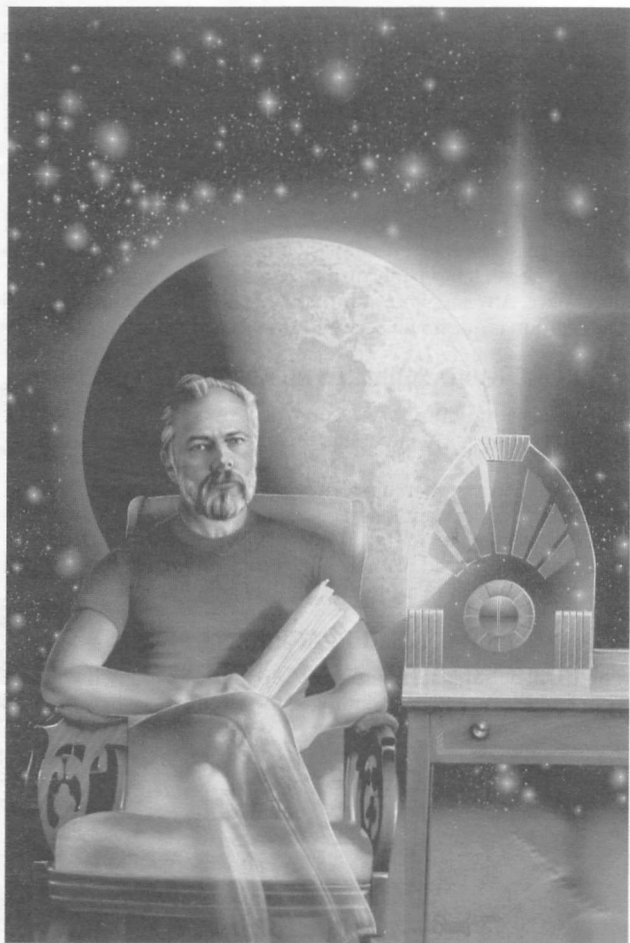


The Northwest Science Fiction Society proudly presents

# NORWESCON 23

April 20-23, 2000

Annual Northwest Science Fiction and Fantasy Convention



*Time Out of Joint* © 2000 by Barclay Shaw. Cover for the book by Philip K. Dick, published by Bluejay Books, 1983. Acrylic.

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Before you do anything else, scan the headings in this booklet and read the articles that pertain to you. Some things have changed and others have been updated.

## IMPORTANT NOTICE

Welcome to Norwescon 23! What follows in this pocket program is important information, rules, and services provided to you by Norwescon and the DoubleTree Hotel. We suggest you read these before you start your weekend so you'll have a more enjoyable time.

See ya around. Don't forget to come by the Volunteer Table in the convention lobby and join the team by volunteering for a shift or two! Thanks.

## MEMBERSHIP POLICY

A membership badge consists of the Norwescon frame and nametag insert. Children's ID varies from this. A current membership badge must be visibly displayed while in designated convention space. Anyone who cannot produce a current membership badge upon request will be asked to leave convention space.

## RULES AND POLICIES ACKNOWLEDGMENT

Everybody attending Norwescon who is over the age of 12 will be required to fill out a membership form before they are given a membership badge.

Signing the membership form will mean that they understand the rules of conduct and agree to abide by them. These rules include those that are on these pages and will be posted in the convention lobby to read before you receive your form. Everyone will also receive a copy of these rules in the Pocket Program.

## BADGE REPLACEMENT FEE

There will be a replacement fee of \$40 for lost badges. If you lose your badge, you will be encouraged to search everywhere before a new one is issued.



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## RETURNED CHECK FEE

All checks returned to Norwescon due to lack of funds, closed account, or any other reason will be charged a service fee.

## RIGHT OF REFUSAL

Norwescon reserves the right to refuse or withdraw membership.

## DRINKING

If you plan to drink, PLEASE, PLEASE, do not drive. If you must drive, please let others know so that they can help you stay away from alcohol (whatever form it takes) and stay sober so that you arrive at your destination safely.

There is another topic under the heading of responsible drinking which is a touchy subject... persons under 21 indulging in alcohol and other drugs. We, the Norwescon Committee, are realistic enough to know that if a young adult is determined to drink, it is not always possible to stop them. We *do* require that all parties serving alcohol check ID. Washington law forbids serving alcohol to minors with the exception of your own children and then only in your own home when there are no visitors. Drinking in the halls will not be tolerated. Responsible imbibing by those over 21 (that means not getting falling down drunk or becoming a menace to yourself and others) will not be noticed as much, and the heavy hand of the hotel detective and/or our Site Services director may not be felt. We want all of our members to have a good time at Norwescon, and we want you all to return home safely.

## PARTIES

Room and Hall Parties are established traditions of SF conventions. Here are a few things that you need to know to make your party more enjoyable and safe for everyone. Because there is a finite number of party rooms available it would be best to ask to be placed in one of these rooms when you reserve your room and verify it when you check in. If you find that you were not placed in a party room as requested when you check in and are told that you can't be put in one, come to the convention office and we will work with you and try to meet your needs. If you do not want to be anywhere near the parties, request a quiet floor.

The laws in Washington State say that if you are the supplier of alcohol to minors or to someone who is already drunk and they hurt themselves or others, *you too* are responsible for *their* actions. There are also heavy fines for contributing to the delinquency of a

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minor if you are found to have supplied them with alcohol.

Parties are noisy. This is a fact of life and why there are party wings at hotels. However, even at a con, some limits should be met. Noise that brings the police is obviously out of line. Noise that goes on until dawn is likewise out of line. The official end time for the dances is 2am. The parties should quiet down at 3am. By quiet down, we mean noise should stay within the party room. Parties that do not quiet down will be closed down.

