

SO YOU WANT TO BE A FAN?

an introduction to science-fiction and fantasy fandom

DISCOVERY

Almost the first thing that anyone with a new enthusiasm wishes to do, is to share it with someone else. And, if your enthusiasm is science-fiction or fantasy, you have recently learned that there is such a thing as Fandom - an exciting group of people of all ages, occupations, backgrounds, and personalities, who have a common interest in this form of literature. Naturally, you want to learn more about fandom - when and where the clubs meet, how to receive fanzines, how to produce your own fanzine, when the conventions are, perhaps even how to try your hand at writing science-fiction.

Fans in the New York City area, to whom this information is particularly addressed, have the opportunity to attend fan club meetings almost weekly. A weekly club also meets in Los Angeles, and there are also active clubs in San Francisco, Berkeley, greater Boston, Chicago, Cincinnati, Seattle, Washington, Baltimore, Philadelphia, and Detroit.

Club meetings, if possible, are perhaps the best way for the new fan to get acquainted with other fans and become more deeply involved in "fanac" - fan activities. More experienced fans will be glad to advise you about publishing, fan-nish jargon, amateur press associations, and books and magazines which you may not yet have come across.

CLUBS ARE TRUMPS

Fan clubs come in two varieties: open and closed. Open clubs are open to all fans. Closed clubs, for various reasons involving available space, or a wish by the members to develop a relatively homogeneous group, admit members only by invitation.

Chief among the open clubs in the New York City area is FISTFA, the Fanish & Insurgent SciEntiFictional Association. FISTFA meets every other Friday evening at the apartment of Mike McInerney, Apt. 5FW, 250 W. 16th St., New York, N. Y. The next such meeting will take place on 22 July 1966. (Owing to Mike's absence at the MidWesCon and WesterCon, the FISTFA meeting of 24 June 1966 will take place at the home of Dan Goodman, 636 E. 11th St., New York, N. Y.) There are no formal programs at FISTFA meetings, simply informal get-togethers with much discussion of current fiction and fanac.

The City College of New York Evening Session Science-Fiction Society, familiarly known as "Sci-Fi", is by no means limited to CCNY students. During the academic year it meets every Friday evening at 8 PM in Finlay Hall, at 133rd St. and Convent Ave. on the CCNY campus. Sci-Fi often has programs, and once or twice every semester they show every chapter of one of the old movie serials. When the academic year resumes, get information on Sci-Fi meetings from Elliot K. Shorter, 512 W. 169th St., New York, N. Y. 10032 or Fred Phillips, 1278 Grand Concourse, Bronx, N. Y. 10456.

The Eastern Science-Fiction Association (ESFA), the oldest fan club in the net-

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ropolitan area, meets on the first Sunday of each month at 3 PM in the Newark YMCA, 300 Broad Street. (Take the Newark express bus from the Port Authority Terminal in midtown Manhattan.) ESFA always has a program, and there is a good deal of trading and selling of books and magazines at the meetings also.

From time to time attempts are made to form fan clubs at various universities. Except at CCNY, these clubs have thus far not with little success. From time to time, clubs at Columbia University and the Polytechnic Institute of Brooklyn are reactivated. Outside New York, the most successful university fan club is the M. I. T. Science-Fiction Society ("The Misfits"), Room W20-443, M. I. T., 77 Massachusetts Ave., Cambridge, Mass. 02139. Students from other colleges in the greater Boston area are also welcome.

The most notable record of continuity has been set by the Los Angeles Science-Fantasy Society, which has held over 1500 weekly meetings since its founding in 1934, in the early days of fandom. LASFS meets every Thursday evening at 8 in the Silverlake Playground Gymnasium, Silverlake & Van Pelt Sts., Los Angeles, Calif. Another active club is the Washington Science-Fiction Association, which meets on the first, third, and fifth Fridays of each month at 8 PM at the home of Miss E. Cullon, 7966 W. Beach Drive N. W., Washington, D. C. Meetings are usually quite informal.

If you are just getting started in fandom, and want to know whether a fan club meets in your town, get in touch with a local fan from the National Fantasy Fan Federation membership list (we'll get to this in just a minute) and find out what he or she may know.

Closed-membership clubs are not as difficult to get into as the name sounds. Any reasonably well-behaved fan who is introduced by a member stands a good chance of joining. The Fanoclasts meet at the home of Ted White, 339 49th St., Brooklyn, N. Y. 11220, on alternate Friday nights. (Fanoclasts meet on those Fridays when FISTFA doesn't. The next meeting at Ted's is on 29 July 1966.) Fanoclast meetings are also quite informal, and devoted to conversation. Since many of the Fanoclasts are aspiring writers, and some like Ted have been published, the conversation often takes up the technical side of writing and selling. Fanoclasts has begotten a daughter group which meets every other Tuesday to discuss works in progress.

