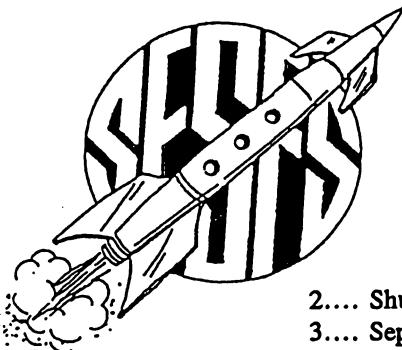


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**South Florida Science Fiction Society
P.O. Box 70143
Fort Lauderdale, FL 33307-0143**

Shuttle 114 Cargo Manifest:

- 2.... Shuttle Crew and Club Officers Listings, Contact addresses for remaining Shuttles, Legal Stuff
- 3.... September General Meeting; Random Editorial Notes
- 3.... Badge Art Contest [announcement]; COA [Change of Address for Judi Goodman]
- 3.... Hugos 1994, Clip #1
- 4.... August Meeting Recap [with really cool artwork!]
- 5.... Hugos 1994, Clip #2
- 5.... F.Y.I. [article reprint of Bob Cohen's "Bytes for Life"]
- 6.... Letters of Comment
- 7.... Bad Movies we Love [by Ericka and Peter]
- 9.... Hugos 1994, Clip #3
- 9.... Treasurer's Report [by Peggy Dolan]
- 10... Tropicon XIII ad
- 11... SFSFS Calendar of Events; SFSFS Mebership ad

Shuttle Crew:

Editor/typist: Shirlene Ananayo
Contributors: Magpi
 Peter Barker
 Sheryl Birkhead
 Bob Cohen
 Peggy Dolan
 Judi Goodman
 Ericka Perdew
 Edie Stern
 David Thayer
 Harry Warner, Jr.
 Jack Weaver

Art:

Cover: Peggy Ranson
SFSFS Logo: Gail Bennett

Page 4: both were done by Scot Eaton (Penciller) and Mike Barreiro (Inker) and are ©1994 Tekno•Comix

Shuttle correspondence can be sent either to the SFSFS Shuttle Editor at the SFSFS address listed above or the appropriate Shuttle Editor below.

October Shuttle Eds: Edie Stern and Joe Siclari; 4599 NW 5 Ave., Boca Raton, FL 33431-4601; (407)392-6462.

Internet: 71450.171@compuserve.com or j.siclari1@genie.geis.com . Deadline: September 15th

November Shuttle Eds: Ericka Perdew [and Peter Barker] Deadline: October 15th

December Shuttle Ed: Francine Mullen; P.O. Box 840344, Pembroke Pines, FL 33084-0344; (305)929-5815.

Internet: 72124.1626@compuserve.com or f.mullen@genie.geis.com . Deadline: November 20th

The SFSFS Shuttle # 114 - September 1994

The South Florida Science Fiction Society is a Florida non-profit educational corporation recognized by the Internal Revenue Service under Section 501(c)(3). General Membership is \$15 per year for adults, \$1 for children (see form on the last page of this issue). Subscribing membership is \$1 for each remaining month in the calendar year, counting from the time that you begin your subscription. The views expressed in this SFSFS Shuttle are those of the authors, artists, and editors...and not necessarily those of the publishers. [which is a good thing, from the publisher's point of view...]

<< September General Meeting >>

Program: Those "Hard to Find" Collectibles
Date: Saturday, 17 September 1994
Time: 2:00 p.m.
Location: Riverland Library
2710 W. Davie Blvd. // (305)791-1085

Directions: From 1-95, take the Davie Blvd. exit. Head west and go about 1/2 mile to the second light beyond the train tracks. On the southwest corner of the intersection of Davie Blvd. and Riverland Blvd you will see the Riverland Shopping Center. The library is located at the eastern end of the shopping center and is visible from the street..

Join us for the General Meeting as a panel of fellow SFSFSians discuss the topic of collecting those "hard-to-find" collectibles. The panelist will be: Bob Ewart, who will talk on collecting young adult books; Joe Siclari, who will talk about collecting old fanzines and magazines; and Francine Mullen who will talk about collecting filk music.

