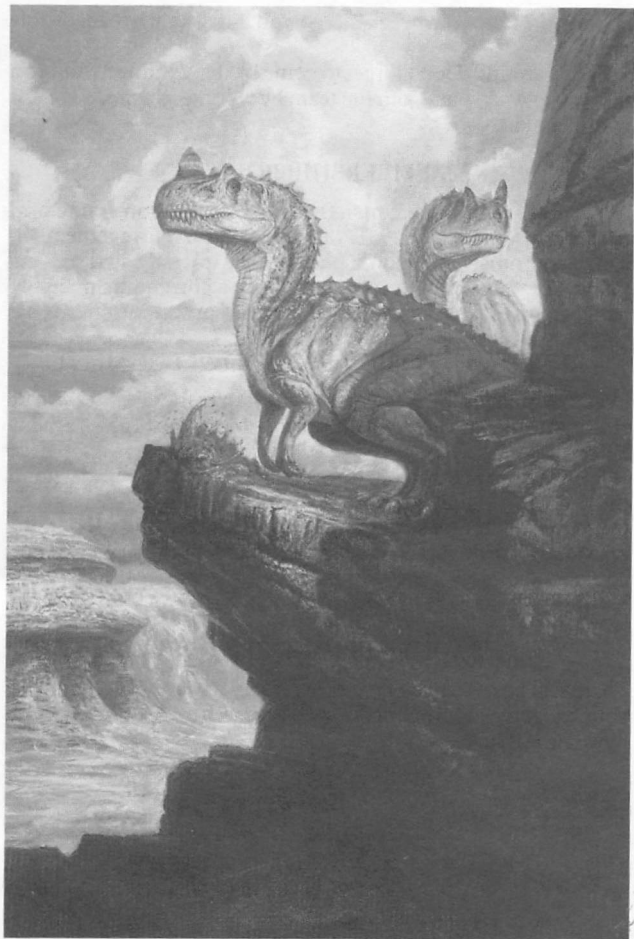


The Northwest Science Fiction Society proudly presents

NORWESCON 24

April 12-15, 2001

Annual Northwest Science Fiction and Fantasy Convention



Ceratosaurs © 2001 by Bob Eggleton.

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 24! 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 on the way to wing 7 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 are those that are on these pages. These rules are also posted in the convention lobby. The complete policy manual governing Norwescon operations is available in the convention office during office hours.

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.



RETURNED CHECK FEE

All checks returned to Norwescon due to lack of funds, closed account, or any other reason will be charged a collection bureau 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. 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 by hotel security and/or our Site Services department. Falling down drunk or being perceived as a menace may lead to your Norwescon membership being revoked for this year and being asked to leave the convention. 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 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. The host or hostess must be 21 or older.
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.

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.

POSTING OF FLYERS

Flyers may be posted only on the paper or cloth covered kiosks that we have provided. Check at the Information Table for locations. Please give a copy to the person at the Information Table for the flyer binder. Do not attach anything to walls, windows, or doors. Any flyers in unauthorized places will be removed by the hotel and/or the convention.

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 or through the Norwescon website at www.norwescon.org, or ada@norwescon.org.

OFFICES

The nerve center of the convention are the Convention Offices in wing 7. The main Con Office is located in room 7106, Convention Security is in room 7108, and the Volunteer Office/Lounge is in Olympic 4. You can find one of these 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

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 near wing 7 or Olympic 4 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 is 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 leave a copy of your flyer at the Information Table for their use. If you have any questions after the Information Table closes you can go to the Convention Office in room 7106.

The Information Table maintains 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 volunteer at the table or Olympic 4.

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.

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 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, 2001. 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 offers 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 are provided next to the member's name. Everyone is encouraged to check for messages often.

FANZINE LIBRARY

The Fanzine Library is in its own programming space. 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.

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 "Becky Fallis Memorial Blood Drive." They are located in Cascade 13 and will be here *Friday only*. They will take blood between 10am and 4pm.

Again this year, we are collecting for Northwest Harvest in the name of Marion Zimmer Bradley. 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. Unattended children found in public areas of the hotel at any time of the day will be taken to KidKon or Security and 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

and the child is not lost. It is illegal to leave children alone in hotel rooms and cars. We recommend that you arrange for proper child care at home or bring an alternate caregiver if you must bring your child. 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. 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 or Olympic 4. Teen volunteers are vital in helping to keep our convention running! Please come and help.

