
Fenzance Factsheet

Vol. 2, Issue 1, Whole No. 3

Winter, 1995

Happy New Year and welcome once again to *Fenzance Factsheet*, the newsletter of the "Pirates of Fenzance," the Baltimore in '98 Worldcon Bid Committee. We hope to publish two more issues this year, depending upon the number of contributions we receive. *Fenzance Factsheet* is distributed free of charge to all pre-supporters of the Baltimore in '98 Worldcon bid.

Came Bid, Different Date

by Michael Nelson

Perianne has suggested that I write an article about our move to a new weekend. She has done a remarkable job of adapting traditional pirate methods of employee persuasion to the fulfillment of her editorial duties. She calls her methods, "The Seven Deadly Habits of Highly Effective Pirates."

I had covered the basic advantages and disadvantages of our move to a different weekend in a letter written back in October. This letter was mailed out along with the second edition of our newsletter to over one thousand of our pre-supporters. Please request a copy if you are a new crew member and would like to read it.

Briefly stated, we learned back in August that the National Guard has signed a contract with the Baltimore Convention Center for the 1998 Labor Day weekend. Naturally, our committee had the first option on that weekend. But we had not signed a contract since it would have required a substantial monetary deposit in advance.

Our committee officers searched for a solution to our dilemma prior to making a public announcement. First we looked for alternative locations that would be available for the 1998 Labor Day weekend but found nothing in either the Baltimore or Washington area.

That left us with the choice of trying to obtain the Baltimore Convention Center for a different weekend. The people at the Convention Center were very helpful in getting us in contact with the other groups that had options on the weekends around Labor Day in 1998. And the group with the first option on the weekend of August 8-9 was willing to transfer that option to us. At our October committee meeting, we voted unanimously to move our bid to August 5-9, 1998 (Wednesday through Sunday).

We have gotten a good response to our decision to continue our Worldcon bid for a different weekend. Many fans are now parents, teachers, or students. In recent years, they have found it difficult to attend a Worldcon on the Labor Day weekend since some schools are now opening just after Labor Day. In many cases, college students and teachers even have to go back to school before Labor Day to prepare for classes.



Now we can get on to some juicy stuff. Yes, as I had stated above, some of our committee members knew that we had lost the 1998 Labor Day weekend before Con-Adian, the 1994 Worldcon. The officers made a decision to not make any announcements at Winnipeg until they knew which course of action we would be taking.

I've heard that there is a certain Big Name Writer bad-mouthing our bid at conventions. We have committed the sin of deliberately avoiding the weekend chosen for the Society for Creative Anachronism's annual Pennsic War in Pennsylvania. I'm sorry he feels that way but I'm glad we didn't have to schedule our Worldcon bid for that same weekend. Many members of the SCA are science fiction fans. In fact, Poul Anderson was one of the founding members of the SCA. (Wait until that writer finds out that we also avoided choosing the weekend of the 1998 San Diego Comic Convention.)

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Pirate Memberships

It's not too late to upgrade your memberships. Privateer memberships are only \$35 for current presupporters and entitle you to a full attending membership when you vote in the 1998 Site Selection election and we win. It will cost more to convert after the election. A complete list of membership categories follows:

Pirate Crew (presupporting): \$5.00 Includes a subscription to this newsletter and a \$5.00 discount on your conversion fee (from supporting to attending) if we win.

Galley Slave (preopposing): \$19.98 Includes absolutely nothing. (What would you want from us, anyway if you're opposed to our bid? We will, however, gladly relieve you of your money since we are pirates.)

Her Majesty's Privateer (pre-attending): \$40, or \$35.00 if you're already a presupporter. Includes a subscription to this newsletter, a laminated badge identifying you as a Privateer, and an attending membership if you vote in the 98 Site Selection and we win.

Letters of Marque: \$100. Includes a Privateer membership and a Letter of Marque certificate naming you Captain of your pirate vessel (you supply the ship), signed by Mark (Owings, that is).

Baltimore For Kids — Part Two

by Eva Whitley

In the last issue, I told you about some of the many things for kids to do in Baltimore. And I promised to tell you more about some great day trips you can take from here. Go northwest for 90 minutes, and you're at Gettysburg, which can be seen in less time than it took to see the movie of the same name. A military-crazed kid can buy old bullets, and, of course, this is the home of the

world's tackiest souvenir, the General Robert E. Lee refrigerator magnet. You might be able to get enough stuff here to do a really great report (an "A" without too much work! Cool!) but even if you don't, you can stare across the battlefield and wonder whatever possessed Pickett to charge across it.

Want more education? Up the road two hours (or less, depending on what degree of reverence you hold the 55 mph speed limit) is Philadelphia. Liberty Bell, Valley Forge, all that good stuff. (The folks in Philly are bidding for 2001. I'm sure they'd be glad to fill you in. But if you can't wait, it's only two hours away.)



Don't want education in the summer? Two hours or so due east (more on weekends when the traffic is worse) is the Atlantic Ocean. Whether you like the Delaware shore or stay in Maryland, it's pretty much the same: sun, sand, tacky tee-shirt stores, fudge places, boardwalk. Get up early, drive in the AM, nap while sunning, and drive home after dinner. The convention hotel rate for Baltimore will probably be cheaper than staying at the ocean.

Want to swim but don't want to deal with the ocean in-season? Less than an hour away is Adventure World, a theme park/water park. Want something less commercial? Go west three hours to the Maryland mountains. Go tubing in the Youghinohony. Go fishing in a lake or stream. Get great off-season rates at ski areas.

