

# THE VCON VANGUARD

(A Personal Fanzine devoted to promoting VCON 41 in 2016)

Issue #3 – January, 2016

published by [R. Graeme Cameron](#), VCON 41 Chair



**We Are Pleased To Announce  
We Have a Hotel!  
The Sheraton Vancouver Guildford Hotel,  
Which is Located in Surrey!**

Yes, the flag pole is as big as it looks.

It is 282 feet (86 metres) tall and the flag itself is 79 feet (24 metres) by 39 feet (12 metres) in size (approx).

You may recall last issue's description of Guest of Honour Stan G. Hyde's last day as salesman at Milford's Used Car Corral in which he fanatically described the features of a long haul truck as it transformed into a giant robot, only to accidentally to trigger the robot's missile defense system. This cloud-scraping pole was erected at Milford's Used Car Corral to provide an exercise workout for the assorted robot/vehicles on sale.

**Note:** The real story behind the cover. The flag pole is across the street rising from a car lot (NOT Milford's, which is fictional). It was originally erected on the grounds of Expo 86, the 1986 World's Fair which took place along the shores of Vancouver's False Creek. After the fair was over, in order to recover costs, many of the accouterments of the fair were sold off to the highest bidder. A car sales company purchased the pole and had it re-erected in its present location, on the crest of a hill opposite the hotel. Quite a commanding position, dominating the skyline for miles around. Alas, the flag, I believe the largest ever flown in Canada, is readily ripped to shreds in high winds and, considering the cost of manufacturing a replacement, is not often flown, but when it is the effect is quite striking.

## **VCON 41**

**September 30<sup>th</sup> to October 2<sup>nd</sup>, 2016**

### **AUTHOR GUEST OF HONOUR**

**Robert J. Sawyer**

(Golden Fleece, Quintaglio Trilogy, Neanderthal Parralax Trilogy, Illegal Alien, FlashForward, Webmind Trilogy, Red Planet Blues, Quantum Night, & many others)

### **ARTIST GUEST OF HONOUR**

**TBA**

### **SUPERMARIONATION GUEST OF HONOUR**

**Jamie Anderson**

(Son of Gerry Anderson: Supercar, Fireball XL5, Stingray, Thunderbirds, Captain Scarlet and the Mysterons, Journey to the Farside of the Sun, UFO, & Space 1999. Jamie maintains Anderson Inc. to preserve his father's legacy and is actively preparing a new Supermarionation series titled Firestorm)

### **FILM DESIGN GUEST OF HONOUR**

**Eric Chu**

(Battlestar Galactica, Cholly & Flytrap, Droids, Beetlejuice, Captain Power, The Gate II, A Chinese Ghost Story, Peter Pan II: Return to Neverland, Stasys, Space Command, Moonbase Alpha: Legacy, Bitten, Extant, Falling Skies, Firestorm, Milford's Used Car Corral, & others)

### **EDITOR GUEST OF HONOUR**

**Karl Johanson**

(Editor of Neo-opsis Magazine, formerly co-editor of Aurora Award winning Under the Ozone Hole Fanzine)

## GODZILLA FAN GUEST OF HONOUR

### **Stan G. Hyde**

(G-Fest Lecturer, Renowned Godzilla Expert,  
Founder Monster Attack Team Canada, and Star of Milford's Used Car Corral)

## MASTER OF CEREMONIES

### **Spider Robinson**

(Night of Power, Callahan's Crosstime Saloon, Time Travelers Strictly Cash, Callahan's Secret, Callahan's Lady, Callahan's Key, Lady Slings the Booze, Time Pressure, the Lifehouse trilogy, User Friendly, By Any Other Name, Telepath, Deathkiller, Very Bad Deaths, Very Bad Choices, and with Jeanne Robinson, the Stardance trilogy)

## HOTEL

Sheraton Vancouver Guildford Hotel, 15269 – 104<sup>th</sup> Avenue, Surrey, BC, Canada, V3R 1N5.  
Book rooms at Hotel here: [Online Reservations](#)

## MEMBERSHIPS

# **Get Springbird Special Rates Before Prices Go Up In July!**

Go to our website <http://vcon.ca/> and click on "Register for VCON 41,"

Or simplest to go direct to: [Buy VCON 41 memberships here](#)

## CURRENT RATES

### Full weekend Memberships

**Adult = \$50** – (July goes up to \$60)

**Senior = \$40** – (July goes up to \$45)

**Adult Student = \$40** – (July goes up to \$45)

**Teen (13-18) = \$30** – (July goes up to \$35)

**Youth (9 – 12) = \$30** – (July goes up to \$35)

**Child (infant to 8) = Free**

## **TABLE OF CONTENTS**

04)– General VCON Info: What? Why? When? Where? How do I join up?

