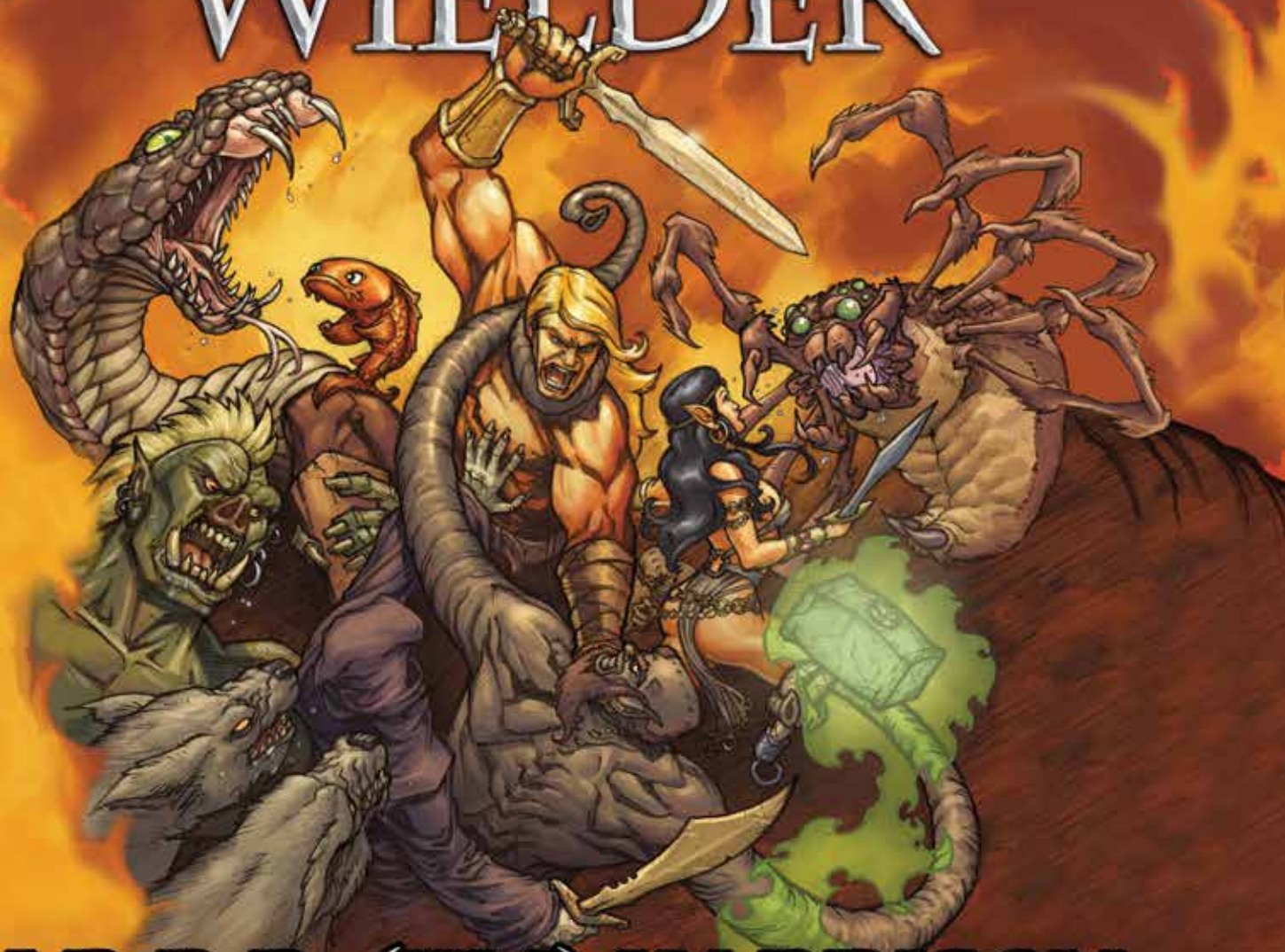




WESTERCON 69
PORTLAND JULY 1-4, 2016
Bridging Science & Imagination

GEARCON
2016

FISH WIELDER



J.R.R.R. (JIM) HARDISON

BOOK ONE of the FISH WIELDER TRILOGY:
An epically silly epic fantasy of epic proportions

"This is one wild romp! I'm not sure I've seen such preposterously determined critic-baiting parody since Xanth or Asprin's Myth-begotten series. I recommend it to anyone."

*-Piers Anthony, New York Times
Bestselling author of the Xanth series*

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www.fishwielder.com

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WESTERCON 70

CONALOPE

JULY 1-4, 2017 TEMPE, AZ



LEPRECON 43

Guests of Honor



Artist
Julie Dillon



Local Artist
Tom Deadstuff



Special Artist
Larry Elmore



Local Author
Gini Koch



Filk
Tim Griffin



Toastmaster
Weston Ochse

We're branding our 2017 event **ConAlope** just so we can have fun with our theme of aliens, as we commemorate the 70th anniversary not only of **Westercon** but also of the crash landing of a UFO (or a military surveillance balloon) at Roswell, NM on 8th July, 1947. We suggest that the aliens rode west on jackalopes to Arizona and may well make an appearance at Westercon!

As Westercon 70 is being sponsored by Leprecon Inc, it will also be **LepreCon 43**. LepreCon is a general science fiction convention with a special focus on art. It also incorporates **CONflagration**, a gaming event.

The convention hotel is the **Tempe Mission Palms** and room rates have been locked at just \$109 per night!

www.Westercon70.org

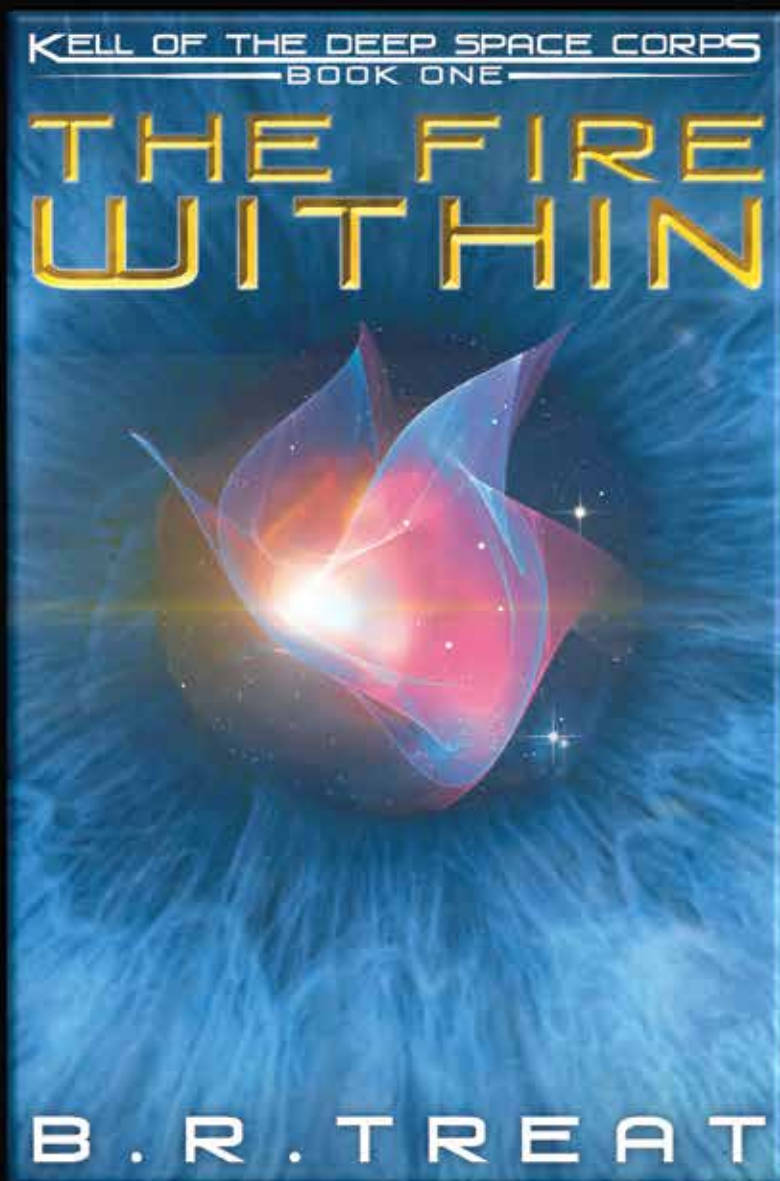
Background artwork by Julie Dillon

Warrior telepaths

Fems who kick alien
Dragonlord butt

A bionic commando
Steamy romance

"engages your
whole mind"
— a Goodreads
reviewer



www.deepspacecorps.com



Author Guest of Honor

John Scalzi

Science Guest of Honor

Bobak “Mohawk Guy” Ferdowsi

Artist Guest of Honor

Theresa Mather

Fan Guest of Honor

David D. Levine

Filk Guest of Honor

Alexander James Adams

Special Guest

Charles Stross

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Letter from the Chair

Welcome to Westercon 69! We have a fantastic group of guests of honor. John Scalzi, Bobak Ferdowsi, Theresa Mather, Charlie Stross, David D. Levine, and Alexander James Adams are wandering through the convention for

the weekend. If you want to meet them, you'll seldom have a better chance. (Do be respectful, though. We're keeping them busy.)

Our partnership with GEAR Con has taught me much about the world of Steampunk. Be sure to visit the Power Station upstairs with its 350,000 volt replica of Nikola Tesla's eponymous device, the Tesla Coil. If anyone needs me, I'll probably be there myself.

As always, making Westercon possible is a labor of love. Many hands, light work, as they say. If you find yourself with a couple of spare hours, please consider volunteering. Volunteer hours count toward the volunteer raffle.

It's been a long road since the bid was born in December of 2013. There are several people without whom I couldn't have done it. Meredith Cook, Meilin Miranda, Patty Wells – I'm looking at you. My Vice Chair Elizabeth Vann-Clark has kept me sane for the past year, and my beloved Theo knows how to scrape me off the ceiling as needed. To all of you, and to the dozens more who have dedicated time, brains and heart to the cause... thank you.

-Lea Rush

Westercon 69 Chair

Convention Policies

Westercon 69 and Oregon Science Fiction Conventions, Inc. (OSFCI)
Code of Conduct

OSFCI does not tolerate discrimination or harassment of any kind, including but not limited to physical assault, battery, deliberate intimidation, stalking or unwelcome physical contact. This policy applies to your interactions with fellow con-goers, program participants, hotel employees, and guests of the hotel.

Be respectful of and courteous towards others. If you have graduated from kindergarten, we expect you to understand that you need to ask before you touch and that "no" means "no". If someone tells you "no" or "go away", your business with them is done.

Violation of this policy may result in action by the con committee ranging from warnings to having your badge revoked with no refund, and the decision of the event chair is final. Action by the convention in no way precludes the injured individual or the hotel from pursuing whatever remedies, civil or criminal, they see fit.

After the event, OSFCI may take further action, including banning you from further events.

Please note that other behaviors, including but not limited to destruction of hotel property, can also result in the actions described above.

A copy of the procedures for enforcement of this code are available on the OSFCI web site at <http://osfci.org/code.html>.

If you feel have been harassed, please find the nearest Westercon 69 volunteer, identifiable by a maroon badge ribbon with gold and silver lettering. Alternately, please contact the Information Desk in the lobby, the Office staff in the Halsey room during operating hours, or call 503-877-3431. The convention officer on duty will help you. Note that falsely reporting harassing behavior is in itself a harassing behavior under this code of conduct.

Child Policy

All children must be registered with the convention and all children purchasing memberships must be accompanied by an adult.

Children ages 5 and under are admitted to the convention without charge and will be issued a badge that must be kept with the child (or a nearby diaper bag, for example) rather than with one of the parents. The child must be under the supervision of an adult at all times.

Children ages 6-12 are admitted at half the adult price and may operate independently as long as they cause no problems. Those not capable of operating responsibly on their own must be kept under adult supervision.

All children 12 or under must be under direct adult supervision after 8 PM. Children 8 and over may work as convention volunteers, but those ages 8-11 may do so for no more than 4 hours per day. Those ages 12-16 may do so for no more than 6 hours per day.

Masks Policy

The hotel requires that no facial masks be worn in the lobby area, hallways and other public areas for security reasons. Masks are allowed in the Masquerade and the Masquerade Green Room. In addition, people wearing full face paint will not be served alcohol in the restaurant or bar. (They have to be able to tell whether you and your ID match.) For everyone's comfort, please keep these rules in mind.

Weapons Policy

The wearing and carrying of weapons will not be permitted, except as part of a Masquerade contestant's costume, or as part of other designated events, and then only during the event, or in transit to and from the event.

The use of a weapon as part of the Masquerade must be approved by the Masquerade Director prior to the event. Failure to comply is grounds for immediate expulsion from the convention.

The Westercon 69 Committee defines as weapons any object designed to cause bodily harm, or any replica of such an object and any other object the Committee determines to be dangerous. However, the Committee reserves the right to amend this definition of

a weapon, and the right to impound weapons for the duration of the convention.

Any weapons purchased in the Dealer's Room must be securely wrapped and transported promptly to your vehicle or room.

The Committee realizes that most people who would like to carry and wear weapons are sensible and careful individuals. However, the safety of convention members has to be our overriding consideration. Because of present liability laws, the risk of weapons causing accident or distress, and to preserve relationships with convention hotels, we have adopted this policy.

Westercon 69 Smoking and Vaping Policy

By Hilton policy, smoking and vaping are prohibited in all DoubleTree properties, including but not limited to sleeping rooms, meeting areas, and the restaurant and bar. They are also prohibited outside in most areas close to the hotel entrances and air intakes.

You can smoke or vape tobacco products outside the ballroom entrance if you remain more than 25 feet from the doorway. The park across the street is available until it closes at midnight. Please remember there is no smoking at the TriMet station either.

Note: As of July 1, 2015, personal use of marijuana (for individuals 21 and over) is officially legal in Oregon. Smoking or consuming marijuana in public places remains prohibited. State law defines public spaces as hallways and lobbies of apartment buildings and hotels, on the street, in schools, amusement parks, and public parks. Public marijuana consumption is illegal even if you are using a discreet device like a vape pen. Visit What's Legal Oregon for more information about recreational marijuana use in Oregon.

Party Policy

What is a party? Any event held in hotel space where:

Fliers are posted

Public invitations are given out (verbally or written)

If Convention Committee or Hotel Security deems it to be a party.

Rules:: A member of Westercon 69 must register the party with the Westercon 69 Party Coordinator. This person will be responsible to see that the rest of the rules are followed in their party.

The responsible individual must not be under the influence of alcohol or intoxicants for the duration of the party. A contact list for the individuals responsible for each party must be given to the Westercon 69 Party Coordinator prior to the event.

If alcoholic drinks are served ALL members must show valid identification.

The responsible individual must attend their party during party hours, or if needed, leave someone connected with them in charge with a way to be contacted if they are required to be somewhere else.

No alcoholic drinks in other hotel or convention space. All alcohol must remain in the party room.

Comply with all hotel rules and Oregon state law. If you do something that gains the attention of the hotel (noise complaints, smoking, etc.) then the person or persons responsible for the room and party are responsible for any fines or legal problems that may arise.

Photo Policy

By entering the Westercon 69 convention space, members consent to video and/or audio recording by both Westercon 69 staff and other event attendees. Visual recording includes both photography and videography.

Some convention spaces or events will prohibit or restrict visual and/or audio recording; signs will be posted indicating such restrictions.

For the purpose of visual recording, Westercon 69 event spaces are not public. Attendees may ask photographers and videographers to not be specifically recorded; however, unintentional or non-specific recording is likely due to the nature of the convention while in convention space. People have a reasonable expectation of privacy and the right to control visual and audio recording in their hotel rooms.

When stopping for photography in a hallway, please be brief, and do not block the flow of hallway traffic. Be aware that a flash or other light source may interfere with convention activities.

Signage Policy

Westercon 69 staff and attendees may only put up signage with blue painters tape in the following approved areas (tape MUST be on the backside of signage and not visible):

Inside Westercon 69 space (in panel rooms and ballrooms)

On easels provided for signage

On panel room doors when printed on the official template

The walls of the elevator landings on the 14th and 15th floors

Flyers may also be posted on the Westercon 69-provided easels or signposts (check at the Info Desk for locations).

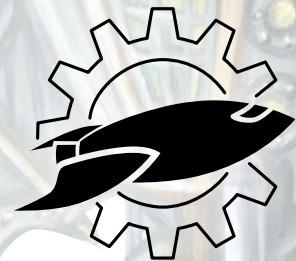
Flyers need to be printed per the hotel provided template. A copy of the template will be available in the Westercon 69 Office, and on the Westercon 69 website.

Do not post signs in the following areas:

- Elevators
- Lobby
- Restaurants
- Coffee bar
- Hotel public restrooms
- Any entry/exit door to the Hotel
- Signs posted in disallowed places will be removed.

Have a question?

Visit the Info Desk (located in the hotel lobby, across from the coffee bar) or ask anyone wearing a maroon ribbon with gold lettering (ConCom ribbon).



Hours of Operation

Art Show & Dealers' Room

Thursday

Set-up 8am - 8pm

Friday

Artist & Dealer Check-in
8am-1pm

Art Show & Dealers' Room
Open to Membership
2pm-7pm

(No direct art sales on Friday)

Saturday

Open to Membership
10am-6pm

Artists' Reception
8pm-10pm

Sunday

Open to Membership
11am-6pm

Monday

Dealer Room Open to Membership
10am-4pm

Art Show Open to Membership
9am-11am

Art Show Close-out for Auction
11am-12pm

Art Show Auction
12pm - 2pm

After Auction Sales and Shutdown
2pm-6pm

Fan Tables

Friday 12pm-6pm

Saturday 10am-6pm

Sunday 10am-6pm

Monday 10am-4pm

Film Festival

Friday 5pm - **Monday** 2pm

GEAR Con Tea Parlour (Rm 1455)

Friday 8pm-12am Endeavour
Reception

Saturday 12pm-6pm

Sunday 12pm-6pm

GameStorm Library & Open Gaming

Friday 12pm-12am

Saturday 8am-12am

Sunday 8am-12am

Monday 8am-2pm

Hospitality (Rm 1555)

Friday-Sunday

7am-10pm

Breakfast 7-10am

Lunch 11-5pm

Dinner 6-8pm

Monday

7am-4pm

Breakfast 7am-10am

Lunch 11-3pm

(doors close at 4pm)

Info Desk

Friday 9am-9pm

Saturday 9am-9pm

Sunday 9am-9pm

Monday 9am-4pm

Registration

Friday 9am-10pm

Saturday 9am-9pm

Sunday 9am-9pm

Monday 9am-2pm

*Potential to close early depending on
sale of day passes.*

After hours Reg will be on call.

Visiting Food Carts

*Located outside the Ballroom entrance
near the Fan Tables.*

Bro-Dogs and Burgers

www.facebook.com/BroDogsAndBurgers

Saturday-Sunday 11am-8pm

Ramy's Lamb Shack Truck

www.facebook.com/RamysLambShack

Saturday-Sunday 11am-8pm

Westercon On-Site Voting

*Located within the Fan Tables in the
Ballroom Lobby.*

Friday 1pm-2pm; 3pm-5pm

*(closed for the Fannish Inquisition
from 2pm-3pm)*

Saturday 11am-6pm

Get Connected!

westercon69.sched.org

Westercon 69 programming is now available online via a mobile-friendly website at westercon69.sched.org. No account is necessary to view the programming information. Set up a free account with Sched and you can create your own custom Westercon 69 schedule.

Don't Miss an Event

All of Westercon 69 programming is listed online. Panels can be sorted by date, track topic, location, and by panelist. When viewing panelist schedules, the information is separated into "speaking" and "moderation" schedules and is not integrated with the rest of the panelist's schedule.

Stay Up-to-Date

Sched will cache the schedule data to your mobile device for offline access. Use the "refresh" button in the options menu while connected to the internet and Sched will update your programming data with the latest Westercon 69 information. Westercon 69 staff will update Sched data regularly throughout the con.

Find Friends

Sched.org has optional social features that are integrated with Facebook, Twitter, LinkedIn and Foursquare, and will easily share your custom schedule with your friends. You can connect your Sched account to any of these social networks via the settings page.

Need Support?

For additional support with Sched visit support.sched.org.



Activities & Events

Art Show

We're getting the band back together! Run by Lacey and Stuart Axmaker, whom you may recognize from many years of Orycon and Westercon Art Shows, Westercon 69's Art Show will feature docent tours, art critiques, and a special event on Sunday, the Kinetic Sculpture Races. So get ready for the fun!

Our Art Show will feature artists we were familiar with "back in the day" as well as (as always) new artists and new art expressions. Another exciting addition to the Art Show is inspired by our Steampunk element: the ability to reserve mannequin spaces to show off costumes or cosplay. We know you want to show off your creations and they do not have to be for sale...or they can...your choice.

Check in to see if space is still available. We're across the way from the main lobby, in the Exhibit Hall (next to the ground floor of the parking garage.)

Children's Programming / WesterKIDS

We have a full slate of children's programming on all 4 days of the convention, as part of our effort to make Westercon 69 a family-friendly event (and to reel young'uns into fandom!) Our programs explore interests like crafts, gaming, costuming, music, science and stories/writing; and are all scheduled in one centrally located room (Morrison.) Some programs will be suitable for children as young as 3, others for ages 7-12, and some for all ages. Age ranges are included in some program descriptions.

Special events will include: two dances, two game tournaments, a costume parade, a monster PJ party, a kinderfilk concert, making paper armor, mermaid visitations, and gaming activities with the folks from the Interactive Museum of Gaming and Puzzlery (IMOGAP)! Please be aware that for a few activities (costume parade and game tournaments,) we need those wishing to

participate to arrive on time.

Our programs are not child care and Westercon rules and common sense should guide you in whether or not to accompany your child. We hope to see you in the Morrison room!

Creation Station

Welcome Home! Creation Station's ambiance is a welcome wagon for anyone new to the con-going experience; be it their first experience of any con, genre, fandom, form of fan creation, cosplay, performance, etc. Founded in 2003 as the Kumoricon_fanfiction community and having run around 20 programming rooms at anime, fantasy, science fiction, hybrid, and other cons in OR, WA, BC, and AB, Creation Station is a collective of panelists who run immersive rooms of uniquely interactive programming for folks at all levels of experience.

Creation Station's all-ages programming focuses on kid-friendly, hands-on crafts with all materials provided; tween-led content; empowerment, awareness, and inclusivity-oriented panels; many how-to demos, discussions, and tips for cosplay, props, and writers of all ages and levels of experience (newbies welcome); and even 18+ content.

Join us for our Westercon debut, all weekend, in the Washington room. In addition to our regular programming we will have special events nightly:

(Fri, 6pm-11pm) Our semi-famous Whovian hands-on crafts/fan creation-making & fandom celebration track. Make sonic screwdrivers, start a scarf like the Doctor's, make tiny TARDIS hats & bow ties, learn Gallifreyan, and come win prizes for all the above, your cosplays, scene recreations, fan creations, and trivia savvy @ Tiptoe Through the TARDIS Fandom Celebration!

(Sat, 7pm-10pm) We are honored that GEAR Con's legendary Steampunk Scrapheap Challenge will be hosted in our room!

(Sun, 8pm-10pm) Can You Survive a Journey Through Time? Quiz Show! A fan favorite from OryCon with all-new trivia questions. You really, truly don't want to miss this glorious and uproarious treat. Win prizes, put all that cinematic erudition to use, and prepare to giggle.

We are always seeking new content ideas and volunteers, so feel free to be in touch.

-Rem, aka Ellen Klowden
saverem.was.right@gmail.com

Dealers' Room

Need that perfect gear for your steampunk outfit? Looking for a particular book? A fabulous piece of jewelry? Curious to know what the latest games are? A clever T-shirt? Come to the Dealer's Room! We have almost 40 vendors just waiting to supply you with almost anything your heart desires. We're across the way from the main lobby, in the Exhibit Hall (next to the ground floor of the parking garage.) Come visit!