Go south for one hour and you're in Washington, D.C. Spend the whole day at the Air and Space Museum. Spend other days poking into other museums. See Congress. See Bill's place (if he's still President by then.) Staying in Baltimore is cheaper than staying in Washington.

Go south for an hour beyond that. There's Richmond (yeah, more Civil War history!), Williamsburg, two more theme parks. (Take your choice of King's Dominion or Busch Gardens.)

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Editor: Perrienne Lurie

Winter, 1995

Contributors: Perrienne Lurie, Joe Maghem, Michael Nelson, Peggy Rae Pavlat, Hannah Shapiro, Eva Whitley

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So with a week or so and some driving you can have a vacation that has you boogie-boarding in the Atlantic, learning history painlessly, screaming down a great roller-coaster, and seeing some sharks up close and personal. And you can stay in the same place all week long if you want. (Of course we don't have the Falls, and we don't have Four White Guys carved into a mountain, but the present Children's Museum is in a castle-like place called the Cloisters and Washington *does* have a Castle, if that's what you're looking for.)

And as for the convention, Balticon always has a kids' program with neat stuff to do, and gaming, and computers. If Baltimore wins, there are lots of kids to tell the people running it what kids like. And I will nag them to have baby-sitting!

Factsheet Still Needs Art(icles)

This newsletter is still looking for a few good artists and writers to fill its pages. If you have an idea for

a drawing or article about Baltimore, pirates, Worldcon bidding or anything else you deem appropriate, why not submit it to us. We will publish as much of your work as we can, and you can show it off to all your friends and relatives! We will also publish brief letters of comment (LOCs for all you fanzine fans out there) about the bid or the *Factsheet*. All submissions should be sent to the Post Office Box, Attention: *Fenzance Factsheet*. The deadline for the next issue is 31 March, 1995.

How to contact the Pirates

We can be reached by mail at:



Baltimore Worldcon 1998, Inc.
P.O. Box 1376
Baltimore, Maryland 21203



We are also available on-line:
Internet: baltimore98@access.digex.net
GEnie: SFRT3, CAT 25, TOP 24
or GE-mail: P.LURIE.

The Pirates are Coming!

Here are some of the cons we're definitely planning to attend in 1995. More will be added later (as people volunteer to host parties for us).

Boskone, 17-19 February, Framingham, MA

Concave, 24-26 February, Park City, KY

World Horror Con, 2-4 March, Atlanta, GA

Lunacon, 17-19 March, Rye Brook, NY

Norwescon, 6-9 April, SeaTac, WA

Balticon, 14-16 April, Baltimore, MD

Confabulation (Eastercon, the British National Convention), 14-16 April, London, England

Minicon, 14-16 April,

Bloomington, MN

Parthekhan (Deep South Con), 11-14 May,
Nashville, TN

Disclave, 26-29 May, Washington, DC

Westercon, 30 June 3 July, Portland, OR

Dragon*Con (NASFIC), 13-16 July, Atlanta, GA

Intersection (Worldcon), 24-28 August, Glasgow,
Scotland.

If you don't see *your* local con on the list, why don't *you* throw a party for us? Contact us at one of the addresses or e-dresses on the previous page and let us know of your interest. If we can, we'll set up with a "party kit" containing all the pirate goodies you'll need to be an official Pirates of Fenzance Party Host.

Now It's Official!

by Peggy Rae Pavlat

On 3 December, 1994, a notebook documenting our Letters of Agreement with our Baltimore facilities (the Baltimore Convention Center, the Marriott Inner Harbor, Omni Inner Harbor, Holiday Inn and Radisson Plaza Lord Baltimore Hotels) and our by-laws, as required by the WSFS constitution, was presented to Kevin Standlee, Site Selection Administrator for Intersection. Standlee reviewed the information, found everything in order, and duly blessed it, officially accepting the Baltimore in 98 Worldcon bid as duly filed. As a result, Baltimore Worldcon 1998, Inc. will appear on the 1998 Site Selection Ballot.

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So What's All This About Intersection?

You may have noticed the insert in this issue from Intersection, the 1995 Worldcon in Glasgow, Scotland. You may be wondering why we've included it here. The answer is simple: in order to vote for us, you must be a member of Intersection. If you're already an attending member, great, we'll see you there. If you're a supporting member, we'll miss you, but don't forget to vote. If you're not yet a member, you still have time to join.

If you want to go to Scotland for this year's Worldcon, you'll have to purchase an attending membership (and airline tickets). If you can't make it to Scotland you'll probably miss a good convention, but you can still have a chance to vote for us. To do this you must purchase a supporting membership. For your money they will send you copies of the Souvenir Book and Pocket Program, a Hugo

Ballot, and (most importantly to us) a 1998 Site Selection Ballot.

Voting?

Once you get your 1998 Site Selection Ballot from Intersection, you'll need to fill it out (We'll have a detailed explanation of the preferential ballot system in the next *Factsheet*.) and pay the \$25 voting fee. (The voting fee gets you an automatic supporting membership in the winning Worldcon, so it doesn't go to waste.) Then, you can mail your ballot to the Site Selection Administrator, carry it to Scotland (or have a friend carry it to Scotland) and vote at Intersection, or give it to one of us in a *sealed* envelope and we'll take it to Glasgow for you.

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