05)– All about our Neat & Nifty Hotel.

10)– Program Book Advertising Rates.

12)– Letters of Comment

## **GENERAL VCON 41 INFORMATION**

### **WHAT?**

VCON is Canada’s oldest ongoing science fiction and fantasy convention. The first VCON was held in 1971 at the Hotel Georgia with Ursula K. Le Guin as Guest of Honour. The upcoming VCON will be our 41<sup>st</sup>!

The theme of VCON in 2016 is “Muppets, Puppets, and Marionettes” which includes everything from giant puppets to stop motion models to Supermarionation. Expect panels and lectures on these and many other SF&F topics, plus demos, workshops, and numerous audience-participation live action games like “Human Battleship” and “Fan Feud.” A mid-sized SF&F convention run by fans for fans, we average 700 to 800 attendees.

The secondary theme is “The Small Press Cabal” which will celebrate independent Small Press Canadian Book and Magazine publishers who have created the environment for a veritable renaissance of Canadian SpecFic. Participating professionals will include publishers, editors, authors, artists and poets.

### **WHY?**

To have fun of course. Why else would one get involved in SF&F fandom? We want both our Guests of Honour and our attendees to enjoy themselves as much as possible.

### **WHEN?**

The dates are firm. From Friday September 30<sup>th</sup> to Sunday October 2<sup>nd</sup> in 2016.

### **WHERE?**

Sheraton Vancouver Guildford Hotel, 15269 – 104<sup>th</sup> Avenue, Surrey, BC, Canada, V3R 1N5.  
Book rooms at Hotel here: [Online Reservations](#)

**HOW DO I JOIN UP?** Go to: [Buy VCON 41 memberships here](#)

## WHAT IF I DON'T LIKE BUYING STUFF ON-LINE?

Ah, that means you are a delightfully old-fashioned Luddite like me!

Just write a cheque, or send a post-office money order, made out to "West Coast Science Fiction Association," and include a mention it is for a VCON membership (or) Art Show panel (or) program book ad (so we don't think you're simply sending us money out of the goodness of your heart), and mail it to:

W.C.S.F.A./VCON 41

Box 78069

Grandview RPO

Vancouver, B.C., Canada

V5N 5W1

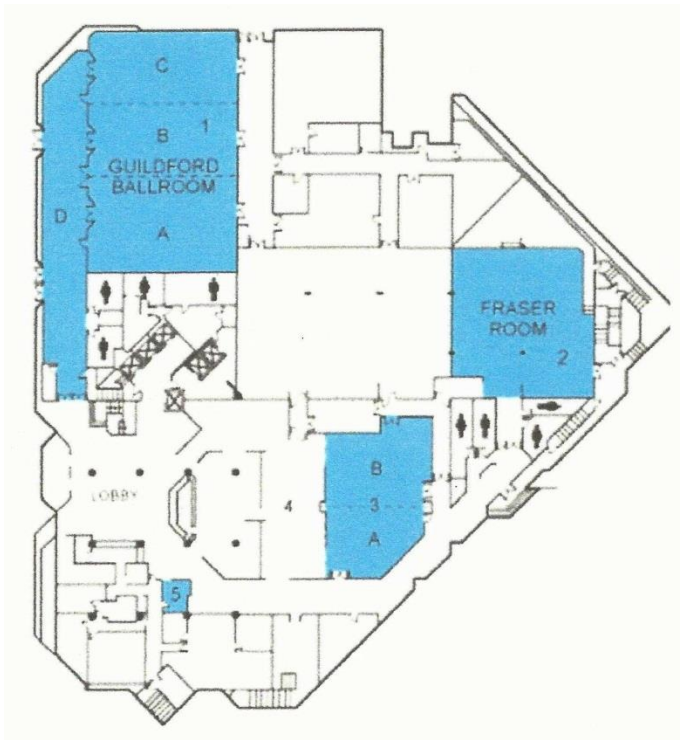
## **ALL ABOUT OUR NEAT & NIFTY HOTEL**

*By R. Graeme Cameron*

### FUNCTION SPACE

This is what I am particularly thrilled about. We have a total function space of about 19,790 square feet at a very reasonable price. No other hotel we checked out even comes close. Heck of a deal.

