

Norwescon 39
Pocket Program
Planning &
Membership
Guide

norwescon 39

The Northwest Science Fiction Society
proudly presents

Norwescon 39: Remembering the Future
The Thirty Ninth Annual Northwest Regional
Science Fiction & Fantasy Convention

Except where noted, contents

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Writer Guest of Honor

Tanya Huff

Artist Guest of Honor

Janny Wurts

Science Guest of Honor

William Hartmann

Publisher

Daw

Your pocket program contains all kinds of cool stuff. It has Norwescon's policy for attendance, including our harassment policy. There are schedules for events, information on those events, services available, maps, and convention hours.

For further information about the convention go to the **Information Table** located in the convention space lobby.

Remember to check out the **daily zine**, which has any changes or updates to the programming schedule.

Your pocket program and event descriptions are broken up into three books for easy transportation.

Norwescon Member's Guide, harassment policy, and panels by subject, make up the planning guide.

The second book contains Thursday and Friday event programming.

The third book contains Saturday and Sunday event programming.

Registration

Thursday	Noon – 10 p.m.
Friday	9 a.m. – 10 p.m.
Saturday	9 a.m. – 10 p.m.
Sunday	9 a.m. – 5 p.m.

Convention Office (wing 7 – 7106)

Thursday	9 a.m. – 9 p.m.
Friday	9 a.m. – 9 p.m.
Saturday	9 a.m. – 9 p.m.
Sunday	9 a.m. – Noon

Cloak Room (wing 7 – 7101)

Thurs noon – Sun 6 p.m.

Volunteer's Lounge

Thursday	Noon – 9:00 p.m.
Friday	8:30 a.m. – 9:00 p.m.
Saturday	8:30 a.m. – 9:00 p.m.
Sunday	8:30 a.m. – Noon

Hospitality

Thursday	Noon – 5 p.m., 6 p.m. – 11 p.m.
Friday	9 a.m. – 5 p.m., 6 p.m. – 11 p.m.
Saturday	9 a.m. – 5 p.m., 6 p.m. – 11 p.m.
Sunday	9 a.m. – 2 p.m.

Dealers' Room

Thursday	4 p.m. – 8 p.m.
Friday	10 a.m. – 7 p.m.
Saturday	10 a.m. – 6 p.m.
Sunday	10 a.m. – 4 p.m.

Art Show

Friday	10 a.m. – 8 p.m.
Saturday	10 a.m. – 7 p.m.
Sunday	10 a.m. – 2:30 p.m.

Art in Action

Thursday	3:30 p.m. – 6:30 p.m.
Friday	9:30 a.m. – 6:30 p.m.
Saturday	9:30 a.m. – 6:30 p.m.
Sunday	9:30 a.m. – 1:30 p.m.

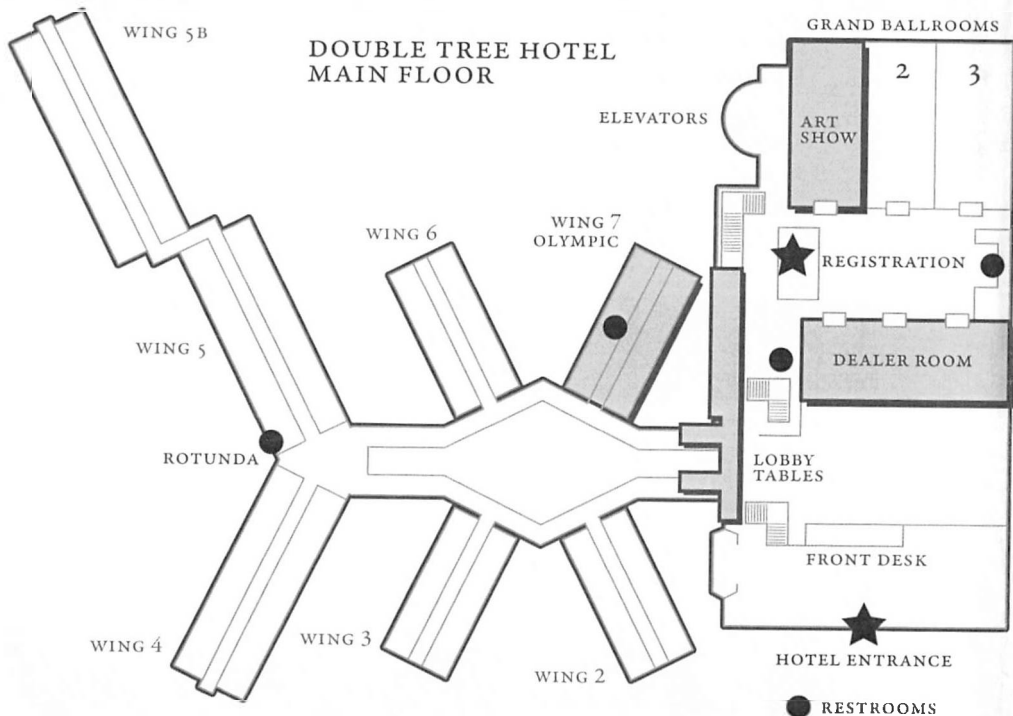
Security, lost & found and con office

Thurs 9 a.m. – Sun 12 p.m.

Convention Security Office is closed
between the hours of 3 a.m. and 7 a.m.
Friday, Saturday, and Sunday.

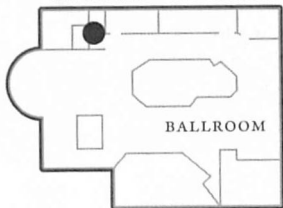
Security is always available by dialing **77108**
from any hotel phone.

DOUBLE TREE HOTEL MAIN FLOOR



MAXI'S - TOP FLOOR OF TOWER

MT BAKER MT RAINIER



ELEVATORS

BALLROOM

SECOND FLOOR



ELEVATORS

CASCADE ROOMS

1 2 3 4 5 6 7 8 9 10

EVERGREEN ROOMS

3

4

1

2

RESTROOMS

WING 7

HOSPITALITY OLYMPIC 2

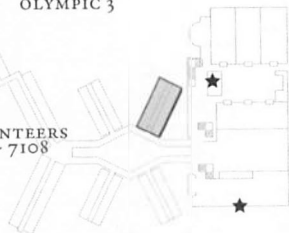
OLYMPIC 1

CLOAK ROOM 7101

GYM

SECURITY, LOST & FOUND, CON OFFICE OLYMPIC 3

VOLUNTEERS 7106 - 7108



Angelwear	26	Geisha Moth	32
Apocalypse Ink Productions	46	Gem Games & Hobbies	1
Arctic Phoenix Studios	41	HMJ Books	47
B. Fuller's Mortar & Pestle	9	Honeck Sculpture	23
BDL Press	50	K. M. Alexander	45
Brass Bobbin	28	Leeland Artra Author	51
Brigid's Whispers	19	LittleCLUUs	4
Broken Eye Books	21	Maia Arts	33
Cargo Cult Books & Notions	34	Meg Lyman Art	15
Celtic Moonlighting	40	Miss HaleyBombshell Boutique	37
Chooseomatic Books	21	Nikki McCormack / Elysium Books	53
Clockwork Dragon	39	Off World Designs, Inc.	Lobby
Clover Creek Creations	29	Optimystical Studios	43
CollageOrama	18	Pavel's Puzzles	38
Dark Repast Publishing	42	Pegasus Publishing	14
DefCon One Publishing	52	Phil Davis Books and Treasures	7
Dragondyne Publishing	10	Quinn and Bloom	5
DragonStorm Sports	11	Rob & June Edwards	31
Elizabeth Guizzetti, Author	48	Runecraft Creations	8
Everett Comics	20	Silverthorne Crafts	12
Firefly Cargo Bay	36	Sinister Metalworks	35
Firefox Fashion (The Fur Connection)	25	Soren Kalla	2
Forever Knight Games	Gaming Salon	Springtime Creations	30
Games Plus	17	Steampunked Out	27
GeekStar Costuming	3	SteelCraft/Legends of Camelot	13

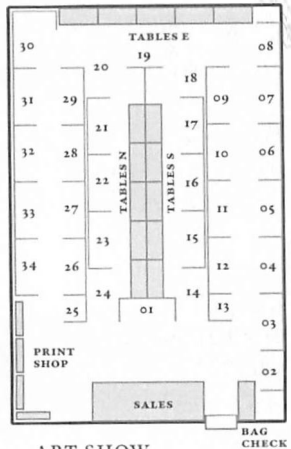


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- The Dragons Hoard Games & Collectibles 44
- University of Washington Book Store 24
- Xcentricities 6
- Yellow Rocket Collectibles 16

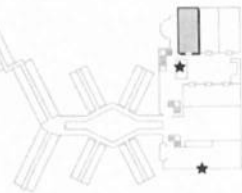
National Space Society-Seattle & Mars Soc Puget Sound
We Are ALL SF Con
Crypticon Seattle
Anglicon: The Regeneration
Pacific Northwest Writers Association (PNWA)
Sherlock Seattle
Northwest Science Fiction Society
Foolscap
Beyond Reality Costumers Guild
OrcaCon
Westercon 69
EMP Museum
Living Computer Museum
Stardust Entertainment Services
Seattle UFO Network
Imperial Starbase Society
Time Wars
Primitive Festival Alliance
Hands That Heal Center For The Healing Arts, The
10th Fleet - The Royal Manticoran Navy
Althea the Face Painter

Table 01 chapters.nss.org/wa/seattle
Table 02 facebook.com/WeAreAllSF
Table 03 crypticonseattle.com
Table 04 anglicon.com
Table 05 pnwa.org
Table 06 sherlock-seattle.org
Table 07 nwsfs.com
Table 08 foolscap.org
Table 09 brcg.org
Table 10 orcacon.org
Table 11 westercon69.org
Table 12 empmuseum.org
Table 13 livingcomputermuseum.org
Table 14 starkane.com
Table 15 meetup.com/seattleufo
Table 16 impstar.org
Table 17 TimeWarsUniverse.com
Table 18 summerstar.org
Table 19 handsthathealcenter.com
Table 20 trmn.org
Lobby [partypop.com/vendor/
Althea-the-Face-Painter/4274521](http://partypop.com/vendor/Althea-the-Face-Painter/4274521)

