Check out eFanzines.com now! Bill’s made a couple of little changes and they’re pretty good. He’s added quick view images of the most recent postings which gives you a quick idea of what’s new. I like that touch a lot.

And speaking of new postings, you’ve got a few to choose from. The first one is John Purcell’s *Askance*. Another solid issue from Texas’s great fanzinista and one of the best issues John’s put out recently. I’m not just saying that because he advances my candidacy for TAFF, but because it’s a great read. From the Rotsler on the cover to the fake Wikipedia article in the back, it’s all good stuff. Read it!

Want another reason? Go and read *Inca* #2 that’s up on eFanzines. It’s a great zine and I read the paper version awhile ago and was blown away by just how good it was. Rob Jackson, who was also to blame for the brilliant *Maya* back in the 70s, does a great job.

There’s a new Chuck Conner zine up on his site. It’s called *Phlizz* and it’s really fun reading. I somehow missed Chuck in recent years. It’s only recently that I’ve started running across his stuff again.

What is it that makes Bruce Gillespie and Jan Stinson so readable? *Steam Engine Time* #7 is out and it’s as good as anything that’s out there today. I’m impressed with Bruce’s writing, but what else should be expected from such a great writer? Read it!

And of course there are the GarciaZines. *PrintZine* has another out and there are two new *Drink Tanks*. Read them, if you dare, since they ran last in the Hugo Best Fanzine voting!

*http://people.msoe.edu/~welch/tkk.html* has a new edition of *The Knarley Knews* up. Along with *Alexiad* by Joe Major, I think *TKK* is one of the best zines out there and has a great LetterCol. This one’s a bit shorter than usual but it still well worth the time. Go and read it!

One of Jan Stinson’s other zines, *Ribbons*, is dedicated to the works of CJ Cherryh and is available on eFanzines.com too! I haven’t read it yet (just like I’ve never read any Cherryh) but it’s Jan so it’s gotta be good.

I totally forgot to mention that Brad Foster is now my hero. He put together a minizine called *LoCs* where a bunch of different artists did little cartoons using the letters LoCs. It was really good with all my faves doing pieces.

This year’s TAFF race is continuing along with a little buzz coming from folks on LJ. I haven’t seen if anyone else has put out a RaceZine, but I’m betting we’ll get something soon from someone.

The con sched is still there. BArea fans have SiliCon and then there’s the Wine and Fun con called VintaCon the next weekend. A large chunk of us will travel to LA for LosCon Thanksgiving weekend. All these will be great fun and a fine way to end the year in cons!

Speaking of ends, I’ve been told that the last League of Evil Geniuses party will be at the 2008 BayCon. It’s become such a part of the BArea Fannish party circuit that I’ll miss it greatly. The CostumeCon 26 crew should be thanked at every turn for putting on such great parties around the country. Still the highlight of WorldCon in LA’s parties and some of the best at many other cons too. They’ll also be at Loscon which is an extra edition to keep us going.

Anyone know anything about Bascon?

Dr. Susan Gleason is doing much better and I believe is out of the hospital. That’s a good thing and we here at *SF/SF* hope she gets all the way back in the saddle.

I finally went to Another Change of Hobbit in Berkeley. Yes, I’d never been until I had reason to be in Berk, and I thought it was a lovely store with just about everything I could possibly want. And now I shill for them: GO NOW!!!

If you’re the kind who likes to have advance warning and then write about stuff, *The Drink Tank* is looking for Corset content for an up-coming special issue. If you’ve got art, photos, stories, or actual corsets, we’d love to use them! The ish won’t be out until early December at the earliest, but pre-planning is its own reward.

The Computer History Museum, that place that gives me money and doesn’t pay close
enough attention to me so I can sneak in an issue or two of various zines while I’m writing, is adding a small exhibit on Robots. I’m curating it and it should be up by the time you read this. AIBO, BIPER and a Roomba are the stars of the case. It’ll be up for at least three months.

Arnie Katz has been slowly releasing Issue 100 of Vegas Fandom Weekly. VFW was one of the reasons that Jack started SF/SF and is one of the best zines out there today. I’ve got an article in there and it’s good stuff.

In the Hugo nominations, I had more noms than anyone for Best Fan Writer. I don’t understand how that happened, but I thank each and every one of you who went and took that step in my favor. The Drink Tank got the second most noms. Both of them ended up running fifth and it wasn’t even close. Go figure.

I’m glad that Lee Hoffman, Randy Byers and Geri Sullivan won for Science Fiction Five Yearly, the last issue. It was a magnificent piece of work.

You know, why hasn’t there been a movement to get Parliament/Funkadelic into the SF Hall of Fame in Seattle? I mean, for Urban Kids of the 1970s, that was their biggest exposure to SF. I really think they should be in there, or at least George Clinton in his guise as Sir Nose devoidofFunk! I mean, we must preserve our knowledge of The Placebo Effect!

Speaking of winners, I finally did my check and saw how many I got right and how many I got wrong in my Handicapping the Hugos. I got Myself and The Drink Tank dead right for last place and I picked the winners correctly in Best Novel, Best Related Book, Best Dramatic Presentation Long and Short (I did the revised version after Pirates was dropped from the list), Best Pro Artist, Best Fan Artist and Best Semi-Pro.

My Second picks won in Best Novella, Best Short Story, Best Fan Writer, Best Fanzine, and Best Editor. Not too bad.

By all accounts, the Masquerade at Nippon 2007/Worldcon was quite a success, with entries from inside Japan and abroad. Thanks to Richard Man for sharing these photos. More can be seen at http://www.dragonsgate.net/photopost/showgallery.php?cat=3244
Let us begin with the Magical Lloyd Penney!

September 7, 2007

Dear Jean, Chris and David:

The 5th was the day SF/SF 50 was uploaded to eFanzines.com, and while it is a rarity for me to loc a zine almost as soon as it drops into the e-zine hopper, I have the opportunity and the time, and the desire to say, Happy 50th Issue!, congratulations, and way to go to all of you for making it this far. I appreciate it, and those BArea folks had better appreciate it, too.

Chris replies: You got to us fast this time! Yeah, I realized that this was a big important issue. This is only the second zine I’ve done that has achieved 50 issues, so I’m quite proud.

The Wu dynasty reigns! Congratulations on your own small invasion fleet, Frank. Betcha it looks good on the mantelpiece, and I’ll bet they provide lots of incentive to keep producing. It was great to see SF5Y win, an appropriate way to remember Lee Hoffman, and to see some of our old friends win silver rockets, and we can imagine their thrill.

I was a little shocked by the win for SFFY, though absolutely thrilled! I didn’t think Lee Hoffman’s name would mean much anymore and it was nice to see that her place in history was rewarded along with the excellent work that Randy and Geri did putting out what might have been the best single issue of 2006.

Alright, you finally got to a RenFaire! They are lots of fun. I gather there’s still plans afoot to get the Toronto area another RenFaire, but nothing has shown up yet.

Really? I’d have pegged T-dot as a big Ren Faire town.

And thank you for your good words, Chris, about my LJ. Consonant Enigma I really pushed my buttons. I do like trying to understand these crazy fans, and Consonant Enigma may help us all do just that. And many thanks for your good words on my LiveJournal. It’s not the typical LJ, and it may have helped me. Just got the word…I have been nominated for an Aurora Award for this year. Not sure how I’m going to do, but I think my chances are good. Add that to the fact I had a fabulous job interview today, and this weekend should be nothing but good.

Everything’s coming up Penney! Your LJ is great, though it makes me feel like such a slacker. I’m still LoCing as many things as I can, but it’s getting harder and harder with everything going on.

Am I Klingon? Well, I wouldn’t say so, but those Klingons I know wanted me to join their merry band, so what the heck, I did, and came up with the Klingon name they wish they’d thought of. The 7-11 that got the Simpsons treatment in Canada was in the Vancouver area, and to the best of my knowledge, that’s the only one.

