SMOFCON 15
Doubletree Suites Hotel
Boston, Massachusetts
December 5-7, 1997
http://world.std.com/~sbarsky/smofcon.html
smofcon@mcfi.org

Message from the Chair

Gibberish gdhgsdjkhgdfejghdfjgxdfjgh drkghdrjkghdjghsdjbg chocolate djghduvnjdbvkasdfh mumble mumble.

hdgjkdfhgjksdfhgksmwoeivnjf—have fun!

Smofcon Program (Tentative Schedule)

Smofcon is for smofs like all of us—and if you're reading this, you're a smof. The Smofcon program isn't a bunch of famous people entertaining the masses, nor is it a few experts lecturing to the apprentices. It's for everyone who works on running conventions and who wants to make their conventions better. We all have something to contribute and the Smofcon program will be best if everyone takes part in it.

We're laying out the program items to emphasize this: While we will assign specific people to lead each program item, we're not sitting them at a head table because we want them to lead a general discussion that includes everyone.

Join in! Show off! Ask questions! Make this your program!

Friday

2-4:30: Building the Chair—"team building"
3:30-4:30: Jewish Services
4:30-6: Memories

    —DINNER—

8-9: First Smofcon
9-10: Traditions and One-Shots
    Comic Cons and SF Cons
10-11: Spin City

Saturday

10-11: Empire Building
    Sponsorships
11-12: Dealing with Dispersed Committees
    How to Do Publications (Web)

    —LUNCH—

1:30-2:30: Philosophy of Program
    How to Do Publications (Print)
2:30-3:30: Real World Management and Convention
    Management
    Art Show Issues
3:30-4:30: Making Meetings Work
    How To Program

4:30-6: (2 45-minute sessions) ((Rightsizing and Marketing))
    Finding Your Inner Con ... Telling People About It
    Dealing with Emergencies
    Parliamentary Procedure
5:30-6: Jewish Services

    —DINNER—

8:30-9:30: Keeping Things from Going Stale
    Gaming at Conventions
9:30-10: Smofcon 1998 Selection
10-11: Kirk Poland Does Smofcon
Midnight (horror!): Computerization Disasters

Sunday

11-12: Ghosts and Parasites
    Cash Handling
12-12:30: "Inquisition" as needed

    —LUNCH—

1:30-2:30: Cutting Your Losses
    Real World Interface (Cons and Publishers)
2:30-3:30: After the Con
    Hotel Resumes

Main program items are listed first, and workshops follow. We are still developing additional workshops—see the at-con program (or our web page http://world.std.com/~sbarsky/smof_prog.html) for a complete list.

Since we are in an all-suites hotel, there will be tons of space for additional small discussions, meetings and workshops.

General Program

Memories

Building the con-runner's FAQ... and wondering why it hasn't been done before.

What do we need to remember and why? How applicable are these? What are the minimal bits of knowledge that need to be passed on from year to year (particularly vis-à-vis Worldcon running)? We will start creating a list of items, and begin work on a FAQ project for the weekend! How can we remember? What can we do (besides going to things like Smofcons)? And (maybe the real nub of it all)—why do we keep forgetting? Is it because people like being perverse?

How to Enjoy Your First Smofcon....

...Which sorta sez it all.

Smofcon is a bit different from most other conventions—it practically requires (well, expects) you to interact. Find out how to do so—and why you should. Help us figure out why so many seem to regard Smofcon as invitational!!!!

Highly recommended for any new Smofcon attendees (neo-smofs?), though Old Pharts can learn a bit too.

Traditions and One-Shots

Where do Worldcons and Westercons really fit? How do you maintain a regional flavor in a rotating convention? (And, should you even try?) Most of us work on one or more regional conventions which are held regularly and which have over the years developed their own culture. Most of us have also worked now and then on Worldcons, Westercons or Eastercons, the major rotating conventions. How do they differ in their cultures? Does a rotating convention have a culture in the same sense that a regional does? Is this a Good Thing?