The Lunarians meet on the third Saturday of every month at 8 PM at the home of Frank Dietz, 1750 Walton Ave., Bronx, N. Y. 10453. Members may bring guests without advance notification. The program is usually a parody of parliamentary procedure, followed by coffee, cake, and poker. Conversation about science-fiction and fantasy is squeezed into temporal interstices during all this.

"WIDER AND WIDER OUR CIRCLE EXPANDS..."

One of the most useful things for a new fan to acquire is membership in the National Fantasy Fan Federation ("NFFF", or "N3F"). You will receive, along with two bimonthly publications (Tightbeam and The National Fantasy Fan ("TNFF")), various "fanbooks" on such aspects of fandom as publishing, the amateur press associations, and fannish jargon. One year's membership should be sufficient, since aside from these perquisites of membership N3F has little to recommend it. N3F membership is \$2.00 from Janie Lamb, Route 1, Box 364, Heiskell, Tenn. 37754. One of the things you will get is a membership list which will enable you to get in touch with other fans in your area.

N3F membership will put you in touch with Seth Johnson, 339 Stiles St., Vaux Hall, N. J. 07088. Seth is one of the most indefatigable correspondents in fandom, and has given help and encouragement to numerous neofans. His Fanzine Clearing House will furnish you, for \$1.00, with an assortment of recent fanzines. This will also put you in touch with other fans, and give you some help if you plan to do your own publishing.

Aside from the amateur press associations, N3F is the only nationwide general

fan group. But there are several special-interest groups, which have their own publications, and which conduct national or local meetings as announced in these publications. Some of these are:

The Hyborian Legion (swordplay-and-sorcery fiction), George Scithers, Box 9120-Air, Chicago, Ill. 60690. The Hyborian Legion publishes an excellent fanzine, Amra, which is 8 issues for \$2.00 from the same address.

The Burroughs Bibliophiles (Edgar Rice Burroughs fiction), Vern Coriell, 6657 Locust St., Kansas City, Mo. 64131. The Bibliophiles publish 3 ERB fanzines, and can refer you to several others. Write for details.

The Tolkien Society of America (Lord of the Rings and other Tolkien works), Dick Plotz, 159 Marlborough Rd., Brooklyn, N. Y. 11226. New York members meet approximately quarterly at this address. Membership is \$1.50 per year, which includes 2 publications.

The Games Bureau began as a N3F department for people interested in board games. The Gamesman is published quarterly by Don Miller, 12315 Judson Rd., Wheaton, Md. 20906, at four issues for \$1.00. The Games Bureau also publishes, at a more frequent rate, The Gamesletter. In addition, some of the more widely played games such as chess, fairy chess, and Diplomacy have Games Bureau bulletins of their own.

Diplomacy, a war board game invented by Alan Calhamer, has developed a fandom of its own, and the postal play of the game involves almost a hundred people. The game board is a map of 1914 Europe, and the players each take one of the powers of the time. There is no element of chance, and alliances may be made and broken at will. The game lends itself easily to being played by mail, and some players compose elaborate press releases to go with their moves. The oldest postal Diplomacy fanzine is Graustark, which is 10 issues for \$1.00 from John Boardman, 592 16th St., Brooklyn, N. Y. 11218. A directory of postal Diplomacy bulletin appears in The Gamesman #3.

The Writers' Exchange, another N3F offshoot, is a new organization designed to help fans who want to write professionally. Its bulletin, Wizard, is 4 issues for \$1.00 from Alma Hill, 463 Park Dr., Boston, Mass. 02215.

Comic book fandom is regarded as a disreputable suburb of science-fiction and fantasy fandom. Still, there are a substantial number of fans engaged in collecting, selling, trading, or criticizing comics. They will get together for a ComiCon in New York on 23-24 July 1966 at the Park Sheraton Hotel. Advance registration is \$3.50 from John Benson, 207 W. 80th St., New York, N. Y. Further information about comics fandom may be obtained from Don and Maggie Thompson, 8786 Hondricks Rd., Montor, Ohio 44060.

