

The National Fantasy Fan

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Editorial

Each One Recruit One—Or More

This message is an appeal by your President, calling on all loyal Neffers to recruit new members for our august organization.

Remember, Public Membership is free!

To join as a public member, send phillies@4liberty.net an email message with the email address. N3F memberships are cheap! \$6 for an electronic membership/ \$18 for a papermail membership.

Additional memberships at the same address are only \$4.

To join: <http://N3F.ORG/Join>

We need more Bureau Heads! Vacant Bureaus include:
Electronic Publication Support, Readers for the Blind, Con Listings,
Advertising, Membership Recruitment, Convention Hospitality,
Outreach, Correspondence, Comics, Films.



Contributions Needed! We need more reports! We need more art! We need more letters and comments, and fannish news of every sort. Please send to the Editor of this, our Official Organ: George Phillies, 48 Hancock Hill Drive, Worcester MA 01609 phillies@4liberty.net 508 754 1859



Your Volunteer Team

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Many New Volunteers are needed: Electronic Publication Support, Readers for the blind, Con Listings, Advertising, Membership Recruitment, Convention Hospitality, Outreach, Correspondence, Comics, Films.

Support the N3F. Volunteer Now!

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President's Report

First, I am delighted to report that we have a new volunteer! Please thank me in welcoming Judy Carroll, who is taking the helm as Bureau Head of the Writer's Exchange Bureau and also as Head of the Welcommittee.

Second, and just as important, I would like to thank Joy Beeson and Heath Row for their many years of loyal service as BuHeads of the Writers Exchange Bureau and the Welcommittee.

I do recall when I first joined the N3F, many years ago, and received a shower of correspondence of all sorts from different groups. My first real fanac within the N3F was via the Writers Exchange Bureau; I had critiques on my then-forthcoming novel *This Shining Sea* and some short stories.

Third, there has been a major project to update our electronic pages. It appears to be superficially complete. If you spot things that still need fixing — I am confident that there are some — please let me know. The web pages are at N3F.org.

Our Facebook pages have been considerably improved. As your President, I am personally paying for facebook ads, leading people to our Facebook page.

I am looking for new volunteers. A list of the traditional Bureaus that are not currently active includes Electronic Publication Support, Readers for the blind, Con Listings, Advertising, Membership Recruitment, Convention Hospitality, Outreach, Correspondence, Comics, Films.

Please support the N3F. Volunteer Now!

N3F Historian Report

N3F FOUNDERS

Louis Russell Chauvenet
(1920 - 2003)

Russ Chauvenet was born February 12, 1920, and died June 24, 2003. He is credited with co-founding the National Fantasy Fan Federation (N3F) with Damon Knight and Art Widner. He was N3F President in 1941

Join or Renew

We offer three different memberships. Memberships with zines via paper mail are \$18; memberships with zines via email are \$6. Joint memberships at one address are \$22. Public memberships are free. Send payments to N3F, POB 1925, Mountain View CA 94042. or pay online at N3F.org

-1942, and at one time in 1944 was one of only two members of the club in good standing. Moreover, he bestowed on our official club fanzine its original name of Bonfire (derived from "Bulletin of the National Fantasy Fan Federation). When he ran for president, his platform urged freedom for the club from control by any individual or clique, and stated that he did not want anyone associated with fan feuding to occupy an important club office.

Chauvenet was also a founder of Boston's The Stranger Club, and hosted its first meeting at his home in 1940. The members of The Stranger Club were guests of honor in 1987 at Noreascon 3, the 47th Worldcon, in Boston. In addition, he was one of the original members of First Fandom.

He coined the word fanzine in the October, 1940 issue of his fanzine Detours ("We hereby protest against the un-euphonius word 'fanmag' . . . and announce our intention to plug 'fanzine' as the best short form of 'fan magazine.'"). The term probably became a permanent term in science fiction fandom because of its adoption by the popular project "Fanzine Service for Fans in Service" during World War II. He later also coined the term prozine for professionally published magazines containing SF stories.

