

I say, Gunga, this  
is  
"A Gentleman's Guide to  
Lasfs Poker and  
Related Obscenities."  
You call it an

Ankus 26?

Yes,  
Sahib.  
Elephant  
Poker.

*Harmes*



ANKUS 26

Published by Bruce Pelz

Box 100, 308 Westwood Plaza  
Los Angeles, CA 90024

for the 142nd Mailing of the FAPA

May 1973

IncuNebulous Publication 963.

## HOWDAH

Well, it's been an interesting year. The LASFS, of which I am still both Corporate and Procedural Treasurer, now has over \$25,000.00 in its Building Fund, though as yet we haven't found a clubhouse. We should have one by the end of the year, but no guarantees. The places we look at are either too expensive, too small, or in the wrong neighborhood. And just getting to look at some of the places is enough of a problem. If the contact man likes it well enough, a small group -- three or four, maybe -- of the Directors go to look at it. If they like it, they report to the Board, and the entire board -- 11 of them -- wants to see it. If they like it, they report to the club as a whole, and... . Somewhere along the line something doesn't work right -- at least with the places we've found so far.

Back in September there was a Worldcon here in Los Angeles, of which I was Co-Chairman. I didn't get to see any of the program that I wasn't actually part of, but that sort of thing is standard for someone running the con, I understand. Most of the reviews I have seen have been favorable, so I guess the con was a success. In any case, both the Co-Chairmen are planning to try running a large con again -- this time without the other -- or anyone else -- as Co-Chairman. To begin with, we've both filed bids for the North American Science Fiction Convention -- the NASFiC -- which may or may not exist in 1975, depending on whether or not Australia gets the Worldcon, and then whether or not some set of rules can be agreed upon as to the operation of the NASFiC. It should be interesting, anyway. I've got mostly re-volunteering members of the LACon Committee on my bidding committee -- Milt Stevens, Lois Newman, Fred Patten, Elayne, Drew Sanders -- as well as a few who will work with either Los Angeles bid that wins. (I don't know who's on Chuck Crayne's bidding committee, but Bill Warren will run the films for either committee, and Alan Frisbie (computer services) has indicated he'd serve, too.) We'll see what happens by TorCon.

I am still playing Duplicate Bridge a couple times a week, though I'm no longer eligible to play the Junior Games, which are limited to players with fewer than 20 Master Points. I have about 27 or so registered with the American Contract Bridge League, and about another 25 or so stashed away to send in one of these years...at least before the three-year limit on their validity runs out. But there's been nothing spectacular on the Bridge front during the past year -- a few small Junior trophies are collecting dust on the top of the TV, but that's about all.

The other thing I've played is, as usual, Poker -- but not regular Poker. LASFS Poker is a far cry from the serious no-nonsense type of game that used to be played at cons when Tony Boucher was there to serve as a nexus for a non-stop day-and-night session. Its permutations are discussed on the next few pages, for anyone crazy enough to want to know how to play LASFS Poker.

I've also included the daily newszine from the LACon, and the annual LASFS Financial Report. (I have spared you the three-year comparison report that I was thinking of doing up. Maybe after five years it'll be worthwhile as a view of trends, etc., but the three-year one didn't prove much of anything.)



# LASFS Poker Up-to-Date

The LASFS is, to say the least, games-oriented. We have gone through various fad games such as Diplomacy and Risk, through such mundane competitive games as bowling and miniature golf, and through various gambling games such as Brag, Bouree, Hearts, and Oh, Hell. There are also segments of LASFS that are, or have been, fanatics toward chess, Go, Bridge, etc.

The most enduring and universal game has been, of course, Poker. There was a time when it was played penny-ante, dime-limit, and losing two or three dollars in an evening of play was thought to be terrible. Recent years have changed things. Although some of us still think it terrible to lose two or three dollars in an evening of play, the days of penny-ante and dime-limit are long-gone, replaced by table stakes and pot limit betting. The amount of money that changes hands during the evening is sometimes appalling -- especially to those on the minus-side.

A typical LASFS after-meeting poker session has two games. At the so-called cheap table, the players buy in for a couple dollars, and may play with as little as a dollar in front of them each hand. As long as they still have a dollar, they must play with that minimum, unless they are near to quitting the game, and announce they are "playing down" the loose change -- at which point, they can't put more money into the game if they lose. At the expensive table, there is a \$5 minimum buy-in, and no "rat-holing" is allowed. If you win, your entire stack of chips stays in front of you and subject to being tapped. Needless to say, it is at the expensive table that swings of \$100+ may happen in an evening.

With that much money involved, one would think that the LASFS would play reasonably sensible kinds of Poker, for which the odds can be easily calculated. One would, of course, be completely wrong. The games played are a collection of the most ridiculous inventions known to as motley a crew as ever attempted to shuffle a deck of cards. The purpose of this article is to catalog these games so we can keep track of them; the probable result of the article is that the inventive lunatics among us will use it to see what hasn't been invented yet -- and then invent new games to fill the lacunae. So let it be.

As a base of information, it will be assumed that one knows how to play standard Poker: 5-draw, 5- and 7-stud, and their low-ball equivalents. With a few exceptions, LASFS plays a wheel or bike (A-2-3-4-5) as the best low hand. When used at all, the Joker is called a Bug, and can be used in straights, flushes, low hands, or as an Ace. (Generally, the cheap table doesn't use it at all, and the expensive table uses it all the time.) All split pots must be declared for, except the Maria games and Baton Rouge, by players taking two chips under the table and bringing up a clenched fist on top of the table, to be opened simultaneously with those of all other players still in the hand. If the fist contains no chip, the player is competing for best low hand, one chip, he is competing for best high hand, and two chips, he is competing for both best low and best high hand -- or "going Pig." A player declaring both ways must beat all other players in the directions they declare in order to win; should any of them even tie him, he loses everything. Thus the screams of anguish when two players pig, each beats the other one way, and the guy with the pair of fives splits everything with the guy that has the 9-low. However, with table stakes, it is sometimes worthwhile pigging a hand even when one knows he is beaten, if the guy with the winning hand has tapped out early, and you can get a large side pot established, since a player can have no effect on a pot to which he has not contributed.

Visitors to the LASFS card games are almost always welcome; we're glad to take your money. Of course, if you only play standard Poker... .



ACE MARIA: 7-stud-high only. Highest spade in the hole splits the pot with best hand.  
[See also BLACK MARIA, QUEEN MARIA.]

ANACONDA: Seven cards dealt face down immediately. Player passes three cards to left, receiving three from right. He then passes two, and finally one card. Two cards are then discarded and the remaining five arranged in order to be rolled and bet as 5-stud, high-low. A high full house and a wheel are usual winners.

ARCTIC CIRCLE: 7-stud high-low. Your middle hole card is wild both ways. If you have a pair down, both are wild. Aces swing, and can be split to make the third down card wild if you have two aces down. [Blame J. Minne.]

ASSASSINATION: 5-stud high-low. A thoroughly nasty game where low hands get blown by face cards and small pairs on the last card, and a J-9-9-5-2 is probably a decent low hand. [Blame R. Geis.]

\*AUCTION-A-CARD: 7-stud high-low. Each round of up-cards, the cards are auctioned to the highest bidder as they come up. Once a player has a card in a particular round, he may not bid further during that round. Generally unplayable.

BASEBALL: 7-stud high. Threes and nines are wild, fours get you an extra card at the end of the round. If a three is dealt as an up-card, it costs a quarter. (It can be played that up-threes make the player match the pot, or fold, but that is too much even for LASFS Poker.)

BATON ROUGE: 7-stud high low. High spade in the hole, low diamond in the hole, best low hand, and best high hand split the pot, but player must declare all portions for which he is competing. (Player takes a red chip, a blue chip, and three white chips for declaration: red chip for low diamond; blue chip for high spade, 1 white chip for low, 2 white chips for high, and three white chips for both high and low poker hands.) As usual, if you lose any part of your several-way declaration, you lose it all. Playable, but messy, and has been banned at times. [Blame J. Pournelle.]