CURFEW LAW

There is a curfew in effect for the SeaTac area. From 11pm to 5am on Sunday-Thursday and midnight to 5am on Friday and Saturday, no one under the age of 18 may be in any public place unless they are in the presence of a parent or guardian over the age of 18. Although the hotel is considered private property, we ask that our members respect the local curfew for their underage children. Once you leave the hotel grounds, the local curfew law is in effect. Please keep this in mind.

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.

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 min-

utes 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.

KidKon Rates

We charge \$2.50 per hour, per child. We welcome parent volunteers at any time. If a parent volunteers to work in KidKon, your child can attend KidKon for free while you are there and you will get a \$1 discount off the fee per child, per hour for the rest of the convention.

Any parent who is volunteering elsewhere in the convention while their child is registered will receive a \$.50 discount per child, per hour for the time volunteered. Bring your volunteer card to get your discount.

KidKon 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	noon-4pm and 7pm-11pm
Saturday	noon-4pm and 9pm-11pm
Sunday	noon-4pm

QUIET ROOM AT KIDKON

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

RESTAURANTS

The hotel has two 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.

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 (Friday and Saturday evenings) 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 and Seaports Dining Room.

HOTEL PARKING

The DoubleTree 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. 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 valet 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.

Thursday Morning & Afternoon

April 12

Room	9	10	11	Noon	1	2	3	4	5
Grand Ballroom 2									
Grand Ballroom 3									
Cascade 3									Web Graphics and You v
Cascade 4								Fanzine Library	
Cascade 5									Sci-Fi Pictionary (until 7pm)
Cascade 6									
Cascade 7 & 8							Galaxy Quest II v	Celebrating Space v	Improbable Improv (until 7pm) v
Cascade 9 & 10							Open Gaming		
Cascade 11 & 12									
Cascade 13									Chainmail Workshop (until 7pm)
Evergreen 1									
Evergreen 2							Bruce Taylor - Hypnotism		
Evergreen 3									
Evergreen 4									
Olympic 1									A Reading: Marley B Reading: Scholes
Olympic 2									What was I thinking?
Olympic 3									
Art Show									
Dealers									
KidKon									

A larger copy of this schedule can be obtained at the Con Office, room 7106.

Program descriptions are listed chronologically 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.

Thursday Night

April 12

Room	6	7	8	9	10	11	Midnight	1	2-5	6
Grand Ballroom 2	Live! It's Dragon Dronett! ▼	Norwescon 24 Opening Ceremonies ▼								
Grand Ballroom 3						Kim Poua's World Music Dance Party				
Cascade 3	How to Get Published in Star Wars Gamer or Insider ▼		Creating a Horror Scenario in One Hour ▼	Intellectual Property in the Information Age ▼	ISS 101: Imperial Starbase Society					
Cascade 4	Fanzine Library		Fanzine Library		Fanzine Library					
Cascade 5	Sci-Fi Pictionary (from 5pm)			Open Circle		Open Circle				
Cascade 6										
Cascade 7 & 8	Improbable Improv (from 5pm) ▼		Art into Costume ▼	Smut as Entertainment ▼	Alien Sex ▼		Midnight Horror Readings ▼			
Cascade 9 & 10	Gaming			Gaming			Gaming			
Cascade 11 & 12	Hospitality		Rocket Man in Hospitality		Rocket Man in Hospitality					
Cascade 13	Chainmail Workshop (from 5pm)		Clay-O-Rama							
Evergreen 1			Sex at SF Cons		Sexy Fashions for the Luvy-Sized ▼					
Evergreen 2			Camarilla Gaming		Camarilla Gaming					
Evergreen 3										
Evergreen 4				Drum Circle		Drum Circle				
Olympic 1	A Reading: Dembo B Reading: Johnson		A Reading: Lahti B Reading: Kephart	Project Management for Costumers	Maudy Thursday Church Service					
Olympic 2			Dreams and the Creative Process	The E Book Revolution						
Olympic 3			Within the Mind's Eye: Exploring Inspiration	Friends of Bill W.	Designing a Writer's Track for a Con					
Art Show										
Dealers										
KidKon		Story and Drawing Contest	Twister Journey	Fairy Tales	Dance					

▼ = This panel will be videotaped for broadcast on public access.

