enough Vixy and Tony? Well, if you

happen to check out Jeff & Maya Bohnhoff's show, you might just get a bonus track! Or a bonus level? Or some airmiles? I'm not sure how this works, honestly. Curious about whether any of this is factual? Want to know the ingredients of the soup? Stop by their Q&A panel and ask the hard questions! Tell them someone else sent ya! I'm already kind of in trouble with them.

Love, Brooke Lunderville



Conflict 6

A Pacific NorthWest Filk Convention

Three whole days of musical madness and mayhem in the moist Pacific Northwest!

January 25-27, 2013

Featuring

Jeff & Maya Bohnhoff

Fantastic Guests of Honour

CD Woodbury

Totally Toastmaster

and Bob and Sue Esty!

Illustrious Interfilk Guests

Register online at:

<http://www.conflikt.org>

Pre registration: \$45 (thru 7/10)

Brunch tickets: \$30 (thru 7/10)



Program Schedule: Thursday

Panelists and panel times, locations, and titles are subject to change. (Check the daily newsletter!)

Thursday 3:00 pm - Cascade 2 - #1

Humor in Speculative Fiction

Blowing up a spaceship is easy; making it funny is hard. Writers talk about hilarity for fun and profit.

Deirdre Saoirse Moen, Frances Pauli, Maya Kaathryn Bohnhoff, Ted Butler

Thursday 3:00 pm - Cascade 3-4 - #2

Anime girls

How did Japan's male dominant culture produce so many kick-butt female characters? Did Japanese Anime creators develop the concept themselves, or did they all watch lots of Avengers episodes when they were young?

Melissa Quinn, iMage

Thursday 3:00 pm - Cascade 5 - #3

Mining the Moon

What is the Best way to Mine the Moon? Do we have to ship everything there, or can we use material already in place?

Kahboi, Steve Gillett, Joel Davis

Thursday 4:00 pm - Cascade 3-4 - #4

Whining vs. Angst: Fine Lines in Characterization

Your contemplative character never seems to stop thinking and do something! Your action hero is coming through as a brainless Neanderthal. How do you round out characters without changing their essential purpose in the story or losing the reader's sympathy? Creating original characters with interesting quirks walks a fine line between too much and too little. Getting it wrong can prevent the story from breaking into the Sold! category.

Corry L. Lee, Stephanie Weippert, Anna Sheehan, Elizabeth Guizzetti, Alma Alexander

Thursday 5:00 pm - Northwest Ballroom - #5

Closing Ceremonies

Welcome to the beginning of the convention, and the end of time as we know it.

Chaz Boston Baden, Art Bozlee, Robin Hobb, Brianna Wu, Frank Wu

Thursday 6:00 pm - Cascade 2 - #6

How Do We Avoid "The End"

There are all sorts of terrible natural disasters that could befall Earth and humankind, how do we detect and avoid them?

Gibbitt Rhys-Jones, Tod McCoy, Mir Plemmons, iMage, Kahboi

Thursday 6:00 pm - Cascade 5 - #7

Talking Filk

Why do people joke about filking in the lobby or stairwell? What is "Banned from Argo"? Why isn't there a record of "Cambreadth" in the College of Arms? Where are the Evergreen rooms? Come and learn about songs and filkers!

Beth Runnerwolf, Stephanie Weippert, Admiral Naismith

Thursday 7:00 pm - Cascade 2 - #8

Apocalypses Through Time

Killer asteroids, supervolcanoes, ice sheets that covered the whole planet: Earth has seen it all and then some. A mass extinction events have wiped out more than 90% of all species on the planet. What catastrophes have already happened here? How did life recover after these events, and what might life look like if these events hadn't cleared the way for our own ancestors to evolve?

Charlotte Lewis Brown, Pat MacEwen, James C. Glass, Amanda Plemmons, Steve Gillett

Thursday 7:00 pm - Cascade 3-4 - #9

Gaming: Gender Issues In Tabletop & Video Games

What are the gender issues currently portrayed in tabletop and video games? Come and discuss these with our panelists. Brianna Wu, Mickey Schultz, Miss Amber Clark, Gibbitt Rhys-Jones

Thursday 7:00 pm - Cascade 5 - #10

History of Online Communities

Online communities didn't start with Livejournal and Facebook -- some even predate personal computers.

Wolfcat, Solarbird, the Lightbringer, Art Bozlee, Erin Tidwell

Thursday 7:00 pm - Cascade 7-8 - #11

Bringing New Blood to Fandom: How to Generate Interest in SF/F Fandom

How do we interest new people in fandom? What interests the newest fans, where and how do we find them and how do we let them know that we are NOT a bunch of Trekkies? Do we need new fans at all, or is fandom something that can just fade away?

Raishaan O, Bradford Lyau, Robin Hobb, Shoshana

Thursday 7:00 pm - Olympic 2 - #12

Casino

Thursday 8:00 pm - Cascade 7-8 - #13

Who is the Best Dragon?

From *The Hobbit* to *Dance of Dragons*, there have been many different interpretations of dragons in modern fiction. Some favorites and why we love them and love to hate them!

Robin Hobb, J. A. Pitts, Gregory A. Wilson, Wolfcat

Thursday 9:00 pm - Cascade 2 - #14

Erotic SF Publishing

The current state of the SF&F erotica market. (Note: this discussion is about the business of writing, editing, and publishing erotic SF, not the subject of alternate lifestyles, the content of specific books, or even writing techniques.)

Frances Pauli, iMage, Tod McCoy

Thursday 9:00 pm - Cascade 5 - #15

From Image to Costume Art

Folks are inspired by the fashion 'folio at costume cons, historical recreations of paintings, and the modern designs of comics, movies, RPGs and more. We want to dress to impress! Here are some ideas on how to take inspiration from an illustration and transform it into wearable art.

Wolfcat, Melissa Quinn, Cymbric

Thursday 9:00 pm - Cascade 7-8 - #16

Stitch-n-Bitch

Thursday 9:00 pm - Northwest Ballroom - #17

Dance



Join us **Memorial Day weekend** for actors, artists, authors, clubs, contests, costumes, filking, gaming, media, vendors, and fannish fun!

When: May 24-26, 2013

Where: Downtown Radisson
215 W South Temple
Salt Lake City, UT

More Info: conduit-sf.com

Program Schedule: Friday

Friday 9:00 am - Cascade 2 - #18

Kaffeeklatsch with Beth Runnerwolf

Sit down for coffee with Beth. Limited seating; sign up at Information. Bring your own.

Beth Runnerwolf

Friday 10:00 am - Cascade 3-4 - #19

How Might We Meet "The End"

A future disaster might strike from any direction: Space, nature, humans... What might be done and what is currently being done to avoid disasters, such as NASA's tracking of the near earth asteroids?

Pat MacEwen, Steve Gillett, Charlotte Lewis Brown, James C. Glass

Friday 10:00 am - Cascade 7-8 - #20

Line Editing v. Story Editing... What Is "Editing", Anyway?

Many people think proofreading and copy editing constitute the whole editing process, but there is another whole layer of editing needed to take a story to its full potential. What is it, and what do you need to look for in this process?

Mike Shepherd Moscoe, iMage, Muffy Morrigan, Carole Parker, S. A. Bolich

Friday 10:00 am - Olympic 2 - #21

Speculative Photography

There are many kinds of photographic techniques being used today for surreal, fantasy, horror and just plain strange themes. Some work is digitally produced and manipulated, some is still being done completely on film either staged or with darkroom effects, and some combines more than one medium and technique. Our panelists will share examples of their own and their favorite work and discuss techniques and materials.

MaggieD, Miss Amber Clark, Gadget the Emperor

Friday 11:00 am - Autograph 1 - #22

An Autograph Session With Ted Butler

Come get your favorite copies of Ted Butler's works signed. Ted Butler

Westercon 65 "ConClusion" Souvenir Book

Friday 11:00 am - Cascade 13 - #23

The Dragon Lady of Pern

Anne McCaffrey had a career spanning 46 years. She was one of the first science fiction authors to make the New York Times Bestseller list. Her best-known series, *The Dragon Riders of Pern*, has been ranked as some of the all-time best fantasy works ever written (Locus magazine poll). This panel discusses her work and her influence on the field and on popular culture.

Tod McCoy, Melissa Quinn, Bradford Lyau, Charlotte Lewis Brown, Frances Pauli

Friday 11:00 am - Cascade 2 - #24

SWOC Bylaws Meeting

Meeting to propose and discuss changes to the SWOC bylaws. SWOC members welcome.

Friday 11:00 am - Cascade 3-4 - #25

Recovering From Armageddon: 12 Steps To A Better Dystopia

A Canticle for Leibowitz, A Boy and his Dog, Where Late the Sweet Birds Sang, The Postman... All these and more tackle the same question; once the dust settles on the destruction of civilization, what happens to the civilians?

Shoshana, Pat MacEwen, Jessica K. Sklar, Anna Sheehan, Robin Hobb

Friday 11:00 am - Cascade 5 - #26

Kaffeeklatsch with Maya Kaathryn Bohnhoff

Sit down for coffee with Maya. Limited seating; sign up at Information. Bring your own.

Maya Kaathryn Bohnhoff

Friday 11:00 am - Cascade 6 - #27

Print On Demand Publishing

The pitfalls, advantages, and current state of Print on demand publishing.

Muffy Morrigan, M Todd Gallowglas, Patrick Swenson, G.Robin, iMage

Friday 11:00 am - Evergreen 2 - #28

Westercon Business Meeting

Westercon's official rules are managed through a "Town Meeting" style of government. Every member of Westercon may attend and participate in the Business Meeting, where changes to the Westercon Bylaws (which governs things like the rules for the selection of future Westercon sites) are made.

Kevin Standlee, Linda Deneroff

Friday 11:00 am - Olympic 2 - #29

My Favorite Tool

Our intrepid artists share about those one or two items that they couldn't live and create without.

Arlin Robins, Frank Wu, Jeff Sturgeon, Miss Amber Clark

Friday 12:00 pm - Autograph 1 - #30

An Autograph Session with Alma Alexander

Come get your favorite copies of Alma Alexander's works signed.

Alma Alexander

Friday 12:00 pm - Autograph 2 - #31

An Autograph Session With James C. Glass

Come get your favorite copies of James C. Glass' works signed.

James C. Glass

Friday 12:00 pm - Cascade 13 - #32

Inventing Culture

Human societies have amazing cultural depth and individuality. Naturally we suppose other sentient species will be the same. Myth, art, history, commerce and manners all offer a glimpse into the psyche of a culture. Our panelists will offer ideas on breathing life into your world with a well-laid foundation of backstory and behavior.

Rhiannon Held, Ted Butler, Frances Pauli, Robin Hobb, S. A. Bolich

Friday 12:00 pm - Cascade 2 - #33

Kaffeeklatsch with Art Bozlee

Sit down for coffee with Art. Limited seating; sign up at Information. Bring your own.

Art Bozlee

Friday 12:00 pm - Cascade 3-4 - #34

WWHD: Alternative Families Today

Among the many things RHH predicted were family practices far different than the accepted and understood norm in America at the time. Now these alternative families have almost hit the mainstream. What are they and why do so many people live in them?

Ari Goldstein, Elon de Arcana, Kempe, R. Gilmore, Beth Runnerwolf

Friday 12:00 pm - Cascade 5 - #35

Artwork for Game Design

Interested in how to get your artwork into games? Come hear about the process from our gaming professionals.

Brianna Wu

Westcon 65 "ConClusion" Souvenir Book

Friday 12:00 pm - Cascade 6 - #36

End of the World Plots

From *Neon Genesis Evangelion* and *Blue Seed* to the present, many anime plots present the idea that the world will end via alien invasion, disease/plague, or supernatural events unless the hero/ine saves the day. Is this simply a reflection of Japan's view of its economic and political situation or is there something more?

Shoshana, Pierce Ludke, Melissa Quinn

Friday 12:00 pm - Northwest Ballroom - #37

Leannan Sidhe in Concert

Bittersweet and Enchanting Fairytale Folk

Leannan Sidhe, AJA, Betsy Tinney, Kevin K Wiley, John Seghers

Friday 1:00 pm - Autograph 1 - #38

An Autograph Session With Frances Pauli

Come get your favorite copies of Frances Pauli's works signed.

Frances Pauli

Friday 1:00 pm - Autograph 2 - #39

An Autograph Session With Susan R. Matthews

Come get your favorite copies of Susan R. Matthews' works signed.

Susan R. Matthews

Friday 1:00 pm - Cascade 13 - #40

The Series: Why do We Love Them? Why do We Hate Them?

Why do we hate the never-ending story, yet we can't put them down? Where does this love-hate relationship come from?

S. A. Bolich, Alma Alexander, Bradford Lyau, Shoshana, M Todd Gallowglas

Friday 1:00 pm - Cascade 2 - #41

Gamemastering: Running A Long Campaign Without Killing the Players

Long-running campaigns can be very difficult on the GM running it. Sometimes it even sounds like a good idea to throttle the player sitting across the table. Come hear what our panel of veteran GMs suggest about long running campaigns and how to keep it fun for everyone involved.

Ogre Whiteside, Dustin Gross, Gibbitt Rhys-Jones, Vixen Valentine

Friday 1:00 pm - Cascade 3-4 - #42

E-Books, Cover Art and Illustration

Will publishers continue to invest in cover art if the art is only available in digital media? Will there still be a market for interior illustrations? What about children's literature and picture books? How can we get publishers to recognize that this is still important, or is it?

Tod McCoy, Miss Amber Clark, Jeff Sturgeon, Anna Sheehan, Frank Wu

Friday 1:00 pm - Cascade 5 - #43

Introducing Your World

World building is great fun, but can also burden your reader with the amount of information you need to get across. How does one successfully build a world while weaving the information into the plot?

Rhiannon Held, Elizabeth Guizzetti, Elton Elliott, Stephanie Weippert, Brenda Cooper

Friday 1:00 pm - Cascade 7-8 - #44

Lessons From The Slush Pile

Slush piles can be terrifying. They can also be an author's best friend. Why you should volunteer your time as a slush pile reader.

Deirdre Saoirse Moen, Patrick Swenson, Maya Kaathryn Bohnhoff, Janna Silverstein

Friday 1:00 pm - Evergreen 2 - #45

Writer Collaborations

Are two heads really better than one? The pros and cons of collaborating with another writer.

Cymbric, Gwen Perkins

Friday 1:00 pm - Olympic 2 - #46

Frozen Water Dyeing

The interesting effects you can get with frozen water and dye pigments.

Carole Parker

Friday 1:30 pm - Northwest Ballroom - #47

Regency Dance

John Hertz

Friday 1:30 pm - Olympic 2 - #48

Dyeing: Crystal Wash

Interesting effects you can get using the Crystal Wash technique.

Westercon 65 "ConClusion" Souvenir Book

Friday 2:00 pm - Cascade 13 - #49

Dark Reflections

Why do we have a love for some villains and a loathing for those who do evil for evils sake? Do we see our own dark reflections mirrored and amplified? Do these characters do and say the things that we would never dare to?

Richard A. Lovett, M Todd Gallowglas, Ted Butler, Elizabeth Guizzetti, Mike Shepherd Moscoe

Friday 2:00 pm - Cascade 2 - #50

The End of Mass Effect 3

IO9 called Mass Effect the most interesting science fiction universe in existence right now. But the ending of Mass Effect 3 has created a lot of controversy. Our panelists will give you their thoughts. Then they want to know: What do YOU think?

Brianna Wu, Julie Haehn

Friday 2:00 pm - Cascade 3-4 - #51

Soft Pedaling the Tough Issues of Space Travel

Science fiction books and movies often make space travel look as "easy" as settling the US western frontier, when in fact it will be much more difficult due to the vast distances involved and the nature of environment which the settlers will endure. What is the real story? What things will the traveler really experience?

Amanda Plemmons, Jon Rogers, Joel Davis, Kahboi

Friday 2:00 pm - Cascade 5 - #52

Kitting Out Cheap

Okay, you need gear: amps, speakers, mic. You want to build a travel PA and a whole house recording studio all at once - and you don't have two shiny nickels to rub together. What CAN you build, and for how cheap?

Solarbird, the Lightbringer, John Seghers, Steve Savitzky, Kevin K Wiley, Jeff Bohnhoff

Friday 2:00 pm - Cascade 7-8 - #53

Who's Who When, Where and Why

A lighthearted discussion poking favorites among the Universe's best-known Time Lord (past, present, and future) and his (mostly) trusty companions, then and now.

Vixen Valentine, Anna Sheehan, Mark Davidson

Friday 2:00 pm - Evergreen 2 - #54

How Nanotechnology Makes Asteroid Mining Obsolete

The subject of a forthcoming book, a Powerpoint talk on the profound implications of nanotech for environmental & resource issues.

Steve Gillett

Friday 2:00 pm - Olympic 1 - #55

THE FANNISH INQUISITION.

Do I have to say it? No one expects... Oh, bugger. This is when we hear from future Westercon bids.

Bobbie DuFault

Friday 2:30 pm - Olympic 2 - #56

Easy Shibori Dyeing

Most shibori isn't hard. It's just time-consuming. In this workshop, a brief overview of shibori techniques will be covered with samples available for close examination, and then we'll focus on a few specific techniques. You'll walk away with sample pieces to take home and dye.

Carole Parker

Friday 3:00 pm - Autograph 1 - #57

An Autograph Session With Charlotte Lewis Brown

Come get your favorite copies of Charlotte Lewis Brown's works signed.

Charlotte Lewis Brown

Friday 3:00 pm - Autograph 2 - #58

An Autograph Session With Leannan Sidhe

Come get your favorite copies of Leannan Sidhe's works signed.

Leannan Sidhe

Friday 3:00 pm - Cascade 2 - #59

Post-Paper Publishing

Is paper obsolete yet? How long before we do most of our reading on electronic devices? Will the novel of the future be more like an interactive website?

Tod McCoy, Frank Catalano, Stephanie Weippert, Steve Savitzky

Friday 3:00 pm - Cascade 3-4 - #60

Changing the Human Condition

We possess the means provided by science and technology to reorganize the human condition, to change those things that we find less desirable and to eliminate many diseases. We have the ability to enhance human life for all people on this planet. What are the moral dilemmas? What new human condition might be created if we tinker with what we have now?

Brenda Cooper, James C. Glass, Kempe, Beth Runnerwolf, Elton Elliott

Join us at Los Angeles' Longest Running Sci-Fi Convention



*Zombies are attacking the Steampunks at LOSCON this year!
Choose a side and join the fun!*

**Friday November 23 through Sunday November 25, 2012
at the LAX Marriott**

Meet and share time with writers, scientists, artists, makers, costumers, gamers, screenwriters, comic book creators, anime and manga fans, filkers, storytellers, cosplayers, larpers, and podcasters.

