

# Science Fiction/San Francisco

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## TOC

News and Notes .....	Chris Garcia .....	2	
Letters of Comment .....	Chris Garcia .....	4	
Editorial.....	Chris Garcia .....	6	
Dreams of the City .....	Column by España Sheriff.....	7	
Ten Things That Could Happen to Chris Garcia's Beard on a TAFF Trip.....	James Bacon .....	8	
How to Build a Fannish Party.....	Chris Garcia .....	9	
Nemo Gould to be Featured at Dump.....	España Sheriff.....	Photos courtesy Nemo Gould.....	11
Scenes from a Regency Picnic.....	Photos by Jean Martin.....	13	
BASFA Minutes .....		15	
Bay Area Fannish Calendar .....	David Moyce.....	19	

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# News and Notes

By Christopher J. Garcia

Editor

Check out eFanzines.com now! Bill's made a couple of little changes and they're pretty good. He's added quick view images of the most recent postings which gives you a quick idea of what's new. I like that touch a lot.

And speaking of new postings, you've got a few to choose from. The first one is John Purcell's *Askance*. Another solid issue from Texas's great fanzinista and one of the best issues John's put out recently. I'm not just saying that because he advances my candidacy for TAFF, but because it's a great read. From the Rotsler on the cover to the fake Wikipedia article in the back, it's all good stuff. Read it!

Want another reason? Go and read *Inca #2* that's up on eFanzines. It's a great zine and I read the paper version awhile ago and was blown away by just how good it was. Rob Jackson, who was also to blame for the brilliant *Maya* back in the 70s, does a great job.

There's a new Chuck Conner zine up on his site. It's called *Phlizz* and it's really fun reading. I somehow missed Chuck in recent years. It's only recently that I've started running across his stuff again.

What is it that makes Bruce Gillespie and Jan Stinson so readable? *Steam Engine Time #7* is out and it's as good as anything that's out there today. I'm impressed with Bruce's writing, but

what else should be expected from such a great writer? Read it!

And of course there are the GarciaZines. *PrintZine* has another out and there are two new *Drink Tanks*. Read them, if you dare, since they ran last in the Hugo Best Fanzine voting!

<http://people.msoe.edu/~welch/tkk.html> has a new edition of *The Knarley Knews* up. Along with *Alexiad* by Joe Major, I think *TKK* is one of the best zines out there and has a great LetterCol. This one's a bit shorter than usual but it still well worth the time. Go and read it!

One of Jan Stinson's other zines, *Ribbons*, is dedicated to the works of CJ Cherryh and is available on eFanzines.com too! I haven't read it yet (just like I've never read any Cherryh) but it's Jan so it's gotta be good.

I totally forgot to mention that Brad Foster is now my hero. He put together a minizine called *LoCs* where a bunch of different artists did little cartoons using the letters LoCs. It was really good with all my faves doing pieces.

This year's TAFF race is continuing along with a little buzz coming from folks on LJ. I haven't seen if anyone else has put out a *RaceZine*, but I'm betting we'll get something soon from someone.

The con sched is still there. BArea fans have SiliCon and then there's the Wine and Fun con called VintaCon the next weekend. A large chunk of us will travel to LA for LosCon Thanksgiving weekend. All these will be great

fun and a fine way to end the year in cons!

Speaking of ends, I've been told that the last League of Evil Geniuses party will be at the 2008 BayCon. It's become such a part of the BArea Fannish party circuit that I'll miss it greatly. The CostumeCon 26 crew should be thanked at every turn for putting on such great parties around the country. Still the highlight of WorldCon in LA's parties and some of the best at many other cons too. They'll also be at Loscon which is an extra edition to keep us going.

Anyone know anything about Bascon?

Dr. Susan Gleason is doing much better and I believe is out of the hospital. That's a good thing and we here at *SF/SF* hope she gets all the way back in the saddle.

I finally went to Another Change of Hobbit in Berkeley. Yes, I'd never been until I had reason to be in Berk, and I thought it was a lovely store with just about everything I could possibly want. And now I shill for them: GO NOW!!!

If you're the kind who likes to have advance warning and then write about stuff, *The Drink Tank* is looking for Corset content for an up-coming special issue. If you've got art, photos, stories, or actual corsets, we'd love to use them! The ish won't be out until early December at the earliest, but pre-planning is its own reward.

The Computer History Museum, that place that gives me money and doesn't pay close

enough attention to me so I can sneak in an issue or two of various zines while I'm writing, is adding a small exhibit on Robots. I'm curating it and it should be up by the time you read this. AIBO, BIPER and a Roomba are the stars of the case. It'll be up for at least three months.

