

From the Greyhound Bus Terminal: Take Stuart Street to Huntington Avenue to Belvidere Street to the hotel (about 20 minutes), or take St. James Street to Arlington to the subway at Boylston, then take any outbound train two stops (B, C, or D to Auditorium; E to Prudential) and follow the directions above.

From the Trailways Bus Terminal: Follow the directions for South Station.

From the South Station Amtrak and Commuter Rail Terminus: Take a taxi, or take any inbound subway train two stops to Park Street, the any outbound Green Line train four stops (B, C, or D to Auditorium; E to Prudential) and follow the directions above.

From the North Station Commuter Rail Terminus: Take any inbound Green Line train seven stops to Auditorium, and follow the directions above.

BOSKONE XXIV QUICKIE SHEET

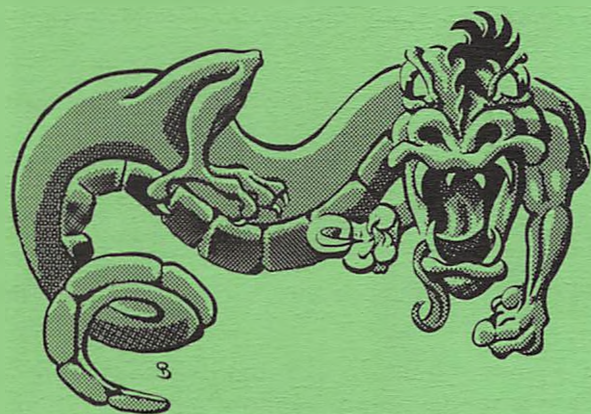
If your address has changed, please correct it here:

Name _____

Address _____

New England Science Fiction Association, Inc.
Box G, MIT Branch Post Office
Cambridge, MA 02139-0910

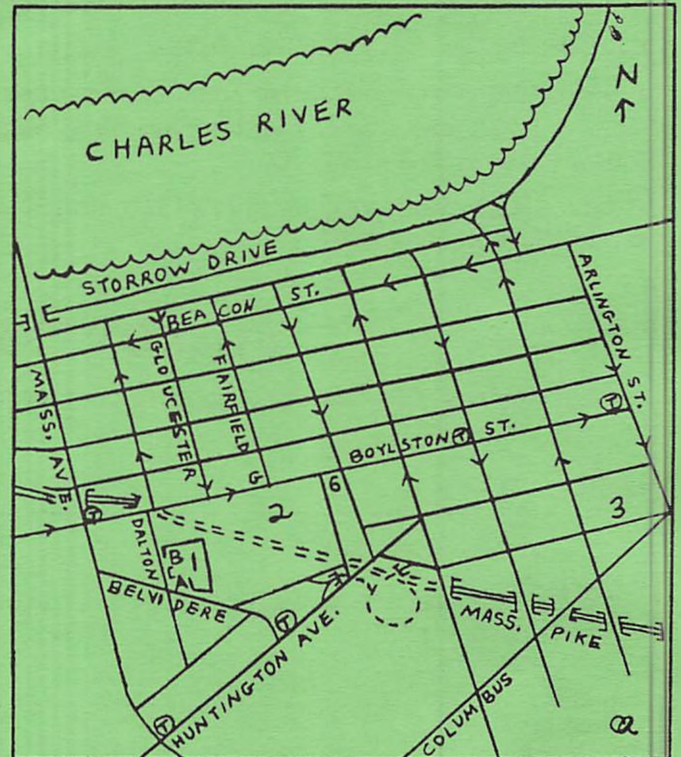
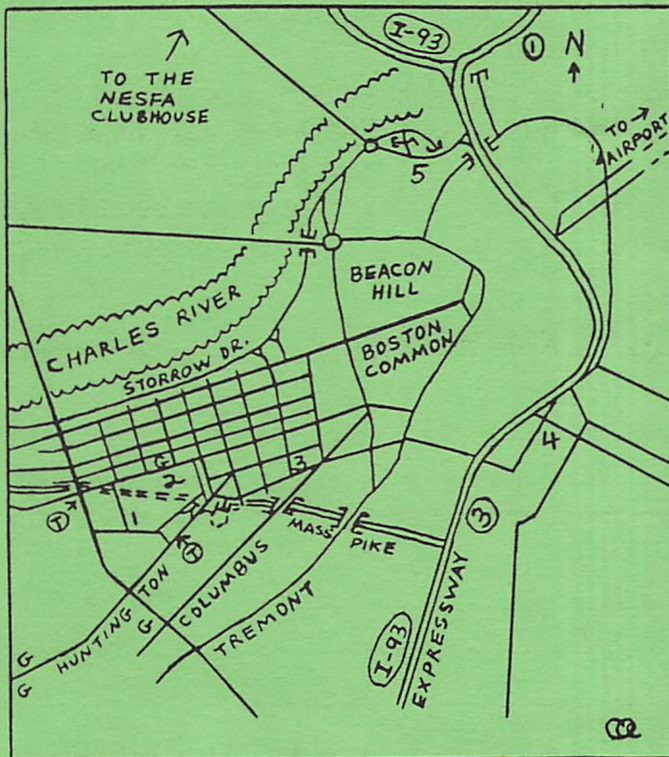
FIRST CLASS MAIL



What? You forgot your Quickie Sheet??