### **Rules:**

1. Parties must be registered at the Convention Office.
2. Any open party that is not registered will be subject to closure.
3. A host or hostess, who will not be drinking, must be listed for the party and remain at the party at all times. That person is responsible for the party and any incidents that occur there.
4. Parties are restricted to the party floors. No alcohol may leave these floors.
5. If alcohol is available, the host or hostess is responsible for checking ID. Alcohol must be served in a manner where guests do not have free access. Minors under 21 may not have access to alcohol.
6. Noise must abate at 3am. After that point, the host or hostess of the party must be sure that the noise level stays within their rooms. Parties that do not reduce the noise level are subject to closure.

## **SMOKING**

Please note that all public areas of the hotel are nonsmoking with the exceptions of certain places in the hotel lounges and restaurants. Most hotel rooms are also smoke free. Ash cans have been placed outside in some areas if you wish to step outside to smoke.

Many hotels are making more and more rooms nonsmoking, so if you smoke, make sure you let the hotel know you need a smoking room when you make reservations.

## **SLEEPING IN HALLS AND STAIRWAYS**

One word to say on this subject. . . Don't.

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## WEAPONS POLICY

Does everyone know the Weapons Policy? First, some weapons are not allowed at all: crossbows, slingshots, pellet guns, bows and arrows, water pistols, blowguns, catapults or any type of functioning projectile weapon—loaded or unloaded (no real guns)—or any device that could be construed as a projectile weapon or any extension of the human hand. The only exceptions are non-functioning replicas that are kept in their holsters, or daggers, knives, and swords that are kept in their sheaths. All spears and staves must be no longer than six feet and the end of said devices must never project more than 12" from the bearer's body. All blades will be covered in all public areas and function spaces. Please remember to keep your pole arms and staves upright at all times.

This policy is in direct line with the rules of the hotel and their security department. There will be no appeal to a violation of these rules. You will be asked to leave the hotel by hotel security and to leave the convention by us. The only type of peacebonding allowed is that provided by the convention. Fashion coordinated substitutes are not sufficient. Remember, all allowable weapons must still be peacebonded. The only exceptions to these rules are weapons that have been approved for display on stage during the Masquerade, during programming specifically designed for weapons display, wares displayed by dealers in the Dealers Room, and as an entry or display in the Art Show. Bonding ties will be removed for such an event and replaced immediately afterward. If you remove the bonding tie in a private room to display your weapon, please return to the lobby to have the bonding tie replaced. Peacebonding will be available at the Information Table and in the Security office, room 7108. If you have any questions about this policy, please ask.

## PEACEBONDING

Peacebonding is available at the Information Table and in the Security office, room 7108. All weapons and staffs must be peacebonded. Remember: if it's drawn, you're gone. Ignorance is no excuse.

## ANIMALS AT THE CON

If you have an animal at the convention, please contact the hotel for their rules about animals in the sleeping rooms.

No animals are allowed in convention areas, except for ADA compliant working animals. Working animals will be issued ID.

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## POSTING OF FLYERS

Flyers may be posted only on the paper covered kiosks that we have provided. Check at the Information Table for locations. Do not attach anything to walls, windows, or doors. Any flyers in unauthorized places will be removed by the hotel and/or the convention. And while you're at it, please leave them a copy for their binder.

### ADA (Americans with Disabilities Act)

We at Norwescon are concerned about the needs of those who may not get around as easily as others. Indeed, there are those of us on the concom that have special needs.

If you have your own special needs, we ask that you contact the con and let us know your needs and voice your concerns. There are areas of the hotel that are difficult to get to if you have trouble using stairs, but there is a plan for dealing with all obstacles.

We encourage those of you who need assistance most of the time to bring your own attendant (however we ask that you let us know ahead of time).

There is a quiet room available for those people with special needs. Ask at the Convention Office to use this room.

If you have the occasional need of assistance you can contact the Convention Office or Information Table in person or by phone. However if you do not let us know that you are having difficulty we may never know and will miss the opportunity to assist you in enjoying the convention to the fullest.

After the convention, please contact our ADA Liaison with your ADA needs and questions via the P.O. box, through the Norwescon website at [www.norwescon.org](http://www.norwescon.org), or [ada@norwescon.org](mailto:ada@norwescon.org).

### OFFICE

The nerve center of the convention is the Convention Office. The main Con Office is located in room 7106, Security is in room 7108, and the Volunteer Recruitment Table in the convention lobby. You can find one of available open any hour of the day to help iron out any wrinkles you may encounter.

### VOLUNTEERING

Everybody is encouraged to volunteer at the convention for a few hours. There are many things that you can volunteer for that still let you attend certain events while helping the convention. As a

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bonus, volunteers who have helped at any time during the con have early entry into the Masquerade; may attend a special event arranged for them to meet with our Guests of Honor; are invited to a post-con party during the summer; may be entered in drawings for special gifts; and receive tokens to show our appreciation. Go to the Volunteer Table in the convention lobby and sign up for a shift (or two, or three, or four, or five) right now.

### FIRST AID

A limited supply of first aid equipment is available in the Convention Office. We have bandages for cut fingers and wrapping for sprains. There is also a supply of various medications for your headache or upset stomach. None of our staff can administer medication. If you have a genuine medical emergency, you need to go to an emergency room. We can call 911 for you.

### INFORMATION TABLE AND PEACEBONDING

Information about the convention, the hotel, and the area can be found at the Information Table, which will be located in the convention lobby, across from Norwescon Registration. You can also stop by the Information Table to get your weapon peacebonded. Please check the weapons rules under the **Rules and Policies** section before bringing any weapon to the convention. Please do not leave flyers at the Information Table. If you have any questions after the Information Table closes you can go to the Convention Office in room 7106.

This year the Information Table will be maintaining a binder with copies of fliers posted around the con. Having trouble finding a group's flier? Check at the info table! And if you're posting fliers, please be sure to give them a copy.

Volunteers are needed to staff the Information Table. This is a great place to be, to see all the interesting folks (and costumes) at the convention. If you are interested in helping out, please contact [volunteers@norwescon.org](mailto:volunteers@norwescon.org).

