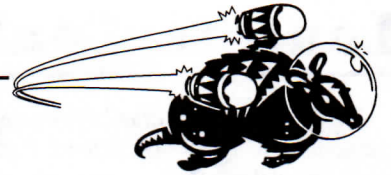


LoneStarCon2



PR#4.5

Progress Report #4.5 • February 1997

San Antonio, Republic of Texas

If you are planning to attend LoneStarCon2, this Progress Report contains a number of very important items for you:

- **Hotel Forms** – First and foremost are the hotel registration forms. You will find information to help you make your choice of hotels, a map to show you where they are, and instructions for filling out the form.
- **Volunteer Form** – Here is the stuff that dreams are made of, for if it weren't for volunteers the World Science Fiction Convention would not exist. Whatever your life experience may be, there is a place for you at LoneStarCon2. Do you like to work with children? Then perhaps you would consider a few hours in the Child Care division. Do you want to meet a lot of people? Try working registration. If you are interested in getting close to some of the professional authors,

editors or artists, you might volunteer to help with programming or events. Whatever you can give, even if it's only an hour here and there, will be much appreciated. And you will have the satisfaction of knowing that you not only attended LoneStarCon2, you were part of it.

- **Masquerade Information** – Before you start sewing, gluing, or splashing glitter, contact Peggy Kennedy and tell her you're on your way.
- **Writers' Workshop & Short Story Contest** – Sharpen your pencil and Just Do It. Don't miss this great opportunity to work with professionals in the sf/fantasy field.

We're looking forward to seeing each and every one of you in San Antonio.

Great Opportunities for Writers

Writers' Workshop

LoneStarCon2 will host a Speculative Fiction Writers' Workshop for beginning and experienced writers. The workshop will provide participants the opportunity to have their manuscripts evaluated by professional writers, including Rob Chilson, and Dr. Jean Lorrh.

The workshop is not a competition. It will be conducted on the principle that good critiquing skills make good writing skills. Participants in the workshop will meet in small groups made up of both experienced and beginning writers. Working together in a quiet, secluded room they will be able to discuss the story structure, logistics, and style of the entrants' submissions.

The workshop provides participants the opportunity to have their manuscript evaluated by selling authors who enjoy helping new writers grow as artists. (We cannot guarantee which professional will read any particular manuscript.) The critical nature of this workshop requires maturity from the participants.

General Rules

- You must be a member of LoneStarCon2 to participate.
- Manuscripts may be either short stories or sections of novels. Divisions for other types of writing, including screenplays and graphic novels, may be organized if we receive enough interest.
- Stories must be science fiction, fantasy, horror, or at least have a fantastic element of some kind.

- Maximum length for manuscript submissions is 7,500 words (approximately 30 pages).
- All manuscripts must be submitted in advance and arrive no later than June 15, 1997. (The workshop will have no on-the-spot reading for critiques).
- Group sessions will be scheduled throughout the convention, so be prepared to attend your assigned session.

Short Story Contest

LoneStarCon2 is also sponsoring a Short Story Contest, to be judged by Bill Fawcett. The contest is *not* a part of the Speculative Fiction Workshop. Many of the past winners of Mr. Fawcett's contests have made contacts that lead to publication.

Where To Get More Information

Shirley Crossland is coordinating the Workshop, and can answer questions about the Short Story Contest as well. Shirley has participated in the Austin Writers' League and the Slug Tribe critique group for many years. The type of manuscripts received for the workshop will help determine the structure of the sessions, so the earlier Shirley gets your submission, the better. Send e-mail inquiries to saxland@io.com, or mail your request to:

LoneStar Con2
Attention: Writers' Workshop (or Short Story Contest)
P.O. Box 27277
Austin, Texas 78755-2277

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LoneStarCon2 Needs You! Volunteer Today!