You may not get registered!

Brief Directions to Boskone



Legend

- | | |
|----------------------------|---|
| 1. Sheraton Boston | 4. South Station & Trailways Bus Terminal |
| A. main entrance | 5. North Station |
| B. parking garage entrance | 6. Lord and Taylor |
| 2. Prudential Center | G. gas station |
| 3. Greyhound Bus Terminal | T. subway station |

From the Massachusetts Turnpike (west of Boston): Get off at Exit 22 (PRUDENTIAL CTR./COPLEY SQUARE) and take the left fork (PRUDENTIAL CTR.) of the exit ramp. At the end of the tunnel bear right, turn right onto Belvidere, then right again into the hotel and garage entrance.

From I-95 (south of Boston): Take I-95 north to exit 50, then the Massachusetts Turnpike east and follow the directions above.

From I-93 or Route 1 (north of Boston): Take the Exit 26 (just after I-93 and Route 1 converge), then Storror Drive to the Copley Square exit. Turn right on Beacon, left on Gloucester, left on Boylston, right just after Lord and Taylor, first right at traffic light, right onto Belvidere, and right into the hotel and garage entrance.

Where To Get Gas: There is a Sunoco station at the corner of Boylston and Fairfield open from 8 AM to 11 PM. There is a 24-hour Texaco about 1 mile west on Huntington Avenue.

From the Subway (T) - Auditorium Station: Exit to Massachusetts Avenue, go left to Boylston, left to Dalton, and right to the hotel entrance (about 6 minutes). **From the Subway (T) - Prudential Station:** Follow Belvidere Street to the hotel entrance (less than 5 minutes).

From the Airport: Take a taxi (about \$10), limo (every half hour 7 AM to 9 PM, \$5 per person), or the subway (costs 60¢). Take the free Massport Shuttle to Airport station, go inbound four stops to Government Center, the take any westbound Green Line train five stops to Auditorium and follow the directions above.

Boskone XXIII Progress Report

February 13-15th, 1987

Guest of Honor: C.J. Cherryh

Official Artist: Barclay Shaw

Special Guest: Tom Clareson

Hotel

The Sheraton Boston Hotel is the site of many previous Boskones[®], as well as Noreascon I, II, and in 1989, III.

The Hotel is rectangular in shape, with the guest rooms in two towers on the north and south sides of the building. Boskone members will be receiving rooms in the North Tower. Hotel registration is on the first floor, along with several of the hotel's restaurants and bars. The second floor provides access to the Prudential Center, with a myriad of shops and restaurants. Edible Express, a snack shop on the second floor, will remain open until **3 AM** throughout the convention. The pool, on the 5th floor, will be open from **9 AM to 11 PM (10 PM on Sunday)**.

Most of the program will take place on the second and third floors. The Art Show and Hucksters will split the exhibition hall below the lobby.

Reservations: Hotel registration cards are being sent out as we receive your Boskone 23 registrations. You should either have received one in the mail, or it should be included in this packet. If you need a hotel card, write to Boskone 24 at the Box G address. Up to four persons may share a room. All major credit cards are accepted. If you will be arriving after **6 PM**, you should guarantee your reservation, and if you intend to pay by cash or check, you must send them a deposit check for one night's lodging in order to do this. Guaranteed rooms are held until **6 AM**.

If you do not receive a card, reservations may also be made by calling the hotel directly at (617)236-2000. Do **not** call the Sheraton toll-free (800) number. Only reservations made directly with the Sheraton Boston will receive the convention room rate.

Check-In: Check-in begins at **3 PM**. If you really must check in earlier, arrangements should be made when you make your reservations. Any change, such as the name of a roommate, should be received three days in advance.

Money: If you plan to pay for your stay by cash, you cannot charge items, even phone calls, to your room. This is because you have not established *credit* with the hotel (this is what credit cards do for you). If you give the hotel money when you check in, you may charge against that, but not above it. Guests of the hotel may cash one check per day if they have two valid ID's or one valid ID and a major credit card. The value of the check cannot exceed \$50, (\$100 with a valid American Express card.)

Local banks will be open on Friday until **5 PM**. They will be closed Monday (Washington's Birthday) and will not reopen until Tuesday at **9 AM**. There is an automatic teller available at a Shawmut Bank on Boylston Street.