Friday, the Zombies invade! Make your own Zombie. Watch Zombie movies. Ask a Zombie! Meet the guests at the Ice Cream Social before we shuffle into the Zombie Dance!

Saturday, hope is stirred with the presence of Steampunk. Learn to dress and arm yourself through Steam! Participate in the Cosplay Contest, then enjoy the Masque Ball.

Sunday, see Zombies vs. Steampunk chess, or if the Mayan Doom is too much for you, drop in to our Steampunk Tea.

www.loscon.org / Twitter: Loscon / Facebook: Loscon

Westcon 65 "ConClusion" Souvenir Book

Friday 3:00 pm - Cascade 6 - #61

Genre Games

It seems every book must be pigeonholed into some genre, even if it doesn't really fit. Bookstores categorize and display by genre, publishers promote by genre and reviewers review by genre. Why is one book science fiction and another just a thriller? What about books that don't fit neatly into one genre, or cover two or more? Is traditional genre classification outmoded? Did it ever really make sense? Susan R. Matthews, Frances Pauli, Jessica K. Sklar, Bruce Taylor/"Mr. Magic Realism", Janna Silverstein

Friday 3:00 pm - Cascade 7-8 - #62

The Horror of Everyday Things

Monsters are inherently scary. But what about everyday items? How can the horror author turn the mundane terrifying?

Gadget the Emperor, M Todd Gallowglas, Jennifer Brozek, Miss Amber Clark, Gwen Perkins

Friday 3:00 pm - Evergreen 2 - #63

Massive Machines to Study the Smallest Stuff: How Physicists Study Subatomic Particles

With recent excitement about the Large Hadron Collider in Geneva, particle physics has gotten a lot of press. How do physicists detect those particles, and why? Hear a Ph.D. physicist teach the basics of particle detector technology (no physics background required!) and answer your questions about the massive machines used to study the smallest stuff in nature.

Corry L. Lee

Friday 3:30 pm - Cascade 13 - #64

Our Guests of Honor Build a Spaceship

Our science and art guests of honor collaborate on a spacecraft design while Ms. Hobb moderates and Mr. Baden documents it all for fannish posterity.

Robin Hobb, Art Bozlee, Frank Wu, Chaz

Friday 4:00 pm - Autograph 1 - #65

An Autograph Session With David Boop

Come get your favorite copies of David Boop's works signed.

David Boop

Friday 4:00 pm - Autograph 2 - #66

An Autograph Session With Rhiannon Held

Come get your favorite copies of Rhiannon Held's works signed.

Rhiannon Held

Friday 4:00 pm - Cascade 2 - #67

Dystopian Design

Your art director needs you to costume his next project: a dystopian disaster. Where do you start? What would the fashions of Armageddon look like? For authors, artists, costumers and set directors looking for "End of the World" inspiration!

Friday 4:00 pm - Cascade 3-4 - #68

The Future of Professional Cover Art

As publishing embraces the digital age, what happens to cover art? Can you judge a book by its e-cover? What about marketing? Will the art become secondary? Will fans still demand great professional art for their books, or will they sell out for convenience and basement-level pricing?

Margaret Organ-Kean, Jeff Sturgeon, M Todd Gallowglas, John R. Gray III, Pierce Ludke

Friday 4:00 pm - Cascade 7-8 - #69

Okay, You've Got the Moon; What're You Gonna Do With It?

How do we make a lunar colony pay in the same way colonies on Earth traditionally paid for their creators? Is pure science the way to go? Is it a launching pad for reaching the rest of the solar system? Industrial applications? A mix? If we can't make a permanent human presence on the Moon pay, will it ever be viable in the long-term?

Melinda Hutson, Joel Davis, Kahboi, Steve Gillett, Jon Rogers

Friday 4:00 pm - Evergreen 2 - #70

Creating a Line-Family: What Heinlein Missed

Robert Heinlein and other authors have written about line-families, a form of polyamorous relationship, in novels like *The Moon is a Harsh Mistress* and *Time Enough for Love*. Richard and Elon, founding members of the Nonesuch Family, will discuss building a multigenerational, unending line-family: economic issues, group decision making, intimacy, and how to provide a good life without being a drain on the environment.

R. Gilmore, Elon de Arcana

Friday 4:00 pm - Northwest Ballroom - #71

Alexander James Adams Concert

One great hour of fantasy and mythology music, Celtic style!

AJA, Kevin K Wiley, John Seghers

Friday 4:00 pm - Olympic 2 - #72

Drawing Comics Workshop: Monsters!

A Step-by-step guide to design three comic book monsters(protagonist, antagonist, and sidekick) and create a 2-page story layout. Basic drawing, perspective and observation techniques will be covered. Learn how proportion can change a monster from cute to colossal. Materials and supplies are included.

Elizabeth Guizzetti

Friday 5:00 pm - Cascade 3-4 - #73

The Science of Hollywood

2012, 28 Days Later, The Day after Tomorrow, Armageddon, and *The Andromeda Strain* are just a few examples of popular movies that center around natural disasters. How good, bad, or ugly is the science in these and other shows?

Corry L. Lee, Amanda Plemmons, Mir Plemmons, Richard A. Lovett, Gadget the Emperor

Friday 5:00 pm - Cascade 5 - #74

Teaching Through Imaginary Worlds

World-building projects are jumping off points for imaginative story telling, and learning is not limited to creative writing. There are myriad subjects to study through world building, from economics to ecology, politics to religion. As students build their worlds and populate them while considering struggles and conflicts, they will examine the real world with new interest.

G.Robin, S. A. Bolich, Cymbric, Gibbitt Rhys-Jones, Alma Alexander

Friday 5:00 pm - Cascade 6 - #75

Art Sales in a Bad Economy

When your pieces are all \$1000+ and you aren't making sales all day every show, what can you do to market, create, and scale your work so that you are optimized for today's reality? Should you offer more limited runs, different sizes, signed, o-limit editions that are smaller and more cost effective, cards, puzzles, mugs? Are there cheaper print options? Jeff Sturgeon, Tod McCoy, Arlin Robins

Friday 5:00 pm - Cascade 7-8 - #76

Dinosaurs and Other Fossil Beasts

What's New? What's the latest, wildest, weirdest discovery? Stranger than the four-winged Microraptor? More surprising than a feathered T-rex? There's always something new from 65 million years ago.

Bradford Lyau, Frank Wu, Charlotte Lewis Brown, James C. Glass

Friday 5:00 pm - Evergreen 2 - #77

Photoshop and You!

Whether you are a beginner and want to know what a pixel is or are an advanced user and want to plumb the depths of layers and clipping masks, this is the place to be to find out all about working with Photoshop.

Miss Amber Clark

Friday 5:00 pm - Olympic 2 - #78

Unusual Materials and Effects

How to use items not usually considered in costuming with spectacular results, including cellophane wrap, angelina fiber, hot glue and foam as a fabric, faux raised work or digi-grade body shaping. Browse through home improvement stores and other non-fabric shops for costume inspirations.

Friday 6:00 pm - Cascade 2 - #79

Cosplay: What Is It, Anyway?

A brief overview of what cosplay means, especially in Anime fandom, and how it connects with costuming.

Melissa Quinn, Chaz Boston Baden, Wolfcat

Friday 6:00 pm - Cascade 3-4 - #80

The End of Journalism

Newspapers have historically commissioned and funded the investigative pieces that revealed corruption and acted as a watchdog on government. TV is no longer interested in cases that aren't good theater, and bloggers don't have the budget and access. Can anybody else take on the job? If investigative journalism dies, how will we find out?

Mike Shepherd Moscoe, Gibbitt Rhys-Jones, Frank Catalano, Shoshana

Friday 6:00 pm - Cascade 5 - #81

Game Design: Best & Worst Ideas in Tabletop & Video Games

Compare, learn, and laugh. What makes a great game? Why do some really good game concepts seem... meh? We'll also talk about what NOT to do and learning from others' mistakes.

Brianna Wu, Dustin Gross, Julie Haehn

Friday 6:00 pm - Cascade 6 - #82

The Future of Medicine

Robotic surgery, air-gun inoculators, and wireless vital sign wristbands. And if that's not enough, how about cybernetic contact lenses, or on-demand genome typing. And that's all in the last 10 years. Clearly "Star Trek medicine" is half-way here. What advances can we expect in health care over the next 25 to 50 years?

Brenda Cooper, Kempe, Art Bozlee, Mir Plemmons

Westercon 65 "ConClusion" Souvenir Book

Friday 6:00 pm - Cascade 7-8 - #83

Classic Science Fiction: *A Canticle for Leibowitz*

John Hertz leads a discussion of the convention-themed *A Canticle for Leibowitz* (1960) by William M. Miller. We hope you enjoy this opportunity to discuss a classic with other interested readers.

John Hertz, Tod McCoy

Friday 6:00 pm - Evergreen 2 - #84

Want to Play Along?

So you have a guitar, drum, shaker, cello, clarinet, kazoo, keyboard, finger cymbals, or bagpipes? Want to accompany yourself or others? Come hear experienced accompanists discuss how to add to the music without detracting!

Jeff Bohnhoff, John R. Gray III, Stephanie Weippert, Raishaan O

Friday 6:00 pm - Olympic 2 - #85

Masquerade Pre-Meeting A

If you wish to participate in the Masquerade, you MUST attend one of the two Pre-meetings: A on Friday evening, or B on Saturday morning.

Friday 7:00 pm - Cascade 13 - #86

Living on the Moon and Mars

Forget the mega-colonies with subways and vast farms. What will the very first habitable bases really be like? What is the minimal viable structure? How many people will live in them? For how long?

Joel Davis, Elton Elliott, Raishaan O, Kahboi, Art Bozlee

Friday 7:00 pm - Cascade 2 - #87

Home Recording

How to record your own songs, put them on the web, publish a CD, and live to tell the tale.

Kevin K. Wiley, Leannan Sidhe, Steve Savitzky, G.Robin

Friday 7:00 pm - Cascade 3-4 - #88

The Dark Horseman [Famine]

The Green revolution almost proved Malthus wrong, but with the droughts and floods of global climate change, and the GM-induced sterile crops of big agriculture, worldwide famine is rearing its head again. Will our superb high tech logistics continue to be enough to stem the tide? If not, what combination of policy and research can?

Pat MacEwen, Ted Butler, Anna Sheehan, Renee Stern, iMage

Friday 7:00 pm - Cascade 5 - #89

The Liar

Panelists can get tired of answering the same questions over and over again: Do you need an agent? Where do you get your ideas? How did you sell your first work? How about collaborating with me on this great story idea I have? are those dragons aerodynamically sound? So on this panel, the audience asks the questions and the panelists answer in any way they see fit.

Brenda Cooper, Michael Ehart, Gibbitt Rhys-Jones, David Boop, Jennifer Brozek

Friday 7:00 pm - Cascade 6 - #90

Mathematics in Science Fiction and Fantasy

Among the sciences, mathematics plays a unique role in SF/F. Besides being an integral part of both real and imagined technologies, in books and movies such as *Contact*, *Cube*, and *Alice in Wonderland*, math and logic play the roles of diplomat, savior, and tease. In this panel we explore some of the fun and surprising intersections of mathematics and entertainment.

Corry L. Lee, Jessica K. Sklar, Amanda Plemmons, Bradford Lyau

Friday 7:00 pm - Cascade 7-8 - #91

From First Word to Finished Work

A panel for writers, from beginners to more experienced authors. We focus on the writing process, the importance of editing, and the creation of a final product.

Mike Shepherd Moscoe, James C. Glass, Elizabeth Guizzetti, Erin Tidwell, Gregory A. Wilson

Friday 7:00 pm - Northwest Ballroom - #92

Steampunk Dance

Friday 7:00 pm - Olympic 1 - #93

Stitch-n-Bitch

Friday 7:30 pm - Olympic 2 - #94

Costuming Genius Bar

Bring your problems. Let's figure out how to solve them together.

Melissa Quinn, Molly Boone, Cymbric, Wolfcat

Friday 8:00 pm - Cascade 3-4 - #95

Monster Archetypes

Vampires, zombies, werewolves and ghosts are just some of the monster archetypes. Why do they stick around in our subconscious? Let's see if we can figure that out.

Gibbitt Rhys-Jones, Anna Sheehan, Miss Amber Clark, Jessica K. Sklar, Kat Richardson

Friday 8:00 pm - Evergreen 2 - #96

A Concert With CRIME and the Forces of Evil

A concert with CRIME and the Forces of Evil. Rage-driven acoustic elfmetal and some traditional songs about piracy, drinking, and revolution.
Solarbird, the Lightbringer

Friday 8:30 pm - Olympic 2 - #97

Stitch-n-Bitch

Friday 9:00 pm - Cascade 3-4 - #98

Detectives and Criminals in Fantasy and Science Fiction

Why mystery/crime fiction goes together well with fantasy and science fiction.

David Boop, Michael Ehart, Kat Richardson, Shoshana, Gregory A. Wilson

Friday 9:00 pm - Evergreen 2 - #99

Interview with Vixy & Tony

Come and learn more about our filk guests of honor!
Jeff Bohnhoff, Vixy & Tony, Betsy Tinney

Friday 10:00 pm - Evergreen 2 - #100

Open Filk Friday

It's Friday night, let's Filk! Come sing, play, listen and be inspired (or appalled). We will start by going around the circle (bardic) but may descend into chaos after the first round.
Raishaan O, Admiral Naismith

Friday 10:00 pm - Northwest Ballroom - #101

Dr Who Cabaret

Behind The Blue Door: A Doctor Who inspired Cabaret is our sexy, silly take on the Whoniverse. Join us for an evening of burlesque, dance and more as we shimmy, shake, tease, and twirl our way across time and space with the help of a tarted-up TARDIS. With eleven Doctors, multiple companions, several spin-off shows, and an entire universe to explore; anything can happen!

Program Schedule: Saturday

Saturday 9:00 am - Cascade 2 - #102

Kaffeeklatsch with Brenda Cooper

Sit down for coffee with Brenda. Limited seating; sign up at Information. Bring your own.
Brenda Cooper

Saturday 9:00 am - Northwest Ballroom - #103

Masquerade Pre-Meeting B

If you wish to participate in the Masquerade, you MUST attend one of the two Pre-meetings: A on Friday evening, or B on Saturday morning.

Saturday 10:00 am - Cascade 3-4 - #104

From First Word to Finished Work

A panel for writers, from beginners to more experienced authors; we focus on the writing process, the importance of editing, and the creation of a final product.
Muffy Morrigan, Anna Sheehan, Janna Silverstein, M Todd Gallowglas, Elizabeth Guizzetti

Saturday 10:00 am - Cascade 5 - #105

Kaffeeklatsch with Bruce Taylor

Sit down for coffee with Bruce. Limited seating; sign up at Information. Bring your own.
Bruce Taylor/"Mr. Magic Realism"

Saturday 10:00 am - Northwest Ballroom - #106

Masquerade Walk through

Saturday 10:00 am - Olympic 2 - #107

The Art and Science of the Frank Wu Spaceships

How does an artist create a visual rendition of something that has never existed? Frank takes you through the processes he uses for both the scientific and aesthetic sides of designing a spacecraft.
Frank Wu

Saturday 11:00 am - Cascade 2 - #108

Medieval Miscellany

Nothing lends authenticity to a story or artwork like the small details of everyday life. Join our historical specialists for a walk through the middle ages: food, clothing, furniture, tools, and all the little mundane bits.
Cymbric, Gwen Perkins, Renee Stern, S. A. Bolich

Westercon 65 "ConClusion" Souvenir Book

Saturday 11:00 am - Cascade 3-4 - #109

Whats Really Old in Paleoanthropology

The discovery of a new hominid, in South Africa, has the discipline in a tizzy! Could A. Sediba be the missing link? As a bonus the site looks rich in geological information on the shifting of the magnetic poles.

Melinda Hutson, Pat MacEwen, Greg Bear, David Brin

Saturday 11:00 am - Cascade 5 - #110

Alien Musicology

Where is the music in my Science Fiction? Science fiction has been creating alien cultures for decades, but we rarely think about alien music. Where are descriptions of alien music in the genre? What might truly alien music sound like? Would we like it? Would we even recognize it?

Beth Runnerwolf, Maya Kaathryn Bohnhoff, G.Robin, Stephanie Weippert, Solarbird, the Lightbringer

Saturday 11:00 am - Cascade 6 - #111

Unintended Consequences

Indoor plumbing led to polio epidemics, lead in paint and gas poisoned people: To what extent is modern science and technology responsible for figuring out whether or not something that seems good is also going to cause serious problems?

Richard A. Lovett, Kempe, Bradford Lyau, Steve Gillett, Mir Plemmons

Saturday 11:00 am - Cascade 7-8 - #112

A Tool With Little Respect

The computer as art media still appears to generate controversy in artist communities. Will it ever become as accepted as photography was before it?

Arlin Robins, Jeff Sturgeon, Pierce Ludke, Margaret Organ-Kean, Tod McCoy

Saturday 11:00 am - Evergreen 1 - #113

Meet Up with a Dinosaur Digger

Come learn about dinosaurs and other fossil animals with children's author Charlotte Lewis Brown. Activities include learning fun dinosaur facts, examining replicas of real dinosaur fossils and playing dinosaur-oriented games. Kids and adults will have the opportunity to ask questions about what it's like to work as a paleontologist and children's author. This event is primarily for children ages 4 to 8, but kids of all ages are welcome. (Note: all small children must be accompanied by a responsible adult).

Charlotte Lewis Brown

Saturday 11:00 am - Olympic 2 - #114

Bugs and scales

Get your hands and eyes on some real insects and parts.

Amanda Plemmons

Saturday 12:00 pm - Autograph 1 - #115

An Autograph Session With J. A. Pitts

Come get your favorite copies of J. A. Pitts' works signed.

J. A. Pitts

Saturday 12:00 pm - Autograph 2 - #116

An Autograph Session With Michael Ehart

Come get your favorite copies of Michael Ehart's works signed.

Michael Ehart

Saturday 12:00 pm - Cascade 2 - #117

So You Want to do Indy Comics?

The ins and outs of running a webcomic, a small press or independent comic book publications company. Discussion may include setting up a business, choosing a name, the importance of purchasing ISBN's, doing your first convention, and getting your books into comic book stores.

Elizabeth Guizzetti, iMage

Saturday 12:00 pm - Cascade 3-4 - #118

Armageddon 101

So you want to destroy the universe? Maybe just a planet or two? Join the melee as some of our favorite experts work out a few scenarios that might just do the trick.

Jennifer Brozek, David Brin, Ted Butler, Anna Sheehan, Gadget the Emperor

Saturday 12:00 pm - Cascade 5 - #119

Kaffeeklatsch with Chaz Baden

Sit down for coffee with Chaz. Limited seating; sign up at Information. Bring your own.