Plan to go to the WorldCon this summer? Great! We can really use your help. The World Science Fiction Convention is one of the largest annual events run completely on gopher-power. We don't have a paid staff, so the only way the con comes off at all is with your help. Complete this form and send it to:

LoneStar Con2
P.O. Box 27277
Austin, Texas 78755-2277

We'll be in touch with you well before WorldCon – we promise!

In addition to a hearty handshake, you'll receive a special token of our appreciation. If you work enough hours and if the

WorldCon makes money, you might even get a portion of your membership reimbursed. (Yes, as illogical as that might sound, we all pay for the privilege of working on the WorldCon.) You'll also get con-working experience, get to meet new people, and get to see the inner workings of a WorldCon.

Most of the pre-pre-pre-con work is going on at our office up in Austin. If you live in the Austin area, would like to help out, and if you have time on Wednesday, Thursday or Sunday nights, please give us a call at 472-9944.

If you live in San Antonio, we have several jobs we need to find local fans to do.

Name _____ Membership # _____

Address _____

City _____ State/Province _____ Country _____

Phone (s) _____

E-Mail _____

NOTE: If you are under 18, your parents must sign a permission slip for you in order for you to work for the convention. If you are under 18, please check this box q and we will send you a permission slip.

Convention Work Experience: Discuss, briefly, any convention experience, particularly WorldCon related work.

Special Skills: These would include translation (Spanish, Sign Language, etc.), computer skills, accounting skills, first aid and/or CPR training.

Preferred Areas:

Events Exhibits Office/Operations Programming Registration Services No Preference

Preferred Days:

Pre-Con Only At Con Only Post Con Only No Preference

Preferred Time:

Mornings Afternoons Evenings Nights No Preference

Masquerade Information

The LoneStarCon 2 Masquerade will be held on Sunday night, August 31st at 8PM in the Grand Ballroom at the Marriott River Center Hotel. I am getting information on Green Room and Stage dimensions, doorway widths, overhead clearances, and other stuff useful for planning your presentation, and will make it available as soon as I can.

Registration

Costumes should be pre-registered. Forms will be sent with PR#5 and can also be obtained by writing to the Masquerade Director. (See address at end of article.) The completed forms must arrive at my home address before August 10th, 1997. If you don't have all the information, send the form anyhow and supply the omissions at the Con. You will need to check in at the convention Masquerade Registration Desk (location to be determined) before 10 AM on Saturday, August 30 in order to stay on the competitors' list.

Since there are sometimes people who do not know about the Masquerade until it is too late to pre-register, a **very** limited number of places will be reserved for at-Con registration. The cut-off time for at-Con registration will be the same as for check-in. Pre-registered entries will be arranged for the best effect. At-Con entries will go on at the end of the masquerade, after the pre-registrants.

Awards

There are two competitions in this Masquerade: the Stage Competition, where costumes are judged for effect; and the Workmanship Competition, where they are judged for skill in their construction. Workmanship judging was established to recognize exceptional skills in crafting. It is done backstage and is strictly voluntary. If you wish your costume, prop, or any portion of them to be judged for workmanship, let your Den Mom know when you sign in at the Green Room. Additionally, we are planning to have Hall Costume Awards, which will be given out during the convention.

Re-Creations

Costumers doing Re-Creation costumes should bring a copy of the source to the convention and turn it in at check-in. This is so the Judges can judge fairly. Do not submit originals, as we cannot take responsibility for them.

Divisions

The competition will be run under the skill divisions system of Novice, Journeyman, and Master, so that costumers with less experience do not have to compete against those with more. Definitions are given below. "Major Masquerade" means WorldCon Masquerade or CostumeCon Science Fiction/Fantasy Masquerade.

The division should be that of the highest ranking member of the group who had major input into the costume, not just advice and encouragement.

- Enter in the **Novice Division** if you have fewer than three awards in the Novice Division at a Major Masquerade.
- Enter in the **Journeyman Division** if you have fewer than three awards in the Journeyman Division at a major Masquerade – or – qualify as a Novice but want to do it anyhow.
- Enter in the **Master Division** if you make a substantial part of your income as a professional costumer – or – have take Best in Show at a Major Masquerade – or – have three major awards at the Journeyman level at a Major Masquerade – or – just want to.

