



Who to Blame

Con Chairmen

Special Assistant to Chair

Registration

Registration Computer

T-Shirt Design

Operations

Security

Con Suite

Gofers

Special Services

Publications and Publicity

Publicity

Functions and Special Events

Hucksters

Video Room

Programming

Game Room

Masquerade

Gaming Tournaments

Hearts Tournament

Art Show

Trivia Contests

Films

Treasurer

Nelda Kathleen Kennedy, Mark Paulk

Scott Duff

Pat Spurlock

Ed Kenny

Joe Earl Patterson

Mike Kennedy

Howard Camp

Debbie Mitchell, Janet Ward

Don Cochran

Glenn Valentine

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Jack Lundy

Mary Axford

Jay Johns, David Zoller

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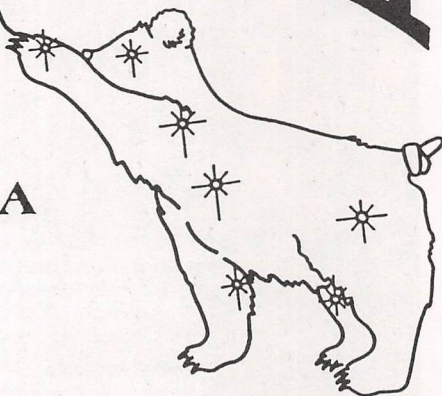
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**19-21 OCTOBER 1984
HUNTSVILLE, ALABAMA
SHERATON INN**

Guest of Honor:

GORDON R. DICKSON

Master of Ceremonies:

FRANK KELLY FREAS

Artist Guest of Honor:

MARK MAXWELL

Fan Guests of Honor:

**MAURINE DORRIS
"UNCLE TIMMY"**

ALSO PLANNING TO ATTEND:

POLLY FREAS

RON LINDAHN

JOHN MADDOX ROBERTS

RUSTY HEVELIN

VAL LAKEY LINDAHN

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GORDON R. DICKSON

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Front cover by Cindy T. Riley
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Interior illustrations by Alan Clark (page 7)
Rhett Mitchell (page 12)


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DEEP SOUTH 23RD

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Artist Guest of Honor
Barclay Shaw

Mistress of Ceremonies
Marta Randall

Fan Guest of Honor
Bob Sampson

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\$16 Until 15 May 1985
\$20 Thereafter

Guest of Honor:

GORDON R. DICKSON

by Mark Paulk

Gordon R. Dickson has been a major sf writer for many years; he is well-respected and deservedly so. He was Guest of Honor at WorldCon in Los Angeles this year, and even has his own filk song, "Ode to Gordy".

My first taste of Mr. Dickson's work was The Genetic General (later retitled Dorsai!) which is part of Mr. Dickson's best-known work: the Childe Cycle. The cycle follows the evolution of society from its current Earthbound culture into a splintered set of cultures spread among the stars. Some of the worlds emphasize the spiritual aspects of man; others the religious or the scientific or... The Childe Cycle revolves around Dorsai, a world whose greatest resource is her people: the Dorsai soldiers embody the finest military traditions. The culmination of this series will be the rejoining of the splintered cultures into a whole humanity, balanced in its various aspects. Other books in this series include Necromancer, Tactics of Mistake, Soldier, Ask Not, and Lost Dorsai. The latest book, The Final Encyclopedia, is due out this month. If it comes out before the con, you may be sure I'll have my copy.

The Childe Cycle is serious, yet Mr. Dickson has also written

some wonderful humorous sf. His Hoka stories, written with Poul Anderson, describe a motley crew of imitative teddy bears. Earthman's Burden and Star Prince Charlie will have any normal human being rolling on the floor in short order. However, I must admit that my favorites of all Mr. Dickson's work are the Dilba novels: Spacial Delivery and Spacepaw. I have read these humorous tales of "how to pick embassy personnel" several times, and they never fail to delight me. More Jam is one of the most memorable fictional characters I have ever met. There is something about these books that "sings" to me - what more can a reader ask for?