Arnie Katz has been slowly releasing Issue 100 of *Vegas Fandom Weekly*. *VFW* was one of the reasons that Jack started *SF/SF* and is one of the best zines out there today. I've got an article in there and it's good stuff.

In the Hugo nominations, I had more noms than anyone for Best Fan Writer. I don't understand how that happened, but I thank each and every one of you who went and took that step in my favor. *The Drink Tank* got the second most noms. Both of them ended up running fifth and it wasn't even close. Go figure.

I'm glad that Lee Hoffman, Randy Byers and Geri Sullivan won for *Science Fiction Five Yearly*, the last issue. It was a magnificent piece of work.

You know, why hasn't there been a movement to get Parliament/Funkadelic into the SF Hall of Fame in Seattle? I mean, for Urban Kids of the 1970s, that was their biggest exposure to SF. I really think they should be in there, or at least George Clinton in his guise as Sir Nose devoidofFunk! I mean, we must preserve our knowledge of The Placebo Effect!

Speaking of winners, I finally did my check and saw how many I got right and how many I got wrong in my Handicapping the Hugos. I got Myself and *The Drink Tank* dead right for last place and I picked the winners correctly in Best Novel, Best Related Book, Best Dramatic Presentation Long and Short (I did the

revised version after *Pirates* was dropped from the list), Best Pro Artist, Best Fan Artist and Best Semi-Pro.

My Second picks won in Best Novella, Best Short Story, Best Fan Writer, Best Fanzine, and Best Editor. Not too bad.



**By all accounts, the Masquerade at Nippon 2007/Worldcon was quite a success, with entries from inside Japan and abroad. Thanks to Richard Man for sharing these photos.**

**More can be seen at <http://www.dragonsgate.net/photopost/showgallery.php?cat=3244>**

# Letters Of Comment

**Let us begin with the Magical Lloyd Penney!**

September 7, 2007

Dear Jean, Chris and David:

The 5th was the day *SF/SF* 50 was uploaded to eFanzines.com, and while it is a rarity for me to loc a zine almost as soon as it drops into the e-zine hopper, I have the opportunity and the time, and the desire to say, Happy 50th Issue!, congratulations, and way to go to all of you for making it this far. I appreciate it, and those BArea folks had better appreciate it, too.

*Chris replies: You got to us fast this time! Yeah, I realized that this was a big important issue. This is only the second zine I've done that has achieved 50 issues, so I'm quite proud.*

The Wu dynasty reigns! Congratulations on your own small invasion fleet, Frank. Betcha it looks good on the mantelpiece, and I'll bet they provide lots of incentive to keep producing. It was great to see *SF5Y* win, an appropriate way to remember Lee Hoffman, and to see some of our old friends win silver rockets, and we can imagine their thrill

*I was a little shocked by the win for SFFY, though absolutely thrilled! I didn't think Lee Hoffman's name would mean much anymore and it was nice to see that her place in history was rewarded along with the excellent work that Randy and Geri did putting out what might have been the best single issue of 2006.*

Alright, you finally got to a RenFaire!

They are lots of fun. I gather there's still plans afoot to get the Toronto area another RenFaire, but nothing has shown up yet.

*Really? I'd have pegged T-dot as a big Ren Faire town.*

And thank you for your good words, Chris, about my LJ. *Consonant Enigma* I really pushed my buttons. I do like trying to understand these crazy fans, and *Consonant Enigma* may help us all do just that. And many thanks for your good words on my LiveJournal. It's not the typical LJ, and it may have helped me. Just got the word...I have been nominated for an Aurora Award for this year. Not sure how I'm going to do, but I think my chances are good. Add that to the fact I had a fabulous job interview today, and this weekend should be nothing but good.

*Everything's coming up Penney! Your LJ is great, though it makes me feel like such a slacker. I'm still LoCing as many things as I can, but it's getting harder and harder with everything going on.*

Am I Klingon? Well, I wouldn't say so, but those Klingons I know wanted me to join their merry band, so what the heck, I did, and came up with the Klingon name they wish they'd thought of. The 7-11 that got the Simpsons treatment in Canada was in the Vancouver area, and to the best of my knowledge, that's the only one.