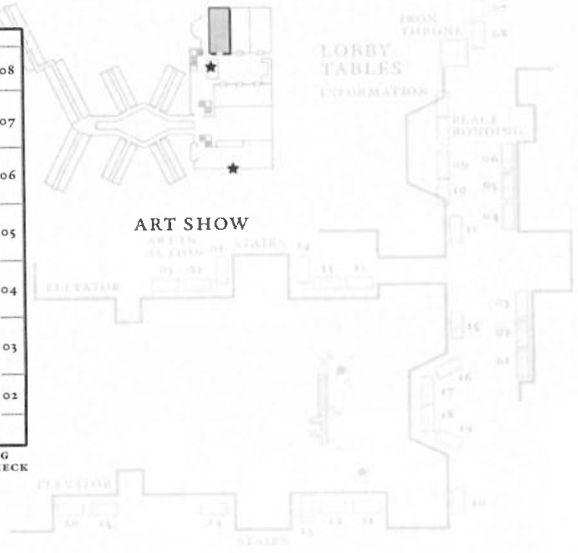
LOBBY TABLES



ART SHOW



ART SHOW



LOBBY TABLES INFORMATION

ELEVATOR

STAIRS

Panel 1 Janny Wurts
Panel 2 David Ketcherside
Panel 2 Laura Grover
Panel 2 Laurie Noel
Panel 3 Don Maitz
Panel 4 Ellen Eades
Panel 4 Julie Dillon
Panel 4 Peter Pan
Panel 5 Liv Rainey-Smith
Panel 6 Belsac
Panel 6 Vandy Hall
Panel 7 Mark Ferrari
Panel 8 Sandra Ackley
Panel 8 Sandra Buskirk
Panel 8 Shelley George
Panel 9 Eric Vargas
Panel 9 Mad Bee
Panel 10 Andy Vanoverberghe
Panel 11 Camille Meehan
Panel 11 John R. Gray Iii
Panel 12 Katie Croonenberghs

Panel 12 Nick Alexander
Panel 12 Susan Stejskal Alexander
Panel 13 Diana Levin
Panel 13 Theresa Mather
Panel 14 Julie Baroh
Panel 14 Shaughnessy
Panel 15 Krab Jab Studio
Panel 16 Jeff Sturgeon
Panel 17 Meg Lyman
Panel 18 David Lee Pancake
Panel 18 Jessica Te Lee
Panel 19 Arlin Robins
Panel 19 Mark Brill
Panel 19 Patricia Smith
Panel 19 Robyn Emlen
Panel 20 Braden Duncan
Panel 20 Keira Lozeau
Panel 20 Michael Duquette
Panel 21 Cat Grey
Panel 21 Marisa Erven
Panel 21 Stopped Motion Photography

Panel 22 Jeliza Patterson
Panel 22 Theresa Halbert
Panel 23 Lee Moyer
Panel 24 Cynthia Radthorne
Panel 24 John Alexander
Panel 25 Betsy Mott
Panel 25 Diana Levin
Panel 25 Eden Hopkins
Panel 26 Durlyn
Panel 26 Mark Sutton
Panel 27 Rob Carlos
Panel 28 Stephen Lestat
Panel 29 Laura Tempest Zakroff
Panel 30 Sarah Clemens
Panel 30 The Gorgonist
Panel 31 Brass & Steam Productions
Panel 32 M. Scott Hammond
Panel 33 Coriander Dezotell
Panel 33 La Wilson
Panel 34 William K. Hartmann

Table E

Butch Honeck, Josh Foreman,
Keith Amarak Waters, Mike Rerick,
Sandra Ackley, Sarah Alexander, Tm
Originals

Table N

Aimee Stewart, Arlin Robins, As-
starte, Cat Grey, Crystal Taggart,
John Alexander, Joyce Tatro, Saffron
Yolanda Bridget, Stopped Motion
Photography

Table S

David Lee Pancake, Designs By
Victoria, Krab Jab Studio, Marjorie
Stratton, Peri Charlifufu, Shaughnessy

NORWESCON PUBLIC ACCESS CHANNEL 46

THURSDAY

3:00 p.m.	Shadow of Chinatown
7:40 p.m.	Things To Come
9:15 p.m.	Gammera the Invincible
10:40 p.m.	Beast of Hollow Mountain

FRIDAY

12:00 a.m.	Embryo
1:45 a.m.	In The Year 2889
3:05 a.m.	End of the World
4:30 a.m.	Zontar the Thing from Venus
5:50 a.m.	Bela Lugosi Meets a Brooklyn Gorilla
7:05 a.m.	Jesse James Meets Frankenstein's Daughter

8:30 a.m.	Night of the Blood Beast
9:30 a.m.	The Disappearance of Flight
10:40 a.m.	Destroy All Planets
12:10 p.m.	The Monster Maker
1:15 p.m.	The Ape Man
2:20 p.m.	Ghost Patrol
3:15 p.m.	The Wasp Woman
4:25 p.m.	The Phantom Creeps
8:30 p.m.	Creature of Destruction
9:50 p.m.	Battle Beyond The Sun
10:55 p.m.	Planet of Dinosaurs

SATURDAY

12:20 a.m.	Battle of the Worlds
1:45 a.m.	Incredible Petrified World
2:45 a.m.	Crash of Moons
4:00 a.m.	The Mad Monster
5:15 a.m.	Killers from Space
6:25 a.m.	The Phantom Planet
7:50 a.m.	The Alpha Incident
9:20 a.m.	Attack of the Giant Leeches

10:25 a.m.	The Corpse Vanishes	9:50 a.m.	Things To Come
11:25 a.m.	The Magic Sword	11:25 a.m.	Gammera the Invincible
12:45 p.m.	The Cosmonaut	12:50 p.m.	The Beast of Hollow Mountain
2:30 p.m.	The Brain That Wouldn't Die		
3:50 p.m.	Thor And The Amazon Women		
5:20 p.m.	Plan 9 from Outer Space		
6:35 p.m.	Menace from Outer Space		
7:50 p.m.	Cat-Women of the Moon		
8:55 p.m.	Attack of the Monsters		
10:15 p.m.	Phantom From Space		
11:25 p.m.	Unknown World		

SUNDAY

12:40 a.m.	The Yesterday Machine
2:00 a.m.	Teenagers From Outer Space
3:25 a.m.	Indestructible Man
4:35 a.m.	The Killer Shrews
5:45 a.m.	Planet Outlaws
6:55 a.m.	Frankenstein's Daughter
8:20 a.m.	Monster From a Prehistoric Planet

Special Functions

- GOH Banquet Thursday 5-6:30 p.m. Grand 2
Opening Ceremonies Thursday 7-8 p.m. Grand 2
Philip K. Dick Awards Friday 7-8:30 p.m. Grand 2
Norwescon Art & Charity Auction Sunday 11:30-2 p.m. Grand 2
Closing Ceremonies Sunday 4-5 p.m. Evergreen 3&4
NWC Onions & Roses Sunday 5-6 p.m. Evergreen 3&4

Art

- Finding Inspiration Thursday 4-5 p.m. Cascade 3&4
Creating with Glass and Metal Thursday 6-7 p.m. Cascade 12
Escher Girls, Striking a Pose, & the Hawkeye Initiative Friday 11-noon Cascade 13
Figure Drawing Workshop: Models in Costume Friday noon-1 p.m. Cascade 12
Monster Mash for Mature Mad Scientists Friday 1:30-3:30 p.m. Cascade 12
Visual Storytelling Friday 4-5 p.m. Cascade 12
Alien & Fantasy Biology Friday 5-6 p.m. Cascade 12
The Art of Julie Dillon Friday 5-6 p.m. Evergreen 1&2
Creativity & Disabilities Friday 6-7 p.m. Cascade 10
Beginning Leatherworking Workshop Friday 7-8 p.m. Cascade 12
Handling Your Online Image as an Artist Friday 8-9 p.m. Cascade 9

Relax With Your Inner Kindergartener: Coloring for All Saturday 10–11 a.m. Cascade 12
So You Want To Build A Hugo Saturday 11–noon Cascade 13
The Art of Don Maitz Saturday 11–noon Evergreen 1&2
Dueling Easels Saturday noon–1 p.m. Cascade 12
Space Art Demo with Jeff Sturgeon Saturday noon–1 p.m. Cascade 13
The Art of Lee Moyer Saturday 1–2 p.m. Evergreen 1&2
Monster Mash for the Budding Bio-engineer Saturday 1:30-3:30 p.m. Cascade 12
Art and Astronomy: Space Art Through the Decades Saturday 4–5 p.m. Cascade 13
Book Cover Hero(ines) Saturday 5–6 p.m. Cascade 12
The Art and Writing of Todd Lockwood Saturday 8–9 p.m. Evergreen 1&2
Crowdfunding for Artists Sunday 11–noon Cascade 2
Selling Your Art as Prints & Reproductions Sunday 1–2 p.m. Cascade 2
The Business of Art Sunday 2–3 p.m. Cascade 12

Biology

Internal Warfare Thursday 3–4 p.m. Cascade 3&4
Alien Communication Thursday 4–5 p.m. Evergreen 3&4
The Future of Accessibility Thursday 9–10 p.m. Cascade 3&4
The Language of Gender Friday noon–1 p.m. Cascade 3&4
The Languages of Speculative Fiction Friday 3–4 p.m. Cascade 3&4 *norwescon 39* | { 17 }

Blinded by Pseudoscience Friday 6–7 p.m. Cascade 3&4
Cold Exobiology Friday 8–9 p.m. Cascade 3&4
The Once & Future Dinosaur Saturday 11–noon Cascade 5&6
Facts & Fictions of Cancer Saturday 1–2 p.m. Cascade 5&6
Ask the Experts: Biology Saturday 2–3 p.m. Cascade 5&6
Sex and Gender Fluidity Saturday 8–9 p.m. Cascade 5&6
Evolution Is Just a Theory! Sunday 10–11 a.m. Cascade 5&6
The End of Antibiotics Sunday noon–1 p.m. Cascade 5&6
Future Pharma Sunday 2–3 p.m. Cascade 5&6

