

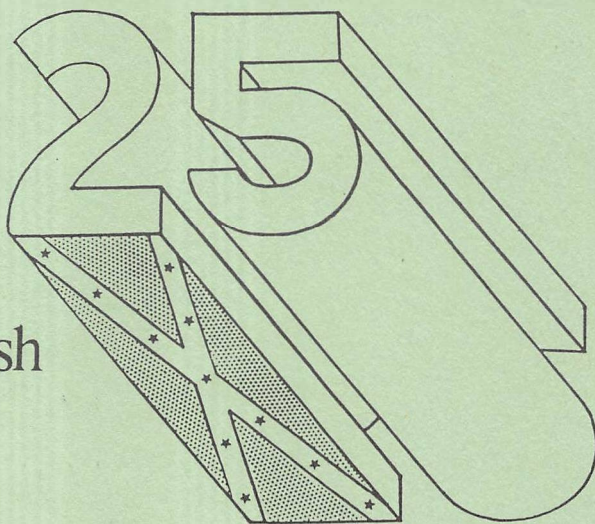


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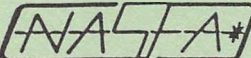
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# CON\*STELLATION IV

## AQUARIUS

11-13 October 1985  
 Huntsville, Alabama  
 Sheraton Inn

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# Wilson "Bob" Tucker

## Wilson "Bob" Tucker: An Appreciation

by: T. K. F. Weiskopf

Let me introduce you to my grandfather. Wilson "Bob" Tucker and I are related by blood, despite wildly differing last names - that is to say, our blood at any given time at a con generally is the same proof. Otherwise, I am lucky to be a member of a large and eclectic group of Bob's adopted relatives. That I am a granddaughter tells you how long he's been around. (If Tucker didn't invent fandom, it was his father, Rusty Hevelin, who did. But I'm not going to let this article degenerate . . .) It just illustrates one aspect of how wonderful Bob is - he transcends generations. In fact, most of you probably already know him and what I have to say will be very familiar. Just nod your head and smile in agreement as you read.

So let's talk about Tucker. There are certainly stories to tell. But I won't. Fear of libel suits has nothing to do with it. Most of you have heard them anyway. All I can do is tell you what Bob is to me. I imagine my story is fairly typical.

At my first-ever-by-gnu-real-live-con-vention, right here in Huntsville, I was regaled with Bob Tucker legends. For two days I heard about "Room 770" and "rosebud" and just absorbed the mystique. Then, finally, I was introduced to the Man Himself. It was wonderful. He was a real person! His room was full of people

and he took time out to say hello to me! I was initiated into the Bug Club (if you're a woman, see Bob; a man, see me or any other female initiate), and given his card. His famous card! All through the dark years when I couldn't go to many cons I kept the card and remembered the kind welcome he gave me and the good time I had. Later, when I met him again at midwestern cons he introduced me around and made me feel at home even up there, not necessarily an easy thing to do.

Basically, Bob embodies all the glorious things about fandom: the generosity, the acceptance, the ability to party well . . . He's open and giving of himself and his time. Perhaps most important, and certainly a hard quality to find, is his ability to make people comfortable, especially neo's (even one as obnoxious as I ~~am~~ was). Bob is a good person and he makes the people around him feel good too.

He's also a good and versatile writer. His first published novel, a detective story called The Chinese Doll, came out in 1946. He's been writing professionally ever since, and has 26 books published, both mysteries and sf. In 1976 he won the John W. Campbell Memorial Award (not the one for new writers!) for The Year of the Quiet Sun. Which is to completely ignore his long and colorful career as a fan writer, for which he won the Hugo in 1970.

What can I say? If you are not familiar with his written works, read him for yourself and see how talented he is. If you haven't met him, now's your opportunity! Meet him for yourself and see if you don't have a much better convention because of it.