*There was only one Canadian Kwik-E-Mart, which is a shame. There was one in*

*Detroit, though.*

I still think Chris should have gotten the shiny rocket. Oooh, shiny... Mr. Garcia finally admits he's a little burnt out. Well, your endurance is an example for all of us to follow, just keep going until Hugo consideration is yours. Take a deep breath, recharge those Eveready batteries embedded in your back, and just keep going and going and going... Chris, you got your Montréal Worldcon! And Yvonne and I are still talking about whether we want to go, and if we do, what we might do, just attend, or work the convention. Yvonne wants to do their space and science programming, and I'd be pleased to run their fanzine lounge. If we want to do this and go to it, of course...lots of ifs.

*I'm not so much burnt out as plain old busy. I've still got enough energy to keep up with pubbing, Evelyn and Linda, so I must be OK. I'm very excited about Anticipation! I hadn't expected such a great win for the great town. You must go. Imagine the damage we could do at a Canadian WorldCon!*

My eyes are closing, so I think I will plead fatigue from a very long week, and say my thanks for another spiffy issue, long may it reign. Here's to the good ship *SF/SF*, and all who sail in her.

Yours, Lloyd Penney.

*Sleep, Sweet Fannish Prince, and awaken to LoC another day!*

**And now...John Purcell!**

Gotta keep the streak alive, here. Here's another loc for you folks on your latest effort.

*You're our Ripkin, man!*

Ah, Hugo award natter! All I am going to say here is congratulations, Christopher J. Garcia, for your double Hugo-losing performance in this year's awards. You are in good company, sir. A quick perusal of past nominees reveals names like *Banana Wings* and Claire Brialey, *Energumen* and Mike Glicksohn & Susan Wood, *File 770* and Mike Glyer, *SFR* and Richard Geis, and so on. No matter what, simply being nominated for a fan Hugo is one heck of an honor. Good showing, my man!

*Well, losing was pretty fun, actually. I just can't understand how I managed to get more nominations than anyone for Fan Writer! That makes no sense!*

I was very happy to see that *Science Fiction Five Yearly* won the Best Fanzine award; that was a beautiful fanzine, and it shows how much the traditional fanzine - needing dead trees, mimeographs, collating, and all that hoo-hah - is still very much alive and appreciated. Geri, Randy and LeeH all deserve the accolade.

*Yeah, it was good to see. I pegged them for second and they pulled it out. Good for them. Of course, it helps that it was a fantastic zine too.*

Lots of activity in recent weeks on efanzines again, including my latest. How come you haven't locced yet, Chris? Busy at work again? Busy with your love life? Hmmm? If so on either count, they haven't slowed down your zine production, that's for sure. How you do it is beyond me.

*I've sent my LoC as of Sunday night! It's been crazy (maybe you haven't heard, but I'm running for TAFF) and so many things are happening at once. I did manage to get four LoCs out on Sunday, which hasn't quite caught me up, but I'm closer now.*

Hey, Lloyd Penney: if Chris is auditioning for a part on that new show, *Caveman*, he really doesn't need a costume... You could do the voice-over for him, too. Wouldn't that be a blast?

*I do have the beard and hair for it...*

Lloyd's comments to Frank Wu about con dissatisfaction are sadly true. One look at even the convention calendar down here in Texas reveals that there are so many events going on that it's silly. In fact, it is very easy to O.D. on cons; I remember feeling that way back in the late 70s and early 80s when cons began to enjoy a surge in numbers. The gaming, anime, and special interest cons are really eating up time and space like crazy right now. For example, over the Sept. 21-23rd weekend here in College Station, there is a gaming con held on the TAMU campus - Protocon 9 - that is the same weekend as FenCon IV up in Dallas. Of the two cons, I would much rather go to FenCon, but Protocon is both close to home and much, much cheaper. Besides, my son is looking forward to enjoying some serious computer gaming at Protocon, and he wouldn't get that at FenCon. \*sigh\* What's a father to do? But, yeah; the days of knowing everybody at a con are sadly gone. I think I'll be lucky to recognize *anybody* at Protocon, except for maybe some of my students who might be there.

*I love cons and I couldn't imagine ODing on them. I'd go to more if (1) I didn't have to fly*

*to a bunch of the ones I want to go to, (2) I had the money, and (3) Evelyn's Mom wouldn't kill me if I missed more weekends watching her. I think it's possible to know everyone at a con. I mean, I knew every face at Con-X-Treme.*

Chris, in your editorial you discuss at one point drinking and conversation in fandom. While this is basically true, I have to say here that it is amazing how much things have changed since my early days of conventioning. Time was some fen got a real snoot-full of booze, and things sometimes got a bit out of hand at cons. They were not only for meeting friends, authors, talking skiffy, and such, but cons have had a reputation for being an excuse for being a weekend party. I remember getting schnoekered off my rocker quite a few times back in the day. Interestingly though, at Corflu Quire I didn't notice a lot of heavy drinking or drunkenness amongst the attendees. That was pretty cool, and I really enjoyed Corflu for that, I think. It was great just simply being there with good friends and having good conversations.