There will also be a **Young Fan Division** (for costumers 12 or under) subdivided into costumes made by the young fan and those made by an adult.

If you have trouble figuring out where you belong, consult with the Masquerade Director as far in advance as possible. You may, if you wish, compete at a higher level than you are technically qualified for but not at a lower one.

Liability Releases

Everybody taking part in the Masquerade, helpers as well as costumers, will need to sign liability releases (included on the registration form) in order to participate. For participants under 18 years of age, the release should be signed by a parent or guardian.

Green Room

The Green Room is located close to the stage, with toilets nearby. We intend to supply the usual munchies and cold drinks, as well as a repair table, mirrors, and iron and ironing board.

One new rule this year: costumes must be completed before being brought to the Green Room. While emergency repairs and final assembly of large props or costumes are okay, sewing, hot gluing, soldering, or other construction work which could have been finished at home or in the hotel room are not. This is because they occupy too much space and take too many helpers away from other costumers.

Weapons

If you plan to carry a weapon, you must satisfy the Weapons Master that you can do so without danger to yourself or others. In any case, no illegal or loaded weapons (guns, bows, slings, etc.) may be used. Transportation of weapons to and from the Masquerade area must conform to the convention's weapons policy.

Props

Props will have to be carried on and off the stage by people using them or by helpers who they supply. We will not have storage space for large props, so you will need to bring them to the Green Room no earlier than the day of the Masquerade (time to be determined) and remove them after the show.

Sound

We will be able to play standard cassette tapes with background music and/or voice-over. Turn in your cued-up take when you check in at the Masquerade registration desk. Be sure to label the tape with your name, costume title, and correct side to be played. It would be wise to bring a second tape for backup, just in case. I am hoping to send out standard tape labels for you to put on your cassettes.

Stage

I have been told that the stage will be available for much of the convention, except for Opening ceremonies and the afternoon and evening of the Hugo Ceremonies. Details have yet to be worked out, but I can tell you that we will have a good-sized stage and that we may have a runway. We are working on getting a follow spot and whatever other amenities the budget will stand.

For safety reasons, all contestants must at least walk the stage before the Masquerade. We will hold tech rehearsals, where you can consult with the MC and tech crew about sound, lighting, and special effects. I will publish the hours when I know them myself, and there will be a sign-up sheet for rehearsals times. This will also be when people who want to carry weapons will clear them with the Weapons Master.

Photography

Our Official Photographer is Ken Warren. We are also planning to have a Fan Photo area. Members of LoneStarCon 2 may photograph or videotape costumes for their personal use. Sales for any purpose require the written consent of

the costumer and the convention. Space will be limited, and places can be reserved by writing to the Masquerade Director. As always, no flash photography will be allowed during the Masquerade.

The usual Polaroid photo, used to help the Judges, will be taken. There will be a \$1.00 fee. The photos will belong to the costume entry and can be picked up after the Masquerade is over, probably at the Bitch Session.

Volunteers

Anyone who wants to volunteer to work on the Masquerade

should get in touch with me via E-mail or Snail Mail. I need it in writing so I can remember who offered to do what. Without volunteers there cannot be a Masquerade. Please help me, the costumers, and the audience to make this an exciting event.

Peggy Kennedy, Masquerade Director
62 Touchstone, Lake Oswego, Oregon 97035
peggykennedy@worldnet.att.net

MASQUERADE RULES

Yes, I know this is a lot of rules. There is a reason for every one of them. Sometimes the reason is that things work better that way. Sometimes it is because a person did something at a Masquerade which endangered or inconvenienced themselves, other costumers and costumers, the crew, or the audience. If you believe that you have a really good reason not to comply with one of the rules, you must convince the Masquerade Director to make an exception - preferably way before the event.

