

# Science Fiction/San Francisco



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## Contents

News and Notes.....	Chris Garcia.....	2
Letters of Comment.....	Jean Martin.....	5
Editorial.....	Chris Garcia.....	10
This Old Fanzine: Emerald City #97.....	Chris Garcia.....	12
A BayCon of Highlights and Lowlights.....	Jean Martin.....	Photos by Jean Martin..... 14
Makers and Hackers and Fans at Faire.....	España Sheriff.....	Photos by España Sheriff..... 22
Science and Art Converge at Maker Faire.....	Jean Martin.....	Photos by Jean Martin..... 24
BASFA Minutes: Meeting 985.....		29
Bay Area Fannish Calendar.....	España Sheriff.....	Art courtesy of NASA..... 31

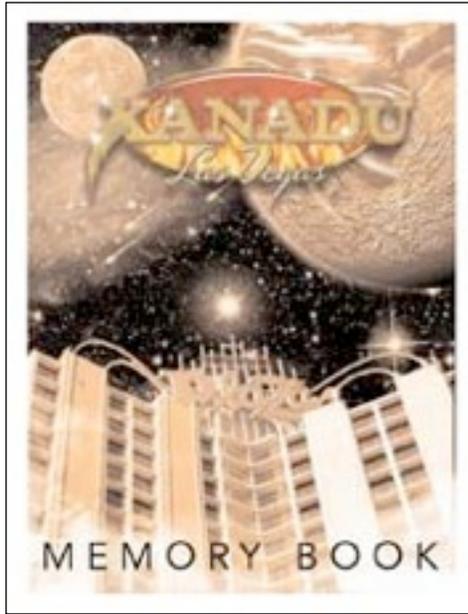
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Page 13, 30

Lucy Huntzinger

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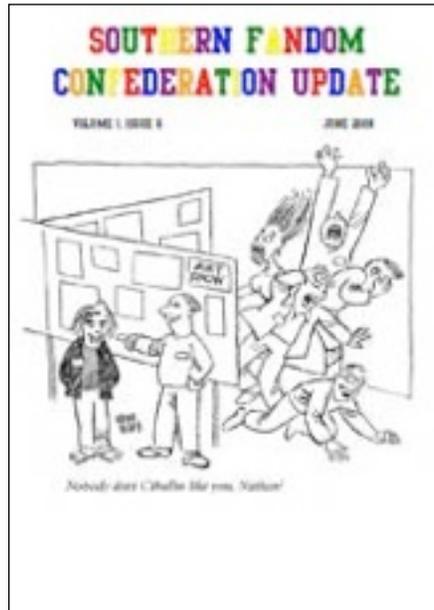
# News and Notes



By Christopher J. Garcia  
Editor

There's not much news, at least not news that comes to my eyes. You can always count on eFanzines to pick things up! The most recent piece as I write this is Alan White's *Xanadu Memory Book*. Alan is a fantastic artist, and a fabulous photographer, and the *Memory Book* is a lovely piece that really makes me upset that I didn't make it to Xanadu. There's a lot of great photography and the story of the con is carried throughout. Really good stuff.

The *Canadian Fancyclopedia* sections A through R are up on eFanzines.com, and we can now see how fandom's forms of



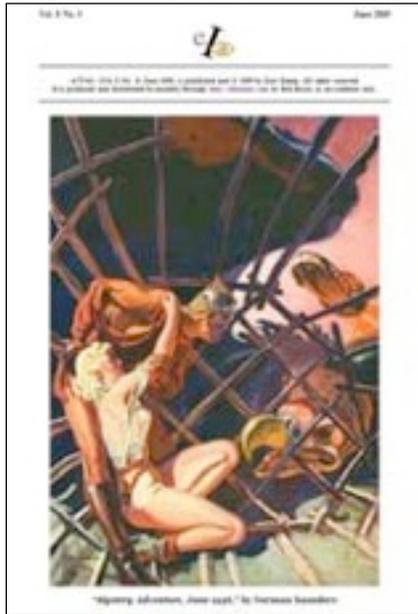
conversation and definition have evolved. There've been various Fancyclopedias over the years, and this one is really pretty good.

Warren Buff continues being the front-runner for the Best New Fan FAAn Award by doing another great issue of the *Southern Fandom Confederacy Update*. Issue 6 is up and it's a fine piece in the tradition of regional zines. This guy's awesome! Remember, support Raleigh in 2010 for the NASFiC!

The two most recent issues of *The Drink Tank*, 215 and 214 (in that order), featured tales of computer failure, plus Taral Wayne, the return of Frank Wu to the pages of *The Drink Tank*, and John Hertz. The photos of Martin Guerrero also appear in the pages for the first time. Good stuff.



images courtesy of eFanzines.com

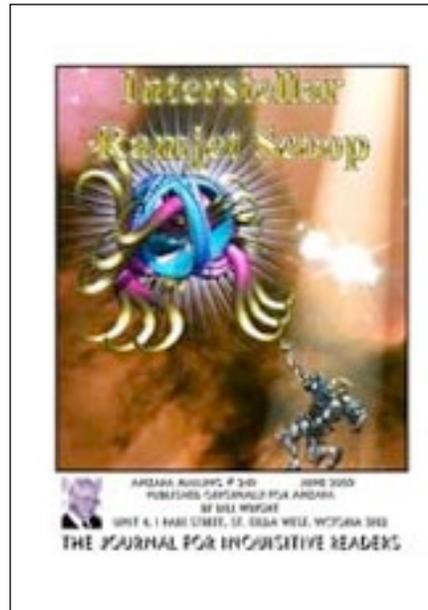


There's a new *eI* (winner of the 2009 Best Fanzine FAAn Award) and sadly, I haven't had a chance to read it at all. It's got a great cover, though. Earl Kemp is a legend and I'm betting this issue is as good as the three and a half dozen previous issues.

The art of Ditmar illustrates the latest issue of *Claims Department*, which I put together to highlight his art. It's a lot of fantastic stuff and I'm glad that he's finally getting the attention in the States that he should be getting, because he's one of the most unique and different fanzine artists out there!

Speaking of folks from Australia, Bill Wright put up another issue of *Interstellar Ramjet Scoop*, his ANZAPA zine. I'm a big fan, especially of the fact that he almost always uses Ditmar covers, and I think it could find itself doing very well in the voting for the Hugos

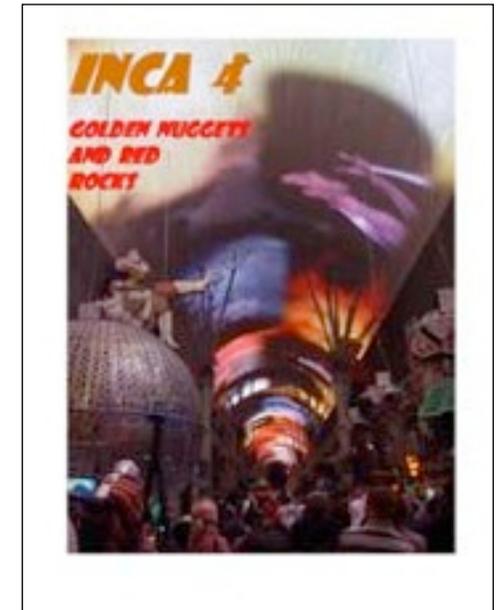
next year with the ballot issuing forth from Australia. Should be an interesting year.

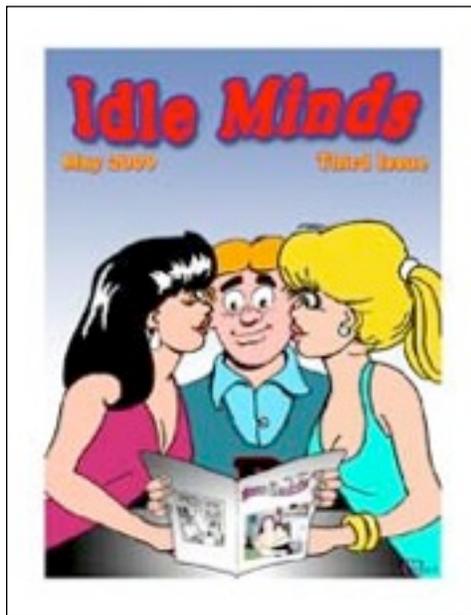


Rob Jackson, a former Hugo Winner himself I believe, put up *Inca #4*, the latest in his annual series of zines. He's a great editor and one of the best layout guys you'll ever find. The issue itself is excellent and uses photos better than almost any other zine I can think of.

Hey, Arnie Katz leads the Vegants in another issue of *Idle Minds*. There've been three issues and they're all very good. I miss *Vegas Fandom Weekly*, though. Come to think of it, I miss *Vegas Fandom Weekly*, *Emerald City*, *Mimosa*, *Flipper*...

Ian Williams's *Siddhartha* 3.4 was all about the third season of *Skins*. It's one of those zines that really gets to me, makes me want to go out and find a DVD of the season and watch away. Sadly, it's also a lot like a Young Adult novel I started to write in college that'll never see the





light of day. I thought I was so clever, but alas, not.

The *Alexiad*, Joe Major's fantastic zine, came out with a new issue. It's always good stuff with one of the best LetterCols you'll ever read.

Hey, Zara Baxter from Australia was in town and I finally got a face to go with the name and LJ Icon.

Wrestling lost one of its greats. Mitsuharu Misawa died in the ring, where he'd had more incredible matches than any other wrestler I can think of. I reflect on this as much the same way that Phillip K. Dick died at an SF con. It just makes so much sad sense.

Hey, Westercon is coming to Tempe, AZ, over July 4th Weekend. I've been told that it's

supposed to be good stuff and they've got a good team putting things together. I wish I could go, but alas, the money just ain't there.

Worldcon is also sounding especially awesome and I'm going to be doing a few panels and a game show that'll be a whole lot of fun.

Tuesday saw the DVD release of *Family Guy* Season 7. Is it the best season of the series? I don't think so (Season 6 was right up there), but it did have the episode where the Griffins visit a *Star Trek* convention and they have adventures with the cast of *Star Trek: The Next Generation*. It's one of the three or four best episodes of the series. The vocal stylings of His Honor Michael Dorn are worth the purchase of the disk set alone. That and the gag about River Phoenix that was way over-the-line.

I guess this would be the time to mention that the greatest special effect of all time was the guy played by Paul McCrane getting liquefied when being hit by a car.

Hey, shout-out to Tadao Tomomatsu for getting named BayCon's Toastmaster for next year. I owe that man a ton for numerous kind acts, but none so important as the fact that he saved my butt at Costume-Con during the SF&F Masq.

Yeah, that may be all I've got. There's the St. George Spirits Summer Open House on the 20th, but as I write this, it hasn't happened yet. I could review it as a wonderful time, full of

liquor and cones full of Italian Meats, but it hasn't happened yet, so I can't review it.

Oh yeah, there's a new group that's starting to work on the next Steampunk convention in the BArea. There's not much info, but if you go to [www.facebook.com/home.php#/group.php?gid=44361814996&ref=mf](http://www.facebook.com/home.php#/group.php?gid=44361814996&ref=mf) you can join the group and wait for some more info. I really thought that the last one was fantastic and I can't wait for another one. (I got a very nice response from a waiter at Billy Berks who was at the con and saw my presentation! That was awesome.) The Seattle one will also be big fun especially since it's at one of my favorite hotels by the Seattle airport.



# Letters of Comment

## **Lloyd Penney writes:**

I'm getting an early start on this... my computer is down and in the shop, so the time I'm not spending on it is being spent writing LOCs. Good thing I have a computer at work. I'm getting really caught up with locs downloaded at work and writing locs on Yvonne's old laptop. So, here's some comments on SF/SF 87.

*Jean Martin responds: My desktop computer was in the shop for two weeks as well. That's where all my iTunes files and photos are. It's great having a laptop as a backup. But now I have to sync them up since I like all my files just in one place, and especially not in a laptop that I take around with me.*

I read poor reviews of this year's Baycon elsewhere, but a con is only as good as you make it. Not everything a convention plans works. I was in the chatroom when Cheryl Morgan arrived and read some of the remarks that had been made... they weren't the best, but people were enjoying themselves, making the usual smartass remarks, taking potshots at Tall Kevin, and you, too, Chris, and Cheryl left quickly. I tried to explain what had been happening, on the chatline and on her blog, but if she read my comments, she did not comment

back. Offence was not intended, Cheryl; you might just have come in at the wrong time.

*My review of this year's BayCon is in this issue. My not-as-good-as-past-BayCons experience was influenced by some of the convention planning, and some just by the various forces at work, or I should say that don't work, when you get several thousand people all in one place for one thing. The latter seemed prevalent this year not just with me but with lots of other people.*

Interesting to hear about a Steampunk costuming panel at Baycon, I'd like to hear more. I must send you more photos from the Steampunk fashion show at Anime North, and there are more events from the Toronto Steampunk Society coming up, possibly with a visit to a steam locomotive further north. Also, just saw a recommended video, the first anime movie I've ever bought, called *Steamboy*. One of the characters in the movie is the main character's grandfather, a Dr. Lloyd Steam, so now I have ideas for my next costume.

*I saw Steamboy a couple of years ago and enjoyed it. España's Steampunk panel sounds like it was a lot of fun and very helpful. I would have wanted to go to it myself but didn't get to. I was in the other Steampunk costuming panel at BayCon, which I talk about in my review.*

My home computer is still in the shop, so I haven't been able to check my e-mail for nearly two weeks. Once it comes back, I will have a lot of e-mail to catch up on, and I hope to get some information out to as many faneds as I can about getting their zines to Montreal for the lounge. Your own computer problems have put *The Drink Tank* 214 on hold for right now, and I look forward to it. *Askance* 14 was an egoboo jamboree for me... I had a column, an article and a LOC in it, and I got lots of mention elsewhere. Like a Tale from the Convention!?