As many times as he's signed me, I am proud and honored to sign this,

## Another Satisfied Wilson Tucker Client

### Wilson "Bob" Tucker Bibliography

#### Novels and Collections

(m = mystery; sf = science fiction)

The Chinese Doll, A Murray Hill Mystery, Rinehart and Co., (m), 1946

To Keep or Kill, A Murray Hill Mystery, Rinehart and Co., (m), 1947

The Dove, A Murray Hill Mystery, Rinehart and Co., (m), 1948

The Stalking Man, A Murray Hill Mystery, Rinehart and Co., (m), 1949

Red Herring, A Murray Hill Mystery, Rinehart and Co., (m), 1951

The City in the Sea, Rinehart and Co., (sf), 1951

The Long Loud Silence, Rinehart and Co., (sf), 1952

The Time Masters, Rinehart and Co., (sf), 1953

Wild Talent (reissued as The Man from Tomorrow), Rinehart and Co., (sf), 1954

The Science Fiction Subtreasury, (reissued as Time: X), Rinehart and Co., (sf), 1954

Time Bomb (reissued as Tomorrow Plus X), Rinehart and Co., (sf), 1955

The Man in my Grave, Rinehart and Co., (m), 1956

Hired Target, Ace Books, (m), 1957

The Lincoln Hunters, Rinehart and Co., (sf), 1958

To the Tombaugh Station, Ace Books, (sf), 1960

Last Stop, Doubleday Crime Club, (m), 1963

A Procession of the Damned, Doubleday, (m), 1965

Warlock, Doubleday, (m), 1967

The Year of the Quiet Sun, Ace Books, (sf), 1970

This Witch, Doubleday, (m), 1971

Ice and Iron, Doubleday, (sf), 1974

Resurrection Days, Pocket Timescape Books, (sf), 1981

The Best of Wilson Tucker, Pocket Timescape Books, (sf), 1982

#### Uncollected Short Fiction

"Interstellar Way-Station", Super Science Stories, 5-1941

"The Princess of Detroit", Future Fiction, 6-1942

"Prison Planet", Planet Stories, Fall 1942

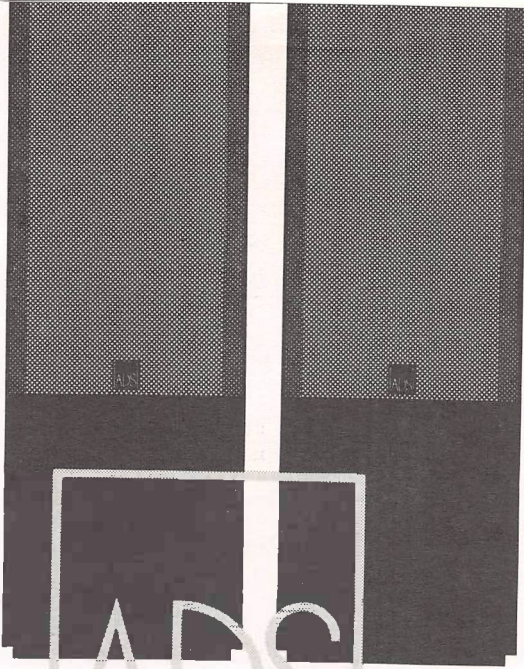
"Miraculous Fluid", Astounding Science Fiction, 4-1943