Check-Out: Check-out time is **1 PM**, (**2 PM** on request.) If you are paying by check, you must have a valid U.S. driver's license with a picture I.D. The check must be for the exact amount. No third-party checks are acceptable. You may pre-pay as early as the night before, and retain your key until noon.

Parking and Alternatives

The maximum rate is \$7 per day to park in the Sheraton's garage if you are a registered guest. Both valet and self-parking garages are available. If you are not staying at the hotel, the Sheraton garage costs \$12 per day. The hotel parking facility is directly connected to the hotel, and has a 6' clearance. The garages are open 24 hours a day including the holiday. Hotel guests

may enter and exit the garage as often as they like, with validation. You may wish to consider an alternative, such as parking at a friend's house and taking the T in.

You Can Get Here From There

Boskone XXIV will be held at the Sheraton-Boston hotel located at the Prudential Center in downtown Boston.

1. By Car From I-95 (south of the city): Follow I-95 north to the Massachusetts Turnpike (I-90) at exit 50, which is the second of three exits on a common ramp. Stay right and follow the signs for "BOSTON/CAMBRIDGE/NEWTON" to I-90 east. [Continue with Paragraph 2.]

2. By Car from the Massachusetts Turnpike (west of the city): Take the turnpike (route I-90 east) into Boston, and get off at Exit 22 (marked "PRUDENTIAL CTR./COPLEY SQUARE"). This exit is in a tunnel under the Prudential Center, and is eastbound only. Stay in the left lane and take the branch marked "PRUDENTIAL CTR." When you leave the tunnel, immediately bear right at the small black sign for "Public Parking 5 + 6". Continue straight ahead for 0.1 miles until the road ends at an angled 'T' intersection. [Continue with Paragraph 5.]

3. By Car from I-93 or Route 1 (north of the city): Take I-93 south or route 1 south to Boston. These two routes merge (with I-93 on the right) on an elevated roadway just as they enter the city. About 0.1 miles after they join, take Exit 26 (a right-hand exit marked "NO. STATION/STORROW DR."). In 0.2 miles, take the left fork into a short tunnel marked "BACK BAY/STORROW DRIVE". [Continue with Paragraph 4.]

4. After leaving this tunnel you'll enter Storrow Drive from the left. Immediately move to the right, since the left lane becomes an exit in 0.1 miles. Take the next exit (on the left in 0.6 miles, marked "COPLEY SQ./BACK BAY"). At the end of the ramp, turn right onto Beacon Street. At the sixth set of traffic lights, turn left onto Gloucester Street and continue until it ends at a 'T' intersection (in front of the Hynes Auditorium reconstruction). Turn left onto Boylston Street, proceed just under 0.2 miles, and turn right just before reaching Lord & Taylor. Continue to the first traffic light (at a pedestrian overpass) and take the first road on the right. Follow this road for about 0.2 miles until it ends at an angled 'T' intersection. [Continue with Paragraph 5]

5. Turn right onto Belvidere Street, and the Sheraton-Boston main entrance will be on your right in about another 0.1 miles (shortly before you reach the Hilton hotel). To go directly into the hotel parking garage (which has only a 6 foot clearance height.. beware), continue a few feet past the hotel entrance and turn right on Dalton street (just before the Hilton). Go about 200 feet, then turn right at the "Public Parking 7/Sheraton Guest Parking" sign.

6. By Car from the Atlantic Ocean (east of the city): Stroke... stroke... stroke...

7. Where To Get Gas: The Sunoco station at the corner of Fairfield and Boylston streets (in front of the Prudential Center) is the gas station nearest the Sheraton, normally open from 7:30 AM to 7 PM. If you are following the directions from the north, it will be on your left as you drive down Boylston Street. Coming from the turnpike, instead of turning into the hotel parking garage, continue down Dalton Street to the first set of lights, turn right onto Boylston Street, and it will be down a block on your left.

If this station is closed, there is a 24-hour Texaco station about a mile away at 525 Huntington Avenue. From the turnpike, stay left when you come out of the exit tunnel; from the north or south take the second road on the right at the traffic light at the pedestrian overpass. You are now on Huntington Avenue; proceed for about 1 mile until you reach the gas station (on the right, one block beyond the Museum of Fine Arts). Be sure to note the first set of traffic lights after you get onto Huntington Avenue (near the Prudential subway stop); when you reach this corner while returning from the gas station, turn left onto Belvidere Street and continue for 0.15 miles to the hotel entrance.

8. From the Airport: A taxi will take at least 15 minutes and cost about \$10. Also available is the Gray Line airport-hotel limo service, which costs \$5 per person and will take half an hour or more. The large white van (emblazoned with the Sheraton logo among others) stops at all of the airport terminals starting from Eastern Airlines every 30 minutes on the hour and half-hour from 7 AM to 9PM. There's also a red and white Airways Transportation van that can take you

to the Sheraton. If traffic is bad (during rush hour, and at altogether too many other times) delays of half an hour or more can be expected.