Chaz Boston Baden

Saturday 12:00 pm - Cascade 7-8 - #120

Virtual Heroines

Who are the Top 10 female video game characters of all time? There will surely be points of hot contention on this one. Villains and heroines. Who are the best, worst, and why?

Brianna Wu, Pierce Ludke, Gibbitt Rhys-Jones

Saturday 12:00 pm - Evergreen 2 - #121

ConClusion: The Song Contest!

Write a song on Westercon's theme "ConClusion" Or just show up to hear the entries! Bonus: The winner is invited to perform at Sunday's Opening Ceremonies!

Beth Runnerwolf, solcita, Vixy & Tony, Betsy Tinney

Saturday 12:00 pm - Northwest Ballroom - #122

The Art of Frank Wu

A visual presentation by our artist guest of honor.
Frank Wu

Saturday 12:00 pm - Olympic 1 - #123

Doing It in the Halls -- Secrets of Good Hall Costuming

What does it take to put together award winning hall costumes? What about the costumes for your favorite LARP character? Can you make that costume believable?
Carole Parker, Melissa Quinn, Wolfcat

Saturday 1:00 pm - Autograph 1 - #124

An Autograph Session With Jeff Sturgeon

Come get your favorite copies of Jeff Sturgeon's works signed.
Jeff Sturgeon

Saturday 1:00 pm - Autograph 2 - #125

An Autograph Session With Margaret Organ-Kean

Come get your favorite copies of Margaret Organ-Kean's works signed.
Margaret Organ-Kean

Saturday 1:00 pm - Cascade 2 - #126

Fannish Singularity

Will fandom become a totally online experience? Fanzines have largely moved onto the web; what about con committees and conventions themselves? What will stay the same, what will change?
Suzanne Tompkins, Jerry Kaufman, Bradford Lyau

Saturday 1:00 pm - Cascade 6 - #127

Gamemastering: One-Shot Adventures vs. Campaigns

Come and hear what veteran GMs have to say about running campaigns and one-shot adventures.
Dustin Gross, Mickey Schultz, Ogre Whiteside

Saturday 1:00 pm - Cascade 7-8 - #128

Westercon 66 Update

Come hear about next years Westercon in Sacramento.
Kevin Roche, Andrew Tremblay

Saturday 1:00 pm - Evergreen 2 - #129

Andrew Ross Concert

Best known for his quirky parody lyrics and Lois Bujold-based fanfilk, Andrew Ross has been an Interfilk guest at GaFilk and toastmaster at Conflikt.
Admiral Naismith

Saturday 1:00 pm - Northwest Ballroom - #130

INTO THE BLACK: The Lynx Spacecraft & How You Can Go to Space.

The age of private spaceflight when anyone can fly in space has arrived. Art Bozlee is scheduled to fly the XCOR Lynx spacecraft into space. He colorfully explains the mission and the spacecraft. Along with his slide show, he will bring prototype parts and models and tell you how to reserve your own flight.
Art Bozlee

Saturday 1:00 pm - Olympic 2 - #131

Special F/X Make Up on the Cheap

Whether you're making a Klingon, a demon spawn, scarred zombie hunter, or even a paranormal investigator who has lost an eye, there are inexpensive ways to do it. We'll offer tips and techniques we've learned through the years to help you come in under budget.
Gibbitt Rhys-Jones, Wolfcat, Miss Amber Clark

Saturday 2:00 pm - Autograph 1 - #132

An Autograph Session With M Todd Gallowglas

Come get your favorite copies of M Todd Gallowglas' works signed.
M Todd Gallowglas

Saturday 2:00 pm - Autograph 2 - #133

An Autograph Session With Mike Shepherd Moscoe

Come get your favorite copies of Mike Shepherd Moscoe's works signed.
Mike Shepherd Moscoe

Saturday 2:00 pm - Cascade 3-4 - #134

The Growing-up World of Writing for Young People

Middle Grade and Young Adult speculative fiction has never been in such demand. From someone who just returned from the Bologna Children's Book Fair (the largest rights fair in the world for the children's market) a look on the trends of children's literature, how to approach the writing, where to send it, how to market it, and what resources are available.
Ted Butler, Alma Alexander, Gibbitt Rhys-Jones, Anna Sheehan

Saturday 2:00 pm - Cascade 5 - #135

The Redoubtable Woman

How do we make our female characters formidable? How do we keep a redoubtable character a woman? Why don't they write stories about any other kind of woman these days? Would we really want to go back to the girl that faints, or just goes out for coffee?
John Hertz, Melissa Quinn, Pierce Ludke, iMage

Saturday 2:00 pm - Cascade 6 - #136

Magic Realism = Speculative Fiction?

How do writers, critics, and readers make (or tell) the difference between magic realism and urban (or other contemporary) fantasy? What themes, symbols, or techniques appear in one category but not the other? What are the roots of each of these literary traditions?

Bradford Lyau, Bruce Taylor/"Mr. Magic Realism", Jessica K. Sklar, James C. Glass

Saturday 2:00 pm - Cascade 7-8 - #137

Hidden Disabilities - Tolerance and Acceptance in a World of Discrimination

Creating awareness of hidden disabilities through education in a world of judgment and discrimination. Discrimination still exists, even within the convention community. Some may not even be aware that they discriminate against others. Expand your awareness and become a better person by learning the truth about hidden disabilities.

Gadget the Emperor, Mir Plemmons, Beth Runnerwolf, Kempe

Saturday 2:00 pm - Evergreen 1 - #138

Drawing Dragons with Frank and Brianna Wu

Our artist guests of honor put the paleo/game/art twist on drawing our favorite fantasy creature. Very basic drawing materials will be provided. Bring your own if you want to get all fancy pants on us.

Frank Wu, Brianna Wu

Saturday 2:00 pm - Olympic 1 - #139

Books Without Pages

Is paper obsolete yet? How long before we do most of our reading on electronic devices? Will there still be room for the written word on paper? Will the novel of the future be more like an interactive website? What will we read in the bath if there are no paperbacks?

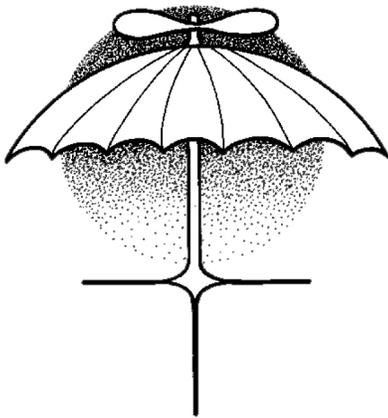
Greg Bear, Frances Pauli, Steve Savitzky, Patrick Swenson, R. Gilmore

Saturday 3:00 pm - Autograph 1 - #140

An Autograph Session With Richard A. Lovett

Come get your favorite copies of Richard A. Lovett's works signed.

Richard A. Lovett



Rustycon 30
January 18-20, 2013
SeaTac Marriott

Author GOH:

Kevin J. Anderson

Brian Herbert

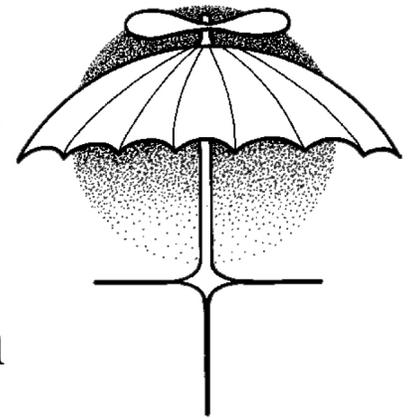
Artist/Science GOH:

Chris Gilman

Fan GOH:

Marla Bear

www.rustycon.com



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Saturday 3:00 pm - Autograph 2 - #141

An Autograph Session With S. A. Bolich

Come get your favorite copies of S. A. Bolich's works signed.
S. A. Bolich

Saturday 3:00 pm - Cascade 13 - #142

Scum and Villainy

Do bad guys have more fun? Why do we like the villains, even cheer for them once in a while? Who really owns the story?
Corry L. Lee, Robin Hobb, Pierce Ludke, Shoshana, David Brin

Saturday 3:00 pm - Cascade 2 - #143

Creating a Convention

Hear from a few who have been there what it takes to start and grow a convention.
Chaz Boston Baden, Gene Armstrong, Beth Runnerwolf, Suzanne Tompkins

Saturday 3:00 pm - Cascade 5 - #144

Dragons in Chinese Fantasy

The Chinese dragon of folklore and literature is a water beast, not a fire beast. What differences in temperament between Chinese and European dragons might reflect these differences? Let's talk about Chinese dragons in "Journey to the West" and other classics of Chinese literature.
Erin Tidwell, Wolfcat, Pat MacEwen, Alma Alexander, Susan R. Matthews

Saturday 3:00 pm - Cascade 6 - #145

Small Press, Indie Press, Vanity Press & Self Publishing

What are the differences among small, indie, and vanity presses. What are the differences between these and self publishing? What are the pros and cons to publishing each way?
Jerry Kaufman, Frances Pauli, David Boop, Patrick Swenson, Elton Elliott

Saturday 3:00 pm - Cascade 7-8 - #146

Classic Science Fiction: *Double Star*

John Hertz leads a discussion of *Double Star* (1956) by Robert A. Heinlein. We hope you enjoy this opportunity to discuss a classic with other interested readers.
John Hertz, Jon Rogers

Saturday 3:00 pm - Evergreen 2 - #147

Movie Previews

Saturday 3:00 pm - Northwest Ballroom - #148

Vixy & Tony Concert

Vixy & Tony do filk/rock/folk with verve and style. They happily play at filk cons, Browncoat events and coffeehouses as well as general conventions.
solcita, Vixy & Tony, Betsy Tinney, John Seghers, Kevin K Wiley

Saturday 3:00 pm - Olympic 2 - #149

How to Reproduce Your Artwork

You have finished your masterpiece. Now how do you make the prints? What reproduction options are out there and what works the best for what?
Margaret Organ-Kean, Jeff Sturgeon, John R. Gray III, Miss Amber Clark

Saturday 4:00 pm - Autograph 1 - #150

An Autograph Session With Robin Hobb

Come get your favorite copies of Robin Hobb's works signed.
Robin Hobb

Saturday 4:00 pm - Autograph 2 - #151

An Autograph Session With Elizabeth Guizzetti

Come get your favorite copies of Elizabeth Guizzetti's works signed.
Elizabeth Guizzetti

Saturday 4:00 pm - Cascade 13 - #152

The Climate of the Future

Questions college students worldwide are asking: How will global warming affect our future, or the future of our descendants? What technological innovations are or may be developed to deal with the problem?
Brenda Cooper, R. Gilmore, iMage, Mir Plemmons, Steve Gillett

Saturday 4:00 pm - Cascade 2 - #153

My Town

Westercon is a regional convention. Part of the beauty is getting to see how it's done in your town. What towns would you like to see host Westercon?
Suzanne Tompkins, Gibbitt Rhys-Jones, Deirdre Saoirse Moen

Saturday 4:00 pm - Cascade 3-4 - #154

The Dragons of Ancient Earth

Once upon a time giant reptiles roamed the Earth, ruled the seas, and soared across the skies. What sorts of cool, scary and weird animals once roamed the earth and which ones would best fit the mythological descriptions of dragons or other mythological animals?
Charlotte Lewis Brown, Frank Wu, John R. Gray III, Pat MacEwen

Saturday 4:00 pm - Cascade 5 - #155

Game Design: World Design

One of the hardest parts of game design is coming up with a world that is believable, detailed enough to intrigue the players, but not so detailed that creating it burns out the designer. Come learn some of the tricks used by our panelists.

Dustin Gross, Mickey Schultz, Ogre Whiteside

Saturday 4:00 pm - Cascade 7-8 - #156

Private Space Travel

Private industry is heading out to Space and selling seats! SF Writers have been talking this up for years. What is the next step? Our panelists will speculate on how space travel is commercially feasible.

Joel Davis, Jon Rogers, Kahboi, Art Bozlee

Saturday 4:00 pm - Olympic 2 - #157

Is Science Fiction still a forward looking field?

In an era where steampunk and alternate history are popular subgenres does the field of Science Fiction still have a mandate to present the future in a realistic fashion?

Jennifer Brozek, Ted Butler, Gadget the Emperor

Saturday 5:00 pm - Cascade 13 - #158

The Future of Medicine, the Dark Side

As medicine becomes more advanced, more and more of us become dependent on it for survival. If this continues what can we expect, politically, economically, for an individual life, and for the health of the species?

Kempe, Bruce Taylor/"Mr. Magic Realism", Art Bozlee, Raishaan O

Saturday 5:00 pm - Cascade 2 - #159

What Is With All the Mechs?

Do they really make sense, or are they just cool? Why ARE giant robots cool? Is the theme song from Megas XLR right when it says chicks dig giant robots, or are they really just a guy thing?

Melissa Quinn, John Hertz, iMage, Pierce Ludke

Saturday 5:00 pm - Cascade 3-4 - #160

Mass Market: Any Point?

Science fiction and fantasy writers have been at the forefront of developing small press and self-publishing using new technologies available to all. In this environment, what are the pros and cons of continuing to seek traditional publication in the mass market?

Mike Shepherd Moscoe, Anna Sheehan, James C. Glass, Susan R. Matthews, Elton Elliott

Saturday 5:00 pm - Cascade 5 - #161

Kaffeeklatsch with Vixy & Tony

Sit down for coffee with Vixy & Tony. Limited seating; sign up at Information. Bring your own.

Vixy & Tony

Saturday 5:00 pm - Cascade 6 - #162

Writing Media Tie-Ins: Heaven or Hell?

What's it like to play in someone else's sandbox? How does it differ from just doing your own thing?

Jennifer Brozek, David Boop, M Todd Gallowglas, Janna Silverstein

Saturday 5:00 pm - Cascade 7-8 - #163

Reaching the Unteachable

How can you use science fiction or fantasy to inspire students? Thinking outside of the box to get the interest of uninspired kids.

Mir Plemmons, Jessica K. Sklar, Cymbric, Gregory A. Wilson, Mark Davidson

Saturday 5:00 pm - Evergreen 2 - #164

Revolution60: An iPhone Game

Special Guest Brianna Spacecat Wu will present her project in progress, an iPhone game called Revolution60. Get a closeup look at how a game is created and be one of the first to get a peek at this one.

Brianna Wu

Saturday 5:00 pm - Northwest Ballroom - #165

Masquerade Walk through

Saturday 5:00 pm - Olympic 2 - #166

Thinking Outside the Art Box: Mixing Media

Don't be daunted by the high cost of conventional art supplies. There is a great deal of art to be made out of humble household products and inexpensive craft supplies. Even when you are working in conventional media, don't get hung up on sticking to one medium. Mix it up! This panel will discuss ideas about mixing different art media and using unconventional materials for the creation of art. Audience participation is encouraged!

Jeff Sturgeon, Miss Amber Clark, John R. Gray III, Margaret Organ-Kean

Saturday 6:00 pm - Cascade 13 - #167

The Ethics of Uplift

Soon, we could make apes or other creatures who can understand language and perform tasks independently. Where will we draw the line between "person" and "animal"? What rights will the partially-uplifted have?

Tod McCoy, Alma Alexander, Bradford Lyau, Amanda Plemmons

Saturday 6:00 pm - Cascade 6 - #168

Orwell's 1984 is Now

Sure. It's a given. The NSA is reading your emails, listening to your phone calls, and tracking you on traffic cam. The global Corps know what you eat, where you sleep, and what you read. What effects is Big Bro having right now on politics, education, justice, food production, or your area of greatest concern? Is this really where we want to go? If not, can it be stopped? Our panelists discuss how we got here and where we might be headed.

Brenda Cooper, Bruce Taylor/"Mr. Magic Realism", Raishaan O, Jon Rogers

Saturday 6:00 pm - Evergreen 2 - #169

Q&A With Alec Guinness

Discover the back story to a beloved icon of science fiction, Sir Alec Guinness (Obi-Wan Kenobi), who had a long and respected career as a film and stage actor. Find out about his life, his wife, his love of art, his issues with illegitimacy, fandom and more. Presented by Chautauqua (1st person interpreter) G.Robin Smith

G.Robin, Gibbitt Rhys-Jones

Saturday 7:00 pm - Cascade 3-4 - #170

Armageddon v. Ragnarok

Who would win in a cage fight: Fenris or the Anti-Christ? At first glance the two great Western visions of the end-times would seem to have little in common. What are their origins, mythic purposes and salient events? Are there correlations between them we just don't see?

Shoshana, Art Bozlee, iMage

Saturday 7:00 pm - Evergreen 2 - #171

Steve Savitzky Concert

Steve's first CD, *Coffee, Computers, and Song!*, was released in August 2007. He and his wife Colleen were inducted into the Filk Hall of Fame in 2008.

Steve Savitzky

Saturday 7:00 pm - Northwest Ballroom - #172

Masquerade

Saturday 7:30 pm - Evergreen 2 - #173

Lynn Gold Concert

Lynn has been writing and playing music for laughs longer than she knew what "filk" was. The musical genres she writes in range from folk to funk and from New Age to old pop. Join her for a concert filled with cell-splitting fun!

Saturday 8:00 pm - Evergreen 2 - #174

Irish Session

An Irish Session is one of the oldest forms of participatory music! If you want to listen or play along you are welcome!

Solarbird, the Lightbringer, G.Robin, AJA

Saturday 9:00 pm - Cascade 5 - #175

Writing the Erotic Scene

Not all erotica is smut. How do you capture the moment and make the reader feel the emotion without making it too clinical, silly, or X-rated?

Rhiannon Held, Anna Sheehan, Tod McCoy

Saturday 9:00 pm - Evergreen 2 - #176

Saturday Open Filk

Saturday open filk will be "bardic": Each participant is given the choice of pick, pass, or play as we go around the circle. You are welcome to play, sing, or just listen!

solcita, Admiral Naismith, Vixy & Tony, Raishaan O

Saturday 9:30 pm - Northwest Ballroom - #177

Dance

Saturday 10:00 pm - Cascade 2 - #178

Urban Stargazing

We've heard about light pollution in the city and the loss of our dark skies, but you can still see plenty of fun stuff there! Come learn what is up in the Seattle sky and what wonders are right overhead. Bring your own telescope or binoculars to the parking lot.

Amanda Plemmons

THE APOCALYPSE IS COMING!

Are YOU ready?

Neither are we!

Join us in Vancouver this September for a weekend of celebration, speculation, workshops, drinks and good times to prepare us for "the end of the world."