### CLOAK ROOM/LOST & FOUND

The Cloak Room is located behind Registration, across from the Dealers Room. This is a free service provided by the convention for the use of convention members. It is meant to be used for temporary storage of parcels, coats, and bags; not as a substitute room or food locker. Please make other arrangements for inappropriate items. We reserve the right to refuse any article.

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Norwescon is not responsible for items left in the Cloak Room. Use of the room is at your own risk. Make certain that the room will be open during the hours you wish to retrieve your belongings BEFORE you put them in. There is a 25¢ charge for lost claim tags.

The Lost & Found hours are the same as the Cloak Room. During the time the room is closed, lost items should be taken to the convention office in room 7106, or to the DoubleTree front desk. Lost ID badges should go to Registration or to room 7106. If you lost something during the convention, be sure to check both with the convention's Lost & Found, and also with the hotel. If it doesn't turn up right away, check back on Sunday afternoon; sometimes things take a little while to filter in.

After the convention, inquiries about lost items can be made to [lostandfound@norwescon.org](mailto:lostandfound@norwescon.org) or P.O. Box 68547, Seattle, WA 98168-0547. Inquiries should also be made with the hotel. Lost items will be kept until June 1, 2000. After that date, any unclaimed items will be auctioned at the Volunteers Event.

## VOODOO MESSAGE BOARD

Have you ever wanted to know if a friend or two has gotten to the con yet? Have you ever wanted to leave a message for somebody but didn't know if they are staying in a room?

Norwescon will again offer members a way to leave messages for each other at the convention by means of a Voodoo Message Board. The board will be located next to the Information Table and will have a list of all preregistered convention members. When you get to the convention, please place a check mark next to your name or add your name in alphabetical order. This will let others know that you are on-site and will be checking for messages.

To leave a message for another convention member, write the message on one of the provided index cards, and place it in the appropriate slot in the file box. Then place one of the pins that will be provided next to the member's name. Everyone is encouraged to check for messages often.

## FANZINE LIBRARY

The Fanzine Library moves this year to its own programming space, near the author readings room. We'll continue to provide a comfortable area for looking at and reading fanzines—amateur publications produced by sf&f fans like yourself—and possibly a few new tricks along the way as well.



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## DAILY 'ZINE

Norwescon's official daily 'zine carries news, schedule updates, and entertainment. Copies can be found in the Fanzine Lending Library and throughout the convention after 9am each day.

As always, news, information, and other tidbits from members of the con are welcome and strongly encouraged. Boxes for your submissions are placed at some of the distribution points around the con. Items left by 10:30pm will be eligible to be included in the next day's edition.

## BLOOD DRIVE AND FOOD DRIVE

This year Puget Sound Blood Bank will benefit from our donations to the "DeForest Kelley Memorial Blood Drive." They are located in Cascade 12 and will be here *Friday only*. They will take blood between 10am and 4pm.

Again this year, we are collecting for Northwest Harvest. Bins for the collection of food can be found in the convention lobby. Please do not use these for trash. We can also take donations of money to Northwest Harvest anytime during the convention. We'll even give you a receipt for your taxes. Monetary donations can be made at the convention Registration desk.

## YOUNG AND FUTURE FANS

Norwescon welcomes its young and future fans. We have programming throughout the convention that is geared for different age groups.

Norwescon also provides a quiet room for the purpose of feeding, changing, or resting a child. When using this room, parents must stay with their children.

Children attending Norwescon must be registered and wear convention ID (there is no charge for kids 12 and under). Parents must have a permission slip on file at registration. Children 12 and under must be accompanied by a parent or adult guardian at all times, except when in child care. Children 12 and under are not allowed in convention areas after 11pm. Unattended children found in public areas of the hotel at any time of the day will be taken to KidKon or Security held until they are picked up by their parents, and the parents may be charged for any services. Repeated incidents will result in membership to the con of both parent(s) and child being revoked.

Please have your child stay close to you when in public areas of the hotel, as it is often hard to distinguish that the parent is at hand

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and the child is not lost. It is illegal to leave children alone in hotel rooms and cars, so if you must bring your child, we recommend that you bring an alternate caregiver or arrange for proper child care at home. You may also want to check with hotel registration for additional babysitting.

## TEENS

Norwescon loves and appreciates our fans ages 13-17, there are, however, a few rules that apply to them in addition to the rules for the general convention. All teens must have a parent/guardian on site at all times, but they need not be with them. Teens must also be out of convention spaces at 2am. If you feel that these rules will in anyway interfere with your enjoyment of the convention, we encourage you to arrange for alternate plans for your teen.

If teens wish to volunteer, Norwescon will be ecstatic. They may do so by reporting to the Volunteer Table. Teen volunteers are vital in helping to keep our convention running! Please come and help.

## KIDKON

KidKon is for children aged 3-12. We provide toys, playtime, story time, video games, snacks, and other activities. We are a convention for kids at Norwescon with many of the same activities but at Kidspeed so that parents can enjoy adult Norwescon together. A complete schedule of KidKon's activities this year is listed in this pocket program.

Every parent who leaves their child(ren) at KidKon will be issued a beeper. This beeper is for the child's safety and peace of mind. We need a driver's license or valid picture ID for every beeper checked out. If your beeper goes off respond to KidKon immediately, we will not beep you unless it is important to the safety and well being of your child. If a parent does not arrive at KidKon to pick up their child(ren) within 15 minutes of the closing of the shift we will beep you. If a parent does not respond within 15 minutes of that beep, the parent will be charged \$5.00 in addition to the hourly fees incurred, and the child will no longer be able to attend KidKon.

If you have any questions about KidKon policies, the KidKon registration desk has copies of our manual. We recommend that all parents read it.

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## RATES

We charge \$2.50 per hour, per child. We welcome parent volunteers at any time. If a parent volunteers with us, their child(ren) is free while they are at KidKon and the hourly rate for their child(ren) is decreased by \$.25 per shift that the parent volunteers.