A Board of Directors' Meeting has also been scheduled for the 17 September 1994 at the Riverland Library. It will begin at 12 noon.

<< Random Editorial Notes >>

Yes, it's that time again. I know...it seems like only last month that I was here, typing a hasty note in greeting. This is where I tell you that I apologize for the weather conditions that caused an electric surge that promptly wiped out my only copy of the newsletter. I'm working against the clock to get this done and in the mail. Don't bother telling me any scolding thoughts that I've already told myself a few hundred times. C'est la vie, no?

In any event, I hope you folks appreciate the cover. When I saw a piece of art with a male on it, I promptly said to myself that it was the piece that should grace this month's cover. Of course, the fact that it's a Ranson piece is also a plus. I envy people who can draw men...< slight melodramatic sigh >

Oh, before I forget, congratulations to Kristine Kathryn Rusch for winning the Hugo for Professional Editor! Don't forget that she's going to be our GoH at TropiCon 13! There's a flyer for it somewhere in this issue. Browse around. You should have no problem finding it!

The winners of the Hugos for 1994 are posted throughout this issue. Thanks to the wonderful folks in GEnie's SFRT for uploading the results so promptly for us non-Worldcon-goers.

A few changes have taken place. George Peterson is currently serving as the interim Vice Chair while Judi Goodman is away in North Carolina <Magpi waves to JB>. Her COA is below.

Well, this is my last issue for the year. It's been a rather interesting experience and I hope it hasn't been too horrifying an experience for those of you who have gamely put up with us all.

Ciao, tutti! --Magpi

<< Badge Art Contest >>

Calling all artists! Calling all artists! Be on the lookout for your next great inspiration, and it may be the key to your entry for the badge art competition for Tropicon XIII. We are asking for submissions from within our SFSFS community. All entries must be camera ready, or at least ready to copy, and must be original work. The winner will be chosen by vote of the Tropicon XIII committee, and announced in the December shuttle. All entries will be on display at Tropicon XIII. Please submit your work no later than November 1, 1994. Thank you all, and may the muse inspire you all.

--Judi Goodman, SFSFS Vice Chair [on LOA]

<< Change of Address >>

[As promised, this is the temporary address for Judi Goodman. She'll be there until the end of this year, so if you've got the time, drop her a line!]

Judi Goodman
c/o Structure House
3017 Pickett Rd., Apt 139
Durham, NC 27705

<< Hugos 1994, Clip #1 >>

Novel:
Green Mars by Kim Stanley Robinson

Novella:
"Down in the Bottomlands" by Harry Turtledove

Novelette:
"Georgia on my Mind" by Charles Sheffield

Short Story:
"Death on the Nile" by Connie Willis

<< August Meeting Re-Cap >>

[Yours truly was ill and unable to attend. Edie Stern wrote a recap of the meeting for the SFSFS topic on GENie and kindly permitted me to reprint it here. Thanks, Edie! --Magpi]

Last month's SFSFS meeting was held on the campus of FIU, in North Miami, and featured guest speaker Richard Gilliam. Richard spoke entertainingly (as well as educationally) about editing in the field, and his new projects at Tekno•Comix.

The meeting took place on the afternoon of August 13, and was followed by dinner for 20 at a local Chinese restaurant [if it was anything like the past few dinners that SFSFS members have been having, I regret that I missed it! <grin>]. Evening activities were capped by the apparent lapsing into coma by Ahava's car battery, leading to vastly entertaining attempts to restart the car. Said attempts failed.

--Edie

Sorry folks, but that's where Edie's narrative cut off. She was practically on her way out the door as IBM shoved her off to yet another "on-site" job in England <please excuse the pool of envious drool that have mysteriously formed here> .

In addition to the terrific artwork by Scot Eaton (Penciller) and Mike Barrerio (Inker) from Leonard Nimoy's *Primortals*; both press releases and copies of recent articles highlighting Tekno•Comix were sent. Here's some information for those of you who were unable to make it to the meeting [like yours truly].