Or you can travel by subway (it costs 60¢). Take the free white and blue Massport Shuttle Bus (number 22 or 23) to Airport Station, and take any inbound train four stops to Government Center. Go upstairs and take any westbound train five stops to Auditorium station [Continue with Paragraph 14] or Prudential station [Continue with Paragraph 15].

9. From the Greyhound Bus Terminal: This terminal is on St. James Avenue, more than half a dozen windchilled blocks from the hotel (about a 20 minute walk). If you wish to walk to the hotel, exit from the terminal's rear door 18 (marked "EXIT TO STUART ST."), turn right on Stuart Street, and walk toward the Copley Place pedestrian overpass. Stuart Street will merge into Huntington Avenue. Go past the Marriott to the traffic lights just beyond the Prudential subway stop. Turn right onto Belvidere Street and continue until you come to the hotel entrance (on your right, just before you reach the Hilton hotel).

If you prefer to avoid most of the windchill, take the subway (it costs 60¢) by exiting from the terminal's main entrance (marked "ST. JAMES AVE.") and going right one short block to Arlington Street. Turn left and walk one short block to Boylston Street where the subway entrance (marked by a 'T') is located. Go to the Outbound platform and take any B, C, or D train two stops to Auditorium station [Continue with Paragraph 14] or take any E train two stops to Prudential station [Continue with Paragraph 15.]

10. From the Peter Pan/Trailways Bus Terminal: This terminal is near South Station and is further away from the hotel than the Greyhound terminal. You can take a taxi; or if you decide to go by subway (it costs \$ 60), go out the terminal's main entrance to Atlantic Avenue. Turn right and walk one block to the subway station (marked with a 'T'). [Continue with Paragraph 12.]

11. From the South Station Amtrak and Commuter Rail Terminus: When you enter what's left of South Station (still being renovated), follow the signs ("Summer Street-Subway-Busses & Taxis") to the street. You can either take a taxi or the subway (it costs 60¢). The subway entrance (marked with a "T") is a short distance to the left. [Continue with Paragraph 12.]

12. Take any inbound train two stops to Park Street station. Go up the stairs marked "B BOSTON COLLEGE, C CLEVELAND CIRCLE, D RIVERSIDE, E ARBORWAY". You can either take any B, C, or D train four stops to Auditorium station [Continue with Paragraph 14] or take any E train four stops to Prudential station [Continue with Paragraph 15.]

13. From the North Station Commuter Rail Terminus: Take any inbound Green Line train seven stops to Auditorium station [Continue with Paragraph 14] or Prudential station [Continue with Paragraph 15.]

14. From the Auditorium Station Subway Stop: Following the signs, exit to Massachusetts Avenue. Go left one short block to Boylston Street, the turn left and walk to the first set of traffic lights (just short of the Hynes Auditorium). Turn right onto Dalton street and walk one block to the Sheraton's main entrance (on your left). This is about a 6 minute walk.

15. From the Prudential Station Subway Stop: Take the stairs or escalator to the "Prudential Ctr." exit. A short distance in front of you there will be a set of traffic lights (at the intersection of Huntington Avenue and Belvidere Street). Walk to this intersection and turn right onto Belvidere Street. Continue until you come to the Sheraton main entrance (on your right, just before you reach the Hilton). This is less than a 5 minute walk.

A warmer alternative route is to enter the Prudential shopping plaza via the first escalator you come to as you walk down Belvidere Street. Turn left at the first intersection (at the Bank of New England) into the Sheraton's second floor entrance. Go to the end of the corridor, turn left, and go down the hotel escalator to the main lobby. This is less than a five minute walk.

16. Pop Quiz: The subway costs? A) Your patience B) 60¢ C) ALL OF THE ABOVE.

If a Green Line Train leaves Arlington Station at 9 AM, and your sister is twice as old as the current Boskone chair, how many piece of pie will be served in the Con Suite?

How to Spend Money at the Con

- ★ Cash is welcomed everywhere (sorry, US funds only)
- ★ Payments to Boskone Registration, NESFA Sales, and the Art Show may also be made with checks (personal, cashier's, or traveler's), or plastic (MasterCard or VISA).
- ★ Due to the large number of uncollected checks in recent years, we will require two pieces of identification for personal checks, one of which must be a photo I.D. (preferably a drivers' license). We reserve the right to hold art work or merchandise for later shipment pending the clearance of personal checks.
- ★ Boskone does not cash checks for convention members. The hotel will cash checks for registered guests.