Any parent who is volunteering elsewhere in the convention while their child is registered will receive \$.25 per child/per hour for the time volunteered. Bring your volunteer card to get your discount.

## REQUIREMENTS

All children must be potty-trained, have daycare or other social experience, and must separate well from their parents. We cannot accept any sick kids. We cannot administer medicine of any sort.

## KIDKON HOURS

KidKon is located in rooms 7218, 7219 and 7220. We will be open:

Thursday	7pm-11pm
Friday & Saturday	noon-4pm and 7pm-11pm
Sunday	noon-4pm

## QUIET ROOM

The Quiet Room is a service provided for parents of infant children and others with special needs. We provide cribs, wipes, toys, and a bed for tired parents, along with a limited supply of diapers, bottles, and pacifiers for emergencies. We also have a refrigerator and microwave for formula and baby food. There is no cost to use the Quiet Room because it is unsupervised.

The room will be open from 9am-11pm daily.

**PARENTS MAY NOT LEAVE CHILDREN UNATTENDED!**

## HOTEL SHUTTLES

The hotel shuttle can transport you to SeaTac International Airport and Southcenter Shopping Center. Check for availability, and departure and return times.

## HOTEL POOL AND JACUZZI

The pool and jacuzzi are open to hotel guests and can be accessed with a hotel room key. The pool and jacuzzi will be closed for cleaning and maintenance during part of the day. Please read the jacuzzi and pool rules posted in that area. The rules must be obeyed if we

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want to keep this area open for the weekend and available in future years.

## RESTAURANTS

The hotel has three restaurants.

The Coffee Garden offers a comfortable, casual dining area, serving breakfast, lunch and dinner with a straight forward approach to American cuisine and express buffet.

For that special meal, Maxi's Dining Room (on the 14th floor) is the "Top of the Tower" with inspired Northwest cuisine and regional wines. Enjoy spectacular views of SeaTac International Airport and Mt. Rainier with your meal.

Seaports Pacific Grille and Smokehouse cooks up the best seafood bounty available from the Pacific Ocean, Elliot Bay and Puget Sound, creatively prepared with a fresh Oyster Bar and Smokehouse.

Room service is available 24 hours a day. Limited menu after 11pm.

Espresso drinks, coffee, juice, soft drinks, and cookies are available from the espresso cart.

The hotel also has two bars. Maxi's Lounge and Seaports Lounge. At Seaports Lounge you can get sandwiches and pizza with lightning fast service!

Costumes, especially those which obscure the face and preclude identification, may be denied alcohol and/or entrance to either lounge, Maxi's Dining Room, and Seaports Dining Room.

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## HOTEL PARKING

The DoubleTree Hotel has a monitored parking system. There are three entry gates into the hotel parking lot. Tickets are dispensed at each gate and payment is made as you leave. Other parking is available in the area, however the cost for these will most likely be more. Due to the amount of people attending the con and the number of parking spaces available at the hotel we recommend car pooling whenever possible.

## PARKING RATES

1. The first car registered to each hotel room is free.
2. Any additional cars registered to the same hotel room are charged \$5.00 per day and receive in/out privileges.
3. Attendees who drive to the convention but do not stay at the hotel will be charged \$5.00 per 24 hour time day with NO in/out privileges.
4. Motorcycles are charged the same convention rate of \$5.00 per 24 hour day. There are no special motorcycle parking spaces and a standard parking space needs to be used.
5. If you are pulling a trailer and use more than one space, the parking fee will be based on the number of parking stalls you use.
6. Handicapped parking stalls are charged the same convention rate of \$5.00 per day. If all the handicapped parking stalls become full, parking for those who would normally be eligible for a handicap stall will receive va let parking at no additional charge.

**Parking is always limited at every Norwescon.** Please do not park in fire lanes. Please do not park in spaces marked for those with disabilities unless you have a valid handicap permit. Vehicles parked in unauthorized areas (including that which is set aside for con staff) will be towed. Please park legally and walk the distance rather than parking where you shouldn't. There are many parking lots in the area and some will provide transport to and from the airport and hotel.











# Saturday Morning & Afternoon

# April 22

Room	9	10	11	Noon	1	2	3	4	5				
<b>Grand Ballroom 2</b>	Tai Chi			Channeling Isaac: Foundation and the Killer Bs		Musketeer Battle Club Demonstration							
<b>Grand Ballroom 3</b>													
<b>Cascade 3</b>	Fanzine Library	Fanzine Library	Fanzine Library	Fanzine Library	Fanzine Library	Fanzine Library	Fanzine Library	Fanzine Library	Fanzine Library				
<b>Cascade 4</b>			Reading: Katie Wolfman	Reading: A.E. Roberts	Reading: Rich Edwards	Reading: Syne Mitchell	Reading: Kathy Watts	Reading: Greg/Robin AV Smith	Reading: Kay Kenyon	Reading: Christopher McKitterick	Reading: Norm Hartman	Reading: James Clemens	Reading: Howard Hendrix
<b>Cascade 5</b>		Nonweson's Junior Writers Workshop			Nonweson's Junior Writers Workshop			Cross Genreing— Is it a Good Thing? ASFA Meeting	Writing Groups: Paradise or Hell? How Not to Get Published	It's Not Writers' Block, It's Writer's Empty New British SF TV Shows			
<b>Cascade 6</b>													
<b>Cascade 7</b>		Junior Writers Teachers Workshop		Junior Writers Teachers Workshop		Harper Eos: After the Merger of Avon & Harper, One SF Line Emerges	Cartooning Jam or "Ad Astro to the Stars?"	Satan—Myth and Archetype	Is the Supernatural All in Your Mind?				
<b>Cascade 8</b>													
<b>Cascade 11</b>		Tournament Gaming		Tournament Gaming	Folk Songs for the Non-Folker		A Good Fantasy is Hard to Find	Tournament Gaming: Legend of the Five Rings (until 5am)					
<b>Cascade 12</b>		Movement in Costume	Masquerade Presentations that Succeeded	Your First Kimono		The Great Space Costume Race		The Great Space Costume Race					
<b>Cascade 13</b>			Life Drawing	Ribbon Dragons	Color Theory and Practice!		Medieval Madness	Sewing Tools & Techs	Beginning in Acrylics Demo (until 6:30)				
<b>Evergreen 1</b>			Barclay Shaw Slide Show		Star Gazers Guide to the End of the World Side Show	Obscure Fantasy Art		Rare Earth or Many Edens?	Rare Earth or Many Edens?	Nonweson Honors Evergreen 1 & 2			
<b>Evergreen 2</b>													
<b>Evergreen 3</b>		What It's Like Living with a Famous Person		Autograph Party—1st Seating	Autograph Party—2nd Seating		Middle Eastern Dance Workshop		Celtic Dance Workshop (until 6:30pm)				
<b>Evergreen 4</b>		The Top Ten Ways to Sabotage Your Writing											
<b>Olympic 1</b>		Let's Make a Movie—Part II		Art in Computer Games	Computers as Art Tools	Rejections Don't Mean Rejection: How the Writer Can Build Healthy Self Esteem in a Universe of One			Internet Resources for Writers				
<b>Art Show Dealers</b>													
<b>KidKon</b>													
<b>Hospitality</b>							Rustycorn Social						