Friday Morning & Afternoon

April 13

Room	9	10	11	Noon	1	2	3	4	5
Grand Ballroom 2	Tai Chi	Movie Preview		Bill and Dragon's Secret World Show		Really Bad Space Travels		Kosovo: What I did During My Summer Vacation	
Grand Ballroom 3					Dark Knight Productions				Rapier Tournament (until 7pm)
Cascade 3	Ask the Net - Searching Online	Real Books from Real Trees for Real People	Computers and Technology versus the Artist		Trif Cards -Janine Young		Cross-Pollination	Video and Computer Games From Yesterday till Tomorrow	Computers, the Internet, and Big Broth:
Cascade 4	No-Sew Costuming	COM to BOMB	Judging Exposé	How to Get Published in Dragon & Dungeon Mags	ESP Drawings		Fanzine Library		
Cascade 5	Victorian Busses	Armor 101	Armor 102	Hercules to Agincourt	Interview: Anne Grael	Interview: Charles N. Brown	Alien Blueprints	Dragon Magazine Playlist (until 8pm)	
Cascade 6	The World is Your Oyster!	Women and Comics	Mythical Creatures	Electronic Writers Resources	Lucretia Workshop	Getting the Idea	Computer Prints: Digital Publishing	Satanism: The Urban Legend	
Cascade 7 & 8	Space Travel—a Historical Perspective	Costuming for Your Psyche	Life on Mars: Yes or No?	Blasting Off: Part I	Blasting Off: Part II	Costuming the Rapier Fighter	Rapier 101	Space Venture Capitalism	
Cascade 9 & 10	Gaming			Gaming			Gaming		
Cascade 11 & 12	Hospitality			Wonder Dogs			Wonder Dogs		
Cascade 13	Betsy Falls Memorial Blood Drive			Betsy Falls Memorial Blood Drive			Betsy Falls Memorial Blood Drive		
Evergreen 1		The Creature Factory	British Media	Feng Shui Poetry		Camarilla (until 6:30pm)			
Evergreen 2	Celtic Knots	Photography as SF/Art	Europa - Life Under the Ice	Adam Budner Side Show	Mother Nature	Medic Please	Mars Needs Women	Bringing a Sense of Wonder to SF-Fantasy	
Evergreen 3	Mars: Who's Going?	Decoding the Ribosome	Choose Your Weapon		Armor & Other Protective Clothing	Space: The Unexpected Frontier	Shared World	Fern Paradox	
Evergreen 4	Let's Make a Movie Part 1		Call of the Wild: Animals in Fantasy	Science in the Public Schools	Speculative Fiction	Live Armored Models			Trivia Game
Olympic 1	A Reading: Taylor B. Reading: Viole	A Reading: Young B. Reading: Bohnhoff	A Reading: Hopp B. Reading: Cox	A Reading: Wukovch B. Reading: Dalmis	A Reading: Neason B. Reading: Glass	A Reading: Lucier B. Reading: Russo	A Reading: Westefeld B. Reading: Coney	A Reading: Smith B. Reading: S. Mitchell	
Olympic 2	Costumer's Coffee Clatch	Asperger 101	On-line Gaming and Multiplayer worlds	Folk Songs for Non Filkers	MEDIA Review & Renaissance Music	Music Workshop		Presentation Workshop	
Olympic 3	Writer's Coffee Clatch	Plot/Content: Where Do We Go from Here: 17	Small Press/Publishing Print on Demand	Agents: Where When & How	Why How to Write and Where to Sell Short Fiction	Viewpoint, Pacing and Scenes: Critical Writer Tools	Hey, There's SF in My Mystery Romance	Publicity for New Writers and the Bookstore Dance	How to Wreck a Writing Career
Art Show									
KidKon				Story and Drawing Contest		Finger Puppets			