©1994 TEKNO•COMIX



From the Tekno•Comix release dated Aug. 5, 1994:

"BIG Entertainment's Tekno•Comix announced the launch of their comic book line at a press conference with Leonard Nimoy, a Tekno•Comix character creator, at the 25th Annual San Diego Comic-con, the country's largest comic book convention. Leonard Nimoy announced that Leonard Nimoy's *Primortals*, Comic Book Issue #1, would be on sale by Tekno•Comix in November 1994. Tekno•Comix also announced that Neil Gaiman's *Mr. Hero - The Newmatic Man*, Comic Book Issue #1, would be on sale in November 1994; and that Gene Roddenberry's *Lost Universe*, Comic Book #1, would be on sale by Tekno•Comix in December 1994."

"While conducting research at the SETI {Search for Extraterrestrial Intelligence} Program for a film he was directing [five media points to the person who can identify this movie correctly!], Leonard Nimoy became fascinated "by the idea of what would happen on this planet if we were to actually get scientific proof - fact - that we were going to be visited by aliens from another world." Nimoy has created a story for Tekno•Comix about primordial creatures who were taken from Earth thousands of years ago and are now returning to their home planet."

< < Hugos 1994, Clip #2 > >Semi-Prozine:**Science Fiction Chronicle** (Andrew Porter, ed.)Dramatic Presentation:**JURASSIC PARK** (Universal)Original Artwork:

Space Fantasy Commemorative Stamp Booklet

(by Stephen Hickman)

Professional Artist:

Bob Eggleton

Non-Fiction:**The Encyclopedia of Science Fiction**

(edited by John Clute and Peter Nicholls)

Professional Editor:

Kristine Kathryn Rusch

Campbell Award:

Amy Thomson

< < F.Y.I. > >

[Many thanks to Jack Weaver, who discovered this article, contacted Bob Cohen to get permission to reprint it here, and even typed it for me!]

Bytes Of Life
by Bob Cohen

Computers level the playing field for the challenged regarding access to education and employment. Utilizing technology they can get on-line with libraries, to scan newspaper articles, get data on federal grants, and delve into countless dictionaries and encyclopedias and do it without regard to any physical restrictions. The Coral Springs Advocacy Committee supports the availability and use of computers by the challenged.

In mid-1993, National Computer Distributors, a Miami firm, graciously donated their excess and out-of-date computers to the Advocacy Committee. Since then we've been working with PC Clean, a Sunrise firm, to "recycle" the equipment. Monitors, keyboards, CPU's, and modems were tested and combined to create "working computers." The hardware plus various software programs were then donated to challenged individuals that met Advocacy Committee financial standards.

Kimberly Pate, a quadriplegic, was our initial recipient. Jim White, who lost his short-term

memory because of a brain aneurysm, and Lisa Muscarella and Mike Kelly who have muscular dystrophy also received computers.

Kim uses hers for homework and reports for BCC classes. Jim's computer runs memory improvement software. Lisa creates bulletins for her handicapministries, while Mike uses his to study for a high school equivalency diploma.

Computers have opened doors and opportunities for the challenged. With support from firms like PC Clean, National Computer Distributors, and donations from the public, the Advocacy Committee will carry on its computer distribution program, the only such program in South Florida.

====*You Can Help *You Can Help*====

N O T I C E..... Donate your "old" out-of-date computer - monitor - key board - printer... to the Advocacy Committee. Equipment you no longer use may provide countless opportunities for someone who is disabled. Printers are especially in short supply. Help Us To Help Others.

I stumbled across the committee when I noticed a photo and caption by R. Taylor Jones in the Coral Springs / Parkland Forum for Thursday June 23, 1994, describing the committee's activities regarding computers for the handicapped. At the time I had just replaced my IBM AT and was looking for a good place for it to go. Bob's committee seemed like the ideal solution. My old AT served me well and I hated to think that all it was good for was the trash heap. To the best of my knowledge such donations are tax deductible.

The Coral Springs Advocacy Committee for the Handicapped's address and phone numbers are:

4691 North University Drive
Suite #376
Coral Springs, FL 33067
(305) 752-6881 Voice
(305) 344-1022 TTY

--Jack

jackw@bcfreenet.seflin.lib.fl.us

<< Letters of Comment >>

August 1994

Dear Magpi,

I rarely believe editorial hype such as your "chock full of stuff that...will amuse, inform, and entertain..." But I hardly expected it as a segue into the announcement of Fran's daughter's death. My condolences! [I apologize if that portion seemed misplaced or abrupt...I was so concerned with the spacing that I did not catch the way the segment fell into place.]