# Sunday Morning & Afternoon

April 23

Room	9	10	11	Noon	1	2	3	4	5	
Grand Ballroom 2	Tai Chi			Art Auction & The Marion Zimmer Bradley Memorial Auction						Onions & Peas
Grand Ballroom 3				SCA Fire		SCA Fire		SCA Fire		
Cascade 3	Fanzine Library	Fanzine Library	Fanzine Library	Fanzine Library Reading: Wolf Lahti	Fanzine Library Reading: Adrienne Martine-Barnes	Fanzine Library Reading: James Glass	Fanzine Library	Fanzine Library		
Cascade 4			Reading: Bruce Taylor							
Cascade 5		Retro-Future Costumes	Historical Costume Ideas for Beginners	Masquerade Debriefing	Introduction to Elizabethan Elegance	Computer RPGs: Will They Ever be as Good?	Scary Elements in Costume Design			
Cascade 6										
Cascade 7		Being Your Own Best Editor—How to Critique Yourself	Writing a Successful Book Proposal	Northwest Convention League and ConComCon Meeting	What's Cooking in Games?	Trimble Interview	Internet Urban Legend Hoaxes, Viruses			
Cascade 8										
Cascade 11		Tournament Gaming		Tournament Gaming	Camarilla Postmortem	SWOC Meeting				
Cascade 12		Richard's Panel	Illustrators of the Future	Nonwescan 23 The Poem	Writers of the Future	SFFWA Meeting				
Cascade 13		Watercolor Workshop	The Nonwescan Kitting Workshop		Dino Drawing Workshop					
Evergreen 1		Nanotech and Resource	Phone Home—FTL Communication	The Future of Science and SF in Schools		Humans on Mars	What's Up, Doc?			
Evergreen 2		Literary Kung Fu			Susan Spains' Runes	Endangered Species—Evolve or Die				
Evergreen 3		A Trip to Tomorrow		The Dharmic Engineer Panel Part II	Fanacs at the Bijou	Movie Previews II				
Evergreen 4										
Olympic 1	Easter Morning Church Service			D. None of the Above		Stage Presentation	Songs of Science, Tech, and Alien Contact	Open Circle	Open Circle	
Art Show Dealers										
KidKon										
Hospitality				The Nonwescan 23 Volunteer Event		The Nonwescan 23 Volunteer Event				

Program descriptions are listed alphabetically in the program book. Some changes may occur after this schedule is printed.

Check Norwescon's daily 'zine, the Information Table, and the schedules outside of each room for schedule changes.

# Sunday Night

April 23

Room	6	7	8	9	10	11	Midnight	1	2-5	6
Grand Ballroom 2	Norwescon 23 Closing Ceremonies									
Grand Ballroom 3										
Cascade 3										
Cascade 4										
Cascade 5										
Cascade 6										
Cascade 7										
Cascade 8										
Cascade 11										
Cascade 12										
Cascade 13										
Evergreen 1										
Evergreen 2										
Evergreen 3										
Evergreen 4										
Olympic 1										
Art Show Dealers										
KidKon										
Hospitality		Dead Sasquatch Party		Dead Sasquatch Party						

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## ART SHOW

*Grand Ballroom 1*

Friday	9am-6pm	(Printshop opens, written bidding on art with white tags, art with pink tags available for direct sale)
Saturday	10:30am-7:30pm	(Direct sales on white tags begins at 2pm)
Sunday	9-11am, Noon-4pm	(Written bidding closes at 11am. Voice auction at noon. Pick up/purchase successful written bids, direct sales and print shop items, Post auction sales of eligible art noon-4pm.)

## DEALERS

*Northwest Ballrooms 1, 2, & 3*

Friday	Noon-8pm
Saturday	10am-6:30pm
Sunday	10am-5pm

## REGISTRATION

*Convention Lobby*

Thursday	Noon-11pm
Friday	9am-11pm
Saturday	9am-11pm
Sunday	9am-4pm

*Returned Check Charge--\$25.00*

## INFORMATION TABLE

*Convention Lobby*

Thursday	Noon-8pm
Friday	9am-7pm
Saturday	9am-6pm
Sunday	9am-4pm

## CLOAK ROOM/LOST & FOUND

*Behind Registration, across from Dealers Room*

Hours posted at Cloak Room

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## HOSPITALITY

*Olympic Rooms 3 & 4*

Thursday	6pm-1am
Friday and Saturday	9am-5 pm, 7pm-1am
Sunday	9am-5 pm, 7-10pm

## KIDKON

*Rooms 7218, 7219 & 7220*

Thursday	7-11pm
Friday	Noon-4pm, 7-11pm
Saturday	Noon-4pm, 7-11pm
Sunday	Noon-4pm

## QUIET ROOM

*Room 7217*

Thursday	5pm-11pm
Friday and Saturday	10am-11pm
Sunday	10am-4pm

## GAMING

*Cascade 9 & 10*

Thursday	1pm-6am
Friday and Saturday	9am-6am
Sunday	9am-5pm

Newcomers and gamers of all skill levels are welcome.