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Friday Night

April 13

Room	6	7	8	9	10	11	Midnight	1	2-5	6
Grand Ballroom 2		Philip K. Dick Award Reception								
Grand Ballroom 3	Raper Tournament (from 5pm)					Stardance				
Cascade 3	So You Think You're a Web designer?	Robotics 2000 Student Competition	RPGA's Living Campaigns	Role Playing 102: Running the Game	Money Making on Shareware	Big Problems in Small Places				
Cascade 4	Fanzine Library			Fanzine Library			Fanzine Library			
Cascade 5	Dragon Magazine Playtest: The Seventh Arm (from 5pm)		Nature vs Nurture		Lava Tubes as Habitats	Midnight Horror Readings				
Cascade 6	Serial Killer Chic	All Shook Up!	Warfare Tactics	If it isn't Scottish, It's Crap	The Artemis Project, NSS, and Mars Society Meeting					
Cascade 7 & 8	Gravity Wells or Roll Your Own	Space: Independents vs. Nationals		Defining Imaginative Cultures Sexual Mores	Leather & Lace: Defining All Relationships	Good, Hot Science Fiction and Fantasy	Making Your Own Adj/1 Video			
Cascade 9 & 10	Gaming			Gaming			Gaming			
Cascade 11 & 12	Wonder Dance		Hospitality		Hospitality		Hospitality			
Cascade 13	Airbrush Demo		Rose Bead Workshop	Cian Burnout - Court		Gaming Tournament (until 8am)				
Evergreen 1		Drag 101: Male to Female or Female to Male		Constructing a Buster	Buster Fashion Show & Panel		The Rocky Horror Picture Show (until 2am)			
Evergreen 2	Reading for the Future	Why Mars?								
Evergreen 3	Siege Warfare in Literature SFF		Fik Concerts and Fik Circle				Fik Concerts and Fik Circle			
Evergreen 4	Collecting									
Olympic 1	A Reading: Gregory B Reading: Borett	A Reading: Coleman B Reading: Watts	Masquerade Meeting	Friends of Bil W.	Readings James Rollins	Life Drawing for Grown Ups: Fetish Fashion Drawing				
Olympic 2	Finding your Power Animal		Lost Exotic Cultures	Camarilla Live Action Role Playing		Camarilla Live Action Role Playing				
Olympic 3	Getting the Most out of a Writers Group	Forging Fiction: With Heat and Hammers and Sweat	Violence Against Gays							
Art Show										
Dealers										
KidKon			Starshow		Dance					

v = This panel will be videotaped for broadcast on public access.

Saturday Morning & Afternoon

April 14

Room	9	10	11	Noon	1	2	3	4	5
Grand Ballroom 2				Dragon Dronet: The Riddle of Steel					
Grand Ballroom 3	Tai Chi	Masquerade Meeting							
Cascade 3		Games that Suck VI	Electronic Publishing	RPGA's Living Champions	ET Phone Home Set @ Home and Distributed Technologies	Dungeon Magazine Playtest: The Seventh Arm			Virtual Reality—How Real Does it Get?
Cascade 4		New Net Technologies	Clone Thy Neighbor	Lessons from the Instruction Manual	How to Build a Kingdom	Super-Heroes	World Horror Con: What's It All About?	Fanzine Library	
Cascade 5		Poetic Forms of the Past and Future	Storytelling: The Mother of All Art	Intro to Hall Costumes	Time Traveling Lasers	Naval Tactics 1100-1500	Military History & Tradition of Feudal Japan	Young Science	Collecting Modern Horror w/ John Pean
Cascade 6		The Well Dressed Wizard	My Steership Crew is Naked II	Clothing the Beast	Siege Weaponry	Hold the Rice!	Women and Vampires	Breaking In (Getting Your Art Published)	Cartoonist Jam
Cascade 7 & 8		Future of Medicine	Force of Magic	Interview: Goliath Connie Willis	Interview: James P. Hogan	Mesozoic Today	World Building		Behind the Scenes at Mission Control
Cascade 9 & 10	Gaming			Gaming		Gaming		Gaming	
Cascade 11 & 12	Rustycorn Breakfast Social			Wonder Dogs		Wonder Dogs		Hospitality	
Cascade 13	Fantasy Origins Workshop			Developing Cover Art from a Story Workshop		Water Color Workshop		Customizing Action Figures and Toys	
Evergreen 1	Art Goliath Slideshow			Dr. Forward: Slide Show		Science Debate: Is Human Genetic Alteration a Good Idea?			Nowcon Honors (until 7pm)
Evergreen 2									
Evergreen 3	Manial Arts	Autograph Session I	Autograph Session II	Celtic Dance Workshop		Middle Eastern Dance Workshop			Elan Court (until 7pm)
Evergreen 4									
Olympic 1	Collecting Art	A Reading: Delamarcha B Reading: Radford	Electronic Fandom	A Reading: Matthews B Reading: Shannon	A Reading: Rand B Reading: Moscoe	Current Advances in 3D technology	Reading: Steven Barnes	Infectious Diseases and other Military Disasters	
Olympic 2	Let's Make a Movie II			Exotic Settings	Middle Eastern Costuming	Costuming of India	Costuming on the Internet	The Thing That Wouldn't Leave: Influence of Lovecraft	Writing Parodies
Olympic 3	The Basic Sales 101 Course: Markets, Manuscripts		Characters: Who Do We Go With From Page 1?	What Happens to My Darling Manuscript After I Sell It?	Art of the Pitch: Pitch and Sell to Publishers & Agents	Revision: How Do I Make It Better the Second Time?	3 Chapters & an Outline, or Treatment, or Whatever	Marketing Strategy Professional Writer	Research: Where to Do It, When to Do It, When to Stop
Art Show									
KidKon						Mad Hatter Tea-Party			