There is much more I would like to say, but if I attempted to discuss all the intriguing aspects of Mr. Dickson's work, this article would go on for many pages.

You may have noticed that I refer to Gordon R. Dickson as Mr. Dickson. I have only met Mr. Dickson in passing (at a WorldCon it's practically impossible to have a quiet conversation), and I definitely want to indicate my respect for someone who has given me such reading pleasure. I hope to get to know Mr. Dickson better during our convention, and that he and the rest of our guests will have an enjoyable stay. Let's all have a good time!

Master of Ceremonies:

FRANK KELLY FREAS

by Kevin Ward

Last year's Con*Stellation saw me with more than my usual share of the jitters. As a twenty something-or-other year old adolescent, I was asked to be guest artist, while Kelly Freas was to be Master of Ceremonies! I nearly gave a furtive sigh of relief when the news came -- Kelly had broken a tooth and couldn't make it to the convention.

That was before I met him and realized what an astonishingly selfish attitude I'd had. We missed out on quite a bit with his absence.

Kelly is easy to talk with and seems to enjoy talking about art. I've seen him talk himself nearly hoarse in casual conversation, with half a day's programming ahead of him. He is a bundle of contagious energy. After attending one of his workshops I was itching to get home to the drawing table. Even after being nominated for 18 Hugos and being awarded 10 -- if my tallies are accurate, that's more Hugos than any other individual has received -- he comes across only as a friendly fellow who enjoys his work.

Kelly entered the SF field in 1950. Some of his memorable contributions include: that poor, giant robot who didn't know his own strength, first appearing on

the cover of Astounding and decades later on a Queen album, pretty girls, the mushroom component spaceships whose shapes scream for flight, the anti-grav hair-do, pretty girls, the most entertaining slide show in fandom, the books Frank Kelly Freas: The Art of Science Fiction and A Separate Star, and pretty girls.

This will be Kelly's first visit to Huntsville in over four years. I look forward to the weekend.

by Mike Kennedy

After co-authoring the column on Kelly for last year's program book, only to have an unfortunate accident keep Kelly away, I could not resist saying something this year. I consider myself very fortunate to have met Kelly Freas and to have seen a number of his works as originals. Every convention I attend where Kelly is a guest (and there have been lots of them - I don't see how he keeps up the pace!), I head straight for the Art Show. I recommend that you do the same. Even if art is not one of your big loves, you could do much worse at any convention than spending some time taking in the work of this extraordinary man.

And, oh yes, Kelly - I still covet Green Hills of Earth.

Artist Guest of Honor:

MARK MAXWELL

by Sunn Hayward

"Where does Maxwell get his ideas?" This is one of the great questions of modern times, ranking up there with "Where do socks go once they've escaped through the dryer?" and "Why is there no mouse-flavored cat food?"

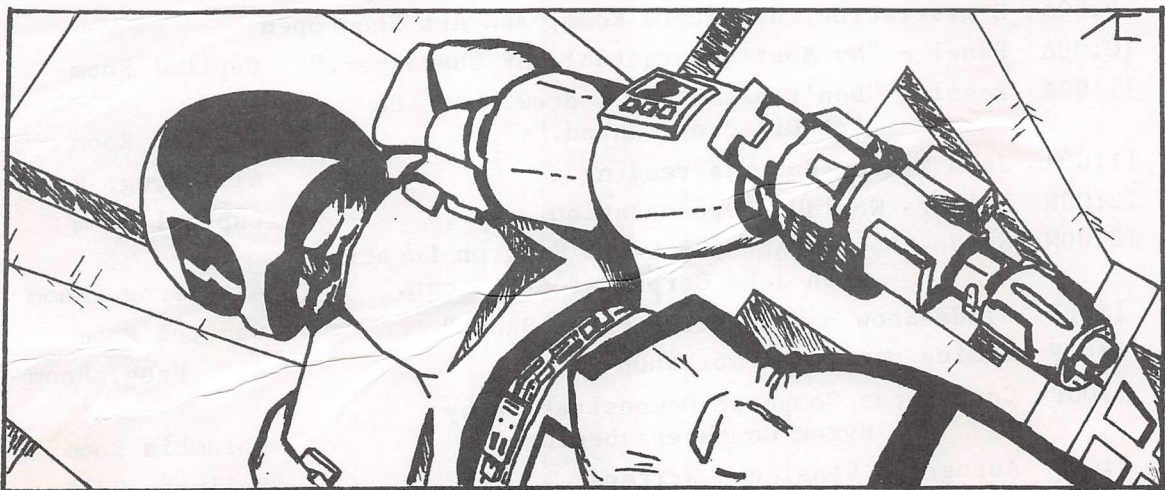
Mark is certainly an imaginative fellow. Not to mention immensely talented. And good natured. And likeable (also cute). And frequently insolvent -- buy his art work.