THE CON GAME

The First World Science-Fiction Convention was held in New York City in 1939. Ever since, except for the war years, fans have got together every Labor Day weekend for WorldCons. The 24th WorldCon will take place in Cleveland on 2-5 September 1966. Membership is \$2.00 (\$3.00 if you plan to attend) from Ben Jason, 3971 E. 71st St., Cleveland, Ohio 44105. The Con hotel is the Sheraton-Cleveland, 20 Public Square, Cleveland, Ohio 44101.

WorldCon programs are generally packed full of interesting items: talks by major writers, editors, and publishers of s-f (this year's guest of honor is L. Sprague de Camp); panel discussions on the current state of s-f; meetings of special-fandom groups such as the Hyborian Legion and the Burroughs Bibliophiles; auctions and sales booths; an art show at which excellent material regularly appears; a banquet at which the annual "Hugo" awards will be presented; a costume ball; and numerous parties and other opportunities for informally meeting people. Specific information on the Cleveland WorldCon appears in the progress report which will be sent you if you join.

The site of next year's WorldCon will be voted on in Cleveland. Since 1967 is

the East's turn for the WorldCon, a spirited contest is now under way among fan groups in New York, Baltimore, Boston, and Syracuse.

In addition to the WorldCon, regional conventions are held throughout the year. Chief among these are:

The ESFA Open Meeting (ESFAcon) is held at the Newark YMCA, 300 Broad Street, on the first Sunday of every February.

The Boskone takes place in Boston, on or near the first weekend in March.

The Lunacon and the Eastercon are the only overlapping pair of cons in fandom. Both take place in New York on a weekend in the middle of April - the Eastercon is sponsored by the Fanoelasts and FISTFA on Friday and Saturday evenings, and the Lunacon by the Lunarians on Saturday and Sunday afternoons. The cons are like their parent clubs; the Eastercon is highly informal, while the Lunacon has programs almost as good as the WorldCon.

The Disclave is put on by Washington fandom, with able assistance from Baltimore, about the second weekend in May. It takes place in a Washington motel, if one can be found that it wasn't kicked out of lately. By repute one of the wilder of the regional cons, it consists of a party far into Friday night, a program on Saturday afternoon, another party far into Saturday night, and recuperation on Sunday.

With the coming of summer the East takes a rest, and regional cons in other parts of the country get started. They begin with the MidWestCon in Cincinnati on the last weekend of June; some eastern fans just keep going after that one to take in the Westerecon on July 4 weekend. I would say that the Westerecon is the largest of the regional cons; like the WorldCon it migrates from one west coast city to another, and there is spirited bidding for it. This year it is being held on 4 July at the Stardust Motel in San Diego. San Francisco, Los Angeles, and Berkeley will be competing vigorously for the next one.

Newest of the regional cons is the Ozarkon, which will be initiated on the last weekend of this July in St. Louis. New York's own Ted White is the guest of honor. Con membership is \$2.00 to James Hall, 202 Taylor Ave., Crystal City, Mo. 63109. The con will take place at the Downtown Motor Inn, 12th and Washington Sts., St. Louis, Mo, 63101. A very active group of young Missouri fans has been started in the past few years, and this con sounds very promising.

A Southwestercon will be held on 23-24 July 1966 in the Hotel Southland in Dallas. Write to Larry Herndon, 1830 Highland Dr., Carrollton, Texas 75006 for further information. Later in the summer are the DeepSouthCon and the NorWesCon, in the regions which can be inferred from their names.

The NonCon will usually not be found on any of the official lists of regional cons, but it nonetheless takes place on Labor Day weekend. A NonCon is a highly unofficial gathering of fans who for some reason are not able to get to the WorldCon. In 1965, when the WorldCon was in London, there was a NonCon on each coast.

The last regional con of the year is the PhillyCon, in Philadelphia on the second weekend of November. Since for east coast fans Philadelphia is centrally located, it is usually well attended, bring people from as far away as Boston and Chapel Hill. The programs are reasonably good, though not up to Lunacon or Westerecon standards.

The next question you might ask is...

HOW DO I FIND OUT ABOUT THESE THINGS?

Up-to-date information about forthcoming conventions, local meetings, and other events in fandom are furnished by the newszines. The geographically nearest, and best informed about New York events, is Focal Point, published as frequently as possible by Mike McInerney, Apt. 5FW, 250 W. 16th St., New York, N. Y. Subscriptions are 3 for 25¢ or 12 for \$1.00. The most regular of the newszines is Ratatosk, published biweekly by Bruce Pelz, Box 100, 308 Westwood Plaza, Los Angeles, Calif. 90024. (While I'm on the subject I may as well point out that Bruce is one of the

major ganglia of the fanish communication system. He not only publishes a newszine, but also buys and sells back-issue fanzines, belongs to most of the amateur press associations, and is active in LASFS. From time to time he goes on the war-path against fandom's Low Moral Standards, but when he's not in one of these moods he is one of the more valuable members of fandom.) Ratatosk sells at the same price as Focal Point.