For many years Chauvenet was a member of the Fantasy Amateur Press Association (FAPA). In the 1960s, he published the FAPA fanzine Spinnaker Reach. He published several other fanzines, including Nachgemachte Schildkrotensuppe (1941-1942), Fanzine Digest (1942, with Harry Warner, Jr.), Sardonyx (1940-1945), Silver Spring Science Fiction, Root Beer and Go Association (a one-shot, 1965, with Ron Ellik), Zizzle-Pop (1942-1944), and A (a one-shot in 1939).

Chauvenet lost his hearing at the age of ten after suffering from spinal meningitis. He attended Central Institute for the Deaf, but then went on to receive his bachelor of science degree in biology and master of science degree in chemistry. Starting in 1948, he worked until he retired on computers as a civilian employee of the U. S. Department of Defense.

His photo appears on page 171 of Warner's famous history of SF fandom in the 1940s, All Our Yesterdays (1969).

Chauvenet was also an avid sailor and an accomplished chess player. He built his own Windmill class sailboat

and participated in regattas. In chess, he was the United States Amateur Champion in 1959, as well as state champion for Virginia, 1942 through 1948, and for Maryland in 1963, 1969, and 1976.

Jon D. Swartz
N3F Historian

Welcommittee

Hi, I'm Judy Carroll. I am the new Bureau Head for the Welcommittee. I've only had this "job" for a few weeks. But I do have two main goals.

Goal #1. Make new members feel welcome and a part of the club. No new member of the N3F should feel they are being neglected or are an unknown. I sent e-cards to a returning member and a new member welcoming them to the N3F. Then I followed-up by giving new members the email addresses of the bureau heads of the activities in which they are interested. This way they won't be wandering around trying to find out how to become involved. I also emailed the BH's asking them to email the new members and welcome them into their bureaus. I think this way we have a better chance of keeping our current new members and attracting more new members. Hopefully, the new members will feel like they belong, are appreciated and that we care about them.

Goal #2. Keep in contact with current members. Current N3F members should never fall between the cracks. It's easy to slowly fade away from something you love when life has been dragging you through the mud. You lose interest in an activity because you feel out of it. You don't respond to a question about your art work or you forget to mail the round robin packet; just one more thing you have to do in a life that's already too overwhelming. I would like for every member to feel a part of the N3F no matter how long they have been a member. I would like each "old" member contacted at least every 6 months, preferably every 3 to 4 months. Just an email (or snail mail) asking them how their N3F experience is going: Are they still happy with their membership?, Anything they would like to see changed? Any ideas they would like to see implemented?

Now, as much as I would like to see this happen, I can't do this alone. I can try, but the odds are I will either be so overwhelmed that I'm pulling out my hair and my

family won't recognize me or I will be found wandering the streets muttering incoherently.

I welcome anyone who would like to help or has ideas for this bureau. Please help me make being a member of the N3F a positive and lasting experience for everyone.

You can contact me at - AutumnSeas8012@yahoo.com

SPECIAL NOTE:

I want to thank Heath, the former Bureau Head, for his support and for the ideas he has given me to make the Welcomittee a strong and important part of the success of the N3F. Thanks, Heath! Any time you want to come back to the Welcomittee I will greet you with open arms and a list of new members to greet in my right hand and a list of "old" members to 'Howdy' in my left hand.

Writers Exchange Bureau

My name is Judy Carroll and I am the new Bureau Head for the Writers Exchange. I have only had this "job" for a few weeks, and I am still trying to figure out how I want this bureau to function.

The Writer's Exchange Bureau reads and critiques the manuscripts of other members.

There are 2 things I need to accomplish before this bureau can really get going. I need to have people who will read manuscripts and people who will write them. Without readers and writers we are just a bureau in name only and not a functioning part of the N3F.

Right now, the Writers Exchange Bureau consists of myself and one other member, Jefferson, who was kind enough to contact me and offer his services. Unfortunately, we don't have any manuscripts for Jefferson to read. I am reading the only manuscript the WEB has received.

Do you think reading an unpublished work is boring, or confusing or a waste of your time? Dump that idea in the wastebasket.