There was only one Canadian Kwik-E-Mart, which is a shame. There was one in Detroit, though.

I still think Chris should have gotten the shiny rocket. Oooh, shiny… Mr. Garcia finally admits he’s a little burnt out. Well, your endurance is an example for all of us to follow, just keep going until Hugo consideration is yours. Take a deep breath, recharge those Eveready batteries embedded in your back, and just keep going and going and going… Chris, you got your Montréal Worldcon! And Yvonne and I are still talking about whether we want to go, and if we do, what we might do, just attend, or work the convention. Yvonne wants to do their space and science programming, and I’d be pleased to run their fanzine lounge. If we want to do this and go to it, of course…lots of ifs.

I’m not so much burnt out as plain old busy. I’ve still got enough energy to keep up with pubbing, Evelyn and Linda, so I must be OK. I’m very excited about Anticipation! I hadn’t expected such a great win for the great town. You must go. Imagine the damage we could do at a Canadian WorldCon!

My eyes are closing, so I think I will plead fatigue from a very long week, and say my thanks for another spiffy issue, long may it reign. Here’s to the good ship SF/SF, and all who sail in her.

Yours, Lloyd Penney.

Sleep, Sweet Fannish Prince, and awaken to LoC another day!
And now…John Purcell!

Gotta keep the streak alive, here. Here’s another loc for you folks on your latest effort.

You’re our Ripkin, man!

Ah, Hugo award natter! All I am going to say here is congratulations, Christopher J. Garcia, for your double Hugo-losing performance in this year’s awards. You are in good company, sir. A quick perusal of past nominees reveals names like Banana Wings and Claire Brialey, Energumen and Mike Glicksohn & Susan Wood, File 770 and Mike Glyer, SFR and Richard Geis, and so on. No matter what, simply being nominated for a fan Hugo is one heck of an honor. Good showing, my man!

Well, losing was pretty fun, actually. I just can’t understand how I managed to get more nominations than anyone for Fan Writer! That makes no sense!

I was very happy to see that Science Fiction Five Yearly won the Best Fanzine award; that was a beautiful fanzine, and it shows how much the traditional fanzine - needing dead trees, mimeographs, collating, and all that hoo-hah - is still very much alive and appreciated. Geri, Randy and LeeH all deserve the accolade.

Yeah, it was good to see. I pegged them for second and they pulled it out. Good for them. Of course, it helps that it was a fantastic zine too.

Lots of activity in recent weeks on efanzines again, including my latest. How come you haven’t locced yet, Chris? Busy at work again? Busy with your love life? Hmmm? If so on either count, they haven’t slowed down your zine production, that’s for sure. How you do it is beyond me.

I’ve sent my LoC as of Sunday night! It’s been crazy (maybe you haven’t heard, but I’m running for TAFF) and so many things are happening at once. I did manage to get four LoCs out on Sunday, which hasn’t quite caught me up, but I’m closer now.

Hey, Lloyd Penney: if Chris is auditioning for a part on that new show, Caveman, he really doesn’t need a costume... You could do the voice-over for him, too. Wouldn’t that be a blast?

I do have the beard and hair for it...

Lloyd’s comments to Frank Wu about con dissatisfaction are sadly true. One look at even the convention calendar down here in Texas reveals that there are so many events going on that it’s silly. In fact, it is very easy to O.D. on cons; I remember feeling that way back in the late 70s and early 80s when cons began to enjoy a surge in numbers. The gaming, anime, and special interest cons are really eating up time and space like crazy right now. For example, over the Sept. 21-23rd weekend here in College Station, there is a gaming con held on the TAMU campus - Protocon 9 - that is the same weekend as FenCon IV up in Dallas. Of the two cons, I would much rather go to FenCon, but Protocon is both close to home and much, much cheaper. Besides, my son is looking forward to enjoying some serious computer gaming at Protocon, and he wouldn’t get that at FenCon. *sigh* What’s a father to do? But, yeah; the days of knowing everybody at a con are sadly gone. I think I’ll be lucky to recognize anybody at Protocon, except for maybe some of my students who might be there.

I love cons and I couldn’t imagine ODing on them. I’d go to more if (1) I didn’t have to fly to a bunch of the ones I want to go to, (2) I had the money, and (3) Evelyn’s Mom wouldn’t kill me if I missed more weekends watching her. I think it’s possible to know everyone at a con. I mean, I knew every face at Con-X-Treme.

Chris, in your editorial you discuss at one point drinking and conversation in fandom. While this is basically true, I have to say here that it is amazing how much things have changed since my early days of conventioneering. Time was some fen got a real snoot-full of booze, and things sometimes got a bit out of hand at cons. They were not only for meeting friends, authors, talking skiffy, and such, but cons have had a reputation for being an excuse for being a weekend party. I remember getting schnockered off my rocker quite a few times back in the day. Interestingly though, at Corflu Quire I didn’t notice a lot of heavy drinking or drunkenness amongst the attendees. That was pretty cool, and I really enjoyed Corflu for that, I think. It was great just simply being there with good friends and having good conversations.

I had almost nothing to drink at Corflu, come to think of it. I had a great time too. I’m sure someone was at least a sheet-and-a-half to the wind thought. Someone must have been!

At any rate, I’m going to stop here since I have some school-type work to do. So keep up the good work in producing SF/SF and I will do my best to keep my loccing streak alive.

We’ll be here and so will you!

There aren’t any awards given for that, are there? Oh, bother...

I could create one for you!

All the best,

John Purcell
Sometimes, I like to try and get Kevin Standlee’s goat. There are a lot of ways to do it. Some are simple, like posting a LiveJournal note saying something like “Naomi Novik won the John W. Campbell Hugo for Best New Writer,” or even something like “The Australian ballot is the devil!” It’s interesting to think of ways to hassle Kevin, the ultimate rules master when it comes to fandom, because hey, someone’s gotta do it and it may as well be me. I mean, I do have a rep as a hoaxer (you should read the next Consonant Enigma on eFanzines.com for more on that), and playing little gags like that is all part of the job.

But there is an important role that the hoax bids play. By putting the focus on what is and isn’t allowed (and any smart hoax bid makes sure that their specific hoax is not allowed to host whatever convention they’re running for), you teach folks how the whole system works. When you evolve a hoax fan, like the classic Carl Brandon, you teach folks just how distant people are and how powerful personality is. When you come up with a fake panel item, you really test to see how many people have a sense of humor. They’re all very important things to know.

The problem is, it also attracts the darker side of fandom. While Kevin seldom fails to catch the comedy in the little things that we hoaxers try, there are a lot of folks who just don’t get it. They’ll post long rants about why you shouldn’t waste your time on such matters, or that it’s better to use your time for real convention bids.

Well, there’s a time for that too (but not now!). Look at LJ posts and find the longest replies to the strange posts, and they’re the ones. We made up ribbons for folks who just didn’t get Casa de WorldCon hoax. I kinda figured who they were before we even hit the air with the official announcements. It was one of those things.

Now, we’ve got a bunch of great folks who will make things even nuttier once you get around to lettin’ them know. I can always count on Kevin Roche and Andy Trembley to bring a lot of fun to the party and if Seth Breibart comes around, there’s gonna be strange fun added. Bob Hole and Frank Wu will always throw new pieces in and that makes the strange fun more strange and far more fun.

One of the things that I’m most interested in is seeing why people come and play here in fandom. You can’t find the reasons in everything. It’s hard to tell why folks run cons or write zines and it’s really hard to figure out why folks hoax. I know why I do it (because without that monkey wrench, how well do the gears even turn?) but I wanna understand why people do the normal things, and one of the best ways to do that is to understand why they do the weird stuff. I’ve never had any serious ambitions in fandom. I wanna write zines, maybe run some fanzine lounges, play some Great Dalmutti and just be friends with fans, but I understand that there are people who want to go out and do brilliant things. I love those people…at least when they get the idea!