### GROUND FLOOR MAP



#### GUILDFORD BALLROOM (1)

A = Art Show  
B & C = vendors  
D = Registration

#### FRASER ROOM (2) = Tabletop Gaming

#### BARNSTON ROOM (3)

A = Operations / Volunteers  
B = Console Gaming

#### RESTAURANT (4)

SMALL BOARDROOM (not numbered)  
DIRECTLY BELOW BARNSTON ROOM  
= Writers Workshops & Pitch Sessions.

Entering the **lobby** (lower left on map), you have the hotel desk to your right, the restaurant in front of you, and a flight of stairs on your left leading up to the second floor where almost all of our programming is located. (Wonderfully compact site.) The exceptions, Writing Workshops, Pitch Sessions, and Gaming (both Tabletop and Console), not to mention the Operations/Volunteers HQ, can be found by following the corridor to your right located between the front desk and the restaurant. More on them later.

As you stand in the lobby, between the flight of stairs to your left and the actual glass façade of the building, is the entrance to the **foyer of the Guildford Ballrooms**. Just before the entrance foyer you will find an information desk manned by volunteers who can give you directions and answer any questions you may have about the convention.

Step through the foyer entrance and you will find registration on your left and three Guildford Ballrooms on the right (and possibly some artist's displays in the foyer beyond registration).

At **registration** you will be able to pick up your program book, badge, and other material if you are preregistered at one location, or if you are walking in "off the street" to purchase your membership (day or weekend pass) at a different location along the registration desk. (There will be signs indicating what where, etc.) You will also be able to purchase a weekend parking pass. And acquire a "wet" hospitality wristband.

The first ballroom on the right is the **Art Show**. At 2,162 square feet and well lit it's an excellent venue for displaying art. Some art programming will take place here as well. Be sure to make time to visit. Rose Wilson always comes up with an excellent selection of genre artists to display everything from sketches to paintings to 3d soft sculpture to metal robot figurines. Really great stuff. I guarantee you'll be delighted.

Further along on the right are two Ballrooms combined into one space for the **Vendors**, for a grand total of 3,167 square feet. Also well lit, there will be plenty of room for myriad vendors offering everything from books to games, from Roman coins to leather corsets, and much else besides. Be sure to browse through several times. You never know what might catch your eye.

Both the art show and the vendors' room will be open to the general public in the hope of increased sales for both artists and vendors. This is also a form of publicity for the con itself and may lead to spur of the moment decisions to purchase memberships. At the very least, for non-VCON guests of the hotel, we constitute an extra tourist attraction.

Getting back to the corridor leading off the lobby to the right, after the first turn to the left you will pass between the restaurant/lounge on the left, and a computer work area, and then a gift shop on the right. Then, just before the corridor bends to the left, you will see a small boardroom on the right, only 207 square feet in size. Just enough space for a board table and about 8 chairs. Here the **Writers Workshops** take place. These are closed sessions, one each day, each three hours long. The Friday novel writing workshop is already booked solid, but there may still be spaces in the short story workshops as this newsletter goes to press.

Contact info: [Writers Workshops](#)

The proposed **Pitch Sessions** will also take part in this room (and possibly other programming). Here individuals will enter the room one at a time to pitch a novel or story idea at an editor and learn what a professional editor's response would be. We might have a film maker on hand to listen to movie proposals. In any event, the idea is to provide one-on-one learning experience that will give you a good idea of what does or does not work when pitching your ideas in person or by writing.

The corridor continues into a kind of mini-lobby by a main entrance. On the left are two doors. The first, closest to the corridor, in **Barnston A**, is the combined **Operations/Volunteers HQ** which is 893 square feet in

area. We encourage people to volunteer to help the convention run smoothly. There are myriad tasks. Everything from checking wristband “ID” at the “Wet” hospitality entrance to guarding vendors’ tables while the vendor takes a washroom break or goes for a meal. We can always find a use for more volunteers. We especially need volunteers to load equipment out of the hotel Sunday night and Monday morning. Extra perks will be provided. All volunteers earn perks of some kind, depending on number of hours served, up to and including free memberships. For details see the contact listed at the end of this article.