Mark didn't begin drawing until the late 1970's, during high school. His most profound and obvious influences were Roger Dean and Chesley Bonestell. What you don't see overtly are the musical influences on his art, namely Jon Anderson and Yes. But whatever the influences, be they visual or

otherwise, in the three years we have known each other Mark has never failed to amaze me. From his first art show at Satyricon I in 1981 to whatever awaits us here at Ursa Major, he consistently knocks my socks off.

Not only has this man been named artist guest of honor a scant three years after his debut in SF artdom, but he won a peer award at the first Worldcon his art attended (Best Amateur Astronomy, 1982). He deserved this recognition: he deserves more (Hugo nominations, anyone?). In fact, you ought to be in the art show bidding on his work, or buying copies of the fanzine "Infinity Cubed", rather than reading this article.

So where does Maxwell get his ideas? I dunno -- ask Maxwell.



Schedule

TIME	EVENT	LOCATION
FRIDAY		
12:00N	Registration, Con Suite, Game Room, and Video Room open	
12:00N	Hucksters begin move in	
12:00N	Art Show open for hanging	
1:00P	Continuous Computer Demonstration by Hytek Computers begins	Columbia Room
3:00P	Hucksters Room opens	
4:00P	Art Show opens	
6:00P	Computer Demonstration by Hytek ends	
7:30P	Opening Ceremonies	Capitol Room
8:00P	Panel - "Nurses Who Seduce the Young."	Capitol Room
8:00P	"Hall Trivia Contest" - first question given out at above panel	
9:00P	Panel - (Tentative) NASA or Space Center	Capitol Room
9:00P	Deadline to enter Hearts Tournament	
10:00P	Hucksters Room and Art Show close	
10:00P	Films - Titles to be announced	Capitol Room
SATURDAY		
9:00A	Registration, Hucksters Room, and Art Show open	
10:00A	Panel - "My Most Unforgettable SF Character."	Capitol Room
11:00A	Panel - "Don't blame me, I drew what the Art Director wanted."	Capitol Room
11:00A	John Maddox Roberts reading	Alt. Prog. Room
12:00N	Atlanta WorldCon Presentation	Capitol Room
12:00N	Slide Show - "Anthony Scott King on Location with John Carpenter's <u>Starman</u> ."	Alt. Prog. Room
1:00P	Slide Show - "The Kelly Freas Show."	Capitol Room
1:00P	Comics panel and workshop	Alt. Prog. Room
1:00P	Continuous Computer Demonstration by Hytek Computers begins	Columbia Room
2:00P	Autograph Session - Writers	Ballroom Hallway