A larger copy of this schedule can be obtained at the Con Office, room 7106.

Saturday Night

April 14

Room	6	7	8	9	10	11	Midnight	1	2-5	6
Grand Ballroom 2		Masquerade				MasterMix Cafe and Radio Show Dance Club				
Grand Ballroom 3		Masquerade				MasterMix Cafe and Radio Show Dance Club				
Cascade 3	Linux, Open Source, and the Future of Software	E-Voting — Binary Ballots?	How Fast is Your chip?	Where Have All the Monsters Gone?						
Cascade 4	Fanzine Library			Fanzine Library			Fanzine Library			
Cascade 5	Reptiles as Pets	Serendipity in Art	Filk: Open Circle			Filk: Open Circle		Filk: Open Circle (until 5am)		
Cascade 6	NASA in the Bush Era	Free Will of Characters	Filk: Open Circle			Filk: Open Circle		Filk: Open Circle (until 5am)		
Cascade 7 & 8	Alternative History	Extra-Solar Planets	Sexual Rights in the U.S.	Sexual Nature vs. Nature	Living Poly—How & Why	Pain & Dominance Play—A Primer				
Cascade 9 & 10	Gaming			Gaming			Gaming			
Cascade 11 & 12		Hospitality			Klingon Karaoke		Klingon Karaoke			
Cascade 13	Post-Apocalyptic Basket Weaving	Post-Apocalyptic Basket Weaving	Polymer Clay Modeling							
Evergreen 1	Norwescon Honors (from 5pm)		Laser Tag				Laser Tag			
Evergreen 2			Laser Tag				Laser Tag			
Evergreen 3	Elan Court (from 5pm)	Camarilla			Camarilla		Drum Circle (until 5am)			
Evergreen 4		Camarilla			Camarilla		Drum Circle (until 5am)			
Olympic 1	Horses in Literature	Readings: Pugmire and Hensley	A Reading: McCarty B Reading: Clemens	Friends of Bill W.		Easter Vigil				
Olympic 2	The Role of Modern Bards		Gaming Tournament			Gaming Tournament		Gaming Tournament (until 8am)		
Olympic 3	Ten Great Ways to Sabotage Your Writing	Getting That Novel Finished	Telephones: Live!			Midnight Horror Readings				
Art Show										
Dealers										
KidKon					Dance	D&D III Gaming for Teens				

v = This panel will be videotaped for broadcast on public access.