Comics

Iconic Characters Thursday 8–9 p.m. Cascade 3&4
Let's Do Some Comics Fancasting Thursday 10–11 p.m. Cascade 10
Intersectionality in Comics: Representation Matters! Friday 10–11 a.m. Cascade 7&8
Carol Corps: What it Means to Comics Fandom Friday noon–1 p.m. Evergreen 1&2
Indie Comics vs. The Big Two Friday 9–10 p.m. Cascade 5&6
B*tch Planet & the Politics of Women's Bodies Saturday 10–11 a.m. Cascade 5&6
Hyper-Sexualization vs. Power Fantasy Saturday 1–2 p.m. Cascade 13
Nuts and Bolts of Comics Writing Saturday 5–6 p.m. Cascade 5&6
Technology & Comics Sunday 2–3 p.m. Cascade 3&4

Costuming

- Closet Raid! Thursday 3–4 p.m. Cascade 7&8
- Costume Foundations I: Where to Start? Thursday 5–6 p.m. Cascade 7&8
- Color Your World Thursday 6–7 p.m. Cascade 5&6
- Costuming for Those Who Don't Sew Thursday 8–9 p.m. Cascade 7&8
- Haute Horror: A Fashion Show & Tell Friday 11–noon Evergreen 3&4
- The Gentle Art of Ripping Things Apart Friday noon–1 p.m. Cascade 7&8
- Once Upon a Future: Historical Clothing with a Future Twist Friday 2–3 p.m. Cascade 10
- Costume Foundations II: Building the Base Friday 3–4 p.m. Cascade 10
- Romantic Horror Friday 5–6 p.m. Cascade 10
- Big, Bad, & Beautiful Friday 6–7 p.m. Cascade 7&8
- Stitch & Bitch Friday 9–midnight Olympic 1
- The Force Awakens: Costuming's New Hope Saturday 10–11 a.m. Cascade 10
- Naughty Hotties: The Fashion Season of the Witch Saturday 11–noon Cascade 10
- Costume Foundations III: Fitting It To You Saturday 1–2 p.m. Cascade 10
- Steps to Success: Costuming Best Practices Saturday 2–3 p.m. Cascade 10
- The 25-Hour Day: Making Time to Make Costumes Sunday 11–noon Cascade 7&8
- Accessories on the Cheap Sunday noon–1 p.m. Cascade 2
- Costume Foundations IV: Practical Embellishments Sunday 1–2 p.m. Cascade 7&8
- Period Patterns Sunday 2–3 p.m. Cascade 7&8

Culture

- Intro to Health at Every Size Thursday 4–5 p.m. Cascade 7&8
- Fat Acceptance: Shaming Not Allowed Thursday 6–7 p.m. Cascade 7&8
- How to Get Laid at a Con Thursday 9–10 p.m. Evergreen 1&2
- Enthusiastic Consent Thursday 11–midnight Cascade 7&8
- Polyamorous & Other Non-Monogamous Households Friday 10–11 a.m. Evergreen 3&4
- Invisible Disabilities Friday noon–1 p.m. Cascade 10
- Cosplay is Not Consent Friday 1–2 p.m. Cascade 7&8
- Feminism in Fandom Friday 2–3 p.m. Evergreen 3&4
- Size Acceptance Is For Everybody Friday 4–5 p.m. Cascade 7&8
- Transphobia: A Panel for Allies of Transgender Folk Friday 5–6 p.m. Cascade 7&8
- Consensual Non-Monogamy 101 Friday 7–8 p.m. Evergreen 1&2
- Flirting 101 Friday 8–10 p.m. Cascade 7&8
- Identities & Terms: What Do They Mean? Saturday 10–11 a.m. Cascade 7&8
- Advanced Consensual Non-Monogamy Saturday 11–noon Evergreen 3&4
- ...But It Was Always So Awesome! Saturday noon–1 p.m. Cascade 7&8
- Cultural Imperialism in Everyday Fandom Saturday 3–4 p.m. Cascade 7&8
- Internet and Real-Life Trolls Saturday 4–5 p.m. Cascade 7&8
- Getting it Wrong: A Panel for Allies Saturday 5–6 p.m. Cascade 7&8
- Is Fandom More Diverse and Accepting? Saturday 6–7 p.m. Cascade 7&8

- Diversity in Media: Why is it important? Saturday 7–8 p.m. Evergreen 1&2
Flirting 201: Advanced Flirting Saturday 8–10 p.m. Cascade 7&8
BDSM 101 Saturday 10–11 p.m. Evergreen 1&2
Advanced BDSM Saturday 11–midnight Evergreen 1&2
Fandom In Daily Life Sunday 10–11 a.m. Cascade 9
Fangirls: Who Are They & What Do They Want? Sunday 11–noon Cascade 9
Geek Policing: Don't Do It Sunday 1–2 p.m. Cascade 9
Bullies Suck Sunday 2–3 p.m. Cascade 9

Editing/Publishing

- You Must Write Every Day and Other Lies Thursday 4–5 p.m. Evergreen 1&2
Rejection Dejection Thursday 5–6 p.m. Cascade 9
Crowdfunding Fiction Thursday 8–9 p.m. Cascade 9
So You've Finished a First Draft Friday 11–noon Cascade 3&4
Fighting Through the 20k Slump Friday 2–3 p.m. Cascade 9
Why Editors Pass Friday 3–4 p.m. Cascade 9
Writing Is a Long Con Friday 6–7 p.m. Cascade 9
How to Be an Author on the Internet Saturday 11–noon Cascade 9
First Page Idol Saturday 1–2 p.m. Cascade 9
The Art of Critique Saturday 3–4 p.m. Cascade 9

Outlining for Pantsers and Everyone Else Saturday 6–7 p.m. Cascade 10
Vampire Dystopias & Other Saturated Markets Sunday 10–11 a.m. Cascade 10
Biggest Mistake I Ever Made Sunday noon–1 p.m. Cascade 10
Level Up Your Self-Publishing Skills Sunday 3–4 p.m. Cascade 12

Fandom

What If? Thursday 4–5 p.m. Cascade 5&6
Peering through a Clear Lens Thursday 9–10 p.m. Cascade 5&6
Checks & Balances: Magic in a Fantasy Setting Friday 10–11 a.m. Cascade 3&4
The Reader & Writer Pact Friday 11–noon Cascade 12
More Than Just Scorned Victims Friday 3–4 p.m. Cascade 13
Magic Rumble Friday 5–6 p.m. Cascade 3&4
Violence, Sex, & the YA Audience Saturday 10–11 a.m. Evergreen 3&4
Why Fantasy Matters Saturday 11–noon Cascade 7&8
Characters Bearing Witness Saturday 3–4 p.m. Cascade 2
Worldbuilding: Gods, Religion, and Mythos Saturday 7–8 p.m. Cascade 7&8
Stranger than Fiction Sunday 10–11 a.m. Evergreen 3&4
Similar Tropes, Different Stories Sunday noon–1 p.m. Cascade 9

Fan Fiction

Only in Fandom Thursday 6–7 p.m. Cascade 9

The Shame of Fanfic Thursday 9–10 p.m. Cascade 9

Beta Better Friday 11–noon Cascade 9

Fanfic Fears Friday 1–2 p.m. Cascade 9

Finishing Your Fiction Friday 5–6 p.m. Cascade 9

Writing Sex: The Elements of Slash Friday 9–10 p.m. Cascade 9

Fanfic Meet & Greet Friday 10–midnight Cascade 9

Fanfic Writing Workshop Saturday 11–noon Cascade 12

Fanfic 101 Saturday noon–1 p.m. Cascade 2

The Not-So-Secret Room of Fandom Saturday 4–5 p.m. Cascade 9

Think Kink Saturday 9–10 p.m. Cascade 9

Brave New Worlds: Creating Alternate Universes Sunday 11–noon Cascade 3&4

When Fanon Trumps Canon Sunday 2–3 p.m. Cascade 2

Film Workshop

Hellbender Film Workshop: Intro! Thursday 3–5 p.m. Cascade 2

Hellbender Film Workshop: The Magic of Special Effects Thursday 5–7 p.m. Cascade 2

Hellbender Film Workshop: Plan it! Friday 10–noon Cascade 5&6

- Hellbender Film Workshop: Break It Down! Friday 2-3 p.m. Cascade 5&6
Hellbender Film Workshop: What's My Motivation? Friday 3-4 p.m. Cascade 5&6
Hellbender Film Workshop: Lights & Sound! Friday 6-8 p.m. Cascade 5&6
Hellbender Film Workshop: Shoot It! Saturday 10-noon Cascade 2
Hellbender Film Workshop: Edit It! Saturday 6-8 p.m. Cascade 2
Hellbender Film Workshop: Fandance Film Festival Sunday noon-2 p.m. Evergreen 1&2

Gaming

- Make a Gaming Night Recipe Book Thursday 4-5 p.m. Cascade 12
Non-Traditional Gamers Speak Friday 1-2 p.m. Evergreen 1&2
Tabletop to Electronic & Back Again: Borrowing Design Friday 2-3 p.m. Cascade 3&4
Collecting & Playing Retro Video Games Friday 4-5 p.m. Cascade 3&4
Collecting & Playing Old Board Games Friday 6-7 p.m. Cascade 12
Groupstorm, a Game: Co-op Board/Card Games Friday 7-8 p.m. Cascade 3&4
Reality vs. Fun Saturday 10-11 a.m. Cascade 9
Video Games 101 Saturday noon-1 p.m. Cascade 5&6
Old School Tabletop RPGs: What Still Holds Water? Saturday 3-4 p.m. Cascade 3&4
Miniature Paint and Take Saturday 6-8 p.m. Cascade 12
Cooperative Board & Card Games Sunday 10-11 a.m. Cascade 12
Pixels, Counters, & Minis: Which Wargame Is for Me Sunday 11-noon Cascade 12