If unfamiliar plant matter at the market scares Kate Yule, she should watch The Thing or The Day of the Triffids before shopping next time. Better than eating beforehand to stem impulse buying.

Best Wishes, David Thayer

August 5, 1994

Dear Shirlene and/or Francine:

Your July Shuttle made me feel even more outdated than ever with all those references to things I have never heard of before, like Bring Me the Head of Prince Charming and DeathGuy [Harry, believe me when I say that I can't even imagine what "DeathGuy" is...and I was there! <grin>] and teggeddizzi [yet another thing I don't understand either...you are not alone!]. Encountering and occasional reference to something familiar, like New Jersey and John Berry, restored my shaken confidence just a trifle. Then I came across the blurb for Concave 16 and reality tottered. Is it possible that there is still a con where the room rates are as low as \$31? Have I fallen out of this familiar but inflated universe altogether?

As for John's dislike of "decrepitude" in reference to the elderly, I'm afraid that the real problem with it is that it's so inadequate when applied to me. [I'm sorry, but I refuse to believe it!]

I probably won't see The Shadow until it turns up on the tube. (I can turn down the volume control when I watch a movie at home but I've stopped going to movies in theaters until I can figure out a way to decrease the decibels from the soundtrack in those establishments.) The complaint George Peterson voices over the writing quality would apply to almost any movie produced nowadays. Hollywood seems intent only on shocking viewers in one scene after another. Nobody seems to

care if the scenes hold together and create a unified movie or what the characters may say during the violence or eroticism or far out special effects. Well, after all, the supermarket tabloids don't hire the nation's best reporters and novelists to do the texts for their sensational items, so why should the movies be conscientious about good writing?

Ericka Perdew and Peter Barker are much more entertaining and attention-holding in their description of the Buck Rogers pilot than the television series was, if I'm correct in assuming that this is the BR stuff that the Sci-Fi Channel has been showing four or five evenings every week. I've seen two-minute snatches of it during commercial breaks from whatever I've been watching on other channels. It's pretty bad. So maybe that's a clue to the answer to the question that they ask about what Gil Gerard is doing: he may be hiding in shame and abasement.

The list of book releases is frightening if the reader pays any attention to the prices [actually, that's the part that most of us see first...we cringe then we order and congratulate ourselves for saving 30% off the quoted prices!] They must be up 10 to 20% in just the past year or two. Pretty soon, paperback prices going up will pass the cost of videotapes of feature films coming soon, and who will read paperbacks after that occurs?

Yrs., &c., Harry Warner, Jr.

August 13, 1994

Dear Ed. (if the frontpage is correct, I imagine it is Shirlene-but since it looks as if I'll miss the deadline...then it may be Edie and Joe-so, regardless...)

If someone could let me know in a note--what size pieces are needed--covers...? Since that batch of stuff I know was sent some time ago never seems to have materialized, do you need covers and the etc.s or just the etc.s?

The piece by Ericka Perdew is interesting- is it going to be the start of a series?

Looking at the Hugo picks- I imagine I didn't do too well again (that is the usual state of affairs--in fact I doubt I'll ever vote for a site again in view of the fact that I invariable vote for the non-winner!). I voted in all but the novel category and don't think I agreed with the selections at all! I would guess that it might be a close call for the results...you just might make it into the September ish if you hold open a

page--we'll see. Ah yes, and the race is on to see who will be the first zine to publish the results!

I did send that batch of fillos--my memory may let me down, but I see one of them on page 6--whew.

You've probably mentioned this before- but is there a theme for Tropicon 13? Would JAEL be a possibility as a badge designer? What will the actual size of the badges be? That way prospective badge artwork can be made up in a multiple of that to make it easier to reduce to fit.

Good luck with the SF-TV project. The few times I have tried to figure out the TV Guide for the cable SF channel, I have been less than successful. Gads, it takes hours to sort through things and then an equivalent amount of time to locate what you really want to watch. So, those infrequent times I can watch it, I usually just go for pot luck and hope something is on that I might find interesting.