## BLOOD DRIVE

*Cascade 12*

Friday	10am-4pm
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## MASQUERADE

Now boarding the *NWC Ad Astra*, Starship of the Stars to the Stars. Our trip will be graced with an amazing event, the Norwescon 23 Masquerade. This competition will feature astounding costumes by performers from around the cosmos.

There will be galaxy-class judges in both workmanship and presentation categories to judge the performers. The prizes are baseball hats provided by OffWorld Designs commemorating the *NWC Ad Astra Starship* cruise and the once in a lifetime 2000 Norwescon Masquerade.

One special note of interest: this year there will be a special award given to the entrant(s) who best illustrates the theme "Ad Astra" in performance and workmanship in the opinion of the judges. So sign on for the journey of a lifetime and come out for the Masquerade.

The contestant divisions for performers will be:

1. **Rising Star**—age 13 and under (if not part of a group).
2. **Novice**—anyone who is an amateur and has not previously won a major award (i.e. Best in Show or Best in Class) at a world class competition (i.e. Worldcon or Costumecon) and has won no more than two regional competitions (i.e. Norwescon or Westercon) at the Novice level.
3. **Journeyman**—anyone who no longer qualifies as a Novice, but had not yet won three regional competitions at the Journeyman level.
4. **Master**—this division is open to anyone, but anyone who has more than three wins at the Journeyman level, has won Best in Show at a world class competition, has won as a Master at a regional competition, or is a professional costumer must compete at the Master Level.

The Norwescon Masquerade is open to all members of Norwescon and participation by all costumers will be greatly appreciated. We will be following the International Costumer's Guild guidelines. The Masquerade will be on Saturday night with the doors opening at 6:30pm and the show starting at 7pm. Those individuals or groups wishing to participate will observe the following rules:



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1. No purchased, rented, or commercial costumes. Credit must be given for all makeup and costume construction.
  2. No pyrotechnics, fog machines, or other such devices.
  3. No real firearms. Handle realistic-looking firearms with care. No weapons will be pointed at the judges, and the Director must approve any weapon play at the rehearsal.
  4. No messy substances. Anything, which will ruin another's costume or make the stage dangerous for other contestants will not be allowed.
  5. No throwing things. If you plan to toss something at the judges or into the audience, the Director must approve it at rehearsal.
  6. No hall costume which has been worn for more than one day may be entered in the Masquerade. No costume that has been entered in previous Norwescons may be entered for competition.
  7. This masquerade is rated PG-13. Lack of costume is not a costume.
  8. No live microphones! If your presentation includes dialog, please pre-record it on a tape so it will be heard. Label your tape clearly with your name and "play this side" and "wrong side" on the appropriate sides. We prefer CRO2 tapes, recorded in Stereo, with Dolby B or C noise reduction.
  9. Presentation time limits: One minute for a group of 1-4 people; two minutes for a group of 5-8; and three minutes for a group of 9 or more. The Director may grant additional time on a case-by-case basis.
  10. No flash photography of contestant(s) on stage. There will be an official photography area in the lobby where friends and family can take your picture after your stage presentation.
  11. Contestants must attend the Saturday 10am meeting. Registration forms must be turned in by 11:30am Saturday. (Forms may be obtained before Saturday Check the Information Table or request a copy from the Director.)
  12. Last but not least, the Masquerade Director (Peggy Stewart) has the final say.

Those beings interested in competing in the Norwescon 23 Masquerade must come to the mandatory Saturday meeting at 10am in Grand 3. The entry forms are due by 11:30am on Saturday. Beings entering the Masquerade must attend a Tech Meeting at 12pm

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to talk to the sound, light, ninja and MC lifeforms. At 1:30pm, after the Tech Meeting, the rehearsals will start. Times will be assigned at the Tech Meeting. It is very important to come to a rehearsal so there are no surprises for the Masquerade staff or you. All the Masquerade meetings and rehearsals are held in Grand 3.

Beings interested in the voluntary workmanship judging that judges your costume(s) on the basis of construction and techniques need to check in backstage in Grand 3 by 5:30pm. Those who do not want to do workmanship judging should check in no later than 6:30pm.

If you would like to volunteer to assist, not compete, we have openings for stage ninjas, den parents, ushers, and door guards. If you find any of these jobs interesting, please come to the 11am Volunteer Meeting Saturday in Grand 3 for more details and to sign up.

The Crew of the *NWC Ad Astra Starship* looks forward to serving you on your cruise aboard our luxury liner. We hope you enjoy the entertainment we are providing for you and that this is the best cruise you will take in the year 2000.



S T ★ R L I N E R  
**AD ASTRA**  
N.W.C. 23

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NOTES

## NORWESCON 23 VIDEO SCHEDULE

The channels to tune to for the Norwescon Video Schedule was not set at press time. Please check the daily 'zine and fliers posted throughout the con for actual channel numbers.