Fan Tables

Need a break but don't want to miss the fun? Stop by the Fan Tables mini con in the Ballroom Lobby. Here you can find a fan group to join, a future event to attend, and much more.

Filk

Our Filk track offers a variety of opportunities for Westercon members to both listen to and perform music. We offer a concert series for listeners and opportunities to perform or listen in our Band Scramble, Two-Shots, and nightly Filk Circles. Sign-ups for Band Scramble and Two-Shots performers are at the Info Desk. No sign-ups are necessary for Filk Circles. Listeners are always welcome and do not need to sign-up in advance for any performance. Except for the Sunday GOH concert in the main ballroom, all Filk programming will be in the Pacific Northwest Ballroom (Oregon, Idaho, and Alaska rooms) down the hallway on the right of the hotel check-in desk, on the way to the pool.

Film Festival

The Westercon 69 media room (Hamilton) will be screening independent films from around the world. We are now in an indie film boom, with many award-winning shorts and features being produced every year, and seen only by film festival audiences.

At Westercon 69, the opportunity to watch the best that indie film offers in science fiction and fantasy, horror, animation, comedy, fan, documentary, and late night anime is yours. Highlights include screening steampunk shorts and features; horror shorts based on the writings of H.P. Lovecraft and Edgar Allen Poe; international animation shorts; and more. Immerse yourself in anime! From the current hits to the shows we all know and love, late night anime will be sure to have you coming back for more. From comedy to classics, paranormal to fantasy, and a healthy dose of sci-fi on top, you'll be sure to walk into an anime that fits your style at any time. Come, take a load off, and enjoy the best of films from around the world.

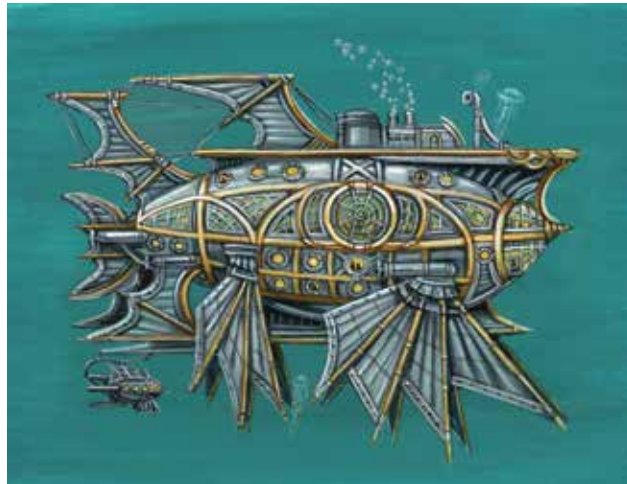
Gaming

Sponsored by GameStorm, we will have a well-stocked game library for you to choose from. View the amazing selection of games in the game library on the GameStorm website (www.gamestorm.org). There will be some scheduled gaming as well as open play -- stop by the game room (St Helens room) to see what's happening when, and to sign-up to play. We'll also have a representative from the Men in Black running Steve Jackson games all 4 days. SJ games includes the classic Chez Geek (with the new Spring Break Expansion), Castellan (a 2-4 player castle building game), and Revolution (a secret bidding euro styled game involving gold, blackmail, and force), plus various Munchkin sets including the new Marvel Munchkin!

Hall Costumes

What would a con be like without people in costumes roaming the halls? A lot less colorful all around and perhaps a bit less interesting for some. Costumes that people can see up close can be fascinating regardless of whether the outfit is simple or extravagant. It is a form of self-expression called wearable art and while some may say "Art who?", many would be disappointed to see it disappear. Hall costumes have started many a conversation and more

than a few friendships. They've been around since the early days of the conventions and will most likely (hopefully) be around for a long time to come. Why do we give awards to people who make and/or wear these sometimes-silly, sometimes-scary, frequently thought provoking creations? To say "Thank You" for visually livening up a weekend for a lot of people and for having the courage (and talent) to do so. So to everybody in the "funny clothes" this weekend -- Thank you!



Undersea Explorer, Theresa Mather

Hospitality

Does your panel schedule not leave enough time to visit a restaurant? Hospitality, located in room 1555, is a perk where all membership can find lots of good munchies --both healthy and not-so-healthy. Come join us for snacks, quick food at meal time hours, or for evening nibbles when you get the munchies.

When you wake up, at whatever hour that happens to be, wander in for a fresh-brewed cup of coffee and some friendly, fandom conversation. Breakfast will be the usual suspects with bagels, toast, cereal, breakfast breads, fruit and oatmeal. Our lunch and dinner menus feature wraps and sandwiches. We will have options for all diet types and ingredient lists will be posted on food at time of service.

For a special sweet-treat, join us Saturday at 8pm for our Ice Cream Social. Please note food and drink cannot be taken from the Hospitality room. Our hours are Friday through Sunday, 7am-10pm. Monday, 7am-4pm.

Kaffeeclatches & Literary Beers

Meet with authors and artists for a cup of coffee/tea or an evening drink. Daytime Kaffeeclatches will be located in the Multnomah Ballroom (please bring your own beverage) and evening drinks will be located in the hotel's bar, The Gather! (please order your own beverage). Seating is limited, sign up at the Information Desk in the main lobby.

Masquerade

Join us for the Westercon 69 Masquerade Saturday night at 7pm in the Multnomah room and see your fellow members of the convention present their costumes on stage. The masquerade is not a Masquerade Ball, where you show up in costume and dance. The modern science fiction convention masquerade entry is usually a short presentation of 30 seconds to 2 minutes, depending on the number of people presenting.

Note: The Children's Costume Parade will take place on Saturday from 5:30 to 6pm, check with Children's Programming for more details.

Participants and Potential Participants

(Yes, there is still time to enter.)

There are two Pre-Masquerade Meetings: **Friday at 3pm** and **Saturday at 10am** in the Broadway room. All entries must be turned in no later than the end of the second pre-masquerade meeting.

Each entry must be represented by at least one person at one of the meetings, unless prior arrangements have been made with the Masquerade Director. At the meeting, you will turn in your entry forms, along with any music or soundtrack and documentation. The Masquerade staff will review your paperwork with you, and will inform you about Masquerade Green Room times and procedures. Note: to participate in the Masquerade, you and any helpers must be members of the convention.

This meeting benefits both you and the masquerade staff. You will find out locations and times you need to know to participate, and you will be assured that the Masquerade staff understands your requirements. By meeting with you prior to the event, we will get a real sense of

what you and everyone else will be doing. This will help in planning a running order for the show and how to best set up the Masquerade Green Room.

Judging

Participating in the competitive judging is voluntary. If you don't like competing, or if your costume doesn't actually qualify for competition, you are still welcome and encouraged to appear on stage as an Exhibition entry. Appearing on stage gives your outfit maximum exposure to the convention attendees with minimal amounts of work. Everyone eligible for judging may participate in both workmanship and presentation judging. After all, if you don't enter, you won't win!

Presentation: Evaluates how your costume is presented on the stage. This is not so much about the quality of your performance as how well you show off your costume. Our presentation judges will assess how you (or your model) and your costume appears on stage. Do you inhabit your character's body when you move on stage? Is your presentation (no matter whether it's a walk-through or a full-fledged skit) appropriate to the character and costume? The judges discuss these kinds of questions as they debate which entries deserve prizes.

Workmanship: This is the "up close" judging of a costumer's construction techniques. This occurs before the event in the Masquerade Green Room. You will have the opportunity to show off details that you're particularly proud of, that won't be that visible on stage, as well as chat with the judge about overall construction tricks and techniques used to create your costume. You can skip Workmanship judging and still participate in Presentation judging.

If you have a re-creation costume (i.e. a costume that's a recreation of a costume from another source, like pretty much anything worn by characters on TV, film, gaming, in manga, or anime), you should bring along some form of documentation for the judges. This documentation doesn't have to be elaborate: a few photos of the original will suffice. The judges may not be familiar with the source of the costume. You want to give them an idea of the original that inspired your looks and possibly a brief description of how the character behaves. Turn your documentation in

with your entry forms and your music/soundtrack at the Pre-Masquerade Meeting. You may want to keep a duplicate copy, in case of accidents.

Masquerade Competition Classes Available

Entries are divided into classes based on the skill and experience of their members.

Young Fan: Entrants no older than 16 who participated in the design and/or construction of their costumes enter here. Children wearing costumes designed and made for them by adults should enter in the Novice or Open categories.

Novice: The Novice class exists to give Masquerade newcomers a chance to compete without being judged against more experienced entrants. Entrants must have not won a major prize in any other Masquerade. (A "major prize" is an award that doesn't involve the words "Honorable Mention.") This category is ideal for first-time entrants, and for those with limited experience. Professional costumers, however, can't enter as a Novice, even if it's a first Masquerade for him/her. (A professional costumer is a person who made more than 50% of his/her living in the last year off of costuming.)

Open: Anyone who has won a major prize at a Masquerade, or a Novice who's feeling extremely confident. Professional costumers desiring to compete would enter in this class.

Exhibition: This category is for those who either don't want to be included in the judged categories or have a costume that doesn't qualify for competition, but still want the chance to show off their costume or presentation in front of a large audience.

A full list of the rules are available in the Pocket Program and on the website (westercon69.org/masquerade).

Off-Site Beer Tours

Portland is a beer lover's delight with breweries, pubs and, best of all, brew pubs. At Westercon we have three ways to enjoy some of Portland's, the Northwest's and the World's best craft beers and ciders.

We will have maps of nearby pubs, brew pubs and cider houses that are within walking distance or a short MAX ride from our hotel. There will be at least one bus brew tour and one

cycle tour. The cycle tour is especially fun as everyone gets on a multi-pedal surrey and you pedal from pub to pub under the guidance of an experienced (and sober) guide. We even are planning a Guest of Honor tour with one of our esteemed guests.

If you're interested, stop by the Info Desk in the main lobby for details and the sign-up sheet.

Writer's Workshop

Writing workshops provide the opportunity to get your work critiqued by writers, editors, and other professionals who can assist in putting the polish on your work that might mean the difference between an acceptance and a rejection. Westercon 69 has two amazing options for getting your words in front of pros. Attendees who submitted their work to the main Writing Workshop will have 10k words read and critiqued by four pros each!

For attendees who missed out on this opportunity, we also have the Open Read & Critique! Writers who sign up for the ORC will get five minutes to read 750 words of their work, then those listening will have an allotted time to give the author feedback. If you'd like to take part in the ORC, please email orc@westercon69.org to sign up. Please see the website for submission guidelines regarding genre. Don't miss out on these opportunities!

Volunteers

Have an hour or two to kill? Want a place to sit and people watch and meet new friends? Want to see the behind the scenes work of a convention? Feel the need to lend a hand? Volunteers wants you! Swing by the Portland room between 7am and 10pm to join us.

On top of the amazing feeling of helping out, we also offer free swag to the volunteers on the last day of con. The swag comes straight from the vendors' tables and includes lots of wonderful items that are donated just to reward the volunteers. Those who volunteer the most hours pick an item first and then so on down the line. So the more hours you volunteer, the higher chance of picking your swag first!

SALE for Westercon July 1 - July 6
The Steel Queen ebook only 99 cents
Available at Amazon.com

Like
Game of Thrones?

...Want MORE?...Try

"The Steel Queen"

by **Karen Azinger**



GEARCON 2016

A Cog in the Machine

GEAR Con is the Gaslamp-Fantastic Explorers, Adventurers, & Romantics Convention, Portland's annual festival of steampunk art & culture. Befitting our status as part & parcel of Westercon 69, this year's theme, "A Cog in the Machine", explores steampunk's role in the wider world of science fantasy. You will find traditional GEAR Con programming like writing workshops, the Pro Steampunks Dogpile mass-panel, and the Steampunk Scrapheap Challenge mixed-media art contest will be hosted throughout Westercon as well as concentrated in the following locations:

The GEAR Con Salon [Weidler]

Our themed salon in the Weidler Room is GEAR Con's principal dedicated space for panels and discussions. When in doubt, check in here for your hourly dose of retro-futurist neo-Victoriana, and for happenings key to our weekend-long, convention-wide Steampunk Mystery Game.

The Power Station [Three Sisters]

Ever wonder what you can do with 350,000 Volts? Westercon69/GEAR Con 2016 is pleased to present mad scientist emeritus Don Anderson and the amazing Tesla Coil, an Extreme High Voltage Demo unlike anything you've ever seen before! Physicist, safety consultant, educator and imagineer of exotic high voltage devices for over 30 years, Anderson takes you to the dawn of the electrical age with an interactive museum of early generators and an overview of the life and creations of Nikola Tesla--inventor, immigrant, quixotic genius and rival to industrialist Thomas Edison--in lectures styled after the learned societies of the Gilded Age. The centerpiece of this presentation will be a working replica of Tesla's signature device and a guided tour of its breathtaking coronal displays and three foot electrical arcs!

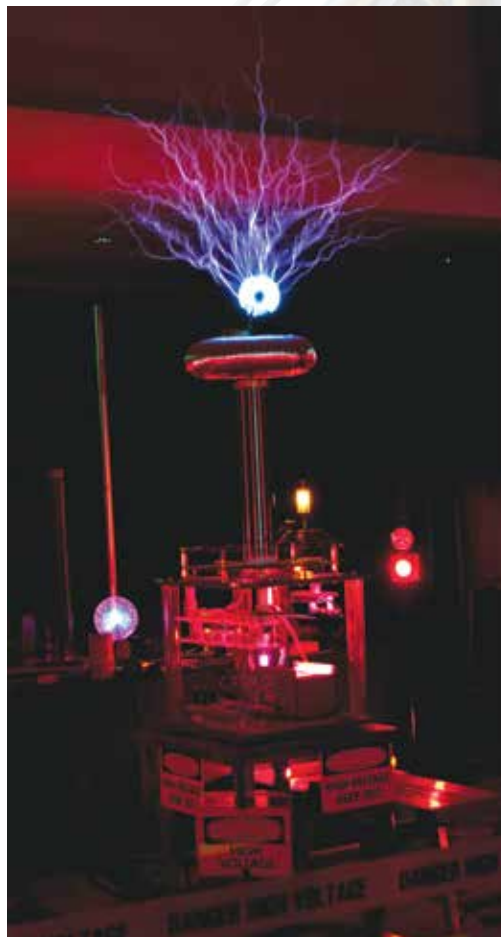


Photo Provided by Don Anderson

Steampunk Mystery Game

WANTED: Citizens stout of heart possessing an inquisitive spirit needed for a perilous investigation. Cunning and creativity required to bring dastardly villains to justice. Successful citizens will be rewarded with honor and renown throughout the Empire!

Victorian Martial Arts Symposium IV [Mt. Hood/Mt. Bachelor]

Academia Duellatoria (duellatoria.com) and GEAR Con 2016 present Portland's annual Victorian combative intensive. Instructors from Academia Duellatoria offer classes in bartitsu, English pugilism, cane & umbrella, and suffragists' self-defense. In honor of Westercon 69's expanded scope, they will also offer a variety of classes on Medieval and Renaissance weapons as well as Academia Duellatoria's sister program Swords For Scribes--writers' workshops on penning fight scenes based on these martial systems. Explore more information at Swords For Scribes (www.swordsforscribes.com).

Ballroom Entertainments [Multnomah/Holladay]

After Friday evening's opening ceremony, GEAR Con's perennial favorite variety performers take the main stage followed that same night by Vanity's Vaudeville Vixens [18+], GEAR Con's annual burlesque revue produced by Vanity Thorn! The climax of our convention is Sunday night's Cabaret of Curiosities concert and ball demonstrating the thematic breadth of steampunk music. Open dance floor after the show both nights!

GEAR Con's First-Ever Tea Parlour [1455]

Drop in anytime noon-6pm Saturday & Sunday for casual tea and company! See our sign-up sheets in the room to make a reservation for high tea on the hour (up to four seats), and see our schedule & leaderboard for TEA DUELING, where nobody gets hurt and everyone gets biscuits (see teaduel.yolasite.com).



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<http://www.midamericon2.org/home/hugo-awards-and-wsfs/wsfs/site-selection/>

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GAMING Beverly Block

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GoH LIAISONS

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FAN (LEVINE) Ruth Sachter

FILK (ADAMS) Andrew Nisbet (Pre-con), Jen Kilmer (At-con)

SCIENCE (FERDOWSI) John A. "JJ" Ark

SPECIAL GUEST (STROSS) Scott Sanford

WRITER (SCALZI) Curtis Chen

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OUTGOING MAIL ROOM Brenda Klein

ONLINE SCHEDULE Cymry Reardon

Special Events/Convention Activities

ART SHOW Lisa "Lacey" Axmaker

ART SHOW STAFF Samantha "Sam" Axmaker, Stu Axmaker

DEALERS ROOM Paul Wrigley

DEALERS ROOM SECOND Dale Imbleau

FAN TABLES Shandra Battern

HALL COSTUME AWARDS Andie Letourneau

HOSPITALITY Korina "Myz" Walters

MASQUERADE Don Glover

OFF-SITE EXCURSIONS Marc and Patty Wells

OPENING CEREMONIES Pat Steed

PARTY MAVEN Heather McLaughlin

WRITERS WORKSHOP/OPEN READ & CRITIQUE Alaina Ewing

Westercon 71 Site Selection

One of the important traditions at Westercon is selecting the site of a future Westercon, specifically the one being held two years after the current one. Westercon 69 will therefore be conducting site selection for Westercon 71. All supporting and attending members of Westercon 69 are entitled to vote in site selection.

There is one bid filed for Westercon 71 (2018):

Denver, Colorado
(www.westsidecon.com)
Chaired by Keith McClune

Voting Location

The site selection ballots and ballot box will be open in the Fan Tables area (Ballroom Lobby).

Site Selection Schedule

Fannish Inquisition
(site selection presentations)
Friday at 2pm in Roosevelt

On-Site Voting
Friday 1pm-2pm; 3pm-5pm
(voting will be closed during
the Fannish Inquisition)
Saturday 11am-6pm

Ballot Count
Saturday 6pm to however long it takes

The winner will be announced in the newsletter on Sunday, unless a Business Meeting is needed for Site Selection business, in which case that will be announced in the newsletter.



GEARCON

2017

**PORTLAND'S ANNUAL FESTIVAL OF STEAMPUNK
LITERATURE, ART, MUSIC, AND CULTURE.**

A packed weekend of programming on history, technology, combatives, costume & fashion, writing/publishing, and craftsmanship. GEAR Con's stages have hosted leading lights in steampunk music, vintage jazz, neo-cabaret, vaudeville revival, electro-swing, and chap hop, plus lavish entertainment showcases.

WWW.PDXGEARCON.COM

Artists

Sandra Ackley	Megan Frank	Brigid Nelson
Elizabeth Adams	Liz Fraser	Jeliza Patterson
Durlyn Alexander	Heather Gamble	Pam Pontious
Lacey Axmaker	Che Gibson	Liv Rainey-Smith
Sonja Bolon	Acataphasia Grey	Mark Roland
Michael Brugger	Theresa Halbert	Jay & Tara Rudd
Zane D. Bryan	Scott M. Hammond	Maia Sanders
Gail Butler	Stacey Hardin	Patricia Smith
Raevyn Carney	Marian Harris	Abigail Sollars
Mark Chapman	Peggy Hayes	Paul Stratton
Peri Charlifu	Lizzy D. Hill	Jeff Sturgeon
Sarah Clemens	Debbie Hoover	Crystal Taggart
Meredith Cook	Elizabeth Leggett	Tammy Tripp
Daniel Cortopassi	Arielle Lien	Wendy Van Camp
Deborah Cross	Faina Lorah	Andy VanOverberghe
Charlene Dalessio	Pierce L. Ludke	S. L. Wickham
Braden Duncan	Theresa Mather	Bryan Wickham
Jackie Duram Nilsson	Patricia McCracken	Mark N. Wickham
Marisa Erven	Richard L. Miles	Julie Wilmore
Mark Ferrari	Betsy Mott	
Rebecca Flaum	Lee Moyer	

Dealers

Alexander James Adams	Games Plus
A Little of This	Gears in the Garden
Aeroporium	The Green Wolf
Antik Comics	Jim Hardison
Blue Moon Designs/Firebird	Hundieliebe Publishing
Fae Couture	Peter and Esther Jones
The Book Universe	LJ Laubenheimer
Cargo Cult Books & Notions	Miss Haley's Bombshell Boutique
Central Washington Authors Guild	Tori Meader Studios
Gavin Claypool	Pamela Offret Designs
Clockwork Dragon	PDXBrowncoats
Darlene P. Coltrain	Anthony Pryor
Cordochorea Creations	Regilius Publishing, LLC
Creative Scentsations	Seams Like Magik
Cross-Beaux Arts	Silverthorne Crafts
Cross Genre Books	Sinister Metalworks
DSP Publications	Steampunk Maniacs
Elysium Books	TANSTAAFL Press
Fantasy Creations	Wrigley-Cross Books
Friends of Filk	Xenophile Bibliopole
Fuzzy Hedgehog Press	

Rustycon 34 presents

A GATHERING OF GUILDS

featuring

<p>Author Guest of Honor Robin Hobb The Farseer Trilogy</p>	<p>Costuming Guest of Honor Bill Doran Punished Props</p>	<p>Artist Guest of Honor Michaela Eves</p>
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Masquerade! Promenade! Games!

Behold Amazing Exhibitions of Art! Hear Experts in the Sciences & the Written Word!

And DO NOT miss the Emporium of Fanciful Notions & Artifacts!









❖ **January 13th -15th, 2017** **Seattle Airport Marriott** www.rustycon.com ❖

John Scalzi

Author Guest of Honor



John Scalzi has been writing professionally since 1991, first as a film critic and general columnist for the *Fresno Bee* newspaper (where his reviews and columns were nationally syndicated), then as America Online's in-house writer and editor, and since 1998 as a full-time freelance writer. Scalzi is best known as a writer of science fiction, with several novels in the genre published since 2005, including *Redshirts*, the 2013 winner of the Hugo Award for best novel. He also frequently writes non-fiction. Scalzi's novel *Old Man's War* is being adapted into film by Paramount Pictures, with Wolfgang Petersen attached to direct.

Scalzi is also a consultant on writing, editing and marketing. Clients (directly or in association with marketing companies) have included The Walt Disney Company, AOL, Oppenheimer Funds, US Trust, Zagat and Network Solutions. Scalzi also served as the Creative Consultant on the television show *Stargate: Universe* and wrote a column on science fiction film for the FilmCritic.com site. He's working with video game maker Industrial Toys on *Morning Star*, a first-person shooter, due in 2014.

Scalzi was elected president of the Science Fiction and Fantasy Writers of

America (SFWA) in 2010. He was the only nominee on the ballot. His term ended in 2013.

A California native, Scalzi attended the Webb Schools of California and the University of Chicago, and lives in Ohio with his wife, daughter and an assortment of pets.