The mention of the popcorn and "The Bird" bring to mind a traditional radio show here at Thanksgiving. The announcers always give their popcorn turkey stuffing recipe. I have never remembered to tune in in time to hear the recipe itself-but always catch the calls that flood in afterwards. As nearly as I can tell, the recipe is a hoax and calls for stuffing using unpopped popcorn and the heat of the oven to pop it and...well, you can imagine. The chatter around the problems usually include cleaning recipes as well- to clean up the mess inside and outside the oven.

Want to get this off today- so it might get there just about the deadline time--good luck and travel to all who make the trek to Winnipeg! Happy Worldcon even to those of us who can't make the trip.

'bye,
Sheryl

Bad Movies We Love

by Ericka Perdew and Peter Barker

"Gamera Supermonster"

In these modern times, with everyone worrying about not having enough money or time, it's good to see there are quality Japanese imports which can save us both.

What? No, we're not talking about the Toyota Corolla. We're talking about "Gamera Super Monster" the 1980 cheapie from the good folks who brought us "Gamera Versus Guiron" and "Gamera the Invincible". How, we hear you asking yourself,

does "Gamera Super Monster" save me, the consumer, both time and money? Simple. The movie uses one of the oldest tricks in the books...nearly half of it consists of stock footage.

We're not talking about that boring old stock footage the American filmmakers use in such abundance, like those herds of elephants that pop up over and over again in tired old jungle epics, or the acres of material plundered from America's space age (how many movies can you name that use the same V-2 footage again and again?). Nope, this is grade A, quality stock footage, all of it fight scenes lifted from the previous "Gamera" movies! Here's where we get to the money and time saving part.

The next time you're feeling out of the loop when your more learned friends get together and start hashing and rehashing Gamera's great battle with Zigra, or Guiron, or some other such monster, you don't have to hie yourself unto the video store and rent all of the Japanese monster movies ever made at four dollars a pop. No! You can just sit yourself right down in front of "GSM" and find that virtually *all* of Gamera's great battles of the past are condensed into this two hour flick! Think of it as "Gamera's Greatest Hits".

Perhaps we should explain, for those poor uninitiated souls who do not know who or what a "Gamera" is. Gamera is a huge flying turtle with fangs. That's right. Of course, how huge he is depends upon which models they're using, as his size seems to fluctuate frequently. Still and all, you are led to believe that he is pretty immense. Oh, and also sometimes when he flies, blue flame comes out of his...um... nether regions. Also he sometimes draws himself into his shell. On such occasions, blue flame spouts out of everywhere, and he spins in the air like a lumpy frisbee.

Gamera, though ostensibly on the side of good and a friend to children, is a dirty fighter. A big trick of his is to jump high up into the air, then land upon his opponent. He bites. He hurls himself into the monster he's battling, then jets off into the air with it, then drops it. And always after he's won, he throws his stubby arms up into the air, roars, and...we swear to God...he smiles.

When Gamera's not pounding on a rubbery creature in grainy, 10 year old stock footage, the movie takes time out to unfold a weird mental landscape the likes of which most humans have never been subjected to. The derivative nature of the film (the opening shot is a shaky re-enactment of "Star

"Wars", with a star destroyer lookalike passing overhead, and the music vacillates between a variation of the "Jaws" chords, and "Shaft" style wacka-wacka guitar) is subverted by the many strange, almost hallucinogenic details which overshadow the simplistic plot.

First of all, the names of all the characters in the movie are unintelligible, and while there are numerous technical credits (including one for "planning"), there is nary a one for acting, so we will have to make do with referring to the characters as "the space women" or "the little boy". This is a bit disorienting in and of itself, but it's merely a harbinger of things to come.

The characters not only have trouble with their own names, but with Gamera's as well, referring to him alternately as GAM-uh-ruh and guh-MARE-uh. This is not simply a case of occasional mispronunciation. We witnessed the same character referring to him both ways in the same scene! In addition, the monsters in the various battles with Gamera are identified only by Japanese subtitles which nobody bothered to translate into English. At least we assumed the subtitles were the name of the monster...then again, for all we know the producers could be cursing at us or writing "You stupid fool! Go rent a *real* "Gamera" movie!"