When one of the big rotating conventions comes to town, to what extent is it appropriate for the local convention's culture to inform it? To what extent is it possible? Are all Worldcons more or less the same, regardless of where or by whom they are run? How does Eastercon differ in its impact on local fandom that Westercon or Worldcon? How can a local convention survive a visit by an 800-pound gorilla?

Empire Building

We all know of conventions where the members of the committee have settled into their positions and do the same thing year after year, eventually building up tidy little empires. These empires take on a life of their own, having their own insignia, secret handgrips, T-shirts, etc. Frequently con-runners will develop more loyalty to their little empires than to the con itself.

In general, empires hurt the con of which they are a part. Why are they built? How can they be toppled without necessarily losing the empire-builders? Are they always a problem to a convention? Are there some things that look like empires, but aren't so destructive? How do you convince people to accept the trade-off of letting someone inexperienced move into an area and possibly run it poorly in order to benefit the whole committee in later years?

If you can do so without giving too much offense to anyone else in the room, can you cite examples of empires from your own experience?

Dealing with Dispersed Committees

We've all worked with a local group putting on a local con or a local group putting on a Worldcon. And more and more of us have been deeply involved with a dispersed committee. How is a geographically dispersed committee different from a geographically condensed committee? What sorts of problems does the dispersed committee face that the local committee avoids? How significant are they? Are they sufficiently large to put a dispersed committee at a disadvantage to a local one? Can they be solved? And—is it only distance that disperses cons? How about cultural differences? Can you cite examples of cultural differences that impact committee effectiveness and team building amongst con-runners from different places? Is this a distinct problem from geographical dispersion? How big a deal is it, anyway?

Philosophy of Program

Should a convention program be "community" or "content" based. When is each appropriate? Under what circumstances might less be more? There are two main philosophies of running Program: the N-Ring Circus and One Big Happy Family. The N-Ring Circus tries to include something for everyone and aims for a large, diverse program with multiple, independent items. Little effort is put into making different program items interrelate, and few people see the same program, since there are so many options to choose from. Practitioners of this style take a complaint that there were too many interesting things to attend them all as the ultimate accolade.

One Big Happy Family tries to have a single, tightly focused program, frequently just a single track. Emphasis is placed on a unified program with various program items being interrelated. It is considered good to have more-or-less the same people attending the whole program. Compare and contrast the two philosophies—what do you prefer, and why? Are these two

approaches mostly a matter of convention size, or could a large convention successfully do a unitary program and a small con do a multi-track monster? How does the type of program relate to the people who attend the convention?

When is it most appropriate to follow these philosophies, and what do you tell the children?

Applying Real-World Management Techniques to Conventions
What are these techniques? Can some of them work? (Which?) Why do some succeed and some fail? How can you apply these techniques to your average fans, so they won't suspect they're even being "managed?" Which aspects of fandoms can contribute to good management of conventions, and which aspects detract from it? Is it even appropriate to apply real-world management techniques to conventions? Additionally, as volunteers, fans may indeed need a different kind of stroking than salaried employees to stay happy and productive. What can you do to make volunteers become and stay part of a team? How can you motivate people to put their time/effort/money/whatever into working for (with?) your convention? How is this implicit trust developed? Please share stories and ideas!

Making Meetings Work
Meetings are hard work, and some meetings hardly work. How can we make meetings work for the group and not just bore people to tears? What sorts of meeting styles work and what don't? What is the role of the Chairman? Is a strong Chairman necessary?

How does a meeting make a decision? In particular, how do questions get put to the meeting, how are they discussed, and how is a decision finally made? Are there more or less effective ways to do this? How does your local group work? (And are some group structures more effective at building consensus than others are?)

Is consensus desirable? Is it achievable? Is it a matter of local culture; is it the right goal for all groups? How can the way a group operates make consensus more or less likely? Just what is consensus, anyway? Why is it important?

Once a decision is made, how important is it to stick with the decision? Is it easy? Are there effective con-running styles in which decisions are frequently reopened?

If you have experience working in different fannish groups, can you show how different approaches are used? Are some more effective than others? Is there a gentle art of persuasion?