Say Yes: Improv Ideas at the RPG Table Sunday noon-1 p.m. Cascade 3&4

Can We Really Call it Casual Gaming Anymore? Sunday 1-2 p.m. Cascade 3&4

GOH

DAW Books Live Friday noon-1 p.m. Grand 3

GOH Q&A: Janny Wurts Friday 1-2 p.m. Grand 3

GOH Q&A: Tanya Huff Friday 2-3 p.m. Grand 3

GOH Q&A: Dr. William Hartmann Friday 3-4 p.m. Grand 3

From the Moon to Mars with William Hartmann Friday 4-5 p.m. Evergreen 1&2

The Art of Janny Wurts Saturday 10-11 a.m. Evergreen 1&2

GOH Autograph Session Saturday 12:30-1:30 p.m. Grand 2

The Art & Writing of William Hartmann Saturday 2-3 p.m. Evergreen 1&2

GOH Reading: Tanya Huff Saturday 3-4 p.m. Evergreen 1&2

What's New from DAW Saturday 4-5 p.m. Evergreen 1&2

GOH Reading: Janny Wurts Saturday 5-6 p.m. Evergreen 1&2

History

Medieval Weapons: Hands On Thursday 5-6 p.m. Evergreen 3&4

Survey of Medieval Armor: A Hands-On Experience Thursday 6-7 p.m. Evergreen 3&4

The Universal Rules of the Fight Friday 10-11 a.m. Grand 2

Single Combat for Writers: Creating Believable Violence Friday 11–noon Grand 2
Adding Realistic Details to Your Fantasy Writing Friday 7–8 p.m. Cascade 7&8
Norse Sword, Shield, & Spear Tactical Combat Saturday 10–11 a.m. Grand 2
Roman Legionary Gladius & Scutum Tactical Combat Saturday 11–noon Grand 2
Shield Maidens Saturday 2–3 p.m. Cascade 13
Some What-Ifs of Ancient & Medieval History Saturday 3–4 p.m. Cascade 13
The Impact of the Spanish Armada on Western Civilization Saturday 4–5 p.m. Cascade 3&4
The Psychology of Single Combat Sunday 10–11 a.m. Cascade 3&4
The Forgotten (Forbidden) Room Sunday noon–1 p.m. Cascade 7&8

Horror

Horror Fantasy's Roots Thursday 5–6 p.m. Cascade 10
Son of Terror in Space Thursday 11–midnight Cascade 10
Horror Influences Friday noon–1 p.m. Cascade 9
You Are What You Eat: Cannibal Horror Friday 4–5 p.m. Cascade 9
Body Horror Friday 7–8 p.m. Cascade 9
The Ghostbusters Effect Saturday 2–3 p.m. Cascade 9
Horror: Not Just for White Dudes Anymore Saturday 5–6 p.m. Cascade 9
Finding Horror in the Everyday Saturday 10–11 p.m. Cascade 9

Horror as a Mirror Sunday 10–11 a.m. Cascade 13

Location: Horror's Unsung Character Sunday 1–2 p.m. Cascade 10

Military

Any Tool is a Weapon Thursday 5–6 p.m. Cascade 5&6

Invasion From Space Thursday 10–11 p.m. Cascade 5&6

Guns vs. Bows Friday 1–2 p.m. Cascade 10

Diversity, Society, Military & SF Friday 4–5 p.m. Cascade 10

Mercenaries Friday 6–7 p.m. Cascade 13

Cutting-Edge Military Hardware Friday 7–8 p.m. Cascade 13

Young Fans & the Military Friday 8–9 p.m. Cascade 10

Women in Practical Armor Saturday noon–1 p.m. Evergreen 1&2

Space Cadet Military Training Saturday 3–4 p.m. Cascade 5&6

Asymmetric Warfare Saturday 4–5 p.m. Cascade 5&6

Officer and Enlisted Saturday 6–7 p.m. Cascade 5&6

Citizen Soldiers & the Future Sunday 11–noon Cascade 5&6

After the Guns Go Silent Sunday 1–2 p.m. Cascade 5&6

Misc. Events

Bamboo Thursday 3–4 p.m. Cascade 12

Costuming in the Honorverse Thursday 4-5 p.m. Cascade 10
Thursday Afternoon Poetry Thursday 6-7 p.m. Cascade 3&4
Convention Membership 101 Thursday 8-9 p.m. Cascade 5&6
SubGenius: Praising, Killing, Selling "Bob" Thursday 9-10 p.m. Cascade 2
Friends of Bill W. Thursday 10-11 p.m. Cascade 3&4
Face Painting Friday 10-11 a.m. Cascade 12
Honorverse Trivia Friday noon-1 p.m. Cascade 2
Geek Geek -- Don't Tell Me! Friday 1-2 p.m. Cascade 13
Esperanto: Language of Hope & Sci-Fi! Friday 4-6 p.m. Cascade 2
10th Fleet Meeting, Summit & Awards Friday 6-8 p.m. Cascade 2
Anatomy of a Shoe Friday 8-9 p.m. Cascade 13
Starkane: A PNW Star Trek Convention Friday 9-10 p.m. Cascade 3&4
Friends of Bill W. Friday 10-11 p.m. Cascade 3&4
Morning Tai Chi Saturday 9-10 a.m. Grand 2
Writing Firearms Well Saturday 10-11 a.m. Cascade 13
So You Want to Start a Fan Group... Saturday 1-2 p.m. Cascade 2
Finding Diverse Voices & Characters in SF/F Saturday 1-2 p.m. Evergreen 3&4
Autograph Session 1 Saturday 2-3 p.m. Grand 2
Autograph Session 2 Saturday 3-4 p.m. Grand 2

Re-Fashioning Footwear Saturday 4–5 p.m. Cascade 2
Language Creation Demo: Noalath from Shannara Saturday 5–6 p.m. Cascade 13
The Broad Universe Rapid Fire Reading Saturday 7–9 p.m. Cascade 10
Space Gaming is Educational Saturday 7–8 p.m. Cascade 13
Live Podcast: Three Unwise Men Saturday 10–11 p.m. Cascade 10
Friends of Bill W. Saturday 10–11 p.m. Cascade 3&4
Philip K. Dick Award: What It Is, What It Means Sunday 10–11 a.m. Cascade 7&8
Fan Group Recruitment & Retention Sunday 2–3 p.m. Evergreen 1&2
SWOC Meeting Sunday 3–4 p.m. Cascade 2

Music

Home Recording Thursday 5–6 p.m. Cascade 12
Mad Libs Filk Thursday 11–midnight Grand 2
Thursday Night Open Filk Thursday midnight–2 a.m. Grand 2
Filk? You Mean Folk? Friday 1–2 p.m. Cascade 5&6
Fake It 'Til You Make It Friday 2–3 p.m. Evergreen 1&2
Chiptunes: It's Video Game Dance Music Friday 7–8 p.m. Cascade 10
Find Your Instrument Friday 8–9 p.m. Evergreen 1&2
Friday Night Filk Friday midnight–2 a.m. Grand 2

Nerdcore Hip Hop: Rapping About Star Wars Saturday noon–1 p.m. Cascade 9
How Big A Fish Do You Need To Be? Saturday 2–3 p.m. Cascade 7&8
It's All About You (Or Is It?) Saturday 3–4 p.m. Cascade 10
Saturday Night Chaos Filk Saturday midnight–2 a.m. Grand 2
Geekmusic Elsewhere Sunday 3–4 p.m. Cascade 3&4

Pop Culture

The Tumblr Effect Thursday 4–5 p.m. Cascade 9
Doctor Who: Annual Review & Preview Thursday 8–10 p.m. Cascade 13
The Furiosa Test Friday 11–noon Cascade 10
Comics on TV Friday 1–2 p.m. Evergreen 3&4
Blasts from the Past Friday 4–6 p.m. Cascade 13
How Star Trek Changed My Life Saturday 2–3 p.m. Evergreen 3&4
Comic Book Movies Saturday 3–4 p.m. Evergreen 3&4
SF/Fantasy Battle Royale Saturday 6–7 p.m. Cascade 9
Why Representation Matters Sunday 11–noon Cascade 10
Star Wars: A (New) New Hope Sunday 3–4 p.m. Cascade 10

Readings

Reading: Jeremy Zimmerman Thursday 6–6:30 p.m. Cascade 1

Reading: Marta Murvosh Thursday 6:30-7 p.m. Cascade 1

Reading: Frances Pauli Thursday 8–8:30 p.m. Cascade 1

Reading: Brenda Carre Thursday 8:30-9 p.m. Cascade 1

Reading: Cheryce Clayton Thursday 9–9:30 p.m. Cascade 1

Reading: Arinn Dembo Thursday 9:30-10 p.m. Cascade 1

Reading: Sienna Saint-Cyr Thursday 10–10:30 p.m. Cascade 1

Reading: Kim Ritchie Friday 10–10:30 a.m. Cascade 1

Reading: Caroline M. Yoachim Friday 10:30-11 a.m. Cascade 1

Reading: Tina Connolly Friday 11–11:30 a.m. Cascade 1

Reading: Kristi Charish Friday 11:30-noon Cascade 1

Reading: Marguerite Reed Friday noon–12:30 p.m. Cascade 1

Reading: PJ Manney Friday 12:30–1 p.m. Cascade 1

Reading: Renee Stern Friday 1–1:30 p.m. Cascade 1

Reading: James C. Glass Friday 1:30-2 p.m. Cascade 1

Reading: Gregory A. Wilson Friday 2–2:30 p.m. Cascade 1

Reading: GregRobin Smith Friday 2:30-3 p.m. Cascade 1

Reading: Carol Berg Friday 3–3:30 p.m. Cascade 1

- Reading: Russell Ervin Friday 3:30-4 p.m. Cascade 1
- Reading: Lawrence M. Schoen Friday 4-4:30 p.m. Cascade 1
- Reading: Raven Oak Friday 4:30-5 p.m. Cascade 1
- Reading: Frog Jones Friday 5-5:30 p.m. Cascade 1
- Reading: Robert J. Sawyer Friday 5:30-6 p.m. Cascade 1
- Reading: S. A. Bolich Friday 6-6:30 p.m. Cascade 1
- Reading: Katie Cord Friday 6:30-7 p.m. Cascade 1
- Reading: Catherine Cooke Montrose Friday 8:30-9 p.m. Cascade 1
- Reading: H.M. Jones Friday 9-9:30 p.m. Cascade 1
- Reading: Adam Rakunas Friday 9:30-10 p.m. Cascade 1
- Reading: Erik Scott de Bie Friday 10-10:30 p.m. Cascade 1
- Reading: Nathan Crowder Saturday 10-10:30 a.m. Cascade 1
- Reading: John (J.A.) Pitts Saturday 10:30-11 a.m. Cascade 1
- Reading: Ramez Naam Saturday 11-11:30 a.m. Cascade 1
- Reading: Pat MacEwen Saturday noon-12:30 p.m. Cascade 1
- Reading: Jude-Marie Green Saturday 12:30-1 p.m. Cascade 1
- Reading: Luna Lindsey Saturday 1-1:30 p.m. Cascade 1
- Reading: Alex C. Renwick Saturday 1:30-2 p.m. Cascade 1
- Reading: Logan L. Masterson Saturday 4-4:30 p.m. Cascade 1
- Reading: Cheryl Dyson Saturday 4:30-5 p.m. Cascade 1