"That Mysterious Bomb Raid", Astounding Science Fiction, 4-1943

"MCMLIX", Suspense, 11-1958

"The Recon Man", IF, 1-1965

"The Near-Zero Crime Rate on JJ Avenue", Analog, 4-1978



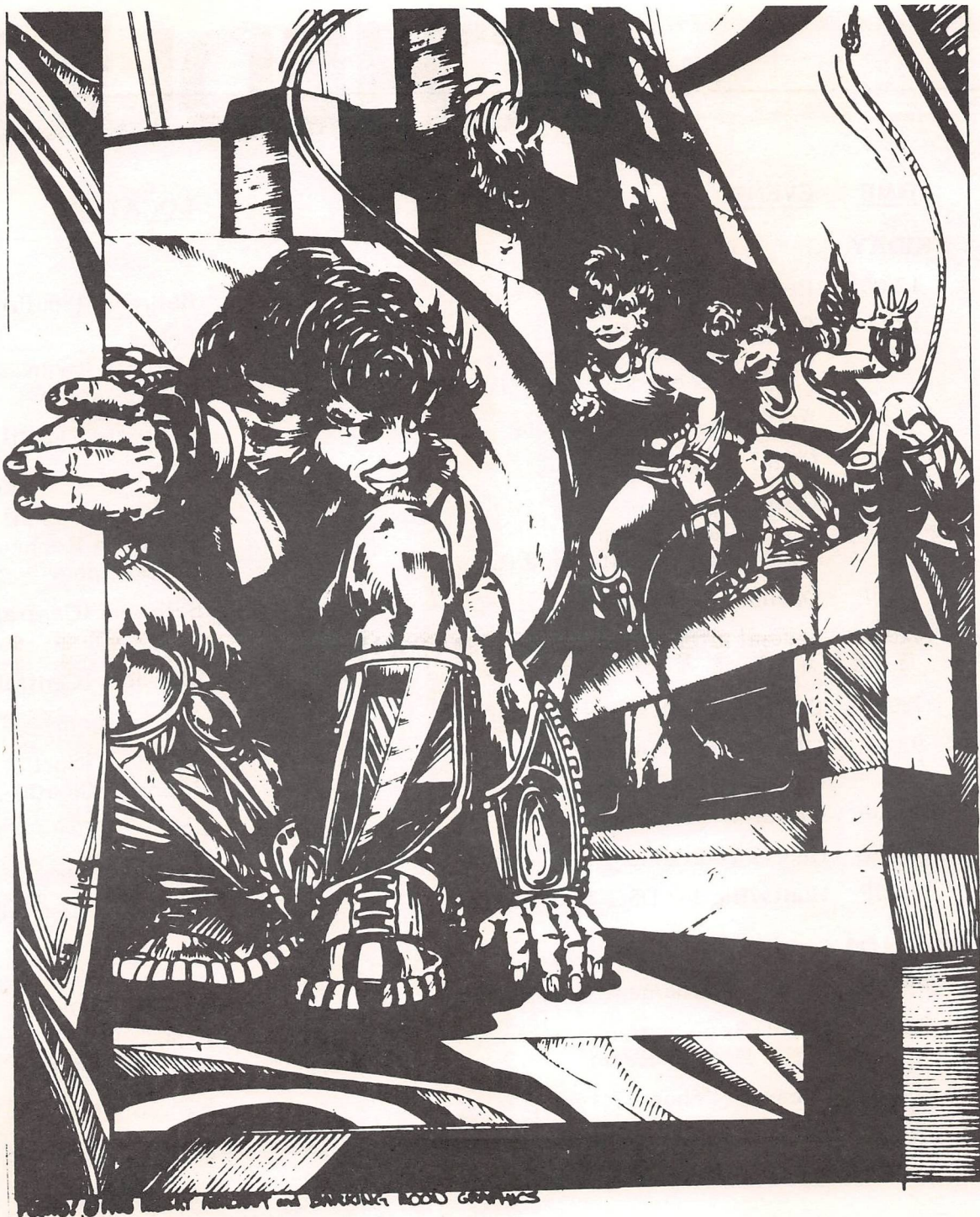
Digital Compact Discs have lots of something that many speakers don't—dynamic range. And digital discs don't have lots of something that many speakers do—distortion. For a speaker to be "digital ready," it needs more than a colorful label stuck on the box. It needs wide dynamic range and extremely low distortion design. Many of the most praised new digital recordings were made using ADS speakers as monitors. And *Stereo Review's* Julian Hirsch said of the new ADS L1290, "... this is one speaker that really is digital ready." Come in and hear the really digital ready new speakers from ADS.