BIG SQUEEZE: 6-card high low with a burn. (After the sixth card -- 1 down, four up, 1 down -- player may discard any card, in turn, and get a replacement. If he discards an up-card, the replacement is dealt up, etc.) In this and its variants, the best low hand is a 6-4-3-2-A, not all of the same suit. Straights and flushes count against you for low. The burn is not mandatory, but it is sequential for those who want it, thus giving dealer some advantage.

BLACK MARIA: the original 7-stud high with the high spade in the hole splitting the pot. As originated, the Queen of spades was the highest spade, then Ace, King, Jack, etc. It got too confusing as to what was meant by the high spade, so the game mutated to either ACE MARIA or QUEEN MARIA, q.v.

BLOODSUCKER: VAMPIRE, without the final burn. See under VAMPIRE for rules.

\*BUY-A-CARD: 7-stud high low. At each round of up-cards, the player may reject an offered card by paying a fee into the pot. For the first he rejects, he pays 5¢, for the second on any one round, 10¢, for the third, 15¢, etc. The card is offered in turn to each player, who may pay to reject it or may take it. If all players eligible to do so pay to reject the card, it goes into the discard pile and another card is offered. The round continues until each player has accepted a card, at which time there is a betting round. Then another round of offered up-cards. The seventh card is dealt down, as usual, with no choice. After the betting round that follows the down card, there are two replacement rounds, costing 25¢ for the first and 50¢ for the second, if players wish to replace a card with the next one on the deck. Each replacement round is, of course, followed by a betting round. At long last, after 7 betting rounds, the hands are declared. This, like AUCTION-A-CARD which it spawned, is generally unplayable.

CALIFORNIA DRAW: straight 5-draw, open on guts.



LASFS POKER p.3

CHICAGO: 7-stud high only. Your low hole card and all others like it in your hand are wild. (Though sometimes played with the option of receiving the last card up in order to avoid undercutting your wild card, LASFS plays it with mandatory deal of last card down.)

DR. PEPPER: 7-stud high. Tens, deuces, and fours are wild. Playable, but not very.

DR. TEPPER: 7-stud high-low. Tens, deuces, and fours are non-existent cards, and you must have five cards in any low hand, so three non-existent cards kill you for low. (One can go high with anything.) [Blame J. Harness.]

DOUBLE JESUS: 5-draw. Deuces wild, and 1-eyed jacks (hearts, spades) count as any two cards. Best way to play is to fold immediately without one of the 1-eyed jacks on the first deal. High only, by the way.

ELEVATOR: 6-stud high-low, roll your own. All cards dealt face down, two the first round, one each of the next four rounds. Each round, player turns one of his two down cards face up. The one still left down, and all like it in his hand, are wild. Once turned up, a card may not later be turned down again.

ESCALATOR: 5-stud high-low with a burn. Played as ELEVATOR except that the sixth round is a replacement round instead of adding a sixth card to the hand.

FIRE SALE: basically 6-stud high low, but played only when there are 8 players. After the players are each dealt 6 cards, the remaining 4 are auctioned off, one at a time (the others remaining face down in the deck), to the highest bidder. The money is paid into the pot. After the fourth auction, each player discards enough cards to reduce his hand to five cards, which are then put in order and rolled.

\*FLYING outhouse: 5-draw high. Deuces wild, 1-eyed jacks count as any two cards, and the King-with-the-Axe (diamonds) counts as any three cards. Fold any hand that doesn't have either the diamond King or both wild jacks. Unplayable.

FOLLOW THE MOPSQUEEZER: See MOPSQUEEZER.

\*1492: 7-stud high, with aces, fours, nines and deuces wild. Unplayable.

FRANKENSTEIN: WEREWOLF without the VAMPIRE -- see BIG SQUEEZE. [Blame J. Harness.]

GIRDLE SALE: BIG SQUEEZE at WOOLWORTHS. BIG SQUEEZE played with 5's and 10's wild.

GRODNIKONDA (also called GROD): 7-stud high-low. All seven cards are dealt immediately. Player makes his best 5-card hand, discarding the other two cards, and rolls the cards as in 5-stud.

HA-HA-HERMAN: 6-stud with a burn, roll your own. Generally BIG SQUEEZE, but with all cards dealt down and player deciding which to roll. At any time a player may decide to keep both cards down -- announcing "HA-HA-HERMAN" -- and from that point until the burn round, his cards are dealt face up. The burn may be, as usual, either an up or a down card. [Blame Fuzzy Pink.]

HIGH-LOW: 7-stud high-low. One of the closest things to actual poker played by LASFS.

HOLD ME: 7-stud high low. Each player is dealt two cards, and five cards are dealt face down in the center of the table. One of the center cards is turned, followed by a betting round, then a second card is turned, followed by another betting round, etc. The "gun" (first chance to bet) passes, from the player on dealer's left at the first round, to the next player on the left at the second, and so on. Each player may use as many of the five center cards as he wishes to make up his best hand either or both ways. A low hand must have five cards.

HONG KONG: 7-stud low only. High hole card wild, and all like it in your hand. (The opposite of CHICAGO; same mandatory last-card-down rule.) [Blame Fuzzy Pink again.]

HOO-HAH: see HIGH-LOW. (A corruption of the words.) [Blame B. Pelz.]



HOT PASTRAMI: 5-draw high-low. ("It's MURDER without the roll.") [Blame J. Harness.]

\*INCINERATOR: ESCALATOR, with a burn of a down-card permitted every round: A player is dealt two down cards. Everyone who wants to burn one of his cards does so. Each player rolls a card, and there is a betting round. Another down card is dealt around, and everyone who wants to burn a down-card does so. Then another card is rolled, followed by a betting round. Etc. The final burn, following the fourth betting round, may be up or down. Generally unplayable.

INDIANAPOLIS: 7-stud high-low, roll your own, with a final burn, and then a drive (a bet after the declaration). The drive doesn't happen too often, as most players are tapped out by that time.

\*INSANITY: 7-stud high only. Deuces are wild if you have a 3 in your hand; threes are wild if you have a four in your hand; fours are always wild. And a natural pair of sevens rakes the pot. (If two people have a pair of natural sevens, they split it.) TOTALLY unplayable.

IT: 6-stud high-low with a burn. Five cards are dealt down immediately. Four rounds of roll-a-card-and-bet follow, then a sixth card is dealt down, followed by a betting round, a burn, and a final round of betting before the declaration. [Blame G. Knuth.]

JACKS BACK: 5-draw high only, open on a pair of jacks or better. If no one can open, it becomes 5-draw low only. This one is almost poker.

JACKS PROGRESSIVE (or REGRESSIVE): 5-draw high only, open on a pair of jacks or better. If no one can open, the hand is redealt, and opener must have at least a pair of queens (or, in REGRESSIVE, tens). Not playable in a Dealer's Choice game, as it ties things up. (Also, in Dealer's Choice, only Dealer ante's to start the pot, and PROGRESSIVE works best when everyone has to ante, then, if the hand cannot be opened, everyone ante's again for the second deal, which is dealt by the next dealer.)

LET'S MAKE A DEAL: ANACONDA, but after the final pass of a card, each player must offer one of his seven cards for bid to the other players, keeping whatever money it brings. (If you have a hand that isn't worth playing, you can sell off a good card, otherwise, you sell off -- or try to -- one of your cruds.) [Blame J. Minne.]

LIEBSCHER: 7-stud high only, with the addition of three not-generally-recognized hands being possible winners: The Blaze (all face cards) beats any two pair but loses to three of a kind. The skip straight (A-3-5-7-9, 2-4-6-8-10, 3-5-7-9-J, 4-6-8-10-Q, 5-7-9-J-K, 6-8-10-Q-A, or A-4-7-10-K) beats three of a kind, loses to a straight. And the round-the-corner straight is allowable as the lowest straights (viz., a 4- 3- or 2-high straight). The skip straight may not go around the corner. [Blame D. Hulan, though the hands are cited in Hoyle.]

LINGERING DEATH: 7-stud low only. [Blame Fuzzy Pink for the name; see also SUDDEN DEATH, SLOW DEATH, and TERMINAL ACNE.]

