VOLUME 14 NUMBER ONE

This is the progress report for Boskone 14, produced in late December 1976 and distributed to preregistrates and others early in January and up to the time of the convention, which is

BOSKONE 14, FEBRUARY 18-20, 1977 SHERATON-BOSTON HOTEL guest of honor: BEH BOVA official artist: John Schoenherr

Enclosed are a number of things of interest; we recommend that you read this before you arrive at the con, so you will know what's going on.

Specifically, we're trying here to tell you the rules of the game, so that you'll know what activities are likely to occur when, how to register for the convention and the hotel, how to get your tickets to <u>Back to Rivets</u> (tickets? huh? SEE INSIDE) and other stuff to eliminate needless hassles and help you have a good time. Wherever possible, we'll try to explain reasons for why we do things our way, but if you don't understand, feel free to write: it's the best way we can learn where we're being fuggheaded and change things next year (or even this, in some cases).

As an example, there's a hotel reservation card stapled to this. It describes three

types of rooms, SINGLES, DOUBLES, and STUDIO SINGLES, plus the SUITEs for those who are so inspired and THE LUXURY SHERATON TOWERS. To translate:

STUDIO SINGLES are small; walk-in closets because of an architecture mistake. They fit one person OK, but have troubles with large groups or parties. But they're also cheap. Your choice.

Singles are bigger, and are basically larger rooms with one bed (or even two in some eases). The floor space matters, so they cost more. DOUBLES are usually bigger than singles, but at least have two beds in them. How many people you put in these rooms is up to you: if you put in more, you're opening up the chance of hotel hassles by breaking the law, but historically they haven't worried too much. Still, it can be a pain chasing around looking for the person with the key.

We are always blocked onto a set of floors, with minimal numbers of non-convention people there with us. This minimizes the problems of noise, loud parties, and such: you can only bother other fans. Still, If you need to be quiet (because of small children, etc.) and definitely plan not to have a party, you might want to request to be located outside our block when you register at the hotel (NOT NOW). In any case, you probably DO NOT WNAT A ROOM IN THE TOWERS — they are fancier, yes, but they are also much quieter, and any noise is likely to bother permanent residents and get your party shut down. Besides, prettier decorations aren't worth that extra money (there will be a few personal interjections from time to time, I'm afraid).

So now you've chosen your room, and nothing can go wrong. Humbug. First, don't forget to put a stamp on the postcard: the Postal Disservice essentially tripled the rate for business reply last year, and they decided to cut costs (as did NESFA) by giving up on the replies. Second, check either "6pm" or "gtd": the first means you'll check in by 6 pm on the day you state, or lose your room. The second says you can check in at any time, but you'll have to pay for a day if you don't show and don't cancel at least a day in advance (for cencelling, if you need to, their phone number is (800)325-3535 (free).

Now you get to the hotel, find registration in the main lobby, and try to register. If you have a major credit card (MC, BA, AX,DC, CB, but not oil company or strange), you're in good shape. You can either pay with it or use it to gnarantee your check. If you have cash, you're also fine as long as you are willing to pay up front, and you may not get credit for room service, etc. (which means if you do charge something to your room they try to find you and ask for the money. Could be a hassie. One way out is to Copyright (c) 1976 by the New England Science Fiction Association, Inc. All rights reserved for reassignment to the contributors. Interior art by John Schoenherr.

send in a one-night deposit for your room <u>now</u>, in advance. Another is to write us if you anticipate problems, so that we can try to solve them before the crunch, saving tempers on all sides, If you're under 18, you will have trouble establishing credit with them (if they cealize it -- Traveller's checks are a good solution here, as is cash). We'll try to help as much as we can in any of these problems, but the best solution is to solve It now, before the con, and save yourself the effort them.

Safe deposit boxes exist for valuables. Their number is limited, but they are free to people with rooms in the hotel as long as they last -- and if they run out, it is

possible to put things in the hotel safe.