1 All participants must be Attending Members of LoneStarCon2.

2 Costumes should be pre-registered. I will hold a very limited number of spots for at-Con registration, but these are really for neos who didn't know about the Masquerade beforehand. Pre-register even if you don't know whether your costume will be ready. It is a lot easier to delete you from the database at the Con than to put you in.

3 All costumes must be science-fiction or fantasy related. This includes fantasy and SF paintings or cartoons, but not purely historical costumes with no F&SF connection.

4 No nudity for nudity's sake. The Judges will not give awards for what God made. There must be some display of skill in creating and executing a design.

5 The following costumes may not be shown in the competition: purchased or rented costumes or Hall Costumes (costumes which have been worn in the Convention halls prior to the Masquerade). Costumes which have won a major award at a WorldCon or CostumeCon may not compete for an award but may be shown Out-of-Competition.

6 Small children must be under the control of a responsible adult at all times.

7 Your costume must be finished before you get to the Green Room. No sewing, gluing, soldering, or other construction work except for final assembly of large costumes and props or unexpected repairs.

8 Each contestant may appear only once on stage. You may enter another costume if it is worn by another person. In that case, any award goes to the maker/designer.

9 Live microphones will not be available to costumers. You may record on tape any background music (strongly recommended, as it will greatly improve the effect of your costume), narration, or text for lip-syncing. Any narration to be read by the MC will be limited to 50 words. If you wish to interact with the MC, be sure to consult with him at the tech rehearsal.

10 Costumers and their assistants will be required to sign releases for liability and for use of video. By appearing in the Masquerade, a costumer allows the convention to make video tapes and offer them for sale. For participants under 18 years of age, the release will have to be signed by a parent or guardian.

11 All costumers must walk the stage before the Masquerade, as we don't want you to fall off and hurt yourself or others. There will be plenty of time for this, since the stage will be up for the entire convention and will be used only for the Hugos and Masquerade. Someone will be there to check off that you have, in fact, familiarized yourself with the area.

12 For safety reasons, the following are not allowed: live animals, substances which might damage or soil other costumes, fire, flash powder, explosives, projectiles, or anything else to which the Safety Officer takes exception. Electronic flashes may be used, provided you notify the Masquerade Director and the Safety Officer in advance.

13 Weapons: There will be no illegal weapons of any kind! If you plan to use a weapon (real or fake) in your presentation, you must satisfy the Weapons Master that you can do so without endangering anyone, yourself included, before you will be allowed to carry it. If you do decide to carry a real weapon, you will be required to sign a release accepting legal and financial responsibility for any damage your weapon may cause to persons or property.

14 Costumes with electric power requirements need to be self-contained, as there will be no access to outlets.

15 Time limits: Groups of up to four costumes may have a maximum of 60 seconds on stage. Larger groups may have up to 90 seconds. If you feel you must have more time to do a good presentation, persuade me. (Note: 60 seconds is a long time, especially if you are up there all by yourself.)

16 Do not leave anything on stage that a Stage Ninja cannot pick up quickly. If you plan to leave anything on stage, even if it is only a handful of glitter, let us know so we can clear the stage before the next costume enters. If you will be using large props, you need to bring your own people to get them on and off, and tell us how many and who they are.

17 Surprise the audience, not the Masquerade Director. If you are planning something completely different, let us know well in advance. We won't tell anyone who does not have to know.

18 The Masquerade Director has the authority to eliminate anyone from the competition on the grounds of taste, danger, rules violations, or any other reason which she feels to be sufficient. There will be no appeal.

Hotels, Hotels, Hotels

by Patty Wells & Ben Yalow

The highlight of this mailing is the housing form for the Worldcon, as provided by the San Antonio Housing Bureau. All hotel reservations must be mailed or faxed to them, in order to allow reservations to be handled for the multiple hotels that we're using. Telephone requests are not accepted.