Think of reading a manuscript as knowing a secret that very few people know about. You are privileged to peek into the mind of someone's imagination, someone who has entrusted you with an important part of who they are-The Writer. You could be sent to an unknown planet, you could be privy to the take over a world by alien mutants, you could float on the wings of a butterfly or fight from the back of a dragon. As you read the manuscript you will know that you are there as a disembodied voice giving praise, suggestions and support to help the writer fulfill THE DREAM. You could be reading the early works of a future J.K. Rowling, Terry

Brooks, Neil Gaiman, Charlaine Harris, or a Ray Bradbury.

Do you think to write you have to have another To Kill A Mockingbird or A Game of Thrones? Burn that thought right out of your head. All you need is an idea to expand on, a desire to develop it and the patience to put it together.

Those of you who have The Writer's voice inside your head screaming to be let out of this enclosed space or whispering of alien sunsets and dark golden-eyed people while you dream- need to free the screaming and accommodate the whispering. You can do this by joining the Writer's Exchange Bureau.

If you want to join the Writer's Exchange Bureau or have any questions please contact me at AutumnSeas8012@yahoo.com

SPECIAL NOTE:

Joy, the former Writers Exchange Bureau Head, has sent me all the information on how she ran this bureau successful for many years. Thank you Joy. I appreciate your support and look forward to implementing some of your ideas.

Birthday Card Bureau

Three cards went out in the last two months.
...Laurraine Tutihasi

Short Story Contest

Entries to the short story contest continue to come in. We have months and months to go.

Games Bureau

With thanks to Omar DeWitt and the AHIKS Kommandeur (AHIKS.COM) a list of forthcoming boardgame conventions includes:

July 30-Aug. 2, Indianapolis, IN
GENCON
<http://www.gencon.com/>

August 3-9, Lancaster, PA
WORLD BOARDGAME CHAMPIONSHIPS
<http://www.boardgamers.org/>

Aug. 7-9, Austin, TX
RTX
<http://rtxevent.com/home.php>

Aug. 8-9, Courtenay, British Columbia
INCON FAMILY GAMING CONVENTION
<http://inconv.com/>

Aug. 13-16, Chicago, IL
CHICAGO NERD COMEDY FESTIVAL
<http://stage773.com/cncf/>

Aug. 14-16, Columbus, OH
MATSURICON
<http://maturicon.org/>

Aug. 15-16, Atlanta, Georgia
ANDOCN
<http://www.andocon.org/>

Aug. 21-23, St. George, Utah
STGCON
<http://stgcon.org/>

Aug. 22-23, Yellowknife, Northwest Territories, Canada
PTARMICON
<http://ptarmicon.wix.com/ptarmicon>

Aug. 29-Sept. 1, Seattle, WA
PAX PRIME
<http://prime.paxsite.com/>

Good sources for information on all kinds of conventions are the Steve Jackson game site: <http://sjgames.com/con> and the Columbia Game site: <http://columbiagames.com/convention/conventions.shtml>

Letters of Comment

A letter from an attendee of WorldCon 1 (1939) who is still with us:

You are asking quite a bit -- like a 20 page report. To sum up -- A number of Futurians including me went to the door of the 1st Worldcon ready to pay our admission fee. But Sykora and the other officials felt that the leaders of the Futurians (Wollheim, Michel, Pohl etc.) should be barred. They went to a restaurant across the street. I was allowed in and so were other Futurians who came later (Leslie Perri, Isaac Asimov and so on). Later on the officials agreed that barring the Futurians was a mistake.

The first SF novel I read was in early Amazing, probably Campbell's Arcot, Moray and Wade series. TV? I don't remember. Yours- Jack Robins
robins6663@gmail.com

Thank you for sending the zine.

I especially thank you for your obituary for Art Widner. He was a true gentleman. I knew him through his

zines in FAPA and from his slide shows about First Fandom at Worldcons.

Regarding the Hugo Awards, during the nomination period, I am usually at a disadvantage because I am so far behind in my reading that I have read little that was published in the prior year. I take recommendation lists and voting slates with a grain of salt, because I am not aware that there is any in the world with tastes identical to mine. Nonetheless, I have downloaded the Hugo Award packet to my Nook and plan to read as many as possible before the voting deadline. Then I will vote on their merits.

Best wishes,
Tom Feller

Our Russian member, Antonina Boyko, writes that she offers to send us updates on the Russian science fiction scene, and I have urged to her to send them..