*Seems like computer problems are quite common these days!*

Tomorrow is a historic day in Canadian space history. Tomorrow, Canadian astronaut Julie Payette launches in the *Endeavor* heading off towards the International Space Station, and aboard is fellow Canadian astronaut Bob Thirsk. This is the first time two Canadians have been in space at the same time, and Julie and Bob will meet at the ISS.

*That's great that Canada is part of making space history. I saw the ISS very clearly in the sky a couple of years ago in Wales. It was an unforgettable sight. Unfortunately, viewing the ISS in the Bay Area isn't the best. And there's too much fog and light pollution around anyway.*

My LOC... slow down? I'm just getting warmed up! The way I'm going, I might just hit 300 LOCs this year! I don't think you know exactly who I am talking about, Chris, but there was someone in Toronto who staged a big *Star Trek* event in town, brought in Jimmy Doohan, Nichelle Nichols, Walter Koenig and George Takei, and stiffed them all. There's also a big annual pro convention in town that most people aren't happy with, but they still make megabucks. They seem to be modeled on Creation.

No, I don't think I'd ever run for TAFF. I know a fan fund is for those who wouldn't be able to afford to go otherwise, but I get conflicting signals for that. I finally did get onto the *Girl Genius* site, and I was enjoying the episodes right up to when my computer went down. Looking forward to getting back to it, and catching up to the current day.

***Girl Genius is also available in print, in several volumes of compilations. I personally preferred seeing them in book form and adding them to my collection.***

Re: España's article... that's one thing I like about Steampunk costuming... after having been in costuming fandom for many years, and being told many times that any costume I might be wearing was wrong for some obscure reason, I know that with my Steamy costume, it's not wrong because it is original. This kind of costume seems to have iconic costume parts... goggles, gears and pocket watches. At Anime North, of all places, I was able to add to my costume a magnifying glass on a chain, a gear on a chain around my

neck, and a set of clip-on lenses to add to my glasses. Part of the costumer network here got us connected with a surplus store downtown; that's where we bought our own goggles, plus a few other bits and bobs for our costumes.

Chris, you're surprised that George Takei was involved in politics and SoCal rapid transit? Many years ago, when most of the supporting cast of *Trek* was at a fan-run convention, George disappeared, and no one could find him. Turns out he slipped away to explore a new subway line in Toronto. About 10 years ago now, we met with George at a small convention in the Buffalo area, and we got to talk to George about the Toronto subway, and subsequent additions to it. Some people thought we were hogging time with George, but we found a non-*Trek* topic that was his passion.

***The more I learn about George Takei, the more interesting he sounds to me. It is interesting to me as well how the original Sulu character was supposed to be Filipino (Gene Roddenberry was stationed in the Philippines during World War II) but George, being of Japanese descent, changed the character to Japanese. Quite similar to how Captain Picard was supposed to be French (and grew up in France) but Patrick Stewart spoke with a British accent and drank Earl Grey tea. Can you imagine Captain Picard asking for espresso? Not quite the same.***

Glad you enjoyed the new *Trek* movie, Jean... Yvonne and I were involved with the *Star Trek* Welcomittee in the 1970s and 1980s. There were a costumed group attending

the premiere here, but we simply went on our own. And in spite of canon changes, it was a fun, non-stop movie. If I was to have a new *Trek* costume, it would be one of the red cadet uniforms from the new movie. I think I'm happier with our Steampunk duds.

***I ordered one of the new red cadet uniforms online but it is on backorder. I can't wait to dress up as the new Uhura!***

It's the weekend and Yvonne and I are spending our Saturday running registration for Who Party 14, an occasional one-day Whocon held downtown. Sunday will be downtown again for the annual Woofstock, a festival of everything canine. Off this goes to you and my LJ, and see you the next time.

***That's awesome that there are Doctor Who conventions in a lot of places. It really is amazing how shows like Doctor Who resonate with people all over the world. It makes me think that we humans have so much in common and that we should all be striving toward world peace.***

**John Purcell writes (regarding Issue #87):**

How totally odd, people. I could have sworn I sent you folks a LOC on the 86th issue, but checking my sent file reveals I didn't. On the other hand, the LOC on *SF/SF* #84 was sent back in late May, and from a glance through *SF/SF*'s 85 & 86 it appears you never received it. Did you? Or was that LOC another victim of the Great Garcia Computer Crash of '09? Just wondering.

***Jean writes: It appears that the LOC you sent in late May actually refers to Issue 86. So***

*that may be where the confusion lies. And it also seems to have been a victim of the Great Garcia Computer Crash since I have it on my records that I immediately forwarded it to Chris. So I will respond to your earlier LOC after this more recent one.*

Baycon 2009 was a lot of fun to virtually attend — this appears to be a growing trend, and I'm glad it is — and natter with Chris and others in the fanzine lounge. It most certainly looked like a blast, and the con reports + photos it generated affirm that belief. As for Steamcon up in Seattle, my wife is almost done with some artwork for shipping there; it is doubtful if she'll make the submission deadline, but at the very least Val's goodies will be ready for next year. There is no real Steampunk convention in Texas that I am aware of; however, costumes and art do reflect the interest at other cons in this area.

*That's amazing that people are interested in attending cons virtually and that we now have the technology to do so! Not sure if I'd be personally interested in it as I like communicating with people face to face at conventions. BayCon this year had a very definite air of being Steampunk-themed. Lots of people dressed up in Steampunk costumes and the vendors were selling a lot of Steampunk paraphernalia.*

Speaking of cons, Apollocon 6 is coming up in two weeks (June 26-28), and if all goes well, Valerie and I will be going down on Saturday morning of the con to spend the day and part of the evening there. It will give her the chance to scout out costuming, the dealer's

room, and the art show for her work. She is planning on bringing along a sampling of Steampunk-inspired jewelry she has completed, so we'll see what happens. You should be able to read all about it in the July *Askance*, which should include yet another article by Chris Garcia, this time something about silent movies (that's the theme). Steven Silver has sent in his article already and I have begun working on my silent contribution. Get cracking on that one, Chris! Thank ye kindly.

*I've tried watching silent movies in the past but I didn't quite enjoy them. I recently began watching Fritz Lang's sci fi classic Metropolis but didn't get very far with it.*

Jean Martin's editorial about *Twilight* and other vampire movies was a fun little read. I have never been a big fan of vampire novels, but the movies are fun. I still prefer the older flicks — like *Nosferatu* (1922) and the original Bela Lugosi *Dracula* (1931), and the even older *Vampire of the Coast* (1909) — for their atmosphere and genuine fear factor, yet some of the newer films have been enjoyable. I think Frank Langella's *Dracula* (1979) was pretty darned good, as was the 1993 *Dracula* starring Gary Oldman. The thing is, as long as people harbor a fear of vampires and other blood-sucking beasties (I have a DVD of the 1964 version of *The Last Man on Earth* starring Vincent Price; one of the best interpretations of the story *I Am Legend*), vampire novels and films will always be popular. Oh, and I agree with Jean about *Van Helsing*: simply a fun movie to watch. I enjoy the effects and

storyline, while my wife drools over Hugh Jackman. Well, to each their own.

*I'm glad you liked my vampire editorial. I had fun writing it! I have to agree with your wife that Hugh Jackman was drool-worthy in Van Helsing. But I did enjoy the effects and the over-the-top storyline as well. And of course, my favorite was the ballroom scene. A group from L.A. performed that scene at Comic-Con in 2005 (and again at Costume-Con 2008) and it was a marvel of costuming, dancing and acting. I recently saw an interview with Michael Sheen at the SAG Awards where he jokingly said that he was doing a sequel of Frost/Nixon entitled Frost Bite. That would be with him and Frank Langella reprising their vampire roles together. That would be such a hilarious movie! David Frost interviewing Richard Nixon, both in vampire attire.*

Well, that should do it for now. Let us see if this LOC is received by thee. Now to click "send" and wait for the result.

PS: A few nights ago AMC ran an Akira Kurosawa tribute night, and I once again enjoyed *Seven Samurai* (1954) and *Kagemusha* (1980). Great movies!

*I was thinking of watching Seven Samurai just this weekend. I've never seen it but have always wanted to. Unfortunately, it's not available on Netflix.*

**John Purcell writes (regarding Issue #86):**

Hey, Chris and Jean! How the heck are ya? It has been way too long since I've Locced *SF/SF*, but here I am again like a nagging cold.

Fortunately for you and everybody else around here, the sniffles that are bugging me are allergies.

I can't help but start with commenting on how nicely laid-out and eye-appealing each issue of *SF/SF* appears. Those photos by Lucy Huntzinger make a great masthead behind the lettering. That looks good. Maybe what you should do is include a little notation of where each picture was taken. For example, the masthead photo on the 84th issue looks like a very nice place to go for a walk. Where is that, pray tell?

***Jean responds: Our layout looks fantastic! Tom Becker really does a great job livening things up with photos and color. Lucy's photos are great and always appropriate.***

Okay. News and Notes time. Yes, there has indeed been a lot of activity on eFanzines lately, including my latest issue. You folks must have put this issue to bed before *Askance* #14 was posted, otherwise Chris would have mentioned it. He is quite thorough in noting zine publications there and otherwise. Interestingly, I have been getting a lot of paper zines via the post offal in the past month, and I am sure that Chris has been receiving them, too. I will check into the BayCon virtual stream later today to see what all is going on out there today (Saturday, May 23, 2009) and hopefully see and chat with Chris, Jean, and other folks who wander by. See ya there!

***I didn't get around to joining the BayCon virtual stream. There's always just too much going on at BayCon. And I was usually in and***

***out of the Fanzine Lounge very quickly even though it was right next to my hotel room.***

Chris, I never would have pegged you as a *Lost* fan. As in the television series, that is. *Lost* your senses, absolutely; still, that is another show that, in my humble opinion, should not be on the Sci Fi Channel. *Lost* is marginally SF, and that is taking the definition of science fiction to its extreme. But I won't condemn you for your tastes. That is the neat thing about good, ol' SF on the tube: lots of different styles, ideas, and shows for folks to enjoy. Here at the Purcell homestead we're getting fired up for the return next week for two of our favorite shows: *Burn Notice* and *Eureka*. Plus, I accidentally came across reruns of *Dead Like Me* on another cable channel (the CW), which is another fun show.

***I watched the first two episodes of Lost after reading Chris's glowing recommendations. I have to agree, I didn't find it interesting at all. It was too slow-paced for me and nothing much happened. Even though the end of the second episode was a cliffhanger, I didn't much care either way to find out more about the surprise revelation about one major character. But yes, to each his own. We don't all have to like the same things to get along. And it is great to have such variety for everyone's different tastes.***

Speaking of shows, have you seen the newest *Star Trek* movie? We haven't yet, but the reviews are positive (from folks who have seen it), and it's on our movie agenda for the summer. There are a lot of stfnal flicks hitting the big screen this summer, so Val and I might

give ourselves a handful of date nights and hit the local Cineplex. Sounds like a great way to keep cool in the fershlugginer Texas summer heat.

***Everyone I know has enjoyed Star Trek. Now on to other upcoming sci fi and fantasy movies, which I hope will be at least good if not as great as Star Trek.***

Lloyd Penney's LOC mentions the growth of Anime conventions, which is certainly true. If the regional con listings I run in *Askance* are any indication, Anime and gaming cons keep increasing in number and size. Fortunately, there are still lots of literary-minded SF cons down here to keep us happy. Valerie has been making Steampunk art to sell at some of these cons; we're planning on running down to Apollocon in June to check it out — that con's been getting some great reviews in recent years — and see if there's a decent response to her work. If you really want to note the proliferation of Anime and other cons, check out the convention listing in Petrea Mitchell's *Picofarad*; she provides perhaps the most extensive con list in a fanzine at the moment since it covers worldwide events.

***I still wonder at the growing appeal of Anime. I wonder if it's the costuming, talking about them or watching them that draws people to these conventions. I suppose the only way I'll find out is to attend one. But Fanime, the only one in my immediate vicinity, is at the same time as BayCon. So there's very little chance I'll ever get to go. And several of my friends have said that the***

***majority of attendees are very young and they feel out of place when they're there.***

It seems to me that a Worldcon documentary — which our esteemed colleague, Mr. Garcia, discusses in his editorial — would be very interesting. Working on Minicons back in the late 70s and on well into the 80s gave me an insight into running a major regional convention; for a few years Minicon pulled in attendance figures of 3000+ over the weekend! Folks, that's Worldcon size. Like Chris says, maybe it would give us a better appreciation for the SMoFs that walk among us, but “we all know that's not allowed to happen.” They certainly don't need bigger heads than the ones they have already. (That's a joke, son.) In all seriousness, con-running fans do provide an important service. I, for one, am not the con-organizing type, but I have absolutely no qualms about helping out where I can. Getting

involved with a con can contribute to its enjoyment mainly because you get to know the people better. So I do kind of like the Worldcon documentary idea, or make it into a *Survivor*-type program. Seems to me the latter would be much more accurate.

***I'm not a con-running type either. As I've mentioned before, I have too many interests to commit to just doing one (or two) things and I like to have fun at cons and not “work.”***

Lee Hester's “Free Comic Book Day” at his stores sounds like a success. Back in the day I collected comics, but sold the vast majority of my collection in the mid-1980s. There were some major goodies in there, too. \*Sigh\* Just not interested in comics anymore. It is good, though, to see that Lee had a great response. If they get kids reading, I'm all in favor of it.