For LSC-2 we have a room block of slightly over 2000 bedrooms. To put this in perspective, this is a block similar in size to that of last year's Worldcon in Anaheim. It is a number that we feel confident will provide plenty, as well as a variety, of rooms from which to choose.

Please do not call the hotels directly. They will not make reservations at the convention rates except through the Bureau and we wouldn't want anyone to pay rack rate. The form may be mailed or faxed to:

LSC-2 Housing

PO Box 2426, San Antonio, TX 78298

Fax: 210-270-8702

We are very happy to have the San Antonio Housing Bureau handling the bookings for this Worldcon. We believe that this will greatly help in keeping mistakes to a minimum. However, the Housing Bureau's computer system is based on using a set format on their housing form. This mailer is essentially their canned form with our hotels noted on it. In a break from their normal procedure, which we much appreciate, they have added the feature that we find most useful in blocking for our conventions. There is a check-off box for Party or Quiet (Non-Party) floors.

Please send in only one form per room. If several people are sharing the room, select one person to send in the form, and list the other people on the form in the space provided. This will ensure that your room share contingent does not end up with multiple rooms blocked.

Hotels are designated on the form by a three letter code, *not* by the name of the hotel. The codes can be found on the map in this mailing, and in the text of this article next to the name of the hotel.

Booking Suites and Party Floors

As we go through the process of allocating suites, feel free to let us know what your questions and special considerations are. The more information we have, the better we can ensure an enjoyable con for everyone.

The Marriott Rivercenter has been designated the party hotel for LoneStarCon2. However, due to the number of rooms and suites we have blocked in the Rivercenter, not all floors there will be designated as party floors. There are a large number of suites available at the Marriott Rivercenter, and a very limited number blocked at the Marriott Riverwalk. All suites requests, for parties or not, are being forwarded to the concom, in order to ensure that the suites will be allocated by people who understand the needs of the various members of the SF community. An advantage of the Marriotts is that there are enough suites, in a variety of sizes and layouts, to meet the needs of most SF-related groups.

Suites in the Rivercenter range from the King Junior Suite, about the size of 1-1/2 ordinary bedrooms, and costing \$175 per night, to the Presidential Suite, with a parlor four times that size, and costing \$600 per night. Connecting bedrooms are available for most suites, at the cost of a regular bedroom.

If you want a suite, please indicate that on the hotel form, and send it in to the same Housing Bureau address as you would any other hotel room request. The bureau will forward the form on to our housing coordinator, who will contact you to discuss your

suite requirements. At that time she will need to know particulars on whether you will be holding open parties, or other usage you have planned for the suite so that you may be blocked in a way that will cause the minimum of complications at the convention.

Please send in your suite requests as soon as possible, since there are a limited number of suites in some specific sizes and layouts.

Regardless of whether you are requesting a suite or a regular room, if you want to be blocked on a party floor, please indicate that on the housing form in the Special Requests section by marking the box for Party Floor. If you want to be blocked on a non-party floor, mark the box for Quiet (Non-Party) Floor. Please keep in mind requests for specific levels are subject to availability at check-in. If you don't care, then leave that area blank, and you may be assigned either kind of floor, depending on what rooms are available at check-in. This applies only to the Marriott Rivercenter, since all of the other hotels are totally non-party.

Our Hotels

The headquarters hotel is the **Marriott Rivercenter** (MRC), about two blocks from the Convention Center, and located on the scenic riverwalk. It has about 1000 rooms. We've blocked all but a very few for the convention's use. This will be the party hotel, including the con suite, but it will have a large number of non-party floors, as well. The Hugos, Masquerade, and Meet-the-VIPs events will all take place here, as will much of the night program. Childcare will be located in this hotel, as well. Almost all of the suites that the convention has blocked are in this hotel. Rates will be \$99 single, \$109 double, \$119 triple, and \$129 quad, with suites starting at \$175 on up.

