



Q: Will there be a writers' workshop run in conjunction with Aussiecon Two?

A: At present the answer to that is no. The committee is going to be flat out running the convention itself. In addition there is the problem of finance. The committee isn't in a position to finance a writers' workshop. Thus, unless a group of people are willing to take on the organization of the workshop, and to arrange venue and finance, no, there won't be a writers' workshop connected to Aussiecon Two. If anyone has the necessary skill and enthusiasm in organising, please contact the committee, but don't expect much from us, other than moral support and the names of a few contacts.

Q: What are the hotel rates, and how many people will each room take?

A: We can't give out that information until P.R. #2, at which time there will be a hotel room booking form available. The convention has managed to get very good rates from the Southern Cross, where we have 250 rooms booked. We are still awaiting confirmation of rates from the Victoria Hotel, which will be cheaper though not quite as classy as the Southern Cross. At the Southern Cross, we have some single rooms, some doubles, some twins, and some triples, with a limited number of suites. The details for the Victoria aren't confirmed yet. You will have to book through the convention to receive our special rates, and these booking forms will, as has been mentioned, be available with P.R. #2.

Q: How many people are likely to be attending Aussiecon Two?

A: Our present estimate is somewhere between 1,200 and 1,500. This is going to be a big convention by Australian standards.

Q: Will the convention attendees' rooms be block booked?

A: We certainly hope so. We are currently trying to convince the Southern Cross Hotel that block booking the fans is a very good idea, as it cuts down the complaints from other hotel clients.

Q: Will it be possible to attend just one or two days of Aussiecon Two?

A: Yes, day memberships will be available. They will be priced such that, were you to pay for the whole convention on a day by day basis it would cost you more than to join the convention as a full member at the door.

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Okay, that seems to cover the questions for now. Please do write if you want anything clarified. I have been asked if I can describe some aspects of attending the convention in more detail. If I have room at the end of this zine I will attempt to do so, but, in the meantime, on to your requests.

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REQUESTS

Tracey Allan 13 Keith Ave, Edithvale, Vict 3196 is interested in Bela Lugosi memorabilia, and asks if anyone has any to sell her.

Michael Poole 146 Fanstone Ave, Munster, W.A. 6166 is interested in contacting other fans, particularly any who are planning to do any travel around Australia at about the time of the convention.

Vince & Sue Martin Smith P.O. Box 1401, Wellington NEW ZEALAND are planning a gathering of fans from January 12th to January 27th 1985. They're interested in hearing from any fans who are likely to be in New Zealand at around that time. Features include parties, movie visits, filksinging, bookshop crawls, parties, Vogon poetry contests, parties, barbeques, etc. Sounds like one hell of a holiday. Contact them for more details.

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THE DAY AFTER THE DAY BEFORE AUSSIECON

If you manage to survive the first day of Aussiecon Two, you're set for the rest of the convention. However, that first day can be very confusing, especially if you aren't used to science fiction conventions.

The first thing is to make sure that you have read your Progress Reports. They will tell you what you will need to bring with you in order to register for the convention. They'll probably also include useful information like what bus/tram/train/street one needs to take in order to find the convention. The first place you will need to go is to the Southern Cross.

When you arrive, you will need to register. This is a fairly simple process. There will be signs pointing to the convention registration desk, and, once you get to the registration desk you will find queues labelled A-F; G-M; N-S & T-Z, or whatever divisions of surnames the convention has decided on. There will also probably be queues for people wishing to change their supporting memberships into attending memberships, and for those who have not joined. You stand on whichever of these queues, and natter to the person in front and the person behind about how slow this all is. (We hope it won't be too slow.)

At registration you will receive a parcel of goodies, including the programme book which will have a list of what is on and assorted maps of the facilities, plus other useful information. You will also get your membership badge. THIS BADGE IS IMPORTANT as you are likely to be thrown out of the convention if you don't wear it. (If you do genuinely lose it, there will be a procedure to follow, which will involve you paying for a new badge, though not, we hasten to add, a new membership.) It's a touch on the bureaucratic side, but organizing an event for a thousand plus people is bound to be. We hope to keep the bump down to the bare minimum.

To get your hotel room you will have to go to the hotel registration desk. The convention books your room for you, but you have to register.

After you have got your pile of goodies, I suggest you find a quiet ten to fifteen minutes to read through your programme book. A large convention can be a confusing place. Aussiecon was my first science fiction convention, and, through failing to read my programme book correctly, I missed out on a hell of a lot of that convention. There were several function rooms that I never discovered. Don't be afraid to ask people around you if you're not sure of things. Science fiction fans are generally friendly types. Remember though that conventions are anarchic in several ways. Once you're there, what you get out of the convention will depend very much on what you put into it. If you hang around waiting for someone to talk to you, you might not talk to anyone all convention. If you yourself are willing to initiate conversations, then you're bound to have a good time.

One thing I would suggest is that you try and attend one of the smaller Australian conventions before going to Aussiecon. (I'm talking here to people who have never been to a convention.) If you already know a few people before attending Aussiecon Two it will be a lot easier to get into the swing of things. It's far easier to get to talk to people at a con where there are a hundred or so people than it is at a convention of a thousand plus. To round out this issue, I'll mention a few local conventions between now and AUSSIECON TWO.

NECRONOMICON I (Wargaming) Victoria Hotel, Melbourne. 14-16th September. \$12-00. P.O. Box 706 Dandenong 3175. Phone Russell or Lynda (03) 553 3361

PARANOIACON (General sf) Liverpool N.S.W. The El Toro Motel. 28th Sept to 1st Oct 1984. \$20-00. G.P.O. Box 429, Sydney, N.S.W. 2001. Room \$48-00/day. Deposit by the end of July please.

CIRCULATION III (General sf) Southside Motor Park Canberra A.C.T. 30th Nov to 2nd Dec 1984 \$15-00 (\$20-00 at door) P.O. Box 42, Lyneham, A.C.T. 2602

Thanks to THYME for some of this information. I'll mention '85 cons in TIGGER #3. (THYME is an Aussie Newszine put out by Roger Weddall 79 Bell St Fitzroy Vict 3065 Eight issues for \$5-00)