**Operations** is vital to the con as well. Any convention AV equipment which stops functioning, items needing moving, daily newspaper to be printed, more posters needed, and sundry other tasks are the purview of operations. It is the nerve centre of the convention. Also the centre for radio communications between ConCom staff members, especially necessary in event of a problem requiring urgent solution. Sharing space with Volunteer HQ is very handy. Operations will need volunteers too.

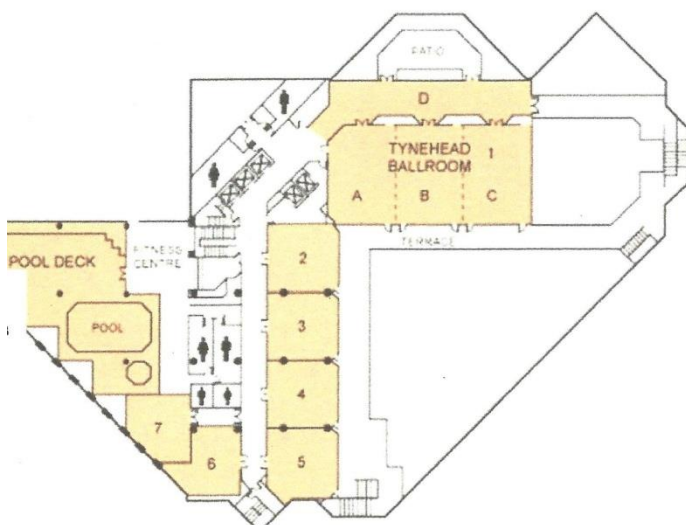
**Console Gaming**, in **Barnston B** and entered through the door beyond operations entrance, has 1,241 square feet to play with. There will be multiple console gaming systems on hand, including, rumour has it, a Colecovision set-up with the original Donkey Kong, Ladybug, and other antique games. Tournaments are tentatively planned. Prizes may be involved. Like operations and Operations / Volunteers HQ, Console gaming will be open all day and all night from start to finish of the convention.

The **Fraser Room** will host **Tabletop and Board Gaming**. A grand total of 3,248 square feet of space will be available. The famed VCON gaming library will be on hand for gamers to pick a game and try it out with friends at an “empty” table. Other tables will be reserved for particular games at particular times. There will no doubt be tournaments organized, probably with prizes. This room will also be open around the clock.

An interesting feature of these three rooms is that permission to bring in snack items from the gift shop, or order takeout from the restaurant to consume while volunteering/gaming, has been written into the contract with the hotel. First time in 41 years of VCONs this has been arranged, I believe.

Another feature of these three rooms, along with the Art Show and the Vendors’ hall, is the ease of access for load-in/load-out. Simply back your vehicle to the curb, open the door to the corridor or foyer, open the door to the room, and carry your goods, art boards, whatever, straight and level a short distance. I don’t know of any local hotel with better ease of access. A dream come true for them as lifts the loads.

## SECOND FLOOR MAP



### TYNEHEAD BALLROOMS (1)

A, B & C = Large Programming  
 D = Fan and Organization tables in foyer.

GREEN TIMBER ROOMS (2,3,4 & 5)  
 = Medium Programming

TRILLIUM ROOM (6)  
 = “Dry” Hospitality lounge with snacks.

DOGWOOD ROOM (7)  
 = “Wet” Hospitality lounge with Bar  
 (Adults only).

Starting once again in the main floor lobby, your back to the entrance, you'll note an open double flight of stairs on your left. Go up the stairs (or take one of the elevators just beyond and to the right of the stairs) to the second floor. With the exception of the fitness pool and the outdoor pool, the entire floor is devoted to VCON 41 convention space.

The corridor on your right has, as you go down it, four rooms on the left, known as the "**Green Timber rooms**," each just over 800 square feet in size. These rooms are ideal for medium-sized programming events.

It is currently anticipated that one of these rooms will be entirely devoted to Monster Attack Team Canada, a group of model makers many of whom are experienced professionals in the special effects film industry. This includes Film Design GoH Eric Chu. In addition to model workshops and lectures put on by the M.A.T.C. members, a number of panels and lectures by other professionals will occur, possibly including talks by GoH Jamie Anderson.

A second Green Timber room will be devoted to interactive events such as Human Battleship, Name That Genre Tune, Pencils at High Noon, and so on. The point is there will always be something going on in the room that you can get actively involved in, as opposed to being a passive observer. It will be a "happening" kind of room.

A third room might be devoted to workshops you sign up for in advance, such as "Frankenstuffies" or the ever popular "Monster Stomp" (great for kiddies). Certain types of demos may take place here.