ALL of the other hotels will be non-party hotels. These include:

Our primary overflow hotel, with 450 of its 500 rooms blocked for convention use, is the **Marriott Riverwalk** (SAM). It's located on the block between the Marriott Rivercenter and the Convention Center. Currently it is planned that filking and gaming will be in this hotel. There are a few small suites in this hotel. Rates are the same as in the Marriott Rivercenter.

On the other side of the Rivercenter from the Convention Center and Riverwalk are two smaller hotels, the Menger and the Holiday Inn Crockett.

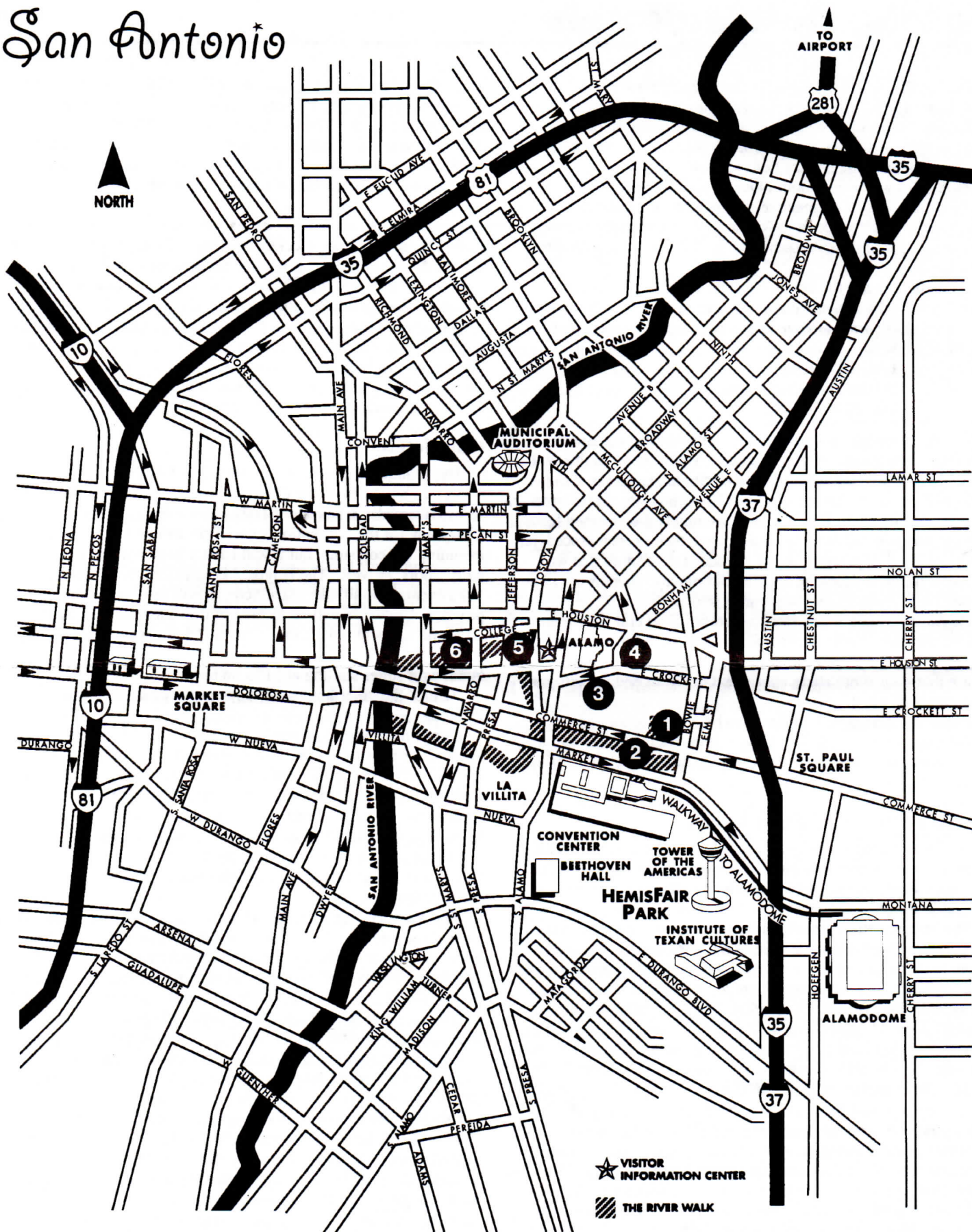
The Menger (MEN) is an old hotel (established 1859), and is located right next to the Alamo. It's very well preserved, and is quite different from the more modern hotels that make up much of the block. We have 250 rooms blocked at the Menger, with rates of \$91/105/112/112 for single through quad occupancy.