of Events

- 3:00P Slide Show - "The Ron and Val Show." Capitol Room
- 4:00P Panel - "What do you do for a DSC?" Capitol Room
- 4:00P Autograph Session - Artists Art Show
- 5:00P Panel - "A helping fan: beasts can be beautiful too." Capitol Room
- 6:00P This space intentionally left blank - go eat something for ghod's sake!
- 6:00P Registration, Art Show, and Computer Demonstration close
- 7:00P Hucksters Room closes
- 7:00P Guest of Honor Speech Capitol Room
- 7:00P "Hall Trivia Contest" - last question given out at above function
- 8:15P Art Auction Capitol Room
- 8:30P Deadline to turn in "Hall Trivia Contest" entries - entry box in Game Room
- 9:30P Masquerade pre-judging Alt. Prog. Room
- 10:30P Masquerade Capitol Room
- 12:00M Films - Titles to be announced Capitol Room
- SUNDAY**
- 10:00A Art Show and Hucksters Room open
- 10:00A Panel - "The generic artist panel." Capitol Room
- 11:00A Trivia contest Capitol Room
- 12:00N Reading by Gordon R. Dickson Capitol Room
- 12:00N Ista Weyr meeting Alt. Prog. Room
- 1:00P Art Show and Hucksters Room close - Hucksters begin move out
- 1:00P Panel - "The Best of Noah Ward - the worst winners of all time." Capitol Room
- 1:00P SCA demonstration Poolside
- 3:00P Game Room and Video Room close
- 3:00P Hucksters must be moved out by this time
- 6:00P Con Suite closes

Con-Etiquette...

WEAPONS POLICY

All weapons (real, fake, model, toy, or whatever) are to be peacebonded throughout the convention. This means that they may not be taken out of their holster, scabbard, or whatever in any public area. Exceptions are made only for the masquerade (during presentations) and the Hucksters Room (for commercial purposes only - don't pick it up if you aren't considering buying it). If you violate peacebonding, con security will give you the option of surrendering your weapon for the duration of the con or surrendering your badge.

MASQUERADE

No total nudity... private showings only... the masquerade is to demonstrate talent etc., as well as physical endowments. Rules and entry forms will be available at the registration desk. Please check there for the entry deadline and where entry forms should be turned in.

ART SHOW AND AUCTION

No food, drinks, cameras, handbags, or packages may be brought into the art show. There is a check-in table at the entrance to the show where such items may be left. It will take two bids to send a piece to the auction. Full rules for the art show and auction may be seen in the Art Show room. At the auction, please use voice bids, calling out the full amount of the bid. No strange gestures, no subtle waves of the hand - only a stentorious bellow will be recognized.

24-HOUR FUNCTIONS

The Con Suite, Video Room, and Game Room run on a 24-hour basis throughout the convention. We do, however, reserve the right to close the Game Room and/or Video Room for a few hours if they are deserted in the wee hours of the morning.

COMPUTER DEMONSTRATIONS

One or more local computer stores will be putting on computer demonstrations in the Game Room during the convention (see the Schedule of Events). No food or drink will be allowed near the computers during these demonstrations.

HEARTS TOURNAMENT

Full rules for the Hearts tournament will be available at registration and/or the Game Room. The sign-up sheet will be in the Game Room. The deadline for signing up is 9:00P Friday night. Please be sure to be on time for your game - late players will be replaced by an alternate as per the rules mentioned above.

GAMING TOURNAMENTS

There will be tournaments in Dungeons & Dragons and Starfleet Battles. The deadline for entry will be the same as the start of the game - but these games usually fill up early so sign up as soon as you can. Preliminary rounds of the D&D tournament are tentatively scheduled for 7:00P Friday, 8:00A Saturday, and 11:30A Saturday. The final round is tentatively scheduled for 3:30P Saturday. The Starfleet Battles tournament will be a single game tentatively scheduled for 1:00P Saturday. Please check registration and the Game Room for announcements about the final times for each game.

TRIVIA CONTESTS

There will be two different trivia contests during the convention. One will be of the standard style - see the Schedule of Events for the time and location. Rules for it will be available in the Game Room and/or at registration. The sign-up sheet will be in the Game Room - the deadline for entering is 12:00M Saturday. The other contest will be a "Hall Trivia Contest". The questions will be announced one each at the beginning of each programming event (in both the main and the alternate programming rooms) - plus there will be a few questions scattered randomly in the middle of some of the events. The first question will be given at the 8:00P event Friday night. The last question will be given at the beginning of the Guest of Honor Speech at 7:00P Saturday night. Entries must be placed in the entry box in the Game Room by 8:30P Saturday night.

RESTAURANT AND AREA GUIDE

A guide to area restaurants and other businesses you may find useful can be found in the Pocket Program and Area Guide.