\*LITTLE SQUEEZE: 5-stud high-low with a burn. SQUEEZE Rules (straights and flushes are bad low hands). Not playable because of the tremendous D.A. (Dealer Advantage.)

\*LOW-FLYING OUTHOUSE: 5-draw high-low, deuces wild, 1-eyed jacks count as any two cards, the king-with-the-axe (diamonds) counts as any three cards for high, and as a zero for low, so the best possible low hand is 0-A-2-3-4. Quite unplayable.

MACKINTOSH: 5-stud high. Your hole card is wild only if it is paired. A player with a pair showing pays a quarter penalty into the pot.



MAKEABLE SEVENS: 7-stud high only. Sevens wild, and lower-value cards may be combined to make a wild seven, as long as the player has five cards in his final hand. Example: Ace-3-3 makes a wild seven, but you have eliminated two cards by combination, so you may not, in addition, combine a deuce and a five for another wild seven, since that would leave you with only four cards out of the seven you were dealt. [Blame L. Atkins.]

MARIA: See ACE MARIA, BLACK MARIA, QUEEN MARIA.

METAPHYSICAL HYENA: BIG SQUEEZE, but both down cards are dealt first, instead of one down, four up, and one down. [Blame J. Harness.]

MEXICAN STUD: see ESCALATOR.

MISERY: 7-stud high-low. Your low hole card is wild for high, your high hole card is wild for low.

MOPSQUEEZER: 7-stud, high-low. (As originally presented, it was high only, but... .) If a queen is dealt up, the card following it is wild, and so are the other three like it -- until/unless another up-queen is dealt. Wild cards dealt up cost a quarter, unless the recipient prefers to fold his hand. If the dealer's last up-card is a queen, there are no wild cards. After the seventh card (down), there is a burn. [Blame L. Atkins for presenting this thing originally, and see VAMPIRE, WEREWOLF and BLOODSUCKER for what the LASFS turned it into.]

MURDER: 5-card draw, high-low, and roll. After an initial betting round, players draw to their best high or low hand, then arrange their cards in the order they want them to be seen, then turn them one at a time, with a betting round following each roll.

NIGHT BASEBALL: BASEBALL combined with NO-PEEKIE. Seven cards are dealt face down to each player, who may not look at them. Eldest hand turns a card, and a betting round follows. Next player turns cards until he beats the card turned by the first. (If it was a face card, he may have to turn a pair to beat it.) Rules are as in BASEBALL: 3's and 9's wild, 3's cost you 25¢ into the pot, fours get you another card (face down at the bottom of your stack, in this case). If the second player turns a combination of cards to beat what the first is showing, a betting round follows; if he cannot do so by the time he runs out of cards, he is out of the hand, and the next player turns his cards. Each in turn rolls cards until he beats the previous high hand, after which there is a betting round. Game continues until there is one winner.

NO-PEEKIE: 7-stud high only, played as in NIGHT BASEBALL with players rolling cards to try to beat the previously rolled high hand. None of the wild cards, or extra cards, however.

OPTION, 5-CARD: 5-stud high-low with a burn. After the first round down-card, an up-card is offered to the eldest hand, who may take it or refuse it. If he refuses it, the card passes to the next player, and the eldest hand receives the next card on the deck, which he must take. Each player may refuse one card offered to him each round of up cards. When all players have received their card for a round, there is a bet, after which another round of offered cards is dealt. When all players have five cards, there is a burn round. If the burn is an up card or a down card, it is without choice of refusal. A final betting round follows the burn.

OPTION, 7-CARD: 7-stud high-low. Dealt two down without choice, four up with choice of refusal as in the 5-card version, and a final down card, without choice.

P.O.P.: see OPTION, 7-CARD.

\*PARADISE LOST: 7-stud, in which one takes his best high hand, and goes low with it. TOTALLY unplayable. J. Minne invented it, keeps threatening to deal it, and is informed he will be killed and defenestrated if he tries.



PARADISE LOSE: 7-stud, in which one takes his best high hand, and goes with it.  
LASTS POKER p. 9

PASS THE GARBAGE: ANACONDA, without the second and third passes of cards. Seven cards are dealt face down immediately, players pass three to the left, discard two, and roll the hand, betting as in stud, high-low.

PASS THE TRASH: Same as PASS THE GARBAGE, but with SQUEEZE rules -- straights and flushes are bad low hands.

PIG SQUEEZER: MOPSQUEEZER, but with the cards following threes being wild. [Blame J. Harness.]

PIGGISH MOPSQUEEZER: MOPSQUEEZER, with cards following queens wild for low and cards following threes wild for high. [Blame J. Harness again.]

PISS OR PASS IT: See OPTION - 7 CARD.

PROGRESSIVE: See JACKS PROGRESSIVE.

QUEEN MARIA: Same as ACE MARIA, but the queen of spades is the highest spade for the purpose of splitting the pot with the best poker hand. It is followed by the ace, king, then jack, etc.

RAZZ: 5-stud high. The player with the high card up must bet on the first round. He may not check, and he may not even fold until he makes the initial bet. (Those unwilling to abide by the rule may fold before being dealt any cards.)

SCRIBE: 6-stud high-low. A combination of 6-card GRODNIKONDA with ESCALATOR. Six cards are dealt face down immediately. Players make their best 5-card hand, putting the cards in the order they want them seen, so that the bottom card -- the final hole card -- is wild, together with any like it in the same hand. [Blame S. Burns.]

SLOW DEATH: 5-card stud low only, with an optional burn after the fifth card. [Blame Fuzzy Pink for the name; See also SUDDEN DEATH, LINGERING DEATH, and TERMINAL ACNE.]

MEGMACONDA: 5-card stud high-low, with all cards dealt face down at once. Players arrange their hands in the order they want the top four cards seen, and roll them, betting as in stud.

SOUTHERN CROSS: 7-stud high-low. Each player is dealt four cards, face down, immediately. Five additional cards are arranged, face down, in the form of a cross, in the center of the table. The center cards are turned one at a time, with a betting round following each turned card. The card in the middle of the cross is turned last. Each player may use any 1, 2, or 3 cards in either arm of the cross to improve his hand; if he elects to go both ways, he may use cards in one arm for low and cards in the other arm for high. The central card and all others like it are wild. The gun passes -- each round, the opportunity to make the first bet passes to the next player to the left.

SPEEDWAY: See INDIANAPOLIS.

SPIT IN THE OCEAN: 5-draw high only. Four cards are dealt to each player. During the deal, at some random time, a player calls "Spit," & the next card is turned face up in the center of the table. This card is common to all hands, and it, and all like it, are wild.

SQUEEZE: See BIG SQUEEZE.

STAN BURNS: 7-stud high-low, but after the seventh card one may replace a card at a cost of 25¢ into the pot. A betting round follows the burn. Then one may buy a second burn for 50¢, after which there is a final betting round. [Blame S. Cohen.]

SUDDEN DEATH: 5-stud low only. [Blame Fuzzy Pink; see also SLOW DEATH, LINGERING DEATH, and TERMINAL ACNE.]



## LASFS POKER p.7

**SUPER-LOW:** 6-stud low, but begun with five cards dealt face down. Players discard two, roll one of the remaining three, and bet. The remaining three cards are dealt face up, one at a time, each followed by a betting round, as in regular stud.

TERMINAL ACNE: LINGERING DEATH, with a burn. (Blame Fuzzy Pink.)

\*TIC-TAC-TOE: Each player is dealt four cards face down, and nine other cards are set face-down in rows of three in the center of the table. Two cards in the center are turned two at a time at the whim of the dealer, though the central one is usually turned last. The game is high-low, and each player may use any 1, 2, or 3 cards in any tic-tac-toe row to improve his hand. (Cf. SOUTHERN CROSS). The gun passes each round. (Blame J. Harness for developing this from TWIN BEDS.)

TWIN BEDS: Each player gets 5 cards face-down, with five rows of 2 each set face-down in the center of the table. Each round, one of the rows is turned up, followed by a betting round, high-low, with the gun passing. (Blame L. Jacobs.)