***Yeah, I'm not interested in comics much either. I tried to read Watchmen and 300, but***

***I'd rather just watch the movies. I liked the movie 300 very much and am looking forward to seeing Watchmen. I did read The League of Extraordinary Gentlemen recently and wasn't too thrilled. Girl Genius I did enjoy and had to read all of them as soon as I started.***

Outside of the photos of the Girl Genius Ball — which Val needs to see for the Steampunkish attire — there 'taint much else of note for me to comment on in your zine. However, I thank you for posting the zine, and hope all y'all have a grand time at Baycon.

***I have more photos from that event posted at the PEERS web site. Go to [www.peers.org](http://www.peers.org) and click on the “Photos” link. All of my photos from all the PEERS balls I've attended and taken photos at are in that web page.***

# Editorial

**By Christopher J. Garcia**  
*Editor*

Jay Lake's cancer's come back.

I'm guessing that you're not surprised, and that you've heard this already, either on Jay's blog, LJ, or his Twitter stream. I'm sending out good vibes to my twin brother from another mother. When I saw his post which just read "Liver Tumor," I almost broke into tears right there at work. Jay's a friend, and having kept up with his fight the first go-round last year, it scared me to see those words. I guess Jay's turn has scared the hell out of me so much because colon cancer is what killed my father in 2006. I worry about the guy, and Jay and I have the same theory: write about it, put it out there as the way to deal with all of it. I wrote about my Dad almost excessively. I deal with things by typing, and while Jay and I have very different ways of writing about the stuff, I think we both understand that having others read the feelings and the fears somehow makes them both more real and less terrifying. Also, as Jay has said, it gives a place for people to give the love. Jay's mentioned that if love were health, he'd be the healthiest man in North America. I think he might have meant the World.

I'm almost tired of thinking about people getting cancer, but it happens, and right now, to all of you, I call on you to give what you can to

any of the marvelous charities that support cancer research (there's a thing at Safeway right now where they ask if you want to donate to prostate cancer research, which I've donated to once or twice) and the various Cancer Societies that have helped thousands of people with everything from medical costs to simply providing rides to and from appointments. It doesn't take much and if a lot of folks can give a little, it'll be a big help.

One thing I've been thinking about lately, and it's impressively significant to the thoughts of recent weeks, is the importance of what folks like the Eaton Conference and a few dozen private collectors and universities have been doing. We're collecting fannish history, fanzines and materials that relate to the history of fandom. Looking them over, we get a story, the story, of how fandom became what it is and what fandom was once. I've had a lot of folks ask what's the point of saving all this stuff. Couldn't those resources be better used preserving books and films and other things that more than a small niche might be interested in? Rob Latham addressed this at CorFlu, about how it's becoming more and more important to read what people in fanzines were saying about what was going on within the Prodom. So, in that way, *The Drink Tank* is

largely unimportant. On the other hand, it's about personal stories.

Some folks say that oral history is the only real history, that the stories from the first person, while maybe not entirely reliable, are the most significant. I've once been told that my job is infinitely harder because the old timers like me, and are more than willing to correct my accuracies. I disagree. I think that the real history is what people are willing to say at the time they're talking about what they're talking about. In essence, we're recording our own histories today by writing about our current realities.

The Eaton Collection holds thousands of personal histories, all held in various fanzines. You could learn about any number of people by reading a run of their zines. Few would think of using the Collection in such a way, but it's the right way to go, I think. There are many people whose lives are seen through the eyes of zines. Hell, in the future, it'd be better to try and find out about me through not only my zines, but what other folks have said about me in their zines.

And collecting all of this material also has another function: it gives us an idea of the lives of fans, and that's even harder. If you've ever seen a bunch of historians trying to re-create an environment, you'll know how little is really

recorded. You'll find photos from the last hundred something years, and those get huge amounts of play by us historian types, but how were those things used? Was that pan on that table because that's where it usually lived, or was there a drip from above? These little things are problems, but the way that many fan writers approach writing, you can come up with how things were used and what they did. I remember coming across a description of Harry Warner's daily life in a zine from the 1970s. How valuable is that in putting together the story of how a hermit lived his life? I've

written several *Claims Departments* about how I live an average day, or as average as my days ever get. You could actually have a re-enactment of some of my escapades, though who'd want to? It also makes for dull reading, but that's neither here nor there.

What Jay is doing is placing a permanent record of his struggle while he's going through it. I basically made my Dad write notebooks while he was going through his cancer work, and that's the only record of that time. Notes. Jay's recording his fight as it happens. He's

writing his history, and no matter what the outcome, we'll always have that record.

In the past, it was the winners who wrote history, but this is a record that, regardless of outcome, will stand. I'm praying that he'll be around for another couple of decades (I totally wanna be Toastmaster when he finally gets to be Writer GoH at a Worldcon) and he's got the greatest plus, he's a fighter. He's also fighting against a foe which is often fought: the future view of himself. By putting down his thoughts, really, he's pretty much already won.

## **Join our crew!**

We are looking for writers to cover local events, conventions, fan groups and the fannish scene in general. Contact Jean Martin and Chris Garcia at [SFinSF@gmail.com](mailto:SFinSF@gmail.com)

# This Old Fanzine: Emerald City #97



**By Christopher J. Garcia**  
*Editor*

There aren't a lot of issues of modern fanzines that folks talk much about. There are a few that get mentioned, but the only one that I know of and that I hear others talk about is the legendary *Emerald City* review of Torcon 3 (Issue 97, September 2003). It gets the nod for being brutal, but honest. I've read other accounts, and Cheryl Morgan actually seems to have been kinder than a great many. One of the most succinct reviews was from an English fan who simply said, "Worst con ever." I've been to cons which were worse, but not many. The *Emerald City* review is simply a perfectly

constructed review of a Worldcon where everything went wrong, and it also reveals a lot about how cons can and should be run.

First off, I have to note that my favorite of Cheryl's Worldcon reviews was the one that gave an in-depth look at ConJose in 2002. I read it at SiliCon in 2002 in Foster City. I think that was also the first time I met Cheryl. That one is like reading a novel where the hero fights against the current and wins in the end; there is some sort of redemption. In the Torcon review, there is but sorrow.

Cheryl ticks through all the failings with amazing clarity. Some reviews are too close, and some are far too far from the subject of the crisis to really get a proper view. Cheryl, with her proper positioning, could comment on the whole thing properly and make sense beyond what was expected. Her look at the failings of Torcon was not vindictive, though I'm sure I remember people thinking that it was for some reason, but it was reasoned and it gave both blame and credit where it belonged. When she looked at the problems the con had with first day check-in, she made it both entertaining and showed how they finally made some good out of it. She showed the good, she showed the bad, she showed them both and there she had, the facts of life.

The section that I thought gave the best warning and showed that Cheryl was the best

fan writer working at the time (and that *Emerald City* deserved the Best Fanzine it won at the next Worldcon) was when she looked at the mess that was Torcon programming. I was supposed to go to Torcon and ended up being put on one panel...six weeks after I informed them that I wouldn't be attending. The same thing happened with James Daugherty and various others. There were a lot of folks who were put on panels that they didn't want to be on and there was no time to make changes. This happens. She noted people who stepped up, and that Terry Fong bit the bullet and took the blame.

There was some gossip stuff, like thoughts on the firing of the guy who put together the Trailer Park (for the fact that he put together some unsavory material) and there was the section about publications and the troubles therein. It really gave the entire review a feeling of being honest, deep and powerfully informed. The look at the publications fiasco was equally nice, and probably even better informed.

Cheryl's wrap-up really looks over the entire thing and makes sense of some of the things that we'd read but maybe didn't fully grasp. Of course, there's also a section defending the Australian preferential ballot, which is the LEAST GOOD way of voting on something, but other than that, Cheryl's dead-

on! If *my* favorite way of voting, first across the line, was in place, Cheryl'd have *two* Hugos!

Though folks talk about the Torcon review, there's more really solid stuff in the issue, starting with a review of *Quicksilver* from Neal Stephenson. I've never read it, but it's a solid review and it really made me want to get a hold of it and read, read, read. I would be broken of that once I started reading it since I've always been defeated by Stephenson. There's a review of a Tricia Sullivan novel called *Maul*. I'd never heard of either Sullivan nor *Maul*, but I'm not a completist. There's a Liz Williams review, and I'm not a big fan of hers, but I have to admit that Cheryl gets to the heart of the matter and makes it sound readable.

*The Thackery T. Lambshead Pocket Guide to Eccentric and Discredited Diseases* is reviewed with a hilarious take-off. This is Cheryl at her funniest. I love her comedy. She's written stuff in that mold for *The Drink Tank*, and this review is brilliant.



Elm-Mother

by Lucy Huntzinger

The thing about Cheryl's writing in general, and *Emerald City* in specific, is that her reviews are long, probing and perfectly presented. Cheryl's deserved every one of those nominations for Best Fan Writer, and she should have won a Rocket for it, at least one. *Emerald City* got one, but probably deserved more. It was a fantastic zine, and other than *Some Fantastic*, there hasn't been a zine like it since that's captured my interest. When it went away, I was unhappy to note that we'd lost an amazing zine that was a cornerstone of our fandom. It's a shame that things happened like they did, because *Emerald City* was pretty amazing.

You can still find *Emerald City's* back issues at [EmCit.com](http://EmCit.com). It's still an amazing site and you really should try and read it all.

# A BayCon of Highlights and Lowlights

**Story and Photos by Jean Martin**

*Editor*

I couldn't believe it had been a year already since the previous BayCon. I had just finished unpacking my suitcase a month before from last year's convention, and now it was time to pack again!

I originally intended to just drive to BayCon's new home for the second year in a row, the Hyatt Santa Clara, and back to my own home every night. But with the elaborate costume I was planning on wearing for the masquerade competition on Saturday night, I decided to get a room for that one night. Then a friend of mine needed a roommate for Friday and Sunday nights. I thought that was a perfect arrangement since those were the only additional days I didn't book. It would mean checking in and checking out twice, but it would also mean that I could do more costume changes and party late for the entire convention.

## **Friday**

I didn't get to pack until the day that BayCon officially started on Friday, May 22nd, and got to Santa Clara later than I'd hoped, so I didn't get the chance to check into the hotel. I did, however, make it in time for my friend Cordelia's second annual sushi restaurant dinner at the nearby Mercado strip mall. We've



**Foo's Fighting Flotilla**

found that it's great to at least meet all together before the convention starts. Once we're at the con itself, everyone is scattered all about the place doing their own thing. There were at least a dozen of our mutual friends in attendance,

and our conversations were lively and interesting. The food was good but the service was terrible. They forgot Cordelia's order (they forgot mine last year) and they were somewhat mean and demanding regarding the gratuity.

Little things like this don't usually put a damper on my spirits. And I was still very much looking forward to BayCon. BayCon was the first fandom convention (as opposed to commercial sci fi cons) that I'd ever been to, and this would be the sixth year in a row I would be attending. BayCon is also my favorite con because it's the one time a year I literally live and breathe fandom... like I'm in a different world away from the "real" world for four days with all the people and things I love.

However, in retrospect, the terrible service we received at the restaurant was the start of a string of mishaps and weird incidents that occurred throughout the weekend. So much so that BayCon, for the first time, was not the completely amazing adventure and getaway I'd grown accustomed to expecting every year. This is not to say that I didn't have fun, because I did, but there were times that were difficult and even sad and disappointing for me. And from what I've heard from other people, my experience was not unique, and was even quite prevalent.

Come to think of it, the bad karma at the con started a few days beforehand, when I found out that the Guests of Honor, Mercedes Lackey and Larry Dixon, would not be able to show up because Mercedes came down with the flu. They would be available through live feeds but that's just not the same. This is not the convention organizers' fault as the con was generally well run. It's just that this had never happened since I've been going to BayCon, and I was actually looking forward to seeing

Mercedes since I've enjoyed several of her fantasy novels in my early 20s.

When I drove to the hotel, I felt like I was coming home. And as soon as I walked in, I immediately ran into people I knew. This was going to be a great time with friends and acquaintances, I thought. I ran into my roommate, Debbie, by the check-in area and she gave me a key. We arrived at the same time! I even got my pre-registered con badge within seconds because there was no line. So far so good!



**Regency Dancing**

After we dropped off our luggage, Debbie and I went to the Regency Dance. Regency is my favorite time period, and my favorite style of dance. There were a lot of people already there. I only saw a few regulars from BAERS (Bay Area English Regency Society) and most were people I only saw at BayCon who were familiar with this form of dancing. Dance master Alan Winston called the dances, and there were several musicians I recognized from

various Bay Area vintage ballroom and country dances.

The rest of the evening I spent partying on the third floor, the designated party floor. My room was actually on the party floor, and I was worried about the noise, especially since the Fanzine Lounge was right next to it and the Halfway to Hell techno dance room was right across the hallway. However, the rooms were very well insulated for sound.

There were already several parties going strong and most had themes ranging from the elaborate Klingon Black Hole Bar to Sir Lance's mellower dance music room. Another party of note was the *Watchmen* party thrown by some of my Browncoat friends. They had a big cardboard promotional stand with characters from the *Watchmen* movie. Drinks flowed freely at all the parties and I hung out with lots of friends. I love parties at cons because you can go from one room to another and hang out with lots of different people, especially those I only get to see at cons. It feels like a fun family reunion. Everyone is happy to see everyone else. So Friday night started out with a bang for me and I was looking forward to an even better Saturday night party scene since Saturday is usually bigger, with more parties and more people.