Dear Neffers:

Many thanks for Vol. 74, No. 6 of The National Fantasy Fan. With a little bit of time on my hands, I will try to whip up some comments to send along to you.

Congratulations to Holly Wilson on winning this year's Kaymar. It's great to get the recognition of your club, and good to have a club to recognize you. Keep supporting your club, and its recognition will shine on you one day.

Damon Knight, one of my favorite authors, and one I had wanted to meet, along with Ted Sturgeon and Arthur C. Clarke. I won't meet them now, but still, finding out fresh information about them will have to do to know them after their deaths.

Thank you for publishing my previous letter! Fandom certainly changed with the emergence of Star Trek, but other factors, like the fading of literary SF, are changing it further. New interests, like steampunk arrive to make things more interesting and certainly different, although not everyone sees this as a good thing.

We had our own national day celebrations on July 1, and we hope you've had a stellar celebration today. Take care all, enjoy the rest of the summer, and see you with the next issue.

Yours, Lloyd Penney.

Novels by Neffers

Angela Myers



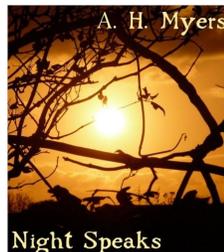
When the Moon is Gibbous and Waxing

Unspeakable evil rises with the moon... Graduate student Natalie Beres can't remember who attacked her that autumn night under the full moon. She can't remember anything between leaving her lab in a secluded building at the south end of campus and arriving at her apartment in the wee hours of the morning. Covered in blood. Not her own. Other than the loss of memory, she's completely unharmed. She can't say the same for the men who attacked her. The grisly campus murders force Natalie to dig deeper into what happened that night, to force herself to remember. But what she learns about herself is horrifying. When the police officer investigating the murders tries to get close, Natalie is caught between her attraction to him and her fear of discovery. But worse, can she avoid being found by the young man with a similar problem who's on his way from the West coast to find her...leaving a trail of shredded corpses along the way...?

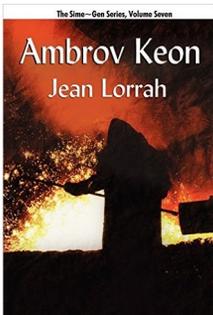
Night Speaks

A collection of spooky, light-horror short stories and poetry.

- The Quarter Test (short story)
- Birth of a Vampire (poem)
- Halloween Story (short story)
- The Wolfing Moon (poem)
- Night Speaks (poem)



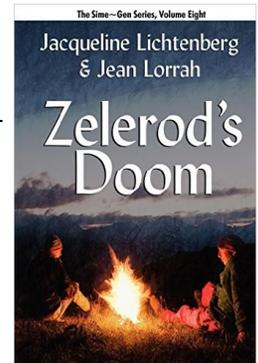
Jacqueline Lichtenberg



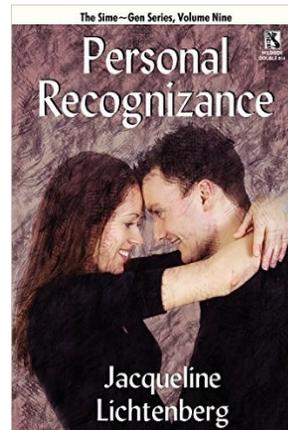
Ambrov Keon Volume 7 of the Sime-Gen series is by Jean Lichtenberg's co-author Jean Lorrach

When Sime killed Gen, it was the normal way of things--after all, Gens weren't really people, were they? They existed only to provide Simes with life-giving selyn. And then Risa Tigue, a Sime, injured and needing selyn, stumbles on the trail of a gen named Sergi ambrov Keon. Sergi is a companion, a Gen who can control the transfer of Selyn without harming either Sime or Gen. In Risa, Sergi sees the potential for that rarest of beings, a Channel. But can Risa survive the transformation--and even if she can, can Simes and Gens learn to live together peacefully? This is the legendary romance of Risa and Sergi. Sime-Gen, Book Seven.

Zelerod's Doom, by Jacqueline Lichtenberg and Jean Lorrach (#8)



The mathematician, Zelerod, has predicted the extinction of the human species, both Sime and Gen. Klyd Farris ambrov Zeor, Hugh Valleroy ambrov Rior, and Risa and Sergi ambrov Keon unite to stop the killing. Can they make politics and compassion mate?