There are baggage and coatchecking facilities on the first floor, which are cheap and safe. Only unattended areas are available on the other floors, and we did have a pick-pocket giving trouble last year for a while (professional -- not a con member). As in anyplace in the present world, please spend a little effort taking care of yourself. It makes things much mroe fun.

REGISTERING AT THE CONVENTION

Registration will be in the "BEACON" area this year, above where the hucksters room was last year. We'll try to have lots of signs pointing the way, and it's on the third floor. It will open at 6 pm or so on Friday night, and stay open until about 10 pm. Saturday morning it'll open at about 10 am. If you want to register Sunday, come to the committee room -- there's no point keeping registration open all day for the dozen or so people

who come by on Sunday.

If you have preregistered, please bring this progress report along, or something else which has your same as we have it. Errors always get made in transcribing and typing, and any resemblance between your name as reported by you and by us is sometimes coincidental. We try, but nothing's sure. Friday night, there will probably be four registration lines, two for preregistration (split by the alphabet) and two for new registrations. We will try to have signs up both outside the registration room and inside, stating which line is which, so you don't get caught in the wrong one. You'll get to put your own name on your membership badge this year, since people don't like typed ones very much, and you will also receive you pocket program, program book, and various other goodies, such as the Boskone questionnaire (see further indide). Registration at the door will be \$8.00, less if you just come for Sunday.

Press policy: Members of the press are requested to register just like anyone else. Later, when your story on the convention is published, send us a copy and we will refund your registration fee (whether you say nice things or not). If you want further information, write us or drop by the committee room during the con.

Money: Cash and traveller's checks are ideal, and quick. We like them, particularly exact change (saves counting out all those messy \$1 bills, right?). For checks, we want a picture ID that looks like you, and has your signature on it; for big checks (like major

art purchases) a second ID would be helpful

<u>Directions</u>: There is a map on the last page of this showing (I hope) how to get to the hotel. Here, in brief, is how to reach the hotel by bus, train, car, or plane.

Bus, train, or plane: If you take a cab, ask for the Sheraton-Bostn and that's that. The planes land at Logan airport, where your choices are cab, rental car, or public transit. For rental car, see below under "south". Transit costs 50¢, and you take the "Massport" bus to the "Blue Line" subway, where you go to "Government Center" and change to the "Green Line", traveling to "Auditorium" which is right next to the hotel.

The buses come in at Park Square, either to Greyhound or Trailways. Ask directions to the subway, which is the "Green Line" and take it outbound two stops to Auditorium.25¢.

You can get off the train either at "Back Bay station" or "South Station". Back Bay is about 10 minutes walk from the hotel, and 5 from the Green Line. Walk. South state ion is on the "Red Line" subway, which connects with the green at Park St. Use maps.

Driving: from the west, take the Mass. Pike to Prudential Center. See map for detail. From the north, take Rt. 93 to Storrow Drive, and get off at Copley Square. Point the car at the Prudential Center and see the detail map. From the South, come up Route 3 to Storrow Drive and do the same. From the northwest, follow rte. 2 to storrow drive. From the airport, you have to go through the tunnel, and then onto Route 3 northbound for two exits, following storrow drive and local streets from there. Its at the Prudential Ctr.



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VIEWPOINT

by Ben Bova

Illustrated by John Schöenherr

the boskone 14 book

A series of Editorials and comment by the Editor of Science Fiction's most prominent magazine, analog, now collected in this special autographed limited edition of 800.

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6 illustrations

This is the last page of general information, and will be followed by what you really want: descriptions of the various activities, convention schedules, and so forth. Please bear with us, if you can.

HOW'D YOU LIKE TO HELP US ON THIS YEAR'S BOSKONE?????????????

We need people to work as registration, at the art show for setup and takedown, at the NESFA Huckster's table, and in any of a number of other areas. If you think you could help us for an hour or two, please write to the committee, in care of the PEOPLE MOVER (or anyone else for that matter). Tell us what you'l like to help us with, and we'll get back to you, coordinating the best times for all of us. Thanks.