I was wearing a new Steampunk outfit — a black corset, lace skirt and Victorian boots — along with a watch clock necklace my friend Merv made for me for my birthday last March. I got so many compliments for it and several people asked me where I got it. I didn't realize until then how popular Steampunk was going



**Star Trek Aliens and Steampunk Ladies Partying**

to be at this con. In fact, the whole weekend turned out to be more like a Steampunk convention. The theme of this year's BayCon, Pyrocumulon, did have a Steampunk feel to it.

*Rocky Horror* was slated to start at midnight, but I skipped that as I'm not really much into it. I saw it once at my first full BayCon weekend in 2005, and had a good time, but it isn't something I am eager to see again and again, as some people do. My friend Christopher is a big *Rocky Horror* fan (and frequent *SF/SF* contributor Dr. Noe is actually part of the cast). Earlier on Friday evening, Christopher was wearing a Ninth Doctor costume that I'd never seen him in before. Then later on, he "regenerated" into his more familiar Tenth Doctor outfit. It was quite a clever costume change idea.

I said hello to Sir Lance — who had bought me at the Klingon slave auction in 2005 — at his party room. To commemorate that event, I dance on his bed every year like I did when we

first met. I always draw a crowd when I dance on his bed. This time, though, Kevin came in, and I know he's a great dancer (though I'd actually never danced with him), so I asked him to join me. Our dance turned out to be of the more exotic kind, and boy, did we draw a crowd of spectators and photographers! But it was all just good clean — well, not squeaky clean — fun between friends.

I was hoping to go to bed at 1:00 a.m., which would be earlier than usual for me at cons, because I wanted to save my energy (and keep healthy) for the rest of the con. However, Debbie was still out partying and I was having a great time. So I went to sleep sometime after 3:00 a.m., and luckily was still able to get eight hours of sleep.

### Saturday

I woke up with just enough time to eat a cookie and get ready for our masquerade entry rehearsal. I wore a pirate outfit I hadn't worn in a while, and ran to the Santa Clara convention center, which was connected to the hotel proper. When I got there, I knew immediately that something was wrong. Cordelia and Glenn weren't there and Breanna and Nichoel were frantic. Apparently, someone stole Breanna's cell phone that she put down on a table in the hallway while she and Cordelia were taking pictures of themselves in their *High School Musical* costumes. What got me even more worried was that Cordelia and Glenn chased after the perpetrators. Convention security came by but they weren't very helpful. The two men pretty much said all Breanna could do was

file a report. We all thought that was a completely inadequate response. The least they could have done was call the police, which Breanna finally did on her own, but it was too late. Cordelia and Glenn came back empty-handed but safe, thankfully.

It was too late for a rehearsal and it was time for the mandatory contestants' meeting in the ballroom where the masquerade would be held. Since everyone else in my group were witnesses, they had to talk to the police officer when he arrived. I went to the meeting to represent our group and to get information on times and locations for the evening. Our friends Phil and Kathe Gust were running the masquerade for the second year in a row. They were even more organized this year.

After the meeting, I met up with Cordelia, Breanna, Glenn and Nichoel. Breanna seemed a little calmer and was ready to do a rehearsal. She was such a trooper! She performs



**Chris at Watchmen Party**

professionally and we all have a “the show must go on” ethic.

Then I went to the hotel café for a late lunch with our *SF/SF* staff. España and I got there first, Chris and David followed. There was a delicious buffet that España and I availed ourselves of. We had a great time catching up and just chatting. We four rarely are all in the same place at the same time except at BayCon and SiliCon. Then we ended with our obligatory staff photo. Too bad Tom couldn’t join us, but he was at Ploktacon that same weekend.

I went back to the room I shared with Debbie to move my luggage into my own room for the evening on the 12th floor. It was nice to have a room on a quiet floor all to myself with no parties outside and no roommates. Debbie was a great roommate but I tend to like my space and peace and quiet. On the way out of my third floor room, David, a photographer I know, had empty 7-Up bottles lined up like bowling pins and was rolling a soft ball along the hallway. The hallway on the party floor was covered with plastic, which I thought was funny but quite necessary. Last year, the carpet was completely trashed. The plastic made for really fun bowling. I bowled a few times and got strikes.

After I got settled into my 12th floor room, I freshened up and made myself ready for a photo shoot at my friend Thad’s room. He wanted to do pirate portraits like the ones he and I saw at the Pirate Ball in San Francisco last year. I had a great time making use of my relatively new pinup posing knowledge from



**SF/SF Lunch Staff Meeting**

the pinup workshop I took last October. Thad had several props like a rum bottle, sword, wooden chest, pistols, etc. He also had a full setup with a professional background and lighting equipment. I wish I had more time but then it was on to the next item on my busy Saturday agenda.

I changed into my zombie prom costume, which was what I’d be wearing for the masquerade. It was a lovely pink gown that I tore up and put red paint and jello on to resemble blood stains. Supplies and know-how were provided by my friends Nina and Ed. I went down to Glenn’s room where the rest of my compatriots convened. Glenn apparently had a mishap himself that afternoon as he locked his car door by mistake and couldn’t get back in, so he had to call a locksmith. Just one other thing to add to the weirdness at the con. Cordelia taught us how to put on zombie makeup. Then we were ready and walked through the lobby on our way to the convention

center. We looked like typical prom attendees except of the undead variety.

The masquerade started pretty close to 7:00 p.m. and we were all well taken care of by our den mothers as we were seated in groups and in order. Our group was going to be the last to take the stage, which is what usually happens since we’re often the biggest group and have the most elaborate number.

We got to see some of our fellow contestants as they went on stage, because this year there was a TV set in the Green Room. But it was hard to really watch them as we were doing mini-rehearsals, having our photos taken, and just generally just psyching ourselves to get ready for our number.

Breanna was the first to go on stage as a young, innocent prom girl. Then the rest of us ambled in trying to attack her. As soon as we appeared the audience started laughing, cheering and clapping. We had a re-worded Vincent Price monologue from *Thriller*, then we danced to the song “A Night to Remember” from *High School Musical 3*. Except the refrain was changed to “A Night to Dismember.” Cordelia and Breanna did an elaborate choreographed routine while Glenn, Nichol and myself were backup dancers. The three of us had a cha-cha interlude for which the audience again gave us thunderous applause and cheers of approval. We came off the stage feeling great that we had done a great job performing and entertaining the crowd. The judges seemed happy with our number as well.

The masquerade half-time show was a *War of the Worlds* radio drama with the actors

dressed in period costume. We were all interested in seeing it but we were just too wired after our performance and just wanted to hear the results. The program said that the show would only be an hour long but it ran close to two hours. We heard that the judges were already done with their deliberations but the awards couldn't be announced until after the radio drama was done.



**The Gusts as Klingons**

The Gusts, in amazing old-Trek Klingon outfits, announced the winners. They were able to get a lot of companies to sponsor special prizes and our group won two of these awards. One was from a former Disney Imagineer who now works for Sideshow Collectibles. He gave us a Best Imagination award, which was quite

an honor coming from someone like him. We also got an award for Best Makeup Effects. We were pretty happy about these but we were surprised that we didn't get any major awards this year. We've won Best in Show awards three years running so we were a little disappointed. But we were just happy to have had the chance to do something with our friends, which the audience also loved.

The Best in Show-Workmanship award went to my friends Mette Hedin and Bryan Little for their amazing Vashta Nerada costumes. They won the same award at the recent *Doctor Who* convention, Gallifrey One, last February. The Best in Show-Presentation award went to J9 and Shanaar for their funny skit from the *Emperor's New Groove*. The Wind Up Toy costume duo of Jean and Chad won the most awards with five total. They had a great combination of high-quality, Steampunk-inspired costumes with an interesting and well-executed skit.

I felt a little deflated afterwards and just wanted to shower and get all the zombie makeup off my body, which turned out not to be a very easy task. I ordered room service as it was already 11 p.m. and I hadn't had any dinner. Then I dressed to the nines in a red Steampunk gown and matching mini top hat. I was ready to have fun at the party floor around midnight.

Well, the parties weren't as much fun as the night before and not up to par with other Saturday nights at BayCon I've attended. I don't exactly know what the problem was, as the usual awesome parties were there. But I

went to the Klingon bar several times and didn't know anyone there except for the Klingons. I saw a lot of regular-looking young males at the bar drinking. I suppose drinking is to be expected in a bar, but they were just standing there not talking to anyone, and not wanting to meet anyone else! It just felt like a regular bar and not a Fandom bar. I also missed the Klingon Slave Auction earlier that evening due to the masquerade ending late. I saw some clips on YouTube recently, and I would have wanted to bid on the Tenth Doctor and maybe Spike the vampire.

I was hoping to catch some dancing at the ballroom for the official Saturday night dance but I ran into several friends who said the music wasn't very good. It was also a long way away at the convention center, and I didn't really feel like making the trek over. That's one of the things I don't like about the Hyatt Santa Clara. It's too spread out and doesn't feel as cozy as the San Jose Doubletree, BayCon's previous long-time home. It's harder to find panels and people, and it takes longer to get from one end to another. There also aren't as many places to convene and people-watch except for the bar area in the lobby. I did manage to see a whole contingent of *Battlestar Galactica* (BSG) costumers, some of whom were friends of mine. Some wore flight suits, and some dress uniforms. There was also a strikingly attractive couple I didn't know. The lady looked smashing in a red Six costume and the man was in a Colonel Tigh uniform.

I went from party room to party room desperately seeking something to liven me up

and people to make connections with. I did enjoy the Safari Steampunk-like tea room by Southern California costumers Belle, Kate and Bridget Landry, who also happens to be a real rocket scientist. They always have great tea room themes every year. They have tea sandwiches, various teas in beautiful tea pots, and drapes, pillows and other décor that make their room look like a Hollywood set.

I espied several great costumes in the hallway. Miko was in an elaborate and amazing *Girl Genius* Cinderella ball gown, Stephanie was an Andorian complete with blue makeup and antennae, Debbie was a Steampunk slave auctioneer and her boyfriend made a very convincing Romulan. The Fanzine Lounge had a disco Steampunk theme and the gals — España, Leigh Ann, Sinmix, etc. — wore fun costumes and even decorated the room with tinsel and a Steampunked mirror ball.

So it wasn't the parties per se that weren't good, but the fact that I couldn't find people to



**Disco Steampunk Fanzine Lounge**

really hang out with. I do have a lone wolf/social butterfly type of personality, and I like to prowl around by myself because I like to freely flit from one thing to another without waiting for a consensus. But I do miss the companionship and camaraderie of being in a group. I don't often feel alone or lonely, but that night I did.

Sometime later that evening, when I was just about to give up and go to sleep, I wound up at the BSG R.I.P. party where the music was actually pretty good. Louise et al. were playing 80s and rock tunes and everyone was singing along and dancing. It was great fun and somewhat surprising because I never knew people liked the same music as I did until then. We were dancing to "Paradise City" by Guns 'N' Roses at one point. The Browncoats are nothing if not cool! And there was no techno music! So I just stayed there until way past 3:00 a.m. The night was salvaged a bit but there were other personal disappointments that evening that made it not quite the untarnished experience I was hoping for.

### **Sunday**

And then it was Sunday. A day of rest? Of course not! It was the last full day of the con and I was determined to make up for the somewhat dismal Saturday. I had hall costume judge duties that afternoon and I had fun picking out people in great costumes and awarding them. But I would say several of the people I wanted to give an award to were actually judges themselves!



**Battlestar Galactica Costumes**

The first order of the day was to watch the masquerade replay. I sat with Cordelia, Breanna and Glenn. It was fun to see all the contestants' entries. After we saw our routine, we were ecstatic and jubilant at how great we looked and how awesomely we had performed. After that, I felt great and even thrilled despite not winning any major awards. The satisfaction of a performance well done was more than enough.

Then I finally got the time to go shop in the Vendor Room. I got to meet fantasy author and filker Peter S. Beagle. He was such a nice, warm, calm and personable man. I enjoyed talking with him. I bought his novel *The Last Unicorn*, which I've never read (I have seen the movie), and he autographed it for me. With Mercedes Lackey and Larry Dixon not in attendance, Peter became the de facto author Guest of Honor. He will be the official one at BayCon next year.



**Steampunk on a Budget Panel**

I got custom vampire teeth done last Halloween but they got stained and I liked my friend Jade's vampire teeth better. So I had another set done by the same guy that did hers. Victor had a booth in the Vendor Room and he was very interesting and friendly. He made my vampire teeth as well as two others at the same time. He was fast and good. I was so happy with my vampire teeth that I kept them on.

Which made it difficult to talk at the Steampunk on a Budget panel I was going to speak at. I'd never been on a panel at BayCon, and I noticed in the program that several of my colleagues and friends were, so I wanted to be on one too. I perused the program for anything I would be qualified for, and had two in mind. The program came out only a week before the con, and I didn't hear back from the programming chair. So I decided to contact the panelists for the Steampunk panel directly. A couple of the people I knew and the moderator said it was okay.