The Holiday Inn Crockett (HIC) has 175 rooms blocked, with rates of \$89/99/109/109 for single through quad occupancy.

On the other side of the Convention Center, and a few blocks away, are the last two hotels in the block. **The Hyatt Regency** (HYR) is the closer one, with 100 rooms blocked, at rates of \$109/109/119/129 for single through quad occupancy.

Finally, we have 100 rooms blocked at **La Mansion del Rio** (LMR), about a block further away than the Hyatt. This hotel is probably the most luxurious, and idiosyncratic of our hotels. It wasn't originally built as a hotel, but was converted a number of years ago. It features distinctive individual rooms, some opening onto the several courtyards in the hotel, or onto the river passing behind the hotel. Rates here are \$109/109/119/134 for single through quad occupancy.

San Antonio



HOTEL CODES

- | | | |
|------------------------------|------------------------|----------------------------|
| ① Marriott Rivercenter – MRC | ③ Menger Hotel – MEN | ⑤ Hyatt Regency – HYR |
| ② Marriott Riverwalk – SAM | ④ Crockett Hotel – HIC | ⑥ La Mansion del Rio – LMR |

Mail to: LSC-2 Housing
P.O. Box 2426
San Antonio, TX 78298
OR
Fax to: (210) 270-8702

Reservation cutoff date:

August 6, 1997

The Second Occasional LoneStarCon

Science Fiction Convention & Chili Cook-off

RESERVATION WILL NOT BE PROCESSED IF FORM IS INCOMPLETE. TELEPHONE REQUESTS ARE NOT ACCEPTED. Keep a copy of form for your records. **DO NOT MAIL AFTER FAXING.** Acknowledgements are mailed or faxed only to the name listed in field #8. Photocopy this form if you need more than one room.

1. SELECT SIX HOTELS: Rooms are assigned first come / first served. If choices are not available, a room will be secured at a hotel based on your preference of rate or proximity and availability. **USE CODES ONLY / NOT NUMBERS.** See Instructions and Map for codes.

1st Choice	<input type="text"/>	2nd Choice	<input type="text"/>	3rd Choice	<input type="text"/>
	(HOTEL CODE)		(HOTEL CODE)		(HOTEL CODE)
4th Choice	<input type="text"/>	5th Choice	<input type="text"/>	6th Choice	<input type="text"/>
	(HOTEL CODE)		(HOTEL CODE)		(HOTEL CODE)

If hotel choices are sold out, which is more important? Room Rate Location

2. ARRIVAL:

DAY / DATE: _____ TIME: _____ AM
PM

3. DEPARTURE:

DAY / DATE: _____ TIME: _____ AM
PM

Requests for 2 or more days pre or post-convention may not be available through the housing department. Acknowledgement will advise you to call hotel direct for additional nights (not always available at convention rates).

4. CHECK APPROPRIATE BOX: ONE BED TWO BEDS
 SUITE + 1 BEDROOM SUITE + 2 BEDROOMS

The housing department will request room type, hotel will confirm if available.

5. TOTAL NUMBER OF PEOPLE IN ROOM: _____

6. ROOM GUARANTEE: Hotel will send confirmation with rate, policies and room type. All rooms must be guaranteed. **Do not send checks to the Housing Department.** Complete credit card information or send check directly to the hotel upon receipt of confirmation slip.