The fourth room may be fitted up with AV equipment, not to be moved at all during the convention, but available for any medium panel or lecture requiring such. Or the AV equipment might be in the M.A.T.C. room, since talks and lectures on special effects, including muppetry and stop motion, might need that capability. In which case the fourth room could be devoted to authors' readings and the like. Just one of many programming decisions yet to be made.

At the end of the hall, on the right, are the entrances to the **Trillium and Dogwood rooms**, featuring a combined space of 1,265 square feet for our Hospitality lounge. The Dogwood will feature a licensed bar manned by licensed servers. Adults only. No minors permitted. (Because that's the law.) The bar will serve mostly beer and cider, and perhaps some wine. No hard liquor (for that you need to go to the hotel bar on the ground floor beside the hotel restaurant). Basic snacks like nuts and pretzels will be on hand to go with the beer. There is no price list, but suggested donations are encouraged. Donations need to cover the cost of the beer, and potentially, should the beer start to run out before the con is over, the purchase of more beer. So give generously to keep hospitality functioning!

The **Trillium room**, open to kids as well as adults, will offer snacks, soft drinks and perhaps fruit juice. Again donations are required to keep the room open and functioning.

It should be noted that nothing in the way of meals will be provided. We are contractually obligated NOT to compete with the hotel restaurant facilities in any way. No cooking is allowed, for example. So expect things like bread, cheese, simple sandwich fixings, platters of veggies, maybe some fruit, some cold cuts, cereal, buns, chips, nuts, pretzels, and the like. Suitable for munching on, but not what you'd call a real meal. If that's what you want, go to the hotel restaurant, or the fast food court in the nearby Guildford Mall, or any of the restaurants in the vicinity.

If, for any reason, you object to not getting Filet Mignon or Pheasant Under Glass, ask me to explain why this Snack policy is in place. There's a darn good reason. And like I say, it's a contractual obligation. Period.



It should also be noted by one and all that the purpose of Hospitality is (and has always been right from the first VCON) to serve as a kind of “Green Room” where attendees can take a break from the con and relax in a convivial atmosphere conversing with friends and, who knows, maybe a Guest of Honour or two. For many professionals VCON is a kind of relaxicon where they can mingle with attendees without the artificial barriers of GoH VS. attendee so often found at “expo”-type conventions. VCON is user friendly.

Now, retracing our steps back up the corridor, and going past first the stairwell and then the elevators, we come to the **Tynehead Ballroom Foyer** where we anticipate numerous fan group information tables will be present. You can talk to the people manning the tables, pick up some brochures, and generally expand your knowledge of all the fannish options in the Lower Mainland.

On your right will be the entrances to the three sections of the **Tynehead Ballroom**. Going 1 through 3, they are respectively 1,087 feet square, 1,140 feet square, and 1,125 feet square. These are our major function space programming rooms. The Friday Book Launch will take place in one of these, the Saturday night Dance, Opening and Closing ceremonies, perhaps sword-fighting demos, keynote addresses by the GoHs, special programming like GoH Robert J. Sawyer interviewing GoH Jamie Anderson, and whatever else we deem likely to draw an audience too big to fit into one of the Green Timber Rooms. One of the ballroom sections will be equipped with appropriate AV equipment.

As Chair I can tell you it is a great relief to have the luxury of so much programming space. Most of the hotels in the Lower Mainland are either too expensive or too small for our purposes. I had been afraid we might have to settle for less space and downsize the convention accordingly. Here we have enough space to run our usual full-size VCON. In fact the facilities are ideal. Exactly what we need. I know of none better (within our price range).

This is just a general description of the hotel function space and the use we intend to make of it.

I anticipated we would be signing the contract today (January 22<sup>nd</sup>, 2016) and wanted to spread word about the hotel immediately, especially to anyone unfamiliar with this particular hotel (which has hosted VCONs twice before).

The February issue will include specific details on such things as hotel room rates, how to book your room and take advantage of the VCON discount (not set up yet), our special parking discount, restaurant discounts, simple instructions on how to get to the hotel, and sundry other matters it would be useful for you to know.