TWO OTHER SHORT ANNOUNCEMENTS

* Preregistration, as of about the end of December, is somewhere between 250 and 300.

Jim Hudson

* Anyone who is handicapped and plans to come to the convention should write us. The hotel has special rooms for people in wheelchairs, and we can provide guide service around the convention for those who request it.

Chairman:
Art Show
Program
Program Managers
Films:
Computer Games
Filksing
Hucketer Room
'Banquet"
Back to Rivets:

Kinetic Katalog
Tape Program
Boskone Book
Program Book
Preregistration
Registration
NESFA Sales
Committee Room
Operations
People Mover
Pool Party
Awards
Logistics
Information

COMMITTEE LIST Tony Lewis, F.N. Suford Lewis, F.N. Ellen Franklin (staff support: Jim Hudson) Peggy & Pat Kennedy BILL Carton Kris, F.N. (technical assistance: Brons) Lisa Raskind JoAnn Wood Leslie Turek, F.N. Mark Keller (co-director & script) Sue Anderson (co-director, script, & lyricist) Chip Hitchcock (technical & musical director) Bob Weiner, F.N. Joe Ross, F.N. & Jim Hudson JIII Eastlake, F.N. Sheila D'Ammassa Kathie Horne Ann McCutchen Jill Eastlake John Turner Don Eastlake (Day) Mike Blake (night) David Stever Melissa Dowd Chip Hitchcock Terry McCutchen

(& many others forgotten)

This page is intended to help you sehedule your convention. A pocket program will be produced in late January, to be current for the con itself, but we're trying here to give you all the scheduling and location information we have now. Since most of you will be coming in Friday night, and won't have much chance to look at the pocket program then, we've tried to make the Friday schedule complete, while only outlining the time for Saturday and Sunday. Obviously, everything is subject to change; Friday, though, is about as accurate as we can get it now.

	FRIDAY February 18, 1976	ROOM
2 pm	Committee headquarters opens (problems, etc. Artist checkin starts	Conference Gardner
4 pm	Huckster setup starts Tape program begins	Liberty area Beacon area
6 pm	Registration opens Projectionist signup for films, Hucksters open Liberty	Beacon area Commonwealth Room Pool (4th floor)
8 pm	Pool Party Films (to 2 am or so)	Commonwealth Room
10 pm	Pool Party Ends Jay K. Klein's slide show	Gardner Room Beacon area
	Filksing(s)	5545011 51 51

Those are the seheduled activities -- obviously, there will be parties and so forth on the various floors of the convention, and we'll try to post notices for open ones who want to say they're open. On to Saturday & Sunday

Event	Room	Time Sat	Time Sun
Headquarters	Conference	10-10	10-6 10-4
Art Show Tape Program	Fairfax Beacon	10-10 9 -11 , 5-7	10-12
Ouasi-Banquet Registration	Kon-Tiki Ports Beacon	11 (11:307) 10-6	(in HQ)
Films	Commonwealth	12 noon- ?	noon-5 12-5
Main Program Seminars	Republic Gardner	12:30 - 5 2-5	12-5
"Back to Rivets"	Republic Republic	6pm-mldnight (2 shows) midnight	
"Punday" Computer Games	Board Room	?	10-5
Hucksters Kinetic Katalog	Liberty Area Beacon Area	10 - 6 ?	?
Discussion Groups	Con Suite Beacon Area	10-6 10-?	10-5
Filksing Unplanned session	Commonwealth	A Kene Salah Dalah Salah	after cleanup
Open suite	Con suite	all night	

For those of you who were at Boskone last year, most everything is in the same place It was then, except for the "Beacon area" which is where a lot of the little Items have been put, and where there also may be rooms for SFMA, ASFA, and SFRA. It's right above the Hucksters room on the third floor, and we'll have signs out.