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ART BY JIM LEE, STORY BY JIM LEE AND BRUNO BOSS

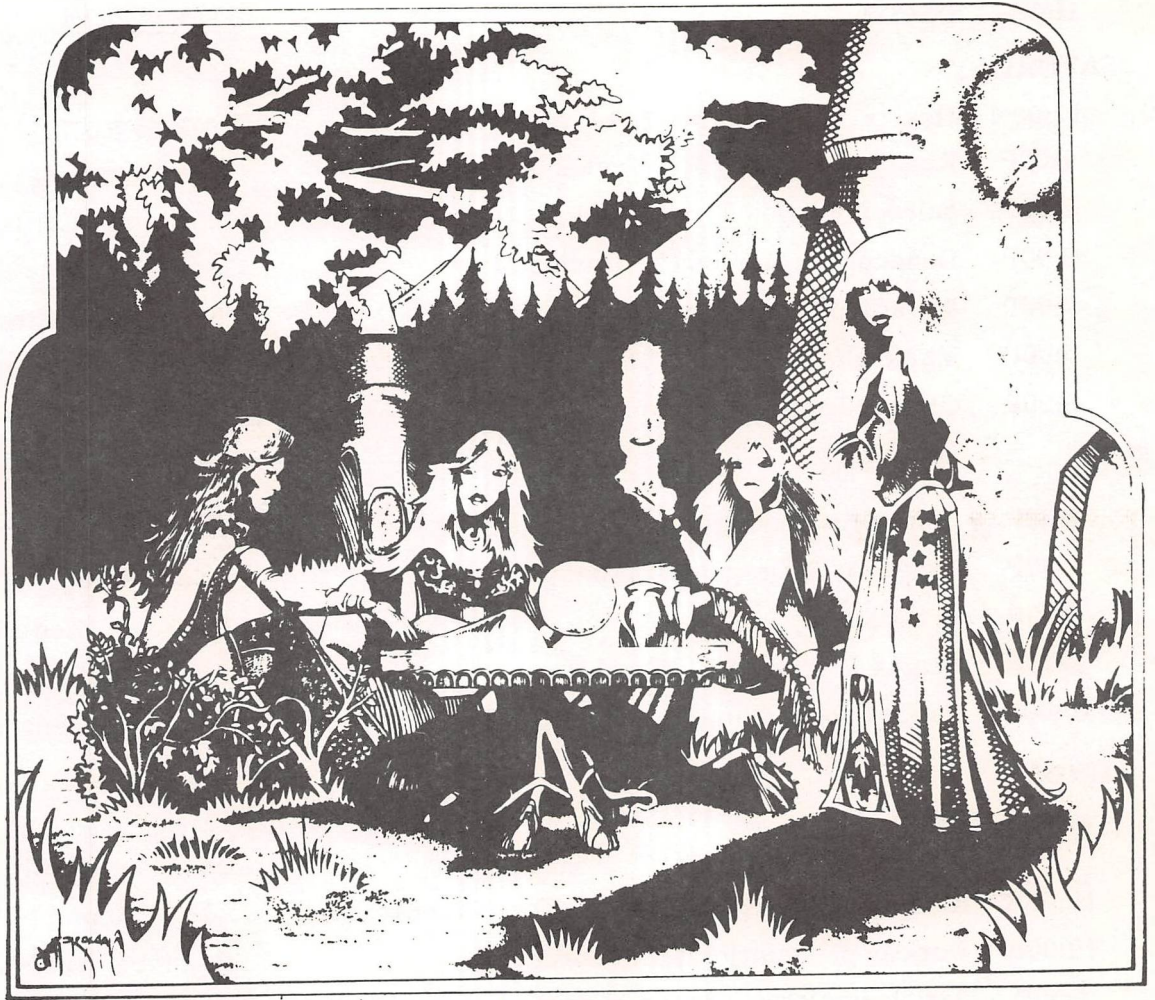
# SCHEDULE

<u>TIME</u>	<u>EVENT</u>	<u>LOCATION</u>
<b>FRIDAY</b>		
12:00N	Dealers Room begin move in	Ballroom (South)
12:00N	Open: Registration Con Suite Video Room	Lobby Mercury Room Gemini Room
1:00P	Art Show open for hanging	Ballroom (North)
3:00P	Open: Dealers Room	Ballroom (South)
4:00P	Open: Art Show Game Room Tournament Game Room	Ballroom (North) Columbia Room Apollo Room
6:00P	Opening Ceremonies	Ballroom (Central)
7:00P	Special Interest Group: Southern Worldcons and Bids	Ballroom (Central)
7:00P	Dungeons & Dragons Tournament	Apollo Room
9:00P	Close: Art Show Dealers Room	Ballroom (North) Ballroom (South)
10:00P	Close: Registration	Lobby
10:00P	Hearts Tournament - 1 <sup>st</sup> Round	Apollo Room
10:00P	Huntsville for DSC 25 Bid Party	Ballroom (Central)
<b>SATURDAY</b>		
6:00A	Close: Tournament Game Room	Apollo Room
9:00A	Open: Registration Dealers Room	Lobby Ballroom (South)
10:00A	Open: Art Show	Ballroom (North)
11:00A	Special Interest Group: Comics and Graphics	Ballroom (Central)
12:00N	Open: Tournament Game Room	Apollo Room