Weapons Policy

- ★ **Absolutely Prohibited:** Pistols, knives, martial arts paraphernalia, and other weaponry restricted by Massachusetts law; clubs, quarterstaves, lasers, and anything else which in the judgment of the committee presents a hazard to other attendees. This provision will be strictly enforced. If you violate this rule you will be told to leave the convention; your membership will not be refunded. You may be denied admittance to future Boskones.
- ★ **Permitted at the Meet-the-Pros/Costume party** (including one half hour before and after) **ONLY:** Costume weaponry, such as zap guns, swords, chains, studded bands, or anything else which looks like a weapon but which is neither hazardous nor in violation of the law. If you draw, flourish, or demonstrate your weapon, or otherwise act unsociably, the privilege of carrying the weapon during the party will be withdrawn. We also reserve the right to void your Boskone membership without refund and/or deny you admittance to future Boskones.

In order that we can keep the Meet the Pros party an exception to our strict "no weapons" policy, we ask you to follow these rules and not to split hairs. It is our intent to honor the spirit of these rules.

- ★ If you do bring costume weaponry, please keep it in your room; you will not be registered for the convention if you have a weapon with you.
- ★ Please remember: if in doubt ask us. Any thoughts or comments on these rules are always welcome.

Information

Information regarding Boskone will be available opposite Registration in the Republic Foyer. Information will be open:

Friday	12 PM	to	8 PM
Saturday	10 AM	to	6 PM
Sunday	10 AM	to	4 PM

Our friendly, experienced staff will endeavor to answer your every question regardless of length, number, importance, or whether we know the answer.

PS - Working for information is a great way to know what's happening at the con, so stop by People Mover and ask to work for Information.

Elevators

This year, we will be attempting to improve the utilization of the hotel elevators, and prevent the equipment breakdowns we have sometimes experienced in previous years. This will be done using **active elevator management**. That is, on Friday and Saturday nights, we will be running express elevators (probably 2), which will stop every 10 floors (one on 5, 15, 25, etc; the other on 10, 20, etc.) Hours will probably be from 6 PM to 1 or 2 AM. We will have a flight director or directors in the lobby, pointing people to the express elevators, etc.

Art Show

The Boskone Art Show is the largest science fiction and fantasy art show on the East Coast. This year's show will be held in the Sheraton Exhibit Hall (below the lobby). There will be 150 panels of artwork, with up to 10 tables for 3-D work. Over 150 artists will be represented in the show. Artist Barclay Shaw will have a large exhibit, including a sizable retrospective.

How to Buy Art: Before bidding, either by written bid or at the auction, you must obtain a bidder registration card at the Art Show Desk. Each piece of art has a bid sheet with space for eight written bids. If the piece is for sale, the bid sheet will state the minimum bid which the artist will accept; otherwise the piece is marked NFS (Not For Sale).

Whenever the Art Show is open, you may enter a bid on the first available line of the bid sheet. If eight bids have been entered, the piece will be auctioned off on at 2 PM, Sunday, in an area adjacent to the Art Show. When the show closes at noon Sunday, the staff will mark all items with fewer than eight bids as sold to their current highest bidder.

The show will open for Pick-up and Pay from 1:30 to 4 PM on Sunday. During this time you *must* collect and pay for any artwork that you have won, whether on the bid sheet or in the auction (auctioned pieces will be returned to the Art Show for pick-up). If the artist allows, pieces with no bids will be available for purchase at this time; however, the after-closeout price (listed on the bid sheet) may be higher than the original minimum bid.

Photography Policy: To protect the artists' rights, *no photography will be allowed* in the Art Show except for official convention photographs and supervised press photography.

Rights: When you purchase a piece of art, you are buying only the right to possess and display it. *You have not purchased the right to reproduce the art*, whether for professional or fanish purposes. Buyers who wish to reproduce art they have purchased must make arrangements directly with the artist.

Awards: All convention attendees are eligible to vote for **Best Professional Artist** and **Best Amateur Artist**. Ballots will be available at the Art Show Desk and must be turned in by 10 PM on Saturday. A panel of judges will award ribbons in appropriate categories, and the Art Show staff may also make awards.

The show's schedule will be as follows:

Friday	Noon	to	6 PM	Artist Check-in
	8 PM	to	10 PM	Art Show Open
Saturday	10 AM	to	10 PM	Art Show Open
Sunday	10 AM	to	Noon	Art Show Open
	Noon	to	1:30 PM	Close-out
	1:30 PM	to	4 PM	Pick up and Pay
	2 PM	to	3:30 PM	Auction
	4 PM	to	6 PM	Artist Pick-up

Babysitting

Babysitting is for kids less than five years old. Children five years old or older should go to Dragonslair. Children must be convention members to use Babysitting, but there is no other charge. Babysitting will be on the fifth floor, and will be open:

Friday	Noon to 5 PM	6 PM to Midnight
Saturday	9 AM to 5 PM	6 PM to Midnight
Sunday	9 AM to 4 PM	

Please observe these times! Our staff must eat and rest. Our sitters are super. They have been with us since we started this service. They are very loving, competent, and can handle emergencies (like late-evening fire alarms). Bring your child to babysitting and **don't worry!**

We will provide lunch for your child, or you may provide your own if you want to. We will not provide supper, so be back at babysitting by **5 PM**. Please bring your own diapers.