And so I say that we must try and have ourselves a real fun time, no matter what. Don’t let those nay-sayers say nay so loudly that they keep you from having fun. Fandom’s gotta be a place where the bastards can’t wear you down. Hoaxing is good fun (and a little bit of work, so I won’t be doin’ another for a while), and I recommend holding one sometime soon!

And by the way, the next time you see Kevin Standlee, give him a twenty to support his new WorldCon bid.

I’m sure he’ll appreciate it.
Dreams of the City

A Column by España Sheriff

Many moons ago I lived in the unfashionable outer limits of the Sunset District of San Francisco. Now I live in the ever-so-slightly trendier Parkside neighborhood, but my first memories of this city are of the outermost Sunset.

Way down on 43rd and Kirkham, it’s easy to feel as though the city is light years away. In fact, given the architecture, weather, and abandoned-seaside-town atmosphere that pervades the area along the Great Highway with its corroded motels, it was not hard to believe that time itself was somehow slowed down and warped, leaving the whole area behind in some vague mid-20th century fog.

But the days of Playland at the Beach and the Doggie Diners are long gone, and in order to escape this forlorn, salt-corroded gravity well I’d venture towards the bright lights of the then ever-so-slightly cyberpunk early to mid-nineties city by taking the N-Judah up the hill, away from the ocean. The first sign of civilization was 9th & Judah, where I could find the closest cafe that contained a net-table. Now long gone, Jammin Java used to be right on the corner of 9th and Judah in a spot since occupied by a number of other businesses. This was the place where I first got online, onto a local BBS system called SFNet — now also long defunct, but which managed to be the center of my social existence for the next half decade or so.

Before the idea of free city-wide WiFi came and went, before every cafe was filled with people using laptops and little WiFi network stickers became almost as ubiquitous as the Visa and Mastercard logos, these little coin-operated net-tables allowed a few hundred Bay Area geeks to connect with one another. The system had message boards similar to those on Usenet, but its core was the two live chat rooms which made this simple little local network an immediate social networking success.

A quarter secured your handle, which could be anything you wanted, so although most people quickly honed their online personas, there were always mystery users who might or might not be someone you already knew under another username. Anonymous enough to be slightly chaotic, local enough to be useful and small enough to be cozy. Although the heart of the machine was those cafe tables, eventually people also dialed in from their home computers, or in my case a little dumb terminal that was almost certainly less powerful and intelligent than my current cell phone.

Before I got my first subscription from home I spent many hours putting quarters into these machines and drinking often questionable coffee, mostly up and down Haight Street at the late great Horseshoe Cafe and the now-forgotten Ground Zero and Coffee Zone. A few of the places that had these do still exist, including Java Beach which even had some flat-top video game machines to replace the net-tables last time I was there.

Many of my friends ran their own little BBSs like the Kaos Phactory, out of Lower Haight. While some of the netters where relatively computer naive like myself, many others had what I believe the kids today (well, yesterday probably) would call l33t skillz. Building their own computers, hacking things they really shouldn’t (like SFNet itself) and generally seeming terribly exciting and cutting edge to a then just turned 18 year old who hadn’t bought her first computer yet.

We would have gatherings called Net-gets at various places including Noc Noc’s, which I am glad to say not only still exists at the same address on Lower Haight, but still maintains its most awesome industrial/cyberpunk/tribal decor and most excellent sake menu.

I made most of my first friends in the city from the SFNet circles, got my first date and my first (and second and third) break-up, and met my first proper boyfriend, who was a computer geek, natch, and didn’t just start a BBS but a whole ISP. Which was pretty much the thing to do if you where a computer nerd in the mid nineties in San Francisco. I met many folks I probably would not have otherwise, one of the genius things of SFNet being the way it could bring folks from relatively disparate circles together, rather like fandom. And as with
fandom there was fun and wit in almost equal amounts to the drama and feuding.

Although the whole thing would very quickly be completely outdated and left behind by the web revolution, we knew we were onto something. Not many online experiences have rivaled that community feeling for me. The net is too vast to really work that way, although sometimes LiveJournal comes close with its chat-like immediacy and the ability to form smallish but not exclusive social groups. Other places like Tribe try to offer online community building in a similar fashion, and there is even an SFNet nostalgia tribe on there.

I don’t think it can be recreated, and I doubt that I’d really want to, but it sure was fun while it lasted.

---

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

---

Ten Things That Could Happen to Chris Garcia’s Beard While on a TAFF Trip

By James Bacon

Contributing Writer

1. He could be mercilessly mocked at every hand’s turn, by fannish fighting types, types standing around malingering in the bar with a malicious stance and generally looking dangerously evil as is their wont and reluctance to have a shower. Resulting in him shaving it off, so that he can retain his dignity.

2. He may get wildly drunk from the tankard of plenty, and in a moment of insane generosity agree to have his manly beard shaven off to raise funds for TAFF, by a drunken horde of manic saxonites and wild whiskeyed Irish men.

3. He may mind the gap, but with such a protrudence, he may just get it caught in the doors of a Tube train. This will result in the use of a special device know as the pinch bar, used by many a line man for such an instance, such pain the ancient device will inflict.

4. It may be used, against his will, for photographic opportunities by those who are follicley challenged to provide some dignity atop the shiny cranium.

5. It may be crafted into a wonderful series of Celtic knot works by fair maidens from the land of the long flowy dress, heavy makeup and pale skinned forever gothic.

6. It may be plaited in a visi-gothic style by rough and manly maidens from the lands of Ming.

7. It may follow the current trend in anglo-hiberno circles and using a horrible cheap and nasty product for less than a tenner, have his manly beard dyed a wonderful Teutonic blonde, in honour of our Scandinavian fannish brethren.

8. It will be shorn off and weaved into long laces, with which a massive girdling corset will be tightened to encapsulate the ferocious bosom of a fighting fannish warriress.

9. It will be used as an ingredient for some bizarre intoxicating liquor drink that will be used in a knightly ceremony and heartily taken to promote promiscuity and performance.

10. It will go home on a separate flight.

So go on, and send him yonder across the great sea, and allow us to behold the great facial hair of the West Coast fannish clan, and allow us to honour this occasion with some sort of barbaric yet honourable act.
How to Build a Fannish Party

By Christopher J. Garcia
Editor

OK, let’s say you’re going to a con and you’ve got a bunch of foolish friends.

You’re sitting around one day, let’s say all chatting over email trying to figure out something cool to do at the upcoming con. Invariably one of you will say something along the lines of “Hey, you know what we could do? We could throw a party!” And someone else will say, “Yeah, that’d be swell!” Another person, the one who always takes these suggestions a step too far, will respond, “Yes, we WILL have a party, and it’ll be the best party ever!” And that’s how it begins.

First off, you’ll forget about it for a while. These ideas need time, to be digested and passed through the colder sections of the brain, the ones not affected by thoughts of booze and bacchanalia. Then, at some point, one of the people convinced by the “Yes, we WILL have a party” person will start trying to figure out what needs to happen and when. This will reignite the “Yes, we WILL have a party” person into action. They’ll start to throw out all sorts of wonderful and terrible ideas, each of them more exciting and entrancing than the next! Each idea, in the mind of the “Yes, we WILL have a party” person, will be so genius that it must happen! These things are terribly important! All encompassing!

Overwhelming in the amount of greatness they shall reap! All hail this latest idea!

And then some more time will pass, and finally, when the day has drawn ever-so-near, action will be required.