Personal Recognizance, by Jacqueline Lichtenberg (#9)

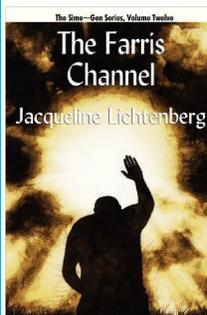
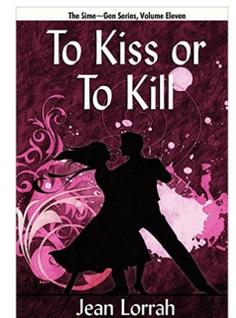
Rialite, the famed First Year school, is legendary for sexual escapades of the youth, but real Romance is rare, even among the historical fanfic writers on the Secret Boards who write of the Secret Pens. This is the story of Soul Mates who have not (yet) changed their world, and how they learn that they might. This is packaged in a Wildside Double, with The Story Untold And Other

Stories in the same volume.

The Story Untold and Other Stories, by Jean Lorrach (#10)

In the Year 0, between the old calendar and the Unity Calendar, two men meet and produce the music that makes miralces possible, such as the restoration of health that makes true Romance possible.

To Kiss or to Kill In the distant future, mankind has mutated into Sime and Gen. Jonmair is a Gen, and Baird is Sime, and when Baird rescues Jonmair from the Last Kill, she suddenly has a life to live--and someone with whom to share. But can Baird, one of the wealthiest men in Norlea, also be the life partner that Jonmair longs for? Can love indeed conquer all? Or will death finally triumph over love? An original Sime-Gen novel, Number Eleven in the series, and never before published.

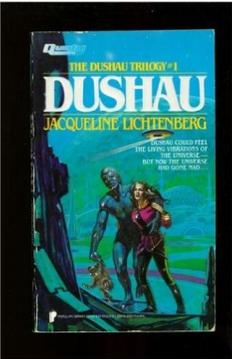


The Farris Channel, by Jacqueline Lichtenberg (#12)

The story of the founding of the House of Zeor by Del Rimon Farris, son of Zeth Farris from Channel's Destiny. Here is why Del Rimon is historically confused with Rimon Farris, the forgotten First Channel. Del Rimon has the closest encounter with the paranormal, and bequeaths that contact to his

successors.

The multi-generation saga of the founding of the legendary House of Zeor, that began with Rimon Farris's story in First Channel (Sime~Gen, Book One), continued with the story of Rimon's son, Zeth Farris, in Channel's Destiny (Sime~Gen, Book Five), now culminates with the story of Zeth's son, Del Rimon Farris, in The Farris Channel (Sime~Gen, Book Twelve). The Sime~Gen Series is the story of the House of Zeor, an institution that spans thousands of years and shapes future human history. The power behind its longevity and success is the love of two Souls who meet lifetime after lifetime, in tragedy and triumph, amidst an ever-growing cadre of friends, enemies, and supporters. But, like real people everywhere, few of these Souls have any inkling of what they did to deserve their fates--or what to do to make things better. The greatest among them can only guess--and then pay the price. Here is the price.

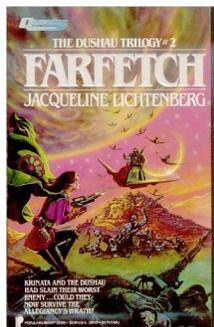


Dushau Reaching her Galactic Exploration department for a routine debriefing of a Dushau planetary scouting team led by Prince Jindigar, the newly dubbed "Lady" Zavaronne finds that the new Emperor has jailed some of her Dushau as scapegoats for his political failures. Assuming its all a mistake, Zavaronne befriends the team's Artificial Intelligence, Arlai, and breaks the team survivors out of jail. But when the Emperor embargoes the Dushau

homeworld, she must decide which side she's on before the Emperor destroys the whole galactic civilization.

Lady Zavaronne's story continues in the sequel Farfetch, and Prince Jindigar's story in the third book, Outreach reveals the alien Dushau notions of reincarnation and karma.