Type of Card (i.e. AE, MC, VS) Credit Card Number Expiration Date Name on Credit Card

7. LIST ALL OCCUPANTS: First name first.

1. _____ 2. _____
3. _____ 4. _____

8. SEND ACKNOWLEDGEMENT TO:

FIRST NAME										MI		LAST NAME									
AFFILIATION / COMPANY																					
STREET ADDRESS OR P.O. BOX NUMBER																					
CITY						STATE				COUNTY				ZIP CODE							
DAYTIME PHONE NUMBER											FAX NUMBER										

9. SPECIAL REQUESTS (Hotel will confirm if available): SMOKING NON-SMOKING Party Floor Quiet Floor

Check here for disability List special or other needs: _____

CANCELLATION / CHANGES: Before August 13, 1997 in writing to Housing Department. After August 13, 1997 direct to hotel.

Austin Literary Arts Maintenance Organization
P.O. Box 27277
Austin, Texas 78755-2277



ADDRESS CORRECTION REQUESTED
FORWARDING POSTAGE GUARANTEED

**Hotel Forms
Enclosed!**

1300 Supporting
Alan Stewart
PO BOX 222
WORLD TRADE CENTRE
MELBOURNE, VIC 3005 AUSTRALIA



The 55th World Science Fiction Convention

Honored Guests

Algis Budrys & Michael Moorcock

Honored Artist Guest

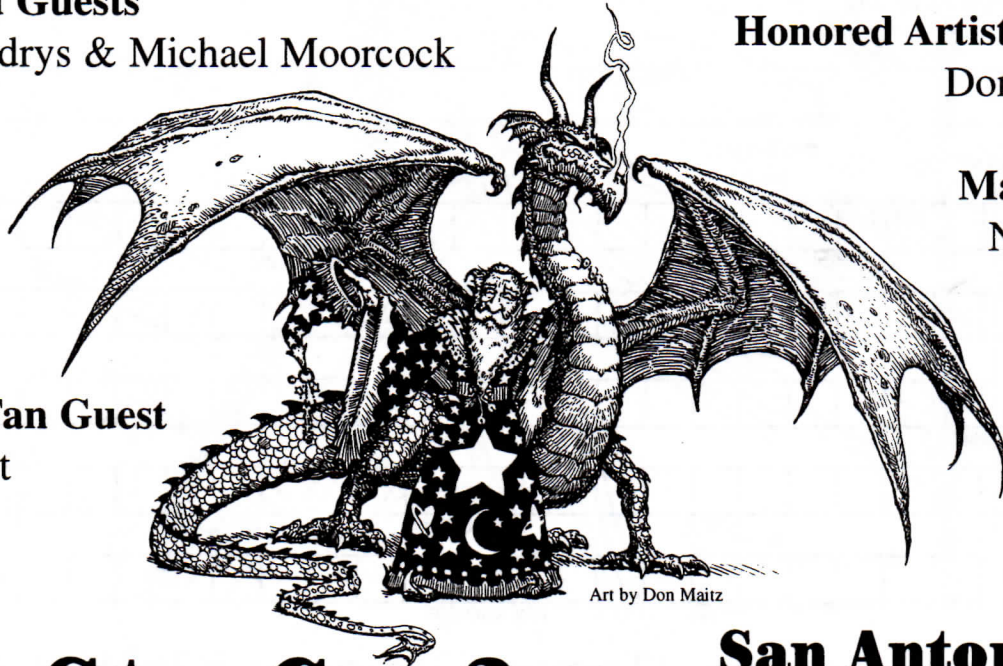
Don Maitz

Master of Toasts

Neal Barrett, Jr.

Honored Fan Guest

Roy Tackett



LoneStarCon2 ★ **San Antonio, Texas**
August 28-Sept. 1, 1997

The Second Occasional LoneStarCon Science Fiction Convention & Chili Cook-Off