Now, the idea-mongering that the “Yes, we WILL have a party” person has done will have muddied the waters enough so that no one is quite sure what they should do with all that thought. As a public service to those of you who must deal with a “Yes, we WILL have a party” person, allow me to offer a list of what to do:

1. Choose a theme.
This can be easy (We’re a bunch of Condorman fans! Of course our theme is going to be the Lesser Works of Michael Crawford!), or it can be difficult (We’re a bunch of fanzine writers. What the hell are we gonna do?). I would avoid getting too conceptual (We’ve got two fire signs and a water sign, so our theme will be battles fought and lost by firefighters through the ages!) unless you’ve got really good wine to sling. Something simple is fine. Even: “We’re gonna be a place for folks to come, sit down, have a good conversation and maybe we’ll get to see the ‘Yes, we WILL have a party’ guy walk straight into the glass door again.” If you want to be the rager of the year, you better well have a bunch of folks, a couple of theme drinks (more on that later), some nice décor (like the Companion House from Westercon) and a bunch of friends willing to stick around.

2. Choose a method.
You can be a party that people want to come to because there’s something fun going on (“Hey, those guys have pole dancers!”), or because you’ve got good swill (“Man, you need to try the Slimer Special at the Ghostbuster Party!”), or because you’ve got food (“Man, I’m starving. I hear the Misfits of Science Minor Leagues have Ice Cream”). It could be that you’re showing a video (like Eric in the Elevator, a BArea favorite), or that you’ve got a game (one of the best parties I went to on the East Coast was the one where they introduced Showbiz Showdown), or that you have a Name that people will want to come and talk with. Any of these are good methods for drawing people to your party. Especially the pole dancer. I mean, there were folks at that party at Con-X-Treme, even!

3. Choose your food.
This can be tricky. The AhwahneeCon party did a “camping” theme, and so served camp food: Pork ‘n’ beans, s’mores, mixed nuts, mini-cereal boxes, and other food with little flecks of ash in it (ah, reminds me of cooking at Big Basin when I was younger!); so the foods matched the theme. Most parties don’t get nearly that involved.

If you’ve got a microwave in your room, you can do slightly more than a regular
room. A chafing dish is a bad idea as it requires something like Sterno, which hotels frown upon. A crock pot is great and it allows for stuff like Swedish Meatballs or Vienna Sausages! Or Nachos! No one will ever complain when a chocolate fountain is involved (and Howeird the Great had one at his BayCon parties) These things can lead to a bit of a mess, so a series of tarps is a good idea. Make sure that your food is at least somewhat easy to clean up. Sandwiches that are pre-made can be a great idea, but “build your own” can be tricky. I say, buy a couple of trays of something and throw some stuff in a crock pot and call that a party!


Anyone who reads the Drink Tank (all three of you!) will know that I have a lot of thoughts on liquor. If you’re going it alone, you might want to choose one of two beverages and stick with those. Beer isn’t expensive and folks are willing to drink even the cheap stuff most of the time. If you’ve got a few people and can spread the love a little, get at least one thing that is slightly above the basement. Such as, you might choose to do cheap beer and maybe an OK Rum to mix with Coke. You could also use the “You Must Try This!” Party theory, where you choose a liquor that folks aren’t likely to see (Absinthe, Old Potrero, St. George’s Spirits, Elmer T. Lee, Bombastica) and serve samplers to folks. Those kinds of parties can be quite enjoyable and you can usually get away with asking for a buck a taste for some of it!

The Mixed Drink parties tend to be pretty popular, so there are a couple of ways to do it. One, get a bunch of people who can mix drinks, get a bunch of different booze. and get to mixin’. But anyone who has been to a wedding where things back up will know why this isn’t a good idea.

Pre-mixing drinks and sloshing them out of communal containers is a better idea that works for all kinds of people. DO some testing, figure out a few drinks that work, and don’t require on the spot mixing (do NOT try to mix Sex on the Beach ahead of time!) and go to it! It’s a fine idea.

5. The Planning.

First, make sure you get a room on the party floor. Yes, you can do closed-door parties elsewhere in most hotels, but it’s always better to go big on the central line. Plus, you’ll have far less chance of annoying your neighbors. Also, figure out if anyone’s gonna stay in the room. These things can run late. Having an extra room can be a nice idea, but you can also save money by not needing another room.

Make sure you talk to your Party Liaison, and make sure they know you’ll be serving alcohol (if you are). They’ll tell you what you can and can’t do. Make sure you also have enough room to cart everything over. A good room party can require 1 ½ carloads of stuff, so plan accordingly.

6. The Day Of.

Make sure you’ve put up fliers and have told everyone you know. It doesn’t hurt to buy an ad in the program book, either. The more people who know, the more likely they are to come. Then again, if you get a prime location, you should be OK, but better safe than alone in a room with a bunch of food and liquor.

You must find a way to find and mark those who are old enough to drink. This is a requirement, as underage drinking can be a real party-killer and can lead to fines. I suggest a bracelet or a rubber stamp of some kind. Have one person at all times checking IDs – preferably not the bartender, because while that’s the safest way, it will cause long waits.

You should decorate to a degree. Sometimes, the decorations can take hours to put up (the Evil Geniuses have a long set-up time), and sometimes you can slap a poster on the wall and call it a night. Basically, you want to make sure folks feel like staying and hanging around, so comfort should trump style to a degree. The way the BASFA parties have been done is to slap a few things on the wall and leave the rest of the room alone. It’s comfy and it’s stylin’ a little. Plus they have that great air gun thingee!

7. The Night of.

Get folks in there a little before you’re gonna open. If there’s a Masquerade or Opening Ceremonies, have someone there as they’re going on to finish last minute stuff and let people know when they’re gonna open. If you’re on a free night, try and figure a time that allows more folks to get dinner and have some time to change: 8 or 9 is a popular time.

Closing time can vary. There was a party at Westercon that rolled up its shaggy carpet at 11 p.m. There were others, including the Fanzine Lounge, that kept on rocking until 4 or 5. The League of Evil Geniuses can keep going until the sun comes up. These things vary. I’d say 2 a.m. is a great time to close.

And that’s it! Go out and make a party happen! I’ll stop by, so make sure you’ve got a little whiskey. Oh, never mind…I’ll bring my own!
Nemo Gould to be Featured at Dump

By España Sheriff
Staff Writer

For those of you keeping score at home, it has been just over a year since I submitted my very first bit of writing to this here fanzine. Back in 2006 I timidly asked if I could write something for SF/SF and our esteemed Editrix Jean Martin graciously allowed me to contribute... oh, naive España of the dimly remembered past, how I miss you! But anyway, moving right along... the piece I submitted was a short writeup of a gorgeous exhibition at Varnish Gallery by local artist Nemo Gould, which I had stumbled on while visiting that fine establishment during its then-weekly Firefly screenings.

Gould is a sculptor who works in found object creations and kinetic sculpture, and his work has a decidedly pop culture-infused science fictional bent. As his name suggests, squid, octopus and underwater scenes feature prominently as themes in his sculpture, but so do many other fabulous creations including a veritable army of retro-styled robots which he calls “fauxbots,” and which range from cute little tabletop numbers all the way up to far less user-friendly behemoths that tower over your average puny human. And, in fact, in June both categories were showcased when he won gold for a Giant Squid and bronze for a robot called General Debris in the Kinetic Art Bot category at Robogames.

Now I am glad to be able to say I am looking forward to another Gould Exhibit this very weekend. As those of you who are paying attention may already be aware, Gould has spent the last four months as artist-in-residence at SF Recycling & Disposal, Inc. - also known as The Dump. Which may not sound terribly exciting to non-artists, but which is a much-coveted residency for local artists.

Created with the goal of promoting recycling and conservation, the program gives...
artists 24 hour access to a 2,000-square foot studio, a monthly stipend, and a exhibition at the end of their residency. But most importantly, they get free access to literally tons of raw material to create from. Dozens of artists have participated in the program and the Sculpture Garden adjacent to the dump includes pieces by many of them.

This Friday evening and Saturday during the day there will be an opportunity for the public to see the results of the last four months of scavenging and creation. Gould has already posted photographs of some of his recent pieces on his blog, and although he promises to keep some back for the exhibition, the results are intriguing so far. At first glance there seem to be fewer robots and more color and diverse use of materials, including rather more antlers that I would have expected.

I can’t wait to head over on Friday evening to see what he’s held in reserve.