# of EVENTS

<u>TIME</u>	<u>EVENT</u>	<u>LOCATION</u>
<b>SATURDAY</b>		
12:00N	Hearts Tournament - 2nd Round	Apollo Room
1:00P	Reading: Wilson 'Bob' Tucker	Ballroom (Central)
2:00P	Science Fiction Trivia Bowl	Ballroom (Central)
2:00P	Dungeons & Dragons Tournament	Apollo Room
4:00P	Workshop: Painting of Miniatures	Ballroom (Central)
5:00P	Magic Show - Staring Jerry Page	Ballroom (Central)
6:00P	Close: Registration Art Show Dealers Room	Lobby Ballroom (North) Ballroom (South)
6:30P	An Hour with Tucker	Ballroom (Central)
7:00P	Dungeons & Dragons Tournament	Apollo Room
8:00P	Art Auction	Ballroom (Central)
8:00P	Hearts Tournament - Final Round	Apollo Room
10:00P	Dance and Costume Contest	Ballroom (Central)
<b>SUNDAY</b>		
10:00A	Open: Art Show Dealers Room	Ballroom (North) Ballroom (South)
10:00A	Illuminati and Trivial Pursuit Tournaments	Apollo Room
10:00A	Workshop: Painting of Miniatures	Columbia Room
1:00P	Art Show closes - Artist checkout	Ballroom (North)
2:00P	Dealers Room closes - Dealers begin move out	Ballroom (South)
3:00P	Close: Video Room Game Room Tournament Game Room	Gemini Room Columbia Room Apollo Room
4:00P	Dealers must be moved out by this time	



# CON-ETIQUETTE...

## WEAPONS POLICY

**ALL WEAPONS** (real, fake, model, toy, or whatever) are to be peacebonded throughout the convention. They may not be taken out of their holster, scabbard, or whatever in any public area. The only exception is the Dealers Room (for commercial purposes only please - 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.

## ART SHOW AND AUCTION

Food, drinks, cameras, handbags, or packages may **not** be brought into the art show. There is a check-in table at the entrance to the show where you may leave such items. It will take two bids in the art show to send a piece to the auction. 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.

## HEARTS TOURNAMENT

The sign-up sheet for the tournament will be available at registration and/or in the Apollo Room. The deadline for signing up is 9:00P Friday night. Please be on time for your game - late players may be replaced by an alternate.

## COSTUME CONTEST

There will be a costume contest held in conjunction with the dance Saturday night. You don't have to dance, just be there in costume at the time announced. There will be secret judges circulating among the crowd (watch for the people wearing buttons marked "Secret Judge"). Winners will be announced during the dance.

## GAMING AND TOURNAMENTS

There will be tournaments (in the Apollo Room) for Dungeons & Dragons, Illuminati, and Trivial Pursuit. Watch for notices and announcements concerning sign-up sheets. The times for each tournament are listed in the schedule. If you have your own games you want to play, the Columbia Room (in the hotel lobby) is for open gaming.

(continued on next page)

## DRINKING AGE

The drinking age in Alabama is currently changing. You must be able to furnish identification showing you were born **before** 1 October 1966 to get the proper color badge to allow us to serve you beer from the con suite.

## 24-HOUR FUNCTIONS

The Con Suite, Video Room, and Game Room (Columbia Room) will run on a 24-hour basis throughout the convention. However, we reserve the right to close the Video Room for a few hours if it is completely deserted in the wee hours of the morning. The Tournament Game Room (Apollo Room) is reserved for a non-convention function from 6A to 12N on Saturday.

## AREA GUIDE

Restaurants, grocery stores, and other area businesses may be located using the Area Guide, available at registration and/or on the freebie table.

## IF YOU NEED HELP

Convention personnel will be wearing badges of a different color. If you need help on any matter, grab one of us and we'll be glad to assist you if we can. If you can't find someone from the con committee right away, ask another fan; most fans will be happy to help.