Reading: Laura Anne Gilman Saturday 6–6:30 p.m. Cascade 1
Reading: Brenda Cooper Saturday 6:30-7 p.m. Cascade 1
Reading: Matt Youngmark Saturday 7–7:30 p.m. Cascade 1
Reading: Spencer Ellsworth Saturday 8–8:30 p.m. Cascade 1
Reading: Dean Wells Saturday 8:30-9 p.m. Cascade 1
Reading: K. M. Alexander Saturday 9–9:30 p.m. Cascade 1
Reading: Elizabeth Guizzetti Saturday 9:30-10 p.m. Cascade 1
Reading: J. F. High Saturday 10–10:30 p.m. Cascade 1
Reading: Nicole Dieker Sunday 10–10:30 a.m. Cascade 1
Reading: Randy Henderson Sunday 10:30-11 a.m. Cascade 1
Reading: Steven Barnes Sunday 11–11:30 a.m. Cascade 1
Reading: Susan DeFreitas Sunday 11:30-noon Cascade 1
Reading: Jennifer Brozek Sunday noon–12:30 p.m. Cascade 1
Reading: Megan Kelso Sunday 12:30–1 p.m. Cascade 1
Reading: Cat Rambo Sunday 1–1:30 p.m. Cascade 1
Reading: Tim McDaniel Sunday 1:30-2 p.m. Cascade 1
Reading: Michael 'Tinker' Pearce Sunday 2–2:30 p.m. Cascade 1
Reading: Nina Post Sunday 2:30-3 p.m. Cascade 1
Reading: Lisa Bolekaja Sunday 3–3:30 p.m. Cascade 1
Reading: Sonia Orin Lyris Sunday 3:30-4 p.m. Cascade 1

Open Gaming

Open Gaming Thursday 2-2 a.m. Rotunda 1

Open Gaming Thursday 2-2 a.m. Rotunda 2

Open Gaming Friday Friday 9-2 a.m. Rotunda 1

Open Gaming Friday Friday 9-2 a.m. Rotunda 2

Open Gaming Saturday Saturday 9-2 a.m. Rotunda 1

Open Gaming Saturday Saturday 9-2 a.m. Rotunda 2

Open Gaming Sunday Sunday 9-2 p.m. Rotunda 1

Open Gaming Sunday Sunday 9-2 p.m. Rotunda 2

All-Ages Gaming

All-Ages Scheduled Gaming Thursday Thursday 2-2 a.m. Maxi's Ballroom

All-Ages Game Demos Thursday Thursday 2-2 a.m. Salon

All-Ages Scheduled Gaming Friday PM Friday 9-2 a.m. Cascade 12

All-Ages Scheduled Gaming Friday AM Friday 9-8 p.m. Maxi's Ballroom

All-Ages Game Demos Friday Friday 9-8 p.m. Salon

All-Ages Scheduled Gaming Saturday PM Saturday 9-2 a.m. Cascade 12

All-Ages Scheduled Gaming Saturday AM Saturday 9-8 p.m. Maxi's Ballroom

All-Ages Game Demos Saturday Saturday 9-8 p.m. Salon

All-Ages Scheduled Gaming Sunday Sunday 9–2 p.m. Maxi's Ballroom

All-Ages Game Demos Sunday Sunday 9–2 p.m. Salon

Special Events

Scavenger Hunt Thursday Thursday 8–9 p.m. Cascade 2

Thursday Dance: Sounds of Future Past Thursday 8–2 a.m. Evergreen 3&4

Lazer Tag/Nerf Thursday Thursday 8:30–11 p.m. Grand 2

Thursday Concerts Thursday 8:30–11:30 p.m. Grand 3

Midnight Movie Thursday Thursday midnight–2 a.m. Grand 3

Scavenger Hunt Friday Friday 10–11 a.m. Cascade 2

Keith and Alan's Movie News and Previews—This Is It! Friday 10–noon Grand 3

Nerf Shooting Gallery Friday Friday 4–7 p.m. Evergreen 3&4

Masquerade Meeting Friday Friday 8–9 p.m. Cascade 2

Friday Dance: Gallifrey Night Fever/Tribute to David Bowie Friday 8–2 a.m. Evergreen 3&4

FRIDAYS: Burlesque with Bite! Friday 9–midnight Grand 2

1+ Scheduled Gaming Friday Friday 9–2 a.m. Maxi's Ballroom

Midnight Movie Friday: The Big Bad Friday midnight–2 a.m. Grand 3

Masquerade Meeting Saturday Saturday 10–11 a.m. Cascade 3&4

Costume Exchange Saturday Saturday 10–noon Grand 3

Scavenger Hunt Saturday Saturday 11–noon Cascade 3&4

Single Pattern Contest: Judging Saturday noon–1 p.m. Cascade 3&4
Prop-Making Contest: Judging Saturday 1–2 p.m. Cascade 3&4
Single Pattern and Prop-Making Contests: Show and Share Saturday 4–5 p.m. Olympic 1
Hero Corps Saturday 5–7 p.m. Evergreen 3&4
Children's Masquerade Staging Saturday 6–7 p.m. Cascade 3&4
Doors Open for Masquerade Saturday 7–7:30 p.m. Grand 2
Masquerade Saturday 7:30–9:30 p.m. Grand 2
Saturday Dance: Star Wars Saturday Saturday 8–2 a.m. Evergreen 3&4
21+ Scheduled Gaming Saturday Saturday 9–2 a.m. Maxi's Ballroom
Lazer Tag/Nerf Saturday 10–midnight Grand 2
Saturday Concerts Saturday 10–midnight Grand 3
Midnight Movie Saturday: They Will Outlive Us All Saturday midnight–2 a.m. Grand 3
Scavenger Hunt Sunday Sunday 10–11 a.m. Cascade 2
Masquerade Viewing & Debriefing Sunday 10–noon Evergreen 1&2
Artemis Live Sunday 10–2 p.m. Grand 3

Writing: Science Fiction

Is This a Technical Manual? Thursday 6–7 p.m. Cascade 10
That Wasn't His Knee Thursday 10–11 p.m. Cascade 7&8
Science & Religion in Space Friday 10–11 a.m. Cascade 10

Notes in a Song: Fundamentals of Space Opera Friday 1–2 p.m. Cascade 3&4
You Sunk My Battleship! Spaceship Battle Royale Friday 2–3 p.m. Cascade 2
A Culture By Any Other Name Saturday noon–1 p.m. Cascade 10
The Greatest Questions in Science Fiction Saturday 1–2 p.m. Cascade 7&8
You Can't Take the Sky From Me: Mixing Genres Saturday 7–8 p.m. Cascade 3&4
Pool Up the FTL Saturday 9–10 p.m. Cascade 10
World Building: Foreign Worlds Sunday 1–2 p.m. Evergreen 3&4
The Human Element: PTSD in Science Fiction Sunday 3–4 p.m. Cascade 5&6

Space

Planets and The Martian Thursday 3–4 p.m. Cascade 9
Cyberwar: Are We in One? Thursday 4–5 p.m. Cascade 13
Failure of Imagination: The Crash of Spaceship II Thursday 6–7 p.m. Cascade 13
Space and the Movies Thursday 9–10 p.m. Cascade 10
Preparing For Disaster Friday 10–11 a.m. Cascade 9
The Rest of the World in Space Friday noon–1 p.m. Cascade 13
The Incantation of Helium 3 Friday 3–4 p.m. Cascade 2
Journey to Vesta & Ceres Saturday 2–3 p.m. Cascade 2
Journey to a Comet: The Voyage of Rosetta Saturday 6–7 p.m. Cascade 13
Mining the Sky Saturday 7–8 p.m. Cascade 5&6

Interstellar Fast Flyby Missions: Can They Be Done? Saturday 8–9 p.m. Cascade 13
International Spaceflight: A New Cold War? Sunday noon–1 p.m. Cascade 13
Backyard Space Program Sunday 1–2 p.m. Cascade 13
After the Signal Sunday 2–3 p.m. Cascade 13

Technology

Flying Wind Power Thursday 5–6 p.m. Cascade 13
Mystery Tech: Forensics Friday 2–3 p.m. Cascade 13
Tomorrow's Car Friday 5–6 p.m. Cascade 5&6
Real Radiation for Writers & Readers Friday 8–9 p.m. Cascade 5&6
Print Me a Future Friday 9–10 p.m. Cascade 10
Droning On Saturday 2–3 p.m. Cascade 3&4
Magic Materials Saturday 5–6 p.m. Cascade 3&4
Remembering in the World of Tomorrow Saturday 7–8 p.m. Cascade 9
Through the Cloud Saturday 8–9 p.m. Cascade 9
Alt-Tech & "What If" Sunday noon–1 p.m. Cascade 12
Fukushima at Five Sunday 2–3 p.m. Cascade 10

Writing

Your Story is a Problem and That's Good

Thursday 3–4 p.m. Cascade 10

Patterns of Success, Patterns of Failure Thursday

Friday 6–7 p.m. Evergreen 1&2

How a Writer's Workshop Changed My Life

Thursday 8–9 p.m. Cascade 10

Catching Readers, Hook, Line, & Sinker Friday

Friday 11–noon Cascade 7&8

Writing a Series Friday noon–1 p.m. Ever-

green 3&4

Finding Your Voice Friday 2–3 p.m. Cascade

7&8

That's Not What My Teacher Said Friday 3–4

p.m. Cascade 7&8

The Art of Writing It Again Friday 4–5 p.m.