The activities are all described on the following pages, in as much detail as we have available now. Since I have ten lines here, I'll try to discuss a couple of them:

I. The "Unplanned session" is just that -- a chance for the committee and hangers-on to see a bit of the convention, with minimum work. Last year we repeated the puppet show "The Labyrinth of Pithecanthropus" and showed a couple of films so we could get a chance to see them. But it won't start until all the Sunday portion of cleanup is done, so you can speed things up by helping out, if you have a chance. It'll also be delayed until the committee has dinner, the first meal all weekend for many of them us.

The con suite will be someplace on out block, and will be kept open Saturday nigth with LIMITED (sorry, folks) refreshments. Mostly to help people form parties of their own.

This year, the Art Show will be about the same size as last year, but we are continuing to attract artists who have not shown at previous Boskones. We will have 52 panels for hanging flat art work, and . 3 display cases for small 3-D art work plus tables and floor space for larger 3-D items. Twenty artists have already reserved space. Last year all the MR space was reserved about a month before the Boskone, so if you are an artist and you want to enter get your reservation in soon.

The art show auction is run as part of the main program. There will be an hour auction on Saturday, and the items to be auctioned will be marked in the Art Show with a red dot. We feel that an hour is the longest effective auction time, and this is enough for about 50 items.

Last year due to my own inexperience, the Art Show close out took too long, and besides providing an opportunity for last minute bids between people vying for a hotly contested piece also allowed a last minute jump to take pieces that should have been secure. This was within the rules, but, viewing the effect, we decided that the dollar here & there to the artists was not worth the frustration and disappointment to the bidders and we will change the system so that hotly contested items (which we now define as pieces with 8 or more bids) will still have an opportunity for a last minute fight but the rest of the show will be quickly closed out.

The new close out works like this: from 2:00 to 2:15 Sunday, the Art Show will be closed and cleared. The staff will mark all items with fewer than 8 bids as sold to their current high bidder. Items with NO bids will have a line drawn across their bid sheets signifying that anyone may pick them up for their minimums. Finally, items with 8 or more bids will be marked with a blue dot for minimum auction in the Gardner Room at 3:00. Thus, for most pieces bidders will know at 2:00 if they have bought them (i.e. no one can bid after the room is closed) and will be able to pick them up after 2:15. The contested pieces will be on display from 2:15 to 3:00 for viewing before the mini-auction.

The Art Show hopes that everyone attending will have a chance to buy art work. To that end, we wish to enougrage everyone to come to the Art Show, cast a ballot for the Art Show awards, and write their bids on bid sheets displayed with each piece. All procedures are explained on signe in the show, and there will always be someone at the desk to answer questions. Sales are by auction or bid sheet, and bid sheet bids may be written in anytime before Sunday at 2:00 p.m.

The Boskone art show has a different philosophy about fees than most other SF art shows. The fees pay for the hangings, display cases, supplies, security, and the cost of the space. We feel that the artists should only pay for what they get -- display space. Thus, we charge a flat fee rather than a percentage of the sales price. We hope this encourages the artists to send their best work and reserve only the space they need. The fees are \$3 for 1/4 panel (2x3'), \$6 for 1/2 panel (3x4'), \$10 for 3/4 panel, \$15 for 1 4x6' panel, \$27 for 1 1/2 panels, and \$40 for 2 panels. We also have added a scale for 3-D items: the fee for a display item will be based on the size of its tongest dimension: \$1 for 6" or less, \$2 for 6° to 3', and \$3 for larger items. Any artist who wishes to enter may send for a reservation form to the NESFA address.

Two continuing problems with art shows are: what rights the buyer gets when he or she purchases a piece of art, and what photographs are allowed by the artists. Policies on both these matters will be posted at the art show. In general, publication rights are included neither for photographers—nor for buyers, and should be negotiated with the artist. If you're photographing art for your collection, or buying art and want to reproduce it, check with the art show and the artist.