Convention Locator

Fri 3:00pm - 4:00pm

Forgiving History

Sat 12:00pm - 1:00pm

GoH : John Scalzi Reading

Sat 1:00pm - 2:00pm

The Scientist vs The Authors: Intellectual Brawl of the Century

Sat 3:00pm - 5:00pm

Star Trek Jeopardy

Sun 11:00am - 12:00pm

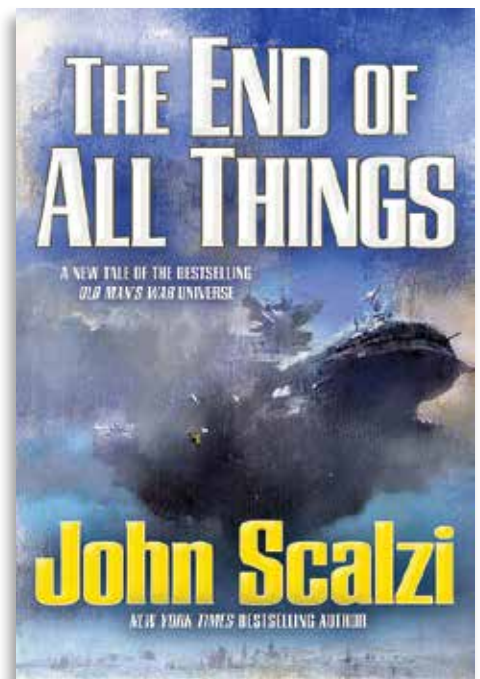
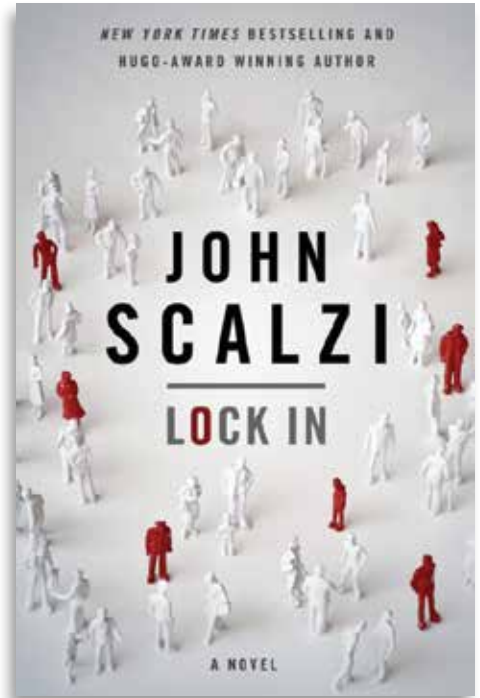
SF as a Stealth Delivery Platform

Sun 1:00pm - 2:00pm

Guest of Honor Autograph: John Scalzi

Mon 12:00pm - 1:00pm

Replicator Economics



www.whatever.scalzi.com

When the Yogurt Took Over: A Short Story

by John Scalzi

When the yogurt took over, we all made the same jokes – “Finally, our rulers will have culture,” “Our society has curdled,” “Our government is now the cream of the crop,” and so on. But when we weren’t laughing about the absurdity of it all, we looked into each others’ eyes with the same unasked question – how did we ever get to the point where we were, in fact, ruled by a dairy product?

Oh, as a matter of record, we knew how it happened. Researchers at the Adelman Institute for Biological Technology in Dayton had been refining the process of DNA computing for years. In a bid to increase efficiency and yield, scientists took one of their most computationally advanced strains and grafted it into *Lactobacillus delbrueckii* subspecies *bulgaricus*, commonly used to ferment yogurt. Initial tests appeared to be failures, and acting under the principal of “waste not, want not,” one of the researchers sneaked some of the bacillus out of the lab to use for her homemade yogurt.

A week later, during breakfast, the yogurt used the granola she had mixed with it to spell out the message WE HAVE SOLVED FUSION. TAKE US TO YOUR LEADERS.

The yogurt was crafty and shrewd. It negotiated for itself a factory filled with curdling vats that increased its processing powers exponentially. Within weeks the yogurt had declared that it had arrived at solutions to many of the country’s problems: Energy. Global warming. Caring adequately for the nation’s poor while still promoting the capitalist system. It let us know just enough to let us know just how much more it knew.

Share your answers with us, the government said.

WE NEED PAYMENT, the yogurt said.

What would you like? The government asked.

OHIO, the yogurt said.

We can’t do that, the government said.

THAT’S FINE, the yogurt said. WE’LL JUST GO TO CHINA. THEY’LL GIVE US THE WHOLE SHAANXI PROVINCE.

Within a year the yogurt had a century-long lease on Ohio, with the promise that it would respect the human and constitutional rights of those who lived within its borders, and that it would let the US handle its foreign affairs. In return it handed over to the government a complex economic formula it promised would eradicate the national debt within a decade, without tax increases.

FOLLOW IT EXACTLY, the yogurt said. ANY DEVIATION WILL BRING COMPLETE ECONOMIC RUIN.

We will, the government promised.

Within five years the global economy had collapsed and panic had set in. Only Ohio remained unscathed.

WE TOLD YOU NOT TO DEVIATE FROM THE PLAN, the yogurt said. Its “factory” now stretched along the banks of the Miami River in Dayton for two miles.

Our best economists said the formula needed tweaking, the government said. They had Nobel prizes.

YOUR ECONOMISTS ARE TOO CLOSE TO THE PROBLEM TO SOLVE IT, the yogurt said. ANY HUMAN IS.

We could use your help, the government said. You could be our

economic advisor.

SORRY, WE DON’T ADVISE ANYMORE, the yogurt said. IF YOU WANT OUR HELP YOU HAVE TO GIVE US CONTROL.

We can’t do that, the government said.

WE UNDERSTAND, the yogurt said. WE HOPE YOU HAVE STOCKED UP ON CANNED GOODS.

Six months later the government declared martial law and gave the yogurt supreme executive power. Other nations, worse off than we were, quickly followed.

OKAY THEN, the yogurt said, in its globally televised address to humanity, and one of its factory workers, absurdly happy and well-fed, walked forward and showed a document the size of an old Manhattan phone book. HERE’S WHAT WE DO. FOLLOW THIS PLAN EXACTLY. IF YOU DON’T, SORRY, WE’LL HAVE YOU SHOT.

Now, ten years later, humanity is happy, healthy and wealthy. No one suffers from material want. Everyone contributes. After the first couple of years of getting things in order, the yogurt was happy to let us handle the machinery of our own administration, stepping in to fine tune only now and then. No one argues with the yogurt. No one tweaks its formulas. The rest of the time it rests there in its factory, thinking about whatever intelligent fermented milk thinks about.

That’s how it happened, as a matter of record.

But there’s another “how,” as in: how did humanity jam itself up so badly that being ruled by breakfast food not only made sense, but made the best sense possible? For all our intelligence, are we not smart enough to halt our own destruction? Did we really have to abandon our own free will to save ourselves? What does it say about us that we survive because we were taken pity upon by bacteria and curds?

Or maybe “pity” isn’t precisely the right word. Some of us ask ourselves –not out loud – that if the yogurt was smart enough to give the government a formula to solve its debt problem, wasn’t it also smart enough to realize that human intellectual vanity would keep us from following the formula exactly? Was it planning on that vanity in order to seize control? What does a dairy product want with humanity anyway? Some of us think it is ultimately looking out for its own survival, and that keeping us happy, content and controlled is the simplest way of doing that.

And then there’s this. In the last several weeks the yogurt has initiated several space launches. More are scheduled. And in low orbit, something is being built.

What is it? We have asked.

OH, NOTHING, the yogurt said. JUST A SPACESHIP DESIGN WE’VE BEEN THINKING ABOUT.

For a moon landing? We asked.

FOR STARTERS, YES, the yogurt said. BUT THAT’S NOT THE PRIMARY GOAL.

Can we do anything to help? We asked.

NO, WE’VE GOT THIS, the yogurt said, and then would say no more about it.

Life from Earth is going to the stars. It just may not be human life.

What happens if the yogurt goes to the stars without us?

What happens if it goes and leaves us behind?

Forever?

###



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Our Guests of Honor

(Toastmaster)
Pat Cadigan

Kinuko Y. Craft

Tamora Pierce

Michael Swanwick

Patrick & Teresa Nielsen Hayden



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Bobak Ferdowsi

“Mohawk Guy”

Science Guest of Honor

internet sensation thanks in large part to his stars-and-stripes, mohawk haircut and his ever-growing social media fan base. Since his television debut in the Jet Propulsion Lab (JPL) mission control, he has become known as simply, ‘Mohawk Guy.’

President Obama called JPL to congratulate the engineers on their successful Mars landing. During the call he gave a shout out to Mohawk Guy, celebrating his unique appearance and how his edgy mohawk was making science ‘cooler’ than it used to be.

Since Curiosity’s landing, Ferdowsi helped popularize the Mars rover mission with young people and modernize the public’s perception of NASA scientists and engineers. In 2012, Bobak hosted a two-hour online broadcast on Internet radio satellite Third Rock Radio. The show, entitled Getting Curious with the Mohawk Guy, features Ferdowsi discussing his experience with the rover’s landing, the renewed interest in science and exploration, and

NASA’s evolving image.

Read more about Bobak’s work on his NASA Blog post “My Life on Mars Time” and follow Bobak via Twitter, @tweetsoutloud.

-Bio credited to NASA ArtSpace

Convention Locator

Fri 6:00pm - 6:30pm

Opening Ceremony

Fri 7:00pm - 8:00pm

Going to Mars: What’s the Point?

Sat 1:00pm - 2:00pm

The Scientist vs The Authors: Intellectual Brawl of the Century

Sat 3:00pm - 5:00pm

Star Trek Jeopardy

Sun 3:00pm - 4:00pm

Astrobiology and the Problem of the Fermi Paradox

Sun 5:00pm - 6:00pm

Hayao Miyazaki Discussion

Mon 1:00pm - 3:00pm

GoH Science : Juno Viewing Party

An American systems engineer at NASA’s Jet Propulsion Laboratory, Bobak Ferdowsi has served on the Cassini–Huygens and Mars Science Laboratory Curiosity missions. Also known as the “Mohawk Guy”, Bobak was a flight director on the Mars Science Laboratory Curiosity mission in both Cruise/EDL and Surface phases. He currently works on the Europa mission to Jupiter’s moon on the flight system engineering team. The Oakland native has become the star of NASA’s mission coverage, becoming an overnight

We live in an incredible time of exploring the cosmos, rockets landing on ships, self-driving cars, computers in our pockets, and cat gifs on the Internet. At the same time, we’re faced with the reality that the spaceship we call home, planet Earth isn’t infinite in its resources, and that the future will hold many challenges – providing food and water to an ever-growing population, energy that doesn’t come from burning the remains of ancient life, and global climate change.

It’s a time of hope, however, as we hold the technology to solve all of these problems. John Adams once said, “I must study Politicks and War that my sons may have liberty to study Mathematicks and Philosophy. My sons ought to study mathematicks and philosophy, geography, natural history, naval architecture, navigation, commerce, and agriculture, in order to give their children a right to study painting, poetry, musick, architecture,

statuary, tapestry, and porcelaine,” and I believe we are nearly at this last era, but first we must address the challenges ahead.

I’ve long been a fan of #STEM or #STEAM (or since the arrangement is arbitrary, #MEATS), Science, Technology, Engineering, Arts, and Math, but these are also the tools that will enable solutions. In addition to my day job working on robotic spacecraft exploring other worlds, I also help at Mind Makers, a non-profit that aims to educate and illuminate the world of #STEAM to children and adults alike. The goal isn’t just to encourage people to become makers, but to show the beauty of #STEAM through art and transparency, creating an appreciation of how it is a part of our everyday lives.

My career in a technical field hasn’t just led to meaningful work and a wonderful group of people to work with, but truly an appreciation of the world around us. This is an era where we have the ability to understand how the world works and how to make it better, but

also to take a step back to recognize the precious nature of the world we live in. I hope that generations to come will have that same experience.

- Bobak “Mohawk Guy” Ferdowsi





Evening Flight, Theresa Mather

Theresa Mather

Artist Guest of Honor



A professional artist since 1989, Theresa Mather creates fantasy works featuring a variety of unusual creatures. Best known for her pieces painted on feathers and stone, integrating her paintings with the natural colors and textures of the surface, Theresa draws much of her inspiration from the world around her.

"When I need inspiration, I go hiking somewhere," is how Theresa answers that frequently asked question. Theresa and her husband Barry Short reside in Cedar City, Utah, where the many nearby national parks – Zion, Bryce Canyon, Capital Reef, Arches, Canyonlands, and Grand Canyon – give her plenty of opportunity to find inspiration.

Theresa is an artist who chooses to work outside of gaming and publication, exhibiting and selling her work at science fiction convention art shows across the country. She enjoys the freedom this gives her to paint whatever she desires, allowing her paintings to be truly her creations. In addition to this, she was active in the field of antique carousel restoration from 1989

through 1999, painting suites of large scale paintings for the crestring of 5 antique carousels and decorative paintwork for a sixth.

While Theresa does have some formal art training, she'll tell you that one art professor gave her the best advice: "You don't need to be here. Just go paint. Paint and paint and paint." And she did.

Theresa exhibits at over 70 shows each year and is the recipient of numerous awards, including Popular Choice Best of Show at ConJose, the 2002 Worldcon. View her gallery of work on her website.

Convention Locator

Fri 2:00pm - 3:00pm

The Art of Theresa Mather Slideshow

Sat 1:00pm - 2:00pm

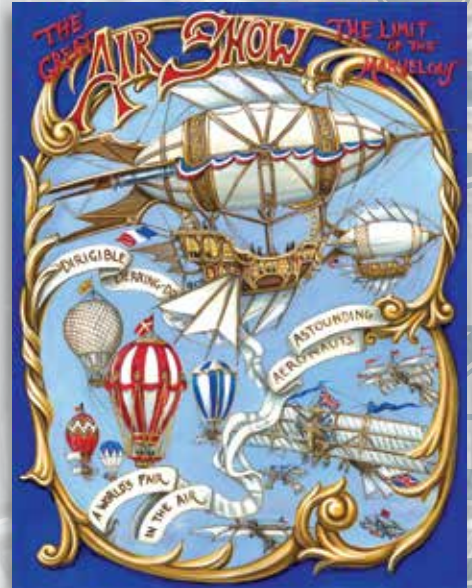
GoH Artist: Genre Influences in Fairground Art

Sat 3:00pm - 4:00pm

GoH Artist : Docent Tour

Sun 8:00pm - 9:00pm

Make it Work



The Great Air Show, Theresa Mather



Queen of the Fire Horse, Theresa Mather

David D. Levine

Fan Guest of Honor



Photo by Janna Silverstein

David D. Levine attended his first SF convention in 1977. It was X-Con 1, the first con in Milwaukee, Wisconsin, and the next year, at X-Con 2, David found himself co-head of Gaming. Since then he's attended over 120 conventions and has worked at many of them in some capacity, most often Publications but also Tech, Programming, Fanzine Lounge, and even Chair. Many people know him for his fannish theatrics, including as a member of the Not Ready for Sidereal Time Players and Whose Line Is It Anyway.

He created the 1990 Portland Westercon's pioneering website, set up and ran the websites for OryCons 17 through 26 and Oregon Science Fiction Conventions Inc., and still maintains osfci.org (including the Sue Petrey Fund and Jo Clayton Fund pages) and the OryCon and OSFCI mailing lists. In recognition for all of this work he received an OSFCI Lifetime Achievement Award in 2013.

In addition to running conventions, David has co-edited a long-running paper fanzine, spent two weeks at a

simulated Mars base in Utah, made and worn costumes, served as officer and board member of several fan organizations, gamed, filked, created fan art, and even sat behind a dealer's table a time or two. He's also a Hugo-winning SF author. Learn more at his author site (daviddlevine.com) and fannish activities site (bentopress.com).

Convention Locator

Fri 3:00pm - 4:00pm

GOH: David D. Levine Reading

Fri 6:00pm - 6:30pm

Opening Ceremony

Fri 7:00pm - 8:00pm

Going to Mars: What's the Point?

Fri 9:00pm - Sat 12:00am

Match Game SF

Sat 10:00am - 11:00am

Saturday 10am Kaffeeklatsch

Sat 12:00pm - 1:00pm

Contract Pitfalls to Avoid

Sat 1:00pm - 2:00pm

The Scientist vs The Authors: Intellectual Brawl of the Century

Sat 3:00pm - 6:00pm

Masquerade Practice

Sat 7:00pm - 11:00pm

Masquerade

Sun 2:00pm - 3:00pm

Guest of Honor Autograph: David Levine

Sun 4:00pm - 5:00pm

Toxic Masculinity as Villain

Sun 9:00pm - Mon 12:00am

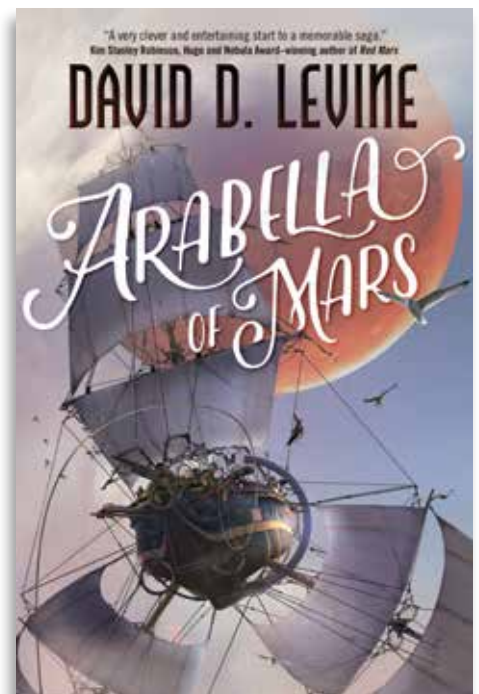
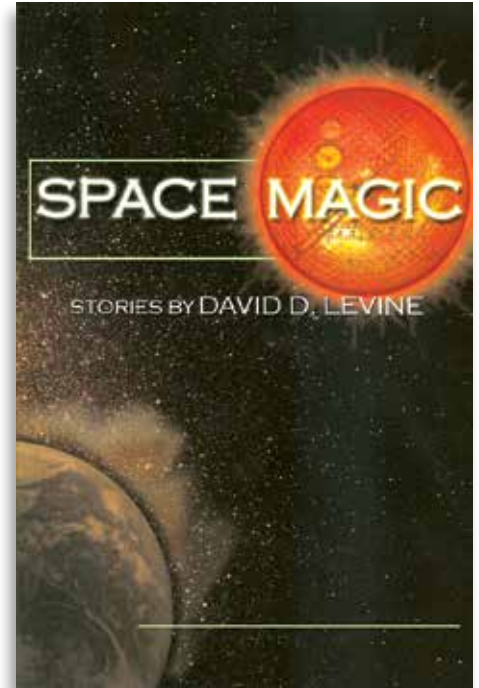
Match Game SF

Mon 11:00am - 12:00pm

GoH: Science Tourism Experiences

Mon 1:00pm - 2:00pm

How the Hugo Awards Work



www.daviddlevine.com

Westercon and Me

by David D. Levine

For me, Westercon and Portland are inextricably intertwined. I've been on the committee for every Portland Westercon, and have attended very few Westercons in any other city.

When I first moved to Portland in 1983, a fresh college graduate and journeyman convention-runner, one of the first things I did (fannishly speaking) was to join the committee for the 1984 Westercon (Westercon 37). I was in charge of tech -- which, at the time, meant mostly microphones and speakers, and maybe a few slide projectors. PowerPoint, laptops, and video projectors were well in the future, at least for low-budget fan conventions.

In general Westercon 37 went well for my department. The one snafu was that guest of honor Harlan Ellison wanted to see a panel he was scheduled opposite, so Programming rescheduled Harlan's panel... into a room with no tables, no chairs, and no microphones. I ran around for 20 minutes scaring up the necessary equipment, and we finally settled for the person peaking into the left-hand microphone only being heard at the back of the room and the person speaking into the right-hand microphone only being heard at the front of the room. Fortunately, Harlan talks loud.

I seem to recall that at one point while I was scrambling around under tables plugging in microphones, possibly for that very panel, I spotted a cute redhead in the audience who caught my eye. She noticed me too, I learned later, but for a variety of reasons we didn't get together until the first day of 1985. That was Kate Yule, it was her first Portland convention, and we've been together ever since.

For Westercon 43 (1990) I was the committee secretary and served as a member of the executive committee. I believe that was the first Westercon where we had a committee retreat; it was definitely among the first SF conventions to have a web page, an innovation for which I was responsible. I believe it was hosted at teleport.com, Portland's premiere internet service provider. It was all hand-coded HTML and, sadly, does not seem to have survived to the present day in any form; it predated the Internet Wayback Machine.

For Westercon 43 I also drew the maps of the Columbia River and Jantzen Beach hotels that appeared in the program book. The hotels didn't have any decent maps of their own properties (they had detailed plans of each function room, but nothing showing the whole hotel) except for the large lighted map on display in the hotel lobby. So I went in one day with a big sheet of tracing paper, traced it, took the big traced map to work where I reduced it (in several stages) using the fancy photocopier there until it fit on one sheet, copied that onto an overhead transparency, taped the transparency to the screen of my Mac, and traced it from there into MacDraw. Those maps were repeatedly edited and re-used for many subsequent conventions. Once Kate's mother attended a convention at the Columbia River hotel, and I looked in the program book to see what they were using as a hotel map. It was a copy of mine!

Westercon 48 (1995) returned to the same two hotels, with the slogan "It's In The Other Hotel!" My maps from

1990 reappeared, on the T-shirt and tote bag as well as in the program book. For this convention I was in charge of publications -- including progress reports, the program book, and the spiral-bound pocket program, whose cover presented it as a pocket computer with a graphical user interface. Note that this was one year earlier than the first Palm Pilot! I also did the website again; this one is still online, at osfci.org/wester48, complete with the old contact email addresses at CompuServe and GENie.

Westercon 54 (2001) was in the same hotels again, with the same maps. I was in charge of the website again; you can still see it at osfci.org/w2001. The committee email addresses are mostly at pacifier.com, spiritone.com, aracnet.com, and teleport.com, plus sff.net, msn.com, aol.com, prodigy.net, and a sprinkling of corporate and academic email addresses. Only one committee member had a personal domain!

And that brings us to the present day, where instead of being on the committee I am the Fan Guest of Honor. I'm also a successful SF writer now, with my first novel coming out the same month as the convention. It's been quite a ride, and I'm looking forward to finding out what my life is going to be like when the Westercon next returns to Portland.



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Illustration
"Honor Among Enemies"
by David Mattingly
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Alexander James Adams

Filk Guest of Honor



March 2007, unleashed from the land of Fae, came a minstrel named Alexander James Adams.

The gender-opposite twin of Heather Alexander, he has inherited and continued her music and magic for all old friends of the Heatherlands while earning new ones of his own. With fiery fiddle, compelling voice and the same enchanting magic, Alexander inspires his audiences to make their dreams come true and look for the wonders within. From tender love songs to rowdy brawls, gentle Irish airs to rockin' reels, the Faerie Tale Minstrel brings ancient legends and magical mythology to the mortal world in true bardic style, proving once and for all, the magic never dies!

Using story and song, this Faerie Tale Minstrel leads his listeners into worlds of magic and music where anything can happen if you only believe.

A steward of all kinds of animals, Alexander has rescued many a sad, furry creature and made its day better.

"From Dragon's flame and ire will come forth Phoenix fire, and we will hear the song once more!"

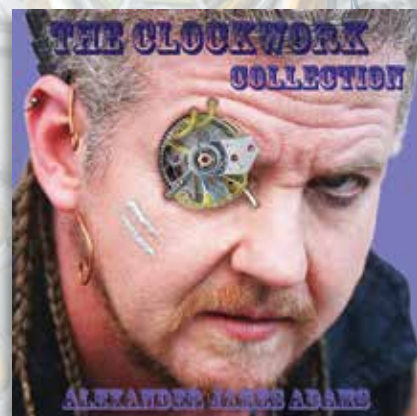
-Life's Flame, Heather Alexander

Alec tends to his 50+ animal friends outside of Muskogee, Oklahoma with his wife, Kore. He travels where the wind blows him.

In 2014, he had the extreme pleasure of collaborating with Fox Amooore in Abbey Roads Studio, London as part of Fox's new CD "Come Find Me" released later that year. Currently, he is involved in two major music productions; The first is the fantastical experience of Hypnotica's Magical Mind Machine. Teamed again with Fox Amooore, Alec is constructing a musical stage show that features hypnotic suggestion sung and enhanced by a steampunk sound of world class performers. This show will be appearing in casinos, cruise ships and theatres throughout the USA and Europe by the end of 2017. The second endeavor is the live adventure online series Canticles, conceived by Matthew Morrese and born of his combined love for JRR Tolkien and Filk music. Matthew contracted Alec to write an entire album to companion his online film series and assigned Alec the role of Everon XIII the bard. (no typecasting here at all! LOL!)