Vancouver's
Science Fiction &
Fantasy Convention

Panels
Art Show / Auction
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Costuming
Workshops
Demos
Filking
Dance
Vendors
Artist Alley
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Gregory Benford
James Ng

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art: Immortal Empress by James Ng

Three-day Adult Membership: \$45 to September 15; \$60 at the door.
Youth, Student & Senior discounts; one-day tickets at the door.
VCON Room Rate \$99 (up to 4 people); includes parking & internet: Reserve by August 29.

www.vcon.ca

Program Schedule: Sunday

Sunday 10:00 am - Autograph 1 - #179

An Autograph Session With Bruce Taylor

Come get your favorite copies of Bruce Taylor's works signed. Bruce Taylor/"Mr. Magic Realism"

Sunday 10:00 am - Cascade 2 - #180

Kaffeeklatsch with Robin Hobb

Sit down for coffee with Robin. Limited seating; sign up at Information. Bring your own. Robin Hobb

Sunday 10:00 am - Cascade 7-8 - #181

Classic Science Fiction: *Flatland*

John Hertz leads a discussion of the ever-popular *Flatland* (1884) by Edwin A. Abbott. We hope you enjoy this opportunity to discuss a classic with other interested readers. John Hertz, Tod McCoy, Jerry Kaufman

Sunday 10:00 am - Olympic 2 - #182

Dragons by Design

It's the year of the dragon, and time to go beyond viewing art to DOING art! Discover your basic drawing skills and put them to work using dragons as your inspiration. You'll be shown easy-to-learn drawing methods and learn to create your own design for your next science fiction or fantasy inspired book cover, storyboard or computer game. Basic materials for the first 40 students supplied. All ages welcome. Cymbric

Sunday 11:00 am - Autograph 1 - #183

An Autograph Session With David Brin

Come get your favorite copy of David Brin's works signed. David Brin

Sunday 11:00 am - Cascade 13 - #184

Fans Behaving Badly

A discussion of bad behavior at conventions: How do we socialize newcomers, or even veteran congoers with poor habits?

Admiral Naismith, Chaz Boston Baden, Arlin Robins, Suzanne Tompkins, Bradford Lyau

Sunday 11:00 am - Cascade 3-4 - #185

Ebook Conversion 101

Want to take your manuscript and convert it to an ebook so you can post it on Amazon and make more money than the Queen? Great! Where do you begin? What tools do you need? How do you get from A to B to C and the rest of the alphabet before you're ready to upload it? Let's discuss. Deirdre Saoirse Moen, Tod McCoy, Gibbitt Rhys-Jones, M Todd Gallowglas, G.Robin

Sunday 11:00 am - Evergreen 2 - #186

Murder Mystery Awards Presentation and Wrap-Up

Sunday 11:00 am - Northwest Ballroom - #187

Starlight Concert

Filk with a country rock theme!

Raishaan O, John R. Gray III, Stephanie Weippert, John Seghers

Sunday 11:00 am - Olympic 1 - #188

Westercon Site Selection Announcement

Announcement of the 2014 site selection results. Kevin Standlee, Linda Deneroff

Sunday 12:00 pm - Autograph 1 - #189

An Autograph Session With Anna Sheehan

Come get your favorite copies of Anna Sheehan's works signed. Anna Sheehan

Sunday 12:00 pm - Autograph 2 - #190

An Autograph Session With Gwen Perkins

Come get your favorite copies of Gwen Perkins' works signed. Gwen Perkins

Sunday 12:00 pm - Cascade 13 - #191

Rovers Conventions

Selecting sites with your travel budget. Is that how you view Worldcon, Westercon or other roving convention? Do you vote with your travel dollar or something else?

Chaz Boston Baden, MaggieD, Wolfcat, Suzanne Tompkins

Sunday 12:00 pm - Cascade 3-4 - #192

The History of Work and the Internet Revolution

We look back on the industrial revolution, horrified by some of its collateral damage: Child labor, horrible working and living conditions for factory workers, etc. Right now we are in the midst of a similar revolution in terms of where we work, what we do there, and the level of 'social networking' that is the norm. When our descendents look back, what will horrify them? What legislation might eventually come into place to protect us from our employers... and ourselves?

David Brin, Shoshana, Ted Butler, Robin Hobb

Sunday 12:00 pm - Cascade 7-8 - #193

Fire or Ice: Apocalypse by Geology or Weather

W.B. Yeats' conundrum aside, what sort of real-world-changing scenarios are we facing from climate change, increasing seismic activity, or perhaps even a stray asteroid
Pat MacEwen, Melinda Hutson, Bruce Taylor/"Mr. Magic Realism", Richard A. Lovett, Steve Gillett

Sunday 12:00 pm - Evergreen 2 - #194

The Art of Final Fantasy

Artist guests of honor Brianna and Frank Wu will give you a closeup look at both the aesthetics and techniques that make this one of the most interesting, popular and enduring video games ever produced, version after version after version.

Brianna Wu, Frank Wu

Sunday 12:00 pm - Olympic 2 - #195

Archery for Artists and Authors

This overview of archery realities and techniques could save you from the embarrassment of impossible shots and poses, and poor descriptions. Mir will discuss body dynamics, trick shots (and when they work), and different arrows and points. There will be a variety of bows and arrows to examine and sketch. Writers will take away a clear mental image and a sense of sound and rhythm to help describe a scene.

Mir Plemmons

Sunday 12:30 pm - Northwest Ballroom - #196

Jeff & Maya Bohnhoff Concert

Conflikt 6's guests of honor Jeff and Maya Bohnhoff do rock with a SciFi twist. They're known for their parodies as well as their original music.

Maya Kaathryn Bohnhoff, Jeff Bohnhoff, John Seghers, Betsy Tinney, Vixy & Tony

Sunday 1:00 pm - Cascade 13 - #197

The Rise of the Religious Right: Christianity, Islam, Judaism, Hinduism

Over the past decade, religious-backed parties have come to power across Asia, the Middle East, Northern Africa, even the United States. Why is this happening? What does it have to say about society today? Does global media help understanding or interfere?

Raishaan O, Mike Shepherd Moscoe, Admiral Naismith, Gibbitt Rhys-Jones, Richard A. Lovett

Sunday 1:00 pm - Cascade 2 - #198

Onions and Roses

What went well, what didn't?

Bobbie DuFault, Gene Armstrong, MaggieD

Sunday 1:00 pm - Cascade 3-4 - #199

The Pale Horseman [Disease]

From Mary Shelley's *The Last Man* to Scott Burns and Steven Soderbergh's *Contagion*, for nearly 200 years writers have been speculating on civilization's destruction by disease -And why not? From the black death to influenza to AIDS, global epidemics have killed millions. How likely is such an epidemic in the 21st century? Could we lose billions next time, or would modern medicine win?

Anna Sheehan, iMage, Amanda Plemmons, Kempe, Pat MacEwen

Sunday 1:00 pm - Cascade 7-8 - #200

Collaborating With Artists

Authors frequently collaborate with artists from other media: Painters, photographers, and prop makers. Collaboration requires excellent communication between creators who speak different languages. It's not as easy as most people think, especially when both sides can be temperamental. Panelists will give their tips on effective communication for artistic collaborations.

Jennifer Brozek, David Brin, Miss Amber Clark, Michael Ehart, Solarbird, the Lightbringer

Sunday 1:00 pm - Evergreen 2 - #201

Fans Turned Pro

There is a challenge to being recognized as a pro when you start out as a fan, especially in your home town. What tips and tricks have you learned? Who are your favorite fans that turned pro?

M Todd Gallowglas, David Boop, Bradford Lyau

Sunday 2:00 pm - Cascade 13 - #202

SWOC General Meeting

General meeting of SWOC, the parent organization of Westercon 65, Conflikt, ConComCon, and the Spokane in 2015 Worldcon bid.

Sunday 2:00 pm - Cascade 3-4 - #203

Performing 101

You've been working on songs but freeze up when you go to perform. Maybe you've been performing a while but keep wondering how those other guys avoid mistakes. Our panelists will focus on how to prep for the perfect concert and how to recover when you miss your cue.

Vixy & Tony, Maya Kaathryn Bohnhoff, Jeff Bohnhoff, Vixy & Tony

Sunday 2:00 pm - Cascade 7-8 - #204

Rocks from Space

Statistically, there should be one meteorite on the ground for every square mile of land. Why isn't everyone finding one? How would you recognize one?

Melinda Hutson, Ted Butler, Steve Gillett, Joel Davis

Sunday 2:00 pm - Northwest Ballroom - #205

Art Auction

Sunday 2:00 pm - Olympic 2 - #206

Here Be Dragons..

Incorporating dragon themes into costume and fashion design--from delicate touches and subtle hints to the obvious and cliché influences. Some of us just can't stay away from those flights of fantasy that have us taking leave of our fashion-senses.

Sunday 3:00 pm - Cascade 2 - #207

Urban Science

The city has many mysterious and interesting phenomena, both man-made and natural. The city is a perfect laboratory for active observation and investigation, and you can use it to teach critical thinking and scientific fact finding, then tie it in with Urban Fantasy and Speculative Fiction. Then your and your students can spin your city's mysteries into a new tale of Urban Fantasy or Speculative Fiction. Exploring where the sewage goes or why there are so many birds with a foot missing. Anything interesting about your city can be spun into a fantastical tale.

Amanda Plemmons, Kempe, David Brin, Bradford Lyau

Sunday 4:00 pm - Northwest Ballroom - #208

Opening Ceremonies

Bobbie DuFault, Chaz Boston Baden, Vixy & Tony, Robin Hobb, Brianna Wu, Frank Wu

Program Participant Index

How to use this index:

- Program participant names are sorted alphabetically, by last name (where available)
- Program item keys are shown at the end of the first line of each program item (following the room)
- Program item keys are sorted in chronological order, and also displayed in order in the program schedule here. So, yay, not too bad. :)

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Lynn Gold Concert	Saturday 7:30 pm	Evergreen 2

Office, Lost and Found, Newsletter

The ConClusion Convention Office is located in room Olympic 3. This is where you will find the Lost & Found. But if you have lost your badge, check first at Registration.

The daily newsletter is receiving announcements, articles, short notes, and photos submitted to newsletter@westercon65.org, or if you're really old-school, on paper at the convention office or info desk. The deadline for each morning's edition is 6 PM the previous afternoon.

Gaming Schedule

Thursday – 2:00 PM to 8:00 PM – Table 10 Neverwhen Demonstrations

Gamemaster/Host: Dragondyne Publishing

Type: Tabletop RPG

Players: 1 to 6

Description: Welcome to the world of Neverwhen. Neverwhen is a Campaign setting (Using Paizo's popular The Pathfinder Roleplaying Game) that allows players and gamemasters to take items and/or characters from any d20 setting and use them in their own campaign. In addition, a storyline is provided that allows the easy inclusion of your campaign into the Neverwhen universes.

We are doing demos of this new Pathfinder setting. Pre-Generated characters are available. The demos consists of several different scenarios selected based on the player's interest. All of the scenarios reflect the ability to combine different genres within the adventure.

For those of you that have played in our demos before we have are introducing new demo adventures.

Thursday – 6:00 PM to 9:00 PM – Table 5 D&D 3.5

Type: Tabletop RPG

Friday – 10:00 AM to 3:00 PM – Tables 5, 6, 7, 8 Arkham Horror, Round One

Gamemaster/Host: John Morrison

Type: Board Game

Players: 3 to 8

Description: Arkham Horror is a cooperative adventure game themed around H.P. Lovecraft's Cthulhu Mythos. Players choose from 16 Investigators and take to the streets of Arkham. Before the game, one of the eight Ancient Ones is chosen and it is up to the Investigators to prevent it from breaking into our world. During the course of the game, players will upgrade their characters by acquiring skills, allies, items, weapons, and spells. It is up to the players to clean out the streets of Arkham by fighting many different types of monsters, but their main goal is to close portals to other dimensions that are opening up around town. With too many portals open, the Ancient One awakens and the players only have one last chance to save the world. Defeat the Ancient One in combat! The basic game and expansions will be used.

Friday – 10:00 AM to 8:00 PM – Table 10 Neverwhen Demonstrations

Gamemaster/Host: Dragondyne Publishing

Type: Tabletop RPG

Description: see previous session from Thursday

Friday – 4:00 PM to 6:00 PM – Table 3

Lifeboat

Gamemaster/Host: Andrew Purvis

Type: fixed card layout/board game

Players: 4 to 6

Description: A few of you are now stuck on a lifeboat and struggling to survive. Someone loves you, and someone hates you. Maybe you hate yourself and want to see everyone else die. Can you gather enough to win, possibly even in death? Alliances and deals, kept or broken, are the order of the day as people struggle for provisions, mug one another, and bake in the sun.

Friday – 6:00 PM to 9:00 PM- Table 4

D&D 3.5

Type: Tabletop RPG

Friday – 6:00 PM to 10:00 PM – Table 7

Squadron Strike Demonstration

Gamemaster/Host: Paul Zagieboylo/ Ad Astra Games

Type: Miniatures

Players: 1 to 5

Description: Any ship, any universe, fully 3-D! Squadron Strike features the most flexible ship construction system in

any space combat game, allowing you to construct the ships from your favorite books, movies, and TV shows. (Or, let your imagination run wild.) Then you can fight them in 3-D! In this session, reenact one of the pivotal confrontations of the Alliance-Directorate War, and ensure the Alliance of Sol's independence from insidious alien "benefactors." Or, of course, defend the Directorate of Sapience and the rest of the galaxy from dangerously aggressive, barbaric human attackers. It is your choice, really. Either way, join us for a roaring good space battle time.

Friday – 7:00 PM to 9:00 PM – Table 3

Ghost Stories

Gamemaster/Host: Andrew Purvis

Type: Board Game

Players: 1 to 4

Description: Taoist monks fight waves of undead to prevent the corporeal return of the evil Wu Feng in this cooperative game for up to four player.

Saturday – 10:00 AM to 1:00 PM – Table 3

Abney Park Airship



Mythic Reality Player's Association [MRPA] presents the CovenMaster series "Shades Of Divinity" and "Shades Of Nightfall", two interlocking game systems that superimpose an immersive alternate reality onto the everyday lives of its players.

Live-action roleplaying games typically allow for character creation and gamespace, but MRPA delivers a layer of in-character interaction that goes far beyond mere gameplay. Players can choose to create characters based on angels, vampires, and/or other select mythological creatures. New players are welcome to begin playing during convention, and you can continue gameplay after convention, as well.

We will be tabling and maintaining an active presence in our Penthouse Suite, so please drop in during our posted hours (see website information, below). Also, please check out our costume contest...you could win a prize for your costume!

The most up-to-date information about our convention presence and can be found at www.mythicreality.org in our Westercon thread under Public Discussion, or find our table or Penthouse Suite and start playing the game!

Saturday – 10:00 AM to 8:00 PM – Table 10

Neverwhen Demonstrations

Gamemaster/Host: Dragondyne Publishing

Type: Tabletop RPG

Description: see previous session from Thursday

Saturday – 10:00 AM to 3:00 PM – Tables 5, 6, 7, 8

Arkham Horror, Round One

Gamemaster/Host: John Morrison

Type: Board Game

Players: 3 to 8

Description: see previous session from Friday

Saturday – 1:00 PM to 6:00 PM – Table 9

Attack Vector: Tactical Demonstration

Gamemaster/Host: Paul Zagieboylo/ Ad Astra Games

Type: Miniatures

Players: 1 to 5

Description: We do the complicated math, so you can blow things up! Attack Vector: Tactical combines dramatic 3-D space-combat action with realistic physics hidden behind simple lookup tables. Do not worry; you do not need an advanced degree to captain a starship! Just a little basic arithmetic is all it takes, if you have the guts to fly the stars of the 23rd century. Earth has disappeared, and her UN-supported representatives collapsed just years later. Now the colonies of the Ten Worlds now struggle against one another for survival and control over limited resources. Fight one of the historic battles of the Medinan War, and change the course of the Ten Worlds for decades to come.

Saturday – 6:00 PM to 9:00 PM – Table 3

Red Dwarf

Saturday – 7:00 PM to 11:00 PM – Table 9

Squadron Strike Demonstration

Gamemaster/Host: Paul Zagieboylo/ Ad Astra Games

Type: Miniatures

Players: 1 to 5

Description: see previous session from Friday

Sunday – 10:00 AM to 8:00 PM – Table 10

Neverwhen Demonstrations

Gamemaster/Host: Dragondyne Publishing

Type: Tabletop RPG

Description: see previous session from Thursday

Sunday – 1:00 PM to 4:00 PM – Table 7

Player's Choice!

Gamemaster/Host: Ad Astra Games

Type: Miniatures

Players: 1 to 5

Description: Play what you want!

Program Participant Bios

AJA

Alexander James—Unleashed from the land of Fae comes the heir to Heather Alexander's music and magic. AJ Adams is a fiery Celtic fiddler with a compelling voice to enchant audiences of all ages. With songs and stories of the otherworld, Alexander James inspires his audiences to make their dreams come true, and to look for the wonders within. From tender love songs to rowdy brawls, gentle Irish airs to rockin' reels, AJ brings ancient legends to the mortal world in true bardic style, proving once and for all that the magic never dies!

Alma Alexander

Alma Alexander's life so far has prepared her very well for her chosen career. She was born in a country that no longer exists on the maps, has lived and worked in seven countries on four continents (and in cyberspace!), has climbed mountains, dived in coral reefs, flown small planes, swum with dolphins, touched two-thousand-year-old tiles in a gate out of Babylon. She is a novelist, anthologist, and short story writer who currently shares her life between the Pacific Northwest and the wonderful fantasy worlds of her own imagination.

Elon de Arcana

Two of Elon's primary interests in line families are economies of scale, and having a date on New Year's Eve. From a young age, Elon has questioned the reasonableness of every small family group needing to own all of the tools needed to run a household. Along with physical resources, Elon questioned why humans did not share emotional resources, aka love, more freely. She has found that the line family model addresses economic and emotional issues very well.

Greg Bear

Greg Bear is the international bestselling author of *Hull Zero Three*, *City at the End of Time*, *Mariposa*, and the *Halo: Forerunners* trilogy. He won the Nebula award for *Darwin's Radio* and *Moving Mars*. He has consulted with think tanks, corporations, and government agencies on matters ranging from the privatization of space to electronic publishing to biological security. He's also served as science advisor on a number of television shows, been interviewed by Jon Stewart on *The Daily Show*, and worked on the multi-author historical fantasy *The Mongoliad*. He's married to Astrid Anderson Bear, and they are the parents of two young writers, Erik and Alexandra.

Jeff Bohnhoff

Jeff Bohnhoff is a professional musician, songwriter, and recording engineer/producer. With his wife Maya, he has released 5 CDs. He has also produced albums for Seanan McGuire, Nancy Freeman, and Harmony Heifers. He is currently working on an album with Mary Crowell, another with Seanan McGuire, and yet another with Betsy Tinney. Midichlorian Rhapsody went viral on YouTube. Jeff and Maya have been frequent musical Guests of Honor at cons in the US, the UK, Germany, and Canada. They will be Toastmasters at Conjecture/Conchord in San Diego this coming October, and Guests of Honor at Conflikt in Seattle next January.