Art show (cont.): Last year, four people made the high bids on art work, and never showed up to claim it. This year, I would like to emphasize that a bid is a promise to buy at the bid price and pieces must be picked up by 5:00 pm on Sunday unless other arrangements are made with me. Bids on art by last year's "no shows" will not be accepted unless they assure me that this year they understand what they are doing.

Suford Lewis, Art Show Chairman

Films. Volunteer projectionists with multi-reel 16 mm experience will be welcome. Sign up for two-hour slots with Bill Carton in the Commonwealth Room from 6:00 to 8:00pm Friday evening. This will also be set-up, sound system check-out, and training time for new people.

The final schedule will be printed in the pocket program, and will have the precision minute-by-minute timing that you have come to expect at Boskone. I promise that this year I won't repeat the horrible mistake of last year, when I once ran three minutes ahead of schedule, and some fans missed seeing the 90-second long Bambi Meets Godzilla. This year, set your watches by the film room's clock and be assured of never coming in late; unless something in the outside world holds you up.

Feature films confirmed at this time are Young Frankenstein, The Four Musketeers, The Blob, Doc Savage, Theatre of Blood, Fantastic Voyage, Invasion of the Body Snatchers, and Gigantis, the Fire Monster. Many shorts, cartoons, and documentaries are still being negotiated. Any fans with shorts of their own making are invited to contact me to arrange to have them shown

Bill Carton, Film Program

M PROCRAM AID SEMIMARS We will again be running two tracks of programming, in the Republic and Gardner rooms Saturday and Sunday afternoon. The opening session will be Saturday at 12:30, and will have the presentation of NESFA's Skylark award, along with other things of Interest. It will be followed by Ben Bova's Guest of Honor speech. "What Boskone Means to Me", and the program will also include a number of other items, both serious and humorous (and both slcence fTcflonal and faintsh). For example, one seminar will be a viewing of an SF teaching filmstrip developed by Ben Bova (with quiz, of course), while another will look at the Alternate Worldcon bids: Concord, Mass.; Providence, Rhode Island; Bermuda; and Flushing, NY, all of which are bidding for the 1980 convention. The main program Sunday will be relatively serconish (serious and constructive) and will try to examine in 5 hours of talks, panels, and discussions the trends in SF and its relations with fandom and with science. We're not going to try to provide a list of names & such here, because these things are always subject to last-minute change, but it looks like an exciting program to us and we hope you'll think so too.

BACK TO RIVETS" is the title of the fanish light opera being produced by the RISFA players (responsible for the Sandworm of Boskone 12) for this year. It has strong antecedants in Gilbert & Sullivan and, like them, is full of mature and sober social commentary on the Great Paper Famine, the Science Fiction Control Board, and Fandom As We Know It. It will be performed in two shows on Saturday night in the Republic Room and, because of limited capacity, tickets will be required.

Which means you have to get tickets. They are <u>free</u>, and will be available from a booth in the Registration area (a different color for eachshow). All you have to do is show your membership badge, decide which show you want to go to, and ask for your ticket — and show up on time for the performance. We're sorry to have to do this, but. We figure everyone will want to go, and it's the only way we can be sure everybody fits. You should get your tickets when you register, since it's possible we will run out. If you feel like coming to the show in costume, we'd appreciate it — it's a nice way to commemorate the premiere.

"P!N A V" At midnight Sat , or after the second showing of "Back to Rivets" (whichever comes last) the Republic room will be host to "Punday at Callahan's Bar" based on the Spider Robinson stories. (see Analog, April 1974). Punday Night involves a number of contestants sequentially punning on a particular topic, with the person unable to make a pun in turn dropping out. We've got a good complement of people taking part already, but if you think your ability to pun is good enough, let us know (with evidence) and ...