I was wearing a less formal red Steampunk outfit than the gown I wore the night before but they looked very similar. Unfortunately, I forgot my Steampunk ray gun in my hotel room. I had to, again, switch rooms. So I was a little bit discombobulated that afternoon. Belle was the moderator and she was great at having us introduce ourselves, she was very prepared and had lots of props and ideas, and she made sure the speakers all had a chance to speak. She kept time well and did great at taking questions and comments from the audience without losing control of the panel discussion. Chris was in a fantasy military type uniform, Radar was in a Doctor Horrible costume and Bruce (whom I'd just met) was in a Steampunk scientist lab coat. There were around 100 people attending the panel. I was surprised that there were so many! I guess at BayCon, panels are more well attended, and people come for the panels. I think this was the only panel I actually attended and I was in it. There are just



**Tempest Concert**

so many other things to do that sitting for an hour or more just doesn't fit into my schedule. BayCon does have very interesting programming from SETI to costuming and even religion and social issues. But Steampunk seemed to be the most popular topic of all.

I went back to my room with Debbie. She and Stephanie had just come from the Costume Swap and got a lot of goodies. I went over there with the costumes I wanted to get rid of, and I found some pieces I liked but nothing too exciting. I guess I got there too late. I did find a pretty floral 1950s dress and some items I was able to put together to make another Steampunk costume. Steampunk is just such an easy costuming look. I've put together about a dozen in the last year using things I already had and several good ones I found on eBay. I wore both of my new finds that day and probably wore 10 costumes in total that weekend... including my PJs, which I'll explain more later.

I checked out the Tempest concert in the main ballroom for a little bit with some friends. I like Celtic rock music and live bands just really touch my heart and soul. They also encouraged people to dance, and at one point, people did a Pagan-like circle dance on the dance floor. I love it when people dance at concerts and don't just sit there listening. But after a while, I got antsy because I wanted to do Regency dancing, which was on at the same time.

The second night of Regency Dancing was a lot of fun, and there were more people. I wore my Reese Witherspoon *Vanity Fair* reproduction red Regency gown. I had a wonderful time dancing for a couple of hours. Several ladies from Foo's Fighting Flotilla showed up. I took photos of all of them earlier when they were parading in their sexy and colorful Steampunk hot-air balloon-themed outfits. They were all leashed together and had different colored balloons over their heads. Their group always has good themes every year and creates a splash at the convention.

It also seemed like after the day before when I'd felt a little bit alone and couldn't connect with people, Sunday was much better. I got to hang out with friends spontaneously. I even had meals together with people. I do get to see and do more stuff when I'm by myself, but when I see people going around in groups, I want to do that sometimes too.

That evening, there were fewer parties but they were better than expected for a Sunday night. I danced a little bit in the Halfway to Hell room. Outside, I ran into Ant, Sinmix,

España and Joe who were doing a Steampunk traveling medicine show. Ant's medicine chest opened to reveal various bottles, artwork and even a drawer with a deck of cards, and was very impressive. He really puts in a lot of work and creativity into his props.

I wanted to call it an early night but that didn't happen. Back in my room, I couldn't sleep because the bed was vibrating, and not because of the techno party across the hall. I called the front desk and they sent over an engineer to check it out. While I was waiting, I decided to hang out in the Fanzine Lounge in my pajamas — yup, another costume change. And one that I would not normally show in public, but I was past caring. There were other weird things and drama that happened that night too. I guess I felt comfortable with the folks in the Fanzine Lounge... like they're family.

Interestingly, Radar was there in her PJs as well, so I didn't feel like I was out of place. She left her room for a different reason but we were both there just waiting to be able to go back and sleep. She said she'd never seen me pissed ever before. And I said that is quite a rare thing for me.

The engineer arrived and he was good-looking and friendly (at 3:00 a.m. he was still nice!) so that cheered me up a bit. He said the vibration in my room was from a furnace fan, and he turned it off. Apparently, the Fanzine Lounge was vibrating too but no one really slept there. The folks in the Fanzine Lounge even teased me about having a vibrating bed. It certainly was a surreal end to the day, and

another thing to add to the list of BayCon 2009 anomalies.

## Monday

The last day dawned and it turned out to be a low key day. I was so tired and felt like I had jet lag. I just basically hung out with friends and didn't have an agenda. I think I had lunch twice with two different groups. I did one last trip to the Vendor Room and the Fanzine Lounge, but I still didn't want to go home.

Regardless of the lowlights at this con, it was still BayCon. I felt sad about having to go back home to reality, and not being able to come back until next year. My "real" world is actually quite good, but with all the social, political and economic turmoil in the world today, having a sanctuary like BayCon has taken on even greater meaning for me.

There were multiple goodbyes as people started to leave one by one, until I could barely keep my eyes open in the late afternoon. So I decided, for my own best interest, to drive home while I still could. I did make sure to register for next year. I have high hopes that next year will be much better and more like the great BayCon experiences I've had in previous years.

# Makers and Hackers and Fans at Faire



## Story and Photos by España Sheriff *Staff Writer*

In previous years Maker Faire has usually been inconveniently timed for me. However, this year was the exception since it followed a week after BayCon, when nothing else was grabbing my attention and for once I wasn't in the middle of a mad flurry of con-prep. So I was finally free to get down there to take a look at what all the hubbub was about.

Thanks to Leigh Ann Hildebrand I managed to score some free weekend tickets from KQED's giveaway on Twitter. Looking at the packed event schedule, I decided to go down on Sunday when the crowds would be a bit smaller. After a slow start due to some unfortunate transit mishaps, public and otherwise, I eventually made it through the gates of the San Mateo Fairgrounds just after one o'clock in the

afternoon. The Caltrain Hayward Park station was very convenient to the fairgrounds, and I was just one of many folks taking the train down so the conductor was helpful in announcing the best stations to get off. Even without the announcement, my fellow travelers' destination would have been obvious from the high number who were dressed or at least accessorized with



home-made fashions. And even without the large crowds to follow, there was ample and clear signage leading the way. The weather was nice and sunny, if a little bit breezy, and the atmosphere very much like what I imagine county fairs are like.

The front gates had several large whimsical exhibits, including three big Doggie Dinner heads that seemed to fascinate passing children. After winding my way through robots, art cars,

and a bunch of other attention-grabbing eye candy, I met up with Leigh Ann and we left her Leo to wander off his way while we checked out the exhibits.

The place was packed, much more crowded than I had expected for some reason — like a busy Saturday at WonderCon. A lot of the attendees were kids, and there were plenty of exhibits aimed at this audience including some carnival rides. This is a good thing and probably contributed to the county fair atmosphere, but it was a little less up my alley than what I had visualized. The lines for the food and beverage stands were also a little long, especially the beer which only seemed available from one vendor





but which was admittedly pretty tasty, as was their root beer.

Among the crowds were quite a number of Steampunk outfits, as well as random costumes and a dizzying array of alternative locomotion including stilts, pogo sticks and some giant rolling cupcakes that weaved through the crowds. We ran into plenty of familiar fannish faces like Kevin Roche and Andy Trembley, as well as other local geeky peoples, mostly trending toward the computer and gamer circles from what I could see, although there was also an SCA presence. The EFF, *Make Magazine* and *Instructables* seemed omnipresent.

Exhibits of particular note for me were the giant Tesla coil, which I didn't get to see go off unfortunately, the TechShop warehouse which was full of great equipment, and some of the larger outdoor exhibits such as the Neverwas Haul and a Snail Art Car which we later found

out can shoot fire from its antennae, as well as the wonderfully photogenic centerpiece composed of giant spinning metal Angel Wings. Nearby was one of the stages on which a series of musical acts performed throughout the day, including an old-timey Depression-era-styled band called Five Cent Coffee. We also wandered through the crafts hall, which had many interesting vendors selling all sorts of handmade bits and pieces and had a clothes swap going on, which was a great idea that I wish I had known about.

The big event for Sunday afternoon seemed to be the Mentos and Coke fountain, which a huge crowd gathered to see. I considered waiting and getting some photos but it took forever to start so I didn't stick around for it. Besides, the concept was amusing enough but kinda old hat once you've seen it on YouTube, and although it's a neat trick it's basically a wasteful gimmick which strikes me as not particularly suited for the general hacking, making, reusability and sustainability ethos on which most of the rest of the Faire is focused.

I wandered over to the Homegrown Village, which was the area where gardeners, mycologists, homebrewers and the like were situated. We chatted with folks who were into micro urban gardening, which was really interesting, and we also managed to get some samples from the cheese and chocolate booths, both of which were very tasty. Eventually I was peckish and decided I'd take the opportunity to try that fairground classic, Funnel Cake. I got powdered sugar all over myself and felt a little queasy after eating half of it, but it was worth it.

The last event we saw for the day was in the main auditorium, where we happened to wander in just in time to see Jake Von Slatt take the stage to discuss why the 19th century is such a fertile ground for maker culture. He covered some of the points he had made at Steam Powered, and seemed to have polished his maker manifesto a little since then. It was fun to see him do his thing again. His enthusiasm is infectious and the man is incredibly talented.

Although I did enjoy myself and was nicely tired from wandering around looking at all the neat stuff, by the end of the day I felt like we had seen everything twice, which surprised me given the size of the event and the fact that I had really only been there about four hours. I plan to go again next year if I can, and will maybe try preparing a list of the things I want to see for a more focused exploration, perhaps making an effort to attend some of the workshops as well.

[www.makerfaire.com](http://www.makerfaire.com)



# Science and Art Converge at Maker Faire

## Story and Photos by Jean Martin

### Editor

I've known about Maker Faire for a few years now. It's held annually at the San Mateo County Event Center... literally right next door to where I work. I've seen them set up the exhibits and booths in past years but have never quite made it to one due to scheduling conflicts. So I was excited to find my calendar free on May 30th, the first day of the Faire. I'd heard lots of great things about it from friends and acquaintances and I was looking forward to finally seeing it for myself.

I tend not to be into making things as much as other people I know in Fandom. I'm not much of an arts and crafts person, other than scrapbooking and sewing for masquerade competitions. I don't have much time and patience, and I don't seem to have the knack for imaging how things can be made into something. I did learn how to make props from my friend Brian. We made a replica of Toshiko's Sonic Modulator, which we got to show off at the Gallifrey One convention last February. Naoko Mori, who plays Toshiko in *Torchwood*, even got to admire our handiwork. But I like shopping more than making. Still, I have quite an appreciation for people's creativity and dedication to making things.

That creativity and dedication was shown in abundance at Maker Faire, a weekend event



**Neverwas Haul**

organized by *Make Magazine*. Touted as the World's Largest DIY Festival, it reminded me of the famous World's Fairs of years past. It's fitting that this is held at the heart of the Bay Area, a region populated by lots of engineers, tinkerers, futurists, entrepreneurs, artists, and well, dilettantes like myself.

I was warned by friends that the Faire gets packed and parking becomes difficult. I tried to get there early but wound up arriving around noon — which actually was a good time to go, because the mad rush of the early morning seemed to be over by the time I got there. Interestingly, I parked in the same spot I often park at in the lot at my work. From there, people could take a shuttle to the fairgrounds. But I decided to walk and get some exercise. I also didn't feel like waiting for the shuttle and wanted to get there as soon as I could.



**Ray Gun**

And boy, was the place crowded when I got there! I'm so glad that there are so many people that are as interested in creativity, science, technology, etc. as I am. These are what make us special as humans and help us evolve into, hopefully, better beings, not just individually but collectively as a species. It gives me hope for the future that there is a big social trend toward making things and not just destroying things.

Also, what fascinates me is the trend toward more individualized and personalized creations as well as specially-made and unique products. I find it gratifying that there are people, again like myself, who veer away from mass-produced and generic, mainstream items. A lot of what corporations churn out seems to be devoid of soul and beauty. This is one of the main reasons why I think the Steampunk

movement has resonated with so many people. More and more people are longing for past times when form was as important as function.

Maker Faire celebrates all of this and more. It seemed like everyone in Fandom, from costumers and dancers to artists and engineers, was attending either Saturday or Sunday, or both! I was a little bit disappointed that my *SF/SF* cohorts Chris and España were going on Sunday while I was going on Saturday, but that just means more varied coverage!

Some people mentioned to me that they find a lot of the attractions at Maker Faire unique. I've seen a lot of the things at Maker Faire at other events, I suppose because of my wide range of interests and the sheer number of events I go to year round. They're all wonderful to see again, of course, but that just made me realize how often I'm exposed to creativity and the DIY culture on a regular basis.

The event actually seemed to me like a cross between Burning Man (and its various local and smaller incarnations like Yuri's Night at NASA Ames and The Crucible's Fire Arts Festival) and a county fair. I've been to the San Mateo County Fair before and the setup is similar, but the contents are not.

Because I grew up in the Philippines, I think I also have an outsider's perspective of the whole DIY movement. That's just not something that's popular or prevalent in the Philippines... at least when I was there. I have concluded that the US's collective personality has been shaped by the pioneering spirit of early settlers and those who braved crossing the



**Robotic Warships**

continent into the West. Exploration, discovery, resourcefulness, creativity and technical and practical skills were needed to build and expand this great nation. The US is still, I believe, at the forefront, but other countries are rapidly catching up. The spirit of invention and entrepreneurship that the US has advocated for centuries inspires the whole world, I think.

The first thing I saw when I entered the fairgrounds was the Machine Shop. Where there would normally be prized pigs and turkeys, there were 3D printers, embroidery machines, and various other machine hardware and tools I'm not familiar with. It all looked pretty serious and expensive.

Then I went into the Alternative Cars hall where I saw several hybrid cars as well as a Tesla Motors Roadster. Speaking of cars, there were lots of art cars spread throughout the huge complex. Some were colorful like a pastel

butterfly car, a Lego jeep and a small camper made to look like a multi-colored cottage. Then there were the Steampunk-inspired ones like a brass snail and a huge steam train. I saw the steam train at the Fire Arts Festival last year but this time I actually saw it move around.

Next door was the Dark Room where there was various light art, like a giant flower arrangement, swirly shapes and a psychedelic Buddha that changed colors. I saw the latter at Yuri's Night last year.