"GSM" opens with the requisite little Japanese boy with skin tight short shorts and an unshakable belief in Gamera and all things good. The boy has a mother who harasses him about his schoolwork but doesn't get much more involved in the movie than that, and a father who is mentioned but never seen. Probably he's asleep somewhere, as dads seem to be much of the time, in Japanese movies as in life. His philosophy is probably "The hell with it. Gamera's gonna win in the end anyway, so why get worked up over it?"

Anyway, the boy has a Wurlitzer organ which he plays a lot. We're not talking a little portable number either, it's a big old two tiered job right smack dab in the middle of the living room. Now, organs are just one of those things we'd say most people do *not* own, yet what does this little boy do but go right out and meet a pet shop owner who has a huge organ in her small apartment as well. The two of them hang out and she gives him a free pet turtle, causing Mom to promptly force the kid to set it free, mainly so the kid can squeak at everybody, "My turtle turned into Gamera!"

Little does Mom or the kid know that the nice pet

shop lady is really a spacewoman, here to protect planet Earth from some mean space baddies who want to take it over. She calls the other space women, who are working as a schoolteacher and a Mazda saleswoman, for a special intergalactic meeting. They are apparently from the planet of Carol Burnett Wanna-be's, as they signal each other by tugging on their earlobes, just like a certain wacky redhead. They also do a little cheerleader routine (just the robotlike moves, no cheers) which transforms them into their space selves, wearing leotards which remind us of the styrofoam wrapping sometimes found in packages, and matching white capes.

Just when you thought this movie had all the space women it needed, along comes Evil Space Woman (hereafter referred to as ESW). You can tell she's evil because she wears a shiny brown leather skirt, and because she has a magic space watch which she talks into all the time, to communicate with the Omnipotent Disembodied Space Voice who is her boss. Maybe it's just us, but we kept expecting her to say "Mork calling Orson, come in, Orson". Anyway, she's here to kill the Good Space Women and clear the way for the invasion of Earth.

ESW befriends the little boy by buying him "a hamburger lunch", then sends him swirling off into really bad special effects which resemble nothing so much as a huge vortex of urine. He comes out on the other side a bit shaken and they watch some of that stock footage of Gamera fighting somebody or other which we mentioned before.

At various times during the endless stock footage, the bloodthirsty child can be heard hurling invectives at his hero's luckless foe, or shouting things like "BURN HIM TO DEATH, GAMERA!!" while the camera lingers upon his gleeful face.

Finally the boy realizes that ESW is *not* on the side of right. "You don't even look happy when Gamera wins!" he accuses her. He joins forces with the Good Space Women (hereafter referred to as the GSW), winning them over by playing a jaunty little march he composed, with lyrics extolling the virtues of Gamera. His pet shop owner friend is the leader, probably because she's about half a foot taller than anyone else in the movie. The other two women appear to be nothing more than intergalactic "yes" men, whose job throughout the film is to say "yes, yes!" and nod their heads vigorously, courting whiplash.

You'd probably think two Wurlitzer organs are

enough for any one monster movie, but no. In addition to the organ in her home, the leader has a smaller version in her van. Hers are more than musical instruments, however. They seem to be imbued with some magical power, as when she plays a certain three chords, they make things appear on a big screen in her living room, telling them what is going on and what to do about it. These same three chords can also make her van fly and various other mystical things.

The ESW, meanwhile, blows up the GSW's van. She thought the GSW were in it, but they had shrunk themselves to tom thumb size (some more cheerleader moves here) and were in the clear plastic dog carrier which on such occasions serves as their home away from home. The ESW thinks they're dead, though, and tells her leader so. When he finds out they're still alive, he blows his top and soon the ESW has joined forces with the GSW, too. Naturally she winds up saving the earth by sacrificing herself, then goes for the Academy Award with her death scene, during which she says "If I am ever born again, I hope it is on the same planet as you" (and you thought there would be nothing socially redeeming in this film, didn't you? You see, they managed to sneak in some reincarnation dogma).

Just in case you have any doubt that this movie is seriously outside the bounds of any kind of accepted reality, the next scene will remove that last trace. In what has to be the most absurd visual non sequitur in movie history, Gamera then inexplicably flies off into outer space, and shots of the giant turtle flying are interspersed with animation of a big choo-choo train (the Soul Train?) chugging into outer space as well. Trains have not been mentioned in the movie. There has been no previous animation mixed in with the live action, nor has anything at all occurred to prepare you for this surreal vision before you. The mysterious appearance of the Soul Train is not to be understood, merely savored.