...and Information

Fan Guest of Honor:

'UNCLE TIMMY'

by Maurine Dorris

Uncle Timmy was born April 15, 1949. Income tax and Uncle Timmy in the same day. **Shudder!** Somehow the world survived. After that, nothing exciting happened, until in 1970, he tricked Linda into marrying him. (We all know, if she had known the truth about him, she would have run for the hills.) They now have two lovely children, Brandy and Jason.

Everything ran smoothly for awhile longer, until in 1977, Uncle Timmy discovered fandom. Fandom hasn't been the same since. He took over running Chattacon at # 7. (So much for lucky numbers.) He was taken, forced, beaten into the con chairmanship of this mid-winter (will Mt. Eagle be iced over?) convention. He alone, with 497 hardy souls, have pulled off

many a great convention. (Are the hot tubs working?)

Being half-Italian and half-Irish his favorite foods are Steak & Potatoes and Lasagna. His favorite color is Black. (Does this tell you anything?) And if you think he drinks a lot at conventions, think again, its really tea.

He is a master of understatement.

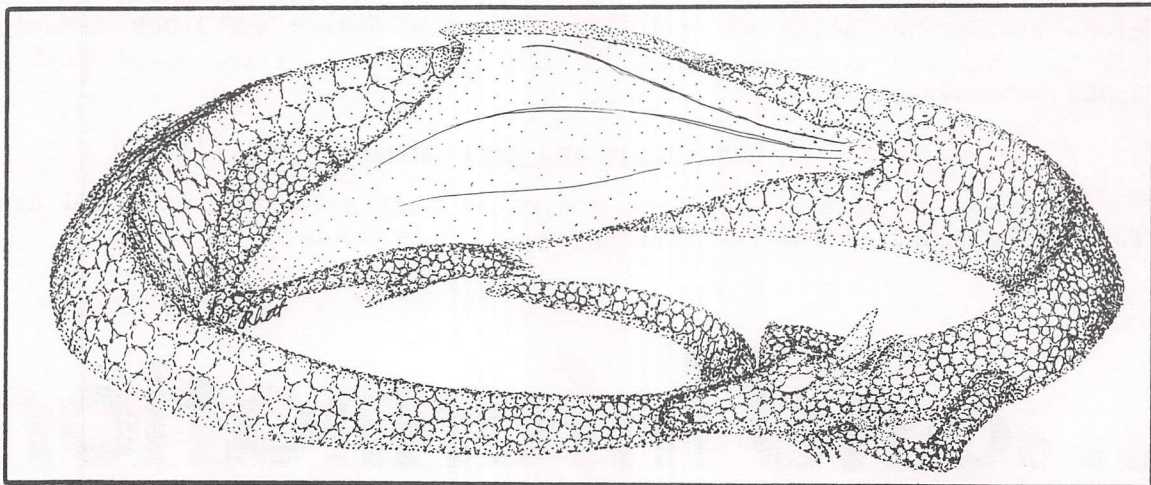
(Uncle Timmy wants you!)

A cool head in the face of trouble.

(The sky is falling, the sky is falling.)

But the real reason for Tim Bolgeo's existence is to relieve con committees throughout the world of all guilt. At last someone to blame for all the foulups.

It's Uncle Timmy's Fault!!



Fan Guest of Honor:

MAURINE DORRIS

by Uncle Timmy

Everyone knows Maurine Dorris. She's the one with the frazzled look that is always running around directing the efforts of our fine Southern Maskeraides (Ken Moore's spelling). But, let us look deeper. Let us peer behind the facade of the fragile Southern Belle that she presents and find out who the real Maurine Dorris is.

She is the Iron Fist beneath Ken Moore's Velvet Glove. She is the Real Mistress of Nashville Fandom and the True Power behind the Kubla Khandor. Masquerading (see, I can spell it right with the help of a dictionary) as the "Head of Gophers" at Kubla Khans, this Mild-Mannered Woman is really the "Head of Operations" of Nashvilles Premier SF Convention. Behind the disguise of "Head of Gophers" and using a drunken Khandor as a front man (just joking Ken), this Marvel Worker is the one who makes the Trains Run Smoothly and On Time at Kubla Khan. This True Mistress of Southern Fandom stands for Science Fiction, Fandom, and the true Partying Spirit.