By law, we cannot handle sick children; **do not** bring them to Babysitting, we will have to turn them away. We will notify you if your child becomes sick during the convention.

Dragonslair

Dragonslair is programming for kids aged five to twelve. Participating kids must be convention members. Kids can come here to talk, play games, watch movies, join in activities, and relax. Dragonslair will be open:

Saturday	10 AM to 6 PM
Sunday	10 AM to 4 PM

We expect to be sewing costumes and making crafts projects, showing movies, creating a mural, and using computers. Dragonslair will be located in the Beacon Complex, on the third floor.

Filksings

As usual, we will have a multi-track filk program in the evenings with loaner hymnals at a singalong for low tech singers, and more than one room available for people who bring their own guitars and performance standards. We'll provide refreshments and plenty of encouragement. Come to sing or to listen. Maybe we'll go until dawn, and at least midnight on Sunday after Punday. Eastern filk will be on the second floor, and Bardic Circle on the third.

In addition, a filk concert is scheduled in Republic early Saturday evening, and a panel or two during the con. Several well-known and talented filkers will be on the program, including Julia Ecklar. We also hope to have a filking workshop, where you'll be able to polish up your writing skills, and finish up that piece you've been working on for months!

The filk contest has 35 songs entered by 11 filkers this year. The winners will be announced at the convention.

Hucksters' Room

The Hucksters' Room is located in University Hall with the Art Show, and is about the same size as last year. The room has been sold out for quite some time, so it's too late to request a table for this year. This year we have gone to special efforts to increase the number and variety of book dealers, so bring your want-lists. The open hours will be:

Friday	5 PM to 9 PM
Saturday	10 AM to 6 PM
Sunday	10 AM to 5 PM

Meet the Pros Party

There will be a Meet the Pros/Costume Party Friday night from **8 PM to 11 PM** in the Grand and Republic Ballrooms. This will be somewhat different from our usual event. We will be enlarging and breaking up our space, and involving participants in some ice-breaking activities... but only if you **want** to. See the program book and *Helmut* for more details.

Boskone 24 - February 13-15, 1987
Sheraton-Boston Hotel & Towers

ARRIVAL DAY/DATE _____ ARR. TIME _____ DEP. DATE _____

Check here for late check-in _____

If you wish to guarantee your room after 4 pm, it must be reserved on a major credit card or a deposit for the first night.

CREDIT CARD NAME _____ # _____ Exp: _____

YOUR NAME _____

PHONE NUMBER _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

SHARING WITH _____

If you wish to reserve a suite, please write to Suite Coordinator, Boskone 24, MIT Branch Post Office, Cambridge, MA 02139-0910.

Single	_____	\$69.00
Double	_____	\$79.00
Triple	_____	\$84.90
Quad	_____	\$84.90

MASS. ROOM TAX 9.7%

To assist us in accommodating your guest room request please follow these guidelines:

A) Reservation requests will be accepted until 1 Feb 1987. Thereafter, they will be handled on a space available basis.

B) Check out time is 1 pm; therefore your room will not be available for occupancy until 3 pm. Please make your travel arrangements to coincide with these times.

C) Only one reservation card necessary per room.

PLACE
STAMP
HERE

SHERATON-BOSTON HOTEL

PRUDENTIAL CENTER

BOSTON, MASSACHUSETTS 02199

People Mover (Be a Mensch, not a Couch Potato!)

SF Cons are run entirely by volunteers. You too can volunteer, work on Boskones and see what happens behind the scenes. You could give a few hours (or more, if you want) to help make Boskone the kind of convention you enjoy attending. The People Mover allocates volunteers among the many different areas that need them. These areas include: Art Show, Registration, Con Suite, Sign Shop, Films, and Dragonslair.

All helpers receive a Helper's ribbon. Those who work more than eight hours will receive a helper T-shirt as a special thank-you. Also, Boskone is sponsoring a Gopher Hole, where Helpers can stop for a snack or relax.

People who have volunteered before the con will receive a letter from People Mover with their pre-assigned areas. If you sign up for People Mover by February 1st, your Registration materials will be sent to People Mover; you can avoid the crush in Registration! If you haven't volunteered yet, we'd love to have you. Please write to us at People Mover c/o Boskone, using the form on the back of this page. Fold the page over, staple it closed, stamp it, and mail it.

We must get a signed release from volunteers before they can work on the convention. If you're under 18, your parent or guardian must sign. So if you're under 18 and your parent or guardian will not be attending the convention, be sure to have a parent or guardian sign the release on page 8 before the convention and bring it with you or mail it in ahead of time.