Sunday Morning & Afternoon

April 15

Room	9	10	11	Noon	1	2	3	4	5
Grand Ballroom 2	Tai Chi			Art Auction			Art Auction		Onions & Roses
Grand Ballroom 3				SCA Faire		SCA Faire	SCA Faire		
Cascade 3			ASFA	Masquerade Onions/Roses	SFFWA Meeting	Camarilla Garlic & Mirrors			
Cascade 4		Richard's Panel	2001 in 2001	Beyond Lalex: Aliens That Are Really Alien	Dolls of Wonder	Alternatives to Christianity			
Cascade 5		Asperger 202	Stop Motion Animation 101	Our Favorite Con	How Being a Published Writer will Change Your Life... Act!	Imperial Starbase Society Role Play Wrap Up			
Cascade 6			Costuming and Anime	Headpieces	Embellishments	Lighted	Clothing of Classic Antiquity		
Cascade 7 & 8		Aliens Among Us	Virii and Worms and Traars On My!	Leaving Home (Part 1)	Leaving Home (Part 2)	Dodging in Space: It's Harder Than it Looks	Woooo Science		
Cascade 9 & 10	Gaming			Gaming			Gaming		
Cascade 11 & 12	Bunny Trails		Hospitality	Left to Wonder		Better Left to Wonder			
Cascade 13	Shrink Art Plastic			Ribbon Dragons					
Evergreen 1	Anime			Anime	Fan Acts at the Bijou	Movie Previews			
Evergreen 2									
Evergreen 3	Improv Theater	Bob Eggleton	Road Less Traveled	E-Publishing	Interview: Dragon Dronet	Breakthrough Physics			
Evergreen 4	RPGA Gaming Tournament			RPGA Gaming Tournament			RPGA Gaming Tournament		
Olympic 1	Order of St. Chros		A Reading: Elman B Reading: White	A Reading: Bude B Reading: V Mitchell	A Reading: Wrench B Reading: Wils				
Olympic 2			NWC: The Poem	Storytelling	Harmony Workshop	L'stening for the Big Bang	Sakuracon		
Olympic 3	I Just Sold My First Story Novel! Whooeee!		Generating Story Ideas	Can't Someone Just Teach Me All This Writing Stuff?		Con League	SWOC Meeting		
Art Show									
Dealers									
KidKon				Scavenger Hunt		Story and Drawing Contest	Hall Races (2:30-4PM)		

A larger copy of this schedule can be obtained at the Con Office, room 7106.

Program descriptions listed chronologically 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 15

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

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ART SHOW

Grand Ballroom 1

Friday	9am-6:30pm	(Printshop opens, written bidding on art with white tags, art with pink tags available for direct sale)
Saturday	10:30am-6:30pm	
Sunday	9-11am Noon-3pm Noon-4pm	(Open for written bidding) (Art Auction in Grand 2) (Pick up/purchase successful written bids, direct sales and print shop items. After 3pm—
post auction		sales of eligible art)

DEALERS

Northwest Ballrooms 1, 2, & 3

Thursday	6-9pm
Friday	Noon-9pm
Saturday	10am-6:30pm
Sunday	10am-5pm

REGISTRATION

Convention Lobby

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

VOLUNTEER ROOM

Olympic 4

Thursday	1pm-8pm
Friday and Saturday	8am-8pm
Sunday	8am-5pm

VOLUNTEER TABLE

Convention Lobby

Thursday	2pm-5pm
Friday - Sunday	9am-5pm

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

HOSPITALITY

Cascade 11 & 12

Thursday	6pm-1am
Friday	9am-4pm, 6pm-1am
Saturday	9am-5pm, 7pm-1am
Sunday	9am-4pm, 7-9pm

KIDKON

Rooms 7218, 7219 & 7220

Thursday	7-11pm
Friday	Noon-4pm, 7-11pm
Saturday	Noon-4pm, 9-11pm
Sunday	Noon-4pm

QUIET ROOM

Room 7217

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

GAMING

Cascade 9 & 10

Thursday	2pm-6am
Friday and Saturday	9am-6am
Sunday	9am-5pm

Newcomers and gamers of all skill levels are welcome.

BLOOD DRIVE

Cascade 13

Friday	10am-4pm
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MASQUERADE

Come one, come all to the marvelous, the stupendous, the mind-bending world of Cirque de Norwescon, also known as The Norwescon 24 Masquerade. Come and either just experience the sense of wonder created by our fantastic contestants or help to create the sense of wonder by competing in the Masquerade.

For those who wish to join the Cirque de Norwescon, there will be a special award given to the entrant(s) who best illustrates the theme *A Sense of Wonder* in performance and workmanship in the opinion of the judges. There are many opportunities for all under the big top to win and division levels to make it more equitable for all.

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 encouraged. 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:

1. No purchased, rented, or commercial costumes. Credit must be given for all makeup and costume construction.

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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 Friday meeting (8pm in Olympic 1) or the Saturday meeting (10am in Grand 3). 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 people interested in competing under the bright lights in the Cirque De Norwescon, aka the Norwescon 24 Masquerade must attend one of the mandatory meetings. The entry forms are

due by 11:30am on Saturday. Beings entering the Masquerade must attend a Tech Meeting at 12pm 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.

NOTES

NORWESCON 24 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. Listed ratings are not necessarily the actual ratings of the movies but are provided as a guideline.