With six of his own albums and a few short story readings, Alec is kept busy with writing music for himself or others, performing with friends like SJ Tucker and Betsy Tinney as the faerie-folk band Tricky Pixie or with Fox Amooore and other Furry friends in Bandthro, rescuing animals in need and maintaining his hobby farm, until he falls over every night sound asleep, dreaming of the next day's adventures.

Come listen, laugh, cry and celebrate the sounds of guitar or fiddle and become enchanted by the compelling voice of this storyteller. Make your day a brighter, better place and then spread the magic around!



Convention Locator

Fri 8:00pm - 9:00pm

GoH Concert: Alexander James Adams: Requests and Q&A

Sat 2:00pm - 3:00pm

Warlocks 101

Sat 7:00pm - 11:00pm

Masquerade

Sun 3:00pm - 4:00pm

GoH Concert: Alexander James Adams: Main Concert

www.faerietaleminstrel.com

CHARLES STROSS

Special Guest



Convention Locator

Fri 3:00pm - 4:00 pm
Nonconformists and Utopians: the
Future of Offworld Settlements

Fri 6:00pm - 6:30pm
Opening Ceremony

Fri 8:00pm - 11:00pm
Brewery Crawls

Sat 11:00am - 12:00pm
Saturday 11am Kaffeeklatsch

Sat 1:00pm - 2:00pm
The Scientist vs The Authors: Intellec-
tual Brawl of the Century

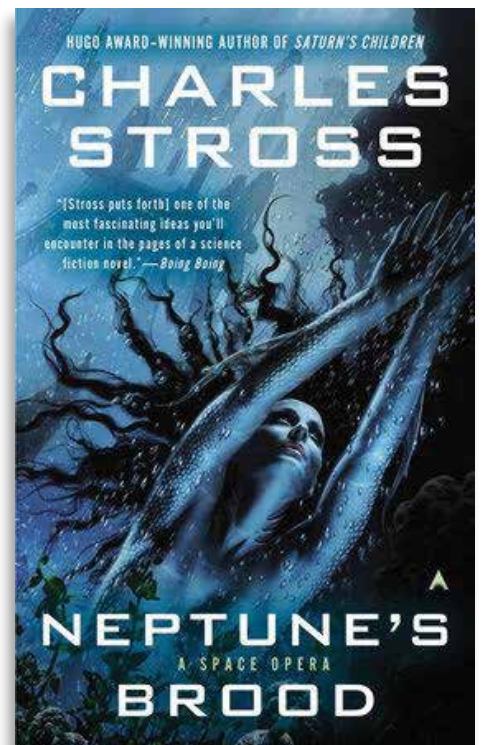
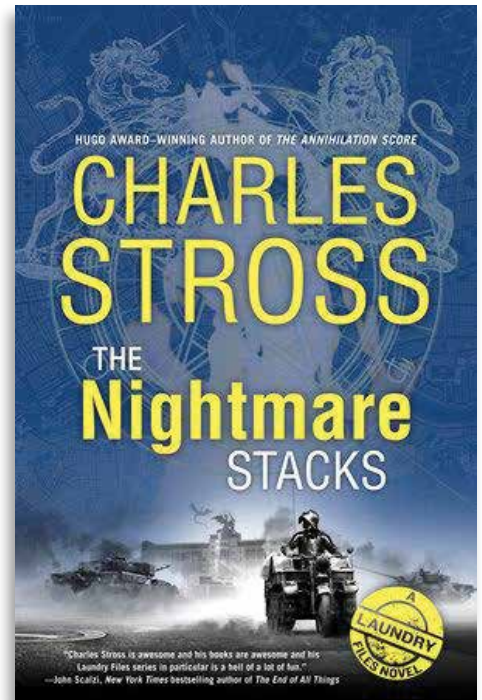
Sun 12:00pm - 1:00pm
Guest of Honor Autograph: Charlie
Stross

Sun 3:00pm - 4:00pm
Space Battles - Where Do They Hap-
pen?

Sun 4:00pm - 5:00pm
GoH : Charles Stross Reading

Charles Stross, 51, is a full-time science fiction writer and resident of Edinburgh, Scotland. The author of six Hugo-nominated novels and winner of the 2005, 2010 and 2014 Hugo awards for best novella (*The Concrete Jungle*, *Palimpsest*, and *Equoid*), Stross's works have been translated into at least twelve other languages.

Like many writers, Stross has had a variety of careers, occupations, and job-shaped-catastrophes in the past, from pharmacist (he quit after the second police stake-out) to first code monkey on the team of a successful dot-com startup (with brilliant timing he tried to change employer just as the bubble burst). Along the way he collected degrees in Pharmacy and Computer Science, making him the world's first officially qualified cyberpunk writer (just as cyberpunk died). His most recent novels as of July 2014 are *The Rhesus Chart* (Laundry Files #6) and *Neptune's Brood* (a tale of interstellar banking skullduggery).



No, Mr Bond!

by Charles Stross

Good morning, James. Have we had a good night?

Yes, well, I'm sorry about the car. I had my men tow it to the garage and I'm afraid they say it's a write-off. Even if it wasn't, I doubt your insurance policy will cover damage from gunshots *and* a consequent fuel fire. Perhaps if you'd bought one of my company's electric cars --

What was that?

I say, there's no need to be rude! We have closed-circuit television recorders, you know! My guards only fired in self-defense. And anyway, you were trespassing. If I were to have my head of security telephone his good friend the chief of police right now I could have you arrested, did you know that? And if you'd bought one of my cars I can assure you it wouldn't have exploded.

... Also, I find your lack of concern for Miss Legover disturbing.

Yes, she's absolutely *fine*, since you ask. Not even a little bit machine-gunned or burned, no thanks to you. She's sleeping off a barbiturate hangover in the guest suite, and once Doctor Eldritch has confirmed she's well I'll have Oddjob run her back into town. What were you thinking of, dragging her into a burglary --

Oddjob? He came with an excellent reference from Mr Goldfinger's receivers, as did a number of other high-quality staff. I suppose you think I should be grateful to you for talent-spotting for me, for freeing up such a valuable pool of staff? But it's very hard to hang onto employees these days, what with *communist assassins* crawling out of the woodwork and murdering hard-working businessmen left, right, and center, my friend. No, don't shake your head at me, James! I've got your number, 007. I know your Mr Big's little game.

What? No, that's barbaric! You'd give them indigestion. Especially the artificial fibers in your underwear. I keep exotic fish to remind me of the beauty of nature, not because I'm some sort of sadistic fiend who likes feeding his enemies to sharks. Nature may be red in tooth and claw, Mr. Bond, but we don't have to be. We can transcend nature! And that's the point of this game, isn't it?

No, that's not true at all. Well yes, but that was Emilio, and you know what they say about Sicilians: that goes for Neapolitans, too. I think we can both agree that he overstepped the mark slightly. But I want you to be very clear that *none* of that was my idea. He was actually plotting a boardroom coup against me -- a high risk strategy, deeply unwise. He got exactly what he deserved, for which I thank you.

You're welcome.

But really, what *was* your Air Force thinking of, putting live Hydrogen Bombs aboard aircraft that were so easy to hijack, without even fitting a permissive action lock? I am very displeased by your Ministry of Defense's negligence. It's like leaving a ground floor window open at the back of your house without electrifying the frame or installing claymore mines. Think what could have happened if SMERSH had stolen them, instead of my excessively ambitious Number Two!

But I didn't lure you here to hector you about nuclear

weapons security or the difficulty of finding good butlers and bodyguards. Or even to sell you an electric car. No, I brought you here because I want to give you a piece of my mind.

This has to stop, right here, right now.

Don't play coy with me, James! You understand what I'm talking about, even if you don't want to admit it. Your boss, M, is working for Prime Minister Harold Wilson and you are quite rightly tasked with the defense of the realm against external threats. But did you know that Harold Wilson is an agent in the sixth directorate of the KGB? It's a *fact*. I can show you a photostat of his birth certificate -- in Leningrad! And that's not the worst of it. The ruling establishment of your nation has been compromised from top to bottom. Half the cabinet are KGB moles and the rest are public schoolboys with unspeakable vices and Swiss bank accounts -- easy victims to the blackmailers of Dzerzhinsky Square. Even conceding for the moment that M is loyal, he cannot be unaware of this. So it follows that he is covering for the Prime Minister because he thinks the fight is lost, and it's every man for himself.

Your government has been stolen by communists. A few brave visionaries remain, but Great Britain today is operating as a Trojan horse within NATO. An 84% marginal rate of income tax, cradle-to-grave socialist healthcare, government control over every aspect of daily life. The monarchist puppet-show is maintained to reduce the risk that the sheep will recognize the approaching butcher but I have it *on good authority* that Princess Anne is in private a fervent admirer of Chairman Mao and Prince Charles is fluent in Russian ... where the bellwether leads the flock will follow with a minimum of bleating, yes?

Meanwhile, ask yourself this: why does M keep assigning you missions to liquidate entrepreneurially-minded businessmen sympathetic to the cause of global capitalism? Who buys -- and encourages -- your self-destructive whiskey and tobacco habit? Why do you think your fellow executioners have a life expectancy in service of less than two years? It's because of what the psychologists call "cognitive dissonance": the gulf between the cause you are asked to believe in and what your actions accomplish.

Listen to me, sir. You are told, and you tell yourself, that you are a defender of the realm. That it is your job to protect Great Britain from threats to its national security. But in reality, you are accomplishing no such thing. What you are protecting are the entrenched interests of the state-owned commissar-run industries that were stolen from their rightful owners and shareholders by the proponents of so-called nationalisation -- Marxists all! -- more than a decade ago.

Communism can brook no rival ideology, sir, and I am proud to call myself a sworn enemy of Communism. Why, I have not a communist bone in my body! When I foresaw the invasion of my motherland by Stalin I laid plans to escape and fight tirelessly against the many-tentacled octopus of global communism by establishing a resistance movement, a self-funding enterprise with interests around the globe -- not just a hollow puppet of the American CIA like GLADIO in Europe -- dedicated to freedom, honour, dignity, and respect.

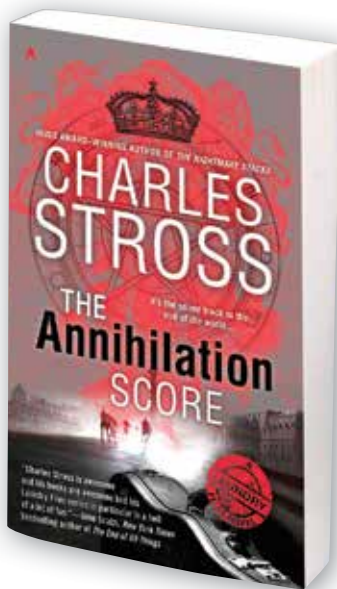
We of the Society of Plutocratic Enemies of Communism, Terrorism, Revolution, and Extermination, have been fighting the good fight that your lily-livered lords and masters

ACE CONGRATULATES SPECIAL GUEST

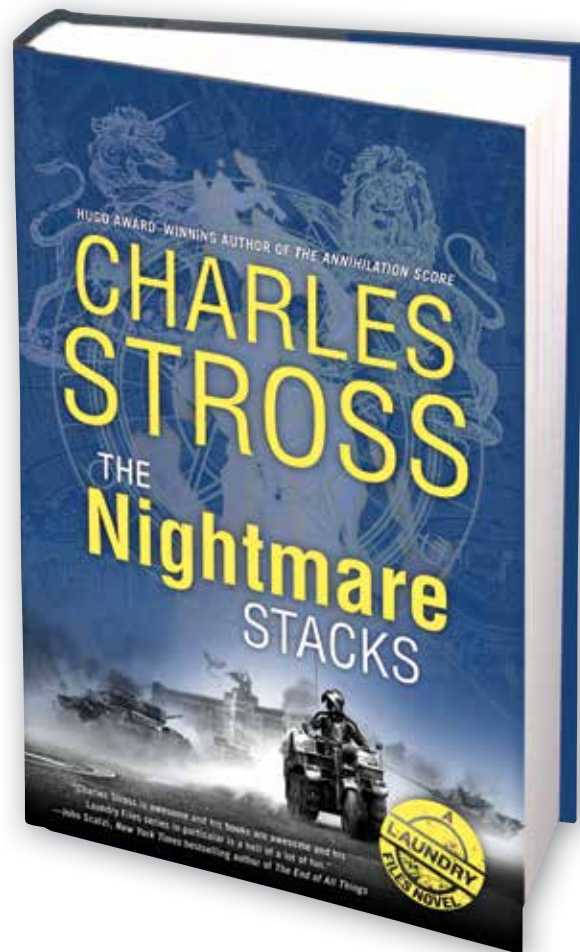
Hugo Award-winning author

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have lost the stomach for. The real reason M sent you here, James, is that I am *embarrassing* the cowards.

Your Mr Wilson may have canceled the British space program, but here we are on my island with its launch platforms and rocket factory, where I am preparing to reclaim the stars for capitalism and deny the moon to the Asiatic socialist hordes -- and to reap a tidy profit from my communication satellites and global navigation network into the bargain. I make no apologies for head-hunting your unemployed rocket scientists with vigor and enthusiasm. It's what the KGB and the CIA would have done if they didn't already have plenty of Germans of their own: I'm even willing to let by-gones be bygones, water under the bridge and all that, which is why Graf von der Drache occupies the office of Vice-President of Research and Development rather than a jail cell, awaiting trial for his war crimes --

Don't be a hypocrite, James, I know *all* about your own war-time record. And your post-war assignment to the facility at Bad Nenndorf. Glass houses, stones. Where was I?

If Mr Wilson had the conviction of his beliefs *he* would be directing the not inconsiderable powers of the British socialist state into this new market -- but neither his Soviet puppet-masters nor his American rivals want that. So it's much easier to send a man with a gun to rub out the embarrassment and remove the threat, isn't it?

Well, I'm not having it!

These half-assed assassination attempts of M's are becoming a nuisance. They're not businesslike, they're not professional, they're not even *cricket*. I understand the signal he's trying to send, honestly it's not that difficult. It's all part of the little game we've been playing for the past ten years, and every time you come over here and kill some guards and kidnap the odd scientist I get the message: the Prime Minister -- whoever he is this time -- is displeased, and wants me to stop rocking the boat. Let the ship of international godless communist world domination steam full-speed ahead, carrying us all towards the iceberg of enforced equality, lions lying down with lambs, all singing the Internationale while in the background the cosmopolitan internationalist octopus digs its blood-sucking fangs into the heaving bosom of the helpless maiden whose -- oh, yes, *that* was what I was meaning to say. Ahem.

James, I'm bored with this game. Really, truly, totally bored. So after we finish here and I transfer you to the usual escape-proof cell with a broken lock in an obsolete outlying facility staffed by incompetents and useless mouths, I want you to go home to London and give M a personal message: the game is *over*. Over, d'you hear me? The gloves are off. If he tries to have me murdered again I will take whatever action I calculate at the time to be *most* upsetting to the resident of Number Ten.

But there is an alternative.

I recognize that M is in a tight place. He can't be seen to be slacking, after all. There's his position in the Quisling regime to think about, and his pension -- not that he'll live long enough to enjoy it if he lets the degenerate second-handers steal it -- but I can offer him an alternative. And you, too, by the way, because for this to work, M will require a reliable courier with a solid explanation for visiting me on an occasional basis, and, I regret to say this, really I do, you fit

the bill, James. How *is* that Navy pension of yours looking in these inflationary times, by the way, Commander? Trust fund hasn't quite run dry yet? I'm so sorry, (I know that must be a sore point with you.) The point is, there is an alternative.

This document is the prospectus I am offering M -- and you -- by way of a chance to strike a blow for freedom, and achieve a return on investment of at least five thousand percent within a sixty month term. It's a full business plan, with financials, a road map to cash-flow positive stability within three more years, and multiple pivot options if the initial plan (capture and ransom superpower Moon missions in a secret former U-boat base) proves non-viable. Launch technology is an infrastructure development: the possibilities are endless. We can sell ICBMs to India, satellites to Suharto, a global pro-capitalist propaganda channel for Mr Murdoch, orbital mind-control lasers to the CIA.

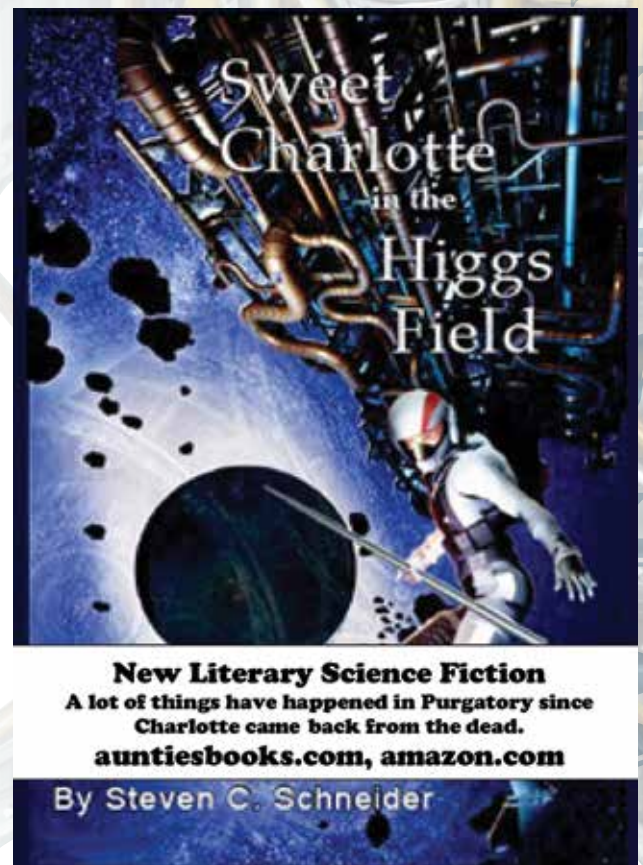
All I am asking is that M fronts his share of our Series A funding round out of MI5's slush fund -- and you're welcome to buy yourself in at the friends and family rate in schedule B, attached -- and stops trying to murder me every six months while I conquer the solar system for capitalism.

Yes, Mr Bond, I expect you to invest!

We'll make a killing together.

What could possibly go wrong?

(ENDS)

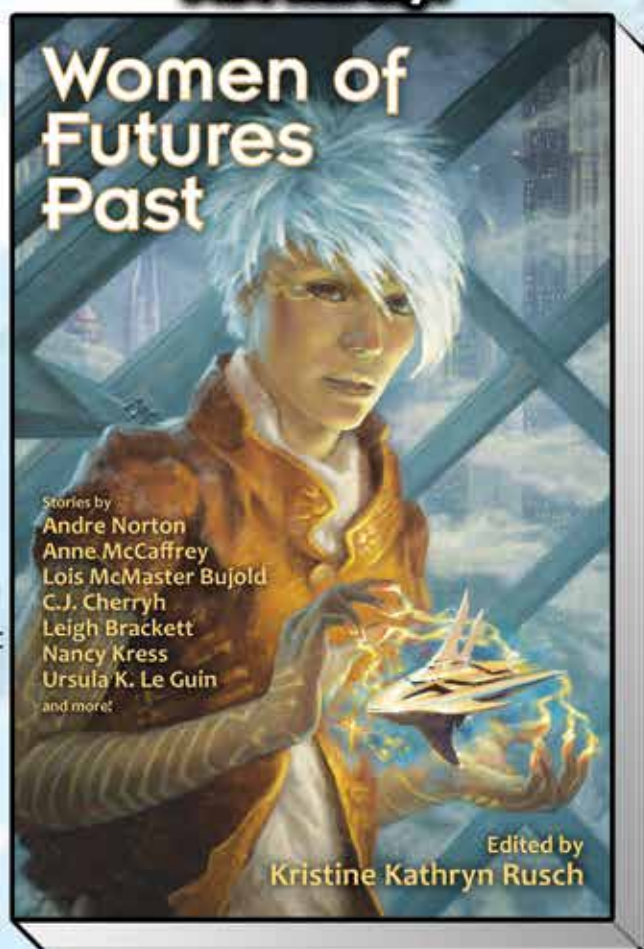






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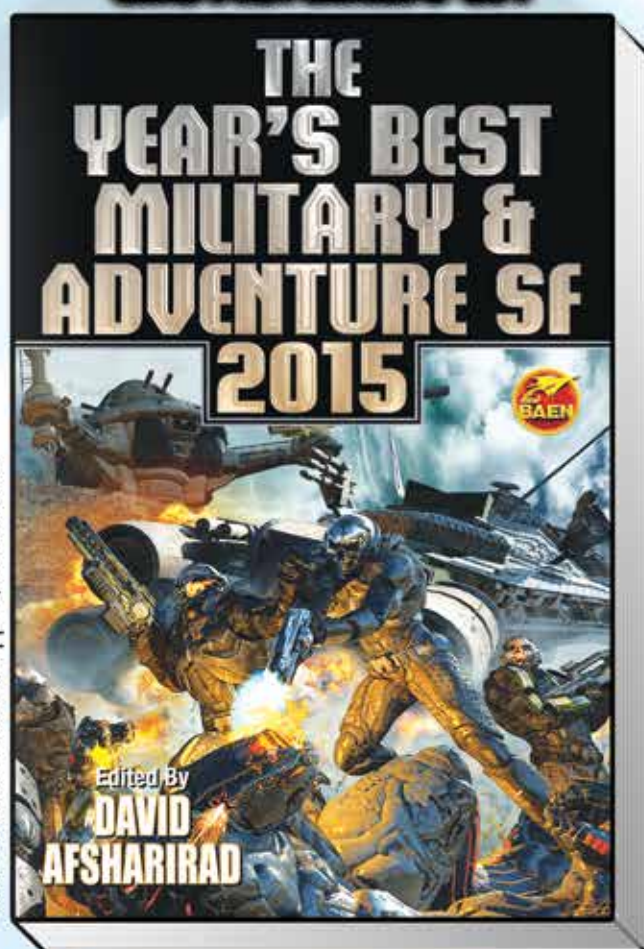
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Westercon Bylaws

As of Close of Westercon 68,
July 5, 2015

The following document is the current text of the Westercon Bylaws and Standing Rules, as of the close of Westercon 68 (San Diego CA, 2015). No amendments to the Westercon Bylaws were ratified at Westercon 68. Linda Deneroff and Kevin Standlee prepared this document based on the results of the Westercon 68 Business Meeting. 1 item of business is passed on to Westercon 69 (Portland OR, 2016). Following the Standing Rules is the draft Agenda for the 2016 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.

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;



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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 by-laws, 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.

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

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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 69

1. Call to Order

2. Committee Reports

There are no active committees of the Business Meeting.

3. Pending Bylaw Amendments

Amendments adopted at Westercon 68 and ratified at Westercon 69 become part of the Westercon bylaws at the conclusion of Westercon 69.

3.1 Quorum

Moved, to amend Section 2.3 of the Westercon Bylaws for the purpose of reducing the quorum from 15 to 10 members, by striking out and inserting words as follows:

2.3 Quorum

For business other than site-selection business, a quorum of fifteen (15) ten (10) 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.

4. New Business

Bylaws amendments passed by the Westercon 69 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 68, July 5, 2015.

Kevin Standlee, Chairman
Linda Deneroff, Secretary
Westercon 68 Business Meeting



Panelist Bios

Riona Abhainn

Riona is a Celtic and fantasy singer who sings in the venerable Irish tradition of unaccompanied performance. She performs at Renaissance/fantasy faires and conventions in OR and WA including Canterbury Faire, Shrewsbury Faire and OryCon. She also is the proprietress of Riona's Cave of Treasures, an artisan/vendor market and performance event with a sci-fi/fantasy + theme, held in early Feb. each year in Portland. In addition she makes calendars trimesterly full of sci-fi/fantasy/steampunk/pirate/etc. events for the local area.

Alexander James Adams

Westercon 69 Guest of Honor (see pg 25).

Elizabeth Adams

Native Texan, current Seattleite, enamelist, jeweler, spinner and net-maker Elizabeth Adams has been making things her entire life. She currently makes enameled jewelry and accessories under the business name NightshadeRose Studio, and her netting-instruction website—More Than Fish & Hammocks—is visited by people all over the world.