In between the Machine Shop and the Alternative Cars was the Robotic Warships pool. I was so amazed that they actually built a pool for this! It was enclosed by metal bleachers and one needed tickets to get in. All the tickets were gone when I got there, but I did manage to get in by telling one of the volunteers that I just wanted to take photos for *SF/SF*. The show that was going on then wasn't



**A Portion of Life-Sized Mouse Trap**

the real remote-controlled fighting warships but the more kid-friendly shooting race. The contestants, with an adult companion, tried to steer their ships near a ring at the center and shoot ping pong balls into it. The one with the most balls in the ring was declared the winner. It looked like great fun. I played with remote-controlled boats and planes when I was a kid and I was in awe of the technology then as I am now. And I think it's great that a whole new generation of young people is continuing the legacy of science and technology, not just for practical purposes, but for enjoyment as well.

Being a costumer, I shouldn't have been surprised that my favorite hall was the Swap-O-Rama-Rama/Bazaar Bizarre. I didn't know there was a clothes swap but then I didn't have much left to swap after the BayCon swap a week before. There was an entire area with

mounds of clothes, screen printing equipment and sewing machines. A few designers were even on hand to help with projects. I ran into Shavon who was actually making an outfit! I don't know if I could have concentrated on making anything with all the activity going on around. The Bazaar in the same hall was quite interesting. Several of the vendors espoused recycling clothing and other items for environmental purposes while others were more practical and appealed to our efforts to save money during these recessionary times. There were lots of interesting items for sale including hand and leg warmers, Steampunk costumes and paraphernalia, feather fascinators, eye masks (one of which said Frak Off), and book covers turned into journals. I bought one of the really adorable hand warmers, which went with the Steampunk outfit I was wearing — a black military jacket, ruffled skirt and Victorian boots. There was even a DJ on one end of the hall providing Burning Man-style music.

Burning Man and Steampunk seemed to be the order of the day. And on the Cypress Stage next to the Swap/Bazaar, there were several Burning Man-style shows with musicians and other performers. Later in the afternoon, there was also a fashion show with clothes made from recycled and vintage materials.

It was impossible to make time to actually go to scheduled shows, talks and events due to the sheer number of attractions. So I just made a sweep of the entire place from one end around to the other. I decided that I would just see what I saw when I saw it. I did manage to



**Cyclecide**

run into several friends and acquaintances, which is always good.

Next to the Cypress Stage was The Crucible's fire truck with their flag. They did a few flamethrower demonstrations, which I heard but did not actually see. I knew what they looked like from their event last year. In front of the stage was the Life-Size Mousetrap Game, which was painted in primary colors and was quite eye-catching. It took over an entire lawn area. I couldn't really tell what it actually did but there was a performance there by a group of three saloon girls in gorgeous costumes. They did a dance number, which I couldn't see either because the crowd was almost ten people deep around it.

In between the stage and the mousetrap was Neverwas Haul, which made a big splash at Burning Man the year after I went, and was the talk of Maker Faire last year. I've seen photos of it, and it looks incredible, but I had never seen it myself till that day. Neverwas Haul is a Victorian house on wheels. The members of the group in charge were all wearing Victorian



**Nathaniel and Friends**

Steampunk costumes. I recognized several of them from PEERS and the Steampunk Convention from last year. There was a long line to go inside but I was determined to wait, curious to see what the interior was like. The wait was worth it. The front part was outfitted like a ship complete with a wooden wheel and navigation equipment. Further in, it looked like a Victorian living room with sofas, lace curtains, sepia photos on the walls, and window seats. I didn't go up all the way to the roof since the stair was pretty steep and I was wearing a skirt.

Across the way were two rows of food vendors. In between was a big lawn area where three surreal carnival-type rides by Cyclecide were situated. I've seen some of them at Burning Man and at other events. They are all human-powered, meaning they use no electricity but rely on people's effort. Speaking of people-powered, the Human Powered Stage was at the other end of the grassy area. The amps and other musical equipment were powered by volunteer bicyclists. It was funny

seeing regular people on the bikes as a Grunge-looking band played on the stage.

Next on my agenda was the big Fiesta Hall. There were rockets in the corridor on the way in. A jellyfish aquarium was the first display I saw. Then to my left, occupying half of the hall were lots of *Make Magazine* tables with back issues, project mini-magazines, kits to buy, and other science, technology and art demos, exhibits and presentations. There was a 3D photography section as well as virtual reality equipment that people could try out. As I left, I saw this beautiful curved monolith with an upright garden and solar panels at the top. I'm not sure how it functioned because I didn't see any documentation anywhere but it looked very futuristic.

Then I braved the even bigger Expo Hall. The place was so huge and there were so many booths of different kinds that it was confusing and overwhelming. I tried to do a systematic route of walking a row at a time from one end to the other. But the rows weren't exactly all the same. I managed to see as much as I could. I saw a *Wall\*E* booth, a Needlearts Stitch Zone, an Exploratorium area with interactive exhibits, an underwater robot in a shallow pool, printers for bags and t-shirts, miniature solar robots, a traditional weaving machine, colored lights on spinning bicycle wheels, an old sci fi style ray gun, old musical instruments, an electric guitar that had pulsating psychedelic lights that responded to the music being played, a computerized Christmas light and music show (as seen on YouTube), Long Now Foundation museum pieces (such as the Rosetta Project,



**Multiple R2-D2s**

which I've wanted to see for years), a Tesla coil lightning demo (which I missed but I saw it at the Fire Arts Festival already), and more. I ran into a Playa acquaintance, Raven, who had a table of jewelry based on molecules that she makes and sells. I just love it when science and art intermingle.

After being cooped up indoors with all that noise and confusion, it was nice to go outside. So I headed to Maker Square, which really reminded me of a cross between Yuri's Night, the Fire Arts Festival and the Steampunk Convention. At the entrance was a big winged rotating sculpture that people could stand in the middle of. It was quite impressive. There was also a stage where Nathaniel from the Steampunk band Abney Park was performing with other musicians and a couple of neo-belly dancers. They were quite good and I really

enjoyed watching the dancers. Toward the end of the lot were the fire and metal arts exhibits. Part of the Flaming Lotus Girls' dragon sculpture was there. I saw the entire thing at Burning Man in 2005 and it was one of the most incredible things I've ever seen. It still looked awesome but the impact was less because there were only two of the metal pieces and the flames could hardly be seen in the daylight. Fire arts are really best appreciated in the dark. There was a rocket launch area at the very end of the enclosure but they were out of rockets by the time I got there. I really would have wanted to try my hand at launching a rocket. Homegrown Village, where they showed how to make and grow food, was also in Maker Square.

On my way out of Maker Square, I saw an elaborate miniature landscape with remote controlled WWII tanks attacking each other. It looked a village complete with buildings, trees and bridges. Next to it was a small building I almost missed. It was the robot area and I got to see a couple of R2-D2s that people had built.

I also couldn't find the Steampunk area. My friend Cathleen was working in one of the booths so I wanted to see her. They were by the other entrance and I would have missed the little encampment of tents if I had not asked someone and been directed to it. By the time I got there, Jake Von Slatt's tent was already closed up for the day. He, however, left some of his creations at an empty booth for people to marvel at. There were a couple of vendors there with Steampunk items for sale. I did enjoy the St. Clair Aeronauts tent. It was lavishly



**St. Clair Aeronauts**

decorated with bolts of fabric in deep shades of red and gold. It all looked like the camp of a Victorian explorer. Cathleen as well as Sophia and Joe were all there, in lovely costumes of course. I visited toward the end of the day so they were done with their duties of delivering hand-made messages to patrons made by other patrons.

By this time I was tired and at the point of sight and information overload, which was good as the place was almost about to close for the day. I wonder if they have similar attractions year after year. It would be good if

they did, so I won't feel the need to see everything next year. I'm definitely going again and would like to be able to take my time to appreciate more of the things I'm interested in as opposed to going through the fair like a whirlwind.

Maker Faire is truly a valuable cultural and technological phenomenon, and I'm glad I finally was able to take part in it.

[www.makerfaire.com](http://www.makerfaire.com)

# BASFA Minutes: Meeting 985

## Meeting 985

June 15, 2009

Trey Haddad, President

Chris Garcia, Vice-President

Dave Gallaher, Treasurer

Galen Tripp, Sergeant at Arms

Barbara Johnson-Haddad, Secretary

Held at Coco's, 1206 Oakmead Parkway  
(Lawrence Expressway/101 fwy), Sunnyvale

Began 8-ish [and was NOT the meeting for  
Chris to miss]

21 people attended.

We established a DUFF jar.

Secretary's report: we accepted the minutes  
of meeting 984 as *sponge Barb germ pants*.

The Treasurer report was that last week we  
took in \$23.25 in the regular jar and \$20.50 in  
the party jar.

There was no VP.

The President had nothing fannish to report  
- but we said "hi" to visitors - Erik and Jeanne -  
fans for a long time.

### Announcements

Ken announced that *Primeval* has been  
cancelled.

Mo announced that she had a prezzie for  
Chris Garcia and Taco Bell has masked  
Mexican thumb wrestlers in their kids meals  
[and Adrienne got to be the girl].

[evil] Kevin announced that Saint George  
Spirits will have an open house this Saturday at  
1pm. Check their website [stgeorgespirits.com](http://stgeorgespirits.com)

Adrienne announced that Bay Area Ghost  
Hunters will host a seminar 1pm Saturday for 4  
hours at the Round Table pizza place 2129  
Morrill Ave on "Sharing paranormal  
experiences."

Joni announced that she has 4 real golf  
passes that she'd like to trade for something  
fun.

Mike announced that he has free passes for  
the SJ Giants games on Tuesday night and  
Wednesday noon.

[tall] Kevin announced that he was glad to  
be back.

Fred announced that the *Economist* has an  
interview with Stan Lee.

Glenn announced that Westercon 62 will be  
in Tempe, AZ in July.

Dave C announced that *Planet Stories* is  
undergoing a format change to digest form.

Howeird announced that he's been  
unemployed for 2 weeks and it's boring.

### Reviews

[tall] Kevin reviewed Oregon as he escaped  
without burning the town down, tho he ended  
up with lots of blisters.

Fred reviewed the Kitchen Table, a kosher  
restaurant in Mountain View as worth checking  
out and reviewed the Sunnyvale community  
players production of *The Importance of Being  
Earnest* as very good.

Dave C found another review of the *Spirit*  
that said it was an incoherent mess; he  
reviewed Robot Wars as the usual fun of  
watching robots beat the hell out of each other  
and reviewed Neil Innes as "he got old!" and in  
jolly good form; reviewed the Michael Jordan  
Steak House in NY as really very good, even  
serving Pepsi and worth every penny.

Black Feather reviewed Arclight's *A  
Midsummer Night's Dream* as pretty neat and it  
has fan participation and that the Semantic Web  
conference is going on right now at the SJ  
Fairmont.

Glenn reviewed his 1st year anniversary as  
very nice, they ate at Pasta Moon and he  
recommends it and had dinner at La Fondue  
and thought it worth full price.

Adrienne reviewed *Land of the Lost* as an  
improvement on the old series and the 1st 5  
minutes were hilarious and the rest of the  
movie was not nearly as amusing; Dave C

follow-on'd that he shared her pain and agreed that the best part of the movie was Matt Lauer.

Mo reviewed the Santa Clara library at Homestead as the staff was very helpful and they have a good collection.

Andy reviewed *Kung Fu Mahjong* as batshit insane and a fun movie.

Joni reviewed Pinnacles National Monument as a nice place to hike.

Dave G reviewed Torch Song – a Torchwood con – as interesting and that American Airlines was incompetent as usual.

We did auctions: books for \$3.00, \$1.50 &

\$0.25; T-shirts for \$13.00 & \$1.00; and Star Trek heads for \$2.00.

We adjourned at = 9:33 pm

And the rumor of the week was: *Adrienne still hasn't seen the "Peter Principle"*



Tell me a story that I can take with me

by Lucy Huntzinger

# Bay Area Fannish Calendar

Life is complicated; putting on an event is even more so. Please check before attending, as events are sometimes canceled or times and locations changed.

New listings are highlighted in red.

Ongoing events are toward the back.

## Through Sunday, July 5

### **Spamalot**

Golden Gate Theater

1182 Market Street, San Francisco

www.shnsf.com

Check website for tickets and showtimes

## Wednesday, June 24

### **Warp 11**

Powerhouse Pub

614 Sutter Street, Folsom

www.warp11.com

With The Secretions, The No-Goodniks and DJ

David X.

9 p.m.

## Thursday, June 25

### **The Tomorrowmen**

Thee Parkside

1600 17th Street, San Francisco

www.myspace.com/tomorrowmen

21+. With the Pendletons and Cheetahs on the Moon.

9 p.m. \$5

## Saturday, June 27

### **Author: Jacqueline Carey**

Borderlands Books

866 Valencia St, San Francisco

www.borderlands-books.com

Carey signs her new novel, set in the Kushiel's world, *Naamah's Kiss*.

3 p.m. Free

## Tuesday, June 30

### **Can't Stop the Serenity 2009**

Victoria Theater

2961 16th Street, San Francisco

www.cantstoptheserenity.com

San Francisco's fourth annual Can't Stop the Serenity charity movie screening of *Serenity* and for the first time on the big screen in San Francisco, *Dr Horrible's Sing Along Blog*.

7 p.m. Details TBA

## Saturday, July 11

### **Author: Ray Garton**

Borderlands Books

866 Valencia St, San Francisco

www.borderlands-books.com

Garton signs his new book, *Bestial*, the sequel to his horror novel *Ravenous*.