Now, lets get down to the vital statistics concerning this sweet young Southern Belle. After a telephone interview with Mau-

rine, this chronicler obtained the following facts about her personal life. Maurine was born 29 years ago of Mundane but humble parentage. (Honest folks, she said 29, but I do not believe it. Twenty-five would be closer to the truth.) She has one child by the name of James Dorris and on July 6 of this year, James presented Maurine with her first grandchild, Tabitha Gene Dorris. I still do not believe that Maurine has come down off of cloud nine after this blessed event. However, don't take my word for this. Just ask Granny Maurine about her granddaughter Tabitha Gene.

Maurine's first convention was the 1979 Kubla Khan in Nashville. Her second was the 1979 North American Science Fiction Convention in Louisville, Kentucky. According to Maurine, Marth Beck is the one who is responsible for dragging her to those fateful conventions. Maurine also contends that it is all Marth Beck's fault that she is involved with fandom today. (Isn't it refreshing to hear someone else being blamed for something.) Not only is she extermely active in Nashvillian fandom, she is also Co-head of the Masquerade Committee for the 1986 Atlanta WorldCon
(continued on next page)

(Maurine Dorris - continued)

Bid. Along with her cohort in crime, Sue Philips, they both try to bring order from chaos for serious masqueraders.

Your chronicler has strived to present a balanced view of Maurine Dorris and all facts pre-

sented are factual within the Best of His Knowledge. If this report not be true, let Lightning Strike this chronicler the Very Next Time he takes a Drink of Jack Daniels.

KA-BOOM!!

John Carpenter's STARMAN

by Anthony Scott King


In 1977 the Voyager II spacecraft was launched from the Kennedy Space Center at Cape Canaveral. In addition to its instrumentation it carried a 12 inch copper disc encoded with 118 photographs, verbal greetings in 54 languages, 35 earth sounds, and a medley of 27 musical compositions gathered from around the world. Also on board was an invitation to anyone finding Voyager to visit the planet earth.

In John Carpenter's latest movie Starman an alien race captures Voyager II. In their course of study they discover the invitation and naively take it literally. Starman, played by Jeff Bridges (King Kong, Tron), is dispatched from a mother ship in a scout pod to pay the earth a visit. He is promptly shot down by a fighter aircraft over Wisconsin.

The movie that follows is the story of Starman and Jenny, played by Karen Allen (Raiders of the Lost Ark), and their mad odyssey across the U.S., pursued by the forces of the National Security Agency, as they try to make a rendezvous with Starman's mother ship at Meteor Crater in Arizona.

Much of Starman was shot in Tennessee because of the wide variety of locations offered by the state.

I covered the Tennessee location shooting of Starman on assignment for Starlog magazine (Starlog, December 1984, issue #89). This weekend I will present a slide show of shots I took on the movie locations and an extemporaneous account of my adventures as a genre journalist.

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Hotel Information

FUNCTION AREAS

1. Main Programming Room -- Capitol Room
2. Hucksters Room -- State Room
3. Art Show -- Briefing Room
4. Registration -- Lobby Area
5. Game Room -- Columbia Room
6. Con Suite -- Mercury Room -- Rooms 424 & 426
7. Video Room -- Gemini Room -- Rooms 416 & 418
8. Alternate Programming Room

HOTEL FACILITIES

Besides the restaurants you'll find in the Pocket Program and Area Guide, the hotel has a fine restaurant and lounge. Both are recommended (if a little pricey), but a word of caution is in order here. They do have a dress code (the usual - shirts, shoes, no ratty cutoffs...) so if you are wandering around in your Gonad the Barbarian outfit, maybe you should give them a pass. Don't worry about the rest of the hotel in this respect - the con has all the function space and the hotel staff is not going to freak out at the sight of a costumer, they're used to us.