Maya Kaathryn Bohnhoff

Maya is addicted to speculative fiction, for which she blames her dad and Ray Bradbury. She has authored eight novels of speculative fiction, short fiction that has appeared in *Analog*, *Amazing Stories*, *Interzone*, and others, and has been short-listed for the Nebula, Sidewise, and British SF awards. Her most recent novel is *Star Wars: Shadow Games*, a new addition to the *Star Wars* expanded universe, co-authored with Michael Reaves. Maya is half of Maya & Jeff, a Pegasus Award-winning musical duo. They've collaborated on three amazing children, and live in San Jose. Maya is also a founding member of the online writer's co-op Book View Cafe.

S. A. Bolich

S. A. Bolich is a full-time freelancer with a number of published fantasy stories. She is back in Washington state after six years in Germany as an army military intelligence officer. Her first novel, *Firedancer*, book 1 of the *Masters of the Elements* series, was released in September 2011 with book 2, *Windrider*, appearing in May 2012. Her short fiction has appeared in *Beneath Ceaseless Skies*, *On Spec*, *Damnation Books*, and the anthologies *Defending the Future IV: No Man's Land*, and *Gears and Levers*.

Molly Boone

A costumer of 20+ years of experience, Molly Boone has played in a variety of styles and genres. She has costumes ranging from high fantasy to historical reproduction, from fragile works of art to those for rolling around in the dirt getting snorted on by horses. She is an actor as well, so her focus is workmanship and presentation. Lately she has spent more time offstage mentoring the next generation of costumers.

David Boop

David Boop is a Denver-based single dad, returning college student, and author. He has one novel and some twenty-odd short stories in print, including near future, zombie, weird western, and media tie-in. He's released his first children's book within the Fairypunk category, *The Three Inventors Sneebury*. His hobbies include film, anime, the Blues, and Mayan history.

Chaz Boston Baden (see page 8)

Art Bozlee (see page 9)

David Brin

David Brin quit research to become an entertainer. Lacking any discernible talent, he chose writing. David's 1989 eco-thriller, *Earth*, foreshadowed global warming, cyberwarfare, and the web. A 1998 movie by Kevin Costner was based on *The Postman*. His novels are translated into more than 20 languages. Some were Hugo and Nebula winners. David appears frequently on shows such as *Nova*, *The Architects*, *The Universe*, and *Life After People*. His non-fiction book—*The Transparent Society: Will Technology Make Us Choose Between Freedom and Privacy?*—won the Freedom of Speech Award of the American Library Association. His new novel from Tor Books is *Existence*.

Charlotte Lewis Brown

Charlotte Lewis Brown is a paleontologist and the author of 3 non-fiction children's books about dinosaurs and other fossil animals. She studies ice age animals, such as mammoth and mastodons, and teaches college classes in dinosaurs and earth history.

Jennifer Brozek

Jennifer Brozek is an award-winning editor and author. Winner of the 2009 Australian Shadows Award for best edited publication, Jennifer has edited seven anthologies. Author of *In a Gilded Light* and *The Little Finance Book That Could*, she has more than forty-five published short stories, and is the creative director for Apocalypse Ink Productions. Winner of both the Origins and the ENnie award, her contributions to RPG sourcebooks include *Dragonlance*, *Colonial Gothic*, *Shadowrun*, *Serenity*, *Savage Worlds*, and *White Wolf SAS*. When she is not writing, she is gallivanting around the Pacific Northwest. Jennifer is an active member of SFWA and HWA.

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Ted Butler

Ted Butler has written five books in his science fiction Belt Republic series. Book one starts with a swimming pool of Jell-O prank gone wrong. Ted has been a computer consultant, salesman, teacher, technician, has fought computer viruses, run a dishwasher, worked on a survey crew, launched satellites, and tested ballistic missiles. He is a husband, father, and grandfather. He loves the quote from an extremely biased grandson Keefe about the Belt Republic books: "He's my favorite author."

Frank Catalano

Frank Catalano is an author, media commentator, and technology industry analyst and consultant. He currently writes the Practical Nerd column for the tech news site GeekWire.com, as well as doing strategic consulting for a variety of education technology and digital learning companies. Frank is a former Secretary of the Science Fiction and Fantasy Writers of America, a former news broadcaster, and long-time public speaker and emcee. His fiction and non-fiction has appeared in dozens of publications, both on paper and online.

Miss Amber Clark

Amber takes a lot of photos. She's one of the photographers at Stopped Motion Photography in Kirkland, WA, and specializes in fine art and live event photography, including theater, dance, and musical performances. Amber's work with the Edge of Propinquity has garnered her 3 awards in 2008, 2009, and 2011. When she's not shooting photos, Amber belly dances, produces, and performs in burlesque and cabaret shows in Seattle and abroad.

Brenda Cooper

Brenda Cooper writes science fiction and fantasy novels and short stories. Her most recent novel is *Mayan December*, which came out in August 2011 from Prime Books. Her next novel will be *The Creative Fire*, available November 2012 from Pyr Books. Brenda lives in the Pacific Northwest with two other people and three dogs.

Cymbric

Cymbric Early-Smith is a writer, artist, and educator. After studying physics and astronomy at WSU, Cym worked 12 years at Pacific Science Center before becoming Program Director for Interactive History Co., where she develops the innovative educational programming for IHC's hands-on history presentations offered all over North America. Cym adores writing about history - especially her paranormal time travel series, *Twinned Souls*. She has just completed her latest work in the series, *The Janus Paradox*. Besides her writing, Cymbric's greatest challenge involves training for the 2012

Dublin Marathon. Her most rewarding challenge of all is collaborating with her husband, G.Robin Smith.

Joel Davis

Joel Davis is the author or co-author of nine books of popular science on topics ranging from the Voyager 2 flyby of Uranus to the mysteries of the human brain and mind, from the development of the human genome project to the discovery of the Milky Way's central black hole. He's also written more than 150 articles for magazines like *Astronomy*, *New Scientist*, *Analog*, and *Launchspace*, and blogs about asteroids and other small Solar System bodies in "Not Just Minor Planets." He works as a technical writer for a large software company headquartered in Redmond, WA. He lives in Bellevue, WA, with his wife Judy.

Michael Ehart

Michael Ehart writes a bit. His latest novel is *The Tears of Ishtar*. He has been nominated for several awards, and lives in hope that he will win one some day.

Elton Elliott

Elton Elliott will celebrate his 40th anniversary as a published author next year. His latest novel is *Bishop of Rome*. His latest anthology is *Like Water for Quarks*. His next novel is *King of Jerusalem*. He is the author of over two hundred published shorter works of essays, articles, reviews, interviews, news and opinion columns, poetry, and short fiction, including the novelettes "A Quantum Field Of Ghosts And Shadows" with Doug Odell, and "Space Aliens Taught My Dog To Knit." He is Senior Editor at MVP Publishing. He is the President and CEO of VASE Software, which specializes in computer data encryption technology.

Gadget the Emperor

Ken is from Alaska, where he earned degrees in chemical engineering and computer Science with minors in math and physics. In 2002 he graduated and moved to Seattle, where he worked in IT, then moved to promotions. In 2009, he went to work with the NASA space program in Houston, and returned in early 2010. This foodie's hobbies include weird sciences, cooking, traveling, photography, unique sculpture art, and adventure. He also wants to create awareness for the truth about hidden disabilities.

MTodd Gallowglas

M. Todd Gallowglas has been a professional storyteller at Renaissance Faires and Medieval Festivals for twenty years. He used his storytelling show to launch his fiction career through eBooks. His books *First Chosen*, *Knight of the Living Dead*, and *Halloween Jack and the Devil's Gate* have been bestsellers on Amazon and Smashwords. His short story "The Half-Faced Man" received an honorable mention in the Writers of the Future contest. He is a regular fiction contributor for the *Fantasy Flight Games Inc.*

Steve Gillett

Steve Gillett is a frequent contributor to *Analog*, most recently "Isotopy" (March 2010) and "Hanging by a Thread" (May 2010, under his alter ego.) He holds a Ph.D. in geology, and has taught at the University of Nevada, Reno. He is also the author of *World-Building* (Writer's Digest Press, 1996). He has now focused his efforts on the profound effects nanotechnology will have on addressing resource and environmental issues, and has a book under contract on this topic with Pan-Stanford Publishing.

R. Gilmore

Richard Gilmore is a long time polyamory activist, researcher, and writer. His primary research is on poly family economics, group decision making, and nonsexual intimacy. He is also the vice president of Polycamp NW. Richard recently accepted the reins of Seattle's Poly Potluck. Richard and his partner Elon have given their line family presentation at Loving More Magazine's Poly Retreat in upstate New York, and have also given talks near Washington DC, Seattle, Polycamp NW, and Hawaii.

James C. Glass

Jim won the grand prize of Writers of the Future in 1991, and has published several novels and over sixty stories in magazines and anthologies since that time. He is also an artist, painting scenics in oils and pastels. He and wife Gail, a costumer and healing dancer, divide their time between Spokane, Washington, and Desert Hot Springs, California. They are active in cons, and in drumming circles where they both drum, and Jim plays didgeridu.

John R. Gray III

John R. Gray III has been showing his artwork at convention art shows nationally since 1981. At these, he has received numerous awards, including, Best Fantasy, Best Color, Best Use of Humor, and Most Unusual Concept. Publishing history includes book and cassette covers, a series of fantasy bookplates, CD-ROM fantasy clip art collections, and illustrations in various convention program books and fan publications. He is also currently working as a freelance

commercial artist and as a luthier, building custom autoharps. He played electric bass from the late 1960s through 1991. He recently became interested in Filk, and joined up with Stardust.

Elizabeth Guizzetti

Over the past decade, Elizabeth has created three graphic novels and a comic book series. *Other Systems* is her first published novel. She currently lives in Seattle with her husband and two dogs. She is the author of *Science Fiction Novel: Other Systems*, and the writer and artist of Graphic Novels: *FamineLands*, *Lure*, and the independent comic book series *Out for Souls & Cookies*.

Rhiannon Held

Rhiannon Held's debut novel *Silver* is the first in an urban fantasy series from Tor. In her day job, she works as a professional archaeologist. Unfortunately, given that it's real rather than fictional archaeology, fedoras, bullwhips, aliens, and dinosaurs are in short supply. Most of her work is done on the computer, using databases to organize data, and graphics programs to illustrate it.

John Hertz

John Hertz infected fandom with English Regency ballroom dancing. He has received three Hugo nominations for Best Fanwriter. He was sent to the 2007 Worldcon in Yokohama by HANA (The Hertz Across to Nippon Alliance, and to the 2010 Worldcon in Melbourne by DUFF (the Down Under Fan Fund). He was the Westercon Fan GoH in 2004. He won the Big Heart Award in 2003 at Torcon. He is a moderator of panels, a leader of Art Show tours, and a judge or MC of Masquerades.

Robin Hobb (see page 3)

Melinda Hutson

Melinda Hutson is the curator of the Cascadia Meteorite Laboratory at Portland State University. She teaches classes (including "Exploring Mars") at two colleges, and does research on meteorites. She has been reading science fiction/fantasy since she was a child. She is not a fiction writer, nor a wannabe writer; she prefers looking at extraterrestrial rocks.

iMage

Steven J. Cox is the President of Paraversal Publishing, a newly established web-based publishing house. Steven was born in Michigan and has made a hobby out of getting degrees and certificates. He's been into roleplaying and game design since he joined a science fiction club in 1976. His aim has been to create unique worlds and backgrounds. Paraversal Publishing is currently building three divisions; gaming, fiction and nonfiction.

Kahboi

Daniel D. Dubrick, aerospace historian. Kahboi (pronounced Cowboy) has been the editor for the H.R. McMillan Planetarium's affiliated space and astronomy educational BBS "SpaceBase(tm)." At the peak of Fidonet's success, the results of Dan's editing effort were reaching out to over 5,000 amateur BBSs weekly, and a readership in the tens of thousands. Dan has witnessed space launches as an accredited journalist representing SpaceBase, and enjoys prowling the aerospace bone yards of the Arizona desert studying American aerospace history.

Jerry Kaufman

Jerry Kaufman has been a participant in fandom ever since his first convention, Tricon, the 1966 Worldcon in Cleveland, Ohio. He has started clubs and APAs, run a small press, judged book awards, published fanzines, and held various committee jobs for conventions. His current fanzine is Littlebrook, co-edited with Suzanne Tompkins, his spouse. They live in Seattle, Washington.

Kempe

Kempe is an MD, board certified in family practice and hospice and palliative care, with additional degrees in micro and molecular biology, public policy, and history. Her area of research prior to entering medicine was infectious disease, specifically the cloning of drug-resistant viruses. She has also done research in the fields of home-based health care, computerized medical record systems, and medical ethics. She has a special interest in gender and race interactions with health and health care.

Corry L. Lee

Corry L. Lee studied physics and applied mathematics in college, writing between classes and research. She completed a Ph.D. in experimental particle physics at Harvard University, taking a 6-week break along the way to attend Odyssey, the Fantasy Writing Workshop. Corry has been writing full time since 2011. Her current project is a novel of science, romance, and intrigue set in an alternate 1890s England. Corry's military science fiction short story "Shutdown" is a 2011 winner of the Writers of the Future Competition. She enjoys hiking, rock climbing, enjoying a night at the opera, and reading a good book in the sun.

Richard A. Lovett

Richard A. Lovett has won eight of Analog's reader's choice awards. His short stories have appeared in *Nature*, *Abyss & Apex*, *Running Times*, *Marathon & Beyond*, and have been translated into Polish, Portuguese, and Russian ("Brittney's Labyrinth" was voted best translated short work of 2008). He

is a regular contributor to *Nature*, *National Geographic News*, *Cosmos*, and many others. He also holds a degree in astrophysics and a Ph.D. in economics.

Pierce Ludke

Pierce Ludke creates prints from non-existent things. He spent his first 23+ years in the Midwest, but has lived in Seattle for much longer. Come college, he had to decide between music or art. He picked art, and finished with a degree in Graphic Design. He started creating digital art on an early home computer, creating 3D objects derived from sketches or his imagination. He later began to incorporate them into other-worldly/slightly off-kilter realities of this world.

Bradford Lyau

Bradford Lyau published his first book, *The Anticipation Novelists of 1950s French Science Fiction: Stepchildren of Voltaire*. He is a trained historian, and has published analytical articles on American, British, and European SF. He has been attending conventions for over forty years, and has been a program participant for over twenty years. He is working on two start-up companies, and is a political consultant. He enjoys visiting important biographical sites involving Jules Verne and H.G. Wells.

Pat MacEwen

Pat MacEwen is a physical anthropologist who has worked on war crimes investigations for the International War Crimes Tribunal, and who has a sordid past in forensics. She also has a B.S. in marine biology, and has published short fiction in SF, fantasy, horror, and mystery. The first volume of the urban fantasy/forensics trilogy, *Rough Magic: The Fallen*, is due out this month, and a YA dragon fantasy series, *The Dragon's Kiss*, will appear later this summer. A short story published in *FF&SF* last year is also in Cramer & Hartwell's *Year's Best SF 17*.

Susan R. Matthews

Most of Susan's eight published novels have been directly or indirectly related to the life and hard times of "Uncle" Andrej Koscuisko, who is not a nice man. She'll be reading from the final Koscuisko novel, *Blood Enemies*, at this convention. While wrapping up the Koscuisko saga, she started to develop a "Kim, with kinks" storyline, but forgot to make the first one science fiction. She's working on developing the storyline as an "Indiana Jones"-style fantasy series.

Tod McCoy

Tod McCoy moved to Seattle from Phoenix in 1994. He is a Clarion West alumni, and his work has appeared on AntipodeanSF.com, Qarrrsiluni.com, and The Gloaming, as well as the upcoming anthologies *Plans for the Apocalypse* and *Bronies: For the Love of Ponies*. He runs Hydra House, a small press dedicated to publishing West Coast science fiction and fantasy, which currently includes the Faerie Tales from the White Forest series by Danika Dinsmore, and Snapshots from a Black Hole & Other Oddities K.C. Ball.

Deirdre Saoirse Moen

Deirdre Saoirse Moen is an unintended experiment in particle physics. When she was born, her parents worked in an atom-smashing lab. Therefore, writing science fiction and fantasy seemed inevitable. She lives in the San Francisco area with her husband, their cat-who-is-not-a-kitty, and a large plush crab. She works in the computer industry for a Very Large Company You've All Heard Of, has an MS in Computer Science, an MA in Writing Popular Fiction, and has attended the Clarion Writers' workshop.

Muffy Morrigan

Born in California, Muffy Morrigan began her writing career at the age of six, when after completing her first hand-written novel, she attempted to sell it to the neighbors for the lofty price of ten cents. After myriad careers, including archaeological consultant, teacher, herbalist, shop keeper, news editor, reporter, and columnist, she has settled in to her first love and passion--writing. She currently lives and works in the Pacific Northwest.

Mike Shepherd Moscoe

Mike Shepherd Moscoe is a multifaceted writer. As Mike Shepherd, he has ten books out in the Kris Longknife science fiction saga, the latest being *Kris Longknife Daring*. Mike is also looking forward to the first appearance of Vicky Peterwald at Target. As Mike Moscoe, he is publishing several collections of his award-nominated short stories as ebooks, as well as bringing several of his out-of-print books back as ebooks.

Admiral Naismith

Andrew Ross is a filker from Oregon who was dragged to his first convention in 1997, and hasn't looked back. Best known for his quirky parody lyrics and Lois Bujold-based fanfilk, he has been part of the music programming concom at Orycon since 2005, and has been an Interfilk guest at GaFilk and toastmaster at Conflikt. His home is an occasional rest stop and house concert venue for bards traveling between Seattle and California.

Raishaan O

Musically inclined since he was small, Rich discovered Filk in the early 90s, and the rest is history. He currently performs with his band Starlight, with the phenomenal talents of his wife Stephanie Weippert, his bassist John Gray III, and Deb Radzewicz. He is also among the computer adept, and enjoys building everything from worlds to end-of-the-world devices.

Margaret Organ-Kean

When I was fifteen, my mother was sent a postcard with a Kay Nielsen illustration. I had always drawn and painted, but now my goal was to evoke a sense of magic on paper. A year later, I won a major prize in a national poster contest. Encouraged by my art teacher, I began to sell my watercolor paintings and drawings at art fairs. I went to three universities with three majors before getting a B.A. in art history.

Carole Parker

Carole Parker has won workmanship awards for her dyework, plus presentation awards. Carole has worked behind the scenes at local, regional, Worldcon, and Costume-Con masquerades since 1982, and on concons for local conventions and for Costume-Con 26. Carole is a founding officer of Silicon Web Costumers' Guild. She created a website for, and is a former newsletter editor for the Peninsula Wearable Arts Guild. Carole is involved the Spokane in 2015, Phoenix NASFiC in 2014, and Costume-Con 33 committees.