Channel A
Science Fiction & Fantasy Channel

Channel B
Space Channel

TIME	CHANNEL	TITLE	RATING
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THURSDAY AFTERNOON

4:00 pm	A	Close Encounters of the Third Kind: Special Edition	PG
4:00 pm	B	The Abyss: Special Edition	PG-13

THURSDAY EVENING

6:11 pm	A	Star Trek II: The Wrath of Khan	PG
7:33 pm	B	Galaxy Quest	PG
8:05 pm	A	The Six Sense	PG-13
9:15 pm	B	Galaxy Quest: On Location In Space	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	NR

EARLY FRIDAY

12:00 am	A	Dark City	R
12:00 am	B	Apollo 13: Lost Moon	NR
1:00 am	B	Zombies From Outer Space	PG
1:50 am	A	Star Trek VI: The Undiscovered Country	PG
2:32 am	B	Robots	PG
3:44 am	A	Stargate	PG-13
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-13
8:00 am	A	Chicken Run	PG
8:00 am	B	Iron Giant	PG
9:30 am	A	Muppet Babies—Star Trek	G
9:30 am	B	The Witches	PG
10:00 am	A	Monty Python's Flying Circus	PG
10:30 am	A	Brainstorm	PG
11:05 am	B	Masquerade 23—Star Dance Intro	PG

FRIDAY AFTERNOON

12:16 pm	A	The Adventures of Buckaroo Bonzai	PG
1:07 pm	B	Pokemon 2000	G
1:59 pm	A	Ladyhawke	PG-13
2:37 pm	B	Metropolis	PG
2:37 pm	B	The Little Vampire	PG
4:00 pm	A	Area 51—Allens Invade Hollywood	PG
4:00 pm	B	Transformers—Car Robots	PG
5:35 pm	A	Forbidden Planet	PG

FRIDAY EVENING

6:00 pm	B	Gundam 0080	PG-13
7:20 pm	A	Wild, Wild West (1999)	PG-13
9:00 pm	B	Witches School	PG-13
9:41 pm	A	The Matrix	R
10:00 pm	B	Patlabor, The Movie	PG-13

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

EARLY SATURDAY

12:00 am	A	The Green Mile	R
12:00 am	B	Wings of Honnemaise	PG-13
2:00 am	B	Princess Mononoke	PG-13
3:08 am	A	Rollerball	R
4:00 am	B	Macross Plus, the Movie	PG-13
5:10 am	A	The Making of The Matrix	PG
5:39 am	A	Things to Come	G

SATURDAY MORNING

6:00 am	B	Gundam 0083	PG-13
7:10 am	A	The Curse of Blair Witch	PG
8:00 am	A	Movies - To the Galaxy & Beyond	PG
8:00 am	B	Scooby-Doo "What A Night for a Knight"	PG
8:22 am	B	How The Grinch Stole Christmas	PG
8:48 am	B	How The Grinch Stole Christmas (TNT)	PG
9:15 am	B	The Truman Show	PG
9:36 am	A	Star Wars: A New Hope	PG
10:58 am	B	Frequency	PG-13
11:37 am	A	The Making of Star Wars	PG

SATURDAY AFTERNOON

12:27 pm	A	TROOPS (Star Wars spoof)	PG-13
12:40 pm	A	Star Wars: The Empire Strikes Back	PG
12:57 pm	B	Men In Black Metamorphosis Documentary	PG
1:27 pm	B	Pleasantville	PG-13
2:45 pm	A	Star Wars SPFX: The Empire Strikes Back	PG
3:31 pm	B	Chicken Run—Poultry In Motion	PG
3:34 pm	A	Thumb Wars	PG
3:52 pm	B	Duck Dodgers in the 24 1/2th Century	G
4:00 pm	A	Star Wars: Return Of The Jedi	PG
4:00 pm	B	2001: A Space Odyssey	G

SATURDAY EVENING

6:12 pm	A	Star Wars: The Making of a Saga	PG
6:19 pm	B	2001 Techno Odyssey	PG
7:00 pm	B	Norwescon 24 Masquerade	PG-13
7:18 pm	A	Star Wars: The Phantom Menace Intro	PG
9:00 pm	B	Space Cowboys	PG-13
9:45 pm	A	Star Wars: The Phantom Menace	PG

EARLY SUNDAY

12:00 am	A	Austin Powers, International Man of Mystery	PG-13
12:00 am	B	Moon 44	PG-13
1:30 am	A	Dune	PG-13
1:40 am	B	The Andromeda Strain	PG
3:47 am	A	The Mummy	PG-13
3:51 am	B	The Cell	R
5:50 am	B	October Sky	PG
5:52 am	A	The World Is Not Enough	PG-13