*I had almost nothing to drink at CorFlu, come to think of it. I had a great time too. I'm sure someone was at least a sheet-and-a-half to the wind thought. Someone must have been!*

At any rate, I'm going to stop here since I have some school-type work to do. So keep up the good work in producing *SF/SF* and I will do my best to keep my loccing streak alive.

*We'll be here and so will you!*

There aren't any awards given for that, are there? Oh, bother...

*I could create one for you!*

All the best,  
John Purcell

# Editorial

**By Christopher J. Garcia**

*Editor*

Sometimes, I like to try and get Kevin Standlee's goat.

There are a lot of ways to do it. Some are simple, like posting a LiveJournal note saying something like "Naomi Novik won the John W. Campbell Hugo for Best New Writer," or even something like "The Australian ballot is the devil!" It's interesting to think of ways to hassle Kevin, the ultimate rules master when it comes to fandom, because hey, someone's gotta do it and it may as well be me. I mean, I do have a rep as a hoaxer (you should read the next *Consonant Enigma* on eFanzines.com for more on that), and playing little gags like that is all part of the job.

But there is an important role that the hoax bids play. By putting the focus on what is and isn't allowed (and any smart hoax bid makes sure that their specific hoax is not allowed to host whatever convention they're running for), you teach folks how the whole system works. When you evolve a hoax fan, like the classic Carl Brandon, you teach folks just how distant people are and how powerful personality is. When you come up with a fake panel item, you really test to see how many people have a sense of humor. They're all very important things to know.

The problem is, it also attracts the darker side of fandom. While Kevin seldom fails to catch the comedy in the little things that we hoaxers try, there are a lot of folks who just don't get it. They'll post long rants about why you shouldn't waste your time on such matters, or that it's better to use your time for real convention bids.

Well, there's a time for that too (but not now!). Look at LJ posts and find the longest replies to the strange posts, and they're the ones. We made up ribbons for folks who just didn't get Casa de WorldCon hoax. I kinda figured who they were before we even hit the air with the official announcements. It was one of those things.

Now, we've got a bunch of great folks who will make things even nuttier once you get around to lettin' them know. I can always count on Kevin Roche and Andy Trembley to bring a lot of fun to the party and if Seth Breidbart comes around, there's gonna be strange fun added. Bob Hole and Frank Wu will always throw new pieces in and that makes the strange fun more strange and far more fun.

One of the things that I'm most interested in is seeing why people come and play here in fandom. You can't find the reasons in everything. It's hard to tell why folks run cons or

write zines and it's really hard to figure out why folks hoax. I know why I do it (because without that monkey wrench, how well do the gears even turn?) but I wanna understand why people do the normal things, and one of the best ways to do that is to understand why they do the weird stuff. I've never had any serious ambitions in fandom. I wanna write zines, maybe run some fanzine lounges, play some Great Dalmutti and just be friends with fans, but I understand that there are people who want to go out and do brilliant things. I love those people...at least when they get the idea!

And so I say that we must try and have ourselves a real fun time, no matter what. Don't let those nay-sayers say nay so loudly that they keep you from having fun. Fandom's gotta be a place where the bastards can't wear you down. Hoaxing is good fun (and a little bit of work, so I won't be doin' another for a while), and I recommend holding one sometime soon!

And by the way, the next time you see Kevin Standlee, give him a twenty to support his new WorldCon bid.

I'm sure he'll appreciate it.

# Dreams of the City

## A Column by España Sheriff

Many moons ago I lived in the unfashionable outer limits of the Sunset District of San Francisco. Now I live in the ever-so-slightly trendier Parkside neighborhood, but my first memories of this city are of the outermost Sunset.

Way down on 43rd and Kirkham, it's easy to feel as though the city is light years away. In fact, given the architecture, weather, and abandoned-seaside-town atmosphere that pervades the area along the Great Highway with its corroded motels, it was not hard to believe that time itself was somehow slowed down and warped, leaving the whole area behind in some vague mid-20th century fog.