Rightsizing and Marketing
Discovering Your Inner Convention and Telling People About It. [2 related items]

"Right-sizing" is an awful word coined by over-paid management theorists to describe the process of shrinking an organization to its natural size (when the natural size is larger, it's called "growth" and doesn't need a management theorist to explain it). Is "right-sizing" an appropriate concept for conventions? Why or why not?

What sorts of things affect the natural, optimal size for a con?

Facilities? The locality? The committee? Other things? All of them? How can you estimate the optimal size for your con? Are there signs that point to a con that is too large or too small? Use examples, when possible.

Who are you, and who do you want to be?

If you think you need to shrink your con, how do you do it? Can you gain insight from your concept of what your con is? Do you do a crash diet or gradual weight-loss?

Finally, once you discover your inner convention, how do you tell people about it? And how do you manage the feedback (ahem) when they find out?

Keeping Things from Going Stale
There's a tendency to leave well enough alone, particularly when things are going good. That's fine, but eventually even the best ideas get a bit stale. So, how do the "good" keep going, even when the going isn't tough?

How does one keep a well-run con from getting stale? There are two models: continuous incremental change and occasional revolution. Is one better than the other? Easier to do? Better at eliminating staleness? Even if you keep one area of a convention exciting (e.g., program), could your convention as a whole become mundane??? Does your home con have any systematic ways to keep from getting stale? Do you know of any that work well? (Or any that don't work well?) Is a formal effort to do this even worthwhile, or is it just more bureaucratic crap to get in a con-runner's way? Is it worthwhile rotating people out of areas regularly? Even if they're doing a good job? Even if they don't want to? (And, in either case, how do you best do that?)

Computers: When Not to Use Them—a Midnight Horror Panel!
Nearly everyone has been on the edges (at least) of a fiasco where someone decided to do a super-computerized job for a con, and made a complete mess of it. So where is it appropriate to computerize? Can either of the extreme positions ("never" and "always") be defended? Discuss some computerization failures that you have reasonably first-hand knowledge of. Are

there any common threads amongst them? Real-world computerizations tend to fail because the systems were poorly thought out, or too unreliable for the application, or inadequately tested and hence buggy, or not designed for the end-user, or not designed to address the actual application, or require too much training for random volunteers, or are just not tested in real-life situations. Do any of these fit your experiences?

Now let's talk about successful computerizations. (Are there any?) What do they have in common? Are they generally less ambitious than the failures? Designed by sharper people? Or what? How can one tell if a given proposal is a good one? What can a convention manager do to make a computerization succeed? Should pre-con and at-con systems be subject to different standards? And, in the end, are there applications which are simply too important to be done by computer?

Ghosts and Parasites

'Ghosts' are people who participate in convention activities without purchasing a membership. 'Parasites' are people who buy a membership, but who use the convention as a venue to pursue their own, unrelated (and sometimes inimical) activities. Are either or both a problem at your home convention? In other conventions you attend regularly? Do you feel they are a problem generally?

Why are they a problem (or why not?) Is it even appropriate to lump them together as a single topic? Do you disagree with either of the definitions given above?

Should anything be done about them? What? Can they be tamed or brought into your convention community? Have you taken measures against either? Were they successful? Why or why not? Are you considering taking any actions against either?

Cutting Your Losses

OK, you have a disaster ripening on your hands. Maybe a little problem is growing into a large problem. How do you know when it's time to stop tinkering and take drastic action? Drastic action, while popular with armchair con-runners, is difficult to do in practice, since it usually involves hurting someone, and leaves you as the villain. (Examples: a friend is screwing up in a sensitive position, promises made regarding a piece of your convention will cost mucho money, your space arrangements are changing dramatically...). Discuss the plusses and minuses of being proactive, whatever the problem. Share philosophies, problems...solutions?

After the Con Is Over

Once the con is over, the committee is usually ready to go to sleep for a while. After all, it's over, isn't it? What is involved in closing out a con?