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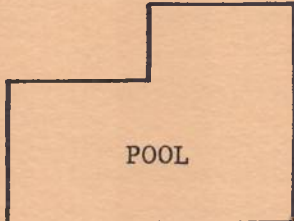


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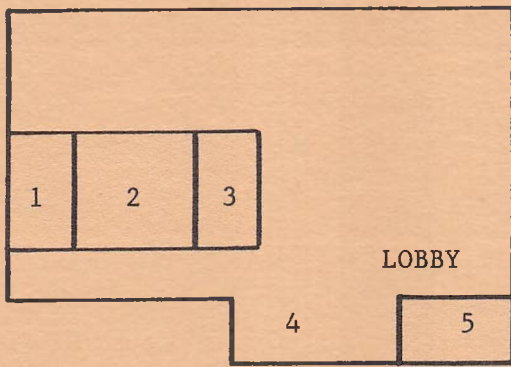
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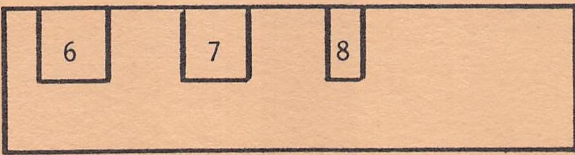


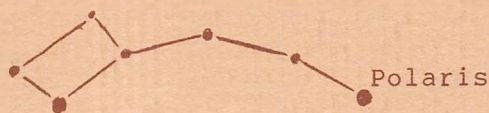
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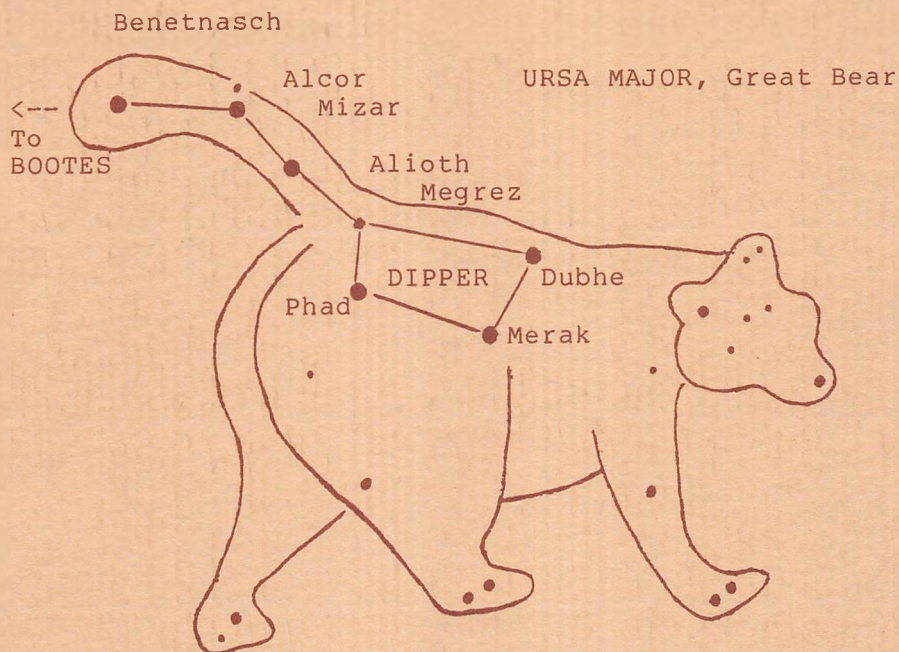
Front Hotel Entrance

Rooms
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URSA MINOR, Little Bear



URSA MAJOR, Great Bear

Around 4000 BC, wandering hunters referred to Bootes as the Hunter who pursued Ursa Major, the Bear. Later Bootes is the Herdsman and the stars of the Bear its herd. As man developed agriculture Bootes became the Farmer and the Dipper in the Bear was his plow.

Stars: Dubhe or "The Back of the Great Bear", Merak or the "Loin of the Bear", Phad or "The Thigh", Megrez or "Root of the Tail", Alioth or "fat tail" of an animal, Mizar or "a girdle or waistband", Alcor or "rider", and Benetnasch or "The Leader of the Daughters of the Mourners".