Meanwhile, here is some contact information of possible use to you:

[Buy VCON 41 memberships here](#)

Book rooms at Hotel here: [Online Reservations](#)

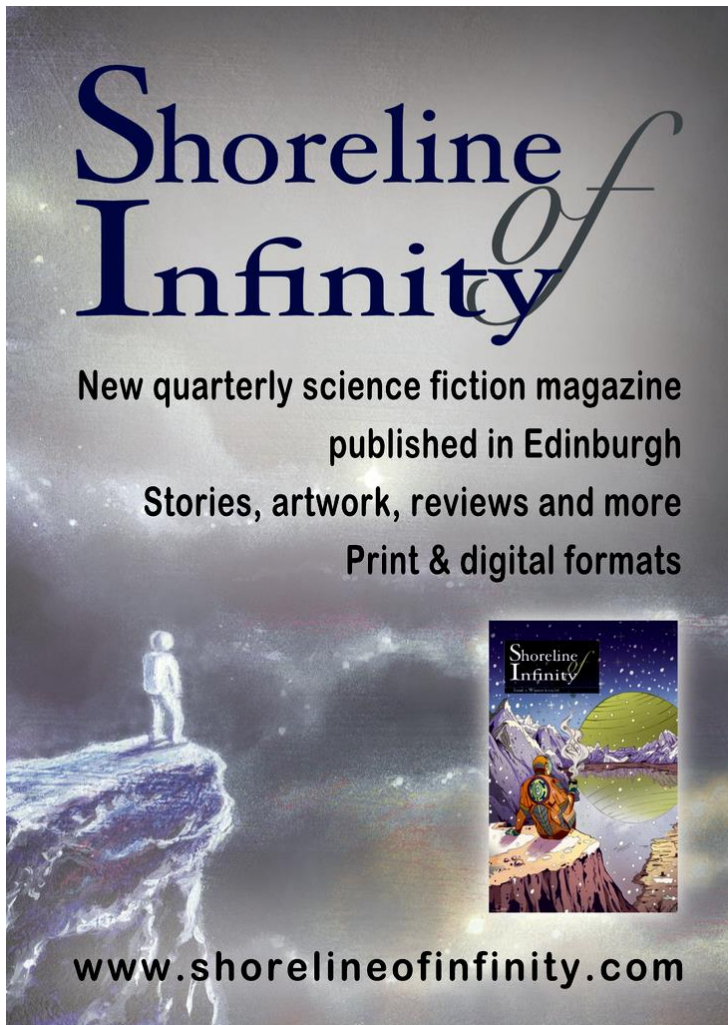
[VCON 41 Ad Sales](#)

[Purchase Art Show Table or Panel](#)

[Vcon 41 Art Show](#)

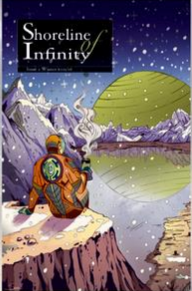
[Vendor Tables](#) & [Fan Group Tables](#)

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# Shoreline Infinity

New quarterly science fiction magazine  
published in Edinburgh  
Stories, artwork, reviews and more  
Print & digital formats



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

This is our first “sold” ad, featuring a Scottish SF fiction prozine out of Edinburgh, Scotland. It will appear in every issue of the VCON VANGUARD and also in our program book. We welcome any and all genre advertisers and offer the same deal, buy early and be included in each monthly issue of our newsletter at no extra charge! See below for details.

## PROGRAM BOOK ADVERTISING RATES

### To Place Ad:

Contact me at < [VCON 41 Ad Sales](#) > and once the ad is sent to me I will generate an invoice from Eventbrite to be paid within 30 days.

**Advantage of placing ad early:** Your ad will be included at no extra charge in monthly issues of The VCON Vanguard.

**Trade Ads:** If you are running a fannish convention or genre event and wish to place an ad in our program book in exchange for a VCON 41 ad in your program book, contact me at the above address.

(Note: last issue inadvertently printed wrong set of prices. These are the correct ones.)