To start with, how does one debrief a con to learn from its mistakes without re-fighting all the wars? Are there debriefing techniques which can help to retain the lessons learned? Are debriefings useful? Are they necessary? Is a blame-free discussion even possible? What sorts of things are needed to keep the group together? If the con went badly, how can the wounds be healed enough that the group can do the next con better? (This is the old lessons-learned issue again.) The problems after a poor con are quite different than after a good one, but are they completely different? Can you describe the differences and similarities? Be sure to talk about both regionals and Worldcons. What is the role of failure?

Special Events

"Chair Building"

A "touchy-feelie" team-building workshop for those who like the stuff—scheduled for Friday afternoon so as not to offend the rest of youse....

Jewish Services

Friday at sunset, and Saturday following afternoon program

"Spin City"

Friday night ice-breaker/opener. We hope to do it in the con suite. Please, tell us your disasters (real or imaginary!), and be prepared to do damage control with others...

Kirk Poland Does Smofcon

(*To Tell The Truth* with well known (?) convention stories, in the Readercon style)—Convention stories frequently (often? always?) get mangled in the telling. What's the real scoop on the great disasters or near-disasters of the past?

How well do you really know what happened?

1998 Smofcon Selection and announcements of future bids

General "inquisitional" question time—This is just to answer additional questions not adequately explained by the material in the con suite. (There will not be "the usual" evening presentation.).

Workshops/break-outs/"birds-of-a-feather"
(Note: content will be particularly strongly determined by attendees in these items.)

Comic Cons and SF Cons
Both have to contract for facilities, both have a dealers room, both have an artists alley... now wait a minute! Comic cons and sf cons have some important differences, but also some similarities. What goes on at a comic con? Why is the dealers' room the center of the con? How do fans and pros meet? Can one really get industry job offers there? And just what *is* an artists' alley?

Sponsorships
Sponsorship of convention activities by external groups is fraught with difficulties, especial when the external group is completely mundane. How does sf-community-based and non-sf-community-based sponsorship differ? Where has sponsorship worked? Where has it failed? Should sponsorship be allowed? Encouraged?

Are there practical steps which might be taken to make sponsorship work better? Is it ever worth it? Is sponsorship potentially a useful source of revenue for cons? An ethical one?

How to Do Publications (Web)
A discussion and (ideally) "show-and-tell" about effective web design that can help you to market your group or convention.

How to Do Publications (Print)
A how-to on "book" productions. From progress reports and program books to hardcovers. Bring samples, suggestions, and horror stories.

Art Show Issues: Building, Running, Money Concerns and Philosophy...
How do you build an art show out of "native" supplies? Alternately, a discussion of the "mission" of convention art shows...or, tax/money issues!

What's hot and controversial these days? Workshop your particular Art Show concerns with others of like mind!

How To.... Program
The nitty-gritty of putting the program together. Do you use computers or darts? Index cards or relational data bases? Re-invent the wheel with us. Learn—and share!

Dealing with Emergencies
We've all dealt with emergencies—the printer is late with the Program Book; the GoH's plane is fogged in, H*rl*n *ll*s*n has just offered to be on Program—and we're pretty good at it, aren't we? (Pause for a round of self-congratulations.)

But do we know how to deal with real, life-threatening emergencies, like a serious medical issue, or a fire, or a bomb threat? Something that needs an immediate and effective response, and can't wait for a committee decision? Something where the Real World <gasp> impinges on us????

Remember—sometimes, knowing when not to do something yourself is the first step on the path to wisdom....

Parliamentary Procedure
How to understand (and use) it. What rules should be used for Business Meetings?

Gaming at Conventions
Games? I think they're in 204, you know, the closet. Why are gamers shunted aside? What do they need besides tables and chairs.

Money Handling [special request from Bucconeer]
Money: it may have a tendency to stray. How can you keep this from happening, in an organized and effective way? May include tracking and securing equipment (whether owned by individuals or rented) and other convention items as well.

Real-World Interface: Working with Publishers
Publishers are people, too! Here's a chance to ask a Real Live Publisher who understands cons and con-runners.