3 p.m. Free

## Saturday, July 11

### **Bustles at the Beach**

GBACG Event

Pescadero Beach, San Mateo

www.gbacg.org

A day at the seaside where we will enjoy the wind, waves, and a picnic with friends.

Suggested costume: 1870s-1880s afternoon attire or bathing costumes.

Noon \$10 (Non-members)

## Sunday, July 12

### **Author: Rudy Rucker**

Dark Carnival

3086 Claremont Ave, Berkeley

www.darkcarnival.com

Rucker signs his new novel *Hylozoic*, sequel to *PostSingular*

2 p.m. Free

## Sunday, July 12

### **Hayao Miyazaki Tribute Series: My Neighbor Totoro**

Pacific Film Archive Theater

2575 Bancroft Way

University of California, Berkeley

www.bampfa.berkeley.edu/film/FN17788

The first of four special screenings showcasing the work of acclaimed director Hayao Miyazaki, presented in collaboration with the Center for Japanese Studies at UC Berkeley.

4 p.m. \$9.50

**Tuesday, July 14**

**Hayao Miyazaki Tribute Series: Porco Rosso**

Pacific Film Archive Theater

2575 Bancroft Way

University of California, Berkeley

www.bampfa.berkeley.edu/film/FN17789

The second of four special screenings showcasing the work of acclaimed director Hayao Miyazaki, presented in collaboration with the Center for Japanese Studies at UC Berkeley.

7 p.m.

\$9.50

**Wednesday, July 15**

**SF in SF Double Feature: Princess Mononoke & Kiki's Delivery Service**

Hobart Building

582 Market Street, San Francisco

www.sfinsf.org

Two Miyazaki classics! \$5 suggested donation helps raise money for Variety Children's Charity - leave a fiver at the door, or buy a drink!

7 p.m.

Free

**Wednesday-Saturday, July 15-18**

**Fire Arts Festival**

The Crucible

Oakland

www.thecrucible.org/fireartsfestival

Each July The Crucible's Fire Arts Festival celebrates creativity through fire and light with a spectacular open-air exhibition of interactive fire art, performance and sculpture.

**Friday, July 17**

**Midnites For Maniacs Triple Bill**

The Castro Theater

429 Castro Street, San Francisco

www.midnitesformaniacs.com

The Cold War in July: *War Games* (7:15 p.m.), *Red Dawn* (9:45 p.m.) and *Invasion U.S.A.* (11:59 p.m.)

\$10 for all three films

**Friday-Tuesday, July 17-21**

**Azkatraz, A Harry Potter convention**

Parc 55 Hotel

55 Cyril Magnin Street, San Francisco

www.hp2009.org

\$165 (till June 30)

**Saturday, July 18**

**Author: Jay Lake**

Borderlands Books

866 Valencia St, San Francisco

www.borderlands-books.com

The inimitable Jay Lake signs his new book, *Green*.

3 p.m.

Free

**Group Signing: Footprints**

Borderlands Books

866 Valencia St, San Francisco

www.borderlands-books.com

Authors Erin Cashier, Jay Lake, Heather McDougal, and Cliff Winnig sign and discuss their anthology of Moon stories, *Footprints*.

6 p.m.

Free

**Sunday, July 19**

**Hayao Miyazaki Tribute Series: Castle in the Sky**

Pacific Film Archive Theater

2575 Bancroft Way

University of California, Berkeley

www.bampfa.berkeley.edu/film/FN17790

The third of four special screenings showcasing the work of acclaimed director Hayao Miyazaki, presented in collaboration with the Center for Japanese Studies at UC Berkeley.

2:30 p.m.

\$9.50

**Monday, July 20**

**Moon Landing Anniversary Event**

Dark Carnival

3086 Claremont Ave, Berkeley

www.darkcarnival.com

Celebrate the 40th anniversary of Apollo 11 with authors Cliff Winnig, Heather McDougal, Mark Onspaugh, F.R.R. Mallory and Erin Cashier reading from the Lunar anthologies *Footprints* and *Return to Luna*

6 p.m.

Free

**Tuesday, July 21**

**Hayao Miyazaki Tribute Series: Castle in the Sky**

Pacific Film Archive Theater  
2575 Bancroft Way  
University of California, Berkeley  
www.bampfa.berkeley.edu/film/FN17791  
The last of four special screenings showcasing the work of acclaimed director Hayao Miyazaki, presented in collaboration with the Center for Japanese Studies at UC Berkeley.  
7 p.m. \$9.50

**Friday, July 24**

**Author: David Morell**  
Dark Carnival  
3086 Claremont Ave, Berkeley  
www.darkcarnival.com  
Morrell signs his new novel, *The Shimmer*  
5:30 p.m. Free

**Friday, July 24**

**World Premiere of Hayao Miyazaki's Ponyo**  
Wheeler Hall  
University of California, Berkeley  
ieas.berkeley.edu/cjs/miyazaki.html  
World premiere of Miyazaki's new film.  
6 p.m. \$12

**Saturday, July 25**

**SF in SF: Kage Baker**  
Hobart Building  
582 Market Street, San Francisco  
www.sfinsf.org  
\$5 suggested donation helps raise money for Variety Children's Charity - leave a fiver at the

door, or buy a drink!  
7 p.m. Free

**Saturday, July 25**

**A Conversation with Hayao Miyazaki, Legendary Filmmaker**  
Zellerbach Hall  
University of California, Berkeley  
ieas.berkeley.edu/cjs/miyazaki.html  
Miyazaki is making a rare American trip to receive the second annual Berkeley Japan Prize for lifetime achievement, presented by the Center for Japanese Studies at the University of California, Berkeley. He will be presented with the award on July 25, and will participate in a talk hosted by Japanese popular culture scholar Roland Kelts (*Japanimerica*).  
6 p.m. \$25

**Saturday, August 1**

**The River City Picnic Dance**  
PEERS Event  
Lincoln Park  
1450 High Street, Alameda  
www.peers.org  
*Music Man*, Edwardian themed event with live music by Bangers and Mash  
1 p.m. Free

**Tuesday, August 4**

**Author: Steve Englehart**  
Clayton Books  
5433 D Clayton Rd, Clayton  
www.claytonbookshop.com  
Meet comics legend Steve Englehart.  
7 p.m. Free

**Saturday, August 8**

**Kin-Yoobi Con**  
Chabot College  
25555 Hesperian Boulevard, Hayward  
www.gzronline.com/kin-yoobi-con09.htm  
Anime convention, featuring a vendor room, cosplay contest, gaming and much more. Guests include Robert Axelrod and Steven Savage.  
9 a.m. \$12 (till August 1st)

**Saturday, August 15**

**New People/J-Pop Center Grand Opening**  
Japantown  
San Francisco  
www.jpoppcenter.com  
The long awaited Viz Media overhaul of the Japantown Center finally wraps up.  
Details TBA

**Saturday, August 29-Sunday, August 30**

**Golden Gate Faire**  
Speedway Meadow  
Golden Gate Park, San Francisco  
ggfaire.com  
Renaissance Faire \$18

**Saturday, September 5**

***The Space Cowboys Ball***

PEERS Event

Masonic Lodge

100 North Ellsworth, San Mateo

www.peers.org

*Firefly*, Western themed event with live performance by Bangers and Mash. Date changed from October due to a scheduling conflict.

7 p.m.

\$15 (till August 30)

**Saturday, September 19**

***The Tomorrowmen***

Thee Parkside

1600 17th Street, San Francisco

www.myspace.com/tomorrowmen

All ages happy hour show

5 p.m.

Free

**Sunday, September 20**

***The Tomorrowmen***

Hotel Utah

500 4th Street, San Francisco

www.myspace.com/tomorrowmen

Surf Sunday with Pollo Del Mar and Secret Samurai from San Diego.

8 p.m.

**Friday-Sunday, September 25-27**

***From the Land Beyond***

Scottish Rite Center

6151 H Street, Sacramento

www.sacramentocomics.com

Guests announced so far include Ray Park, Crispin Freeman, Jake Busey and more. Friday

night concert by Warp 11.

\$15 (till July 15)

**Saturday, September 26**

***Seelie and Unseelie Fairy Court Gathering***

GBACG Event

Redwood City

www.gbacg.org

Are you a good fairy or a bad fairy? Pick your side at the gathering of the Seelie & Unseelie Fairy Courts in an end of summer evening garden party! Location in Redwood City.

Suggested costume: Fantasy

Details TBA

**Sunday, September 27**

***Handcar Regatta***

Railroad Square

Santa Rosa

handcar-regatta.com

The 2nd Annual 2009 Great West End & Railroad Square Handcar Regatta & Exposition of Mechanical & Artistic Wonders. Featuring live music, craft show, vendors and other entertainments. Costumes encouraged.

Free

**Friday-Sunday, October 2-4**

***SiliCon***

The Doubletree Hotel

2050 Gateway Place, San Jose

www.siliconventions.com

The theme this year is Heroes and Villains.

Details TBA

**Saturday, October 3**

***The Sweeney Todd Ball***

PEERS Event

Masonic Lodge

100 North Ellsworth, San Mateo

www.peers.org

Victorian themed event with live performance by Bangers and Mash. (Date changed from September.)

7 p.m.

\$15 (till September 27)

**Saturday, October 17**

***Dark Shadows Picnic***

GBACG Event

www.gbacg.org

Gather for a reunion of all the members of the Collins family (of the *Dark Shadows* TV show) from past, present, future, and parallel time. Honor the dead and undead alike with a pleasantly vampiric picnic. Suggested costume: 1795, 1840-41, 1897, 1966-71, and 1995 ("the future"), Vampire.

Details TBA

**Saturday, October 17-Sunday, October 18**

***Folsom Renaissance Faire***

Folsom City Lions Park

403 Stafford Street, Folsom

folsomfaire.com

Renaissance Faire

\$12

**Saturday, October 24-Sunday, October 25**

**All-Hallows Fantasy Faire**

Mother Lode Fairgrounds  
220 Southgate Drive, Sonora  
sonoracelticfaire.com/hallowsfaire.html

Sonora Celtic Faire presents the first annual All  
Hallows Fantasy Faire.

Details TBA

**Thursday, October 29-Sunday, November 1**

**World Fantasy Convention**

The Fairmont Hotel  
170 South Market Street, San Jose  
www.worldfantasy2009.org

The World Fantasy Convention is a  
professional networking event that regularly  
attracts several hundred of the top authors in  
the field every year. It is the home of the World  
Fantasy Awards and this year will be  
celebrating Edgar Allen Poe's 200th birthday.  
Garth Nix will be the GOH.

\$125 (till August 31)

**Friday, October 30-Sunday, November 1**

**Yaoi-Con**

San Mateo Marriott  
1770 South Amphlett Blvd, San Mateo  
www.yaoicon.com

A celebration of male beauty and passion in  
anime and manga. 18+.

\$40 (till May 31)

**Saturday, November 7**

**Le Bal des Vampires**

PEERS Event  
Alameda Elks Lodge

2255 Santa Clara Ave, Santa Clara  
www.peers.org

Vampire themed event with live performance  
by Bangers and Mash.

7 p.m. \$20 (till September 30)

**Friday, November 27-Sunday, December 20**

**The Great Dickens Fair**

Cow Palace Exhibition Halls  
2600 Geneva Ave, San Francisco  
www.dickensfair.com

A holiday adventure into Victorian London.

\$22

**Ongoing**

**Daily**

**San Francisco Ghost Hunt Walking Tour**

Begins: Queen Anne Hotel  
1590 Sutter at Octavia, San Francisco  
www.sfgghosthunt.com

7 p.m. – 10 p.m. \$20

**Sundays**

**MGI SF&F/Horror/Speculative fiction  
Writing Group**

Personal Residence (email for details)  
Emeryville  
groups.yahoo.com/group/MGISFFWriters

7:30 p.m. Free

**Sakramento Anime Society**

Rancho Cordova Library  
9845 Folsom Boulevard, Rancho Cordova  
3-7 p.m.

Meets every Sunday to watch old and new  
anime and anime music videos, play collectible  
card games, practice artwork and make AMVs.

**Mondays**

**Bay Area Science Fiction Association**

Coco's  
1206 Oakmead Parkway, Sunnyvale  
www.basfa.org

8 p.m. Free

**Dukefish**

Jake's of Sunnyvale  
174 E. Fremont Avenue, Sunnyvale  
Group meets weekly to play German-style  
strategy board games such as Settlers of Catan,  
Carcasson and other games, plus an occasional  
game of bridge breaks out. Meet up at 8:00  
p.m., figure out who wants to play what, and  
typically start playing games no later than 8:30  
p.m.

8 p.m. Free

**Mondays and Wednesdays**

**Silicon Valley Boardgamers**

Mountain View Community Center  
201 S. Rengstorff Avenue, Mountain View  
www.davekohr.users.sonic.net/svb

Group meets regularly to play mostly German-  
style strategy boardgames such as Settlers of  
Catan; also multi-player Avalon Hill-style,  
historical war games, and others.