\*2001 (A Spades Idiocy): 7-stud high-low. A spade in your hand is wild -- but only one spade. All other spades in your hand are dead cards, and you must have five live cards in your hand to win, out of the seven dealt. (E.g., four spades in the same hand, and it is dead.) (Blame B. Pelz.)

VAMPIRE: 7-stud high-low, with a burn. Queens are always wild, and cards following the last up-Queen are also wild. (Cf. MOPSQUEEZER.) Wild cards dealt up cost you 25¢ to stay in, except that a wild card caught on the burn is free -- and a Queen caught face-up on the burn doesn't change the wild card. (Blame F. Whitledge for developing this from MOPSQUEEZER.)

WEREWOLF: VAMPIRE, played with SQUEEZE rules, so the best hand for low is a 6-4-3-2-A.  
(So the 5 may be a killing card, and is therefore referred to as Death.)

WOOLWORTHS: 7-stud high only, 5's and 10's wild.

ZOMBIE: 5-card OPTION, but half the pack -- 8's through Kings -- are "dead," and count as zeros. Best low hand is 5 zeros. Ace is a 1; highest card is the 7. A zero of the right suit may be used in a flush, but only one of them. A zero may be used on the bottom end of a straight: 0-A-2-3-4. Otherwise, they are of no use for high hands. A pair of 6's is a decent high hand, while it usually takes 5 zeros to win low. (Blame B. Pelz.)

ADDENDA AND CORRIGENDA:

\*BRAIN SURGERY: 7-stud high-low, but all cards dealt face-down, and bet by passing the gun. After all seven cards are dealt, eldest hand draws a card from the hand of the player to his left, keeping it separate from the rest of his cards. The next player draws from the hand to his left and so on until player to the right of eldest hand draws a card from the latter's original hand. A final betting round is followed by a declaration (and several suicides.) (Blame J. Harness.)

DOUBLE-BARREL SHOTGUN: Dealt as 7-stud high-low, all cards face-down, the gun passing. When all cards are dealt, players still in discard two and roll as in GRODNIKONDA, betting after each roll. (Blame L. Atkins.)

LOBOTOMY: See BRAIN SURGERY.

SLOW DEATH: Fuzzy Pink disclaims responsibility for this name.

STAN BURNS: There is a third burn, costing \$1.00, according to Sandy Cohen.

SUDDEN DEATH: Fuzzy Pink also disclaims responsibility for this name. (She accepts it for LINGERING DEATH and TERMINAL ACNE, however.)

\* - generally unplayable.

[illegible]



CACOETHES: I think the Joint Membership for Chuck is a great idea -- I was wondering how long it would be before you two got around to sharing a Joint. I think I'll put in for one for Diophantine B. Katte, too, just for the record -- after all, we've been living together for more than two years, and she does sleep with me! Seriously, if Chuck is actually interested in being in FAPA, I think he probably has a right to ask for a Joint Membership, even if he has to do it under the guise of a commonlaw-in-process sort of thing. How about requiring a ruling of the V-P?

We've got used to minor "CRASH" noises around the Tower, since D.B. Katte is more than slightly clumsy, and races through the apartment every once in a while, knocking over stacks of books and other junk which is, as usual, piled everywhere. But a couple days ago, she outdid herself. Dio had a very strange record -- no matter how much she knocked over, she never broke or spilled anything! Then, one morning early, there was a really loud "CRASH!" When I eventually got up -- no cat-caused crash is going to get me out of bed early! -- I found she had hit the edge of a medium-size lamp-table, not only knocking all the stuff that had been stacked on the table onto the floor, but tumping the lamp part of the table over into the still set-up card table in the middle of the room. The lamp socket was loose, and the bulb had died, but the former could be fixed with little difficulty. (Good thing, considering my innate inability to fix machinery.) So we picked the table up, replaced the 3-way, and revised the story about Dio's limited clumsinesses.

TWENTIETH CENTURY UNLIMITED: Were your magazines actually published by Chaners, or is that a typo for Cahners? The East Coast Publishers, which include just about all the important scientific publishers in the trade, seem to be gobbling each other up at a ridiculous rate, so I can imagine what the rate of magazine switchover must be like. (My current Worst Example is trying to buy a Methuen book, which is supposed to be distributed by Barnes & Noble, who have been gobbled up by Holt, Rinehart & Winston, who write back and say the book is OP. So I give up and order it from Blackwell's, in Oxford, making a mental note not to try ordering any other Methuen books domestically.)

Sorry about the delay in billing for ads, but Fred got embroiled in his own bookstore, and has done damn near nothing since he got the PB's and such mailed to non-attending members. But the bills are being sent...by me, since there's no one else.

JACK CHALKER: If you had been at a few of the regionals in 1969-71 where the panels on "Whither the WorldCon?" were held, you would realize that the NASFiC was brought up to help out-of-North-America WorldCon bids. The original plan was to throw the WorldCon to a new set of rules and rotation, with North America being only one of several zones of rotation. A suggested rotation was biennial, with a North American con every other year. But it was found that the non-NA fandoms felt they couldn't handle a WorldCon that often, and Heicon declared quite positively that the WorldCon is actually a North American convention. So the plans were changed to allow a non-NA bid whenever the bidders want to. The NASFiC was invented to deal with two problems: (1) changes in rotation plan which would throw bidding committees off if a bid went outside NA for a year, and (2) the high probability that a non-NA bid could not win against a NA bid because of the large number of NA voters who wouldn't want to lose access to a "national" scale convention during that year. I think the problems still exist -- and if you try to institute a rule that a non-NA bid preempts a NA zone if it wins, then the problem 2 gets much greater -- but with the withdrawal of the San Francisco bid we won't have a chance to see a test case this year.

SYNAPSE: A convention gopher is basically a flunky, who will "gopher this, gopher that, or gopher whatever he's told to gopher."

$\Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty \Sigma \infty$

Cover for this i-sue is by Jack Horness, punster notorious.



# Los Angeles Science Fantasy Soc., Inc.

## Financial Report for the year ending December 31, 1972

### ASSETS:

Cash on hand:	\$ 11.26
In checking account (Security Pacific):	\$ 130.34
In savings account (State Mutual, 5 pct.):	\$ 3,751.18
In savings account (State Mutual, 5.75 pct.):	\$ 19,739.87
Collectable debts:	\$ 126.40

TOTAL ASSETS:

\$23,759.05

### LIABILITIES:

Main Treasury:	\$ 141.60
Building Fund:	\$23,491.05
Possible bad-debt write-off:	\$ 126.40

TOTAL LIABILITIES:

\$23,759.05

### SUMMARY:

Total assets, 12/31/71:

\$18,308.95

Dues:	\$1,444.95
Membership fees (incl. VAMF):	\$ 146.00
Donations:	\$2,502.26
Sales & auctions:	\$ 178.40
Fund Raising:	
Directors Dinners & Fanquet:	\$ 528.50
Space War Games (LACon):	\$ 476.32
Fugghead of the Year Contest:	\$ 11.20
Newsletter subscriptions:	\$ 6.00
Savings account interest:	\$1,166.73
Miscellaneous income:	\$ 14.73

TOTAL INCOME:

\$6,475.09

Publications and printing:

DE PROFUNDIS:	\$ 120.00
Other:	\$ 49.74
Operating expenses:	\$ 40.99
Legal expenses:	\$ 65.00
Awards and honors:	\$ 60.37
Equipment:	\$ 92.49
Fund-raising expenses:	\$ 484.40
Collectable debt decrease:	\$ 19.70
Miscellaneous expenses:	\$ 92.30

TOTAL EXPENSES:

\$1,024.99

NET CHANGE, 1972:

+ \$ 5,450.10

Total assets, 12/31/72:

\$23,759.05

\*\*\*\*\*

Australia; Mike Glicksohn, Canada; Per Insulander, Sweden.

Saturday, noon. Panel, "The Art of Animation". Panelists will include Bob Clampett, Ralph Bakshi, Jules Engel, Clarence Nash, Carl Stalling.