There are several regional newszines, of which the most newsy is The WSFA Journal. This is the bulletin of the Washington Science-Fiction Association, but in addition to bringing the Washington & Baltimore fan news, it also has the best listing of information on forthcoming cons. It is free with membership in WSFA, and \$1.00 per year otherwise. This newszine is published biweekly by Don Miller, 12315 Judson Rd., Wheaton, Md. 20906.

YOUR OWN FANZINE

Naturally, having received some of the above-mentioned fanzines, and wanting to say a few things yourself about s-f and fandom, you eventually want to break into print. A fanzine can range from a single sheet of paper, printed on one or both sides, and passed around to other fans at your club, to major operations of over 100 pages with worldwide distribution. (I mean "worldwide" literally; there are active fan organizations in Great Britain, Germany, and Japan, and scattered fans as far away as Tasmania.)

Mimeography (the method used on this publication) and spirit duplication, or ditto, are the two most popular methods of fanzine printing. Ditto has disadvantages; ditto masters that can deliver more than 100 copies are rare, and the resulting printing is water-soluble and liable to smear. However, multi-color work is easier to print by ditto than by mimeo. Also, ditto printing is technically easier, and many neofans take to it for that reason.

As a new fan, you probably will not have access to your own duplicator. If you have the use of a school or business duplicator, or that of a more experienced fan, you can get into the fanzine business. Be sure to get instructions from another fan about the technical aspects of printing, including the individual idiosyncracies of the instrument you may be using.

Particularly inexpensive materials for mimeography are available in New York. Pace Paper Co., 861 Pacific Ave., Brooklyn, N. Y. has 8x11½ mimeo paper for 90¢ per ream (500 sheets). Be sure to get Katone or Twilltone paper, as inferior brands do not soak up ink during the printing process fast enough to avoid offset. Stencils for Gestetner silkscreen mimeographs may be obtained at \$1.00 per quire (24) from Mark Shaw Stationers, 53 Vesey St., New York, N. Y. (Call Shaw at 60 7-8534 before going down, though; they're not always in stock.) This fanzine is printed on paper from Pace, using Shaw's stencils, with a Gestetner 120 which we bought second-hand for \$75.

That device to the right is my colophon; all my publications appear under the "OPERATION AGITATION" label. The number below, 292, indicates that SO YOU WANT TO BE A FAN? is my 292nd publication. Some fan publishers also maintain publication numbers for the machines that they use.

The contents of your fanzine may range the wide world. Some fanzines limit themselves rigidly to the criticism of science-fiction and fantasy; others deal with various specialized fandoms; still others are "fandom fanzines" and deal mainly with the internal affairs of fandom. (Some fans, indeed, go so far as to call fandom "the microcosm", and draw contrasts between things fanish and things "mundano".) Then there are fanzines which may have begun as s-f fanzines, but have long since gone almost entirely into other fields - politics, religion, jazz, etc.

Inevitably, your fanzine will attract letters. So, beginning with issue #2,

This is
O At
P Great
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R This
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I Inflamm
O Optic
N Nerves

292

you should run a letter column. Fanzine custom permits the editor to break in anywhere in a letter and make his own comments on the contents.

Artwork is easier for an inexperienced person to print using ditto, and multi-colored mimeograph artwork requires a high degree of skill. I would recommend using odd sketches to break up the otherwise monotonous regularity of the letter column, and try to get related artwork with articles and stories.

Most fanzines are available for trades, contributions, and subscriptions. If you use third-class mail, be sure that your mailing list is up to date, and label each 'zine "Printed Matter - Return Postage Guaranteed". This means that if your correspondent has moved, the 'zine will be returned to you. I find that the postage due which one must pay in such circumstances is worth it to keep deadwood off the mailing list. And, if you move, be sure to notify the newszines, or use the postcard forms provided by the post office to notify people whose fanzines you get. Third-class mail is not forwarded, but returned to the sender at his own expense. So if your fanzine is 1 ounce (10 pages) or less, I'd recommend first-class mail; it only costs 1¢ a piece more. Get domestic and foreign printed matter rates from your post office.