Farfetch (Dushau Trilogy No 2) With Imperial Troops in hot pursuit, "Lady" Zavaronne, with her now trusted Dushau friend Jindigar and his friends of many species, crashes on a colonizable planet which the Dushau have kept secret from the Empire, against all Laws. She has forgiven Jindigar that lie, but now she finds he has lied to her again. The planet has intelligent natives, and is therefore embargoed.

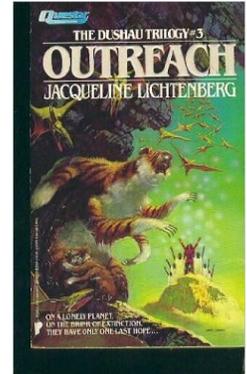


They can't survive here unless she joins Jindigar's Dushau exploration team in a psychic bond so they can blend into the local ecology.

They must convince the Natives to hide them from the Imperial troops chasing them. As they take refuge with a Hive Dwelling native, Zavaronne must peel away the Dushau's lies, half-truths, and hidden agenda so she can decide if she

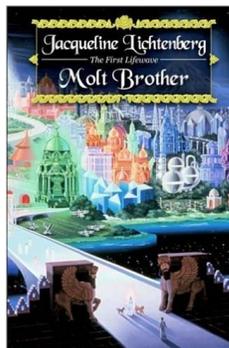
can trust Jindigar before the Imperial troops find them. Should she switch sides - again?

Outreach (Dushau Trilogy) Settled in safety on the Dushau's secret planet of refuge, among other refugee Dushau, "Lady" Zavaronne, the first human to link minds with the Dushau and survive, must attend the Dushau Jindigar's wedding, but the local Hive Mind creatures attack the Dushau colony.



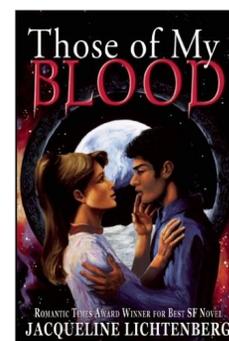
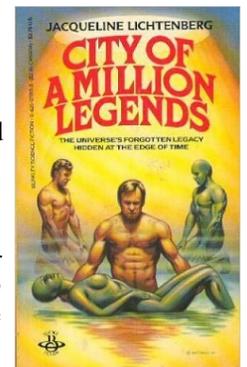
The long-lived Dushau are going into Renewal, the reproductive phase, and losing the ability to psychically shield the colony from the Hive natives.

When the offworlder colony is over run by the Hive, Zavaronne and Jindigar must construct a new Hive mentality this world can accept before they all go insane.



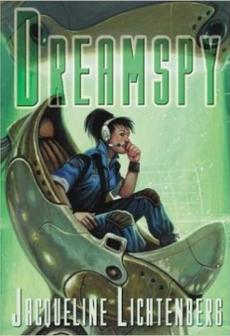
Molt Brother College students, human and nonhuman, raised together on the same planet, search for the origins of civilization in the Galaxy and find old magic and a vast, implacable conspiracy. Can they forge bonds of friendship and understanding among themselves strong enough to stand against greed, lust for power, and absolute domination of a hundred planets? If not, then why does the enemy fear them?

City of a Million Legends Older and wiser, the humans and nonhumans of Molt Brother now suffer the consequences of their actions. They have stirred the karma of their lifetimes lived billions of years ago - when they were responsible for the destruction of a Galactic Civilization, the First Lifewave. Now they must seize the object of power that corrupted them the first time - to keep it from the hands of an implacable enemy. Can they resist its lure and save the Second Lifewave?