Channel A  
Science Fiction & Fantasy Channel

Channel B  
SPACE Channel (Special Programs and Celestial Entertainment)

TIME	CHANNEL	TITLE	RATING
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### THURSDAY AFTERNOON

4:00 pm	A	Star Trek—The Motion Picture (widescreen)	G
4:00 pm	B	Cosmos: The Edge of Forever	PG
5:00 pm	B	From the Earth to the Moon (1953)	PG

### THURSDAY EVENING

6:11 pm	A	Star Trek II: The Wrath of Khan	PG
6:40 pm	B	Destination Moon	PG
8:05 pm	A	Star Trek III: The Search for Spock	PG
8:10 pm	B	The Mouse on the Moon	PG
9:35 pm	B	Apollo 13	PG
9:51 pm	A	Star Trek IV: The Voyage Home	PG
11:49 pm	A	Strike Trek	PG

### EARLY FRIDAY

12:00 am	A	Star Trek V: The Final Frontier (MST 3000)	PG
12:00 am	B	Apollo 13: Lost Moon	PG
1:00 am	B	Moon Trap	PG-13
1:50 am	A	Star Trek VI: The Undiscovered Country	PG
2:32 am	B	Robots	PG
3:44 am	A	Star Trek VII: Generations	PG
4:08 am	B	Red Dwarf: The End	PG
4:35 am	B	The Making of The Matrix	PG

5:01 am	B	The Search for Liberty Bell 7	PG
5:42 am	A	Star Trek VIII: First Contact	PG

#### FRIDAY MORNING

6:14 am	B	The Future That Never Happened	PG
6:58 am	B	Voyage to the Milky Way	PG
7:33 am	A	Star Trek: The Pepsi Generation	PG
8:00am	A	Muppet Babies (Star Trek)	G
8:00 am	B	Shuttle STS 103— The Repair of Hubble	PG
8:26 am	A	Star Trek: 25th Anniversary Special	G
10:00 am	A	Star Trek IX: Insurrection	PG
10:00 am	B	Red Files: Secret Soviet Moon Mission	PG
10:56 am	B	Nova: Terror in Space—Fire on Mir	PG
11:45 am	A	Star Trek: A Captain's Log	PG
11:51 am	B	Russian Space Disasters	PG

#### FRIDAY AFTERNOON

12:40 am	A	The Man From U.N.C.L.E. (with Shatner/Nimoy) G	G
12:40 pm	B	Astronauts (PBS)	PG
1:30 pm	A	Harrison Ford	PG
2:07 pm	B	Masquerade 22—Stardance Intro	PG-13
2:10 pm	A	Battlestar Galactica	G
3:53 pm	B	Duck Dodgers in the 24 1/2th Century	G
4:00 pm	A	Area 51—Aliens Invade Hollywood	G
4:00 pm	B	2001: A Space Odyssey	G
5:35 pm	A	Forbidden Planet	PG

#### FRIDAY EVENING

6:19 pm	B	2010: The Year We Make Contact	PG
7:20 pm	A	Wild, Wild West (1999)	PG-13
8:15 pm	B	October Sky	PG
9:41 pm	A	The Matrix	R
10:16 pm	B	Pirates of Silicon Valley	PG

*All times are approximate.  
Actual running times and start times may vary.*

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### EARLY SATURDAY

12:00 am	A	Alien	R
12:00 am	B	Moon 44	PG-13
1:40 am	B	Moonraker (James Bond)	PG
1:57 am	A	Aliens	R
3:42 am	B	Mysteries of Deep Space	PG
4:14 am	A	Airplane II: The Sequel	R
5:39 am	A	Things to Come	PG

### SATURDAY MORNING

6:29 am	B	For All Mankind	PG
7:10 am	A	The Curse of the Blair Witch	PG
8:00 am	A	Movies: To the Galaxy & Beyond	NR
8:00 am	B	The Greatest Adventure	PG
8:54 am	B	Moon Shot	PG
9:36 am	A	Star Wars: A New Hope	PG
11:37 am	A	The Making of Star Wars	PG
11:56 am	B	Turning Point—Apollo I	PG

### SATURDAY AFTERNOON

12:27 pm	A	TROOPS	PG
12:40 pm	A	Star Wars: The Empire Strikes Back	PG
12:42 pm	B	20th Century: Apollo & Challenger	PG
1:30 pm	B	John Glenn—An American Hero	PG
2:45 pm	A	Star Wars— SPFX of The Empire Strikes Back	PG
2:56 pm	B	The Cape: Regie's Wild Ride	PG
3:34 pm	A	Thumb Wars	PG-13
4:00 pm	A	Star Wars: Return of the Jedi	PG
4:00 pm	B	Space, Above & Beyond: River of Stars	PG
4:45 pm	B	Lost In Space: The Unaired Pilot	G
5:30 pm	B	Lost In Space	PG-13

### SATURDAY EVENING

6:12 pm	A	Star Wars: The Making of a Saga	PG
7:18 pm	A	Star Wars: The Phantom Menace Intro	PG

7:40 pm	B	The Making of Lost In Space	PG
8:00 pm	B	Austin Powers: The Spy Who Shagged Me	PG-13
9:35 pm	B	Behind The Spy Who Shagged Me	PG
9:45 pm	A	Star Wars: The Phantom Menace	PG
10:00 pm	B	Masquerade 23	PG-13

#### EARLY SUNDAY

12:00 am	A	Austin Powers International Man of Mystery	PG-13
12:00 am	B	Ray Bradbury's The Martian Chronicles	PG
1:30 am	A	Dune	PG-13
3:47 am	A	The Mummy	PG-13
4:31 am	B	Silent Running	G
5:52 am	A	Flash Gordon	PG

#### SUNDAY MORNING

6:04 am	B	Nova: To the Moon	PG
7:43 am	A	Star Trek: The Pepsi Generation	PG
8:00 am	A	Star Wars: Ewoks	
		"The Battle for Endor"	PG
8:00 am	B	The Jetsons Vol. 1	G
8:30 am	B	This Island Earth	PG
9:38 am	A	The Myth of Star Wars	PG
10:00 am	B	The Right Stuff	PG
10:38 am	A	Nova: SFX—Titanic, X-Files, & Flubber	G
11:32 am	A	When Worlds Collide	PG
10:53 am	A	Blake 7: The Harvest of Kairos	PG