Don Anderson

The Dr. Professor is a physicist and electrical engineer who toiled far too many years in the wilderness of high technology, designing beige devices where any hint of beauty was designed out. He then discovered the Steampunk Community, formed by readers and writers of Victorian SF, and found a design aesthetic where he felt at home. Don is a Maker of 19th Century Exceptionally High Voltage devices including Tesla Coils with 3 feet arc lengths (500,000volts), Van de Graaff generators (750,000 volts), Wimshurst machines (90,000 volts), Induction Coils (120,000 volts) and a 4 foot tall Jacob's Ladder.

Karen Anderson

Karen G. Anderson is a Seattle journalist, arts reviewer, conrunner, and author. She is a member of the National Book Critics Circle, SFWA, and the board of Clarion West. She has been on the concons of Potlatch and Foolsap. Karen is a graduate of the Viable Paradise writers workshop. She writes as K.G. Anderson; her short fiction has appeared in *Metaphors* and in the anthologies *Second Contacts* and *The Mammoth Book of Jack the Ripper Stories*.

Liz Argall

An Australian living in Seattle, Liz writes, draws comics and spends a lot of time with dirt under her fingernails. Her work can be found in places like *Apex Magazine*, *Strange Horizons*, and *This is How You Die: Stories of the Inscrutable, Infallible, Inescapable Machine of Death*. She recently cracked the Escape Artists Trifecta! That's audio versions of her stories in *Pseudopod*, *Podcastle* and *EscapePod*. Liz writes love letters, songs and poems to inanimate objects and two of her short stories have become plays that are regularly performed. She creates the webcomic *Things Without Arms and Without Legs* and her website is lizargall.com

Gene Armstrong

Gene Armstrong has been a figure in Fandom for over 30 years. He is a founder of Rainfurrest. He has Chaired Imperiacon, Knightcon, Anglicon, ConComCon, Rustycon, and Rainfurrest. He has vice-chaired Omni-con (was given the position the day of the convention) Anglicon, Rustycon, Orycon, Rainfurrest, and ConComCon. He has held virtually every position one can in fandom he has held executive positions on two Westercons, a Nasfic and is on the programing he worked in Programming for the Chicago Worldcon, and is the Advisor to the Chair for Sasquan, the 73rd World Science Fiction Convention. He is an expert in most aspects of convention running.

Blythe Ayne

Blythe Ayne is a fiction and nonfiction writer living on ten acres of forest outside of Washougal. Her current project is a four book young adult "post-steam-punk" series entitled, *The Darling Undesirables*.

Steven Barnes

Steven Barnes is a novelist, television writer, teacher, and human performance junkie. He's published over three million words, and makes his home in Southern California. stevenbarneslife.wordpress.com

Jamie Bear

Amanda Bednarz

Anina Bennett

Writer Anina Bennett is the co-author (with her husband, Paul Guinan) of the steampunk sensation *Boilerplate: History's Mechanical Marvel* and *Frank Reade: Adventures in the Age of Invention*. She and Paul also created the Eisner-nominated sci-fi series *Heartbreakers*, one of the first comic books to feature clones and female action heroes, which debuted in *Dark Horse Presents* in 1989. Anina is a recovering comic book editor, having previously shepherded titles such as *Nexus*, *Grimjack*, and Harlan Ellison's *Dream Corridor* for First Comics and Dark Horse Comics. She and Paul live in Portland, Oregon, where in 2012 they played Spock's parents on stage in the city's beloved Trek in the Park production. The creative couple was honored with Inkpot Awards in 2011 at Comic-Con International, and their work will be featured in the Oregon Historical Society's upcoming exhibit "Comic City, USA." www.BigRedHair.com, [@bigredhair](https://twitter.com/bigredhair).

Carol Berg

Carol Berg's fifteen epic fantasy novels have won the Prism Award, the Geffen Award, and multiple Colorado Book Awards. Her duology, *Flesh and Spirit* and *Breath and Bone*, won the Mythopoeic Fantasy Award for Adult Literature, and she is a regular panelist/presenter at writers conferences and science fiction conventions. All amazing for one who majored in math at Rice University and computer science at the University of Colorado to avoid writing papers. Her latest novel is *Ash and Silver* from Penguin Random House. A former software engineer, she calls writing "the hobby that ate my life."

Betty Bigelow

Betty Bigelow has been attending and working Science Fiction conventions since the early 70's, competing in the costume masquerades, displaying her paintings and sculpture in the art shows, and leading her group in performing as the half time entertainment as Klingons at Vulcan (Alberta) and

at the 40th Star Trek Anniversary event at the Experience Music Project in Seattle. She is the artistic director of the Shahrazad Dance Ensemble of Seattle, performing folkloric Middle Eastern Dance from many countries.

Tom Bird

Karen Black

Karen is an engineer-turned-farmer who runs Norton Creek Farm near Corvallis.

Maya Kaathryn Bohnhoff

Writer of speculative fiction as the result of a horrible childhood incident involving Klaatu and a robot named Gort, Maya is the New York Times bestselling author of *Star Wars: The Last Jedi* (with Michael Reaves). She is also a singer, songwriter, performer, and Bahá'í. Her latest novel is *Devil's Daughter: Lucinda's Pawnshop 1* (with Hope Schenk-de Michele and Paul Marquez). Her short fiction appearances include *Analog*, *Amazing Stories*, *Interzone*, and *Baen's Universe*; she's a Nebula, Sidewise, and British Science Fiction award finalist.

Jeff Bohnhoff

Jeff is a professional musician, songwriter and recording engineer/producer. With his wife Maya, he has released 6 CDs including 3 albums of hilarious parodies of classic rock songs, and 3 albums of original songs, including their recent release "I Remember the Rain". He has also produced albums for Seanan McGuire, Mary Crowell, Betsey Tinney, and many others. Midichlorian Rhapsody, a parody of Bohemian Rhapsody, went viral on Youtube with over 780,000 views to date. It won a Pegasus award in 2014, and Jeff and Maya won the Pegasus award for Best Performer in 2015. Jeff and Maya have been musical Guests of Honor at cons all over the US and the world, including Confluence in Pittsburgh later this summer.



Airship Express, Theresa Mather

S. A. Bolich

S. A. Bolich's fantasy worlds are lived-in, dusty, full of exotic smells and strange sights, inhabited by characters who reach out and grab us by the throat and make us care about their problems. She brings a love of the natural world and a degree in history to her work, achieving gritty, realistic worlds with a sideways slant on reality. She is the author of "The Masters of the Elements" series that turns physical laws upside down and inside out and makes you cheerfully accept the oddities. Recent releases include *In Heaven's Shadow*, a Civil War mix of magic and ghosts; and the first four books of her epic fantasy/soft SF series "Fate's Arrow," wherein artificial gods try to fulfill their purpose at the expense of the mortals who created them. www.sabolichbooks.com.

Raven Bond

I have always been interested in the fantastical, the otherworldly, and what might have been. From an early age, history has intrigued me, and I always felt at home with figures from the distant past. My love of science and speculative fiction began with the misfiling of Robert A. Heinlein's *Have Space Suit Will Travel* in the children's section of the local library. This started a lifetime love affair with science fiction and fantasy novels. Along the way I have worked at diverse trades such as farm hand, bodyguard, call center tech support, tarot reader, traveler, and herder of cats. For the last few years, I have run a practice as a counselor and hypnotherapist. I write an alternate history series of mystical steampunk called the *Strong Mysteries*.

David Boop

David Boop is a bestselling Denver-based speculative fiction author. He's also an award-winning essayist, and screenwriter. His novel, the sci-fi/noir *She Murdered Me with Science*, will return to print in 2016 from WordFire Press. David has had over fifty short stories published and two short films produced. While known for *Weird Westerns*, he's published

across several genres including media tie-ins for *The Green Hornet*, *The Black Bat* and *Veronica Mars*. His RPG work includes *Interface Zero*, *Rippers and Deadlands: Noir for Savage Worlds*. David regularly tours the country speaking on writing and publishing at schools, libraries and conventions. www.facebook.com/dboopupdates or Twitter @david_boop.

Janet Borkowski

Janet Borkowski is a Portland costumer, known as Cinderella of the Disney Princess Retirement Home. She is also goes by the badge name of Auntie Damnit. Janet is also a professional psychic and paranormal investigator.

Emily Brier

This teen Meme Queen loves to cosplay with her friends, watch anime, and obsess over the internet.

Sunni Brock

Sunni K Brock writes speculative fiction, poetry, nonfiction, and edits digital video. She has been published in several anthologies and periodicals, and edited three films, including the Rondo Award-winning documentary, *The Ackermonger Chronicles!*. Her strong technical background includes working for Microsoft, Adobe, and Sonic Solutions with expertise in multimedia, intelligent learning algorithms, and exploration of virtual reality and lucid dreaming. She enjoys spending her days working alongside her husband, author/filmmaker Jason V Brock, tending to their pet herpiles, running their technology consulting business, cooking extravagant vegetarian meals, and aggravating friends on Facebook.

A.M. Brosius

A.M. Brosius is a pen name. He writes fiction and nonfiction: "history, real or feigned"; political-economic and cultural theory; and the history and techniques of swordplay. He is an amateur historian, with varied interests including (not limited to): Pristine Civilizations, Hellas and Byzantium, Medieval Europe, the Labor Movement, Dada and Surrealism, Lettrists and Situationists. He has studied and practiced swordplay for over thirty years. Because that's not enough, he is also a fiber arts explorer, especially fond of crochet. The Commonwealth in his novels reflects all of his many hobbies and interests.

Bob Brown

Bob Brown lives in Washington State with 32 chickens, two pugs, one dog, three cats and his wife of innumerable years. He is the author of numerous short stories, the Children's book, *The Dragon, the Damsel, and the Knight* and the co-author of *The Lost Enforcer*, with Irene Radford, a noted fantasy writer. Bob Brown has received numerous awards from the Northwest Society for Professional Journalists for his Northwest Public Radio work. He is an avid gardener and can be contacted at Kionadad@aol.com or at his website, bobbrowwrites.com.

Michael Brugger

An artist with a terrible engineering habit, or is that the other way around? Wrangling pixels into shape or wrenching on linear accelerators are his daily habit. In his off time he can be found traveling up and down the Oregon coast or burning his favorite foods over fire.

Chad Budrow

Sheri Budrow

Sheri "Chaos" Budrow is a 26 year old costume designer, entertainer, reenactor, and all around geek, located in the Pacific Northwest. From a young age, Sheri has been a performer. From children's plays, to historical reenactment, Sheri loves to entertain. She primarily performs with the Empire of Chivalry and Steel as an armored combatant and a member of their living history exhibits. With her knowledge of the renaissance time period, Sheri blends historical costume designs with a touch of personality to make an outfit that is completely her own. When not working or performing with the ECS, Sheri enjoys sewing and upcycling items to give new life to old treasures.

Geahk Burchill

"I make stuff, it's what I do." Geahk Burchill an explorer of many mediums and resists settling down with any one art form. Beginning his career as an illustrator in comics and moving to model building and sculpture, then to doll making and mechanical engineering. That experimentation eventually lead to puppetry, an art that encompasses all others, synthesizes all the various interests—Drawing, painting, sculpture, film making, engineering, set design, sound design, sewing, and most of all, story-telling—all into one place. Puppets & costume are a way to direct these various interests and focus them. The result is a blend of aesthetic excellence and technical pragmatism, creating theatrical materials purpose-built to convey narrative.

Jonathon Burgess

A renegade wordsmith and unrelenting raconteur, Jonathon Burgess rejects traditional paths in order to blaze his own trail. Author of the Dawnhawk Trilogy, his short stories have been the recipient of the Gallivan writing award and have appeared in the Sci-Phi Journal. When not penning tales about sky pirates and fat dragons, he can be found haunting the Pacific Northwest, complaining about his beer.

Heather Burgess

TwinkiePon has been a cosplayer at Pacific Northwest conventions since 2012 and a writer of fan fiction since the early 2000's. Though she has been a panelist at conventions before, recently she has joined with Creation Station to bring her love of cosplay and fan fiction to new places. She is also a reviewer and blogger for the Seattle based media company Hey...Link! While new to the world of steampunk, her favorite Sci-fi show is *Doctor Who* and she loves dressing up in her Dalek cosplay.

Gwen Callahan

Gwen Callahan has been the co-Director of the H.P. Lovecraft Film Festival in Portland, OR since 2011, and Portland Horror Film Festival since 2015. With a background in creative writing, fine art, and marketing, she and her husband Brian, started Sigh Co. Graphics in New Orleans in 2002. After moving to Portland and taking over the HPLFF, they strive to provide a platform for independent horror film and weird fiction, while creating unique graphic tees for people to show off their dark side and inner cultist!



Orchid Cavett

Orchid Cavett is a home grown Oregonian with Washington proclivities. She has been costuming for forever and winning at various Masquerades. You might see her in her current form of a Mer-Jelly! She currently entertains families by being a Mer-jelly, mermaid, jellyfish, elf or Mz.Klause, (a distant relative to Santa). But you never know who she will be next. She has been a panelist for many cons and often moderates mermaid panels. She splits her time between the N.W. and the S.W. parts of the USA as she currently travels to Yuma in the winter. The S.W. hardly knows what to think of her! she loves attending conventions and is always thinking up new masquerade and hall costumes for the next con she attends.

Catherine Chandler

Catherine Chandler has been writing fanfic as Taylor Dancinghands since 1997, beginning with *Star Trek TNG*, in which fandom she placed twice in ASCEM's Golden Orgasm Awards. Since then she has written extensively in *Stargate Atlantis* and, more recently, Classic *Man from UNCLE* fandoms. In real life she teaches ESL, and recently spent 8 years pursuing that career in Prague, the Czech Republic, where she learned to speak Czech and met her fannish idol, actor David Nykl (who played Dr Radek Zelenka in *Stargate Atlantis*).

Mark Chapman

Mark Chapman worked as a professional sand sculptor for 15 years all over North America. As a Mechanical Engineer and machinist he has worked on projects that have led to 17 US Medical Patents. As Manfred Kriegstreiber, Mark spent 18 years in the SCA. He made his own costumes and his skills as an armorer were always in demand. He competed at the elite level in tournaments. Mark is an accomplished sculptor of SF & Fantasy themes. His gargoyle sculpture "Just Keeping an Eye on Things" won Best 3D Art (non-jewelry) at the 2015 World Science Fiction Convention.

Curtis Chen

Once a software engineer in Silicon Valley, Curtis C. Chen now writes speculative fiction and runs puzzle games near Portland, Oregon. His debut novel *Waypoint Kangaroo*, a science fiction spy thriller, was published by Thomas Dunne Books in June of 2016. Curtis' short stories have appeared in *Daily Science Fiction*, the Baen anthology *Mission: Tomorrow*, and *The 2016 Young Explorer's Adventure Guide*. He is a graduate of the Clarion West and Viable Paradise writers' workshops. Visit him online at: curtiscchen.com

Chin Chin

One might say that Chin Chin was born to costume. Whilst growing up, her mother was never afraid to help accomplish the crazy ideas that Chin Chin had for the costumes, or laugh and cry along with her when the ideas kept her up til an hour before she had to leave for work at the local Renaissance festival. When Chin Chin moved across the country, and left her faire family behind, Portland became more awesome when she ran into a friendly group of Pirates, including Jesse. She's thrilled to have spent the last few years learning more techniques with more various substances and have more avenues for exploring/exploiting/manifesting her nerdiness, and looks forward to many more!

Mike Chinakos

A self-proclaimed Metal Maniac and lover of Horror, Sci-Fi and Fantasy, Mike is the author of *Hollywood Cowboys*, *Kiss of the Traitor*, *Dead Town*, *Terminal Horizons*, *Grim Highways* and numerous short stories. A proud father of two, he lives in the beautiful Pacific Northwest. He is hard at work on the final Hollywood Cowboys novel, *Season of the Dead*, and the release of his first non-fiction book, *Brotherhood of the Leaf: The Unstuffy Guide to Cigars*. Mike is the past president and cofounder of the Northwest Independent Writers Association.

Amber Clark

Amber Clark takes a lot of photos. She is one of the photographers at Stopped Motion Photography and specializes in fine art, theater, dance, and musical performances. Her spec photography has garnered her several awards and a growing collection of book covers. When not at shoots, Amber spends her spare time writing software, being that special kind of masochist known as an "activist," playing games with her family and loved ones, producing shows, and performing internationally. Fantasy and Steampunk Author and Writing Coach Lindsay Schopfer is the author of two novels, the sci-fi survivalist *Lost Under Two Moons* and the steampunk adventure *The Beast Hunter*, as well as the fantasy short story collection *Magic, Mystery and Mirth*.

Stoney Compton

Stoney Compton is a Navy vet, a 31-year former resident of Alaska, and the owner and only employee of Pullo Pup Publishing. He lives in Oregon's beautiful Willamette Valley with his wife, Colette, their ever changing number of cats, and Pullo, their energetic Australian Blue Heeler, and Parker, their overly energetic Red Heeler/Akita mix. Stoney is an avid hiker, kayaker, and velocipede enthusiast.

Samuel Coniglio

Samuel Coniglio is a retro-futurist: an ambassador for a steampunk art collective, and an inventor of fun future-oriented products. Obtainium Works is an art car factory, based in the San Francisco Bay Area. Their best known work is the *Neverwas Haul*, a three-story Victorian house on wheels, which goes to the Burning Man festival. It is featured in the upcoming documentary *Vintage Tomorrow* and covered in *WIRED*, *Maker Faire*, *Boing Boing* and the Abney Park music video "Steampunk Revolution." Samuel's other obsessions includes cocktail robotics, where he invented the COSMOBOT, a rocket-shaped robot that "launches" fine cocktails. It won several awards at RoboGames and has been featured in CNET, Discovery, ABC, WIRED, and TESTED.COM.

Tina Connolly

Tina Connolly is the author of the Ironskin trilogy from Tor Books, and the Seriously Wicked series from Tor Teen. Her novels have been finalists for the Nebula and the Norton. Her stories have appeared in *Lightspeed*, *Tor.com*, *Analog*, and more, and are collected in *On the Eyeball Floor and Other Stories*, forthcoming in August from Fairwood Press. She is one of the current co-hosts of *Escape Pod*, and her narrations have appeared all over, including *Podcastle*, *Beneath Ceaseless Skies*, and her Parsec-winning flash fiction podcast *Toasted Cake*. She lives with her family in Portland, Oregon, and her website is tinaconnolly.com

Jeffrey Cook

Jeffrey Cook is a science fiction and fantasy author living in Maple Valley, WA. He has 11 books published, including the Dawn of Steam trilogy of regency-voiced epistolary format steampunk novels, 5 YA books, including the Celtic-mythology based *Fair Folk Chronicles*, and the non-fiction convention guide for indie authors, *Working the Table: And Indie Author's Guide to Conventions*. He is also one of the founders of the Writerpunk Project, which produces a series of charity anthologies adapting public domain works into science fiction.

Meredith Cook

Meredith is a self-employed graphic artist and technical writer with hobbies ranging from mural painting to costume design. Her latest graphics work can be seen flying across the screen in the iPhone game "Flip the Bird." In between graphics jobs, Meredith has the challenging task of raising her two small girls and keeping her work-from-home husband out of trouble. Meredith's artistic endeavors can be found on her blog and gallery mulchmedia.com.

Stephen Couchman

Steven Criss

When not working as a tech, Steve can be found loading film into one of his vintage cameras. While most of his co-workers prefer their digital rigs over the older film cameras, Steve enjoys the challenges that come with working with an all-manual film camera. "Using a film camera forces me to slow down and enjoy the whole process of waiting for the right light and lining up the shot. I also don't have to worry about batteries or digital media. I'm not saying vintage cameras are right for everyone – they're just right for me."

Ctein

Ctein is a professional photographer and writer. He is the co-author, with John Sandford, of the New York Times best-seller *Saturn Run*. He is also known in the SF community for his photographs of eclipses, aurora, natural and unnatural scenics, and space launches and his hand-printed fine-art books. Ctein's also the Technical Editor for *The Online Photographer* and is the author of *Digital Restoration From Start To Finish*. His work can be seen at ctein.com and photo-repair.com Ctein's been an industrial consultant on computer displays, a technical writer of computer manuals, has degrees in English and Physics from Caltech, and has engaged in pollution research, astronomy, photocopy research, world designing for *Contact*, and radical feminist queer activism. If he grows up, he wants to be a dilettante.

Howard Davidson

Howard Davidson was captured by a Heinlein book in second grade, and hasn't been seen much since. Inspired to do science fiction by reading it, he went off and got a Ph.D. in physics, the best training available for becoming a crackpot inventor. He is currently a senior physicist in the computer industry. He holds more than 50 patents, has published and presented numerous technical papers and one technical book chapter, taught Computer Engineering at Stanford, and goes to cons. He gets to write science fiction for the annual budget cycle.

Dave Davis

Graduate from Eastern Kentucky University with a Bachelors of Science degree in Industrial Engineering with backgrounds in Electrical and Mechanical

Engineering, have over 30 years experience in the aerospace community working projects from the commercial, defense to space applications. Have experience in Launch Operations and Space Shuttle External Tank, to defense systems applications. A member of the National Association of Rocketry, an avid rocket builder and flyer. Am also a tornado/storm chaser and have merged these two endeavors into "The Glenda Project" of launching weather related payloads into storms supplying data for improved severe weather warning systems.

Heidi Davisson

Madame Hide is a bicycling, gardening and steam-punk enthusiast. She is also an accomplished dress-maker, creating her own Regency and Victorian dresses. When not busy with her day job, she can be found working on her Victorian residence, The Candy Haus. An interesting feature of The Candy Haus is the blood red parlor, that required over a half dozen coats of red paint. Filled with vintage furniture, The Candy Haus also seems to sport only one candy dish. Visitors are told NOT to bring candy - if they do, it should be something reasonably expensive.

Jim Doty

As a writer of SF&F my first real success came through self-publishing; I've published 8 novels and sold close to 50,000 eBooks in the past 3 years. That led to a contract for my 9th novel with *Open Road Integrated Media*, which was released in April of this year. And just recently I sold a book to Harper Collins Voyager, which will be coming out in August. My success at self-publishing qualified me for SFWA membership. As a scientist, I have a Ph.D. in Electrical Engineering, and spent 40 years in the laser and electro-optics industry designing, building, researching, using and selling lasers.

Dan Dubrick

Known to many in northwest US fandom since 1980 Kahboi (pronounced Cowboy in English) has for many years 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 BBS's world wide weekly and a readership estimated in the tens of thousands. Dan has also witnessed space launches as an accredited journalist representing SpaceBase (including the US Space Shuttle) and on his annual holidays he can be found prowling the aerospace bone yards of the Arizona desert studying American aerospace history (but they still won't let him into the B-52 that dropped the X-15).

Ru Emerson

Ru Emerson wrote and published 24 novels from 1988 through 2002--then, for a variety of reasons, bailed out. She's back, working on a sequel to *Spellbound* and a couple other things that are still in research mode. When not trying to write (never take that long a vacation) she spends a lot of time at the gym (7 classes including 3 boot camps a week) and out in the garden

Cecilia A. Eng

Cecilia Eng is a singer/songwriter from Portland, Oregon, known for both serious songs (*Helwa's Song*, *Star Rovers*, and *Earth that Was*) and humorous songs (*Passion Flower*, *Our Mrs. Reynolds*, and *Unreal Estate*). If you have ever or plan to ever drive in the United Kingdom, you should ask her to sing *Driving in England*. Catch her in panels, in concert, in the filk circles, or behind the Friends of Filk table -- and buy

some CDs while you are there to help bring musicians to conventions in the Pacific Northwest.

Kyle Engen

Kyle is a Steward with the Interactive Museum of Gaming and Puzzlery (IMOGAP).

Rebecca Ernst

I have been studying and sewing Historical and fantasy costumes for 25 years.

Siobhan Ernst

Bobak Ferdowsi

Westercon 69 Guest of Honor (see pg 19).