If you have no printing facilities, you can still engage in fanzine fanaticism. Just become a regular letterhack. If you regularly comment on some 5 or 6 fanzines, you will be sure of getting your views before a couple of hundred other fans, and will make some interesting acquaintanceships. Most fan editors put regular letterhacks on their mailing lists without cost.

And, if you should decide to suspend publication of your fanzine for any reason, in fairness to your readers don't just let it drift into oblivion. Wind up cash subscriptions, either by cash payments or by arranging a transfer to some other fanzine. And let the newszines know that you have ceased publication. If you have material on hand which you think is worthy of print, pass it along to another fan editor.

"I HAD FIVE APA'S, BUT THE DEADLINE OVER THERE- "

After trying your hand with a general circulation fanzine ("genzine"), you might join one or more of the amateur press associations ("apa's"). These come in two varieties. The older type has specific mailing dates, usually four a year. Before the mailing date, each member must send a certain minimum number of pages at least to the Official Editor, together with a sufficient payment of postage. The OE puts the mailings together, and sends them out to the members. Among this type of apa are: FAPA (Fantasy Amateur Press Association), founded in 1939, the oldest of the apa's; SAAPS (Spectator Amateur Press Society); OMPA (Off-trails Magazine Publishers' Association), a trans-Atlantic apa; N'APA (N3F Amateur Press Alliance); and InterApa (a new 3-times-a-year apa which tries for international membership). Memberships of these apa's range from 25 to 65.

Then there are the rotary apa's. Chief among them is the Cult, founded in 1955 - so much so that this type of apa is often simply referred to as "Cult-type". Each member publishes in turn, and to retain their memberships, members must publish on time and contribute regularly to other members' 'zines. Naturally, Cult-type apa's have much smaller memberships - 13 in the case of the Cult, and 12 for its principal rival, TAPS (Terrean Amateur Press Society). An advantage of these apa's is that you don't get hit with 3 or 4 months' worth in a lump, but get a steady flow of material, and can comment on it while it's still fresh. A disadvantage is that, for some reason, Cult-type apa's lend themselves more easily to feuds of a particularly personal nature.

As a neofan, you would begin on the waiting list of the apa's of your choice. Your perquisites as a waiting-lister vary from apa to apa. Most members of the Cult and TAPS print the comments of the waiting-list, and send them their 'zines. FAPA, at the other extreme, bears about the same resemblance to its waiting list as the wardroom bears to the engine room in the navy.

Apa membership permits regular dialog with other fans, on a somewhat more intimate basis than does genzine publishing. However, even on the waiting list you should make a contribution from time to time so the members know you're alive. One of the horrors of apa fans is "deadwood", and the apa's have various devices to make sure that deadwood is wooded out before it clogs up the machinery. And, once you're in the apa, keep to your deadlines. Particularly in a Cult-type apa, neglect of deadlines can work a great inconvenience to the other members.

Apa officers change every year - or, for the rotary apa's, every cycle - so your best way of finding out how to join an apa is to ask someone who is already a member or on a waiting list. From time to time N3F puts out information about the current state of the apa's.

THE LANGUAGE

As it enters its fourth decade of existence, fandom continues to develop its own jargon. "Fanac", as you may have gathered from those pages, means "fannish activity". As you get further into fanac, you will hear other such phrases: "ego-boo", "Yngvi is a louse", "artowrk", "FLAWOL and FIJAGH". If you don't have access to Fancyelopedia II (now out of print, alas!) or any other fanspeak dictionary, have no hesitation about asking other fans what these words mean. A newcomer in any field should never be afraid or ashamed to ask questions.

Some fannish jargon originated in stories: "The doorknob opened a big blue eye"; "The right to buy weapons is the right to be free" (sometimes varied as "The right to buy women is the right to be free."); "Jets blasting, Bat Durston..."; "This is the race that shall rule the Sevagram". Other phrases originated within fandom: "Broad mental horizons" (now chiefly used ironically); "Who sawed Courtney's boat?"; "The tower of beer cans to the moon"; "Mild and slightly salty".

When you begin reading fanzines, or attending clubs and cons, some of the conversation may make you feel as if you'd begun a book in the middle. Don't be discouraged; just keep reading or listening, and ask questions.

FEUDS

Unpleasant as the topic is, it does have to be mentioned. Several times since its founding, fandom has resounded to feuds. The first (if you exclude the facetious "Great Staple War") was in the late '30's, when Sam Moskowitz decided the Reds had infiltrated fandom, and set about throwing them out. Most of the people he called Communists did get out of fandom - into professional writing and editing, where many of them remain the leading lights of the field.