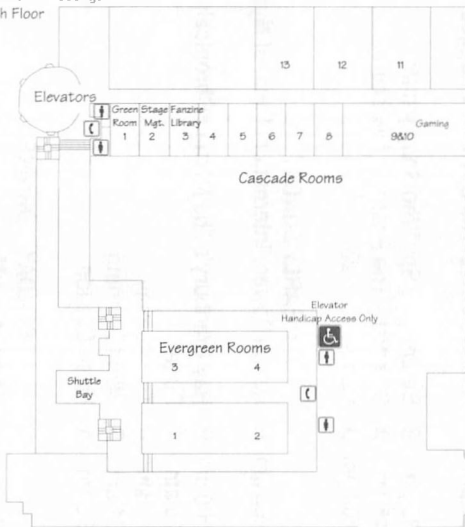
#### SUNDAY AFTERNOON

1:15 pm	B	You Only Live Twice (James Bond)	PG
1:29 pm	A	Babylon 5: Grail	PG
2:19 pm	A	Babylon 5: Eyes	PG
3:09 pm	A	Babylon 5: The Geometry of Shadow	PG
3:15 pm	B	Touched by an Angel: Astronaut	PG

Wing 5B

Maxi's Restaurant &amp; Lounge

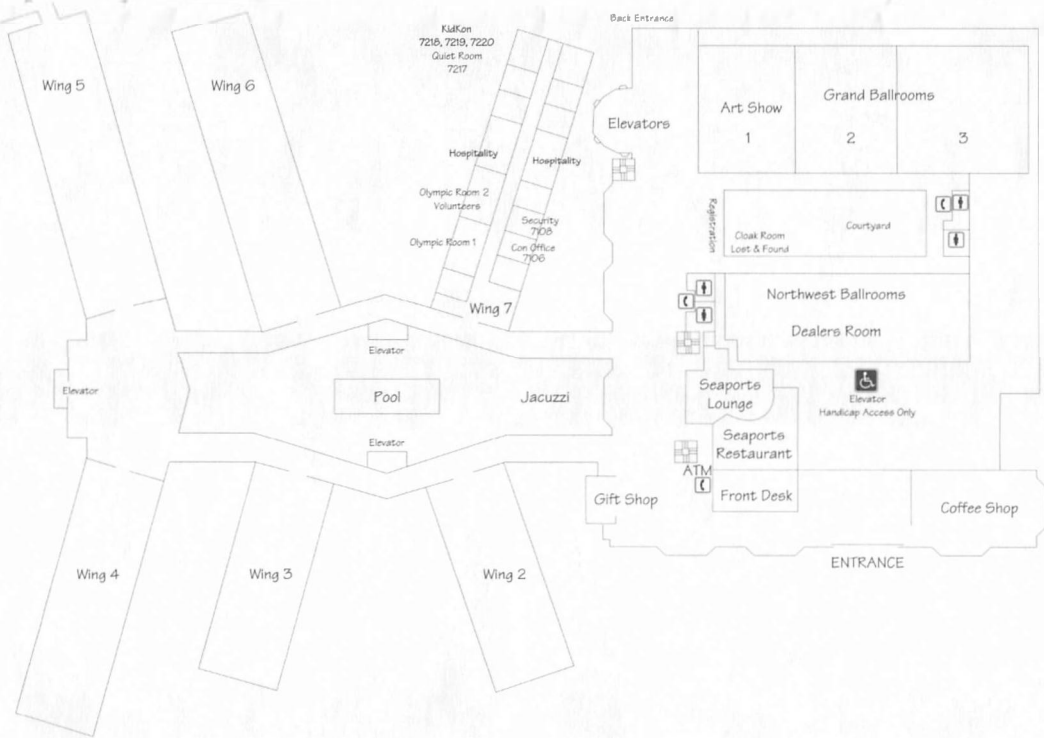
14th Floor



Second Floor



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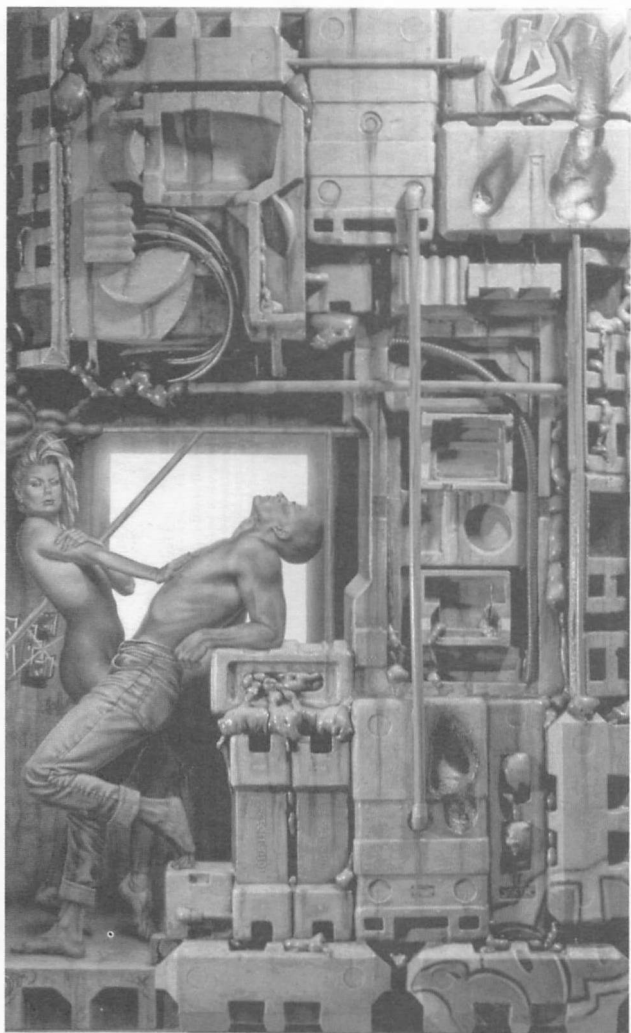
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