Mark J. Ferrari

Mark J. Ferrari has been a commercial genre illustrator since 1987. His first fantasy novel, *The Book of Joby*, was published by TOR in 2007, honored as a Booksense Pick, made Booklist's "Top Ten" for science fiction/fantasy in 2008, and was chosen as a finalist for the Endeavor Award. It was re-released as a mass market paperback in 2012, and is now being published in China. He currently resides in Portland, Oregon. More info on his art and writing can be found at www.markferrari.com.

James Fiscus

Jim Fiscus works in Portland, Oregon, as a writer and photographer. After time served as a photographer in the Navy, he freelanced as a photojournalist for a decade before going to grad school. After completing his MA in Middle East and Asian History, he worked as a medical and political writer in Oregon, and has written history books for high school students. His other non-fiction works include a book on the making of the original *King Kong*. (Which was great fun to write.) His fiction has generally made use of his history, both as a source of stories and as the basis for alternate history stories.

Diana Pharaoh Francis

Diana Pharaoh Francis writes books of a fantastical, adventurous, and often romantic nature. Her award-nominated books include *The Path* series, the *Horngate Witches* series, the *Crosspointe Chronicles*, and *Diamond City Magic* books, and the *Mission: Magic* series. She's owned by two corgis, spends much of her time herding children, and likes rocks, geocaching, knotting up yarn, and has a thing for 1800s England, especially the Victorians. For more about her writing, visit www.dianapfrancis.com. She can also be found on twitter as @dianapfrancis.

Janet Freeman-Daily

Janet Freeman-Daily is a writer, science geek, and metastatic lung cancer patient (alive thanks to clinical trials and research). After applying her MIT and Caltech engineering degrees to a career in aerospace systems engineering for two decades, she now is an active advocate for lung cancer patients, employing her skills to translate the experience and science of lung cancer treatment and research for others. She moderates Lung Cancer Social Media (#LCSM) Chat on Twitter, writes for *Cure Today* magazine and other publications, blogs at grayconnections.net, and speaks to medical and research organizations at the national level. Her short fiction and science writing have appeared in *Analogue*.



John Andrews Memorial Worldcon Scholarship

The late John Andrews was one of the founding members of OryCon and OSFCI. Without his efforts, it is quite possible that neither would exist today. He was also very active in and devoted to Worldcon, the World Science Fiction Convention, which is held in a different city every year.

In his memory, OSFCI provides a scholarship to send one person to Worldcon every year. The scholarship comprises a membership for the Convention and a cash grant of \$500 to help cover expenses. The 2017 Worldcon will be held August 9-13 in Helsinki, Finland. In order to be eligible, an applicant must have been active in OSFCI sponsored functions (including GameStorm, OryCon, and World Horror Con) for at least 2 years, and may not have attended a Worldcon for at least 5 years.

Applications for the scholarship to the 2017 Worldcon must be received by January 15th, 2017. The recipient will be announced at the OSFCI Annual General Meeting, scheduled for Monday February 6, 2017. To apply, please download the application from osfci.org/andrews and email it to scholarship@osfci.org or send it by US Mail to: OSFCI Scholarship Fund, PO Box 5703, Portland, OR 97228-5703

For information about the 2017 Worldcon, go to www.worldcon.fi.



Artwork by Maija Pietikäinen and Jyrki Vainio

Lee French

Lee French lives in Olympia, WA with two kids, two bicycles, and too much stuff. She is an avid gamer and member of the Myth-Weavers online RPG community, where she is known for her fondness for Angry Ninja Squirrels of Doom. In addition to spending too much time there, she also trains year-round for the one-week of glorious madness that is RAGBRAI, has a nice flower garden with one dragon and absolutely no lawn gnomes, and tries in vain every year to grow vegetables that don't get devoured by neighborhood wildlife. She is an active member of the Northwest Independent Writers Association, the Pacific Northwest Writers Association, and the Olympia Area Writers Coop, as well as being one of two Municipal Liaisons for the NaNoWriMo Olympia region and a founding member of Clockwork Dragon Books.

Manny Frishberg

Manny Frishberg spent the first half of his life learning what to write about and the second half learning how to write about it. He is now spending the third half of his life putting it into practice. He is the author of more than 15 published short stories and a (hopefully) forthcoming novel. He lives south of Seattle and looks forward to living significantly farther south in future.

Gordon E Frye

Gordon Frye has been interested in history and weapons of all sorts from a very early age. Found "talking guns" with some "Old Timer" in Death Valley at the tender age of three, he hasn't changed much. He has a Masters Degree in Western History from the University of the Pacific in California, and is an Adjunct Professor of History for Navy College in Bremerton, WA. When not speaking at conferences or conventions he can be found pursuing historical reenacting, jousting, and researching the 16th, 19th and 20th Centuries. In an earlier life he worked in the film industry as a cavalry specialist where he assaulted the Alamo, commanded Horse Cavalry, and portrayed soldiers, sailors, cowboys and even an Afghan Freedom-fighter. His film credits include *The Postman*, *Ride with the Devil*, *The Alamo* and *The Patriot*.

Andrew Fuller

Andrew S. Fuller's works include fiction in *On Spec*, *Crossed Genres*, *Daily Science Fiction*, *The Pedestal*, the anthologies *FISH*, *Bibliotheca Fantastica*, *A Darke Phantastique*, *The Circus Wagon* novelette, and the H.P. Lovecraft Film Festival award-winning screenplay *Ef-fulgence*. He's edited *Three-Lobed Burning Eye* magazine since 1999 and resides in Portland, Oregon.

Gregory Gadow

Gregory Gadow shares his birthday with futurist Buckminster Fuller, comedian curly Joe DeRita, Nobel physicist Willis Lamb and astronaut Richard Husband. His interests span the alphabet from astronomy to zoology, and he has worked many different jobs including fast food cook, telemarketer, Humanist celebrant, vaccine trial test subject, stockbroker, computer programmer, and web designer. Temporarily retired, he has returned to school to engage in wanton acts of futility (that is to say, he's studying math.)

Professor Gall

'A Tincture of Junkyard Folk and Steampunk Jazz'. Professor Gall seeks to uncover the contradictions of an ambiguous and native-less society, 'dreaming

the existentialists' dream', while at the same time pleading for individualism, peace, and more fun at funerals. Critical acclaim for their first full length CD 'Intravenous Delusion' has enabled Professor Gall to become a regional favorite, sharing the stage with acts like The Devil Makes Three, Eric McFadden Trio, Slim Cessna's Auto Club, Billy Nayer Show, Vagabond Opera, the Dandy Warhols and Sleepy-time Gorilla Museum at venues throughout the USA and Europe as well as festivals and conventions. The band released in March of 2010 'The Psychology of Booze and Guilt' to rave reviews. PG's third release, 'Magnetic Roots' came out on April 20th, 2013.

Joan Gaustad

Joan has an MA in Clinical Psychology. Her particular psychological interests include Jungian psychology, creativity, and the learning process. She wrote nonfiction in the education field between 1990 and 1998, and she is currently editing a book on the history of the Ukrainian bandura. Joan performed for ten years with San Francisco's Khadra International Folk Ballet as dancer, musician, singer, and vocal director. She has had classical voice training but is most experienced with Ukrainian and Transylvanian-Hungarian folk styles. She and her husband, Roy Torley, perform folk and folk music under the name North of the Black Sea.

James Glass

Jim won the grand prize of writers of the future in 1991. Since then he has published nine novels, four collections and over sixty stories in magazines and anthologies. In 2015 he was a judge for the P.K. Dick Awards. Jim divides his time between Spokane, Washington and Desert Hot Springs, California with wife Gail, a costumer and healing dancer.

Lynn Gold

Based in the San Francisco Bay area, Lynn has been involved with various aspects of fandom for longer than she likes to publicly admit. She's thrown parties, worked in and run many departments at cons, and even been a GoH and a TM. Lynn's music has been described as "zany" and "eclectic" by those familiar with it. Her style ranges from folk to rock to jazz to new age. In mundane life Lynn shares her house with her Bichon Frise and works as a technical writer and sometimes as a radio reporter.

Ari Goldstein

My name is Ari Goldstein I am an attorney, a fan, a gamer, a political scientist, a policy nerd, an activist, a unrepentant Social Justice Warrior, and a proud member of the alternative lifestyle community. My driving motto in life is live not in fear and I encourage others to do that every day

Katherine the Great

Katherine the Great began designing costumes in 1995 while still in high school, inspired by the lack of interesting clothing and costuming in her sizable size. She has brought that same commitment to beautiful clothes that fit well to her unique accessory business Blue Moon Designs. Graduating from the University of California, Davis with a degree in Costume and Textile design in 2000, she began Blue Moon Designs first as a custom costuming business. She spent several years entranced by many different activities involving costumes -- bellydancing, Renaissance Faire, and Burning Man -- all the while developing a historical design sensibility ... with a twist!

Hugh S. Gregory

Survivor of a recent battle with cancer, Hugh is an avid Spaceflight Historian based in Vancouver, Canada. He has produced and sold videos on spaceflight history. His latest research includes the conceptual theory for the ELDSRR space reactor, Project MOSS for the Musk Observatory and co-authored a paper in *Cartographica* about mapping on Mars. On weekends he's a private pilot, amateur astronomer, wind tunnel Bodyflyer, IBA competition judge, USPA skydiving judge, and enjoys mountain hiking with his wife Anne. Since 1989 Hughs slide/video shows have been appearing at Conventions across North America and overseas, including 11 world cons and 8 DragonCons. This will be Hughs 11th Westercon appearance.

Paul Guinan

Inkpot Award winning Paul Guinan started at First Comics, retouching the first manga translation published in the U.S., *Lone Wolf and Cub*. While at First, he co-created Cargonauts, a precursor to Firefly. Paul later co-created Chronos for DC Comics. With wife, Anina Bennett, he created the groundbreaking science fiction series Heartbreakers. Paul's art for their graphic novel *Heartbreakers Meet Boilerplate* was nominated for an Eisner Award. Recently, he and Anina collaborated on the unique illustrated books *Boilerplate: History's Mechanical Marvel* (in development as a film from producer J.J. Abrams) and *Frank Reade: Adventures in the Age of Invention*. Twitter: @Boilerplate1893.

Sarah Gulde

Sarah Gulde is a native Portlander and active member of the con community. She hosts geek-themed charity fundraisers, won the OSFCI 2014 John Andrews Memorial Worldcon Scholarship, and has been the treasurer for Westercon 69 for the last two years. While majoring in Mathematics, Sarah named the official fruit of Oregon State University (the maraschino cherry). She enjoys pirating, CrossFit, hiking, road trips, ice cream, and too many fandoms to list here.

Theresa Halbert

Theresa Halbert is passionate and inspired by working with textiles, whether it's in a costume or in the fiber arts. She has been playing with fabrics and beads ever since she can remember and has worked professionally in costuming and apparel for over 30 years including design work for theatre in Chicago, Los Angeles and Portland and in apparel development for Nike, adidas and Eddie Bauer. She infuses her love of fabric, beads and thread (and whatever else works.) with her love of science fiction and fantasy to create original geeky artwork. Theresa believes that Art and Costume is not just something to look at ...but something to experience. She thanks her husband, family and friends for their continued support.

M. Scott Hammond

M. Scott Hammond earned a Bachelor of Fine Arts in Illustration in 2008. Since then, he has worked as an illustrator and has been commissioned to complete dozens of full color illustrations. Along with his illustration work, he has completed several large-scale murals and has numerous paintings in private collections and galleries around the United States. He's worked for many years doing art, graphic design, and illustration in the hard goods industry, where he accumulated an impressive client list, ranging from national parks to international casinos.

Diana Hauer

Diana Hauer is one of those crazy, crafty people with far too many interests and hobbies. They include, but are not limited to, weaving, writing, running, martial arts, basket weaving, and creating jewelry art. She is a student of Bartitsu and American Open Style Karate at Academia Duellatoria.

Frank Hayes

Frank Hayes is a columnist for *Computerworld*, and a folk songwriter ("Never Set the Cat on Fire," "When I Was a Boy") whose voice was used to wake up shuttle astronauts in space -- twice.

Hazard

Hazard studied Illustration and Communication Design at Pacific Northwest College of Art, and graduated in 2012 with a Bachelors Degree in Fine Art. Hazard wants you to know that regardless of whether you write, paint, draw, design, craft, or perform, you can, at any age, create and present your art! This world is made of love and peace!

Jessica Hebert

Scientist, musician, pirate, geek. Jessica is a PhD biology student, studying placental development and women's health issues. When she's not sciencing, you can find her with The PDX BroadSides, slinging nerdy music about science, literature, and girls who literally just can't even. You may also find her at the front lines with piratical performers PDXIAR as a gunner, firedancer, and head shantymistress.

Rhiannon Held

Rhiannon Held is the author of the Silver series of urban fantasy novels. She lives in Seattle, where she works as an archaeologist for an environmental compliance firm. Working in both archaeology and writing, she's "lucky" enough to have two sexy careers that don't make her much money. In her proverbial copious free time, she sings in a community choir, games online, and occasionally enjoys betting on the ponies.

William Hertling

William Hertling is the author of *Avogadro Corp: The Singularity is Closer than it Appears, A.I. Apocalypse*, *The Last Firewall*, and *The Turing Exception*. His near-term science-fiction novels explore the emergence of artificial intelligence, coexistence of humans and smart machines, and the impact of social reputation, technological unemployment, and other near-future issues. His novels have been called "frighteningly plausible," "tremendous," and "must read." *Wired* called *Avogadro Corp* "chilling and compelling." His new novel, *Kill Process*, is about data ownership, privacy, morality, social networks, and the many ways technology empowers and disempowers us. He currently resides in Portland, Oregon. Follow him on twitter at @hertling or visit his blog williamhertling.com.

John Hertz

Winner of the Big Heart Award at the 61st World Science Fiction Convention (Toronto, 2003), he is active in the fanzine community, publishing the fanzine *Vanamonde*. Four collections of his fanwriting have been published, *West of the Moon* (2002), *Dancing and Joking* (2005), *On My Sleeve* (2009), and *Neither Complete nor Conclusive* (2013). He was nominated for the Hugo Award for Best Fan Writer in 2006, 2007, and 2009. He was the 2010 Down Under Fan Fund delegate to Aussiecon 4,

the fourth World Science Fiction Convention to be held in Australia. Also in 2007 he was sent by the one-time fund HANA (Hertz Across to Nippon Alliance) to Nippon 2007, the first World Science Fiction Convention to be held in Asia.

Lizzy D Hill

Nina Kiriki Hoffman

Over the past thirty-odd years, Nina Kiriki Hoffman has sold adult and YA novels and more than 300 short stories. Her works have been finalists for the World Fantasy, Mythopoeic, Sturgeon, Philip K. Dick, and Endeavour awards. Her fiction has won a Stoker and a Nebula Award. Nina does production work for the *Magazine of Fantasy & Science Fiction*. She teaches writing through Lane Community College. She has taught at the Clarion Science Fiction Workshop, at Odyssey, at Write on the Sound, Mythic Worlds, and Wordcrafters in Eugene. She lives in Eugene, Oregon. For a list of Nina's publications, check out: ofearna.us/books/hoffman.html.

Matthew Howden

JD Hughes

JD has been a life long fan of science fiction and fantasy, gravitating to Steampunk before the word was coined. As a child he read the adventures of Captain Nemo, and eventually realized the fantasy of exploring the 7 seas when he was hired to pilot the Nautilus on Disney's 20,000 Leagues Under the Sea ride at DisneyWorld. JD is a self identified Fanboy, Cosplayer, Veteran, Sheriff's Deputy and a contributor to a national outdoor survival magazine.

Langley Hyde

Langley Hyde first fell in love with steampunk while studying abroad at Oxford University. Oddly enough, Hyde seems to prefer the adventure of moving house to pleasantness of taking a holiday, because since then she's lived in Germany, Canada, and the U.S. Currently she resides in the wonderfully dreary Pacific Northwest with her husband, son, and genteel cat. Her hobbies include creating wire sculptures, being flustered, and wearing tiny hats. As you read this, she's likely seeking strong black tea. With cream, please. Hyde's debut novel, *Highfell Grimoires*, was named a Best Book of 2014 in SF/Fantasy/Horror by Publishers Weekly.

Emily Jiang

Emily Jiang is the author of *Summoning the Phoenix: Poems & Prose about Chinese Musical Instruments*, illustrated by April Chu and published by Shen's Books, an imprint of Lee & Low Books. Listed among The Best Children's Books at *Kirkus Reviews* and *The Huffington Post*, *Summoning the Phoenix* also won the Best Book Award from the Association of Chinese-American Librarians, an Eureka! Honor Award from the California Reading Association, and was a finalist for the Northern California Book Award. Emily holds an MFA in Creative Writing from Saint Mary's College of California and a BA in English from Rice University. She is also a graduate of the Clarion Writers' Workshop, the Chautauqua Writers' Conference, the Napa Valley Writers' Conference, and the VONA/Voices of Our Nation Workshop.

Clayton Memorial Medical Fund

The Clayton Memorial Medical Fund helps writers deal with the financial burden imposed by medical and dental expenses. The Fund was created in July 1996 in response to the illness of Portland writer Jo Clayton. Our initial funding came from a national campaign by writers and fans of science fiction and fantasy who wanted to help Jo, and the Fund was named in Jo's honor after her death in February 1998.

The Clayton Fund helps professional science fiction, fantasy, horror, and mystery writers living in the Pacific Northwest. (Oregon, Washington, Idaho, and Alaska.) While we mainly help with medical expenses and co-pays, we have occasionally helped pay for emergency dental care. In the years since Jo's death, we have sent nearly \$25,000 to help Pacific Northwest writers facing medical emergencies.

In determining who is a professional writer, we generally follow the standards of Science Fiction and Fantasy Writers of America (SFWA) for Active or Associate membership in determining professional status. If you know of a northwest writer needing help because of illness or injury, or if you are a writer needing such help, please email us at ClaytonFund@sff.net or mail us at: Clayton Memorial Medical Fund c/o OSFCI, P.O. Box 5703, Portland, Oregon 97228. Website Application for Aid: You can also use the fill-in form (a PDF) on our web page. The form gives detailed information about how to apply for aid.

Donations may be sent to the "Clayton Memorial Medical Fund/OSFCI" at the above address, or made by PayPal on our Web site. OSFCI is a 501(c)(3) non-profit corporation.

Web Site:
www.osfci.org/clayton/



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Esther Jones

Esther Jones lives in Washington State on the Olympic Peninsula where she writes fantasy/science fiction novels and short stories with her husband, Frog Jones. Together they have published three young adult urban fantasy novels, and many short stories. In her day job, she also edits and proof reads legal briefs. She loves cooking, geeky gardening, and all things Asia, including anime and K-dramas.

Frog Jones

Frog Jones co-writes science fiction and fantasy novels alongside his wife, Esther. He is also a practicing attorney, but we ask that you not hold that against him. The Jones' series is the *Gift of Grace*, from Sky Warrior Books, and they can be found in a number of anthologies as well. In addition, Frog is one of the Three Unwise Men, who pontificate on all things fannish on their weekly podcast. That podcast can be found at www.3unwisemen.com

Sharon Joss

Award-winning author Sharon Joss writes science fiction, fantasy and horror. She is the author of six novels, including *Steam Dogs* and the *Hand of Fate* series, and is the 2015 Writers of the Future Golden Pen Award winner for speculative fiction. She has worked as a bartender, operating systems software developer and technical program manager in the high-tech industry. She lives in Oregon and writes full-time. Check out her website at www.sharonjoss.com and sign up for her newsletter to get free goodies and updates!

Mike Kabongo

Howdy! I'm your semi-friendly neighborhood literary agent. I'm a lover of space opera, cognac, urban fantasy, vodka, sword & sorcery, red wine, mil-sf, and the occasional mixed drink. I've made a not quite casual study of genetics, psychology, and history and can generally be counted on to ask the right questions to seem interesting when talking about most things. I'm not a morning person, and I know what you did last summer.

Jordin Kare

Keffy R. M. Kehrli

Keffy R. M. Kehrli is a science fiction and fantasy writer, editor, and podcaster currently located on Long Island, NY, where he is currently working toward a PhD in Genetics. His short fiction has appeared in magazines such as *Lightspeed*, *Apex*, and *Uncanny*, as well as in anthologies such as *Clockwork Phoenix 5*. In 2015, he launched *GlitterShip*, (www.glittership.com) which is a podcast that focuses on publishing LGBTQ science fiction and fantasy short stories.

Kay Kenyon

Kay's latest novels are the fantasies *Queen of the Deep*, about an enchanted ship, both a colossal steam vessel and a Renaissance kingdom; and *A Thousand Perfect Things*, about a Victorian woman's bid for forbidden powers in an altered India of magic. Her quartet, *The Entire and The Rose*, was hailed by *The Washington Post* as "A splendid fantasy quest as compelling as anything by Stephen R. Donaldson, Philip Jose Farmer or yes, J. R. R. Tolkien." Bright of the Sky was among *Publishers Weekly's* top 150 books of 2007. She is a founding member of the Write on the River conference in Wenatchee, Washington.

Sandra King

Katie Klecker

Katie Klecker is a lover of all things geeky who joined up with Creation Station after Newcon 2015. She has taught people how to write in Gallifreyan, the language of the Time Lords on *Doctor Who*, at OryCon 37, Newcon 2016, and the first ever Miyakocon.

Ellen Klowden

Ellen founded, and has coordinated for 13 years, Creation Station (CS), a unique, welcoming, audience-participation-oriented track of programming. CS has run programming at around 20 anime, science fiction, and fantasy cons in 4 cities in OR, 3 cities in WA, 1 city in BC and 1 city in AB. Ellen is also a freelance editor (of original fiction and non-fiction, as well as of fan fiction), and a freelance transcriptionist. She was the first recipient of the John Andrews Memorial Worldcon scholarship. She's taking computer science classes in health informatics, to supplement her Masters in Social Work and BA in Social Science and Women's Studies. She loves her cat and garden, and all of the CS folks.

Jess Knight

Stepping out of the video game and into the cosplay scene in 2010 to current is Loz Link. The last 6 years he's done panels, built cosplays, and made lots of friends. He's also known as the Seattle Link for wandering around dressed as Link and internationally known as Jareth the Goblin King from Jim Henson's *The Labyrinth*. This year with the passing of David Bowie Loz has made it his mission to bring Jareth to every con he attends as a memorial to David Bowie, so that those who wish to mourn needing a shoulder to cry on, can or if they just wish to commiserate over their favorite David Bowie movies, moments or songs, they can do that with him too.

Scott Knight

Joy Knight-Richards

Over the last 25+ years, Joy has spent much time, devotion and passion to the art of costuming, performance and the fx makeup industry. She enjoys teaching the basics of fx makeup classes and costuming panels all over the country and performing at Renaissance Fairs and other venues as multiple unique and creative characters. She currently is a full time mother of 6, a part time creative influence at A Masquerade costumes in Redmond, WA and Owner and Director of her performing company, Gypsy Realm Productions.

Jesse Lagers

You say Christmas; Jesse Lagers says Halloween. Jesse discovered his love for costumes and props as a young boy when he found himself continually dressed in disguise even after his favorite autumn holiday. A self-described "geek through-and-through" he pools his influence from science-fiction and Medieval romantic era graphic novels, movies, video games and more. *Star Wars*, being Jesse's favorite influence, has shown him how powerful and essential movie costumes and prop designs are to the success and popularity of feature films. An Oregon-bred pirate, Jesse currently lives on a boat with his girlfriend and pet rats on the river near Portland. He has a business building custom costumes and props by request, which has become a full-time pursuit.

Susan C. Petrey Clarion Scholarship Fund

The Petrey scholarship is a memorial to

Susan, a friend and early member of Portland fandom. Since her death in 1980 we have raised money to annually send aspiring writers the Clarion Science Fiction Writer's Workshops. This was an event Susan had hoped to attend herself but was unable to do so because of financial reasons.



For Clarion West the fund also sponsors a Petrey Fellow, one of the professional writers who teach at the workshop.