## COMBINED BOOK EXHIBIT

The Combined Book Exhibit in suite 1219 will host a number of autograph parties. On Friday, the party from 6 to 7 p.m. will feature Philip K. Dick, Philip José Farmer, Larry Niven, and Frederik Pohl, our Guest of Honor. On Saturday the party will feature the "Again, Dangerous Visions" gang, with Harlan Ellison and a host of others. They will be autographing new books from their publishers, for sale at this exhibit.

As an experiment, the exhibit will reopen Friday at 11:00 p.m. to test the demand for late-night sales.

=====

## AUTHOR BRUNCHES

The L.A.Con's Author Brunches are being held on Sunday and Monday at 11:30 a.m. They present the opportunity to have brunch with your favorite author in reasonable peace and quiet (only 11 people allowed to sign up for each).

*Sunday:* Robert Bloch (full), Ray Bradbury (full), Harlan Ellison, Harry Harrison, Katherine Kurtz, Robert Silverberg (full).

*Monday:* Poul Anderson, Ursula LeGuin (tentative), Larry Niven (full), Frederik Pohl, Norman Spinrad.

The price is \$5.00. Sign up at the Banquet & Author Brunch Sign-Up Table in the Ballroom Foyer. If you've already signed up, check there for location of your Brunch.

=====

## SEMINARS

L.A.Con Seminar topics registered so far include: "The Teaching and Criticizing of SF"; "The *Star Trek* Phenomenon"; "The Liberated Woman SF Character"; "The Writing of Harlan Ellison"; and "The Writing of Robert Heinlein". If you would like to participate in any of these Seminars or suggest topics that you would like to hear discussed, come to the Seminars Table in the Ballroom Foyer. See pages 10-11 of the Program Book for additional details.

=====

## PUBLIC SERVICE ANNOUNCEMENTS

L.A.Con membership as of Thursday midnight is up to 1773. Registered attendance is 680.

The Hucksters Room has overflowed. Additional dealers' tables are located in suite 1209 and in the Art Show room.

The hotel's bartender wishes to remind our out-of-state attendees that the minimum drinking age for alcoholic beverages in California is 21 years, despite the lowering of the legal age limit to 18 years for other purposes. Identification will be checked.

Menus from various out-of-hotel nearby restaurants are available for inspection at the Information Desk on the convention floor.

For pinball and other mechanical game fans, there are two Space War computer games in the Con suite, 1255.

James Allan: your banquet table number is #77, not #71 as you were informed.

This daily newszine is open to all announcements of open parties, critiques of Con activities, and other items of general interest. All copy should be submitted to room 348 by 9:30 p.m. of the preceding day.

... and if anybody wants to know what "Wabbit Twacks!" have to do with science fiction, it's a reference from one of our Guest of Honor's novels, GLADIATOR-AT-LAW.



# Los Angeles Science Fantasy Soc., Inc.

## Financial Report for the year ending December 31, 1972

### ASSETS:

Cash on hand:	\$ 11.26	
In checking account (Security Pacific):	\$ 130.34	
In savings account (State Mutual, 5 pct.):	\$ 3,751.18	
In savings account (State Mutual, 5.75 pct.):	\$ 19,739.87	
Collectable debts:	\$ 126.40	
TOTAL ASSETS:		\$23,759.05

### LIABILITIES:

Main Treasury:	\$ 141.60	
Building Fund:	\$23,491.05	
Possible bad-debt write-off:	\$ 126.40	
TOTAL LIABILITIES:		\$23,759.05

### SUMMARY:

Total assets, 12/31/71: \$18,308.95

Dues:	\$1,444.95
Membership fees (incl. VAMF):	\$ 146.00
Donations:	\$2,502.26
Sales & auctions:	\$ 178.40
Fund Raising:	
Directors Dinners & Fanquet:	\$ 528.50
Space War Games (LACon):	\$ 476.32
Fugghead of the Year Contest:	\$ 11.20
Newsletter subscriptions:	\$ 6.00
Savings account interest:	\$1,166.73
Miscellaneous income:	\$ 14.73

TOTAL INCOME: \$6,475.09

Publications and printing:	
DE PROFUNDIS:	\$ 120.00
Other:	\$ 49.74
Operating expenses:	\$ 40.99
Legal expenses:	\$ 65.00
Awards and honors:	\$ 60.37
Equipment:	\$ 92.49
Fund-raising expenses:	\$ 484.40
Collectable debt decrease:	\$ 19.70
Miscellaneous expenses:	\$ 92.30

TOTAL EXPENSES: \$1,024.99

NET CHANGE, 1972: + \$ 5,450.10

Total assets, 12/31/72: \$23,759.05

\* \* \* \* \*



BREAKDOWN BY ACCOUNT:

MAIN TREASURY:

Balance brought forward, 12/31/71:		\$ 93.94
Dues:	\$1,444.95	
Membership fees:	\$ 116.00	
Directors Dinners & Fanquet tickets:	\$ 528.50	+
DE PROFUNDIS subscriptions:	\$ 6.00	
Miscellaneous income:	\$ 7.38	
TOTAL INCOME:	\$2,102.83	
Transferred to Building Fund:	\$1,005.78	
Operating expenses:	\$ 40.99	
Legal expenses:	\$ 65.00	
To Directors Dinner Fund:	\$ 528.50	+
Publications and Printing:	\$	
DE PROFUNDIS:	\$ 120.00	
Other:	\$ 49.74	
Awards & Honors:	\$ 60.37	
Equipment:	\$ 92.49	*
Miscellaneous expenses:	\$ 92.30	
TOTAL EXPENSES:	\$2,055.17	
NET CHANGE, 1972:		+ \$ 47.66
New Balance, 12/31/72:		\$ 141.60

BUILDING FUND:

Balance brought forward, 12/31/71:		\$18,068.91
Transferred from Treasury:	\$1,005.78	
Donations:	\$2,502.26	
Sales & auctions:	\$ 178.40	
Voluntary Active Membership Fees (VAMF):	\$ 30.00	
Interest on savings accounts:	\$1,166.73	
Fund-raising:		
Directors Dinners & Fanquet:	\$ 44.10	+
Space War Games at LACon:	\$ 476.32	
Fugghead of the Year contest:	\$ 11.20	
Miscellaneous Income:	\$ 7.35	
TOTAL INCOME:	\$5,422.14	
New Balance, 12/31/72:		\$23,491.05

\* Includes reimbursement for personal equipment stolen during official Society Project -- operation of the Palms Playground "Spook House" -- during 1971 Halloween weekend.

+ Of the \$528.50 collected, \$484.40 was paid out for the Dinners & Fanquet, with the remaining \$44.10 going to the Building Fund.







## COMBINED BOOK EXHIBIT

The Combined Book Exhibit in suite 1219 will host a number of autograph parties. On Friday, the party from 6 to 7 p.m. will feature Philip K. Dick, Philip José Farmer, Larry Niven, and Frederik Pohl, our Guest of Honor. On Saturday the party will feature the "Again, Dangerous Visions" gang, with Harlan Ellison and a host of others. They will be autographing new books from their publishers, for sale at this exhibit.

As an experiment, the exhibit will reopen Friday at 11:00 p.m. to test the demand for late-night sales.

=====

## AUTHOR BRUNCHES

The L.A.Con's Author Brunches are being held on Sunday and Monday at 11:30 a.m. They present the opportunity to have brunch with your favorite author in reasonable peace and quiet (only 11 people allowed to sign up for each).

*Sunday:* Robert Bloch (full), Ray Bradbury (full), Harlan Ellison, Harry Harrison, Katherine Kurtz, Robert Silverberg (full).

*Monday:* Poul Anderson, Ursula LeGuin (tentative), Larry Niven (full), Frederik Pohl, Norman Spinrad.

The price is \$5.00. Sign up at the Banquet & Author Brunch Sign-Up Table in the Ballroom Foyer. If you've already signed up, check there for location of your Brunch.

=====

## SEMINARS

L.A.Con Seminar topics registered so far include: "The Teaching and Criticizing of SF"; "The *Star Trek* Phenomenon"; "The Liberated Woman SF Character"; "The Writing of Harlan Ellison"; and "The Writing of Robert Heinlein". If you would like to participate in any of these Seminars or suggest topics that you would like to hear discussed, come to the Seminars Table in the Ballroom Foyer. See pages 10-11 of the Program Book for additional details.