People Mover is located at Information, and will be open:

Friday	Noon to 8 PM
Saturday	9 AM to 7 PM
Sunday	9 AM to 6 PM

Name: _____

PLACE

STAMP

Address: _____

HERE

New England Science Fiction Association
 Box G, MIT Branch Post Office
 Cambridge, MA 02139-0910
 ATTN: People Mover

LEGAL RELEASE FORM

I, _____ (please print), volunteer to help at Boskone XXIV which is run by the New England Science Fiction Association, Incorporated (NESFA), a Massachusetts non-profit corporation.

I understand that I will not be paid for this work. I further understand that no one is authorized by NESFA and/or the Boskone XXIV Committee to make any private offer of payment.

I hereby authorize NESFA and the Boskone XXIV Committee, individually and as a group, and all their officers, agents, and servants to authorize emergency medical treatment for me at my own expense if I cannot give informed consent for such treatment.

I hereby release and forever discharge NESFA and Boskone XXIV Committee, individually and as a group, and their officers, agents, and servants from any and all liability and responsibility should I be injured or hurt while in the performance of the duties I have voluntarily undertaken.

I am at least 18 years of age, unless a parent or guardian has signed below.

Signed _____ Date _____

For Boskone _____ Date _____

I, _____ (please print), the parent or guardian of _____, give my approval to help at Boskone XXIV, subject to the aforesaid.

Guardian's Signature _____ Date _____

Special Medical Data

Please let us know if you have any allergies or other special circumstances which could be affected by medical treatment.

If none, initial here (Parent's initials if under 18) _____

Medical Problems/Allergies _____

Medications _____

In Case of Emergency, Contact:

_____ Phone: _____

Con Suite

The Con Suite is the site of the Boskone-sponsored party where fen can meet, talk, etc. It is currently planned for Commonwealth (non-smoking) and Jefferson (smoking). Stop by and explore what we have to offer in the way of interesting diversion, relaxing atmosphere, and fun people.

Films

As usual, we will be running our popular film program. Saturday night will feature a special silent film presentation with live organ accompaniment by John Kiley. Films will start 11:30 PM on Friday and run intermittently throughout the convention in the Grand Ballroom.

As you might expect, you can anticipate all the traditional goodies including our outstanding and new collection of short subjects. We are also interested in showing any amateur films that may be available. If you have anything, or know of anything interesting, please drop us a line and let us know. Please try to do this as soon as possible, so we can schedule them in.

Newsletter

Helmuth, Speaking for Boskone, the convention newsletter, will serve to inform you of parties, program changes, and late-breaking newsbits during the convention. The first issue will be available Friday. You can find copies of *Helmuth* at the Information desk, in the Con Suite, in the Freebie area, and other locations. Do you have news for *Helmuth*, or want your party listed? Write up your contribution (legibly, please), and leave it at the Information desk.

Parties

If you are planning an open party, please tell the Information Desk about it as soon as possible. To get an announcement in the newsletter and signs directing people to your party, we need at least one day's advance notice. Tell us the room number and time of the event. Boskone will provide open parties with a "party seed" of 2 to 4 cases of soda and 4 to 6 bags of munchies. Talk to Logistics (Fairfax room, third floor) at least 6 hours before the party, or write to NESFA before the con.

Friday night has been designated "Regional Party Night". Clubs from all over the Northeast are encouraged to throw open parties Friday night, to help publicize their clubs. If you write to Boskone's address by February 1st, we'll make sure your club receives some publicity at the con.

Press Policy

If you are with the press, please register for the convention like any other attendee. Press Releases are available at the Information Desk. Upon publication or broadcast of a story about Boskone, and our receipt of a copy of the publication, we will refund your registration fee. If you have any questions, inquire at the Information Desk or write to Boskone.

Program

The Boskone XXIV Program already has nearly 200 participants! The writers, artists, fans, editors, and scientists involved will be bringing you the most interesting Boskone (in our humble opinion) ever. Besides panels, interviews, slide shows, talks, and readings, there will be a number of interactive workshops. Diane Duane's Writer's Workshop is already filled, but you should be able to sign up for and/or attend the Artist's, filk, and Costuming Workshops at the convention. Of course, there will be special program items honoring our guests: C.J. Cherryh, Barclay Shaw, and Tom Clareson, as well as some very unusual late night "horror" items (are you really ready for a dramatic reading of the ever popular "Eye of Argon"?)

Program will start early on Friday evening, most will take place on Saturday and Sunday afternoons. It will range from the weird (see above) to sercon, from enormous lecture presentations to small and cozy single-author showcases, from traditional panels to enlightening demonstrations. The Gunderson Corporation will be on hand to provide us with an evening's entertainment too.

Well - we said enough... you make the program too Be there!

Discussion and Special Interest Groups: Discussion Groups give you a chance to get together with other people who share your interests. Some Discussion groups will be arranged in advance (check your pocket program for information on these), but there will be plenty of room for you to sign up to run your own at the con! To do this, check with the Information Desk - you'll find it's a great way to find people who share your special interests.