How can you work with each other to mutual benefit? What are the tacit expectations and common pitfalls fans encounter when they interface with real-life economics? What do publishers need from the cons they attend? What do they expect? What things do con-runners frequently do that really bugs publishers? What do publishers do that really bugs con-runners?

What is the role of the program book ad in the publisher's advertising program? What can cons do to make themselves more attractive to publishers?

Hotel Resumes
Another "how-to" on techniques of writing a Resume your hotel might actually understand and follow! (Also, is there any software to help with this?—share!) This item should cover F&B, room set-up, and a whole lot more.

Our Hotel

Smofcon 15 is using the Doubletree Suites in Boston, MA: every room is a 2-room suite with a view of the Charles River and Cambridge. Right in the city, it has easy access by car or air. The hotel is less than a mile from Harvard Square or MIT, and has a free shuttle to many parts of Boston and Cambridge. Additionally, you get free cookies on check-in! There is a $7 (special reduced rate) daily parking charge for the indoor garage for all of our members. The hotel also features an exercise room, a pool and a hot tub that will fit 12 (or more) fans!

Our special con rate went away on November 4, 1997. The room rate for new reservations is $129, while there are rooms available. If you have a room that you won't be using, let us know and we'll reassign it to another who can.

Doubletree Suites   *617-783-0090*
400 Soldiers Field Road   *617-783-0897 (fax)*
Boston, MA 02134

Hospitality Suite

The Smofcon 15 Hospitality suite will be located in the *Presidential Suite* on the 15th floor. It will be open from Thursday evening until Monday morning (with time off for the staff to rest and cleaning). There will be plenty to eat and sample while you are relaxing with other fans. We are hoping that people from outside the area will bring local food and drinks to show off. In our Hospitality Suite we will be presenting a tour of the Best of Boston cuisine. We will be starting out with the great feature of Boston—Chocolate! Thursday night will feature Chocolate fondue and other chocolate specialties (including chocolate mousse). Friday evening will be a view of the world—local specialties (lobster on our part) from around the area, the country and the world—we need your help on this! Friday night will conclude with a decadent desert spread at 11 pm. Saturday morning will feature pastries from Cambridge—an absolutely wonderful Icelandic Bakery in Cambridge. Saturday night we will show why Boston is the nation's leader in per capita consumption of Ice Cream—We will have an Ice Cream Sundae feast from Toscanini's, one of the best ice cream makers in the Boston area. Sunday morning will be Jewish New York-style deli—catered from Brookline where some of the best Kosher Deli's in the area are located. And lest you think that the afternoons are being ignored—current plans call for Antipasto platters, both hot and cold, to be available. Sunday evening is going to be a surprise (most likely to the Consuite crew as well). We guarantee that you won't go home hungry!

Resource Room

Near the Hospitality Suite, there will be a resource room available for people to see what other Smofcons have covered, and what other conventions have produced. There will also be computers to use; meeting magazines, hotel books, etc. Since one of our planned workshops is "Publications", we would like you to bring samples of previous convention souvenir books, pocket programs, progress reports, flyers, and other souvenir items, such as T-Shirts, gifts for volunteers.

Program Space

Our main track of programming will be in the *Dunster Rooms* on the second floor of the hotel. There's a mixing area outside the room, and an open bar in the mezzanine half a level up. There should not be any problem finding our space, or us. The workshops or small discussions will be in the Hospitality Suite, the Resource Room, or elsewhere as posted.

Publications

We're planning a small written handout at this Smofcon, and we'd like to solicit contributions to it. What we'd like is articles of any length (though we may have to edit, of course) on topics directly related to any of the proposed program items. We would also like to put them up on our Web site in addition to handing them out to Smofcon 15 members. Mark Olson is contacting a few people directly asking for something, but for the most part we don't know who has something to say, so if you would like to write a page (or more) on one (or more) of them, please email Mark at mlolson@tiac.net. Previously existing material, which is apropos, is also welcome.