=====

## PUBLIC SERVICE ANNOUNCEMENTS

L.A.Con membership as of Thursday midnight is up to 1773. Registered attendance is 680.

The Hucksters Room has overflowed. Additional dealers' tables are located in suite 1209 and in the Art Show room.

The hotel's bartender wishes to remind our out-of-state attendees that the minimum drinking age for alcoholic beverages in California is 21 years, despite the lowering of the legal age limit to 18 years for other purposes. Identification will be checked.

Menus from various out-of-hotel nearby restaurants are available for inspection at the Information Desk on the convention floor.

For pinball and other mechanical game fans, there are two Space War computer games in the Con suite, 1255.

James Allan: your banquet table number is #77, not #71 as you were informed.

This daily newszine is open to all announcements of open parties, critiques of Con activities, and other items of general interest. All copy should be submitted to room 348 by 9:30 p.m. of the preceding day.

... and if anybody wants to know what "Wabbit Twacks!" have to do with science fiction, it's a reference from one of our Guest of Honor's novels, GLADIATOR-AT-LAW.



# Wabbit Twacks!!

THE DAILY NEWSZINE OF THE 30TH WORLD SCIENCE FICTION CONVENTION

Issue No. 2

Fred Patten, editor

Saturday, September 2, 1972

## PROGRAM CHANGES

The bridge tournament Friday evening was cancelled due to a lack of interested participants.

The Author Brunch featuring Katherine Kurtz has been shifted from Sunday to Monday, at 11:30 a.m. There are still openings for some Author Brunches; check the Sign-Up Table in the Ballroom Foyer for information.

Banquet tickets for the "Hugo" Awards Banquet Sunday evening will be sold only until 6:00 p.m. Saturday evening. If you intend to attend the Banquet, please purchase your ticket as soon as possible.

## SEMINARS

Over 60 Seminar topics have been scheduled, and sign-up sheets posted on the windows of the Ballroom Foyer. A number have already taken place or been filled up. Those which still have openings include:

The Writing of H. P. Lovecraft Saturday, 1:00 p.m., room 528  
The Writing of Ray Bradbury Saturday, 3:00 p.m., room 900  
Hoaxes: Past, Present, & Future Saturday, 6:00 p.m., room 530  
The Writing of Andre Norton Saturday, 8:00 p.m., room 660  
Wagner: the Ring Sunday, 11:00 a.m., room 854  
The Writing of J. R. R. Tolkien Sunday, 2:00 p.m., room 1018  
Dark Shadows Sunday, 4:00 p.m., room 809  
S.F.R.A. Bibliography Session Sunday, 4:00 p.m., room 1021

If you would like to participate in any of these or other Seminars or suggest topics which you would like to hear discussed, see the sign-up sheets in the Ballroom Foyer. Volunteers are also needed to host various Seminars in their rooms.

## COMBINED BOOK EXHIBIT

The autograph party at the Exhibit in suite 1219 today will be from 5:00 to 6:00 p.m. It will feature the "Again, Dangerous Visions" gang, led by Harlan Ellison.

The late-night reopening of the Exhibit last night was popular enough that it will reopen again tonight after the Costume Ball for late-night book shoppers. We have an extremely limited number of copies of the new Ballantine 1973 Tolkien Calendar with full-color illustrations by Tolkien himself; plus all titles of the new DAW SF book series.



## PUBLIC SERVICE ANNOUNCEMENTS

L.A.Con membership as of Friday at 9:30 p.m., when the Registration Desk closed, is up to 2152. Actual registered attendance is 1455.

A Light Show has been set up in suite 1253. It will be open to the public at the times that the lights outside the door are lit.

The Auctions are continuing to receive new donations all the time. These last-minute arrivals are too late to be included in the Auction catalog, so anyone interested in acquiring such items as original ANALOG cover paintings by John Schoenherr or rare books and magazines should check the Auction displays in the Press Room downstairs before each Auction session.

*There will be a meeting of First Fandom (those who were reading SF before 1940) after the Costume Ball, in the Convention suite, 1255.*

There will be a meeting of "Libertarians, Randites, Heinlein Freaks, & Anarchists" in room 642 from 2:00 to 5:00 p.m. Saturday.

*Apa L participants: Apa L will be collated at 3:00 p.m. in room 559.*

The San Francisco in 1975 Bidding Committee is hosting an open party right after the Costume Ball, in rooms 110-111-112 (adjoining poolside cabanas). Soft drinks & nibblements will be provided. Everyone (including Melbourne in '75 supporters) welcome.

The Audio-Visual Dep't wishes to apologize for two situations. First, it has proven impossible to screen "The Andromeda Strain" due to the lack of a special lens that was supposed to have come with the film from the rental agency. Second, it will be impossible to repeat any films, despite numerous requests that this or that film be shown a second time. The tight film schedule leaves no time for repeat showings, and it would be unfair to those who have waited to see a specific film to cancel it in order to show an already-screened film for a second time. (Not to mention that this would be in violation of our agreement with the film rental companies.)

### THE GALACTIC LEAGUE -- *Announcement by Jack Harness and Mike Glyer*

A new writers' group for fans oriented toward writing stories in a specific future which we will make up and agree upon as we go along. Structured like an amateur press association, with monthly contributions, members are encouraged to figure out ways to participate in one another's stories: for instance, Lee Gold's passenger liner which visits other members' planets. We're flexible and there's room for artists, poets, even articles on astronomy, planetary climate, cultures, etc. for the writers' use.

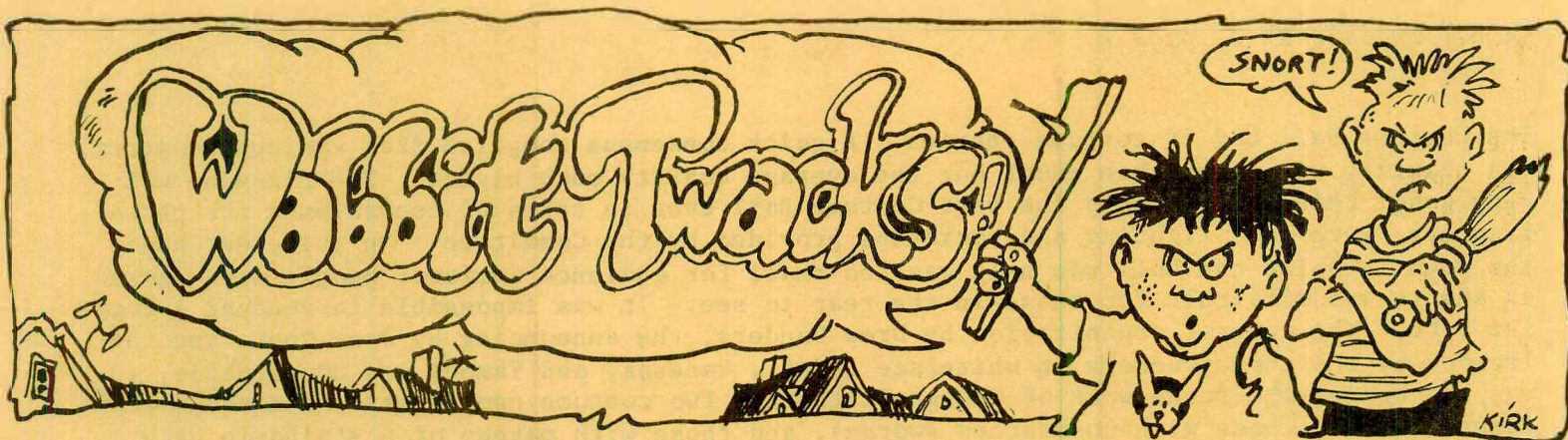
The Activity Requirements for participation are three single-spaced typed pages every other month. The copy count for the second Galactic Lens (mailing name) will be 40. \$1 dues are payable upon joining; dues are assessed as necessary, but inasmuch as each member is responsible for having his material delivered, and for having his mailing sent back (people willing to agent are available), the dues will not be more frequent than yearly. The membership is currently around 15, the projected upward limit is 55.