The usual genesis of a feud is when some person or group decides that certain fans are dangerous, and try to run them out of fandom. Fortunately for the health of fandom, these Exclusion Acts are usually rejected by an overwhelming majority of fans. In the middle '40's, a Los Angeles fan tried to purge fandom of people living what he regarded as irregular sexual lives - this while he himself, though married, was running around with another man's wife. In the early '50's a Kansas fan made himself obnoxious with anti-Negro and anti-Jewish publications, until a Jewish fan put an end to it by flying in from Los Angeles for the express purpose of beating him up. Another master-race nut, George Wetzel, wrote nasty letters to the employers of integrationist fans. In 1951 one Russ Watkins started a Crusade to Clean Up Fandom - specifically, to get sex and atheism out of fanzines. In the late '50's, N3F went on an anti-Communist binge, though of course no genuine Communists were ever found in its ranks. By 1964 the Exclusionist emphasis went back from political to sexual heresies, and they spent over a year in a noisy attempt to read out of the WorldCon and apa's a California fan whom they thought was living an immoral life. Like other Exclusionist targets, this man is still active in fandom, but the passions aroused by that feud have not completely died down. Now fandom appears to have returned to political feuding; the Cult has just defeated an attempt by its chairman to expel a Trotskyite

from its waiting list. As it turned out, this fan confessed to adherence to the Trotsky version of Communism only to see what the effect would be. Not only did some Cult members try to expel him, but he also found that anti-Communist prejudice in NSF is not yet dead.

Apparently the only security against such destructive feuds is to reject any attempt to throw anyone out of fandom, cons, or fannish organizations, no matter how you may object to their beliefs.

Apart from these, there are the personal feuds, between fans who rub each other the wrong way. Not much can be done about this.

You will know you have "arrived" in fandom when someone declares feud on you.

KUDOS

Every year, fans make various awards to the professional and fan activities which they consider the most deserving. Best known are the "Hugos", named after the science-fiction pioneer Hugo Gernsback, which are awarded at the WorldCons. Any member of that year's WorldCon may vote, whether he attends or not. Ballots for the 1966 Hugos (to be awarded for science-fiction and fanac of 1965) will be distributed shortly. Among the Hugos is one awarded for "Best Fanzine".

The Hugo seems to be the only fan award for professional writers and editors. In addition, there are several such votes for best fanac. Best known of these for many years was the Fan Poll, but it seems to have been dormant for the past couple of years. Focal Point also conducts a poll, with voting early in the year. Also, most of the apa's have polls based on material that has appeared in their mailings.

The Eleven-Foot Poll (for science-fiction that you wouldn't touch with a ten-foot pole) enables fans to vote on the worst items to have appeared the previous year, in various categories of s-f and fanac. This poll is conducted by John Boardman, 592 16th Street, Brooklyn, N. Y. 11218. Results are published in Knowable.

British fandom has the most elaborate awards, as befits a nation with a non-archist tradition. Leading fans are inducted into the Knights of St. Fantasy, with all appropriate ceremony.

Every year the Trans-Atlantic Fan Fund (TAFF) collects money either to send a European fan to an American con, or an American fan to a European con. Contributors vote their choice among nominated fans. In 1965 Terry Carr of Brooklyn won TAFF in a hard-fought campaign in which the Exclusion Act of 1964 was the major issue. (Carr had opposed it; an opponent favoring it was defeated ignominiously). This year TAFF had its first German winner, Tom Schluock, who will attend the WorldCon in Cleveland.

WELL, NOW WHAT?

Most fans are capable of retaining their "sense of wonder" with regard to science-fiction and fantasy throughout life. And there is always something new to be discovered - a new writer, or an old one unfamiliar to you, a new perspective on your favorite science-fiction, and new friends in fandom. Fanning can be a delightful experience, whose only danger is that you may find yourself devoting too much time to it.

"DO NOT BIND THE MOUTHS OF THE KINE THAT TREAD THE GRAIN" DEPT.

KNOWABLE, a science-fiction and fantasy fanzine, is published whenever possible by John Boardman, 592 16th Street, Brooklyn, N. Y. 11218. It is 25¢ a copy, or 5 issues for \$1.00.

POINTING VECTOR, a newsletter of fact and opinion on just about any topic, is available from the same address at the same price and frequency.

SCIENCE MADE TOO EASY, a satire on the sciences, is 15¢.

For GRAUSTARK, a bulletin of postal Diplomacy, see p. 3.