Discussion Groups will generally meet on the second and third floors, and may be announced in *Helmath* (the convention newsletter) if time allows... but remember, we need you to make them work.

Punday: Yes, yet another Punday, a very silly way to end your Boskone, will happen Sunday beginning at 9 PM, in Republic. Here's your chance for "fame and fortune" by out-punning you opponents in front of a score of your fellow fen.

Trivia Bowl: This year Boskone is again running a Trivia Bowl. This will be in the standard format: two teams will compete to answer questions correctly and quickly, with points awarded according to the difficulty of the question. If neither team answers the question correctly, the audience will get a chance. Teams scoring worse than the audience will be encouraged to spend the next year in a library. The questions will concentrate on written SF, but there will also be media and fannish questions.

There will be room for four players on each team, although teams of three players will be allowed. There is room for only eight teams, so we are encouraging teams to register in advance; send the names of the team and its members to Boskone, attn Trivia Bowl. If you are interested in being on the Trivia Bowl but can't get together a team locally, send your name and the approximate time you'll be arriving at Boskone; the names of people looking for teams will be available at Information.

The Trivia Bowl is currently scheduled for noon to 2 PM (eliminations) and 4 PM to 5 PM (semifinals) or Saturday, and noon to 1 PM (finals) on Sunday, and will take place in Independence.

Regency Dance

Boskone XXIV will hold its annual Regency Dance. Ladies are requested to wear long skirts or the equivalent, and gentlemen are requested to wear a jacket and tie or the equivalent. members of either sex may come as ladies or gentlemen. Period dress (early 1800s) is appreciated but not required. Reasonable simulation of period manners is required. The dance will be held in Republic, from around 4 PM to 8 PM Sunday.

Registration

Boskone XXIV Registration is on the second floor in the Republic Foyer. The hours are:

Friday	3 :30 PM	to 10:30 PM
Saturday	9:30 AM	to 7:30 PM
Sunday	10:30 AM	to 2 PM

Cost: \$27 for everyone; this includes free babysitting for children. Payment must be in US currency.

Replacement of lost badges costs \$5. This will only be done once.

Additional membership can be purchased in advance of the convention by sending \$17 per membership with all pertinent information to the Boskone address listed.

NOTE:

Please bring the Quickie Sheet (the wrapper of this Progress Report) with you to the con, it will help you get registered quickly. If you don't, you will suffer... and suffer... and suffer... You'll get to stand in a nice long line and talk to all your newfound forgetful friends. Do us all a favor, and **BRING YOUR QUICKIE SHEET.**

Scavenger Hunt

Have you got a 'WOOF'? A Team Banzai headband? How about some *Planet of the Apes* cards. Maybe an Australian fanzine... If you know where you can get any of these items (and even if you don't), start digging around for them and enter this year's Boskone Scavenger Hunt. Contestants will be sent a list of about 100 items one month prior to Boskone. They will then have to beg, borrow, or (no, no, please, no stealing) the items on the list. Some items will be easy, others will be obscure, cryptic, and/or hard to find, but all will (must) pertain to science fiction. Judging will take place at Boskone. The individual/team finding the greatest number of items wins.

Competition will be in two classes: individual teams (1-3 people) and club teams (people using the resources of their club to find items). All who are interested are encouraged to enter (Sure it may be difficult, but it's great fun!) Just send the name of your team, your class (individual or club), and the address of your team captain to:

The MIT Science Fiction Society
attn: Scavenger Hunt
84 Massachusetts Avenue W20-473
Cambridge, MA 02139

NESFA Press Announcement

Glass and Amber by C.J. Cherryh, the 1987 Boskone Book, is a collection of 12 stories and articles by Cherryh, totaling 224 pages. These include a story first seeing publication in the English language, as well as several stories now out of print, and articles which have not been generally available until this time. One thousand numbered copies are being printed, the first two hundred and twenty-five of which will be signed by the author, and enclosed in a slipcase. The book features a four-color cover by our official artist, Barclay Shaw. As is our custom, the book will be available to Boskone members first. They will cost \$18.00 for the boxed copies, and \$9.00 for unboxed.

The Boskone XXIV T-Shirt: will feature art by our Official Artist, Barclay Shaw. Sizes in male and female styles are small, medium, large, and extra-large.

Five percent Massachusetts state sales tax is collected on all NESFA sales items, except for T-shirts and memberships. VISA, MasterCard, and personal checks (with two forms of I.D.) are accepted at the NESFA Sales Table.

Subscribing memberships in NESFA are available for \$15.

The NESFA Sales Table is located in the Huckster's Room.

Please note that BOSKONE® is now a registered service mark of NESFA. Dealers will not be permitted to sell merchandise that would infringe on this mark unless they have negotiated a license with NESFA, just as we will not knowingly allow dealers to sell merchandise that infringes on other valid trademarks.

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