Boston, Cambridge, Brighton/Allston, & Somerville

We are currently working on an online restaurant guide http://world.std.com/~sbarsky/restuarant.html to the area. In addition, there are plenty of things to see and do in Boston and nearby Cambridge.
Museums include The Isabella Stewart Gardner Museum, MIT Museum, The Museum of Science, The Computer Museum, and The New England Aquarium.
Harvard Square contains many stores including bookstores such as WordsWorth, Schoenhof's, McIntyre & Moore,

Pandemonium Books, and the Harvard Coop.

We are planning two tours of the NESFA Clubhouse for those who wish to see a local fannish landmark *(Friday noonish and Sunday late afternoon.)*

...And, a special anticipated event:

SMOF534—Special Seminar: "Bheer Dissection & the SMOF." One hour honors seminar in the anatomy, construction, proper dispensing and oral/olfactory interaction between SMOF and bheer. Off-campus location:

The Sunset Grill & Tap, Allston, MA (75+ options on tap for comparative religion credits; 100+ in bottles; yard- and half-yard-glasses sold for those studying bheer history). Significant food available. If interested, sign up in the Con Suite; may substitute for either Saturday's seminar on "Networking and Smoffing: Care to 'do' Lunch?" or "Everything I Need to Know about Smoffing I Learned in Kindergarten: Naptime and Cookies."

Climate

Weather in Boston in December can be variable. It can be snowing, or as warm as 60 degrees (or more). Unfortunately, we can't predict what the weather will be. People should bring warm winter coats just in case.

Directions

By Air:

Fly to Logan International Airport; most major airlines fly here. A taxicab from the airport should run $20-$25. Or you can call U.S. Shuttle (617-894-3100) to be picked up and taken to the hotel. The fare from the airport per person is $8, plus $3.50 per group for airport fees, etc.; i.e., two people traveling together would be $19.50. Or see "By MBTA" below.

By Train/Bus:

Take Amtrak or Greyhound to South Station. A taxicab from there to the hotel should run $15-$20. Or you can call U.S. Shuttle (617-894-3100) to be picked up and taken to the hotel (no airport fees from South Station). Or see "By MBTA" below.

By MBTA:

Take the MBTA Red Line to Central Square and the Route 64 bus towards Oak Square.

> *Useful hints:*
> - *From the **Airport** it's the free shuttle (busses 22 or 33) to the T station; Blue Line to Government Center; Green Line to Park Street (one stop); Red Line to Central Square.*
> - *When taking the Blue Line in from the airport, you'll cross over the tracks after going through the turnstile; turn right at the end of this passage. This will put you toward the back of the train, saving steps when you change for the Green Line.*
> - *From **South Station** take the Red Line (toward Alewife) to Central Square.*
> - *The hotel is not shown on the bus route map, but is located immediately at the west end of the "loop", on the west bank of the Charles River. The Central Square terminus is on the Red Line subway, which connects "inbound" to all other subways and "outbound" to Harvard Square, Davis Square and Alewife.*
> - *Bus drivers do not give change and do not accept paper money, so you'll need $.60 or more in coins for each bus trip.*

The MBTA also offers several short-term passes:

A one-day Passport costs $5.00.

A three-day Passport costs $9.00.

A seven-day Passport costs $18.00.

Each Passport allows unlimited use of all subway lines, including surface Green Line branches, plus MBTA buses up to $1.70 fare (additional fare, if any, payable in cash), and commuter rail zones 1A and 1B. With the Passport you can also get discounts at some tourist attractions and restaurants. It is a good way to test-ride the T.

We will pre-order these for anyone who wants one. If you do, and want to use it immediately to take the T from South Station (Train or Bus to Boston) or the Airport, please let us know as soon as possible before Smofcon so we can mail it to you.

By Car:

- From Logan Airport: Exiting the airport, take the Sumner Tunnel (not the new Ted Williams Tunnel) to I-93 South to I-90 West (Mass Pike.) for 4 1/2 miles.
- I-90 West (I-93 North/South to Mass Pike): Follow to exit 20 Allston/Cambridge. After toll plaza, bear right following signs for Cambridge. Keep right, go straight through first traffic light and turn right at second traffic light. The hotel entrance is approximately 100 yards on right at the bottom of the ramp.