Frances Pauli

Frances Pauli writes speculative fiction with touches of romance. She has always been a rabid fan of anything odd or unusual, and that trend follows through to her tales, which feature aliens, fairies, and even, on occasion, the odd assortment of humans. Her short fiction has appeared in numerous anthologies and e-zines. Her longer romances are published through Devine Destinies, and her Urban Fantasy and Science Fiction series are published by Mundania Press LLC.

Gwen Perkins

Gwen Perkins is a fantasy author and museum curator with an MA in Military History from Norwich University. *The Universal Mirror*, the debut novel in her fantasy series, *Artifacts of Empire*, was released in 2012. The second volume in the series, *The Jealousy Glass*, is planned for release in 2013. Gwen has written for a number of magazines, exhibitions, and nonfiction publications. One of her best-known exhibitions was the popular "Giants in the Mountains: The Search for Sasquatch" exhibitions for the Washington State Historical Society. Gwen lives with her partner and three children in Tacoma.

J. A. Pitts

J. A. Pitts resides in the Pacific Northwest, where he hunts dragons, trolls, and other beasties among the coffee shops and tattoo parlors.

Amanda Plemmons

Amanda Plemmons gets to do some exciting things at Pacific Science Center, including: developing curriculum, care protocols, and habitats for the live animal displays, including the Live Snake Show; creating and embodying a living history persona in the Discovering the Dead Sea Scrolls exhibit; adapting current shows for special events; performing on the Live Science Stage or giving live interactive shows in the Willard Smith Planetarium.

Mir Plemmons

Mir Plemmons is an interfaith chaplain, historian, special education teacher and advocate, disaster planner/volunteer, aid station leader, and first responder. She is a colon cancer fighter, and is currently winning. She is a Two-Spirit/"s'gi'gi" Eastern Cherokee of the Bird Clan. She is a writer of poetry, prose, and some filk. She is active in the Society for Creative Anachronism. She is a scribe, pewterer, leatherworker, house remodeler, wonderer, and dreamer. She lives with as much diversity in wildlife as in books.

Melissa Quinn

An avid reader, costumer, and otaku, Melissa enjoys the challenges of bringing other fans' dream costumes into to reality through her company, Faerie Fingers.

Kat Richardson

Kat Richardson is the author of the best-selling Greywalker paranormal detective series, featuring PI Harper Blaine. Kat lives on a classic wooden yacht with a goofy pit bull named Bella-dogga Sniffington, and a husband named Mr. Kat. Kat is a former editor, theater-brat, and ferret-owner who occasionally rides a motorcycle, and who likes swing dancing.

Arlin Robins

Arlin Robins' first entrance to the SF&F scene was being dragged by the wrist to sing for Gordy Dickson. Her best known work is the bronze collection of large mermaids & dolphins at the entrance of the Mirage, Las Vegas. She has worked in graphics, computer games, jewelry, clay, wax, paint, glass, and mosaics. She won the Chesley and many mainstream awards, designed the '93 Hugo, been Artist GOH at a number of SF&F conventions, and exhibited in galleries.

Jon Rogers

Jon Rogers is co-author and illustrator of "Spaceship Handbook" and "The Saucer Fleet," an award-winning artist,

ex-spacecraft engineer, sci-fi historian, and space future visionary. He has contributed to the actual first steps into space, having worked on both the space shuttle and Apollo. He is currently involved in creating the only authorized visual chronical of Buck Rogers. His motto is, "You sail always into unknown space. Facts are your only clue. Get the facts."

Beth Runnerwolf

Beth Runnerwolf is a practicing counselor, minister, energy worker, 2nd generation filker, and conrunner. Every year, at the end of January she proudly runs ConFlikt, the local NW filk convention. She is passionate about communication processes in polyamorous and multiple adult homes and relationships, hospice volunteering, caregiver support, the labor movement, the U.S. Civil War, and gerontology.

Gibbitt Rhys-Jones

Rhiannon "Gibbitt" Rhys-Jones has been doing conventions since 1991, been on staff, been invited to speak and play, and even got married at one. She was involved in Clan Burnout, ran a fanzine, was a part of House Madubi, and put out an RPG with her husband, with whom she also runs a publishing company, Dragondyne Publishing. She is an editor, a poet, an artist, an art collector, a trainer, and a Browncoat.

Steve Savitzky

Steve Savitzky is a hacker/songwriter who learned both hacking and folksinging back in the 1960s; he discovered organized fandom and filkdom in 1978, and wrote his first "real" filksong shortly thereafter. His first CD, *Coffee, Computers, and Song!*, was released in August, 2007. He and his wife Colleen were inducted into the Filk Hall of Fame in 2008. He is currently performing as part of the folk/filk group "Lookingglass Folk." In his day job, he's a software architect.

Anna Sheehan

Anna Sheehan lives on a tiny farm in the middle of nowhere, with her daughter, several Irish Wolfhounds, and a milk cow. Her first novel, *A Long, Long Sleep*, was released in August of 2011 out of Candlewick.

Shoshana

Shoshana worked as coder for the Genre Evolution Project at the University of Michigan, and project managed a side project that culminated in publishing "The Exaggerated Reports of the Death of Science Fiction" in the New York Review of Science Fiction. She has also worked as a contract editor for Edge Publications, and is tuckerized in Rob Sawyer's WWW series. When not escaping into a good book, she enjoys performing poetry and sewing.

Leannan Sidhe

Leannan Sidhe is a petite traveling Cascadian singer/songwriter with a lovely shimmering soprano voice and an overwhelming fondness for bittersweet fairytale folk music. Her primary companion is the Prince of Cats, her trusted adviser is a clever gypsy boy, and her favorite musicians to play with are a band of Tricky Pixies.

Janna Silverstein

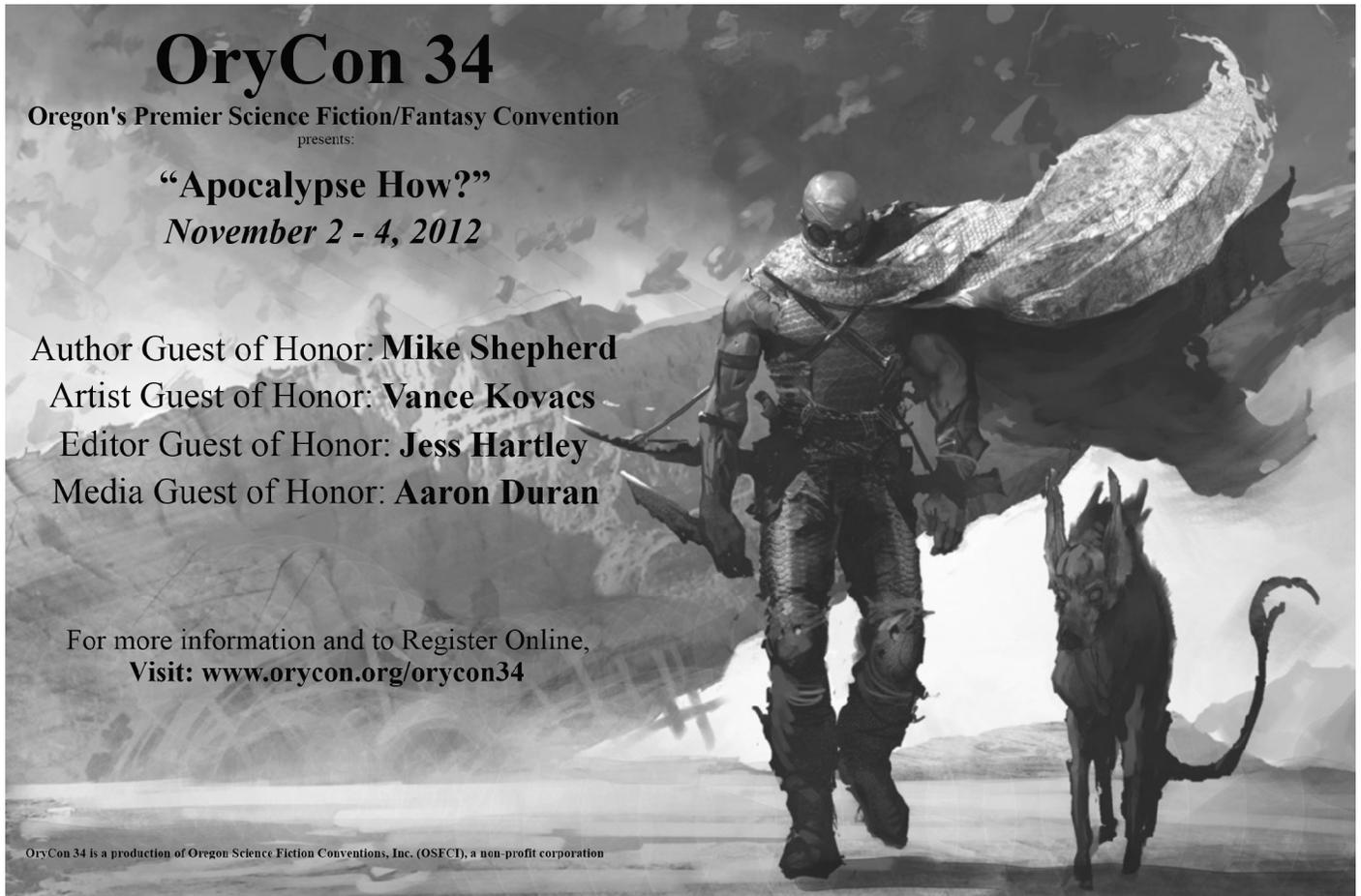
Janna Silverstein grew up on Long Island. In third grade, she edited her class newspaper, and has been telling writers what to do ever since. She has worked for more than two decades in publishing and related fields. She has edited books on a freelance basis. Her own writing has appeared in *Asimov's Science Fiction*, Orson Scott Card's *Intergalactic Medicine Show*, *10 Flash Quarterly*, and in the anthologies *Swordplay* and *The Trouble With Heroes*, among others. She was twice a Writers of the Future semi-finalist. Though she'll always be a New Yorker, she lives in Seattle with a princessy calico cat and many, many books.

Jessica K. Sklar

Jessica K. Sklar is an associate professor of mathematics at Pacific Lutheran University. She is interested in the mathematics of puzzles and games, as well as the popularization of math. She recently co-edited the book *Mathematics and Popular Culture*, published by McFarland. In addition, she enjoys exploring representations of gender and sexuality in science fiction and fantasy, and has a penchant for cinematic Asian horror.

G.Robin Smith

G.Robin is a writer, performer, educator, and fundraiser. He has been interviewed on several podcasts. His writing has been featured in the magazines/e-zines *Renaissance*, *Odin's Gift*, *Pauline's Prose*, *Yesteryear Fiction*, and others. He is the Washington State ambassador for the Showcase of Fundraising *Innovation & Inspiration*, and is a musician with the SteamShanty sing-a-long band Krken-Rhl & COO of The Interactive History Company. He has spoken for The Center for Non-Profit Success, the UW, Cornish, and many cons.



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Solarbird, the Lightbringer

Dara Korra'ti - Solarbird, the Lightbringer - is a touring musician and bandleader for CRIME and the Forces of Evil, a supergroup of supervillains and supervillainy performing rage-driven acoustic elfmetal. A largely self-taught songwriter, instrumentalist, and vocalist, her music has appeared on ARfm London, Transmission FM 88.3 Auckland, and several music podcasts. She plays a number of instruments including the Irish bouzouki, mandolin, bass guitar, flute, keyboards, djembe, bodhran, and others she makes up, such as "hammered mandolin," "Trash-O-Matic 68000," and "desk." She and her band have recorded two full-length releases and an EP.

solcita

Sunnie Larsen is a life-long performer who often claims that music is her first language. She began violin lessons at the age of 3, then branched out into other instruments, such as piano, string bass, guitar, voice, and viola. She splits her time between her professional life as a 911 dispatcher, and her personal life, where she is much more of a rock star than her classically-trained-violinist younger self ever expected to be. Sunnie can be seen performing with Seattle-based groups Bone Poets Orchestra, Vixy & Tony, and the Medieval Women's Choir, and touring musicians such as S.J. Tucker and Marian Call.

Renee Stern

Renee Stern is a former newspaper reporter turned freelance writer whose short fiction has appeared in such publications as *Beneath Ceaseless Skies*, *Black Gate*, *Aeon Speculative Fiction*, and the anthologies *Human Tales* and *Sails & Sorcery: Tales of Nautical Fantasy*. She also is working on a historical fantasy novel.

Jeff Sturgeon

Jeff is a northwest artist known for his award-winning metal paintings. Jeff is also known for beautiful landscapes. Jeff paints primarily with acrylics on either textured metal or canvas, and his work has appeared on numerous book and magazine covers. Jeff has been an AGOH at numerous cons. Jeff's is most proud of his Best of Show at Cascadia Con, Judges Choice and 2 Children's Choice awards at LACon 4, and a Judges Choice and People's Choice Best of Show at Denvention. Jeff was awarded one of the six awards at last year's Renovation.

Patrick Swenson

Patrick Swenson edited *Talebones* magazine for 14 years, and still runs Fairwood Press, a book line that began in 2000. Patrick has been a high school teacher for 27 years. A graduate of Clarion West, he sold stories to the anthology *Like Water for Quarks*, and magazines such as Marion

Zimmer Bradley's *Fantasy Magazine*, *Figment*, and others. He runs the Rainforest Writers Village retreat at Lake Quinault, Washington. He lives in Bonney Lake, Washington with his ten-year-old son, Orion.

Bruce Taylor

Bruce Taylor is known for writing magic realism and blending it with science fiction. He is co-editor of an anthology, *Like Water for Quarks*, which showcases writing that has that "Twilight Zone" quality where magic realism and quantum mechanics blur and blend. Bruce is also co-author of *Stormworld*. *Kafka's Uncle and Other Strange Tales* was nominated for the NOW Award for Innovative Writing. Other books, such as *Mountains of the Night* and *Magic of Wild Places*, are of a more spiritual nature. *Metamorphosis Blues* and *Mr. Magic Realism* are recent releases from Eraserhead Press.

Erin Tidwell

Erin writes fantasy (usually) and science fiction (sometimes). Erin is organizing the Writers Workshop at Westercon 65.

Betsy Tinney

Betsy Tinney is a Northwest cellist/songwriter who performs regularly with Vixy & Tony, Tricky Pixie, S.J. Tucker, and Heather Dale; she also performs solo, does session work, and teaches. As a member of Tricky Pixie, Betsy was privileged to be a Special Guest at Worldcon 2011 in Reno, and has also been a musical guest-of-honor at many other cons. Betsy's solo cello work has been called "captivating," "mesmerizing," and "a rich texture for the ear, reminiscent of fine dark chocolate and red wine." When not behind her cello, Betsy is a web designer/developer, homeschooling mom, and part-time pixie.

Suzanne Tompkins

Since discovering SF fandom in the mid-60s, Suzanne (aka Suzle) has co-edited four fanzines (two of which, *The Spanish Inquisition* and *Mainstream*, with husband, Jerry Kaufman, were nominated for Hugos); helped found an SF club; and helped run numerous SF cons (most recently the Seattle Potlatches and Renovation, the 2011 Worldcon). Suzle was the 2005 TAFF winner, then served as the North American TAFF administrator until 2008. She works as an association manager/meeting planner. She and Jerry publish Littlebrook.

Vixy & Tony (see page 10)

Stephanie Weippert

After a lifetime of singing along with the radio, Stephanie met Rich Glover, who introduced her to filk. She is a vital part of the band Starlight as both singer and songwriter. Once, a local convention had a short story contest. She wrote something for it and sent it off. It wasn't accepted, but the writing bug bit. Years later, her first manuscript is in the hands of a professional editor. Stephanie is also an active staff-member of Cascade Writers Workshop.

Kevin K Wiley

The incendiary mercenary genius behind SJ Tucker's musical talent, K Wiley revels in his Strowler life. Living on the road, traveling from concert to convention to festival in a different city every week for more than five years, he has produced, recorded, and teched hundreds of concerts and small events, and participated in the production, design, marketing, and distribution of every one of SJ Tucker's albums since 2004. As a fire juggler, a dancer, and a choreographer, he has worked with performance troupes from all over the world, was featured in a PBS special, and helped break a world record for fire breathing.

Gregory A. Wilson

Gregory A. Wilson is currently an Associate Professor of English at St. John's University in New York City, where he teaches creative writing and fantasy fiction. His first academic book was published in 2007, and his first novel, *The Third Sign*, was published in 2009. He has a short story due out later this year. He is co-editing a proposed anthology of stories on speculative fiction and politics, and co-hosts Speculate! The Podcast for Writers, Readers and Fans.

Wolfcat

Jonnalyhn Wolfcat Prill has been sewing in one form or another since the early 70s. Asimov and Heinlein were read before "See Spot Run," and she has more books than many library branches. A member of Beyond Reality Costumer's Guild, ICG, CGW and the SCA, she has progressed to medieval recreations, science-fiction costumes, and full-bore fantasy competition pieces, and delights in learning or sharing new concepts. Her most recent Masquerade performance was part of a local group performance rick-rolling the Worldcon 2011 Masquerade.

Brianna Spacekat Wu (see page 7)



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Frank Wu (see page 5)

In Memoriam: Kathryn Daugherty

On February 24th of this year, Kathryn Daugherty passed out of our lives and into our memories.

Kathryn Daugherty came into my life so long ago that I can't remember exactly when, even when trying to pin it down to a decade. This is what makes her departure even harder on all of us who came to know and love her.

Over those years, I remember numerous convention committee meetings at six different residences of Kathryn and James. Kathryn was proud of her homemaking abilities, and her hostessing skills always made her guests comfortable. I will admit that I worked with or for Kathryn on so many conventions -- Worldcons, Westercons, BayCons, and more -- that I've lost track of them all. I'm especially fond of Kathryn's Westercon, "Conolulu." Best view from a consuite ever.

Many conventions benefitted from Kathryn's skills as an organizer, manager, and programming expert.

When working with her to create the program for a convention, I was always astounded by the depth of her background knowledge of each and every participant, both personal and professional information. I know that knowledge is what helped her be a brilliant Programming Division manager.

Kathryn was a voracious reader, as her library will attest. More than that, she took the time to encourage the writing careers of many people, some of whom might just credit their Hugo Awards to her encouragement.

Kathryn loved baseball, and the Oakland A's. She and James were season ticket holders for many years. I remember going to the home opener one year -- I think it was 2000 -- when the A's were playing the Yankees. James had to be out-of-town, so Kathryn invited me to join her. It drizzled throughout the game, and Kathryn and I were dressed in what can only be described as "garbage bag chic." I can't tell you who won the game, but I remember what a wonderful time we had.