Cascade 5&6

Writing the Unlikeable Female Protagonist

Friday 6–7 p.m. Evergreen 1&2

Fundamentals of Worldbuilding Saturday

noon–1 p.m. Evergreen 3&4

Character Driven/Plot Driven Saturday 4–5 p.m. Cascade 10

Scene and Variation Saturday 5–6 p.m. Cascade 10

Writing With Authority Saturday 6–7 p.m. Evergreen 1&2

Purpose Driven Dialogue Saturday 8–9 p.m. Cascade 3&4

Worldbuilding: Standards of Beauty in Secondary Worlds Sunday 11–noon Cascade 13

A Thousand Words Sunday 11–noon Evergreen 3&4

Worldbuilding: Economics in Secondary Worlds Sunday noon–1 p.m. Evergreen 3&4

Worldbuilding: Alien Means Different Sunday 2–3 p.m. Evergreen 3&4

Youth

Build-a-Jaeger Workshop Thursday 1–3 p.m. Olympic 1

Bacteria Abound, Part 1 Thursday 5–7 p.m. Olympic 1

Friday Shake & Dance Hour Friday 9–10 a.m. Olympic 1

Sci-fi Improv for Kids Friday 11–noon Olympic 1

Friday Baby Lounge & Quiet Hour Friday 1–2 p.m. Olympic 1

Decorate a T-Shirt Friday 2–3 p.m. Olympic 1

Make Superhero Masks & Accessories Friday 4–6 p.m. Olympic 1

Saturday Shake & Dance Hour Saturday 9–10 a.m. Olympic 1

Attending Norwescon with Kids in Tow Saturday 11–noon Olympic 1

Saturday Baby Lounge & Quiet Hour Saturday 1–2 p.m. Olympic 1
Make a Magic Wand! Saturday 2–3 p.m. Olympic 1
Tips for Young Writers Saturday 4–5 p.m. Cascade 12
Coyotes, Bats, and Owls, Oh My! Saturday 5–6 p.m. Olympic 1
Egg Hunt <5 Sunday 9–9:30 a.m. Olympic 1
Egg Hunt 5-8 Sunday 9:30–10 a.m. Olympic 1
Egg Hunt: Ages 9-12 Sunday 10–10:30 a.m. Olympic 1
Let's Be Dinosaurs! Sunday 11–noon Olympic 1
Bacteria Abound, Part 2 Sunday 1–2 p.m. Olympic 1

Everyone attending Norwescon who is 13 years of age and over is required to fill out a membership form before receiving a membership badge. Membership forms are now digital and completed and signed via the Norwescon registration website/database. Signing the membership form indicates that you understand the rules of conduct as listed in this document and posted in our policies manual (available on our website) and agree to abide by them. Children 12 and under receive a free membership when attending with their parent or guardian; their membership is linked to an adult's registration. Membership includes:

- The right to attend the convention
- Membership badge
- Program/Souvenir Book, Pocket Program, and Member's Guide
- Post-Con Report (for all current members)

Your membership badge must be visibly displayed while in any designated convention space. Anyone who cannot produce a current membership badge upon request will be asked to leave convention space.

MEMBERSHIP OF MINORS

A minor, as defined by the State of Washington, must have a parent or legal guardian/individual designated by the parent or legal guardian who is on-site when the minor is on-site. Minors must have a permission slip on file with Registration signed by a parent or guardian.

BADGE REPLACEMENT FEE

If a membership badge is lost, you are encouraged to search everywhere before a new one is issued. Make sure you check with Lost and Found (both the hotel and the convention hall), Lost and Found departments, Registration, and Security before purchasing a replacement

badge. The fee for replacement of a lost badge is \$55.

RIGHT OF REFUSAL

Norwescon reserves the right to refuse or withdraw membership for any reason.

CHILD AND TEEN RULES

Norwescon welcomes its young and future fans. To do this, we have programs planned throughout the convention geared for different age groups. Please refer to the Pocket Program and online guide for information about programming for children, tweens, and teens.

A minor, as defined by the State of Washington, must have a parent or legal guardian/individual designated by the parent or legal guardian who is on-site when the minor is on-site.

Minors must have a permission slip signed by a parent or guardian on file with Registration.

Norwescon does not accept responsibility

for supervision of attending minors; that responsibility remains with a minor's parent/guardian/designee. If child care is needed, the DoubleTree by Hilton Seattle Airport has a relationship with Best Sitters, Inc.; call (206) 682-2556.

HARASSMENT POLICY

Norwescon strives to provide a safe and welcoming space for persons of all descriptions. Everyone should be able to have a great time, in their own way, at the convention—but not at the expense of others. As a community, we insist on behavior that respects the autonomy of each individual member.

Norwescon members and convention staff have the right to be free from unwanted harassment at the convention and while performing convention-related

duties throughout the year. Harassment is behavior that focuses unwelcome attention on a person and either inappropriately crosses reasonable expectations of social boundaries or continues after a clear showing of disinterest or a request to desist.

Harassment during the year may be reported to the Personnel executive, the person's immediate supervisor, the chair, or the vice chair. At the convention, harassment reports are handled by convention security or the Personnel executive. Any staff member wearing a convention badge may receive a report of harassment. Each staff member is responsible for treating a person making such a report with respect and to offer to accompany the person to convention security or the Personnel executive. The Personnel executive may designate a person to receive reports of harassment on his or her behalf.

Violations of this policy may lead to a range of consequences based on the circumstances,

from a warning to more serious steps, such as revocation of convention membership or banning from future conventions.

Convention staff are required to report all incidents brought to their attention. These incidents should be reported to convention security or the Personnel executive as soon as possible.

WEAPONS POLICY

WE RESERVE THE RIGHT TO INSPECT AND REJECT ANY WEAPON AT ANY TIME.

VIOLATION OF THIS POLICY IN PART OR IN WHOLE MAY LEAD TO YOUR REMOVAL FROM THE CONVENTION BY CONVENTION EXECUTIVE STAFF AND FROM THE HOTEL BY HOTEL SECURITY OR LOCAL AUTHORITIES.

This policy includes all real and replicated weapons of any type that may be construed as a projectile weapon or any extension of the human hand.

Peacebonding will be available next to the Information Table during open registration hours and in the Security Office when the Peacebonding table is closed.

Peacebonding is required on all weapons visibly worn/carried on the hotel property, including parking areas and indoor spaces. The only type of peacebonding allowed is that provided by the convention. Fashion coordinated substitutes are not sufficient.

NO unsheathed weapon allowed in ANY public space (unless approved in advance for Masquerade or Programming event in which peacebonding ties will be removed for such an event and replaced immediately afterward).

All bladed/pointed weapons will be appropriately covered in all public areas and function

spaces, including but not limited to daggers, swords, pikes, axes, and polearms, be they made of steel, plastic, or any other hard material.

Polearms, spears, staves, and other such weapons shall be kept upright at all times and have weapon heads sheathed and bonded. The ends of said weapons must never project more than 12 inches from the bearer's body.

Some weapons are never allowed: tasers, batons, real guns, pepper spray, crossbows, slingshots, pellet guns, water pistols, blowguns, catapults, or any type of functioning projectile weapon.

SPECIAL CONSIDERATIONS FOR THE FOLLOWING:

“Airsoft-style” or “Nerf-style” weapons:

At NO time is ammunition allowed, in weapon or in magazine.

Empty magazines are NOT allowed in the

weapon but are allowed in a belt or pouch for costume purposes (again NO ammunition allowed).

Bows (again, crossbows are NOT allowed):
Arrows must be secured (proof required) in such a manner as to be unable to be removed from their container and be secured by Peacebonding, as with all weapons.

Any obvious appearing toy "side arms," such as disruptors, phasers, laser tag pistols/rifles, laser pointers, or any other item that can project/emit light or sound shall be peacebonded and remain in an appropriate holster at all times or held in an appropriate manner. Exemptions must be authorized by qualified Security personnel.

Special consideration will be granted by the

Convention Services Executive or a select designee by said Executive to Merchants or Dealers who display or show for the purpose of sale. Any weapons removed from the Dealers' Room will fall under the above guidelines.

No weapons are allowed in Maxi's Lounge, Seaport Lounge, or Coffee Garden Restaurant. This policy complies with hotel policy and local, state, and federal laws.

THERE WILL BE NO APPEAL TO ANY VIOLATION OF THESE RULES.

DRINKING

Norwescon encourages responsible consumption of alcohol by persons over 21. As such, Washington State laws concerning alcohol consumption can and will be enforced by police, hotel security, and convention security. Norwescon also requires all parties serving

alcohol to check ID.

PARTIES

Guest rooms in Wing 5b and suites will be available for social events. A “social event” is a reception or open house-type event held in a guest room in Wing 5b or a hotel suite. Food and beverages may be served in compliance with hotel, state, and local regulations. Maximum occupancy guidelines will be enforced. Service of alcohol must be in accordance with Washington State Liquor and Cannabis Board provisions. A special occasion license or banquet permit must be obtained and posted in the suite. Events that do not qualify for a special license or permit must not serve alcohol. Alcohol service times must be in accordance with state regulations. Complete Social event guidelines are posted on the Norwescon website.

SMOKING

Washington State law states that smoking is

prohibited within a presumptively reasonable minimum distance of 25 feet from entrances, exits, windows that open, and ventilation intakes that serve an enclosed area where smoking is prohibited, so as to ensure that tobacco smoke does not enter the area through entrances, exits, open windows, or other means. Smoking areas at the hotel are clearly marked.

ANIMALS

Only service animals are allowed in Norwescon convention space. Service animals will be issued convention identification at registration. Contact the hotel for their rules about animals in guest rooms and public hotel areas.

FLYERS

Flyers may be posted only on the paper or cloth covered kiosks provided by Norwescon. Check

at the Information Table for locations. Do not attach anything to walls, windows, or doors. The hotel and/or the convention staff will remove any flyers found in unauthorized places.

SLEEPING IN HALLS AND STAIRWAYS

One word on this subject:

Don't.

EVENTS

ART IN ACTION

Come see art in action! Art in Action is a very special area where you can interact directly with artists and makers while they work. See the process unfold and ask questions as several artists, working in multiple media, show how they do it. There will also be artists and makers hosting create-an-item events (many for a small fee). Come down and take a look! If you like what you see, original works may be available on a limited basis. Art in Action is located on the first floor of corridor two. The schedule of events will be posted on the wall and in the online Guidebook.

ART SHOW

BAG CHECK: For the safety and protection of the artwork, some personal items may need to be checked at the time of entry into the art show, at the bag check station. These items may include, but are not limited to: all bags, large coats or cloaks, and any large costume accessories that may cause safety concerns.