- I-90 East (I-95 North/South to Mass Pike): follow to exit 18 Allston/Cambridge (a left lane exit). After toll plaza, bear right following signs for Cambridge. Keep right, go straight through first traffic light and turn right at second traffic light. The hotel entrance is approximately 100 yards on right.
- Storrow Drive West: From Downtown Boston, keep to right side of Storrow Drive West following signs for Newton & Arlington. Take Mass Pike/Central Square Exit. Keep left on the exit ramp and make a wide U-turn at the traffic light. The hotel entrance will be on your right.

Badges, We Do Need Stinkin' Badges

The name badges will be readable from a reasonable distance. We promise! In addition, there will be space for people to add additional information about themselves. We will also be previewing something special. Teddy Harvia is designing conrunning merit badges. See http://world.std.com/~sbarsky/smof_badge.html to see what he has completed so far.

Badges and handouts can be picked up in the Hospitality Suite starting Thursday evening.

Smofcon 15 Membership *as of 12:05 am Monday, November 24, 1997*

Sue Ellen Adkins, CA	Fred Duarte, Jr., TX	John Lorentz, OR	Kara Savoia, MA
Adina Adler, MA	Dale Farmer, MA	Gary Louie, CA	Sharon Sbarsky, MA
Claire Anderson, MA	Gary Feldbaum, PA	Perrianne Lurie, MD	Mickey Schultz, WA
Dave Anderson, MA	George Flynn, MA	Mark A. Mandel, MA	Joyce Scrivner, MN
Bobbi Armbruster, CA	Pam Fremon, MA	Jim Mann, PA	Paul Selkirk, MA
Bonnie Atwood, MA	Crickett Fox, CA	Laurie Mann, PA	Randall Shepherd, TX
Ted Atwood, MA	Anne K. Gay, IL	Robert J. MacIntosh, VA	Kurt Siegel, NY
B. Shirley Avery, MD	Deb Geisler, MA	Jürgen G. Marzi, Germany	Michael Siladi, CA
Judy Bemis, NC	Steve Gold, FL	Richard Maynard, MA	Dick Smith, IL
Mike Benveniste, MA	Joyce Grace, MA	Keith McCormic, MA	Leah Zeldes Smith, IL
Kent Bloom, CO	Peter Grace, MA	Gary McGath, NH	Theresa Renner Smith, MD
Drea Branford, MA	Merryl Gross, MA	Karen Meschke, TX	Robert Sneddon, UK
Seth Breidbart, NY	Hal Haag, MD	Rae Montor, MA	Davey Snyder, MA
Ellen Brody, MA	Teddy Harvia, TX	Mary Morman, CO	Kevin Standlee, CA
Ann Broomhead, MA	Lisa Hertel, MA	Skip Morris, NH	Pat Stanley, OH
Michael A. Burstein, MA	Mark Hertel, MA	Bill Neville, NC	Ann Sterling, MI
Nomi Burstein, MA	Chip Hitchcock, MA	Mark Olson, MA	Tim Szczesuil, MA
K.I.M. Campbell, UK	Craige Howlett, CA	Priscilla Olson, MA	Mary Tabasko, PA
Dave Cantor, MA	Marcia Kelly Illingworth, TN	Tony Parker, NC	D. Tamplin, MA
Elisabeth Carey, MA	Tim Illingworth, UK	Sara Paul, PA	Diana Thayer, TX
Michael Citrak, WA	Saul Jaffe, NJ	Peggy Rae Pavlat, MD	Leslie Turek, MA
Nancy Cobb, NY	Athena Jarvis, ON	Kelly Persons, MA	Eric M. Van, MA
Karen Cooper, MN	Peter Jarvis, ON	Sam Pierce, VA	Tom Veal, IL
Joni Dashoff, PA	Scott Jensen, WA	Michael T. Pins, MN	Amy West, CT
Todd Dashoff, PA	Walter Kahn, MA	Ken Porter, CA	Tom Whitmore, WA
James Daugherty, CA	Rick Katze, MA	Brendan Quinn, MA	Sally Woehrle, WA
Kathryn Daugherty, CA	Judith Kindell, VA	Rhiannon "Gibbitt"	Lew Wolkoff, PA
Susan de Guardiola, CT	Deborah King, MA	Rhys-Jones, WA	Richard Wright, WA
Gay Ellen Dennett, MA	'Zanne Labonville, MA	Matthew Ryan, MA	Karl Wurst, CT
Jane Dennis, KY	Alexis Layton, MA	Ruth Sachter, OR	Ben Yalow, NY
Scott Dennis, KY	Suford Lewis, MA	Robert Sacks, NY	Beth Zipser, VA
Martin E. Deutsch, MD	Tony Lewis, MA	William Sadorus, WA	Mike Zipser, VA
Ira Donewitz, NY	Paula Lieberman, MA	John Sapienza, MD	