SUNDAY MORNING

8:00 am	A	The Princess Bride	PG
8:00 am	B	Wizard of Oz	PG
9:38 am	A	The Myth of Star Wars	PG
10:38 am	A	Field of Dreams	PG
10:00 am	B	The Right Stuff	PG

SUNDAY AFTERNOON

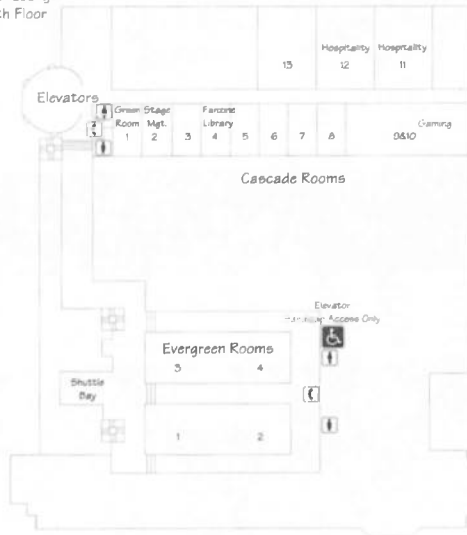
12:24 pm	A	Indiana Jones and the Last Crusade	PG-13
1:15 pm	B	Voyage to the Bottom of the Sea	G
2:30 pm	A	Titan A.E.	PG
3:00 pm	B	The Abyss: Under Pressure	PG

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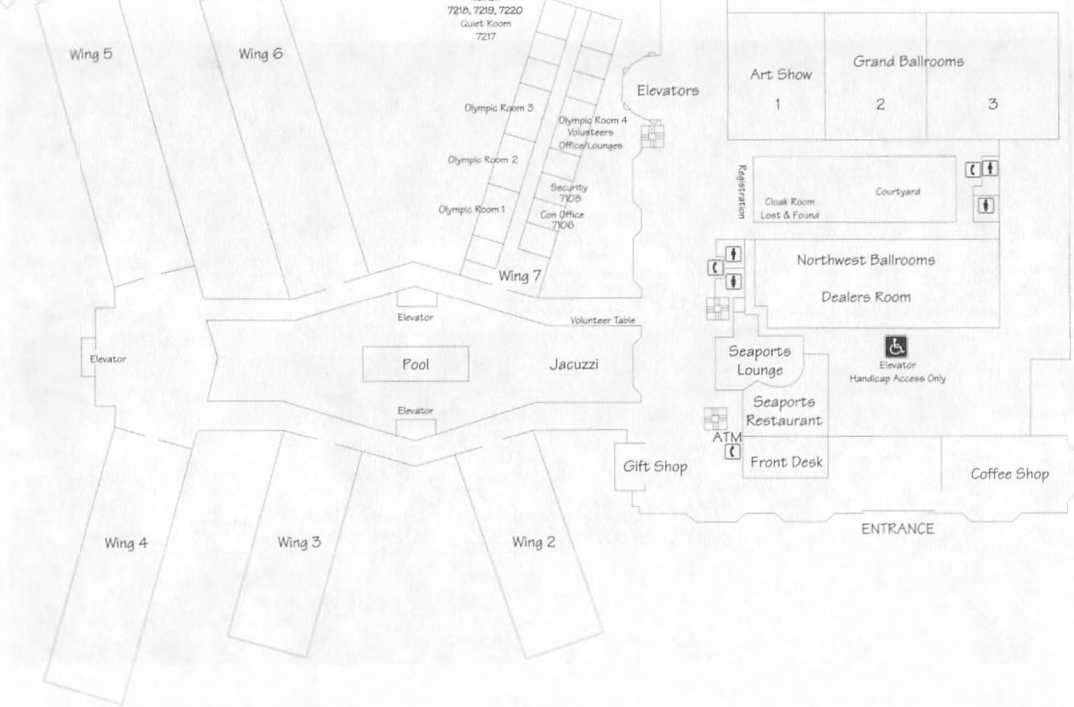


Maxi's Lounge
14th Floor



Second Floor

APRIL 12 - 15, 2001





Niles and the Otters © 2001 by Bob Eggleton. Cover for the book *Federation of the Hub* by James Schmitz, published by Baen Books.