“Guzzler” (2007)
Photo by Larry Strong
(Courtesy Nemo Gould)
Scenes from a Regency Picnic

Photos by Jean Martin

The PEERS “Pride and Prejudice” Picnic took place on August 4th at Lincoln Park in Alameda. A beautiful day, players in period costume, music by Bangers & Mash, and Regency dancing…A fine farewell to Summertime.
Meeting 892 (Silicon Valley Edition)
September 3, 2007

Trey Haddad, President
Chris Garcia, Vice-President
Dave Gallaher, Treasurer
Galen Tripp, Sergeant at Arms
Barbara Johnson-Haddad, Secretary

Began 8:03, with garlic bread.

25 people attended - that we knew about.

We established a party jar [barely].

Secretary’s report: the minutes of meeting 891 were accepted as ‘I flopped.’

Treasurer’s report is that last week we took in $14.00 in the regular jar and $22.25 in the party jar - and parts of his computer are pining for the fjords.

The VP reported ‘so there I was - hand to God!’ and that there’s a new Drink Tank out [#140] & there’ll be a new SF/SF out on Wednesday or Thursday.

The President introduced us to Chip Unicorn, visiting us for the first time - plus mentioned we have a new club member: Bruce Hevelin, who inherited a love for science fiction from his dad ['I know your dad,’ Andy stated].

The Site Selection Committee reported that we will be meeting at the Newark Round Table pizza place next week, Sept 10 - and at the Cocos on Sept 17.

The BASFA Times Committee reported that they have [a bucket?] a lovely cover that can be used for future issues - and still need content and there is no deadline yet.

Announcements
Chris announced that Frank Wu his 3rd Hugo for best fan artist & got the best Hugo EVAR; Dave G follow-on’d that they weren’t regular Hugos but Ultra-Hugos.

Julie announced that the Bay Bridge was opened early.

Spring announced that you have 11 more days to register for Vintacon - to be held in Gilroy, October 12-14.

Adrienne announced that the Ren Faire opens next weekend at Casa de Fruta & announced that BBC America will be starting at 7pm Saturdays both Dr Who and Torchwood.

Chaos announced that Steve Savitzky’s computer filk CD is finally out.

[evil] Kevin announced that there are 11 days to submit sketches for CostumeCon 26’s Future Fashion Folio.

Frank Wu announced that the 2009 Worldcon will be in Montreal, Aug 6-10 [he thinks].

Andy announced that SiliCon is next month and that the hotel block may be filled and there’ll be an Evil Genius party on Saturday night.

Reviews:
Harold reviewed ‘La Vie en Rose’ - a biopic and a bit of a tragedy as recommended at full price & reviewed the Shelldance nursery as they specialize in orchids and bromeliads and will care for your plants, too & was free and worth it.

Art reviewed the lunar eclipse as nice and clear where he was and says he only saw 1 meteor when he went out Saturday night to check on the Aurigae meteor shower.

Bruce reviewed LisaCon [the party at Lisa’s place] as very fun and relaxing; Julie follow-on’d that a good time was had by all; worth full price.

Frank Wu reviewed ‘War’ as a bad time was had by all, the fight scenes were -bad- and reviewed the direct to DVD ‘Babylon 5 Lost Tales’ as minimalist, lots of green screen, not a big budget but highly thought provoking.

Chris reviewed ‘Balls of Fury’ as the highest watermark of Western civilization - crazy awesome - and fantastic.

Adrienne reviewed the Scottish Highland games in Santa Clara as there were fun things
to do there & worth full price [there were some follow-ons].

Andy reviewed Asian clothing patterns as the hakima pattern was a big collection of numbers and way too big to make a normal pattern out of and worth dealer’s room table price and reviewed John Marshall’s ‘Make your own Japanese Clothing’ as it will help you to make alterations in height and weight for traditional Japanese clothing but is not easy to understand and absolute hell to use but worth full price because it’s the only one out there.

[evil] Kevin reviewed the Mikado ball as there was no bar, alas, and they had a wonderful time - worth full price - & reviewed a Sunday toga party as he’s still finding sequins everywhere & reviewed ‘Stardust’ as worth full price.

Dave G reviewed having dinner with Frank Wu as Frank didn’t take his advice and spend $2800 on flying to Japan for the day - but a wonderful time was had by all anyway.

Julie reviewed the Peers ball as Kevin and Andy’s costumes were worth full price to see in person.

Then we birthday auctioned off Bruce for $10.00 to Chris; plus auctioned off a video for $5.00 [given to Frank] & a travel bottle for $1.00.

We adjourned at 9:28.

And the rumor of the week was that, ‘Oh never mind.’
non binding vote amongst the members present to see which venues were worth continuing to pursue. CoCo’s got ‘a lot’, IHOP by Great America 4 votes, Giovannis none. More discussion on the pros and cons of these venues. Dave then asked if there were other places people were interested in trying - other options and their +/- discussed:
Adrienne suggested Bombay Gardens and Sweet Tomatoes
John suggested Boscoe’s in Sunol
Dave G put forth Sonoma Chicken Coop in Campbell
Dave said he would look into these new options and report back to the group and he would try and find a location for the 9/24 meeting prior to the 9/17 meeting and post it to the group.

Announcements:
Jo says there is a new periodical out called Daily Fiction. It’s been out 5-6 days, all online. They take submissions via email. And email you a story every day. He can’t review the actual stories, as they have been piling up in his mailbox and he hasn’t had time to read them yet. But offers up that it’s a great idea, and people should check it out. Also that PantheaCon online registration for attendees has gone live. Program submissions should be live in the next couple of days.

Dave Clark announced that there is a new gallery show opening in Berkeley called ‘Pop OM Art’ at the SR2 Gallery, 1728 University Avenue - curated by Mark Bode, and featuring the works of, among others, Jack Kirby, BK Kliban, Vaughn and Mark Bode, Hal Robins, Jeff Jones, Peter Max, Margaret Keane and many, many more.

More info at http://www.sacredrosetattoo.com/sr2/
Show opens 9/15 and runs thru Nov. 8.

Spring announced there are only 4 more days to get your Vintacon registration in. That would be Saturday Sept 15. No scavenger hunt this year.

John O announced that Stage 1 has opened the Sound of Music. Runs thru Sept 22. Chris and John O have flyers if anyone is interested or more info at http://www.stage1theatre.org/

Lisa announced that the deadline for the Costume Con 26 Future Fashion Folio is Sept 15.

Reviews:

Julie reviewed mall shopping. Wondered if the Vallco mall still existed - was looking for a Penney’s, none at Valley Fair, so went to the Vallco Fashion Mall. Still no downstairs, but still has an arcade and a new neon lit bowling alley. Also a multiplex AMC theatre with auto ticketing machines so you don’t have to talk to the kids in the ticket booths. There is a sign above the skating rink that says an International Food Court is coming, but it hasn’t yet. Go there if you really need to find a Penney’s. Follow-on questions regarding other stores that may or may not still be at Vallco and if the name might have changed.

Tracy reviewed Apple Store Customer Service. Her power cord tried to set itself on fire, so she decided it was time to get a new one. Venturing in to the Apple Store on University Ave in Palo Alto, she had to flag someone down to help her, they didn’t have the power cord in stock, nor did the other Apple store they called. At this point, her laptop is now effectively a doorstop... Power cord located at another, non Apple site (Stanford campus store?). Also noted that on a recent trip to Fry’s she had far superior customer service than she received at the Apple Store. Follow-on from Julie - also needed a spare cable (for an iPod) - none at the Apple Store, Fry’s had a stack of them, they were cheaper, and the service was better too. Fry’s wins the customer service award ... for the moment.

Also reviewed the Bourne Ultimatum which counts as sci-fi due to the technology being depicted. No way the NSA has real time instantaneous wiretapping with data mining to find the exact voice they are looking for, since our NSA can’t do that right now. Also, Matt Damon was too pretty at the end to be believed. He should have been messed up more to be believable. Follow-on from Jo that the technology does exist, but he could neither confirm nor deny the NSA knew how to use it themselves.