- FILKSING The Boskone filksing is a great place to get together with all filksong lovers and sing the oldies as well as the newies to the heart's delight. The NESFA Hymnal will be available for sale at a reduced rate. Provided free will be a small filksong booklet which will include the entries in this year's filksong contest. The filksing will be held Friday and Saturdya nights in the Beacon area, starting at 10 p.m. or so. Bring your hymnals and instruments, but most important bring yourselves and sing your hearts out. Lisa K. Raskind
- HUCKSTERS The hucksters will be in the Liberty room again, this year, wkx with 46 tables in total. Huckster setup starts at 4 pm Friday, and sales will start at 6 pm Friday (until 9 p.m.), with further sales Saturday and Sunday. Table prices will be \$15 for the first, \$20 for the second, and \$25 for the third, and will be assigned in advance, first-come first-served. Prices do not include Boskone membership. All tables must be reserved in advance with payment -- we will not take new hucksters at the con. Write JoAnn Wood, 873 Tower Ave., Hartford CT 06112 for further information & tables.
- OHASI-PAMQUET The Kon-Tiki Ports restaurant at the Sheraton runs a cheap, decent Saturday Brunch, including sweet-and-sour something, fried rice, desserts, and so on. We don't really want to run a formal banquet -- they're expensive, serve lousy food, and are a general pain to organize. So we let them do it for us. If you want to come to our "banquet" just show up when they open (see the pocket program for time), pay your share, and get in line for the food, sitting with whatever fans and/or pros wind up at your table. Last year, we expected about 30 people to do this, and we got about 130. This year, we're warning them, so there's sure to be enough food. It's a fun way to start off the convention if you can get up that early.
- $P \land R T Y$: Friday night, we run a party for the convention at the Sheraton's pool on the fourth: floor. It has a cash bar (we subsidize the drinks somewhat), and is a good place to come, meet people, and talk. Since we provide drinks free to people on the program, and since they're nice, they generally show up too and the conversations get Interesting. Besides that, it's indoors and well-heated, so it's a good place and time to take a swim. Bring your suit. The pool is also open throughout the convention, but the party is only from 8 to 10 pm Friday night, so please come to it.
- KINFTIC KATALOG This is one of the great "unknowns" of Boskone: everybody has heard of it, but nobody seems to know what it is. So: it's a multiple projector slide show of SF art, from the pulps to recent pieces, most of them not available for public viewing because they're in collections. It'll be running in the Beacon area near registration Saturday and Sunday and is worth stopping at. Since we'll probably be piping the program into the whole Beacon area, you don't even have to miss anything, and it's likely to be comfortable and interesting. A schedule will be psoted, if we get it together in time.
- DISCUSSION GROUPS Everybody has their own SF and family favorites, ranging from future histories to uchronia, to symbolism in a certain author's works, to computers or telephone hacking. Since there will be about 1000 people at Boskone, there are likely to be a bunch with your own particular. interests. We throw the convention suite open for discussions on any topic you might want to suggest, and provide refreshments. All you have to do is choose a topic and a time, and list it on the bulletim board next to registration. We'll even try to provide a list in the daily newsletter, and let you use your own room (or that of some other volunteer) if the suite is in use, at the time you want. If the program doesn't inspire you, make your own programming and tell us about it.
- COMPUTER GAMES: We will have terminals and computer games in the Board room again this year, but we will also be doing things differently. We want the computer games to be available to the whole convention, not just to a small group who hog the machines, so we're going to run things that way. We can't give you the details now, but they will be described on signs at Registration and at the Computer Games Room (next to the films). If you haven't played computer games before, come give it a try. We'll do our best to make it easy to play.