Kathryn's love of travel is almost legendary. She had so many favorite destinations that I think all of them were her favorite. I know that she was fond of Paris, and she loved Hawaii so much that she and James had a house on Maui.

Last December, Alison and I had an opportunity to

spend some time with Kathryn and James at their

magnificent new house in Henderson. They had just finished building it, and were mostly moved in. It was her dream house, and I'm sad that she didn't get to spend many more years there.

No discussion of Kathryn's life would be complete with mentioning her love for her husband, James Stanley Daugherty. They were together for forty years, and watching them taught me many things about relationships. Theirs worked, and worked well. Their solution to "Who's cooking tonight?" was brilliantly simple (they split the duty evenly, and alternated weeks as to who was responsible for that week).

Kathryn, thank you for the lessons you taught us. We all miss you very much, and we miss you terribly.

Michael Siladi

(Ed.—Kathryn Daugherty was asked by Bobbie DuFault in 2010 to be the programming director. Several months later she stepped back to programming second due to health issues and then finally she had to step down.

In 2000, Kathryn was chair of Westercon 53, "Conolulu.")



About Filk

Filk is the music of science fiction and fantasy fandom. Filk can be parody or original music, in all sorts of styles. Filk is writing songs about fandom and fan. There are filk songs about art, books, computers, cons, movies, NASA, pets, plays, ren faires, science, TV shows, video games and writing. There are filk songs about filkers. There are filk songs about filking.

Sometimes filk is about writing songs you want to sing. Sometimes it's about writing songs to make your friends laugh - Andrew Ross and Tom Smith are great at that - but filkers can also write tearjerkers. Alexander James Adams and Tom Smith have both memorialized Jim Henson. Tallis Kimberley wrote "Good Night, Sarah Jane". Filkers sing of ghost starships, Dr Who, and going on to colonize another place. ConClusion's song contest focuses on the theme "ConClusion", but the entries are sure to vary.

Filk is also sharing songs in a circle. Filk can mean following a song about Star Wars with a song about The Hobbit. Or a robot. Or a cat. Filk recordings are available for download and CD. You may have heard that Seanan McGuire's filk album "Wicked Girls" is nominated for the Hugo for Best Related Work. You might not know that our Filk Guests of Honor, Vixy & Tony, performed on "Wicked Girls". (Plug: If you buy a Chicon supporting or attending membership, you get a download of all the nominees, including "Wicked Girls", and can vote for the Hugo Awards.)

Filk is a part of fandom. Like fandom, it is a community of people who like to play. In this case it's playing with music. Filkers tend to show up at many conventions, but we have also spawned our own filk

conventions, such as Seattle's Konflikt. Whether you want to listen, sing, or play an instrument - you are welcome.

Jen Kilmer



Westercon By-Laws

The following document is the current text of the Westercon Bylaws and Standing Rules, as of the close of Westercon 64 (San José CA, 2011). No amendments to the Westercon Bylaws were ratified at Westercon64. Linda Deneroff and Kevin Standle prepared this document based on the results of the Westercon64 Business Meeting. No items of business are passed on to Westercon 65 (Seattle WA, 2012). Following the Standing Rules is the draft Agenda for the 2012 Business Meeting.

1 General Provisions

1.1 Name and Date

It is traditional, but not obligatory, that the West Coast Science Fantasy Conference (Westercon) shall take place over the July 4th weekend.

1.2 Guests of Honor

It is traditional, but not obligatory, that Westercon Guests of Honor and other notables be selected from among SF personalities residing within the Westercon geographical area.

1.3 Membership Classes

There shall be at least two classes of membership in Westercon: supporting and attending. The committee shall notify the members of their membership class in a timely fashion.

1.3.1 Supporting Members

Supporting members shall receive any progress reports or any other generally mailed publications published after the member joins the Westercon, including the Program Book, and may exercise any voting rights permitted by any other part of these bylaws, except attending the Business Meeting. All Westercons shall be required to offer supporting memberships until at least thirty (30) days prior to the opening of the Westercon, and such supporting memberships shall not cost more than one hundred and fifty percent (150%) of the voting fee charged when the site of the Westercon was selected. Any class of membership offered by a Westercon costing at least as much as a supporting membership shall include a supporting membership.

1.3.2 Attending Members

Attending members shall have all of the rights of supporting members, plus the right to attend the Westercon and the business meeting(s) held there, subject to the restrictions established by the other parts of these bylaws.

1.3.3 Restriction of Memberships

Each Westercon committee shall have the right to limit the activities of its attendees, either individually or in groups, insofar as such activities endanger, physically or legally, other persons or property. Such limitations may include, but are not limited to, closing down parties, ejecting persons from the Westercon, or turning offenders over to other authorities. No refund of membership need be given in such circumstances. Each member, in purchasing his/her membership, agrees to abide by these bylaws.

1.4 Name Badges and Membership Numbers

All committees shall issue name badges for all attending members. Name badges for pre-registered members shall display the member's name in no less than 24-point bold type. All committees shall assign a unique membership number upon processing of a membership. This number provided to each member with the site selection ballot and with each progress report, shall be printed on membership name badges, and shall be used for site-selection purposes. In the event a membership is transferred, the old membership number, if applicable, shall be noted, both on the badge and on registration information used for site-selection voting administration. Membership badges or other proof of membership remain the property of the Westercon committee for the duration of the conference and may be confiscated for cause; no refund of membership fees need be given in such circumstances.

1.5 Archive of Bylaws

The Los Angeles Science Fantasy Society, Inc. (LASFS) shall act as an archive to the Westercon bylaws and the minutes of business meetings. Each committee shall reimburse LASFS for the costs of copying and forwarding copies of the Bylaws and Minutes to those who request them. A copy of the minutes, including the text of motions passed by the business meeting, shall be sent to LASFS within two (2) months of the close of each Westercon by the administering Westercon. LASFS shall maintain the Westercon bylaws and shall forward one copy of the current bylaws, including the text of any amendment to the bylaws awaiting secondary ratification, to the current Westercon committee within four (4) months of the close of

the previous Westercon. The current Westercon shall provide copies of the Bylaws to the committees of all Westercon bids for the year which that Westercon is administering the site-selection.

1.6 Distribution of Bylaws to Members

The Westercon Bylaws, as well as the complete text of any amendment awaiting secondary ratification, shall be published in at least one (1) progress report and in the program book of the current Westercon each year. Failure to publish this information shall not affect the procedure to amend the bylaws as stated in Article 4.

1.7 Westercon Service Mark

All Westercons shall publish, in all publications such as promotional flyers, progress reports, and program book, the following notice: "Westercon" is a registered service mark of the Los Angeles Science Fantasy Society, Inc."

1.8 Responsibilities of Administering Westercon

It is a responsibility of each Westercon to enforce the provisions of these bylaws.

1.9 Committee Failure

Should a Westercon Committee declare itself unable to fulfill its duties, the Board of Directors of the Los Angeles Science Fantasy Society shall determine alternate arrangements for that Westercon.

2 Westercon Business Meeting

2.1 Scheduling of Sessions

At least one (1) regular session of the Westercon business meeting must be scheduled at each Westercon. No regular session of the Westercon business meeting shall be scheduled to start prior to 11 AM, nor later than 2 PM, nor on the last day of the Westercon. A special session, at which site-selection business shall be the sole order of business, may be scheduled on the last day of the convention, provided that said special meeting is scheduled to begin no earlier than 11 AM or later than 2 PM. All sessions occurring during the same Westercon, be they regular, adjourned, or special, shall be considered, for procedural purposes, as the same parliamentary session.

2.2 Site-Selection Business

Site-selection business shall be in order at any session of the business meeting. Site-selection business shall include, but need not be limited to, the announcement of the results of the balloting and of a winner if one is produced by the balloting, or of a site-selection resolution, as hereafter defined, if one is necessary [see Section 3.16]. The winner of the site-selection may be announced prior to the site-selection business meeting, if one is held.

2.3 Quorum

For business other than site-selection business, a quorum of fifteen (15) attending members of the current Westercon shall be required. For site-selection business, the quorum shall be those attending members of the current Westercon who attend the meeting. All those persons voting at any meeting must be attending members of the current Westercon. Except as noted in these bylaws or in such rules of order as may be adopted, all business requires a simple majority to pass.

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2.4 Parliamentary Authority

The current edition of *Robert's Rules of Order Newly Revised* shall be the parliamentary authority of the Westercon business meeting except where it conflicts with these bylaws or with any special rules of order which may be adopted by the business meeting.

3 Westercon Site-Selection

3.1 Eligibility of Sites

Any site on the North American continent west of the 104th west meridian, or in the state of Hawaii, shall be eligible to be the site of a Westercon, except as restricted by the provisions of these bylaws.

Provided that, upon the annexation of Australia by the United States of America or the annexation of the United States of America by Australia, Section 3.1 shall be amended to read:

"Any site in Australia, or on the North American continent west of the 104th west meridian, or in the state of Hawaii, shall be eligible to be the site of a Westercon, except as restricted by the provisions of these bylaws."

[Note: On a parliamentary inquiry based on a question of when the annexation must take place for a site to be eligible, the 2002 Business Meeting decided that a bid for an Australian site is eligible, even if the annexation has not yet taken place, provided that the annexation has taken place by the filing deadline for the intervening Westercon (the April 15th following the Westercon at which the Australian Westercon is selected), and that if the Australian site has been selected, and the annexation has not taken place by that date, then this shall constitute committee failure, as covered by Section 1.9.]

3.2 Site Selection Zones

The following Site Selection Zones are defined within the area defined in section 3.1:

3.2.1: North: Sites in North America north of the 42nd north parallel.

3.2.2: Central: Sites in North America between the North and South zones.

3.2.3: South: Hawaii; California south of and including San Luis Obispo, Kern, and San Bernardino Counties; Nevada south of and including Clark County; Arizona; New Mexico; and all countries, states, provinces, territories, or

other political subdivisions southward within North America.

3.2.4: Other: Any location otherwise eligible under section 3.1 not part of the above zones.

3.3 Regional Exclusion Zone

No site within the Site Selection Zone containing the site of the Westercon administering the site-selection election shall be eligible to bid, except as provided in this section. If no eligible bids are filed by the January 1st of the year of the site-selection balloting, then all sites defined in section 3.1 shall be eligible.

3.4 Filing Deadline for Ballot

Only those eligible bids whose filing paperwork required by section 3.5 is in the possession of the administering Westercon by the April 15th preceding the balloting shall be listed on the ballot.

[Note: On a parliamentary inquiry at the time of ratification of the text of the above section, it was ruled that "If the filing paperwork can be verified to be at the address of the administering convention, it is in the committee's possession."]

3.5 Filing Requirements

A Westercon bid committee must provide written evidence of the following: At least two (2) separate people declaring themselves Chairman and Treasurer; an organizing instrument such as bylaws, articles of incorporation or association, or a partnership agreement; and a letter of intent or option from a hotel or other facility declaring specific dates on which the Westercon shall be held; and, for a sponsoring organization from within the United States of America, evidence that the sponsoring organization is a non-profit association or corporation within the applicable state law of the sponsoring organization.

3.6 Eligibility of Voters

Site-selection voting shall be limited to those persons who are attending or supporting members of the administering Westercon and who have paid a voting fee toward their membership in the Westercon being selected. Other classes of membership may vote only upon the unanimous agreement of all qualified bidding committees. One person equals one membership equals one vote. Corporations, Associations, and other non-human entities may vote only for "No Preference." "Guest of" memberships must be transferred to an individual before voting for anything other than "No Preference."

3.7 Voting Fee

The voting fee shall be twenty US dollars (US\$20.00) or the local equivalent unless the committees listed on the ballot and the administering Westercon agree unanimously to charge a different amount.

3.8 Minimum Rights of Voters

The payment of the voting fee shall make the voter at least a full supporting member of the Westercon being selected, and may make the voter an attending member at the discretion of the winning bid.

3.9 Prototype Ballot

The Los Angeles Science Fantasy Society, Inc. (LASFS) shall prepare a prototype site-selection ballot, including instructions for preparation of the ballot, and shall provide the prototype to each administering Westercon at the same time the bylaws are provided to the administering Westercon as provided for in section 1.5. Upon receipt of the prototype, the administering Westercon shall complete the ballot by filing in the information about the eligible bid committees, including the dates of the proposed Westercons, the voting fee, minimum membership requirements, including the cost of a supporting membership in the administering Westercon, and the address to which site-selection ballots should be sent. The administering Westercon shall be responsible for the publication and the distribution of the ballots to the membership of the administering Westercon. All eligible bids received in accordance with sections 3.4 and 3.5 shall be included on the ballot. The ballot shall also include entries for "No Preference" and "None of the Above," and shall provide space for at least one (1) write-in bid. The ballot shall be a secret ballot, specially marked for preferential voting with an explanation of the method of counting preferential votes.

3.10 Distribution of Ballot

The site-selection ballot and full rules for site-selection voting, including the deadlines for voting by mail, shall be mailed on or before the May 10th preceding the voting to all members of the administering Westercon as of one week before the mailing. The ballot and full rules for site-selection, including the hours during which site-selection will take place and the location of the site-selection, shall be given to all attending members upon registration at the Westercon, or such information shall be prominently displayed at the registration area throughout the Westercon.

3.11 Deadline for Voting by Mail

All ballots received by the administering Westercon prior to June 20 shall be counted.

3.12 Bid Presentations

Each eligible bid committee shall have at least fifteen (15) minutes of scheduled program time on the first full day of the administering Westercon for the purpose of making a bidding presentation.

3.13 At-Conference Voting

Site-selection shall be open for at least six (6) hours between the hours of 11 AM and Midnight on the day before the business meeting at which site-selection business is scheduled. All on-site balloting shall be from one central location, under the supervision of the administering Westercon. If no site-selection business meeting is scheduled, then site-selection shall be open for at least six (6) hours between the hours of 11 AM and Midnight on the next-to-last day of the administering Westercon.

Frank Wu

3.14 Verification of Ballots

Properly completed ballots shall contain: the member's printed name; the member's membership number as assigned by the administering Westercon; the member's dated signature; the member's address of record with the current Westercon; the member's current address if different; and the member's vote(s) as defined elsewhere in this article. Verification of the ballots shall consist of matching the name and number of the member with the records of the administering Westercon. Ballots received by the committee prior to June 20, and any others received by mail which may be counted, shall be held by the administering Westercon until the opening of the Westercon, at which time they shall be verified by the administering Westercon and the bidders.

3.15 Counting of Ballots

The administering Westercon shall arrange for the counting of ballots, and each eligible bid committee shall be allowed to send at least two (2) observers to such ballot-counting. The count shall be by preferential ballot. The winner shall be that bid which gains a majority of those votes expressing preference for a bid. For the purpose of vote counting, "None of the Above" shall be treated as if it were a bid. "None of the Above" and votes for ineligible bids shall count toward the total number of votes cast. Blank ballots, illegal or illegible ballots, and votes for "No Preference" shall not count toward the total number of votes cast. All vote totals of final results and of all intermediate counts shall be made available at or before the closing ceremony.

3.16 Procedures When No Bid Wins or is Eligible

Should no eligible bid gain the needed majority, or should there be no qualified bidding committee, or should "None of the Above" win, a three-fourths (3/4) majority of the site-selection business meeting of the administering Westercon may award the Westercon to any bid, or a simple majority of the meeting may decide that they are unable to decide. If the business meeting does not choose a site, the Board of Directors of the Los Angeles Science Fantasy Society, Inc. shall choose a site within six (6) weeks of the close of the administering Westercon. If "None of the Above" wins, none of the bids which were on the ballot may be selected. A site chosen under the provisions of this section shall not be restricted by any portion of this article except this section and section 3.1.

3.17 Availability of Results

The results of the balloting shall be reported to the site-selection business meeting of the administering Westercon, if one is held. A record of the results of the balloting, including all intermediate counts and distinguishing between the by-mail and at-con ballots, shall be published in the first or second progress report of the winning Westercon.

3.18 Hand-Carried Ballots

The administering Westercon shall accept hand-carried ballots, which are otherwise valid ballots delivered to the administering Westercon by someone other than the member who prepared the ballot.

4 Procedure for Amendment of These Bylaws

4.1 Method of Adoption

Amendments to the Westercon Bylaws must be ratified by the majority vote of the business meetings in two consecutive years. Proposed amendments shall be read in full by the chairman of the business meeting immediately before being voted upon.

4.2 Primary and Secondary Ratification

The secretary of the business meeting at which an amendment receives primary (first year) ratification shall submit an exact copy of the amendment to the following year's Westercon business meeting. The question of secondary (second year) ratification is debatable and is amendable only to the extent that such amendments do not increase the scope of the original bylaw amendment.

4.3 Effective Date of Amendments

Unless otherwise provided, amendments shall take effect at the close of the Westercon where they receive final ratification. Operating rules for already-selected Westercons shall not be changed by amendments to the bylaws. Rules regarding eligibility and voting procedures for site-selection are not considered to be operating rules.

Standing Rules

1. Close Debate.

Before proceeding to take a vote on a motion for the Previous Question, the presiding officer shall ask for a show of hands of how many people still wish to speak to the pending motion. This rule does not allow debate on the motion for the Previous Question.

Business Passed On and Draft Agenda for Westercon 65

1. Call to Order

2. Committee Reports

There are no active committees of the Business Meeting.

3. Pending Bylaw Amendments

There were no amendments passed by the Westercon64 Business Meeting.

4. New Business

Bylaws amendments passed by the Westercon65 Business Meeting will be passed on to the following year's Westercon for ratification.

5. Announcements

6. Adjournment

The above copy of the Bylaws, Standing Rules, and Business Passed On of the West Coast Science Fantasy Conference is hereby certified to be true, correct, and complete, effective as of the close of Westercon 64, July 4, 2011.

Kevin Standlee, Chairman
Linda Deneroff, Secretary
Westercon64 Business Meeting

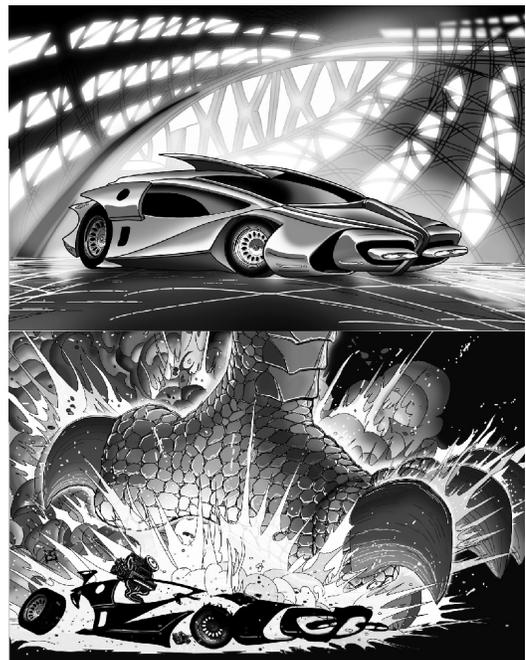
The Seattle Westercon Organizing Committee (SWOC)

SWOC was founded in 1990 to launch a bid for and organize a Westercon in Seattle. Westercon 46 was held in Seattle in 1993, chaired by Richard Wright. Since then, SWOC has hosted three more Westercons in 1997, 2003, and now in 2012, as well as the NASFiC in 2005. SWOC has also tried to bring the Worldcon to Seattle in the past, and is now sponsoring a bid to host the World Science Fiction Convention in Spokane in 2015.