Jo reviewed that he traded his girlfriend for a new motorcycle and that that was a good deal.

Dave Clark reviewed the Warner Bros (cartoon) exhibit at the SF Int’l Airport. Cells, maquettes, behind the scenes info covers Warner Bros cartoons in the 50’s-60’s. It’s free, on the ‘right’ side of the security lines and worth full price.
Also reviewed WorldCon. Said when Frank accepted his Hugo he was never lovelier. Descriptions of the after parties followed. It was as if Ultraman had come down from the mountain top with the Hugo and Frank blessed the room. Jay Lake had commented that when Frank’s award walked in the room that is was like back in the sixties the way people screamed for the Beatles.

Dave then mentioned a Japanese phrase that Spring immediately translated. Dave wished it to be recorded that he did not desire the said translation. Dave moved on to review the Tokyo Disneyland Resort - which was bigger than Anaheim. More seafood, only one hot dog vendor. Also a side note that the Hilton had the best hotel rooms of his entire stay. Adrienne asked about pins, and Dave reported that there are none at Japan Disneyland. He also went to the Disney Sea Resort. Disney characters all walking around, but they were much more animated than our ‘domestic’ characters. (Pun fee paid). Also, the fireworks shows are the same for both parks... only you see the backside of the Disneyland Resort show when you are at Disney Sea. Only about 10 minute show.

Tokyo was reviewed as hot and humid. The day after the typhoon it was cooler. He is recovering nicely from carrying lots of heavy bags with straps and is happy that he no longer needs to point at food to order.

Ed reviewed a new device in the latest Orion Supply catalog as Sci Fi realized. The Celestron Sky Scout Personal Planetarium - $400, the size of a video camera - you point it at the sky and it has the smarts to tell you what you are looking at.

There were some fill-in reviews waiting for Jenny to return to the room... (Dave C?) asked for a review of the bay bridge closure. (It opened early). Some discussion of CC Meyers chances of being the next mayor of SF (pretty good).

Dave G reviewed Torchwood - now legally available in the US - which debuted on BBC America last Saturday. Sound cut out briefly during the broadcast, but it was nice to be able to watch it on a big screen instead of a computer monitor. Dave C followed on that it is nice to watch it on TV and is shocked that Dave G would imply that BASFA members would steal shows.

More discussion about Graham Norton show which featured David Tennant and lots of silly Dr. Who themed pranks.

Jenny reviewed being happy to finally get the gumdrop iMac off her desk and replaced with a better working, better priced machine (non-Apple) and that it’s good to finally get on the internet again.

Auction mis-start as Dave began to auction the 2004 Hugo that Frank had left carelessly lying around unattended on the table. Bidding reached $4.80 before Frank returned to the room and ‘withdrew’ all the Hugos from play.

$2.00 for Advance Reader Copy of Spaceman Rules

Birthday Auction:
$10 for Chris O to Frank
$10 for John O (from Frank) for Dave C.

Add on announcements/reviews:
Frank Wu reviewed Balls of Fury as hilarious that a white guy played a Chinese guy. Christopher Walken was brilliant.

Julie announced the alleged title of the new Indiana Jones movie as Indiana Jones and the Crystal Skull. Follow-on about who is/isn’t cast for this venture. (Harrison Ford, Karen Allen in, Connery out.)

We adjourned at 9:27pm

And the rumor of the week was that.... ‘Frank Wu is a GOD to Japanese Fans’
Life is complicated; putting on an event is even more so. Please check before attending, as events are sometimes cancelled or times and locations changed.

New listings are in red.
Ongoing events are toward the back.

Wednesday, September 19
Boundaries and Meaning in Landscapes: From Science to Art and Back
Swissnex San Francisco
730 Montgomery Street
San Francisco
www.swissnexsanfrancisco.org
6-9 p.m.
Free
A spirited roundtable discussion on the relationship between art and science to kick off the art exhibit “Minimal Landscapes,” which runs through October 12. Food and drinks available.

Wednesday, September 19
SF in SF: Howard Hendrix and Scott Sigler
Preview Room
Variety Children’s Charity
582 Market Street
San Francisco
www.sfinsf.org
7 p.m.
Free
SF in SF is a regular series of sci fi author readings with discussion and book signing after, and a clever name. Cash bar opens at 6:30.

Wednesday, September 19
Evil Dead 2: Dead by Dawn (1987)
Red Vic Movie House
1727 Haight Street
San Francisco
www.redvicmoviehouse.com
7:15 and 9:15 p.m.
$8.50 ($6.50 matinee)

Wednesday, September 19
Joan’s Brain
The Exploratorium
3601 Lyon Street
San Francisco
www.exploratorium.edu
7 p.m.
$10 or free with Exploratorium admission
An original play by David Ford, part of “Science on Stage,” script-in-hand performances of new plays about science and technology produced by the Exploratorium and Magic Theatre.

Thursday, September 20
Firefly Night
Parkway Speakeasy Theater
1834 Park Blvd.

Friday, September 21
Art at the Dump: Nemo Gould
SF Recycling & Disposal
501 Tunnel Ave
San Francisco
www.sfrecycling.com/air
5-9 p.m.
Free

Friday, September 21
Midnites for Maniacs in 70mm: Ghostbusters (1984) and Lifeforce (1985)
Castro Theatre
429 Castro Street
San Francisco
www.castrotheatre.com
7 p.m.
$9

Saturday, September 22
SF Ghost Society Free Lecture Series
Park Branch Public Library
1833 Page Street
San Francisco
www.sfghostsociety.org/html/events.html
Noon - 4 p.m.
Free
The San Francisco Ghost Society holds its third annual free lecture series, with topics such as Ghost Photography Dos and Don’ts and Releasing Spirit Energies From Homes. Light refreshments will be served.

Saturday, September 22
Author: Jeff Carlson
Borders
120 Crescent Drive
Pleasant Hill
925-686-4835
2 p.m.
Free

Saturday, September 22
The Phenomenauts
Phoenix Theatre
201 Washington Street
Petaluma
www.petalumaphoenix.org
8 p.m.
$12
The “Rocket Roll” band plays Petaluma, with the Teenage Harlets, Maldroid, and Keyser Soze. All ages show.

Saturday-Sunday, September 22-23
Vintage Fashion Expo
Masonic Center
1111 California Street
San Francisco
Sat. 10:30-6, Sun. 11-5

$10 (early bird $20 Sat. 9-10:30 a.m.)
www.vintageexpo.com

September 22-October 14
Northern California Renaissance Faire
Casa de Fruta
100031 Pacheco Pass Highway
Hollister
Weekends, 10 a.m.-6 p.m.
$25/day, $35/weekend
www.norcalrenfaire.com
Hearty ale, fine foods, crafts, and live performances.

Sunday, September 23
Bad Movie Night: Sin City (2005)
The Dark Room Theatre
2263 Mission Street
San Francisco
www.darkroomsf.com
8 p.m.
$5
The Dark Room’s resident sharp wits skewer another bad flick.

Monday, September 24
Midnites for Maniacs in 70mm: Starman (1984) and Brainstorm (1983)
Castro Theatre
429 Castro Street
San Francisco
www.castrotheatre.com
7 p.m.
$9
Part of the Castro’s September series of screenings in 70mm.

Wednesday, September 26
Starry Messenger
The Exploratorium
3601 Lyon Street
San Francisco
www.exploratorium.edu
7 p.m.
$10 or free with Exploratorium admission
An original play by Ira Hauptman, part of “Science on Stage,” script-in-hand performances of new plays about science and technology produced by the Exploratorium and Magic Theatre.