But the days of Playland at the Beach and the Doggie Diners are long gone, and in order to escape this forlorn, salt-corroded gravity well I'd venture towards the bright lights of the then ever-so-slightly cyberpunk early to mid-nineties city by taking the N-Judah up the hill, away from the ocean. The first sign of civilization was 9th & Judah, where I could find the closest cafe that contained a net-table. Now long gone, Jammin Java used to be right on the corner of 9th and Judah in a spot since occupied by a number of other businesses. This was the place where I first got online, onto a local BBS system called SFNet — now also long defunct, but which managed to be the center of my social existence for the next

half decade or so.

Before the idea of free city-wide WiFi came and went, before every cafe was filled with people using laptops and little WiFi network stickers became almost as ubiquitous as the Visa and Mastercard logos, these little coin-operated net-tables allowed a few hundred Bay Area geeks to connect with one another. The system had message boards similar to those on Usenet, but its core was the two live chat rooms which made this simple little local network an immediate social networking success.

A quarter secured your handle, which could be anything you wanted, so although most people quickly honed their online personas, there were always mystery users who might or might not be someone you already knew under another username. Anonymous enough to be slightly chaotic, local enough to be useful and small enough to be cozy. Although the heart of the machine was those cafe tables, eventually people also dialed in from their home computers, or in my case a little dumb terminal that was almost certainly less powerful and intelligent than my current cell phone.

Before I got my first subscription from home I spent many hours putting quarters into these machines and drinking often questionable coffee, mostly up and down Haight Street at the late great Horseshoe Cafe and the now-forgotten Ground Zero and Coffee Zone. A few of the places that had these do still exist, including

Java Beach which even had some flat-top video game machines to replace the net-tables last time I was there.

Many of my friends ran their own little BBSs like the Kaos Phactory, out of Lower Haight. While some of the netters were relatively computer naive like myself, many others had what I believe the kids today (well, yesterday probably) would call 133t skillz. Building their own computers, hacking things they really shouldn't (like SFNet itself) and generally seeming terribly exciting and cutting edge to a then just turned 18 year old who hadn't bought her first computer yet.

We would have gatherings called Net-gets at various places including Noc Noc's, which I am glad to say not only still exists at the same address on Lower Haight, but still maintains its most awesome industrial/cyberpunk/tribal decor and most excellent sake menu.

I made most of my first friends in the city from the SFNet circles, got my first date and my first (and second and third) break-up, and met my first proper boyfriend, who was a computer geek, natch, and didn't just start a BBS but a whole ISP. Which was pretty much the thing to do if you were a computer nerd in the mid nineties in San Francisco. I met many folks I probably would not have otherwise, one of the genius things of SFNet being the way it could bring folks from relatively disparate circles together, rather like fandom. And as with

fandom there was fun and wit in almost equal amounts to the drama and feuding.

Although the whole thing would very quickly be completely outdated and left behind by the web revolution, we knew we were onto something. Not many online experiences have rivaled that community feeling for me. The net is too vast to really work that way, although sometimes LiveJournal comes close with its chat-like immediacy and the ability to form smallish but not exclusive social groups. Other places like Tribe try to offer online community building in a similar fashion, and there is even an SFNet nostalgia tribe on there.

I don't think it can be recreated, and I doubt that I'd really want to, but it sure was fun while it lasted.

## Join our crew:

We are looking for writers to cover local events, conventions, fan groups and the fannish scene in general.

Contact Jean Martin and  
Chris Garcia at  
[SFinSF@gmail.com](mailto:SFinSF@gmail.com)

# Ten Things That Could Happen to Chris Garcia's Beard While on a TAFF Trip

**By James Bacon**

*Contributing Writer*

1. He could be mercilessly mocked at every hand's turn, by fannish fighting types, types standing around malingering in the bar with a malicious stance and generally looking dangerously evil as is their wont and reluctance to have a shower. Resulting in him shaving it off, so that he can retain his dignity.
2. He may get wildly drunk from the tankard of plenty, and in a moment of insane generosity agree to have his manly beard shaven off to raise funds for TAFF, by a drunken horde of manic saxonites and wild whiskeyed Irish men.
3. He may mind the gap, but with such a protrudence, he may just get it caught in the doors of a Tube train. This will result in the use of a special device know as the pinch bar, used by many a line man for such an instance, such pain the ancient device will inflict.
4. It may be used, against his will, for photographic opportunities by those who are follicley challenged to provide some dignity atop the shiny cranium.
5. It may be crafted into a wonderful series of Celtic knot works by fair maidens from the land of the long flowy dress, heavy makeup and pale skinned forever gothic.
6. It may be plaited in a visi-gothic style by rough and manly maidens from the lands of Ming.
7. It may follow the current trend in anglo-hiberno circles and using a horrible cheap and nasty product for less than a tenner, have his manly beard dyed a wonderful Teutonic blonde, in honour of our Scandinavian fannish brethren.
8. It will be shorn off and weaved into long laces, with which a massive girdling corset will be tightened to encapsulate the ferocious bosom of a fighting fannish warrioreess.
9. It will be used as an ingredient for some bizarre intoxicating liquor drink that will be used in a knightly ceremony and heartily taken to promote promiscuity and performance.
10. It will go home on a separate flight.