Those of My Blood Integrating vampire love and page-turning suspense by an award-winning science fiction author, this story of fantasy and romance will appeal to genre fans of all kinds. Finding the remains of an alien spaceship complete with humanoid corpses, scientists begin to work on sending a message to the stars, in hope of contacting the newly discovered civilization. The scientists, however, are una-

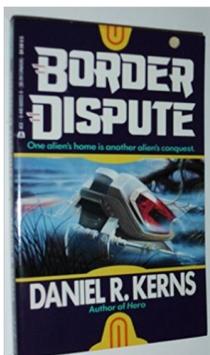
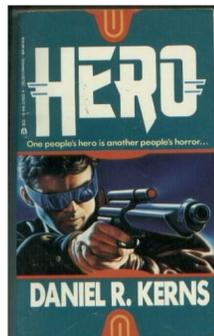
ware that the aliens they are attempting to contact already walk among them. Stranded on Earth generations ago, the vampire-like Luren have split into two sects: the Residents, who consider themselves part of human society, and the Tourists, who prey upon humans as they wait to return to their home planet. Fearing that Luren civilization will enslave humanity upon the receipt of the message, astronomer and Luren Resident Titus Shiddehara works furiously to sabotage the scientists' contact attempts.



Dreamspy This companion to *Those of My Blood* continues the story of the Luren, a race of peaceful vampires who share the galaxy with the humans on Earth, as well as many other races. Two new players in the galaxy are introduced—the Teleod and the Metaji—who are in the middle of a horrific galactic war. As the war threatens to demolish the fragile space-time continuum, the future of space travel for all races is endangered. Kyllikki, a Teleod

telepath working for the Metaji, is the only one capable of reconciling the different philosophies of the two groups. Few are willing to help her, but she finds allies in Zuchmul, a Luren, and Elias, an earthling. Elias possesses a quality that makes him an ideal spy—his ability to dream. To save the governments and space travel Kyllikki must unleash certain powers within Elias. If she succeeds, she will face the fury of both the Teleod and the Metaji. Complicating her task further, Kyllikki struggles with her intense feelings for Elias, a rock star of a different race, with whom she never expected to fall in love.

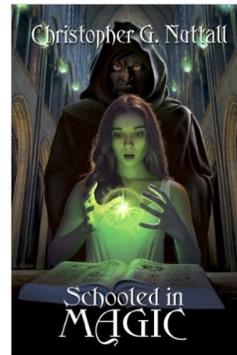
Hero — Lichtenberg under a pseudonym The only alien fighter pilot of the Pit Bull Squadron, Indiw disobeys orders after an attack to escort Commander Falstaff's crippled fighter through hostile territory. It is an action that brands Indiw a hero to humans—but a monster to his own people. Original.



Border Dispute Lichtenberg under a pseudonym. Indiw, an alien pilot, had repressed his natural hunting instincts serving with humans in the Pit Bull Squadron, but now, while protecting his own planet, he is free to kill any invaders, until the arrival of a human intruder threatens his mission.

Books from Chris Nuttall

As some readers will recall, Chris once gave us a free novel to distribute to all members. Here are the first novels of several of his series novels:



Schooled in Magic Emily is a teenage girl pulled from our world into a world of magic and mystery by a necromancer who intends to sacrifice her to the dark gods. Rescued in the nick of time by an enigmatic sorcerer, she discovers that she possesses magical powers and must go to Whitehall School to learn how to master them. There, she learns the locals believe that she is a "Child of Destiny," someone whose choices might save or damn

their world ... a title that earns her both friends and enemies. A stranger in a very strange land, she may never fit into her new worldand the necromancer is still hunting her. If Emily can't stop him, he might bring about the end of days.

Bookworm Elaine is an orphan girl who has grown up in a world where magical ability brings power. Her limited talent was enough to ensure a magical training but she's very inexperienced and was lucky to get a position working in the Great Library. Now, the Grand Sorcerer – the most powerful magician of them all – is dying, although initially that makes little difference to Elaine; she certainly doesn't have the power to compete for higher status in the Golden City. But all that changes when she triggers a magical trap and ends up with all the knowledge from the Great Library – including forbidden magic that no one is supposed to know – stuffed inside her head. This unwanted gift doesn't give her greater power, but it does give her a better understanding of magic, allowing her to accomplish far more than ever before.



It's also terribly dangerous. If the senior wizards find out what has happened to her, they will almost certainly have her killed. The knowledge locked away in the Great Library was meant to remain permanently sealed and letting it out could mean a repeat of the catastrophic Necromantic Wars of five hundred years earlier. Elaine is forced to struggle with the terrors and temptations represented by her newfound knowledge, all the while trying to stay out of sight of those she fears, embodied by the sinister Inquisitor Dread. But a darkly powerful figure has been drawing up a plan to take the power of the Grand Sorcerer for himself; and Elaine, unknowingly, is vital to his scheme. Unless she can unlock the mysteries behind her new knowledge, there is no hope for those she loves, the Golden City or her entire world.