Wednesday, September 26
Author: R.A. Salvatore
Copperfield’s Books
2317 Montgomery Drive
Santa Rosa
copperfields.booksense.com
7 p.m.
Free

Thursday, September 27
Author: Robert Balmanno
Borderlands Books
866 Valencia Street
San Francisco
www.borderlands-books.com
Thursday, September 27
Authors: Nancy Farmer and Chris Willrich
Mountain View Public Library
585 Franklin Street
Mountain View
650-903-6337
7 p.m.
Free

Thursday, September 27
Castro Theatre
429 Castro Street
San Francisco
www.castrotheatre.com
7 p.m.
$9
Part of the Castro’s September series of screenings in 70mm.

Friday, September 28
The Omen (1976) and Seconds (1966)
Castro Theatre
429 Castro Street
San Francisco
www.castrotheatre.com
$9
Part of the Castro’s salute to composer Jerry Goldsmith.

Friday-Sunday, September 28-30
Salute to Star Trek, Star Wars, and Battlestar Galactica

Saturday, September 29
Reach for the Stars Conference
College of San Mateo
1700 West Hillsdale Boulevard
San Mateo
www.aancstars2007.org
11 a.m.-midnight
$10-$35
A full day of planetarium shows with talks by NASA scientists, hands-on astronomy activities for all ages, and a raffle of astronomy gear. Evening ends with a “Jazz Under the Stars” party hosted by the San Mateo County Astronomical Society and KCSM.

Saturday, September 29
Film in the Fog:
Creature from the Black Lagoon (1954)
Presidio Main Post Theatre
99 Moraga Avenue at Montgomery Street
San Francisco
www.sffs.org
5 p.m.
Free
The SF Film Society presents a free outdoor screening on the lawn of the Presidio’s Main Post Theatre.

Saturday, September 29
Planet of the Apes (1968) and Our Man Flint (1966)
Castro Theatre
429 Castro Street
San Francisco
www.castrotheatre.com
$9
Part of the Castro’s salute to composer Jerry Goldsmith.

Sunday, September 30
12th Annual “How Berkeley Can You Be?” Parade
Starts at the corner of California and University Avenue
Berkeley
www.howberkeley.com
11 a.m.
Free
A Klingon contingent and members of the 501st Stormtrooper Legion (Vader’s Own) are usually among the participants in this event.
Sunday, September 30
Bad Movie Night: Grindhouse: Death Proof (2007)
The Dark Room Theatre
2263 Mission Street
San Francisco
www.darkroomsf.com
8 p.m.
$5
The Dark Room’s resident sharp wits skewer another bad flick.

Sunday, September 30
Star Trek: The Motion Picture (1979) and Twilight Zone: The Movie (1973)
Castro Theatre
429 Castro Street
San Francisco
www.castrotheatre.com
$9
Part of the Castro’s salute to composer Jerry Goldsmith.

Tuesday, October 2
Poltergeist (1982) and Outland (1981)
Castro Theatre
429 Castro Street
San Francisco
www.castrotheatre.com
$9
Part of the Castro’s salute to composer Jerry Goldsmith.

Wednesday, October 3
The Birds (1963)
The Lawn at Wente Vineyards
5565 Tesla Road
Livermore
www.wentevineyards.com
Suggested donation: $9 adults, $5 children
Outdoor movie night at the vineyard. Café opens at 6:30 p.m., movie at twilight.

Wednesday, October 3
Ask a Scientist: The Science of Big Waves
Axis Café
1201 8th Street
San Francisco
www.askascientistsf.com
7 p.m.
Free
Oceanographer Toby Garfield talks about the geography, atmospheric conditions, and laws of physics that conspire to create monster waves. Presented in collaboration with QUEST, KQED’s multiplatform science initiative.

Thursday, October 4
Author: Whitley Strieber
Borderlands Books
866 Valencia Street
San Francisco
www.borderlands-books.com
7 p.m.
Free

Friday and Saturday, October 5-6
Zinefest
The Women’s Building
3543 18th Street
San Francisco
www.sfzinefest.com
Fri 2-8 p.m., Sat 11 a.m.-7 p.m.
Free
Zine festival features panel discussions and workshops, artists, publishers, and cartoonists sharing their work.

Friday-Sunday, October 5-7
SiliCon
Doubletree Hotel
2050 Gateway Place
San Jose
www.siliconventions.com
$45
Media-oriented general SF con features art show, dealer’s room, panels, masquerade, swap meet, indy film festival, more. The Masquerade Ball will have a Joss Whedon-verse theme.

Friday-Sunday, October 5-7
Shock it to Me!
The Castro’s weekend-long festival of classic (and not-so-classic) horror films.

Saturday, October 6
Edwardian Gothic Ball
PEERS Event
Masonic Lodge
100 N. Ellsworth
San Mateo
www.peers.org
$15 in advance (by September 29), $20 at the door
Edwardian as in macabre illustrator Edward Gorey. Dance lesson at 7 p.m., dancing begins at 8.
Sunday, October 7
Bad Movie Night: The Fog (2005)
The Dark Room Theatre
2263 Mission Street
San Francisco
www.darkroomsf.com
8 p.m.
$5
The Dark Room’s resident sharp wits skewer another bad flick.

Friday-Sunday, October 12-14
Vintacon
Hilton Garden Inn
6070 Monterey Street
Gilroy
http://community.livejournal.com/vintacon/
$75 (designated driver membership $10)
Alias ReeCon, the fifth Vintacon offers a unique combination of wine tasting and fannish company, and what’s better than that?

Saturday, October 13
Author: Tim Pratt
Borderlands Books
866 Valencia Street
San Francisco
www.borderlands-books.com
7 p.m.
Free
With Mr. Lobo and the Queen of Trash, the Twilight Vixen Revue, and Dr. Zombie.

Tuesday, October 9
Café Scientifique: Gravitation and Aging
International Building
SRI
Middlefield Road at Ringwood
Menlo Park
6-7:30 p.m.
Free
A talk by Joan Vernikos, former Director of Life Sciences for NASA, who has studied the effects of long-term weightlessness on human physiology. Some effects resemble aging, such as muscle atrophy and loss of bone density.

Thursday, October 11
Thrillville’s Zombie-Rama: The Atom Brain (1955) and Zombies of Mora Tau (1957)
Parkway Speakeasy Theater
1834 Park Blvd.
Oakland
www.parkway-speakeasy.com
7:30 p.m.
$10
Three more episodes of Buffy the Vampire Slayer on the big screen.

Friday-Saturday, October 19-21
Wrestle Fan Fest
Cow Palace
2600 Geneva Avenue
Daly City
www.wrestlefanfest.com
$30/day, weekend VIP passes available
Chris assures us that the guest list is stuffed...
with pro wrestling’s superstars. Wrestling matches, vendors, Q&A sessions and photo ops with the stars.

Friday-Saturday, October 19-21
Sacramento Horror Film Festival
The Colonial Theatre
3522 Stockton Blvd
Sacramento
www.sachorrorfilmfest.com
Guests include actors Tony Moran and Tony Todd, and your hosts Mr. Lobo and the Queen of Trash.

Saturday, October 20
Bay Area Games Day
Los Altos Public Library
13 S. San Antonio Road
Los Altos
10 a.m.-11 p.m.
$1
Regular event featuring German-style strategy boardgames like Settlers of Catan, Avalon Hill-type multiplayer games, lots of card games, and historical board wargames.

Saturday, October 20
SF in SF: Kage Baker
Preview Room
Variety Children’s Charity
582 Market Street
San Francisco
www.sfinsf.org
7 p.m.
Free
SF in SF is a regular series of sci fi author readings with discussion and book signing after, and a clever name. Cash bar opens at 6:30.

Saturday, October 20
Other Magazine Presents
Writers With Drinks
The Make Out Room
3225 22nd Street
San Francisco
www.writerswithdrinks.com
7:30 p.m.
$3-$5 sliding scale
With Nomy Lamm, Matthew Jacobs, Rachelle Chase, and David West.