6:30 p.m. \$2

### Tuesdays

#### ***MGI Boffers & Outdoor Games***

Codornices Park  
 1201 Euclid Ave, Berkeley  
 mgisciaf.angelfire.com  
 groups.yahoo.com/group/MGIFamilyclub  
 Bad weather: we meet the same time at 33  
 Revolutions Record Shop & Cafe, El Cerrito  
 for boardgames.  
 3 p.m.-5:30 p.m. Free

### Wednesdays

#### ***Bay Area Role-Playing Society***

Go-Getter's Pizza  
 1489 Beach Park Boulevard, Foster City  
 www.BayRPS.com  
 Hosts a weekly game night. For club and game  
 night details email GM@BayRPS.com  
 6 p.m.-10 p.m. Free

#### ***East Bay Strategy Games Club***

EndGame  
 921 Washington, Oakland  
 www.michaeldashow.com/eastbaystrategy/  
 home.html  
 7:30 p.m.-11 p.m. Free

#### ***Fanboy Planet Podcast***

Illusive Comics and Games  
 2725 El Camino Real, Suite 105, Santa Clara  
 Live from Illusive Comics and Games, it's the  
 Fanboy Planet Podcast with your host, Derek  
 McCaw.  
 6 p.m. Free

### Wednesdays and Saturdays

#### ***Hayward Collectibles Show***

22300 Hathaway Ave (rear bldg), Hayward  
 www.toysandbaseballcards.com  
 Wednesdays 3 p.m.-8 p.m. and Saturdays 10  
 a.m.-5 p.m. Free

### Fridays

#### ***FyDy SyFy***

Eclipse Lounge, Hyatt Regency  
 5 Embarcadero Center, San Francisco  
 Casual meetup in the atrium lobby bar.  
 5:30-7:30

#### ***SF Games***

Muddy's Coffeehouse  
 1304 Valencia Street, San Francisco  
 vax.hanford.org/dk/games  
 SF Games is a collective name for a bunch of  
 people who get together and play board games  
 and card games every week. Also has a regular  
 cards night at Atlas Café, 20th and Alabama  
 Streets, Tuesday nights from 6:30-10.  
 7 p.m. to midnight Free

### Fridays-Mondays

#### ***Haunted Haight Walking Tour***

Meets at Coffee To The People  
 1206 Masonic Avenue, San Francisco  
 www.hauntedhaight.com  
 Reservations required.  
 7 p.m.-9 p.m. \$20

### Fridays and Saturdays

#### ***Vampire Walking Tour***

Meets corner of California and Taylor, San  
 Francisco  
 www.sfvampiretour.com  
 Led by Mina Harker. Tour is canceled if there  
 is heavy rain.  
 8 p.m. \$20

### Biweekly

#### ***PenSFA Party***

The Peninsula Science Fantasy Association  
 meets every two weeks for a party at the home  
 of one of their members. They also host parties  
 at local conventions. Email  
 commander@pensfa.org for information on  
 attending.  
 PenSFA standard party rules: bring something  
 edible or drinkable to share, or pay the host \$2.  
 Don't smoke in the house without checking  
 with the host first. Normal start time is 8 p.m.  
 but may vary depending on the host.

#### ***Science Fiction & Fantasy Writers' Group***

Borderlands Books  
 866 Valencia Street, San Francisco  
 Meets the second and fourth Thursdays of each  
 month at 6 pm. Contact Jade Livingston at  
 sfscifi@yahoo.com for more information.

## Monthly

### ***Clockwork SF***

New location TBD

[www.myspace.com/clubclockwork](http://www.myspace.com/clubclockwork)

A Steampunk Parlor: Gothic/Darkwave/  
Synthpop w/DJ's MzSamantha, Fact 50,  
Melting Girl and Greg. 21+

9 p.m. \$5 after 10 p.m.

### ***Desert Island Book Club***

Books Inc

1344 Park Street, Alameda

[www.booksinc.net](http://www.booksinc.net)

Next meeting is June 24th

7:30 p.m. Free

### ***Dorkbot-SF***

[www.dorkbot.org/dorkbotsf/](http://www.dorkbot.org/dorkbotsf/)

Dorkbot hosts regular forums for artists,  
designers, engineers, students, and other people  
doing strange things with electricity.

Free, donations welcome

### ***East Bay Star Wars Club***

Central Perk

10086 San Pablo Ave., El Cerrito

510-558-7375

[www.ebstarwars.com](http://www.ebstarwars.com)

Meets the second Friday of every month.

7:30 p.m. Free

### ***Fantastic Frontiers***

[www.freewebs.com/fantasticfrontiers/](http://www.freewebs.com/fantasticfrontiers/)

Social club for Sacramento County sci fi/  
fantasy fans usually meets the second Saturday  
of the month. Check website for meeting times

and locations.

### ***Foothill Anime***

Building 5015, Foothill College

Los Altos Hills

Monthly event where people can get together to  
watch anime and meet like minded others.

Usually meets the first Sunday of every month  
at noon. Free  
12 p.m.

### ***The Gay Men's Book Club***

Borderlands Books

866 Valencia, San Francisco

[www.borderlands-books.com](http://www.borderlands-books.com)

Please contact Chris, the group leader, at  
[cobalt555@earthlink.net](mailto:cobalt555@earthlink.net) for more information.  
5 p.m. Free

### ***Legion of Rassilon***

Carl's Jr.

2551 N 1st St , San Jose

[www.legionofrassilon.org](http://www.legionofrassilon.org)

Doctor Who fan group usually meets the fourth  
Friday of the month: Episodes of Doctor Who,  
news, discussion of recent movies, and a raffle.

7:30 p.m. Free

### ***Micro Gods, Inc.***

Berkeley Public Library, West Branch

1125 University Ave, Berkeley

[mgisciaf.angelfire.com](http://mgisciaf.angelfire.com)

[groups.yahoo.com/group/MGIFamilyClub/](http://groups.yahoo.com/group/MGIFamilyClub/)  
Family Club for fans of Science Fiction,  
Fantasy, Movie, Anime & Manga. Meets every  
3rd Saturday, please check Yahoo group for

updates.

2:30 p.m-5:30 p.m. Free

### ***No-Name Anime***

Saratoga Library

13650 Saratoga Avenue

Saratoga

[www.nnanime.com](http://www.nnanime.com)

Anime screenings usually take place on the  
second Saturday of the month.

Free

### ***Other Realms Book Club***

Books, Inc.

1375 Burlingame Ave, Burlingame

[www.booksinc.net](http://www.booksinc.net)

Meets the 4th Wednesday of the Month.

6:30 p.m. Free

### ***Religion & SF Book Club***

First United Methodist Church

1183 "B" Street, Hayward

Meets the 4th Sunday of the month. Please

contact Rev. Randy Smith at  
[RSmith2678@aol.com](mailto:RSmith2678@aol.com) for more information.

7 p.m. Free

### ***Rocky Horror Picture Show***

The Clay, 2261 Fillmore Street San Francisco/

The Guild 949 El Camino Real Menlo Park

[www.bawdycaste.org](http://www.bawdycaste.org)

The Bawdy Caste presents the classic midnight  
movie the first Saturday of the month,  
alternating between the Clay in San Francisco  
and the Guild in Menlo Park.

Midnight

***Sci-Fi and Fantasy Book Club***

Clayton Books  
5433 D Clayton Road, Clayton  
7:30 p.m. Free

***Science Fiction and Fantasy Book Club***

Borderlands Books  
866 Valencia, San Francisco  
www.borderlands-books.com  
The book for July 19th is *A Deepness in the Sky*  
by Vernor Vinge Please contact Jude at  
jfeldman@borderlands-books.com for more  
information.  
6 p.m. Free

***SF Browncoats***

Cafe Murano  
1777 Steiner Street, San Francisco  
www.sfbrowncoats.com  
SF Firefly/Serenity fans usually meet up on the  
second Saturday of the month.  
Noon Free

***Science Fiction Santa Rosa Meetup***

Borders Books  
2500 Santa Rosa Avenue, Santa Rosa  
groups.yahoo.com/group/scifisantarosa/  
Regular meetup for North Bay fans on the  
second Sunday of the month.  
1:30 p.m. Free

***Silicon Gulch Browncoats***

Various locations (see website for details)  
www.silicongulchbrowncoats.org  
Silicon Valley fans of Firefly/Serenity meet up  
on the first Saturday of the month.  
Noon - 2 p.m. Free

***Tangential Conjectures: The Science Fiction Book Club***

Books Inc.  
301 Castro Street, Mountain View  
650-428-1234  
Generally meets the third Thursday of the  
month.  
7:30 p.m. Free

***USS Augusta Ada***

Round Table Pizza  
3567 Geary Blvd, San Francisco  
trek.starshine.org  
Augusta Ada is both a chapter of Starfleet  
International and a Linux and \*BSD user  
group. Usually meets the fourth Saturday of  
every month.  
1 p.m. Free

***USS Defiance***

Round Table Pizza  
1566 Howe Ave, Sacramento  
www.ussdefiance.org  
Star Trek fan group meets the third Friday of  
the month.  
7 p.m. Free

***USS Northern Lights***

Contact firstjedi2000@yahoo.com for location.  
sites.google.com/site/ussnorthernlights  
The 'Lights is a chapter of Starfleet  
International and a swell group of science  
fiction fans. We do more than Trek. Usually  
meets the second Friday of the month, with  
social event TBD.  
7 p.m. Free

***Veritech Fighter Command ONE-THREE***

Round Table Pizza  
4403 Elkhorn Blvd, Sacramento  
916-338-2300  
Anime/cosplay group usually meets the last  
Saturday of the month at 1800 hours.  
6 p.m. Free



# Bay Area Fannish Calendar – June 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<i>MGI SFF/H Writing</i> <i>Sakramento Anime</i>	<i>BASFA</i> <i>Dukefish</i> <i>SV Boardgamers</i>	<i>MGI Boffers</i>	<i>SV Boardgamers</i> <i>BA Role-Playing Soc</i> <i>E.Bay Strategy Games</i>		<i>SF Games</i>	<i>Rocky Horror</i>
31	1	2	3	4	5	6
					<i>Another Hole in the Head Film Festival (thru Jun 19)</i>	<i>Author: Rudy Rucker</i> <i>The Secret Agent Ball</i> <i>Valhalla Faire (- Sun)</i> <i>Silicon Gulch</i> <i>Browncoats</i>
7	8	9	10	11	12	12
<i>Sac-Con</i> <i>Foothill Anime</i>		<i>Author: Seth Grahame-Smith</i>	<i>SF in SF Double Feature: The Quiet Earth &amp; On the Beach</i>	<i>SF&amp;F Writers' Group</i>	<i>Robogames (thru Sun)</i> <i>Ghostbusters (- Sat)</i> <i>East Bay Star Wars</i> <i>USS Northern Lights</i>	<i>Mrs. Darcy's Tea</i> <i>Fantastic Frontiers</i> <i>No-Name Anime</i> <i>SF Browncoats</i>
14	15	16	17	18	19	20
<i>Gay Men's Book Club</i> <i>SF Santa Rosa Meetup</i>				<i>Thrillville Tribute to Creature Features</i> <i>Tangential</i> <i>Conjectures</i>	<i>USS Defiance</i>	<i>SF in SF: The Brazen Hussies</i> <i>Micro Gods, Inc</i> <i>Clockwork SF</i>
21	22	23	24	25	26	27
<i>SF/F Book Club</i>			<i>Warp 11</i> <i>Other Realms</i>	<i>The Tomorrowmen</i>	<i>Legion of Rassilon</i>	<i>Jacqueline Carey</i> <i>USS Augusta Ada</i> <i>Veritech Fighter Cmd 13</i>
28	29	30	1	2	3	4
<i>Religion &amp; SF</i>		<i>Can't Stop the Serenity</i>				

# Bay Area Fannish Calendar – July 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<i>MGI SFF/H Writing</i> <i>Sakramento Anime</i>	<i>BASFA</i> <i>Dukefish</i> <i>SV Boardgamers</i>	<i>MGI Boffers</i>	<i>SV Boardgamers</i> <i>BA Role-Playing Soc</i> <i>E.Bay Strategy Games</i>		<i>SF Games</i>	<i>Rocky Horror</i>
28	29	30	1	2	3	4 <i>Silicon Gulch</i> <i>Browncoats</i>
5 <i>Foothill Anime</i>	6	7	8	9 <i>SF&amp;F Writers' Group</i>	10 <i>East Bay Star Wars</i> <i>USS Northern Lights</i>	11 <i>Author: Ray Garton</i> <i>Bustles at the Beach</i> <i>Fantastic Frontiers</i> <i>No-Name Anime</i> <i>SF Browncoats</i>
12 <i>Author: Rudy Rucker</i> <i>My Neighbor Totoro</i> <i>Gay Men's Book Club</i> <i>SF Santa Rosa Meetup</i>	13	14 <i>Porco Rosso</i>	15 <i>Princess Mononoke &amp;</i> <i>Kiki's Delivery Service</i> <i>Fire Arts Festival</i> <i>(thru Sat)</i>	16 <i>Tangential</i> <i>Conjectures</i>	17 <i>Midnites For Maniacs</i> <i>Triple Bill</i> <i>Azkatraz (thru Tue)</i> <i>USS Defiance</i>	18 <i>Author: Jay Lake</i> <i>Group Signing:</i> <i>Footprints</i> <i>Micro Gods, Inc</i> <i>Clockwork SF</i>
19 <i>Castle in the Sky</i> <i>SF/F Book Club</i>	20 <i>Moon Landing</i> <i>Anniversary Event</i>	21	22 <i>Other Realms</i>	23	24 <i>Author: David Morell</i> <i>Miyazaki's Ponyo</i> <i>Legion of Rassilon</i>	25 <i>SF in SF: Kage Baker</i> <i>Conversation with</i> <i>Hayao Miyazaki</i> <i>USS Augusta Ada</i> <i>Veritech Fighter Cmd 13</i>
26 <i>Religion &amp; SF</i>	27	28	29	30	31	1