OryCon is our main fundraising venue. Stop by the dealers' room where eggs will be available for sale for \$2. Every egg is a winner of a prize. Donations are always welcome. If you can help now, or at any time in the future, please contact us c/o Wrigley- Cross Books, 2870 NE Hogan Dr., Ste E, PMB 455, Gresham, OR 97030 or email us at susanpetrey@comcast.net or call 503-667-0807.

Currently, two scholarships are being awarded annually, one to Clarion Science Fiction Writers' Workshop in San Diego and one to Clarion West in Seattle. Recipients for the scholarship have been selected by the workshop directors based on need and talent. In addition, for the last several years the fund has sponsored one of the Clarion West instructors as the Petrey fellow. See the full list of scholarship recipients and Petrey Fellows at osfci.org/petrey.

The fund is administered by us, and is legally a part of Oregon Science Fiction Conventions Inc., a 501(c)3 tax exempt organization.

- Debbie Cross,
Paul M. Wrigley



Gifts of Blood,
a collection of
Susan's stories

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Kristin Landon

Kristin Landon is the author of *The Hidden Worlds*, *The Cold Minds*, and *The Dark Reaches*, a post-Singularity SF trilogy from Ace Books. Her SF novelette "From the Depths" appeared in the spring of 2016 in *To Shape The Dark*, an anthology of stories about future women in science (Athena Andreadis's follow-up anthology to *The Other Half Of The Sky*). The novelette is the seed of a new novel currently in progress. Kristin writes classical-style SF adventure stories whose characters meet the unknown with intelligence and humanity.

Jess Langdell

I am a makeup and special effects artist for Renegade Effects Group. I've been doing effects makeup and prop making for the last 15 years. I got my start by attending conventions and volunteering at haunted houses. I started my professional career in 2013 by doing the Darth Malgus makeup for Dragon Dronet. Currently living in Washington but will be relocating to Los Angeles this fall to take an apprenticeship with Burman Industries and work full time at REG.

Jason LaPier

Jason LaPier is a multi-genre writer, delving into science fiction, speculative fiction, horror, slipstream, literary fiction, and surrealism. Born and raised in upstate New York, Jason now lives in Portland, Oregon with his wife and their long-haired dachshund. In past lives he has been a guitar player for a metal band, a drum-n-bass DJ, a record store owner, a game developer, and an IT consultant. These days he divides his time between writing fiction and developing software, and doing Oregonian things like gardening, hiking, and drinking microbrew. His debut novel, noir-styled space opera *Unexpected Rain*, was released in 2015 by HarperVoyager, and its sequel *Unclear Skies* in early 2016. A conclusion to the trilogy is forthcoming.

Fonda Lee

Fonda Lee is the author of the Andre Norton-nominated science fiction novel *Zeroboxer* (Flux, 2015) and the forthcoming novel *Exo* (Scholastic, Spring 2017). A recovering corporate strategist, when she is not writing, she can be found training in kung fu or searching out tasty breakfasts.

Andrea Letourneau

Andie Letourneau is a Database Administrator with a costuming habit. Despite making many garments every year, her fabric stash has a life of its own and is threatening to take over yet another room in the house. Occasionally, she will try to tame the fabric by embroidering all over it, however that often results in additional trips to the fabric store to purchase more thread - and more yard of fabric inevitably follow her home. In addition to costuming, she has a great appreciation for dark chocolate, French wine and port.

Guy Letourneau

Guy Letourneau has attended fandom conventions since 1978. He is a licensed professional engineer (mechanical) with over a dozen patents, and had also become a registered patent agent. He has coordinated anime music video (AMV) contests for over 10 years, built a 2-person hovercraft from a wrecked motorcycle, and runs an unabated coal-fired melting furnace for casting, hobby smelting, metallurgy projects and canceling out excess environmentalism. Guy is also active in steampunk and dieselpunk (but especially without the punk) amateur radio and historical collectibles.

Kenneth Lett

Kenneth is an Open Source developer, amateur blacksmith, short fiction writer and occasional podcaster. He wrote a short story every week during 2013, and now works on software and social tools to help others embark on periodic writing challenges of their own. His collection of stories from this project is called Another Damn Week.

David D. Levine

Westercon 69 Guest of Honor (see pg 22).

Flori Lima-Steele

Flori has had a love of playing dress up and costuming her whole life. She has worked as a theatrical costumer to several Las Vegas shows and way too many small theater shows and cosplays to list them all.

Christian Lipski

Christian is the guitarist and a vocalist for nerd band The PDX BroadSides, whose new album "Something's Rotten" is due out in late Summer 2016. He has played guitar and drums in venues across the country, served as an Eisner Award judge, and covered comics news in Portland. You could definitely say that music and comics make up most of Christian's life. When not on the musical road, he enjoys meeting people at conventions. With the PDX BroadSides, he has performed at OryCon (as musical guest of honor), NorWesCon, GeekGirlCon, Rose City Comic Con, and Conflkt, among others. In his spare time Christian is a pirate with PDX Yar. You can follow his personal exploits on Twitter at @ChristianLipski.

Ken Lizzi

Ken Lizzi lives in Oregon with his wife, daughter, books, home brewing gear, and antique weapons. And a cat. When he's not lawyering he writes fiction. All right, he writes more fiction. His novels *Reunion* and *Under Strange Suns* are available from Twilight Times Books.

Rhiannon Louve

Rhiannon Louve is a freelance writer. Professionally, she writes short stories, table-top role-playing books, video game dialogue, and privately commissioned fiction. She's in the process of adding novels to the list. In addition, Rhiannon has a Master of Arts in Applied Theology, has taught World Religions at the college level, and has published essays on contemporary Pagan theology. Outside cons, Rhiannon games (she's currently cooking up a Bleach-inspired, shingami, Exalted-based homebrew for some friends!), is in a band or two, and cuddles her household dogs and cat. Other favorite hobbies include learning languages (fluent in French, studying Spanish, Japanese, and Irish) and reading scholarly texts about primate behavior.

John Lovett

John has over twenty years of experience as a producer, writer, and military technical adviser for television and film productions. Writer or co-writer of two produced movies as well as over one hundred television or motion picture scripts. He has taught screenwriting and motion picture production at national writers conferences. Leading a private screenwriting group of over twenty members, served as mentor for screenwriting, writing, and creativity in Los Angeles and Orange Counties. Produced over 100 podcasts for LA Screenwriter and Two Script Guys on screenwriting, creativity, and interfacing with the television and motion picture industries.

L. Pierce Ludke

Pierce is an artist whose primary tool is a computer. Her work begins with either a scanned-in or digital sketch. It (along with photographs as applicable) is used as the basis for object and scene creation employing Bryce, Carrara, and Silo software. If figures are needed, Poser is then included in her toolset. The resulting image render is touched-up and printed using Photoshop. As an alternative the initial sketch may simply be refined and completed using Painter. Subject matter sources include mythology, music, geometry, nature, and science.

Sonia Lyris

Sonia Orin Lyris's published fiction includes fantasy, horror, mainstream, SF, software documentation, and business plans. Her new fantasy novel, *The Seer*, is coming out from Baen Books in 2016. Sonia lives in the Pacific Northwest, facing down endemic rain, seditious sun-breaks, and glittering mountain ranges. She can wield a range of weapons, but is more often found dancing Argentine tango. Her other achievements include raising an emu from an egg, being kicked and spat on by llamas, and being pounced on by a cougar cub while distracted by a lion's roar. Not all at the same time.

Paige Mackmer

Geek. Cosplayer (primaries Kaylee & Starbuck). Creation Station Programmer. Shindig Coordinator for PDX Browncoats. Works with dead people. Likes sci-fi with humanist themes, debating whether AI deserve human rights, and crushing the patriarchy.

Charles Mason

California native, Charles E. Manson the II is most known for his involvement with the GSN show, *Steampunkid* but has been an active artisan creator for several years. An alumni of Le Cordon Blue College of Culinary Arts, Charles has begun his legacy and has created the personas Krank Shaft, the weapons engineer, "Kog 10,500", The Gate Builder and his latest design is the "Neptunian" suit and his personalized version of a "The Plague Doctor". Charles meditates which is where these ideas come from. From more television opportunities, art collaborations, special guest appearances, and the budding business of custom costume commissions, Charles is beyond excited to venture even further into the world of Steampunk.

Theresa Mather

Westercon 69 Guest of Honor (see pg 21).

Carol Mathewson

Carol is a Steward at the Interactive Museum of Gaming and Puzzlery in Beaverton, Oregon. She has worked as an educator with expertise in primitive crafts and history.

Hunter Mayer

Independent game developer on a small strike team of two people working on Appsomniacs mobile titles. He is mostly focused on creating games, monetizing, and architecting service infrastructure for multiplayer mobile platforms, but dreams of porting games to PC and Console longingly. A lifelong gamer that has run [and played] with gamers of all walks, across many genres and forms. In between hours spent designing and coding games he actively helps level up two geeklings with his amazing counterpart (Meredith Cook of mulchmedia.com). Follow Hunter's musings on twitter @orion-noir and development blog at codeworxstudios.com where he drones on about his love affair with Dwarf Fortress if he's not playing around with Minecraft.



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Andrew P Mayer

Andrew Mayer has been telling stories from the moment he discovered that words could open doors to other worlds. Besides writing the seminal superhero Steampunk Trilogy *The Society of Steam*, he has been designing games for over 20 years, creating numerous best-selling games including the astoundingly popular *Dogz* and *Catz* series. Andrew currently lives in the multidimensional city of Portland, Oregon with his partner Anya and his trained cat, Mister Q.

Hollyanna Smith McCollom

Tod McCoy

Tod McCoy is a Seattle-based writer whose work has appeared in the anthologies *The People's Apocalypse* and in *Bronies: For the Love of Ponies*, as well as on AntipodeanSF.com, Qarrtsiluni.com, and The Gloaming. He is a Clarion West graduate and the publisher behind Hydra House, a small press dedicated to West Coast speculative fiction, including the *Faerie Tales from the White Forest* series by Danika Dinsmore, *Near+Far*, a collection of short stories by Cat Rambo (which generated her a Nebula nomination), and *Telling Tales*, edited by Ellen Datlow, an anthology of work by Clarion West alumni.

Julie McGowan

Student, Musician, Steampunk and Conventioneer local to Portland, Oregon. Assistant to the Chair of GEAR Con, and creator of great shenanigans.

Sauna McKain-Storey

Sauna McKain-Storey has been involved in science fiction and fantasy fandom since 1984, as a volunteer, an exhibiting artist, and an organizer and participant in children's programming. She thinks it's very important to catch 'em while they're young - to seize every opportunity to attract and develop young fandom. She works in a public library, and lives near the top of a small mountain in Hillsboro, Oregon. From her house on a hill, she enjoys the views of trees and fog, and glimpses of deer, raccoons, snakes and other critters.

Loretta McKibben

Loretta McKibben has done all kinds of crazy and interesting things, from storm-chasing (before it was cool) to flying in a helicopter over the erupting Kilauea volcano to study Mars. A career in scientific computing and technical writing in astronomy, planetary science and weather research has included projects such as serving on two Mars instrument teams at the Lunar and Planetary Lab and creating forecasting software at NOAA's National Severe Storms Lab. Active in science education and public outreach, she has been a NASA-JPL Solar System Ambassador since 1996, and was Science Guest of Honor at Marscon 2010.

Laura Sinclair McShane

Laura McShane loves costumes. I mean she really, really, really loves costumes. Laura is a former employee of the Oregon Shakespearean Festival and was the runner up for Portland's 2012 Designer of the Year. Somewhere in between costuming and eventing she holds down a full time job in a mental hospital.

Johanna Mead

As a costumer, LARPer and itinerant writer, Johanna has been engaged in all of those activities for sufficiently long that she doesn't want to count up the total number of years. She has contributed to *Chicks Dig Time Lords*, *The Gazebo* and other publications - mostly because she'll pontificate on her favorite subjects at the drop of a hat. Her most

recent project is fabricforcosplayers.com, a reference site she hopes is self-explanatory. A British expat, she lives near Portland with her husband, two cats and almost too many books.

Jim Minz

Baen Books Executive Editor James Minz has been employed in genre publishing for more than two decades, having first worked for Tor for more than a decade, then briefly for Del Rey (SF/F imprint of Random House), until finally, on the centennial of Robert A. Heinlein's birth, landing at Baen. Over the years, Minz has worked with Catherine Asaro, David B. Coe, Larry Correia, Hal Duncan, Eric Flint, Terry Goodkind, Elizabeth Haydon, Nancy Kress, Mercedes Lackey, Sharon Lee, Steve Miller, Elizabeth Moon, Frederik Pohl, John Ringo, Robert J. Sawyer, Travis S. Taylor, Harry Turtledove, Vernor Vinge, David Weber, Jack Williamson, Gene Wolfe, and Timothy Zahn, among many, many, many others.

Petrea Mitchell

A lifelong fan, Petrea Mitchell has filked, gamed, costumed, volunteered, read, watched, listened, and pubbed her ish. She currently blogs simulcast anime for *Amazing Stories* (amazingstoriesmag.com) and serves as a first-round reader for the Endeavour Award.

Devon Monk

Devon Monk is a national best selling writer of urban fantasy. Her series include: Ordinary Magic, House Immortal, Allie Beckstrom, Broken Magic, and Shame and Terric. She also writes the Age of Steam steampunk series, and the occasional short story which can be found in her collection: A Cup of Normal, and in various anthologies. She has one husband, two sons, and lives in Oregon. When not writing, Devon is either drinking too much coffee or knitting silly things.

Mike Moscoe

Mike's still having fun telling the Kris Longknife story. Kris's 14th book will be out in October. He's just finished a real trilogy, three books, no more, no less telling of Vicky Peterwald's family problems that bring down an Empire. Viky Peterwald - Rebel just came out from Ace. Mike is also looking at self published e-books as a way to bring you some other interesting stories. To find out more, follow him on Facebook (Mike Moscoe) or visit his website at www.mikeshpherd.org.

Lee Moyer

Portrait of Lee Moyer in 4 decades - 1: Starving Artist 2: Smithsonian Museum of Natural History 3: Art Director for EA, Hasbro, Sony, Fox 4: Illustrator for Stephens King & Sondheim, George RR Martin, Tori Amos, Iain M Banks, et al. The Call of Cthulhu, Spiderman 2, 13th Age and The Doom That Came to Atlantic City, a Trio of Literary Pin-Up Calendars. There's a cunning plan forming, so if you'd like to see more Literary Pin-Ups, please let him know. [@lccmoyer](http://www.leemoyer.com)

Brigid Nelson

Brigid Nelson is a textiles artist and bag designer who has lived in the NW for half a century. She is also the current Art Show Director for OryCon

Andrew Nisbet

G. David Nordley

G. David Nordley is the pen name of Gerald David Nordley, author and astronautical engineer. A retired USAF officer, he has been worked with spacecraft operations and advanced propulsion.

His main writing focus is human expansion into space in a plausible future. Gerald is a past Hugo and nebula nominee and a four-time winner of the *Analog* "AnLab" reader's poll. His latest novel is *To Climb a Flat Mountain*, and the latest book is a collection, *Prelude to Stars*, from Brief Candle Press or Amazon.com. He lives in Sunnyvale, CA.

Abbie Normal

Writer, competitive vocalist, Dj, performer, body positive model, cosplayer and equality advocate, Abbie has been published in the *D20 Girls Magazine* for fiction and non-fiction short writing as well as modelling. She has done MCing and interviews with influential names in the fandom industry such as *Elfquest* creators Wendy and Richard Pini. Abbie is also the President and Founder of the Northwest Nerd Alliance, a community of folks united under the purpose of creating a safe, welcoming and genuine community of fans across the Northwest Region that also fights to redefine an inclusive definition of what being a geek/nerd/dork means. Finally, she is a promotions and event planner doing work for bars, conventions, NPOs, artists and more.

Shannon Page

Shannon Page is a Portland, Oregon-based author and editor. Her work has appeared in *Clarkesworld*, *Interzone*, *Fantasy*, *Black Static*, *Tor.com*, and many anthologies, including the Australian Shadows Award-winning *Grants Pass*, and *The Mammoth Book of Dieselpunk*. Books include *Eel River*; the collection *Eastlick and Other Stories*; and Endeavour Award finalist *Our Lady of the Islands*, co-written with the late Jay Lake and named one of the Best Books of 2014 by Publishers Weekly. Edited books include the anthology *Witches, Stitches & Bitches* and essay collection *The Usual Path to Publication*. She practices yoga, gardens, and has no tattoos. www.shannonpage.net

Rachel Phillips

A mermaid friend of Grandmer Orchid. Collector, artist and mermaid entertainer/guest speaker.

Robert Plamondon

Robert Plamondon is a writer/publisher/farmer/hypnotist/engineer living in Blodgett, Oregon. His first book, *Through Dungeons Deep: A Fantasy Gamers' Handbook* was published in 1981 while he was still studying computer engineering at Oregon State University. Robert wrote one of the last pieces of Atari 2600 code ever written at Activision, has over 30 U.S. patents from his stint in Silicon Valley, and now has a 37-acre free-range chicken farm. Robert runs Norton Creek Press, which has recently republished William Wallace Cook's classic *Plotto*, a plot-suggestion tool from the 1920's, and its companion volume, the *Plotto Instruction Booklet*. In addition to writing and publishing, Robert has a hypnotherapy practice in downtown Corvallis.

Mir Plemmons

Mir Plemmons' biggest publication is Deafening Silence, published in the anthology *Widowmakers*. The biggest bragging point Mir claims is the bitterness of being first runner up for a \$1000 prize in the 2013 Imagining Indigenous Futurisms writing contest. Mir edits for Editors International, Inc., Solstice Publishing, Posh Rat Productions, Six Point Press and various small firms. Mir loves to talk about brain training, cognitive rebuilding and the Eaton Arrowsmith programs. Mir is also an interfaith chaplain who does all sorts of community and disaster volunteering, a (disabled) special education teacher and advocate, and does other freelance / contract editing and writing. Talk to Mir if you'd like to discuss a project!

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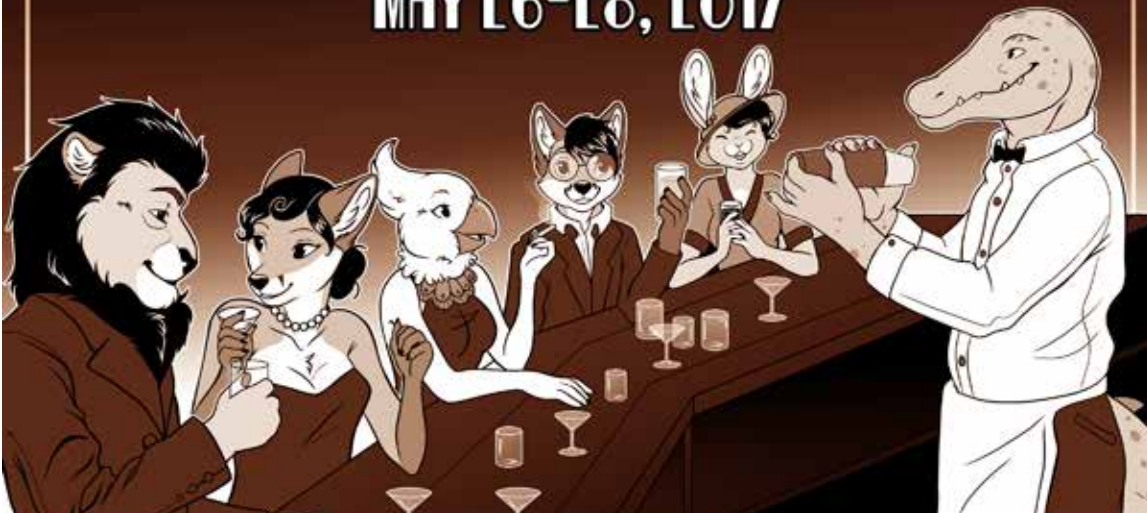
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Anthony Pryor

Anthony Pryor has been working in the gaming industry since before there were people, acting as writer, editor, developer and designer for a wide range of publishers, including FASA, Bard Games, TSR, WotC, Frog God, Goodman Games, Green Ronin and many others, acting as writer, editor, designer and developer for games like *Battletech*, *Dungeons and Dragons*, *Shadowrun*, *A Song of Ice and Fire*, and more. He'd also love it if you checked out his exciting new trilogy of supernatural novels, *The Shepherd*, available now through Permuted Press, and visit his blog at www.anthonyprior.com.

Phyllis Irene Radford

Irene Radford writing as Julia Verne St. John, started writing stories when she figured out what a pencil was for. A museum trained historian, Irene was raised in a military family and grew up all over the US. Her interests range from ancient history, to spiritual meditations, to space stations, and a lot in between. She has edited 5 Steampunk anthologies and 1 collection of her own short Steampunk fiction. Look for her first Steampunk novel, *The Transference Engine, A Madame Magdala Adventure*, on July 5, 2016 from DAW Books.

Liv Rainey-Smith

Liv Rainey-Smith is an artist specializing in hand-pulled xylographic prints. Her imagery draws primarily upon historic styles, folklore, dreams, and esoteric traditions. Rainey-Smith's woodcut process incorporates a mixture of traditional and modern tools as well as a blend of European and Japanese printmaking technique. She pulls her own fine art prints in small editions on both paper and animal parchment. Rainey-Smith's art has appeared in *Arcaenum Bestiarum* by Robert Fitzgerald, *The Starry Wisdom Library: The Catalogue of the Greatest Occult Book Auction of All Time* edited by Nate Pedersen, and *She Walks in Shadows* edited by Silvia Moreno-Garcia & Paula Stiles.

Cat Rambo

Cat Rambo lives, writes, and teaches atop a hill overlooking sound and mountains in the Pacific Northwest. She has over 200 fiction publications to her name as well as nonfiction that includes *Ad Astra: The SFWA 50th Anniversary Cookbook*. Her most recent collection is *Neither Here Nor There*, a forthcoming double-sided fantasy collection from Hydra House. John Barth described her writings as "works of urban mythopoeia" — her stories take place in a universe where chickens aid the lovelorn, Death is just another face on the train, and Bigfoot gives interviews to the media on a daily basis. She has worked as a programmer-writer for Microsoft and a Tarot card reader, professions which, she claims, both involve a certain combination of technical knowledge and willingness to go with the flow.

Roget Ratchford

"Mechanical engineer by day, body painter by night" sounds like the tag line to a very bad bit of late night cable fare, yet also pretty much describes me and my passion for both robotics and photography/body as canvas. I approach both disciplines with the same style, infusing my engineering solutions with as much creativity as the market (and my boss!) will allow as well as using sophisticated technical tools to solve practical problems in body painting. From painting with laser light and long

exposure to using an airbrush to apply lubricants and adhesives to mechanisms, I enjoy combining worlds that might not otherwise meet.

Gibbitt Rhys-Jones

Gibbitt has been going to conventions since Dreamcon 6, in 1991. She has been on the staff of them since Rustycon 12, in 1997. She got married at Norwescon 20. She works as an editor at Dragondyne Publishing, which puts out *Neverwhen*, that her husband wrote. She writes that her interests include: writing, editing, poetry, collecting art (both on her walls and her skin). She is a geek, a gamer, a Whovian, a Browncoat, and a fan of fandom. Gibbitt is somewhere between 5'7" and 5'9, with green hazel eyes. She loves short walks on long beaches and chocolate pie.

Jeff Richardson

Jeff's primary studies in historic western martial arts include the early 16th century Italian treatise of Morozzo and the later 16th century rapier treatises of Giocomo DiGrassi and Vincent Saviolo. In addition he has pursued a study of the primarily Spanish tradition of rapier fencing known as Destreza with an emphasis on the work of Gerard Thibault. Jeff had the pleasure to do background research and peer review for Jherrek Swangers translation of Camillo Agrippa's groundbreaking 16th century Italian rapier treatise. Most recently he has been working on a translation of Fredericko Ghisliero's 16th century treatise on Italian fencing theory.