### **Black & White:** (Interior pages)

- \$100 – Full Page
- \$75 – Half Page
- \$50 – Quarter Page
- \$25 – Business Card

### **Colour:** Inside Covers & 4 mid-section interior pages)

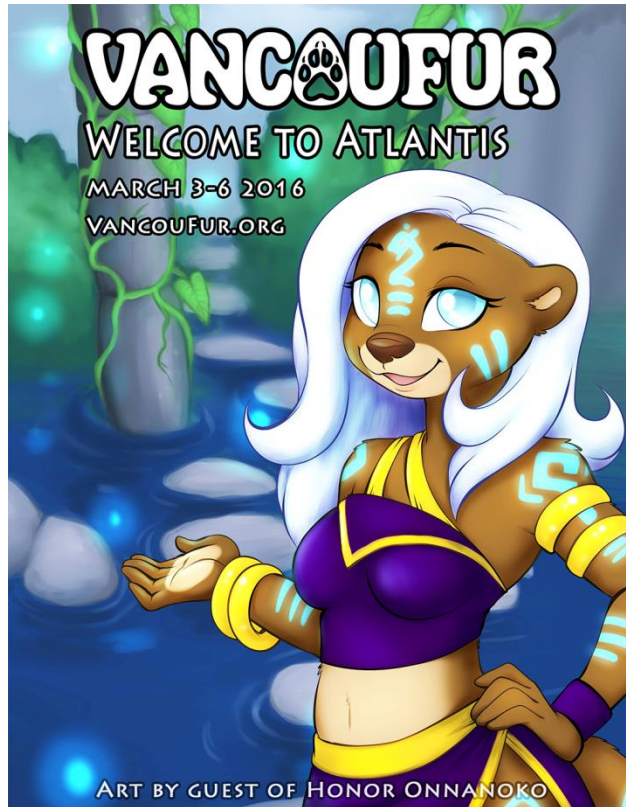
- \$200 – Full Page Interior [\*]
- \$150 – Half Page Interior [\*]
- \$100 – Quarter Page Interior [\*]

- \$50 – Business Card Interior [\*]
- \$300 – Full Page Inside Cover
- \$150 – Half Page Inside Cover

[\*] “Interior colour ads” are included in a single colour sheet at the middle of the program book, providing four full pages of colour printing.

The back cover is reserved for a VCON 42 ad.

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**The above is an example of a trade ad, the first we have received. I will continue to run it in every issue of The VCON Vanguard, and their ad for 2017 will appear in our program book in October. In exchange an ad for VCON 41 (yet to be created) will appear in the Vancoufur program book. This is how conventions cross promote and help each other. Darn good practice methinks.**

To repeat myself: If you are running a fannish convention or genre event and wish to place an ad in our program book in exchange for a VCON 41 ad in your program book, contact me at < [VCON 41 Ad Sales](#) >

### **ART SHOW GALLERY TABLE & PANEL RATES**

**Artists! To Purchase table or panel:** Go to Eventbrite site: < [Purchase Art Show Table or Panel](#) >

**Queries can be sent to:** < [Vcon 41 Art Show](#) >

## LETTERS OF COMMENT

**From:** Jean-Pierre Normand – 29<sup>th</sup> December, 2015

You seem to be the best chair in the living room.

Envoyé de [mon iPad](#)

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**From:** Dave Haren – 29<sup>th</sup> December, 2015

You skillset is getting better every day !! Apparently all you needed was to cast off the fetters of grinding work which disagreed with you.

Nice catch on the Godzilla nut. That is the essence of fandom, enthusiasms so obscure they seem like a disconnect from realisms. I'm currently reading up on leftist art snobblings which were of great moment in the politics of ancient days. This points up the fact that most of the left are tedious beyond any hope of salvage. If this keeps up you will have the most exciting con in the history of the western world. About time for it too. Now all you need is to be denounced by both sides in the Hugo fuss and treated as the major bone of contention in fandom.

Good work. Warmest Regards

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**From:** Stan G. Hyde – 29<sup>th</sup> December, 2015

Sorry it took me so long to reply. Have been enjoying my first Christmas as a Grandfather.

(blush) An article about little ole me . . .

The Hal Milford Used Car Corral YOUTUBE video has over 2 million hits . . . so it's definitely my 'five minutes (approx) of fame.

It's probably more significant in terms of the Guest of Honor stuff that I taught Film as well as Theatre and Literature. My trips oversea were actually not to shepherd students, but because I was the Deputy Chief Examiner (always wish they gave me a tin star and six-guns) for the International Baccalaureate Film Studies course, which I was very involved in creating. Luckily, the Assessment branch of I.B. is in Cardiff, where Doctor Who is filmed! Lucky!

Charlie Grant sculpted the Giant Claw (Just released with a new base, but still with Charlies original sculpt). Jim Blair sculpted THE SLIME PEOPLE (and REPTILICUS

Anyway, as I said at the beginning . . . BLUSH! Great article on a guy whose importance to fandom is much too exaggerated!

I'm busy working on a KING KONG model for the puppet display right now!