So go on, and send him yonder across the great sea, and allow us to behold the great facial hair of the West Coast fannish clan, and allow us to honour this occasion with some sort of barbaric yet honourable act.



# How to Build a Fannish Party

By Christopher J. Garcia  
*Editor*

OK, let's say you're going to a con and you've got a bunch of foolish friends.

You're sitting around one day, let's say all chatting over email trying to figure out something cool to do at the upcoming con. Invariably one of you will say something along the lines of "Hey, you know what we could do? We could throw a party!" And someone else will say, "Yeah, that'd be swell!" Another person, the one who always takes these suggestions a step too far, will respond, "Yes, we WILL have a party, and it'll be the best party ever!"

And that's how it begins.

First off, you'll forget about it for a while. These ideas need time, to be digested and passed through the colder sections of the brain, the ones not affected by thoughts of booze and bacchanalia. Then, at some point, one of the people convinced by the "Yes, we WILL have a party" person will start trying to figure out what needs to happen and when. This will reignite the "Yes, we WILL have a party" person into action. They'll start to throw out all sorts of wonderful and terrible ideas, each of them more exciting and entrancing than the next! Each idea, in the mind of the "Yes, we WILL have a party" person, will be so genius that it must happen! These things are terribly important! All encompassing!

Overwhelming in the amount of greatness they shall reap! All hail this latest idea!

And then some more time will pass, and finally, when the day has drawn ever-so-near, action will be required.

Now, the idea-mongering that the "Yes, we WILL have a party" person has done will have muddied the waters enough so that no one is quite sure what they should do with all that thought. As a public service to those of you who must deal with a "Yes, we WILL have a party" person, allow me to offer a list of what to do:

## 1. Choose a theme.

This can be easy (We're a bunch of Condorman fans! Of course our theme is going to be the Lesser Works of Michael Crawford!), or it can be difficult (We're a bunch of fanzine writers. What the hell are we gonna do?). I would avoid getting too conceptual (We've got two fire signs and a water sign, so our theme will be battles fought and lost by firefighters through the ages!) unless you've got really good wine to sling. Something simple is fine. Even: "We're gonna be a place for folks to come, sit down, have a good conversation and maybe we'll get to see the 'Yes, we WILL have a party' guy walk straight into the glass door again." If you want to be the rager of the year, you better well have a bunch of folks, a couple of theme drinks (more on that later), some nice décor (like the Companion House from Westercon) and a bunch

of friends willing to stick around.

## 2. Choose a method.

You can be a party that people want to come to because there's something fun going on ("Hey, those guys have pole dancers!"), or because you've got good swill ("Man, you need to try the Slimer Special at the Ghostbuster Party!"), or because you've got food ("Man, I'm starving. I hear the Misfits of Science Minor Leagues have Ice Cream"). It could be that you're showing a video (like Eric in the Elevator, a BArea favorite), or that you've got a game (one of the best parties I went to on the East Coast was the one where they introduced Showbiz Showdown), or that you have a Name that people will want to come and talk with. Any of these are good methods for drawing people to your party. Especially the pole dancer. I mean, there were folks at that party at Con-X-Treme, even!

## 3. Choose your food.

This can be tricky. The AhwahneeCon party did a "camping" theme, and so served camp food: Pork 'n' beans, s'mores, mixed nuts, mini-cereal boxes, and other food with little flecks of ash in it (ah, reminds me of cooking at Big Basin when I was younger!); so the foods matched the theme. Most parties don't get nearly that involved.

If you've got a microwave in your room, you can do slightly more than a regular

room. A chafing dish is a bad idea as it requires something like Sterno, which hotels frown upon. A crock pot is great and it allows for stuff like Swedish Meatballs or Vienna Sausages! Or Nachos! No one will ever complain when a chocolate fountain is involved (and Howie the Great had one at his BayCon parties) These things can lead to a bit of a mess, so a series of tarps is a good idea. Make sure that your food is at least somewhat easy to clean up. Sandwiches that are pre-made can be a great idea, but “build your own” can be tricky. I say, buy a couple of trays of something and throw some stuff in a crock pot and call that a party!