A more formal outlining of the rules is available from the OFFICIAL COLLATOR, Mike Glyer, 14974 Osceola St., Sylmar, Calif. Or leave your name and address at the hotel desk for him, Room 637, or catch him in the halls and take a look at the first mailing.

=====

This daily newszine is open to all announcements of open parties, critiques of Con activities, and other items of general interest. All copy should be submitted to room 348 (leave at the hotel registration desk downstairs) by 9:30 p.m. of the preceding day.





## THE DAILY NEWSZINE OF THE 30TH WORLD SCIENCE FICTION CONVENTION

Issue No. 3

Fred Patten & Tom Whitmore, editors

Sunday, September 3, 1972

### FILM SCHEDULE

SUNDAY:	12:00 noon	MARCH OF THE WOODEN SOLDIERS
	2:00	DARK INTRUDER
	4:00	CRIMES OF STEPHEN BLAKE
	6:00	THE END OF AUGUST AT THE HOTEL OZONE
	8:00	SVENGALI
	10:00	THE DAY THE EARTH STOOD STILL
	12:00	DEAD OF NIGHT
	2:00	MARK OF THE VAMPIRE
	4:00	JUST IMAGINE
MONDAY:	12:00 noon	ABBOTT & COSTELLO MEET FRANKENSTEIN
	2:00	THE DEVIL'S BRIDE
	4:00	THE INCREDIBLE SHRINKING MAN
	6:00	INTERNATIONAL HOUSE
	8:00	ISLAND OF TERROR
	10:00	PLAN 9 FROM OUTER SPACE
	12:00	KING KONG

### THE COSTUME BALL

#### PRIZES: COSTUME CATEGORY

Best of Show: Tim & Julie Zell, *Ker-nu-nos & Ker-id'-wen*

Judges' Choice/Costume: Marjil Eilers, *The Black Queen*, from *Barbarella*

Most Authentic: Pat Kennedy, *Sir Thomas Boyd of the Queen's Own F.B.I.*, ASF 1959-1960

Most Beautiful/Female: Julie Funn, *Japanese Moon Princess*

Most Beautiful/Male: Cortlandt Hull, *Masque of the Red Death*, from the Lon Chaney film, *Phantom of the Opera*

Most Humorous Costume: Don Glut, *Franken-Berry*, from the General Mills breakfast cereal

Most Monstrous: Gail Barton, *a Pierson's Puppeteer*, from Larry Niven's *Known Space* stories

Most Revolting: Scott Shaw, *The Turd*, from his own underground comix stories

#### PRODUCTION CATEGORY

Judges' Choice: Jon & Joni Stopa, *Perseus & Medea*

Most Authentic: Kathy Bushman & Maura Anderson, *The Lamia*

Most Dramatic: Bob Short, Bill Mills, & Linda Breville, *"The Vampire Affair"*

Most Humorous: Ron Bounds & Jerry Jacks, *Fafhrd & the Gay (sic) Mouser*

JUDGES: Hal Clement, Dian Girard, Eddie Jones, Adrienne Martine, and Carol Pohl



The Costume Ball had 67 costume entries. A quick consensus compiled from various comments: the quantity was lower than usual but the average quality much higher. The planning was very good; this was probably the best Costume Ball ever in terms of convenience for photographers, with good lighting and backdrops provided by the Committee. On the other hand, the room in which the Ball was held was too small for audience comfort; people were packed in and it was difficult for those in the rear to see. It was impossible to conduct a Popular Vote. The general organization by Drew Sanders, the announcing by Jock Root, and the legwork by the three runners in whiteface (Freff, Vanessa, and Yampo) was commendable, as was the behind-the-scene work of George Scithers. Two costume complaints: dangerous costumes (such as those with unsheathed swords), and those with makeup of a stainable nature that flakes or rubs off onto carpeting or others' costumes or clothes.

=====

### ART SHOW PRIZE WINNERS

CATEGORY ONE: PROFESSIONAL      Judges: Jeffrey H. Levin, William Rotsler, Kris Vosburgh

- Science Fiction Illustration -- 1. The work of Karel Thole  
HM Dance of the Spheres, Josh Kirby
- Fantasy Art -- 1. Circe, Alicia Austin & George Barr  
2. A Gateway in Time, Alicia Austin  
3. Playmate, George Barr
- Astronomical Art -- 1. Landscape on Ganymede, Don Davis  
2. Mare Orientale, Don Davis
- Heroic Fantasy -- 1. Tim Kirk's Master's Degree Tolkien art  
2. The work of Alex Nino  
3. Bar-Wul-Yan, Tim Kirk
- Cartooning -- 1. Heldendammerung, Tim Kirk  
2. The comic strips of John Pound  
3. The comic strips of Lee Nordling
- Children's Fantasy -- 1. Caterpillar Consultation, Gregg Davidson  
2. The Lion, the Witch, and the Wardrobe, Gregg Davidson  
3. How Do I Love You? Let Me Count the Ways, George Barr
- Design -- 1. Initiation, Don Davis  
2. Stained Glass Angel, Alicia Austin  
3. Flesh Gordon poster, George Barr
- 3-D -- 1. Sorcerer's Candlestick, George Barr & Phil Vanderlei  
2. Wyvern, Christina Christine  
3. Large Man w/ Lightning Bolt, Phil Vanderlei
- Judges' Choice: Jeffrey H. Levin -- A Gateway in Time, Alicia Austin  
William Rotsler -- Initiation, Don Davis  
Kris Vosburgh -- Circe, Alicia Austin & George Barr

CATEGORY TWO: GENERAL      Judges: Alicia Austin, George Barr, Tim Kirk

- Science Fiction Illustration -- Mountain, Jim McLeod
- Fantasy Art -- World's Edge, Dave Russell
- Astronomical Art -- Double Star World, Bonnie Goodknight
- Heroic Fantasy -- No award
- Children's Fantasy -- No award
- Design -- Space Sequence, Dave Russell



Open Award -- *Primaries, Sandra Miesel*

Judges' Choice:     Alicia Austin -- *Orc, Steve Kirk*  
                      George Barr -- *Merry & Pippin, Steve Kirk*  
                      Tim Kirk -- *Saruman, Steve Kirk*

Judges' Freak-Out Award -- *Tolkien Group, Steve Kirk*

Cartooning -- *Ronald Rabbit, John Pound*

**CATEGORY THREE: NOVICE**                     *Judges: Alicia Austin, George Barr, Tim Kirk*

Science Fiction Illustration -- *Old Profession, Raymond Wong*

Fantasy Art -- *Bush Baby, Edna Jundis*

Astronomical Art -- *Backward Glance, George Richard*

Heroic Fantasy -- *No award*

Cartooning -- *No award*

Children's Fantasy -- *The Piper, Raymond Wong*

Design -- *Bat and the Bitten, Jim Thomas*

Open Award -- *No award*

Judges' Choice:     Alicia Austin -- *All of Edna Jundis' work*  
                      George Barr -- *Bush Baby, Edna Jundis*  
                      Tim Kirk -- *To You Something Evil, Jim Thomas*

Junior Award -- *Mean Girl Being Scared By Monster, Lora Trimble*

The Art Show's Popular Vote awards are still open as of press time.

=====

### BUSINESS SUBMITTED FOR BUSINESS MEETING

The following motion is made by Brian Burley and is seconded by Scratch Bacharach, Jack L. Chalker, Fred Lerner, Sanford Zane Meschkow, and James M. Young, Moved, that Article 3.01 of the WSFS Rules be amended to read: "The Society shall choose the sites for the annual World Science Fiction Convention 3 years in advance ... The 1974 Convention shall select the site for both the 1976 and the 1977 Convention. Thereafter site selection shall proceed with one future site being selected at each Convention." No discussion is provided.

=====

### PROGRAM CHANGES

The Combined Book Exhibit will host an autograph party in suite 1219 from 5:00 to 6:00 p.m. It will feature Poul Anderson, Philip José Farmer, Robert Silverberg, A. E. van Vogt, and other authors.