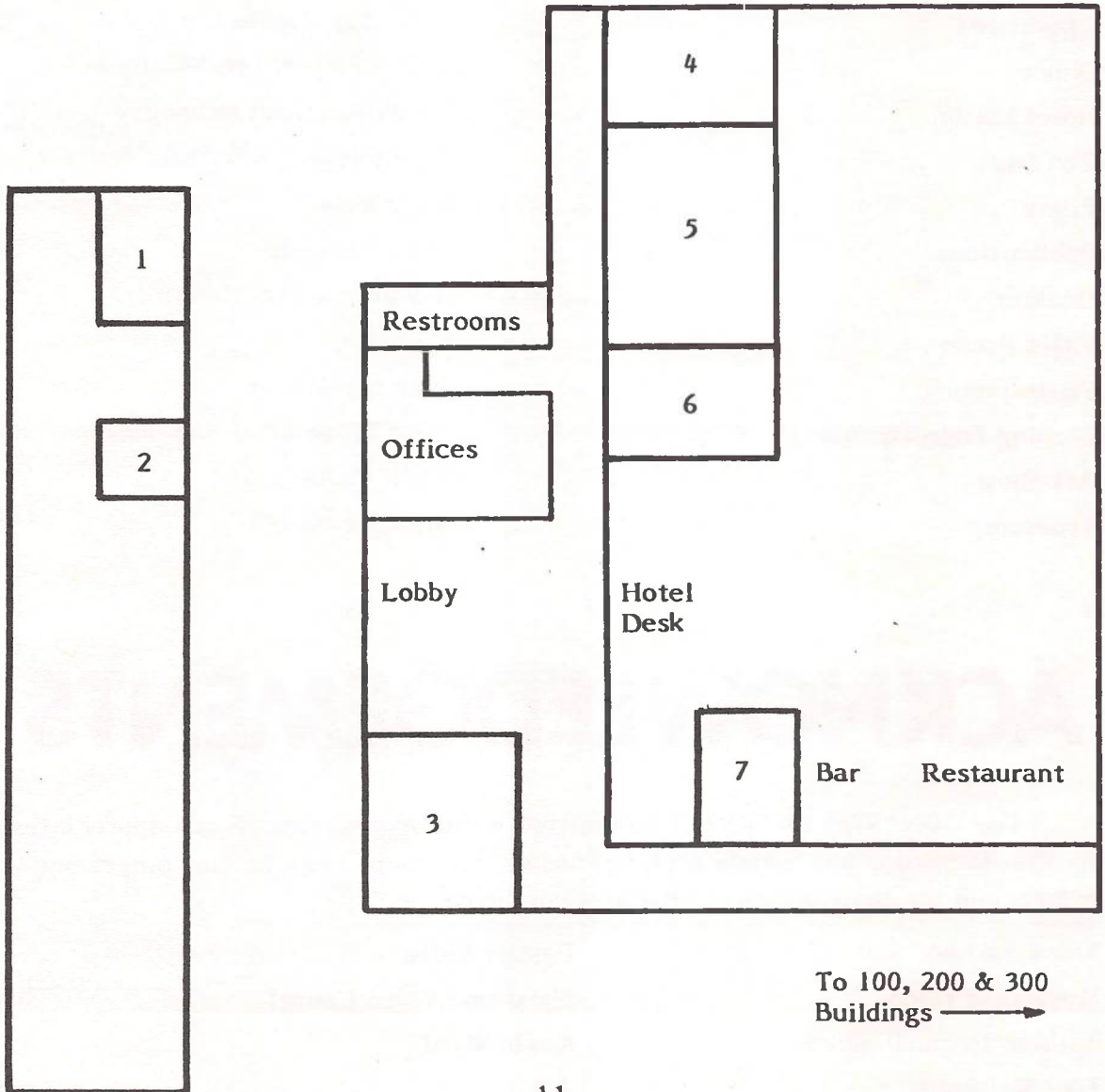
# ...and INFORMATION

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## HOTEL LAYOUT KEY

- 1 - Mercury Room - **Con Suite**
  - 2 - Gemini Room - **Video Room**
  - 3 - Columbia Room - **Game Room** (open gaming)
  - 4 - Ballroom (North) - **Art Show**
  - 5 - Ballroom (Central) - **Main Programming, Dance**
  - 6 - Ballroom (South) - **Dealers Room**
  - 7 - Apollo Room - **Tournament Game Room**
- Registration** in the Lobby area

# HOTEL LAYOUT



# CON COMMITTEE

**Con Chairs**

**Registration**

**Operations**

**Dance**

**Hotel Liason**

**Con Suite**

**Films**

**Publications**

**Dealers**

**Video Room**

**Programming**

**Gaming Tournaments**

**Art Show**

**Treasurer**

Howard Camp, G. Patrick Molloy

Scott Duff

Mike Ray, Debra Denton

Jeff Stringer, Lee Stanford

Nelda Kathleen Kennedy

Elaine Hinman, Richard Norman

Gary Robe

Mike Kennedy

Jay Johns, Lee Stanford

Ed Kenny

Richard Gilliam

Mike Stone

Mark Paulk

Mike Kennedy

## ACKNOWLEDGEMENTS

The CON\*STELLATION IV committee would like to express our appreciation to the following individuals and businesses for their help in our programming efforts and for contributions to the program book:

**Video Station**

**Movieland Video**

**Barking Moon Graphics**

**Toni Weiskopf**

**Family Video**

**Showtime Video Rental**

**Kevin Ward**

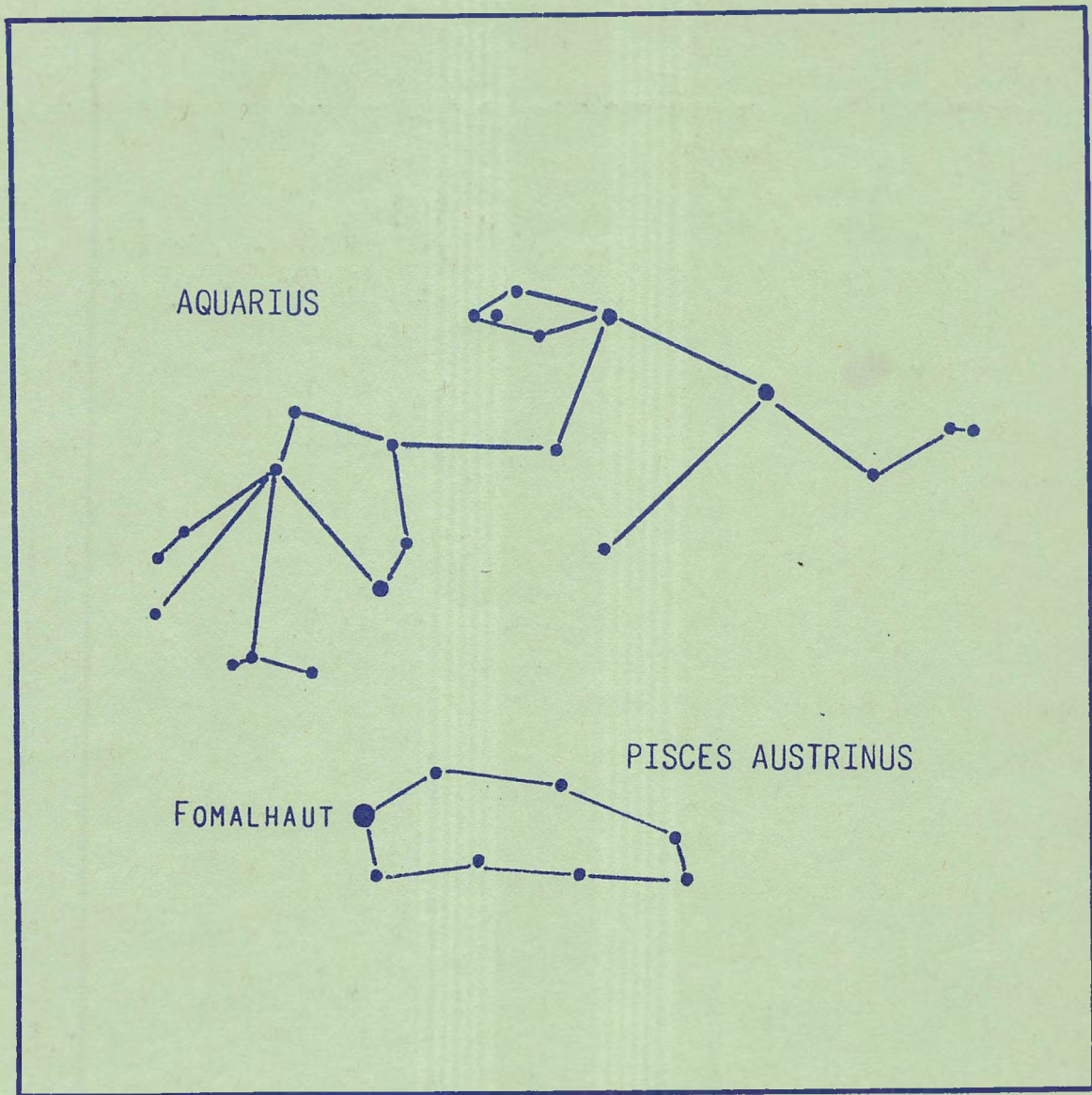
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Aquarius, the Water Bearer, is a large constellation visible in the southern skies of both summer and autumn. Aquarius is the eleventh sign of the zodiac. To ancients, the constellation resembled a man pouring a stream of water from a jar. The stream flows into Fomalhaut, the Mouth of Pisces Austrinus, the Southern Fish. The constellation may have first been associated with water because the Sun is in Aquarius during the rainy season of February.