Saturday-Sunday, October 20-21
Folsom Renaissance Faire
Lions Park
Natoma & Stafford Streets
Folsom
$12
www.folsomfaire.com
Dancers, bards, puppets, food, more.

Saturday-Sunday, October 20-21
The Mummy (1932)
Cerrito Speakeasy Theater
10070 San Pablo Avenue
El Cerrito
www.cerritospeakeasy.com
Sat 6 p.m., Sun 7 p.m.
$6

Saturday-Sunday, October 20-21
Abbott and Costello Meet Frankenstein (1948)
Cerrito Speakeasy Theater
10070 San Pablo Avenue
El Cerrito
www.cerritospeakeasy.com
Sat 6 p.m., Sun 7 p.m.
$6

Sunday, October 28
Author: F. Paul Wilson
Borderlands Books
866 Valencia Street
San Francisco
www.borderlands-books.com
3 p.m.
Free

Tuesday, October 30
Ghostbusters (1984)
Cerrito Speakeasy Theater
The Japan Town Anime Festival relocates from Japan Center to Fort Mason. Guests include akai SKY, Quarter Circle, Stephanie Yanez, The Shogunate, Eurobeat King, Alex Shen.

**Saturday, November 17**

**SF in SF: Karen Joy Fowler and Molly Gloss**

Preview Room
Variety Children’s Charity
582 Market Street
San Francisco
www.sfinsf.org
7 p.m.
Free
SF in SF is a regular series of sci fi author readings with discussion and book signing after, and a clever name. Cash bar opens at 6:30.

**November 23-December 23**

**Dickens Christmas Fair**

Exhibition Hall
The Cow Palace
Daly City
www.dickensfair.com
11 a.m.-7 p.m.
$22 at the door ($17 through October 1)
An appallingly exciting experience of no ordinary cleverness. Victorian London opens for business the Friday after Thanksgiving and continues weekends through Dec. 23 with gifts, food, costumes, dance parties, etc.

**Sunday, December 9**

**Sac-Con**
Scottish Rite Center
6151 H Street
Sacramento
www.sacramentocomics.com
10 a.m.-5 p.m.
$6
Regular comic, toy and anime show, featuring game tournaments, cosplay contest, more.
Saturday, January 5  
*Victorian Twelfth Night Ball*  
PEERS Event  
www.peers.org  
A.k.a. The Dickens Fair Reunion Ball. Details to follow.

Friday-Sunday, January 11-13  
**Sac-Anime**  
Scottish Rite Center  
6151 H Street  
Sacramento  
www.sacanime.com  
$20  
Anime convention featuring viewing room, manga contest, game tournaments, dealers’ room, more.

Friday-Sunday, February 15-17  
**DunDraCon**  
San Ramon Mariott  
2600 Bishop Drive  
San Ramon  
www.dundracon.com  
Annual gaming convention returns to San Ramon.

Friday-Sunday, February 22-24  
**WonderCon**  
Moscone Center South  
747 Howard Street  
San Francisco  
www.comic-con.org/wc/  
Comics and media con that seems to get bigger every year. Details to follow.

Saturday, March 1  
**Pride and Prejudice Ball**  
PEERS Event  
www.peers.org  
Details to follow.

Sunday, March 9  
**Sac-Con**  
Scottish Rite Center  
6151 H Street  
Sacramento  
www.sacamentocomics.com  
10 a.m.-5 p.m.  
$6  
Regular comic, toy and anime show, featuring game tournaments, cosplay contest, more.

Saturday, April 5  
**The Royal Debutante Ball**  
PEERS Event  
www.peers.org

Friday-Monday, April 25-28  
**CostumeCon 26**  
Doubletree Hotel  
2050 Gateway Place  
San Jose  
www.cc26.info  
$85  
CostumeCon will be coming to Silicon Valley in 2008. Details to follow.

Saturday, May 3  
**Chicago Speakeasy Ball**  
PEERS Event  
www.peers.org  
Details to follow.

Friday-Monday, May 23-26  
**BayCon**  
Hyatt Regency Santa Clara  
5101 Great America Parkway  
Santa Clara  
www.baycon.org/2008  
$50 in advance  
Northern California’s largest annual general SF convention is on the move again. Diverse panels, dealer’s room, art show, masquerade, anime room, hall costumes, gaming, much more.

Saturday, June 7  
**Gone with the Wind Ball**  
PEERS Event  
www.peers.org
Saturday, July 5
The Emerald City Ball
PEERS Event
www.peers.org
Details to follow.

Ongoing:

Daily
San Francisco Ghost Hunt
Walking Tour
Begins: Queen Anne Hotel
1590 Sutter at Octavia
San Francisco
www.sfghosthunt.com
7 p.m. – 10 p.m.
$20

San Francisco Ghost Hunt
Walking Tour
Begins: Queen Anne Hotel
1590 Sutter at Octavia
San Francisco
www.sfghosthunt.com
7 p.m. – 10 p.m.
$20

Sundays
Sakuramento 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
Currently looking for a new regular meeting location. Check the website for details.
www.basfa.org
8 p.m.
Free

Mondays
Dukefish
Jake’s of Sunnyvale
174 E. Fremont Avenue
Sunnyvale
8 p.m.
Dukefish is a bunch of people who get together to play board games and, sometimes, bridge every week.

Mondays and Wednesdays
Silicon Valley Boardgamers
Match Play
San Antonio Shopping Center
Mountain View
www.davekohr.users.sonic.net/svb/
7 p.m.
$2
Group meets regularly to play mostly German-style strategy boardgames such as Settlers of Catan; also multiplayer Avalon Hill-style, historical wargames, and others.

Wednesdays
Bay Area Role-Playing Society
Go-Getter’s Pizza
1489 Beach Park Boulevard
Foster City
www.BayRPS.com
6 p.m.-10 p.m.
Hosts a weekly game night. For club and game night details email GM@BayRPS.com.

Wednesdays
East Bay Strategy Games Club
EndGame
921 Washington
Oakland
www.michaeldashow.com/eastbaystrategy/home.html
7:30 p.m.-11 p.m.
Free

Fridays
SF Games
Muddy’s Coffeehouse
1304 Valencia Street
San Francisco
vax.hanford.org/dk/games
7 p.m. to midnight
Free
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 6:30-10:00.

Fridays-Mondays
Haunted Haight Walking Tour
Meets at Coffee To The People
1206 Masonic Avenue
San Francisco
www.hauntedhaight.com
7 p.m.-9 p.m.
$20
Reservations required.

Fridays and Saturdays
Vampire Walking Tour
Meets corner of California and Taylor
San Francisco
www.sfvampiretour.com
8 p.m.
Saturdays

Rocky Horror Picture Show
Parkway Speakeasy Theater
1834 Park Blvd.
Oakland
www.parkway-speakeasy.com
Midnight
$7
 Barely Legal Productions presents the classic midnight movie every Saturday night. No one under 17 admitted.

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

Dorkbot-SF
Free, donations welcome
www.dorkbot.org/dorkbotsf/
Dorkbot hosts regular forums for artists, designers, engineers, students, and other people doing strange things with electricity.

Fantastic Frontiers
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
Free
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.

Legion of Rassilon
Carl’s Junior
2551 N. First Street
San Jose
www.legionofrassilon.org
7:30 p.m.
Free
Doctor Who fan group usually meets the fourth Friday of the month: Episodes of Doctor Who, news, discussion of recent movies, and a raffle.

No-Name Anime
Saratoga Library
13650 Saratoga Avenue
Saratoga
www.nnanime.com
Free
Anime screenings usually take place on the second Saturday of the month.

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

SF/SF Meetup
Mysterious Future Bookstore
531 Fifth Street
Santa Rosa
scifi.meetup.com/348/
Regular meetup for North Bay fans on the second Sunday of the month.

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

Tangential Conjectures: The Science Fiction Book Club
Books Inc.
301 Castro Street
Mountain View
650-428-1234
7:30 p.m.
Free
Generally meets the third Thursday of the month.

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

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

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.