2015 N3F Amateur Short Story Contest

Story Contest Rules and Entry Blank

Now and then, it has been suggested to open the N3F Amateur Short Story Contest to professional writers, writers who have had one or two sales. I've never favored this. It is my opinion that we want new blood. We want to reward the new kids on the block. To be blunt, we want writing that is not that good. We want stories from people who don't know their object from their subject, who don't know where commas go, and who use apostrophes to denote plurals -- but who have a story to tell. I want stories from guys nobody's ever heard of...but in the years ahead, we will. Those who are already successful don't need the encouragement of our little contest. If they were to enter the contest, the danger is that they'd win, every time, and crowd out the promising newcomer.

1. This contest is open to all amateur writers in the field, regardless of whether they're members of the National Fantasy Fan Federation. For the purposes of this contest, we define an amateur as someone who has sold no more than two (2) stories to professional science fiction or fantasy publications.
2. Stories entered in the contest must be original, unpublished, not longer than 8,500 words in length—and must be related to the science fiction, fantasy, or similar genres in the opinion of the judge.
3. Email attachments of Word documents are acceptable for submission. Manuscripts on paper should be typed, single sided on 8 1/2"-by- 11" white paper, double spaced, with pages numbered. The name of the author should not appear anywhere on the manuscript to ensure impartial judging. Photocopies are acceptable, if they are of good quality. Computer printouts must be legible.
4. Contestants can enter up to three stories. Enclose a self-addressed, stamped envelope (SASE) if you would like your story returned at the end of the contest. Stories will not be returned without an SASE. Do not send your only copy in case of accidental loss. We are not responsible for lost manuscripts.
5. Email entries will be accepted. Send to Jefferson P. Swycaffer at abontides@gmail.com. No guarantee can be made of email receipt. Privacy and property rights will be absolutely respected. No one other than the Short Story Judge will ever see the submission.
6. There are no entry fees.
7. Cash prizes totaling \$100 will be awarded as follows: First prize is \$50, second \$30, and third \$20. Honorable mentions and semi-finalists will receive a certificate of award.
8. Send all manuscripts to the contest manager: Jefferson Swycaffer, P. O. Box 15373, San Diego, CA 92175-5373; abontides@gmail.com. Emails with the story attached in word format are preferred. Paper manuscripts are acceptable. All entries must be received or postmarked no later than Dec. 31, 2015.
9. The Short Story Judge is a published science fiction professional, and also a loving fan of the sf and fantasy genres. All comments and critiques are solely the Short Story Judge's opinion, but he promises to be constructive and polite.
10. The NSF may want to publish an electronic book including top entries from one or more years of publication. You will not be contacted about this until after the contest is over and prizes have been awarded. If we want to publish your story, you will have to sign over to us first world serial rights. Your willingness to do sign over rights cannot affect whether or not you win the contest. Royalties will be divided evenly between all contest writers once publishing costs are covered. Winners will be notified as soon as the judging is completed. Announcements and notifications of winning entries will be made in March 2016. Please take your time and submit your best work. You can resubmit stories previously entered. All entries will be kept confidential and will be judged fairly and anonymously. The deadline for all entries is Dec. 31, 2015. Good luck!

Please supply on a separate page the following information as your entry form.

Title of story (for identification):

Author's name and address:

Author's email address:

I have read the above rules for the 2015 N3F Amateur Short Story Contest, and I agree to them.

Signature:

Date: _____

Mail to: Jefferson Swycaffer, P. O. Box 15373, San Diego, CA 92175-5373 ; or email abontides@gmail.com

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President's Report

N3F Founders: Louis Chauvenet

Welcommittee

Writers Exchange Bureau

Birthday Card Bureau

Short Story Contest

Games Bureau

Letters of Comment: Jack Robins, Tom Feller, Lloyd Penney

Novels by Neffers: Angela Myers, Jacqueline Lichtenberg, Chris Nuttall

2015 N3F Amateur Short Story Contest

N3F TNFF
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