#### **4. Choose Your Booze.**

Anyone who reads the Drink Tank (all three of you!) will know that I have a lot of thoughts on liquor. If you’re going it alone, you might want to choose one of two beverages and stick with those. Beer isn’t expensive and folks are willing to drink even the cheap stuff most of the time. If you’ve got a few people and can spread the love a little, get at least one thing that is slightly above the basement. Such as, you might choose to do cheap beer and maybe an OK Rum to mix with Coke. You could also use the “You Must Try This!” Party theory, where you choose a liquor that folks aren’t likely to see (Absinthe, Old Potrero, St. George’s Spirits, Elmer T. Lee, Bombastica) and serve samplers to folks. Those kinds of parties can be quite enjoyable and you can usually get away with asking for a buck a taste for some of it!

The Mixed Drink parties tend to be pretty popular, so there are a couple of ways to do it. One, get a bunch of people who can mix drinks, get a bunch of different booze. and get to

mixin’. But anyone who has been to a wedding where things back up will know why this isn’t a good idea.

Pre-mixing drinks and sloshing them out of communal containers is a better idea that works for all kinds of people. DO some testing, figure out a few drinks that work, and don’t require on the spot mixing (do NOT try to mix Sex on the Beach ahead of time!) and go to it! It’s a fine idea.

#### **5. The Planning.**

First, make *sure* you get a room on the party floor. Yes, you can do closed-door parties elsewhere in most hotels, but it’s always better to go big on the central line. Plus, you’ll have far less chance of annoying your neighbors. Also, figure out if anyone’s gonna stay in the room. These things can run late. Having an extra room can be a nice idea, but you can also save money by not needing another room.

Make sure you talk to your Party Liaison, and make sure they know you’ll be serving alcohol (if you are). They’ll tell you what you can and can’t do. Make sure you also have enough room to cart everything over. A good room party can require 1 ½ carloads of stuff, so plan accordingly.

#### **6. The Day Of.**

Make sure you’ve put up fliers and have told everyone you know. It doesn’t hurt to buy an ad in the program book, either. The more people who know, the more likely they are to come. Then again, if you get a prime location, you should be OK, but better safe than alone in a room with a bunch of food and liquor.

You must find a way to find and mark those who are old enough to drink. This is a

requirement, as underage drinking can be a real party-killer and can lead to fines. I suggest a bracelet or a rubber stamp of some kind. Have one person at all times checking IDs – preferably not the bartender, because while that’s the safest way, it will cause long waits.

You should decorate to a degree. Sometimes, the decorations can take hours to put up (the Evil Geniuses have a long set-up time), and sometimes you can slap a poster on the wall and call it a night. Basically, you want to make sure folks feel like staying and hanging around, so comfort should trump style to a degree. The way the BASFA parties have been done is to slap a few things on the wall and leave the rest of the room alone. It’s comfy and it’s stylin’ a little. Plus they have that great air gun thingee!

#### **7. The Night of.**

Get folks in there a little before you’re gonna open. If there’s a Masquerade or Opening Ceremonies, have someone there as they’re going on to finish last minute stuff and let people know when they’re gonna open. If you’re on a free night, try and figure a time that allows more folks to get dinner and have some time to change: 8 or 9 is a popular time.

Closing time can vary. There was a party at Westercon that rolled up its shaggy carpet at 11 p.m. There were others, including the Fanzine Lounge, that kept on rocking until 4 or 5. The League of Evil Geniuses can keep going until the sun comes up. These things vary. I’d say 2 a.m. is a great time to close.

And that’s it! Go out and make a party happen! I’ll stop by, so make sure you’ve got a little whiskey. Oh, never mind...I’ll bring my own!

# Nemo Gould to be Featured at Dump

**By España Sheriff**  
*Staff Writer*

For those of you keeping score at home, it has been just over a year since I submitted my very first bit of writing to this here fanzine. Back in 2006 I timidly asked if I could write something for *SF/SF* and our esteemed Editrix Jean Martin graciously allowed me to contribute... oh, naive España of the dimly remembered past, how I miss you! But anyway, moving right along... the piece I submitted was a short writeup of a gorgeous exhibition at Varnish Gallery by local artist Nemo Gould, which I had stumbled on while visiting that fine establishment during its then-weekly *Firefly* screenings.