The following Author Brunches have changed rooms: Harlan Ellison (Sunday) and Poul Anderson (Monday) are now in room 1255 instead of 1209. Harry Harrison (Sunday) and Larry Niven (Monday) are now in the Penthouse instead of 1212. Katherine Kurtz is now Monday in the Penthouse. All Brunches are at 11:30 a.m.

Ray Bradbury will speak at 4:00 p.m. in the Penthouse.

=====

### PUBLIC SERVICE ANNOUNCEMENTS

L.A.Con membership as of Saturday at 9:00 p.m. is 2421. Registered attendance is 1839.



Free copies of Apa L N<sup>o</sup> 381, the latest issue (96 pages) of the informal publication of the Los Angeles Science Fantasy Society, will be available as long as they last at the Information Desk on the convention floor.

The L.A.Con's own "money" is available at the Information Desk. These are scrip notes designed by George Barr, redeemable for 50¢ in trade in the Combined Book Exhibit, the Auctions, and other L.A.Con functions, and at a number of dealer's tables. Anyone interested in using the L.A.Con's own "money" for the duration of the Con can obtain it for face value (50¢ per note) at the Information Desk and can cash it in for full value at this Desk whenever they want to redeem it, up until the close of the Convention at 5:00 p.m. on Monday. Stop at the Desk to look it over and get more information.

New Auction material is continuing to arrive. See the Auction displays in the Press Room downstairs for the latest arrivals. These include an original page of Stanley Pitt artwork over 20 years old from SILVER STARR.

There are sign-up tables for various forthcoming SF, mystery, "Star Trek", and other conventions to be held around the country over the next year. Most are in the Lobby area of the convention floor or in the Art Show. Examples include:

Pulpcon 2, a convention for pulp magazine collectors to be held in Dayton, Ohio, July 21-23, 1973. For information contact Rusty Hevelin (room 1007, or in the Hucksters Room).

Vul-Con 1, a "Star Trek" convention to be held in New Orleans, Louisiana, June 21-24, 1973. For information contact James Mulé at the L.A.Con or write Vul-Con, P.O. Box 8087, New Orleans, Louisiana 70180

The first annual Science Fiction and Fantasy Film Convention, to be held at the Ambassador Hotel in Los Angeles, November 24-26, 1972. For information or registration see the Film-Con table in the Lobby area or contact John or Bjo Trimble in the Art Show room. This Con is selling memberships for \$8.00 through the end of the L.A.Con only; on Tuesday the fee goes up to \$10.00.

There are other conventions selling memberships or giving out information. Check around for news of conventions to your tastes or in your geographical areas.

The Committee requests that people not roll garbage down the middle and sides of the escalators, as it tends to fly across the room and hit passersby. Sliding down is discouraged but acceptable.



# Wabbit Twacks!!

THE DAILY NEWSZINE OF THE 30TH WORLD SCIENCE FICTION CONVENTION

Issue No. 4

Fred Patten, editor

Monday, September 4, 1972

=====

## NEW YORK WITHDRAWS: IT'S WASHINGTON IN 1974

At the Site Selection Session Sunday morning, New York City withdrew its bid for the 1974 Worldcon and asked that Washington be declared the unanimous choice of the voters.

Jay Haldeman, chairman of the 1974 Worldcon, announced that their Pro Guest-of-Honor will be Roger Zelazny and that their Fan Guest-of-Honor will be Jay Kay Klein. D.C.'s membership rates of \$5 attending and \$3 supporting will be maintained through the 1973 Worldcon at least.

Site selection ballots were tabulated to record their purchasers as members of the 1974 Worldcon. 109 ballots had been cast by mail before the L.A.Con, and an additional 147 sold at the L.A.Con, giving DisCon II an instant membership of 256. Regular DisCon II memberships are now being sold in the convention Lobby area.

=====

## "HUGO" AWARDS BANQUET

BEST NOVEL: 1. To Your Scattered Bodies Go, Philip José Farmer  
2. The Lathe of Heaven, Ursula K. LeGuin  
3. Dragonquest, Anne McCaffrey

BEST NOVELLA: 1. The Queen of Air and Darkness, Poul Anderson  
2. A Meeting With Medusa, Arthur C. Clarke  
3. The Fourth Profession, Larry Niven

BEST SHORT STORY: 1. Inconstant Moon, Larry Niven  
2. Vaster Than Empires and More Slow, Ursula K. LeGuin  
3. The Autumn Land, Clifford D. Simak

BEST DRAMATIC PRESENTATION: 1. A Clockwork Orange (accepted by Bill Warren)  
2. The Andromeda Strain  
3. THX 1138

BEST PROFESSIONAL ARTIST: 1. Frank Kelly Freas (accepted by Ben Bova)  
2. Jeff Jones  
3. John Schoenherr

BEST PROFESSIONAL MAGAZINE: 1. MAGAZINE OF FANTASY AND SCIENCE FICTION (accepted by  
2. ANALOG SCIENCE FICTION ↔ SCIENCE FACT Andy Porter)  
3. AMAZING STORIES



- BEST AMATEUR MAGAZINE: 1. LOCUS, Charles & Dena Brown, eds.  
2. ENERGUMEN, Mike & Susan Glicksohn, eds.  
3. GRANFALLOON, Ron & Linda Bushyager, eds.
- BEST FAN WRITER: 1. Harry Warner, Jr. (*accepted by Linda Bushyager*)  
2. Terry Carr  
3. Susan Glicksohn
- BEST FAN ARTIST: 1. Tim Kirk  
2. William Rotsler  
3. Alicia Austin

OTHER AWARDS: The L.A.Con Committee made three special awards for excellence in SF, in the categories of Book Production, Anthology Editing, and Magazine Production. The award for book production went to France's Club du Livre d'Anticipation and was accepted by Patrice Duvic; the award for anthologizing went to Harlan Ellison; and the award for magazine production went to Spain's NUEVA DIMENSION and was accepted by Forrest J Ackerman. The wording on the trophy plaques reads: "Special award to Le Club du Livre d'Anticipation for excellence in science fiction book production; Recognized as a major contributor to the field of imaginative literature"; "Special award to Harlan Ellison for excellence in anthologizing; Again, Dangerous Visions; Recognized as a major contributor to the field of imaginative literature"; and, "Special award to NUEVA DIMENSION for excellence in science fiction magazine production; Recognized as a major ..." etc.

Plaques of appreciation were presented to the L.A.Con's Guests-of-Honor.

Two private awards were presented. The E. E. Evans Memorial ("Big Heart") Award, presented by Forrest J Ackerman & Walter J. Daugherty for years of unrecognized service to SF fandom, went to Stan Woolston. The First Fandom Award, presented by First Fandom for service to SF before 1940, went to C. L. Moore. Mr. Ackerman made both presentations.

Attendance at the Banquet (i.e., tickets sold) was approximately 585.

=====

#### ADDITIONAL ART SHOW PRIZE WINNERS

- POPULAR VOTE AWARD: 1. High Priestess, *George Barr*  
2. Bilbo and Gandalf, *Tim Kirk*  
3. Conference, *Cathy Hill*

- GOTHIC CATEGORY: *Judges: members of the Count Dracula Society*
- 1. Slumber Stealing, *Dierdre Luzwick*
  - 2. The Ultimate West, *Tim Kirk*
  - 3. Playmates, *George Barr*
  - HM Bat and the Bitten, *Jim Thomas*
  - HM Sorceror's Candlestick, *George Barr & Phil Vanderlei*

And the "cash prize" (i.e., highest price) at the Art Show's Sunday auction was brought by Tim Kirk's *Heldendammerung*, which sold for \$203.00.

=====

#### PUBLIC SERVICE ANNOUNCEMENTS

L.A.Con membership as of Sunday at 6:30 p.m. when the Registration Desk closed was 2521. Actual registered attendance is 1956.

New artwork is being added to the Art Show to replace the paintings sold yesterday. These are professional cover paintings by the Italian artist Karel Thole. All have appeared on Italian or German magazine or book covers, and several have been reprinted as American paperback covers. They are not for auction but are for sale at a flat \$175.00 apiece.