BIDDING: Your badge number is your bidding number. Write your name, badge number, and bid on the bid tag associated with the item. Remember that a written bid is a commitment to buy, and you will be held to that commitment. Under no circumstances may you withdraw your bid. So, please consider carefully before you place any bids. It is not fair to the artist or other potential bidders if you bid on a piece and then decide you do not want it.

DIRECT SALE: If you purchase a piece at the direct sale price, it belongs to you and will be marked SOLD. It must remain on display until Sunday morning. When a direct sale purchase is made, a receipt will be issued. You must present this receipt when picking up your art on Sunday.

AUCTION: Items with four written bids go to the Sunday Auction for voice bidding. This event is a combined Art Show and charity auction.

PRINT SHOP: Many of our artists bring prints of their work. Watch for a sign in an artist's display area advertising if they have prints for sale in the Print Shop. Print Shop items may be purchased at any time during the convention. Additionally, many of our music performers have their CDs available for sale in the Art Show Print Shop.

CLOSING CEREMONIES

The last event of the convention each year, closing ceremonies gives us a chance to say “good bye” and “thank you” to our Guests of Honor.

MASQUERADE

Each year the Norwescon Masquerade showcases the works of many of the best costumers in the Pacific Northwest and beyond. The Masquerade is held Saturday night in Grand Ballrooms 2 and 3 and is open to all Norwescon attendees.

If you are interested in participating in the Masquerade, there is still time. Pick up the Masquerade rules and entry form at the Norwescon information table and read them carefully. You must go to ONE of the two Masquerade panels listed in the Pocket Program, as this is where you will get all your questions answered and where you turn in your forms and music.

If you have never seen a masquerade, here are a few tidbits as to what to expect.

Entries are categorized by SKILL DIVISIONS. The divisions are based on the guidelines of the International Costumers Guild (costume.org). The divisions are:

RISING STAR is for any contestant 16 years of age or younger who is not part of an adult group. Rising Star costumes must be made by the entrant with no more than a minimum amount of supervisory help. An adult-made costume may not be entered in this category and should instead be entered in the appropriate skill division of the adult or in the children's masquerade.

NOVICE is for any contestant who has not previously won an award for a costume in any masquerade or who has won a maximum of two awards in the Novice division for different costumes at a world-class convention masquerade, such as Worldcon or Costume Con, or

at a regional convention masquerade, such as Norwescon or Westercon.

JOURNEYMAN is for any contestant who has won a maximum of three awards for different costumes in the Journeyman division at a world-class or regional convention masquerade.

MASTER is for any contestant who has won four or more awards for different costumes in the Journeyman or Master division or who has won one or more best in show awards at a regional or world-class convention masquerade. Professional costumers must enter the Master division.

JUDGING FOR THE MASQUERADE has two components: presentation and workmanship.

PRESENTATION JUDGING

Presentation judging evaluates the presentation as it is displayed on stage. It judges the

costume's appearance from the audience, how the contestant acts and moves, the effectiveness of the music and voiceovers, and more. The judges give awards that are divided by skill levels and excellence of performance within each skill level.

WORKMANSHIP JUDGING

Workmanship judging is optional. It takes place in the masquerade backstage area before the show begins. It allows the workmanship judges to consider exceptional accomplishment in crafting costumes, props, and accessories. Here, the exquisite attention to detail is recognized.

During the judging process, there is a halftime presentation. During the halftime, there will be an opportunity for taking photos, special announcements, and the announcement of next year's confirmed guests of honor,

after which the masquerade awards will be presented. You will miss a lot of great things of you leave early, so please stay until the end and applaud the winners.

The Norwescon Masquerade is not broadcast live over the Norwescon TV channels; a tape delay is used to increase broadcast quality.

ONIONS AND ROSES

Onions and Roses is a panel held immediately following closing ceremonies on Sunday. At this panel, the convention membership provides feedback both positive (roses) and negative (onions) to the Norwescon chair and convention services director.

OPENING CEREMONIES

Opening Ceremonies are held Thursday night of the convention. They are an excellent way to catch a first glimpse of our guests of honor and find out who is on the executive team this year.

PHILIP K. DICK AWARD CEREMONY

The Philip K. (PK) Dick Award is presented annually for distinguished science fiction published in paperback original form in the United States. The Philadelphia Science Fiction Society sponsors the award, and the Northwest Science Fiction Society and Norwescon sponsor the award ceremony. For more information on the award, see: <http://www.philipkdickaward.org>.

The first time the PK Dick Award was presented at Norwescon was at Norwescon 7 and went to William Gibson for *Neuromancer*. See your pocket program for the location and time of this year's ceremony.

SINGLE PATTERN CONTEST

The single pattern contest focuses on wearable art pieces created from a preselected pattern. Each year the contest coordinator selects a pattern, which often ties into the convention's

theme. The entrants then create their designs prior to the convention. Entrants show their creations at the Single Pattern Contest Fashion Show. In addition to the Judges' Awards, a Fan Favorite Award is given based on votes received from the audience.

If you would like information on entering future Single Pattern Contests watch the Norwescon website or register for the Norwescon Newsletter.

SUNDAY SPECIAL EVENT

Each year in Grand Ballroom Three, a different event is held for the fun and entertainment of our membership. The Sunday Special Event for Norwescon 39 will be "Artemis Spaceship Bridge Simulator." Come watch the crew of the TSN Artemis live on stage as they defend Terran space against Kralien, Skaran, Torgoth, and Arvonian invaders, while investigating the mysterious BioMechs that live in space!

SERVICES

NORWESCON PROVIDED

CLOAK ROOM

The Cloak Room is located in Wing 7, room 7101. See the Pocket Program or online Guidebook for hours of operation. This is a free service provided by the convention for the use of convention members. The Cloak Room is for temporary storage of parcels, coats, and bags and is not meant as a substitute hotel room or food locker. Please make other arrangements for inappropriate items. We reserve the right to refuse any article.

Norwescon is not responsible for items left in the Cloak Room. Use of the room is at your own risk. We suggest that before you place your items in the room, you make certain to understand the hours of operation. A 25¢ charge will be assessed for lost claim tags.

CONVENTION & SECURITY OFFICES

The nerve centers of the convention are the convention offices. The main Convention Office and the Convention Security Office are both located in Olympic 3. One of these offices will be open all hours of the day to help iron out any wrinkles you may encounter.

DAILY 'ZINE

Norwescon's official Daily 'Zine contains news of the day from around the con and last minute schedule changes. After 9:00 am, copies of the 'zine can be found in numerous locations throughout the convention.

GUIDEBOOK

In addition to the pocket program, Norwescon provides access to the information online via Guidebook. Guidebook is user-friendly on iPhones, Android phones, Blackberries, and any other devices that you might use. There

is a native app for iPhone and Android and a mobile web app for other devices. Access it via guidebook.com/getit.

INFORMATION TABLE

Information about the convention, the hotel, and the local area can be found at the Information Table, which is located in the convention lobby, across from Registration. This table is also where you pick up your convention bag and where you may recycle pocket programs. If you have questions after the Information Table closes, please go to the Convention Office or the Security Office in Olympic 3.

LOST AND FOUND

The Lost and Found is located in Olympic 3, Convention Security. If you lose something during the convention, check both the convention's Lost and Found and with the hotel. If it does not turn up right away, check back on

Sunday afternoon, as sometimes a lost item can take a little while to be discovered and filter in.

Unclaimed articles left in the Cloak Room after 4 p.m. on Sunday will either go into the hotel's lost and found or will go home with Norwescon's Lost and Found manager. Determination of which location items will be placed will depend on their nature - luggage and like items will be placed with the hotel's lost and found, and miscellaneous objects and small items with the Norwescon Lost and Found. Again, please check with both the convention and the hotel lost and found departments for items that you may have misplaced during the convention.

After the convention, inquiries about lost items can be made to info@norwescon.org or 100 Andover Park W Suite 150-165 Tukwila, WA 98188-2828. Inquiries should also be made with the hotel. Lost items will be kept until July 1 of the convention year. After that

date, any unclaimed items will be auctioned at the Volunteer Picnic, with the proceeds going to the Northwest Science Fiction Society (NWSFS).

PEACEBONDING

SEE RULES AND POLICIES: Weapons Policy

TEENS AND TEEN RUNNERS

Norwescon recognizes that the future of convention attendees and volunteering staff will come from the teens currently attending the convention with their parents. In an effort to give you, our younger members, the opportunity to gain firsthand experience and a behind-the-scenes look into the world of conventions, Norwescon implemented the "Teen Runner" program. If you are between the ages of 13 and 17 and are looking for things to do at the con-

vention, stop by Volunteers and try your hand in helping out as a Runner. There are jobs in many areas, such as Registration, Technical Services, Office Service, Volunteers, Masquerade, and Dispatch, which are suitable for teenagers and are vital to the convention.

VOODOO MESSAGE BOARD

Have you ever wanted to know if your friends have arrived at the con? Have you ever wanted to leave a message for somebody but didn't know if they are staying in a room?

Norwescon offers members a way to leave messages for each other by means of a Voodoo Message Board. The board is located by the restrooms near Registration and will have a list of all pre-registered convention members who have given permission for Norwescon to publish their name. When you arrive at the convention, please place a check mark next to your name or add your name to the list in alphabeti-

cal order. This will let others know that you are on-site and will be checking for messages.

VOLUNTEERING

Norwescon runs on volunteers, and without them no convention would be possible. As such, everyone is encouraged to volunteer at the convention for a few hours. There are many things that you can volunteer for that allow for attendance at certain events. As a 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, 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 or the Volunteer Office and sign up for a shift (or two, or three, or four, or five).

The Volunteer Office does not provide babysitting. Minors may volunteer with per-

mission of their parent/guardian/designee but should not be dropped off at the office without a specific purpose. In the event that child care is needed, the DoubleTree by Hilton Seattle Airport has a relationship with Best Sitters, Inc.; for more information on Best Sitters, call them at (206) 682-2556.

HOTEL PROVIDED

HOTEL SHUTTLE

The hotel shuttle can transport you to SeaTac International Airport, the light rail station, and the Hilton. Check with the Concierge for availability, departure, and return times.

POOL AND HOT TUB

The pool and hot tub are open to hotel guests 24 hours a day and can be accessed with a hotel room key. The pool and hot tub will be closed for scheduled cleaning and maintenance during part of the day. Please read the pool and hot

tub rules posted in that area. The rules must be obeyed if we want to keep this area open for the weekend.