The film ends, as it must, with the little boy attired in white leotard and cape, flying over the twinkling lights of the city below (shades of "Superman") with the Pet Shop Lady. "You're a Space Boy, now!" she tells him.

Indeed.

<< Hugos 1994, Clip #3 >>

Fanzine:

Mimosa, edited by Dick and Nicki Lynch

Fan Writer:

Dave Langford

Fan Artist:

Brad W. Foster

<< Treasurer's Report >>

TREASURER'S REPORT 1/1/94-7/31/94

	Expenditures	Revenues
SFSFS		
Membership	\$1,236.00	
Contributions	146.15	
Interest	54.70	
Misc.	12.00	
Shirts	305.00	
		\$1,753.85
Meetings	\$10.60	
Misc.	5.29	
Postage	\$20.40	
Reports	61.25	
Shuttle Postage	245.15	
Storage	344.40	
Supplies	4.50	
Shirts	415.35	
		1106.94
Excess R/E		\$646.91
		=====
TROPICON XII		\$529.00
		=====
TROPICON XIII		
Registration	\$570.00	
Banquets	40.00	
Dealers	150.00	
Contributions	222.18	
Interest	31.71	
		\$1,013.89
Art	\$129.00	
P.O. Box Rent	18.00	
Regis. Supplies	56.00	
Storage	258.30	
Promo	18.00	
		479.30
Excess R/E		\$534.59
		=====
BOOK DIVISION (7/93-7/31/94)		
Discounts, Allow.	\$714.56	
Interest	5.31	
Other	10.54	
		\$730.41
Dues & Subs	\$125.00	
Postage	21.28	
Supplies	62.40	
Reports/Licenses	5.00	
Shipping & Hand.	169.89	
		383.57
Excess R/E		\$346.84
		=====

SF\$FS Calendar of Events for Sept**September 4 - October 8, 1994**

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Sept 4 Rita Sheinblatt's Birthday	Sept 5 ● NM Rosh Hashanah- ah	Sept 6 Taylor Caldwell 90th birthday	Sept 7 Sept 8	Sept 8	Sept 9	Sept 10
Sept 11 ○ FQ	Sept 12 ○ FM	Sept 13	Sept 14 Sept 15 Aphra Chatto (1890) Yom Kippur	Sept 16	Sept 17 12:00-1:30pm Board Meeting 2:00- 4:00pm SF\$FS General Meeting @ Riverland Library	
Sept 18 ○ FM	Sept 19 ○ FM	Sept 20	Sept 21 Stephen King 47th birthday	Sept 22	Sept 23 Autumn begins F. Scott Fitzgerald (1896)	
					Sept 29 Truman Capote (1924)	Oct 1
						Oct 2 Oct 3 Coretta Scott King 60th birthday
						Oct 6 Oct 7 Oct 8

South Florida Science Fiction Society Membership Application
September 1994

Send this completed application form, along with your check for Membership dues to:
SF\$FS Treasurer, 4427 Royal Palm Ave., Miami Beach, FL 33140-3039.
 Make check payable to SF\$FS.

General (non-voting) - \$9.00 ~~\$12.00~~ inc. \$15 for next year mealard

Child Membership - \$1.00 (12 yrs or younger with a parent or legal guardian who is a SF\$FS member)

Subscribing Membership - \$12.00

Name: _____ Date: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone (home): _____ (work - optional) _____

Birthdate: ____ / ____ / ____ (year - optional)

Interests: _____

January calendar

You Are Getting This Because:

- You are a member of SFSFS!
- You are held in great esteem by SFSFS!
- You've submitted a LOC, review, or art (but, you can always send more!)
- Trade for your 'zine.
- It contains a review / article of possible interest to you.
- You have been mentioned!
- I thought your mailbox was looking a little empty.
- I felt like it!
- ...I can't remember...but I had a really good reason, at one time...<g>
- The planets were aligned correctly.
- It's the Spam <tm>, I tell you! It makes me do these things...

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Address Correction Requested



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First Class Mail