TAPE PROGRAM The Boskone tape program runs at times when not much else is happening, and is there to show you some of the great spoken and performed SF of the past, as well as interesting program items from previous conventions. This year, it'll

be runn	ing in th	e Beacon area near registration according to the following schedule:
FRIDAY	4:00 pm 4:30 5:00 5:30 6:30 6:45 7:35	Tom Corbett, Epace Cadet "Mystery of the Sparkling Meteor, pt. 1" "Fred Allen Show, w Jack Benny as guest. Last show, 6/29/49 Tom Corbett, pt. 2 4/10/52 (part 1 was 4/8/52) "Sherlock Holmes" CBS Mercury Theater w/ Orson Welles 9/25/38 "Jack Benny" 4/4/48. Jack is asked "Your money or your life?" "A Christmas Carol" Campbell Playhouse does dickens. "Superman" original pilot from 1940
SATURDAY	9:00 am 10:00 5:00 pm 6:00 pm	Artists & editors panel from Bsokone 13 "World Building 101" with Hal Clement from Boskone 12
SUNDAY	10:00 am	"Resolved: Isaac Asimov Should Write Science Fiction" from Boskone 7 "A pride of Carrots" Original SF drama, CBS Radio Workshop, 9/14/56

11:00 "Star of Space" Another 1950s radio space opera 11:30

plus whatever shorts and other things happen to fit. All in the Beacon area

OTHER: just in case you're interested, all unsigned material in this progress report was written, andeverything poorly typed, by Jim Hudson. Jay K. Klein's slide show Friday night will show famous & infamous personalities in the Sf community, in strange (or, worse, conventional) positions. And that about finishes what I have to say about Boskone 14 right now. So, on to the past

BOSKOME 13

WE THOUGHT WE WOULD PUT IN A COUPLE OF PAGES HERE DESCRIBING SOME OF THE INTERESTING THINGS about Boskone 13, to refresh your memories and show you something new. On this page, we have an approximate attendance distribution by place, which says that most of you come from Greater Boston (no surprise that, It is a regional after all). The next page gives you a bit of information about the finances of a convention like this. We should probably point out that all the labor on the Boskone is given free. In fact, we even pay for it: committee members pay for their registrations just like anyone else, and for their own rooms too. We just find it fun to work on the con, and hope you will join us.

Page 12 also includes all the award winners from Boskone 13. This year, we won't have costume award winners, but will add the winners of the filksong contest. Because of space limitations, we only printed the Winners, though many of the honorable mentions were

well worth recognizing too.

Every year, we run a Boskone questionnaire with lots of specific questions on types of programming and so forth, and space for general comments. This year, we've taken a lot of ideas from it: people responding thought the programming was not serious enough, and should be more closely related to SF. So we're doing that with Sunday's program this year. We got a number of comments about computer games not being readily available to people and we're trying to change it. And so forth. We try to listen and make the con better.

So Where do You All Come From?????

Every year, we send out a Boskone mailing to people who have come to the last few. It only goes to one person at an address; and we remove people getting other NESFA mail, but it gives a pretty good idea of who comes to Boskones. Out of 1179 sent this year, we had

439 from the Boston area (zips 021-022). 205 from other Massachusetts.

28 -- NH. 4 -- VT. 53 -- CT. 37 -- NJ. 127 New York City. 16 -- PA&DE. 41 -- Zip area 2 (MD,VA,DC,WV,NC,SC). 44 -- RI. 72 -- Other NY.

10 -- ZiP 3 (TN,GA,AL,MS,FL). 21 -- Zip 4 (OH,KY,MI,IN). 5 -- Zip 5 (WI,MN,IA,ND, SB,MT). 9 -- Zip 6 (11,MO,KS,NB). 3 -- zip 7 (AR.LA,OK,T&). 12 -- zip 9 (CA,OR, WA, AK, HI). 10 -- CANADA. 6 -- Other Foreign. Thought you'd be interested.