INTERNET ACCESS

High speed internet (DSL) access is available in all guest rooms during Norwescon for a fee. Please call the hotel front desk for access.

PARKING

The Hotel has a monitored parking system. There are four entry gates into the hotel parking lot. Tickets are dispensed at each gate, and payment is made as you leave or in one of the marked kiosks in the hotel lobby. Off-site parking is also available nearby.

HOTEL PARKING RATES

- The first car registered to each hotel room is free.

- Any additional cars registered to the same hotel room are charged \$8 per day and receive in/out privileges.
- Attendees who drive to the convention but do not stay at the hotel will be charged \$8 per day with NO in/out privileges.
- Motorcycles are charged the same convention rate of \$8 per 24-hour day. No special motorcycle parking spaces are available, and a standard parking space must be used.
- If you are pulling a trailer and use more than one space, the parking fee will be based on the number of parking stalls used.
- Handicapped parking stalls are charged the same convention rate of \$8.00 per day.

Parking is always limited at Norwescon. Do not park in fire lanes. Do not park in spaces marked for those with disabilities unless you have a valid handicap permit. Please only park in marked parking spaces. Vehicles parked in unauthorized areas (including those set aside for reserved parking spaces) will be towed. Please park legally and walk the distance rather than parking in unauthorized areas. Many parking lots are available in the area, and some provide transport to and from the airport and hotel.

DOUBLETREE RESTAURANTS & BARS
 New Thunderbird Market, open from 5 a.m. to 11 p.m.

Now offering an expanded menu with breakfast pastries from Alki Bakery and Macrina Bakery in Seattle, house breakfast sandwiches and wraps, cereals, oatmeal, Greek yogurt, fruit, Beecher's cheese, American salami,

Seattle Chocolate truffles, and a wide array of dry snacks, chips, and munchies for your eating pleasure. For lunch and dinner, we are proud to serve locally made samosas, gluten-free cupcakes from Bellevue, house-made individual pizzas, a variety of fresh sandwiches, blackened salmon salad, macaroni and cheese, and a fantastic selection of desserts...but wait, there's more! Featuring a fabulous selection of 22 oz. Northwest micro brews and craft sodas as well as a great little selection of Northwest wines in small format. You have to try the blanc de blanc from Treveri in Walla Walla. Celebrate in style! Last but not least, be sure to stop by and grab a Chewbacca dog 2.0. Last year's was a hit. Come and check out what the chefs have created for your taste buds this year.

Introducing the Fishbowl Grill! So Long and Thanks for All the Fish!

Our chefs will be serving up burgers, veggie burgers, and Chewbacca dogs for lunch

from 11 a.m. until we slow down on our new Evo grills. Also featuring great Northwest microbrews to keep your thirst quenched and provide you just the right attitude to enjoy the show!

Lunch in the Coffee Garden

The Coffee Garden will be open for lunch each day from 11 a.m. to 4:30 p.m. and will offer the same fabulous menu that the chefs have created for Seaports. Chowder, nachos, chicken tenders, salads, sandwiches, and even buffalo! That's right I said it...American bison is on the menu this year. It's fabulous and leaner than beef (if you're into that sort of thing...).

Seaports Open from 11 a.m. to 1 a.m. (ish), depending on how thirsty you all are!

Come and partake in a Pan Galactic Gargle Blaster experience, great micro brews on tap, and our fabulous new wine list. Seaports will

feature draft specials all weekend long, as well as all of your Northwest and comfort food favorites.

Room Service

Room service is available daily from 6 a.m. to midnight. Dial 22 on your hotel room phone to access this hotel service.

New Allergy Procedures

We take food allergies very seriously. So seriously that we created an SOP (Standard Operating Procedure) for handling these very special orders (yes, I have to write SOPs). Each allergy order is handled with care as a hand-written ticket is created by the server, delivered to the chef, and accompanies the dish throughout the execution and delivery of the meal. Ask for a red ticket for your meal. You can rest assured that our team will pay very close attention to handling and expediting each and every allergy-

sensitive order.

WHAT'S IN THE LOCAL AREA RESTAURANTS

13 Coins - 18000 International Blvd. (206-243-9500). Five minute walk north of the hotel. Serving up hearty fare 24 hours a day, 365 days a year.

Denny's - 18623 International Blvd. (206-248-1558). Across the road from the convention hotel. Open 24 hours.

Dave's Diner and Brew - 2825 S 188th St. (206-277-7196). Two minute walk. Classic diner food. Diner open 6 a.m. - 10 p.m.; Lounge open until midnight.

Jack-In-The-Box - 2840 South 188th (206-244-6293). Across International Blvd. from the convention hotel. Open 24 hours.

L&L Hawaiian Barbecue - 18613 International Blvd., Bldg. B-3 (206-432-9646). Across International Blvd. from the convention hotel. The name says it all: Hawaiian style BBQ and other Hawaiian staples. Monday - Saturday 9 a.m. - 11 p.m.; Sunday 10 a.m. - 9 p.m.

Mango Thai Cuisine & Bar - 18613 International Blvd (206-243-1888). Across International Blvd. from the convention hotel. Casual, contemporary eatery offering a varied menu of classic Thai dishes and handcrafted cocktails. Monday - Friday 11 a.m. - 10 p.m.; Saturday - Sunday 12 p.m. - 10 p.m.

Masae's Teriyaki - 19021 International Blvd. (206-241-6231). South on International Blvd. from the convention hotel, just past the Days Inn. Japanese food. Thursday - Saturday 11 a.m. - 9 p.m. Closed Sunday.

Sharp's Roaster & Ale House - 18427 International Blvd. (206-241-5744). Across from the convention hotel. Features rotisserie chicken, baby back ribs, smoked meats, and American food. Dining room open until 10 p.m. The Bent Prop Pub is open until 1 a.m. on Friday and Saturday.

Subway - 18613 International Blvd. (206-436-8570). In the WallyPark across from the convention hotel. Sandwiches and salads. Thursday - Saturday 8 a.m. - 12 a.m.; Sunday 9 a.m. - 12 a.m.

Taco Bell - 18812 International Blvd. (206-243-8171). Across 188th St. from the convention hotel. Thursday 7 a.m. - 1 a.m.; Friday - Saturday 7 a.m. - 2 a.m.; Sunday 7 a.m. - 1 a.m.

CONVENIENCE STORES

7-Eleven - 20008 Pacific Hwy S. (206-824-3984). South on International Blvd. from the convention hotel, just past the Day's Inn.

7-Eleven - 3120 S 176th St (206-242-4559). North on International Blvd. from the convention hotel and right on 176th St. Near the Hilton.

7-Elven - 19023 International Blvd. (206-243-8854). South on International Blvd. from the convention hotel.

GROCERY STORES

Costco - 400 Costco Drive #150 (206-575-9191). Fifteen minute drive east of the convention hotel. Open Monday - Friday 8:00 a.m. - 8:30 p.m.; Saturday 9:30 a.m. - 6:00 p.m.; Sunday 10:00 a.m. - 6:00 p.m. Costco membership required.

Safeway - 4011 S. 164th St. (206-244-2567). Includes a deli, bakery, pharmacy, Starbucks, video, and liquor departments. Open 24 Hours.

BANKS AND ATMS

There is an ATM in the hotel lobby. There is a Chase Bank at the north end of the parking lot; it is a full-service bank with an ATM. The Safeway listed above has a Wells Fargo bank and ATM.

TIPS FOR MAKING YOUR CONVENTION EXPERIENCE THE BEST

- Attach your badge to the outside of your outfit. This act saves you from having to fish it out when asked by door guards or convention security.
- Remember to carry your identification (driver's licenses, state identification, etc.) with you at all times. Identification is required.

at the hotel bars and room parties. Also, remember to bring money or your credit card; you never know when you will see something you want in the Dealers' Room or the Art Show.

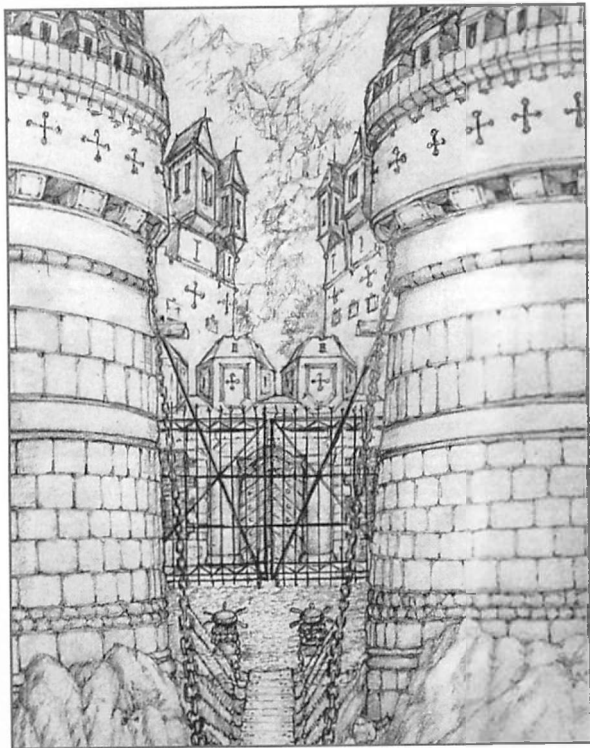
- Note: You may be asked to provide your identification for entry into events and panels labeled "A" for adult or 18+ with ID. Without your ID, you may be refused entry.

- Floor 14 is limited to members 21+ with photo ID from 8:00 p.m. – 3 a.m. on Friday and Saturday; carry your ID, or you might have to make the elevator journey twice.

- Carry the Pocket Program with you so that you know what's happening and where to find it. Highlight the panels you want to attend so that you do not miss them.

- Check out the online schedule and calendar; sync the appropriate one with your smart phone.

- Pick up a Daily 'Zine every morning to learn of any changes to the daily schedule.
- Check out the Voodoo Message Board daily to see if you have messages.
- Stop by Hospitality to see whom you know and whom you want to know.
- Smile and say "Hi" to the people around you! You never know who is standing next to you. They may be the next big author or artist. Then you can say, "I knew them when..."
- Volunteer. It's a great way to get to know people.



Norwescon 39
Pocket Program
Planning &
Membership
Guide