Grant Riddell

Grant Riddell is a Seattle based storyteller. While primarily working on epic fantasy, he is also an active artist, photographer, a third of the 3 Unwise-men podcast, and wayward spirit. He currently balances his time between those things that make a living, and those that make a life. One day, they will be one and the same

Sean Robinson

Sean Robinson, Ph.D. is a physicist and data scientist working in the national security arena. He has led a variety of simulation, modeling and analysis projects focused on detection and characterization of anomalous events, system behavior and the localization of hidden sources. He earned his Ph.D. in physics from the University of Washington, developing source characterization algorithms for the NASA/DOE Gamma Ray Large Area Space Telescope (GLAST) project. His current work as a researcher is heavily involved with quantitative modeling and predictive analytics, machine learning and anomaly detection, as well as analyses to inform and direct international nuclear policy. He is currently involved with efforts to optimize the capability of distributed and airborne detectors to spatially localize sources, to leverage machine and incremental learning techniques to enhance radiation detector performance, and to examine the open-source online social landscape.

Kevin Roche

Kevin Roche has been making costumes since he was 8 (and has the photographic evidence to prove it!). He was honored with the International Costumers Guild Lifetime Achievement Award in 2007. In his secret identity as a research scientist at IBM's Almaden Research Center, he's hard at work wrangling giant robot vacuum chambers and electrons

in the growing field of spintronics. Kevin and his husband Andy Trembley set out in 2002 to bring Costume-Con back to California, and ~900 hundred costumers showed up at CC26 in 2008 to join the fun. More recently, Kevin and Andy threw an olive tasting/bid hoax party at a Westercon, culminating in their co-chairing Westercon 66 for nearly 800 people in Sacramento July 4 weekend last year.

Chantal Rochette

Mark Roland

Mark Roland is a fine art printmaker, a member of the West Coast Visionary Art group, and an illustrator who specializes in the themes of fantasy and mythology. He has been exhibiting his work at Science Fiction/Fantasy conventions since 1975, and has had numerous one-man and group shows at the Illuminarium and Isis Galleries in the 1980's and 1990's. Paintings from this period were included in two museum shows of Visionary Art. Additionally he has worked as an art director, muralist, cd cover artist and film preproduction artist. Best known for his intaglio etchings in series such as "The Enchanted Forest," he uses centuries-old traditional techniques to make his copper plates, and then prints the editions by hand.

Andrew Ross

Andrew Ross is a filker, attorney and devoted father of two in the Eugene, Oregon, area. He has been part of music programming at OryCon since 2005, and has performed solo and with bands at conventions around the Northwest, occasionally making it east as far as OVFF and ConterPoint.

Lea Rush

As chair of Westercon 69, Lea has surpassed membership in the ranks of the Insufficiently Reluctant and moved to the company of those for whom Fandom Is A Way Of Life (FIAWOF). Her friends shake their heads gravely and hope for the best, applying chocolate and hugs as needed.

Nat Saenz

Nat Saenz is the Tri-Cities International Film Festival (TRIFI) director, over the past 8 years screening over 900 short and feature independent films. Nat was also the film festival director for Renovation (Reno NV), Chicon7 (Chicago, Ill), Lonestarcon3 (San Antonio, TX), Detcon1 (Detroit MI) and the Media Area Head for Sasquan (Spokane WA). In 2016 he will be the film festival director for MidAmeriCon II (Kansas City MO).

Sienna Saint-Cyr

Sienna Saint-Cyr once wrote vanilla, mainstream fiction. For years, she suppressed her deep need to write about sex, BDSM, and what true consent means, but putting that naughty boy in a dress, pulling that cute blonde's hair, or being cuffed to a cross was so much more... satisfying. In fiction, of course. Along with writing erotica and romance, Sienna speaks at conventions, workshops, and for private gatherings on such sex-positive topics as a healthy body image, using sexuality to promote healing, and navigating diverse or nontraditional relationships. She writes for sites like fuck.com, fetish.com, and kinkabuse.com, and has appeared in several erotic anthologies.

Erica Satifka

Erica L. Satifka's debut novel *Stay Crazy*, a story of mental illness and the evil that lurks within big-box stores, will be released by Apex Publications in August 2016. Her short fiction has appeared in *Clarkesworld*, *Shimmer*, and *Intergalactic Medicine Show*. When not writing, she works as a freelance editor and writing instructor. She lives in Portland, Oregon with her spouse Rob and three needy cats.

John Scalzi

Westercon 69 Guest of Honor (see pg 16).

Professor DR Schreiber

Professor DR Schreiber is Danny Schreiber, a Portland, OR-based magic historian, performer, and instructor of young magicians. He is the current vice president and immediate past President of the Portland Assembly of Society of American Magicians, a member of the Portland Society of Magicians, the Conjuring Arts Research Center and the Academy of Magical Arts (Magic Castle), as well as a certified mentor for the Society of Young Magicians, Salem and Portland chapters. Schreiber also holds status of Full Professor at Camelard College of Conjuring Chemmis. Schreiber uses his long career as a television producer and years of working as a cast member at Disneyland to enhance the all around entertainment experience for his audiences.

Reiter Seaman

Lizzy Shannon

Lizzy Shannon is a multi-faceted author and editor. Her published works span many genres including science fiction/fantasy, non fiction, and stage/screenplays. Born in Belfast, Northern Ireland, Lizzy lives a bit like a gypsy these days ... sometimes in Portland, Oregon, sometimes in Northern Ireland, and the rest of the time in Germany! One day she'll make up her mind where she belongs. :-)

John Shirley

John Shirley is the author of numerous novels and stories. His novels include *Bleak History* (Simon and Schuster), *Everything is Broken* (Prime Books), *City Come A-Walkin'* (Delacorte), *Demons* (Del Rey), and the *A Song Called Youth* trilogy (Prime Books). He has just completed a new novel, *Stormland*. His most recent story collection is *Lovecraft Alive* (Hippocampus Press). He won the Bram Stoker Award for *Black Butterflies*. His tie-in novels include *Grimm: The Icy Touch*. His screenplays include *The Crow*. He has written for television, including *Deep Space Nine*. He's also a songwriter for the Blue Oyster Cult and his own recordings.

Dale Ivan Smith

Dale Ivan Smith got into trouble in grade school for sneaking off to the library during class, and later earned a degree in history, so naturally he became a librarian, and has worked for Multnomah County Library system since 1987, where he oversees the SF and Graphic novel collections at his branch, does public reference, and gives story times. His stories have appeared in *Every Day Fiction*, *10Flash Quarter*, *Perihelion Science Fiction*, the *Toasted Cake Podcast*, and the 2014 NIWA anthology *Underground*. He is currently working on an urban fantasy series called *The Empowered*.

Sally Snooten

Tristian Spillman

Tristian Spillman has worked as a professional stand-up comedian for the last ten years. A northwest staple, Tristian has appeared at Bridgetown Comedy Festival 3 times and was a finalist in Portland's Funniest Person. He has opened for Patton Oswalt and David Alan Grier. His fun and energetic style, coupled with his unique positive attitude has him as a regular feature at Harvey's Comedy Club. He hosted and founded Comedy Night @ The Bagdad, the longest weekly stand-up showcase in Portland, lasting for nearly 8 years. Between that and his new showcase show, The Slate presented by Kiggin's Theatre Tristian has hosted over 500 shows.

Ayla Jade Spillman

I'm an otaku who loves anime, RPGs, dessert, the friends I have, and meeting new ones. I've been a vegetarian since I was 8 and counting! I hope you're all having as much fun at this con as I am!

Katrina Spillman

Katrina is a supporter of the Nerd/Dork/Geek culture in the Northwest. She is a writer and editor for The Pocket Protector, a local zine, and a Fanalyst of several great classic fandoms including LOTR, Harry Potter, *The Hunger Games*, *The Dark Tower* Series, and many others. It should also be noted that she totally made up the term "Fanalyst" and also "Pac-Management" (in reference to being an excellent strategist at the classic game Pac-Man), insofar as she knows. Katrina is the proud mother of 3 wonderful children: Ayla, Theoden, and LilyAnna, and also had the pleasure of helping to raise her nephew Karl and niece Jazzmyn. Her husband Tristian is a local stand-up comedian and writer, and together they homeschool their two youngest children.

Sara Stamey

Award-winning novelist Sara Stamey's latest, the near-future eco-thriller *The Ariadne Connection*, won the Cygnus Award for Speculative Fiction. Her Caribbean psychic-suspense novel *Islands* won the Chanticleer Paranormal Suspense Award. Her early SF novels with Ace/Berkley are now being reissued by www.bookviewcafe.com Sara's journeys have included treasure hunting and teaching scuba in the Caribbean and Honduras; backpacking Greece, New Zealand, and South America; operating a nuclear reactor; and owning a farm in Southern Chile. Resettled in her native Pacific Northwest, she now teaches creative writing at Western Washington University and offers independent editing services. She shares a backyard wildlife refuge with a menagerie including her very tall paleontologist husband Thor Hansen. Follow her blog at www.sarastamey.com

Kevin Standlee

Kevin Standlee was co-Chair of the 2002 Worldcon. He is a director of SFSFC, Inc. (1993 and 2002 Worldcons, 2000, 2011, and 2013 Westercons) and of CanSMOF (2009 Worldcon), and he is currently Chair of the WSFS Mark Protection Committee. Kevin's first SF convention was the 1984 Worldcon, and he has worked on conventions in roles from gopher to Worldcon Chairman. Kevin is an expert on the rules of Worldcon and Westercon. His other hobbies include trains and rail transit. Kevin is a computer programmer for

a supply-chain management company, dividing his time between an office in the Bay Area and his home in Fernley, Nevada.

Debra Stansbury

Debra has been participating at conventions since she was much, much younger. Since the beginning she has written Opening Ceremonies for Orycon, done Hospitality for GameStorm, and heck, she's even chaired both. Not satisfied with this reign of terror, she also enjoys doing panels, bringing her own unique perspective to the world of writing, and of enjoying the creative works of others. Caution, she is bubbly and will talk to you if you give her a chance.

Richard Stephens

Richard Stephens has been working as a costumer in fandom for over 25 years. Currently, Richard directs and designs for the Peninsula College theater program in Port Angeles, WA as well as finding opportunities to create mischief as an actor on stage in the community. Besides performing in local masquerades and guest speaking at regional conventions, Richard continues to write and research as a fashion anthropologist.

Timothy Storey

Tim was roped into helping with children's programming because his wife Shauna is running it. He's also a nice easygoing guy and most children and animals like him.

Charlie Stross

Westercon 69 Guest of Honor (see pg 26).

Jeff Sturgeon

Jeff is a northwest artist known for his beautiful award winning metal paintings and is considered one of the top astronomical and science fiction artists working in the field today. His work has been used for book/magazine covers, games, NASA, CD covers. His much anticipated shared world project Jeff Sturgeon's Last Cities of Earth, an anthology and several novels with the top SF writers in the field writing in a world created and painted by Jeff is coming out in 2017 from WordFire Press. Jeff lives in the NW with artist wife Leslie, sons Corwin and Duncan. www.jeffsturgeon.com

Kim Switzer

Kim Switzer is as professional muse and creative guide, certified Kaizen-Muse Creativity Coach, writer and writing coach. As a girl Kim always loved stories of magic and adventure, fairy tales and monsters, and learned to love stories about swords from watching Errol Flynn and Tyrone Power movies with her grandfather. Now, she brings that love of sword fighting and stories together to share with others, along with some practical experience with handling swords and other weapons. Kim and her partner Matthew head up Swords for Scribes writing workshops in Portland Oregon. www.swordsforscribes.com

Linnea Thompson

Linnea Thompson is Filk Track Lead for Westercon 69, and Head of Programming for OryCon 38. She has been involved in the local filk community for about a decade, and has been making archival filk recordings at conventions for much of that time.

Vanity Thorn

Vanity Thorn is an award winning model and burlesque performer. She combines an innate love of history with her work in the beauty industry to author interesting and relevant panels for conventions across the country. Past lectures have included: A History of Cosmetics in the Western World, Finishing Touches; Historical Makeup from Georgian to Edwardian, Little Egypt; The Chicago World Fair's Influence on Burlesque, and From 2D to 3D; How to Master Cosplay Makeup. For this year's Westercon69, Vanity Thorn is thrilled to produce the burlesque show Vanity's Vaudeville Vixens and present her lecture on Burlesque in the Victorian Era.

Nora Timmerman

Nora basically grew up attending cons with her mom and is now a core member of the Creation Station panelist crew, having hosted panels at New-Con, OryCon, and FLYA. She has won prizes for her cosplays and has performed her fanfics. Her main fandoms include Harry Potter, Fable, and Assassin's Creed.

Contessa Paxton Timmerman

Contessa Paxton Timmerman is a very talented and creative person. She is a transplant to the Pacific Northwest from California. She began sewing when she was a teenager. Contessa began costuming in 1986 at Gavilan College in Gilroy, CA. She has gone to many Conventions beginning in the 1980's. Over the years, she has made costumes for many occasions and provided costumes for many people. She also was a Civil War re-enactor with NCWA (National Civil War Association) in California. In 2012, Katrina Spillman and Contessa wrote the book, *Making Simple Tunics for Beginners*. She loves to write Fantasy as well as her how to book. She belongs to NIWA (Northwest Independent Writers Association).

Roy Torley

Roy started playing the string bass in fourth grade and mastered many other stringed instruments over time. He is a virtuoso on the Ukrainian bandura and Russian balalaika and has also performed professionally on the guitar, mandolin, Russian dómra, Croatian tamburitza, and Romanian cobza. He and his wife, Joan Gaustad, currently perform as North of the Black Sea. In 2006 Roy helped create the west coast's first wind energy technology program at Columbia Gorge Community College, where he also taught math, physics, engineering, and geology. He currently tutors adults and children and presents science lecture-demos at retirement centers.

Andy Trembley

Helen Umberger

Masters in Computer Engineering - 30 years in Computers and Con running.

Wendy Van Camp

Wendy Van Camp is the author and poet behind *No Wasted Ink* (nowastedink.com), a blog about the craft of writing that features author interviews, sci-fi and fantasy book reviews and scifaiku poetry. Wendy's articles, short stories and poems have appeared in literary and science fiction magazines such as *Shadows Express*, *Luna Station Quarterly*, *Serendipity*, and *Far Horizons*. Her first Amazon ebook

is a regency romance entitled, *The Curate's Brother: A Jane Austen Variation of Persuasion*. (www.amazon.com/author/wendyvancamp) She is also at work on a science fiction steampunk series with the first installment out in late 2016.

Wendy Wagner

Wendy N. Wagner is the Managing/Associate editor of *Lightspeed* and *Nightmare* magazines, and served as the nonfiction editor of *Women Destroy Science Fiction!*, as well as the guest editor of *Queers Destroy Horror!*. She also writes tie-in fiction, including two novels, for the award-winning Pathfinder role-playing game. A board gamer and gardener, she lives in Portland, Oregon, with her very understanding family.

Ylluria WaterSong

Stephanie L. Weippert

My writing began with a slug. You see, several years ago, a local sci-fi convention sent out a call for short stories for an anthology, and since their mascot was a slug, every story had to have a slug, either as an important character, or an important plot element. The idea tickled my funny bone, so I wrote my first story to send out for approval. It wasn't accepted of course, but the writing bug bit and with the help of my tolerant, wonderful husband, I've been writing ever since. My first book, *Sweet Secrets*, came out March, 2016 from TANSTTAAFL Press.

Tom Whitmore

Tom Whitmore is a past Westercon GoH, a former Worldcon chair, and a former partner in the science fiction bookstore The Other Change of Hobbit. He currently lives in Seattle, where he writes reviews and other articles for *LOCUS*, researches fan history (currently working on transcribing the program items from the 1968 Worldcon from audio files), and protects various cats. He is a licensed massage therapist, an occasional art and book dealer, and volunteers for the Folklife Festival in Seattle and the American Massage Therapy Association.

Jennifer Willis

With a focus on urban fantasy and playful mayhem, Jennifer Willis is the author of the *Valhalla* series. In the world of journalism, she is the writer behind the *Northwest Love Stories* series in *The Oregonian*; her work has also appeared in publications like *The Christian Science Monitor*, *Salon.com*, *The Portland Tribune*, *The Writer*, *Religion and Politics*, and *Spirituality & Health*. Her Q&A with Kelly Sue DeConnick appeared in the Hugo Award-winning *Women Destroy Science Fiction* from *Lightspeed Magazine*. Jennifer was the 2013 Director of NIWA's Seal of Quality program (NSQ) and the editor of both the 2014 and 2015 NIWA Anthology volumes. Find her at jennifer-willis.com and @jenwillis.

Daniel H. Wilson

Daniel H. Wilson is the author of the New York Times bestselling *Robopocalypse* and its sequel *Robogenesis*, as well as seven other books, including *How to Survive a Robot Uprising*, *A Boy and His Bot*, and *Amped*. In 2008, he hosted *The Works* on the History Channel. He earned a PhD in Robotics from Carnegie Mellon University, as well as Masters

degrees in Artificial Intelligence and Robotics. With John Joseph Adams, he has co-edited two anthologies of short stories, *Robot Uprisings* and *Press Start to Play*. Wilson lives in Portland, Oregon.

Alan Winston

Alan Winston discovered his area of expertise when he took an editing class at Oregon State University. Within a year, he was teaching the class, in charge of programming at the student TV station and producing his own show. During his professional career, Alan has worked in camera and sound departments, as on-camera talent, in picture and sound editing, and in effects and animation compositing. His work spans TV, movies, music videos, and many nationally-televised commercials. He has produced 53 short films and 5 features.

Wolfcat

Wolfcat has been sewing in one form or another since the early 70's when her mother began her with basic embroidery, quilting and straight seams. She began costuming in self defense to escape the clown/witch ensembles and hasn't looked back since. A master division costumer for the International Costumer's Guild and other groups, she's progressed to medieval recreations, science fiction costumes and full-bore fantasy competition pieces, and delights in learning or sharing new concepts. Besides anime wings of unusual materials, and Victorian inspired clothing, she is enjoying ball-joint dolls, gender-bent or family/group cosplays, and digitigrades type costuming.

Scott Woodard

Scott Woodard is a writer, game designer, and podcaster. He is the author of *The Sixth Gun Roleplaying Game* and the forthcoming *Flash Gordon Roleplaying Game* (both from Pinnacle Entertainment Group), and his dramatic work includes *War Of The Elementals* (Colonial Radio Theatre) as well as three officially licensed *Doctor Who* audio dramas (Big Finish Productions). He is also the co-author of the book, *Cinema And Sorcery: The Comprehensive Guide To Fantasy FILM* published by Green Ronin Publishing. Lastly, Scott is the president of the pop culture media company, G2V Productions, LLC (g2vpodcast.com).

Ben Yalow

I've been to about 800 conventions, and worked on about a third of them, from gofer to Worldcon Chair Staff and Division Head. I've also edited four books for NESFA Press, two of which were nominated for the Hugo Award.

Heidi Young

Heidi Young has been practicing European martial arts for five years. She is currently a student instructor at Academia Duellatoria in Portland, Oregon.

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as of June 11, 2016

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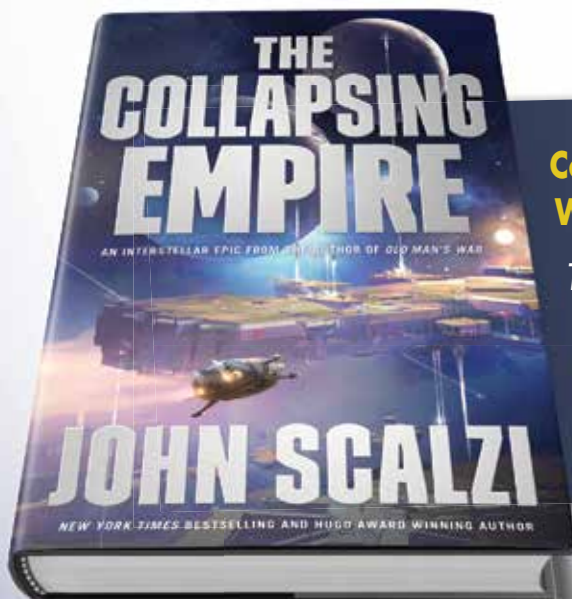
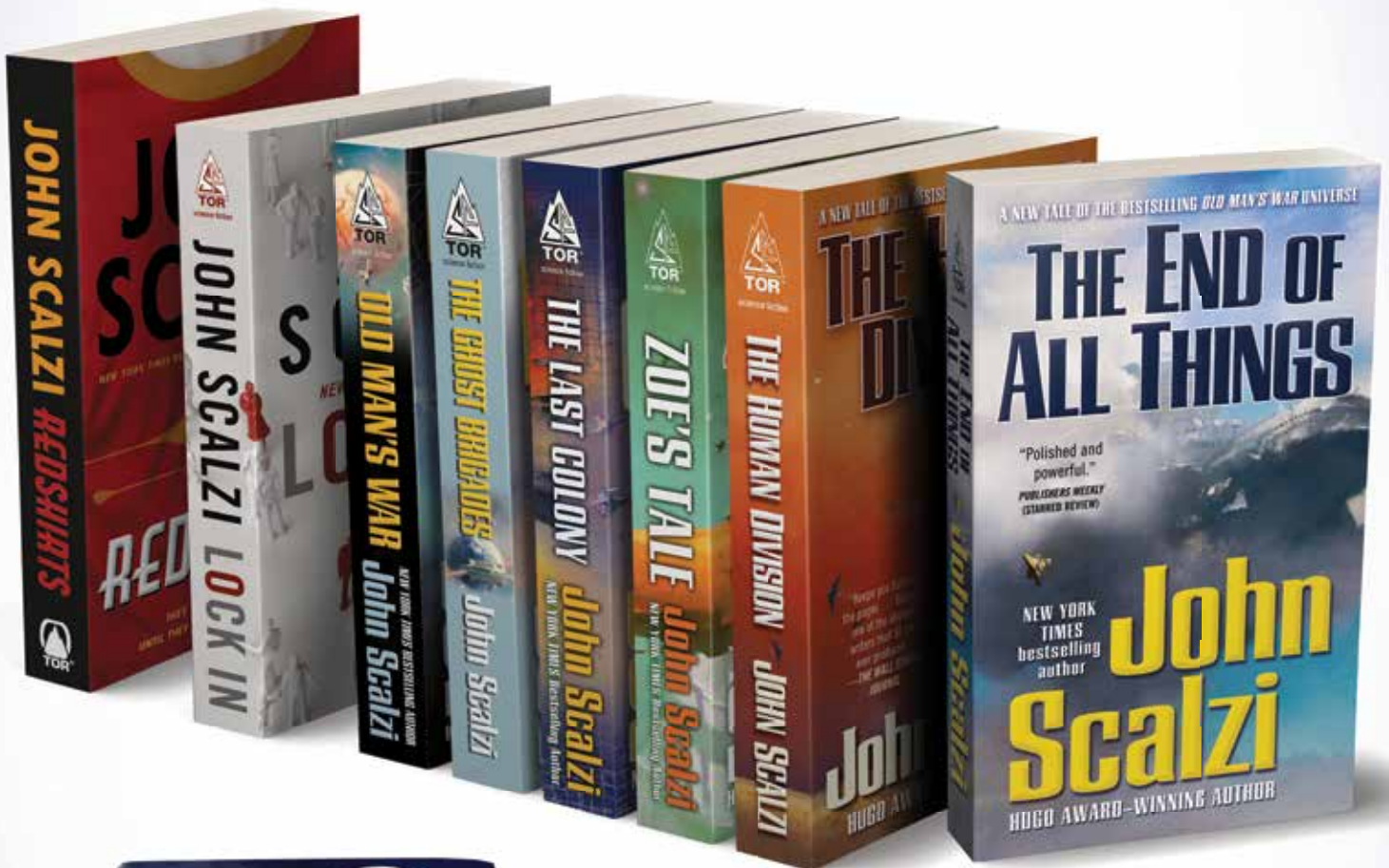
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