AMARD

The Skylark Award was presented to 1975 NESFA Short Story Contest

ART SHOW:

Best Artist

Best Color

Best B&W

Best 3D

Humor

Fantasu

Science Fiction

Astronomical

Roads to the Stars

COSTUME PARTY

Grand Champion Science Fiction

Fantasy

Humor

Presentation

Costume

DAW Draw

WINNERS

Anne McCaffrey

Translation Station by Don D'Ammassa (2nd) The Traveller's Tale by Jonathan Thomas

(3rd) Shadow Over R'Lyeh by Don D'Ammassa

(pro) Tom Barber

(am) George Jones

(pro) The Ex Spectre by Tom Barber

(am) Pocket Universe by Anderson (pro) The High Crusade by Sternbach

(am) On Man's Leaving by Michaels

(pro) Ship of Ishtar by Spacher

(om) Warrior by Scully

(pro) Queerp/Live from Mars by Sternbach

(am) Hoke Trek by Anderson

(pro) Coursing the Unicorn by Dalzell; Five

Pennies, Sir by Hague (tie)

(am) Caribou by Michaels

(pro) Landing on Terminus (record cover(by

Sternbach

(am) Starfall, #1 by Wilkins

(pro) Saturn from Dione by Miller

(am) Sunrise on Mercury by G. Jones

(pro) Roads to the Stars by Barber

(am) Homecoming by Skinner

Ron & Judy Miller Blavek and His Captive Angan

Laurie Trask Mother Gaius Helen Mohiam

Debe Logue & Dave Fitzpatrick Eowyn of Rohan

and Gimli Gloin's Son Michael Smith Alien Tourist

David Scannell Krell Ambassador from Rigel

Marsa

Expenses

Woody Pini Pirate Jenny

Ellen Franklin, Karen Anderson, Connie Fogg, Geneva Steingerg, Gary Hannaford, Susan Rajunas, Allan Kent, Craig Hebert, Scott Hatch, Mark Vershbow

FINANCIAL REPORT

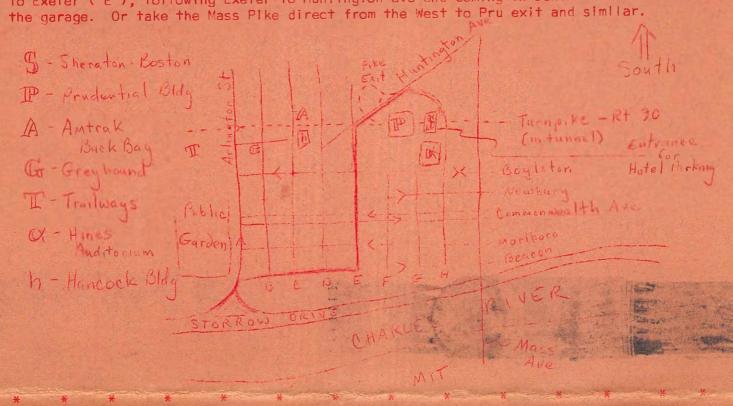
Income	Memberships	\$5560.95
	Hucksters Rm	510.00
	Art Show	904.55
	Ads	140.00
	Total	\$7115.50

Obviously, a \$1/head profit (\$1004.44) is too much. That's why we've carried over the profit from last year and are holding the rates the same this time around. If any of you want to hear further details of all this, or of how we hudget a mess like the convention, please let us know and we'll try to tell you.

Thanke for a great Boskone 13; see you at 14.

Tony Lewis (14), Jim Hudoon, Ellen Franklin (13)

GoH/OA	704.60
Printing etc.	860.00
Film program	1205.30
Main program	238.84
Pool & Costume	
Parties	246.62
Publicity/plans	225.85
Con suite	314.22
Ops & phone&c.	468.13
Hotel (other)	350.00
Hucksters	329.97
Art show	730.10
Computer Games	166.61
Other & misc.	170.82
TOTAL	6011.06



HELMUTH, SPEAKING FOR BOSKONE, VOLUME 14, Number 1 NEW ENGLAND SCIENCE FICTION ASSOCIATION, INCORPORATED POST OFFICE BOX G, MIT BRANCH STATION CAMBRIDGE, MASSACHUSETTS 02139 UNITED STATES OF AMERICA

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