Smofcon 15 Mailing List

There is a Smofcon 15 Mailing list at smofcon@sflovers.rutgers.edu that is being used to discuss ideas for program, schmoozing, and any other interesting stuff that comes up. To sign-up for the mailing list send an email message saying, "subscribe smofcon" to listserv@sflovers.rutgers.edu.

Smofcon 16

If you're interested in hosting next year's Smofcon, please let us know, if possible, if you wish to be consulted on the details of next year's site selection (not that there are very many...). We plan a brief opportunity to make a presentation followed by a vote if the 1998 race is contested. And if anyone wants to announce interest in a later year, they should let us know also.

Smofcon 15 Membership Form

To purchase a Smofcon 15 membership, complete this form and mail it to:
Smofcon 15, PO Box 1010, Framingham, MA 01701-1010.

Credit card purchases may be faxed to 617-776-3243.

Memberships $45 (US Funds) for a full membership, $25 one-day. Make checks payable to MCFI. We also accept Visa and MasterCard. Please don't mail cash.

Name(s): _____

Address: _____

_____

City: _____ State: _____ Zip: _____

Country: _____ Phone number: _____

Email Address: _____

~~* Shoe size:~~ _____

I am buying _____ full membership(s) at $45 each, total $_____.

I am buying _____ one day membership(s) at $25 each, total $_____.

I am paying by _____ Check _____ MasterCard _____ Visa

Credit Card # _____ Exp: _____

Name on Card: _____

Signature: _____

~~* You don't want to know why.~~

Fannish Resumes

As part of the activities for this year's Smofcon, we are putting together a list of 'mini-Resumes' of the attendees for inclusion in the materials distributed at the convention. (Similar to what was done in 1991)

The information we're planning to list includes:

Name _____

Address _____

City/State/Country/Zip or Postal Code _____

Phone Number _____

E-Mail Address(es) _____

Web Site URL _____

Year First Entered Fandom _____

First Convention _____

First Convention Worked On _____

Areas of Interest _____

Conventions Chaired _____

"Home" Convention _____

Worldcon Experience _____

Other Conventions Worked On _____

What do you dislike the most? _____

Any other short comment _____

If you'd like to participate, the information can be sent to John Lorentz at jlorentz@spiritone.com (preferred), john_lorentz@planar.com or J.LORENTZ on Genie. There's also a "fill-in-the-blanks" form at the web site http://www.spiritone.com/~jlorentz/smofcon/smofform.htm

Information can also be sent to Smofcon Resumes, c/o OSFCI, PO Box 5703, Portland, Oregon 97228, or brought to Smofcon by latecomers, procrastinators and last minute additions.

Smofcon 15
PO Box 1010
Framingham, MA 01701-1010
USA

Illmuulilmllilulululllllmllmllmlululdlnlilndilil
George Flynn
PO Box 1069 Kendall Sq Sta
Cambridge, MA 02142-0008

SMOFCON 15

Doubletree Suites Hotel

400 Soldiers Field Rd.

Boston, Massachusetts

617-783-0090
617-783-0897 (fax)

December 5-7, 1997

http://world.std.com/~sbarsky/smofcon.html
smofcon@mcfi.org