As an ongoing organization, SWOC also promotes networking, cooperation, and recruiting for conventions, originally in the Puget Sound area and now for the Pacific Northwest, as well as helping to build bridges between traditional literary fandom and newer fan communities including gamers, otaku, furies, and recently bronies. SWOC is the sponsoring organization for ConComCon, a regional conference for convention organizers. SWOC is also the legal parent organization for ConFlikt, Seattle's filk convention.

SWOC's chosen mandate also includes continuing and promoting the history and tradition of Westercon, and we are honored to this year be hosting the 65th West Coast Science Fantasy Conference.

Alexander von Thorn and Shawn Marier



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Where no Westercon has gone before!



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RATES: *Presupport:* \$20 *Preoppose:* \$40 *New Friend:* \$50 *New Enemy:* \$100

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The Long List of Westercons

	Date	City & Time	Hotel	Guest(s) of Honor	Chair & Supporting Org.	Members (warm bodies)
1	5 Sept 1948	Los Angeles	Park View Man		E. Everett Evans, LASFS	
2	2 Oct 1949	Los Angeles	Knights of Pythias Hall		Walter J. Daugherty, LASFS	
3	18 June 1950	Los Angeles	Knights of Pythias Hall	Dr. Robert S. Richardson	Freddie Hershey, Outlanders	
4	29 June-1 July 1951	San Francisco	California Hall (etc.)	George Pal	Tom Quinn, Little Men	
5	28-29 June 1952	San Diego [SouthwesterCon]	U.S. Grant Hotel	Ray Bradbury, William Nolan	Roger Nelson	
6	30-31 May 1953	Los Angeles	Hotel Commodore	Gerald Heard	E. Everett Evans, LASFS	
7	3-4 Sept 1954[4]	San Francisco [SF Con]	Sir Francis Drake Hotel	Jack Williamson	J. Ben Stark	
8	3-4 July 1955	Los Angeles	Hotel Commodore	Mel Hunter	Lew Kovner, Chesley Donovan Foundation	
9	30 June-1 July 1956	Oakland	Hotel Leamington	Richard Matheson	Marilyn Tulley	
10	4-5 July 1957	Hollywood	Hotel Knickerbocker	Mark Clifton	Lew Kovner, LASFS, CD Foundation	
11	1 Sept 1958	Los Angeles [SolaCon]	Alexandra Hotel	Richard Matheson	Anna S. Moffatt Outlanders	
12	3-5 July 1959	Seattle	Moore House	Alan E. Nourse	F.M. Busby, Nameless Ones	
13	2-4 July 1960	Boise [BoyCon]	Owyhee Hotel	Rog Phillips	Guy and Diane Terwilliger	
14	1-2 July 1961	Oakland [Baycon]	Hotel Leamington	Fritz Leiber [Pro], Jack Speer [Fan]	Honey Woods, GGFS	
15	30 June-1 July 1962	Los Angeles	Hotel Alexandra	Jack Vance [Pro], Alva Rogers [Fan]	Albert J. Lewis, LASFS	
16	4-7 July 1963	Burlingame	Hyatt House Hotel	Kris Neville [Pro]; F.M. & Elinor Busby [Fan]	Al haLevy, Little Men	
17	4 Sept 1964[1]	Oakland [PacifiCon II]	Leamington Hotel	Edmond Hamilton & Leigh Brackett [Pro]; Forrest J. Ackerman [Fan]	Al haLevy & J. Ben Stark	
18	3-5 July 1965	Long Beach	Edgewater Inn	Frank Herbert [Pro]; Anthony Boucher [Fan]	Steve Tolliver, John Trimble	
19	1-4 July 1966	San Diego	Stardust Hotel & Country Club	Harlan Ellison [Pro]; John & Bjo Trimble [Fan?]	Dennis N. Smith	
20	1-4 July 1967	Los Angeles	Sheraton-West Hotel	Marion Z. Bradley [Pro]; Lon Atkins [Fan]	Brandon Lamont	
21	1 Sept 1968[1]	Berkeley [Baycon]	Hotel Claremont	Philip Jose Farmer [Pro]; Walter J. Daugherty [Fan]	Bill Donaho, Alva Rogers, J. Ben Stark	
22	3-6 July 1969	Santa Monica [FUNCon II]	Miramar Hotel	Randall Garrett [Pro]; Roy Tackett [Fan]	Chuck Crayne, Bruce Pelz	
23	2-5 July 1970	Santa Barbara	Francisco Torres	Jack Williamson [Pro]; Rick Sneary [Fan]	John & Bjo Trimble	
24	1-5 July 1971	San Francisco [SFCCon 71]	Hilton Inn	Avram Davidson [Pro]; Don Simpson [Fan]	Jerry Jacks	
25	30 June-4 July 1972 [2]	Long Beach	Edgewater Hyatt House	Lloyd Biggle Jr. [Pro]; Len Moffatt [Fan]	Dave Hulan	
26	30 June-4 July 1973	San Francisco [SFCCon 73]	St. Francis Hotel	Larry Niven [Pro], George Barr [Fan]; James Nelson Coleman [Special]	Jerry Jacks	
27	3-7 July 1974	Santa Barbara	Francisco Torres	Philip K. Dick [Pro][3], Charles Burbee [Fan]	Fred Patten	

	Date	City & Time	Hotel	Guest(s) of Honor	Chair & Supporting Org.	Members (warm bodies)
28	3-6 July 1975	Oakland [OakLaCon]	Leamington Hotel	David Gerrold [Pro]; Charlie & Dena Brown [Fan]; Ian & Betty Ballantine [Special]	Lois Newman, Craig Miller	
29	2-5 July 1976	Los Angeles	Hyatt House Hotel	Horace L. Gold [Pro]; Gregg Calkins [Fan]	Bruce Pelz	
30	1-4 July 1977	Vancouver, BC	Totem Park Residence	Damon Knight [Pro]; Frank Denton [Fan]; Kate Wilhelm [Special]	Fran Skene	
31	30 June-4 July 1978	Los Angeles [Westercone]	L.A. Marriott Hotel	Poul Anderson [Pro]; Don C. Tompson [Fan]	Ed Finkelstein, Mike Glyer	
32	4-8 July 1979	San Francisco	Sheraton Palace Hotel	Richard Lupoff [Pro]; Bruce Pelz [Fan]; Sherry Gottlieb [Special]	Jerry Jacks	
33	3-6 July 1980	Los Angeles	Hyatt House Hotel	Roger Zelazny [Pro]; Bob Vardeman [Fan]	Milt Stevens	
34	2-5 July 1981	Sacramento	Red Lion Inn	C.J. Cherryh [Pro]; Grant Canfield [Fan]	Michael Garrels	
35	2-5 July 1982	Phoenix	The Phoenix Hilton	Gordon R. Dickson [Pro]; Fran Skene [Fan]; Robert Asprin [Special]	Randy Rau, CASFS	
36	1-4 July 1983	San Jose [Westerchron]	Red Lion Inn	Phil Klass [Writer]; Alicia Austin [Artist]; Tom Whitmore [Fan]	Lee Forgue	
37	29 June-3 July 1984	Portland	Portland Marriott Hotel	Harlan Ellison [Pro]; F.M. & Elinor Busby [Fan]; Alex Schomberg [Artist]	Steve Berry, Pam Davis, Bryce Walden, OSFC I	
38	3-7 July 1985	Sacramento	Red Lion Inn	James Hogan [Pro]; Paula Christ [Fan]	Michael Garrells	
39	3-6 July 1986	San Diego	Town & Country Hotel	David Brin [Pro]; Karen Turner [Pro]	Gail Hanrahan, Mitchell Walker, Curtis White	
40	2-5 July 1987	Oakland [Episode XXXX]	Oakland Hyatt Regency & Convention Center	Gregory Benford [Writer]; Aubrey MacDermott [Fan]; Lela Dowling/Ken Macklin [Artist]; Leslie Fish [Filk]	Lisa Deutsch Harrigan	
41	1-4 July 1988	Phoenix	Hyatt Regency Phoenix Sheraton Phoenix	Robert Silverberg [Pro]; Craig Miller [Fan]; Real Musgrave [Artist]	Terry Gish	
42	30 June-4 July 1989	Anaheim [Conosaurus]	Anaheim Marriott Hotel	John Varley [Pro]; Arthur Hlavaty [Fan]	Lex Nakashima, SCIFI	2500
43	5-8 July 1990	Portland	Jantzen Beach/Columbia River Red Lion Hotels	Ursula K. LeGuin, Vonda McIntyre, Kate Wilhelm [Pros]; Art Widner [Fan]; Steve Perry [Toastmaster]	Patty Wells, John Lorentz, OSFCI	
44	2-6 July 1991	Vancouver, BC	Gage Residence Hall, University of British Columbia	William Gibson [Pro]; C.J. Cherryh [Pro]; Jerry Kaufman [Fan]; Suzanne Tompkins [Fan]; Steve Jackson [Gaming]; Patrick & Teresa Nielsen Hayden [Editor]; Warren Oddsson [Artist]; Verna Terrestriel [Lensman]	Terry Fowler	
45	2-5 July 1992	Phoenix [Westercolt]	Phoenix Omni Adams San Carlos Hotel Phoenix Symphony Hall	Jennifer Roberson [Pro]; Pat Mueller [Fan]; Rick Sternbach [Artist]	Bruce Farr	
46	2-5 July 1993	Seattle	Bellevue Red Lion	Greg Bear [Author]; F.M. & Elinor Busby [Fan]; Wally Weber [Fan], Wally Gonser [Fan]; George Alec Effinger [Toastmaster]	Richard Wright	
47	4-7 July 1994	Los Angeles [Conozoic]	Los Angeles Hilton	George R.R. Martin [Pro]; William Rotsler [Fan]; Real Musgrave [Artist]	Noel Wolfman, SCIFI	1444
48	30 June-3 July 1995	Portland	Jantzen Beach/Columbia River Red Lion Hotels	Vernor Vinge [Pro]; Elayne Pelz [Fan]; John R. Foster [Artist]; Ray Villard [Science]	John Lorentz, OSFCI	1827

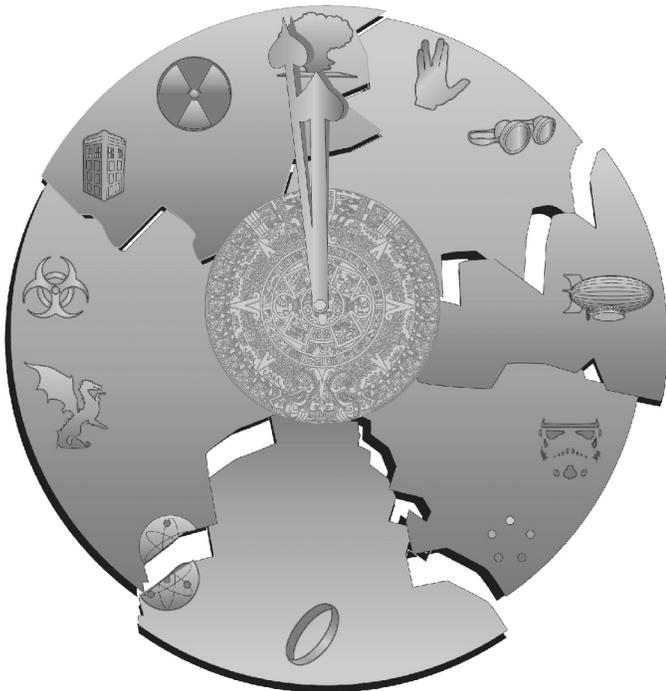
	Date	City & Time	Hotel	Guest(s) of Honor	Chair & Supporting Org.	Members (warm bodies)
49	4-7 July 1996	El Paso	Camino Real Paso Del Norte & The El Paso Convention Center	Vernor Vinge [Pro]; Elayne Pelz [Fan]; John R. Foster [Artist]; Ray Villard [Science]	Richard Brandt, Fred Duarte, El Paso Science Fiction & Fantasy Alliance, FACT	
50	3-6 July 1997	Seattle	Seattle Sheraton	Dr. Martin M. Greenberg [Writer Past]; J. Michael Straczynski [Writer Present]; Amy Thomson [Writer Future]; Victoria Lisi [Artist]; Jack Cohen [Science]; Walter J. Daugherty [Fan]; Spider & Jeanne Robinson [Music]	Sally Woehrle, SWOC	
51	2-5 July 1998	San Diego [Concept 1998]	Mission Valley Marriott	Katherine Kurtz, Scott MacMillian, Sue Dawe [Fantasy Artist]; David W. Clark [Fan]	Dianna Hildreth, CAASM	1173
52	2-5 July 1999	Spokane [Empirecon]	Doubletree Inn	C.J. Cherryh [Author]; Barbara Hambly [Author]; Kristine Kathryn Rusch [Author]; Alicia Austin [Artist]; Wendy Pini [Artist]; Ellen Datlow [Editor]; Larry Baker [Fan]; Betty Bigelow [Toastmaster]	Bob Ladd, Team Maroon	
53	1-4 July 2000	Honolulu [Conolulu]	Sheraton Waikiki	Dan Simmons [Author]; Ctein [Artist]; John Lorentz [Fan]	Kathryn Daugherty, SFSFC	244
54	5-8 July 2001	Portland	Jantzen Beach/Columbia River Red Lion Hotels	Tim Powers [Author]; Mike Glyer [Fan]; Frank Lurz [Artist]	Dean Koenig, OSFCI	1293
55	4-7 July 2002	Los Angeles [Conagerie]	LA Airport Radisson Hotel	Harry Turtledove [Author]; Robert Lichtman [Fan]; Beth Meacham [Editor]; Ross Chamberlain [Artist]	Bruce Pelz, SCIFI	1000
56	3-6 July 2003	SeaTac	SeaTac Doubletree	Bruce Sterling [Author]; Lisa Snellings [Artist]; Connie Willis [Toastmaster]; Saul Jaffe [Fan]; Claire Eddy [Editor]	William Sadorus, SWOC	1400
57	2-5 July 2004	Litchfield Park, AZ [ConKopelli]	Wigwam Resort	C.J. Cherryh [Author][5]; David Cherry [Artist]; Heather Alexander [Music]; John Hertz [Fan]; Diana Gabaldon [Local Author]; Virginia Hey [Media]	Craig Dyer, WesternSFA	850
58	1-4 July 2005	Calgary, AB [Due North]	Westin Calgary	S.M. Stirling [Author]; Dave Duncan [Canadian Author]; Mark Ferrari [Artist]; Tom Doherty [Publisher]; David Hartwell [Editor]; Dr. Phil Currie [Science]; Cliff Samuels & Ei een Capes [Fan]	John Mansfield, Randy McCharles, CWSFA	450
59	1-4 July 2006	San Diego [Conzilla]	Mission Valley Marriott	Walter Jon Williams; [Author] Bob Eggleton [Artist]; Bobbi Armbruster [Fan]; Kevin J. Anderson [Toastmaster]	James M. Briggs, SDSFC	599
60	30 June-3 July 2007	San Mateo [Gnomeward Bound]	San Mateo Marriott	Tad Williams [Writer]; Theresa Mather [Artist]; Christian McGuire [Fan]; Jay Lake [Toastmaster]	Michael Siladi, SPFII	825
61	3-6 July 2008	Las Vegas	JW Marriott Resort	Kage Baker [Writer]; Lubov [Artist]; Milt Stevens [Fan]	James Stanley Daugherty, Conventional Wisdom	313
62	2-5 July 2009	Tempe, AZ [FiestaCon]	Tempe Mission Palms	Todd Lockwood [Artist]; Alan Dean Foster [Writer]; Stanley Schmidt [Editor]; Jim & Doreen Webber [Fan]; Patrick & Teresa Nielsen Hayden [Toastmasters]	Mike Willmoth, Leprecon Inc.	603
63	1-4 July 2010	Pasadena, CA [Confirmation]	Hilton Pasadena	Rudy Rucker [Pro]; John D. Berry [Fan];	Christian B. McGuire, ISL	655

	Date	City & Time	Hotel	Guest(s) of Honor	Chair & Supporting Org.	Members (warm bodies)
64	1-4 July 2011	San Jose, CA	Fairmont Hotel	Marc "Schirm" Schirmeister [Artist] Patricia McKillip [Pro]; Phil & Kaja Foglio [Artist]; Mike Willmoth [Fan]	Glenn Glazer, SFSFC	693
65	5-8 July 2012	Seattle, WA [Conclusion]	Doubletree Hotel Seattle Airport	Robin Hobb [Pro]; Frank & Brianna Spacekat W [Artist]; Chaz Boston Baden [Fan]; Art Bozlee [Science]; Vixy & Tony [Filk]	Bobbie DuFault, SWOC	
66	4-7 July 2013	Sacramento	Hilton Arden West Hotel	Nicola Griffith [Author], Kelley Eskridge [Author], Eric Shanower [Artist], David Maxine [Small Press], Warren Frey, Steven Schapansky, Chris Burgess [Fans]	Kevin Roche and Andy Trembley, SFSFC	

Footnotes:

1. Combined with the World Science Fiction Convention, sharing names, Guests of Honor and Chairs. One day was usually designated as Westercon (Chair and Guest of Honor) day.
2. Mythcon combined with Westercon that year.
3. Did not attend.
4. The 1954 Worldcon was combined with the Westercon that year, with John W. Campbell as Worldcon GoH and Jack Williamson as Westercon GoH. The Worldcon "Executive Committee" consisted of Lester Cole and Gary J. Nelson; the Westercon Chairman was J. Ben Stark. Robert Bloch was MC at the combined Convention Banquet.

Notes and Autographs





Welcome to the New Frontier



**A bid for the 73rd
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Spokane, Washington
August 19-23, 2015**

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Seattle Westercon Organizing Committee (SWOC).



Westercon 12, 1959
Westercon 46, 1993
Westercon 50, 1997
Westercon 56, 2003
Cascadia Con, 2005
Westercon 65, 2012

Thanks for coming to Westercon 65!
Hope to see you in the Northwest again soon!