Gould is a sculptor who works in found object creations and kinetic sculpture, and his work has a decidedly pop culture-infused science fictional bent. As his name suggests, squid, octopus and underwater scenes feature prominently as themes in his sculpture, but so do many other fabulous creations including a veritable army of retro-styled robots which he calls “fauxbots,” and which range from cute little tabletop numbers all the way up to far less user-friendly behemoths that tower over your average puny human. And, in fact, in June both categories were showcased when he won gold for a Giant Squid and bronze for a robot called General Debris in the Kinetic Art Bot category

at Robogames.

Now I am glad to be able to say I am looking forward to another Gould Exhibit this very weekend. As those of you who are paying attention may already be aware, Gould has spent the last four months as artist-in-residence at SF

Recycling & Disposal, Inc. - also known as The Dump. Which may not sound terribly exciting to non-artists, but which is a much-coveted residency for local artists.

Created with the goal of promoting recycling and conservation, the program gives



**“Re:cycle” (2006), a chopper bike made from found materials.**

Photo courtesy Nemo Gould  
[www.nemomatic.com](http://www.nemomatic.com)

artists 24 hour access to a 2,000-square foot studio, a monthly stipend, and a exhibition at the end of their residency. But most importantly, they get free access to literally tons of raw material to create from. Dozens of artists have participated in the program and the Sculpture Garden adjacent to the dump includes pieces by many of them.

This Friday evening and Saturday during the day there will be an opportunity for the public to see the results of the last four months of scavenging and creation. Gould has already posted photographs of some of his recent pieces on his blog, and although he promises to keep some back for the exhibition, the results are intriguing so far. At first glance there seem to be fewer robots and more color and diverse use of materials, including rather more antlers that I would have expected.

I can't wait to head over on Friday evening to see what he's held in reserve.

**“Guzzler” (2007)**

Photo by Larry Strong  
(Courtesy Nemo Gould)



# Scenes from a Regency Picnic

Photos by Jean Martin

The PEERS “Pride and Prejudice” Picnic took place on August 4th at Lincoln Park in Alameda. A beautiful day, players in period costume, music by Bangers & Mash, and Regency dancing...A fine farewell to Summertime.





# BASFA Minutes: Meetings 892-893

Meeting 892 (Silicon Valley Edition)  
September 3, 2007

Trey Haddad, President  
Chris Garcia, Vice-President  
Dave Gallaher, Treasurer  
Galen Tripp, Sergeant at Arms  
Barbara Johnson-Haddad, Secretary

Began 8:03, with garlic bread.

25 people attended - that we knew about.

We established a party jar [barely].

Secretary's report: the minutes of meeting 891 were accepted as 'I flopped.'

Treasurer's report is that last week we took in \$14.00 in the regular jar and \$22.25 in the party jar - and parts of his computer are pining for the fjords.

The VP reported 'so there I was - hand to God!' and that there's a new Drink Tank out [#140] & there'll be a new SF/SF out on Wednesday or Thursday.

The President introduced us to Chip Unicorn, visiting us for the first time - plus mentioned we have a new club member: Bruce Hevelin, who inherited a love for science fiction from his dad ['I know your dad,' Andy stated].

The Site Selection Committee reported that we

will be meeting at the Newark Round Table pizza place next week, Sept 10 - and at the Cocos on Sept 17.

The BASFA Times Committee reported that they have [a bucket?] a lovely cover that can be used for future issues - and still need content and there is no deadline yet.

Announcements

Chris announced that Frank Wu his 3rd Hugo for best fan artist & got the best Hugo EVAR; Dave G follow-on'd that they weren't regular Hugos but Ultra-Hugos.

Julie announced that the Bay Bridge was opened early.

Spring announced that you have 11 more days to register for Vintacon - to be held in Gilroy, October 12-14.

Adrienne announced that the Ren Faire opens next weekend at Casa de Fruta & announced that BBC America will be starting at 7pm Saturdays both Dr Who and Torchwood.

Chaos announced that Steve Savitzky's computer filk CD is finally out.

[evil] Kevin announced that there are 11 days to submit sketches for CostumeCon 26's Future Fashion Folio.

Frank Wu announced that the 2009 Worldcon

will be in Montreal, Aug 6-10 [he thinks].

Andy announced that SiliCon is next month and that the hotel block may be filled and there'll be an Evil Genius party on Saturday night.

Reviews:

Harold reviewed 'La Vie en Rose' - a biopic and a bit of a tragedy as recommended at full price & reviewed the Shelldance nursery as they specialize in orchids and bromeliads and will care for your plants, too & was free and worth it.

Art reviewed the lunar eclipse as nice and clear where he was and says he only saw 1 meteor when he went out Saturday night to check on the Aurigae meteor shower.

Bruce reviewed LisaCon [the party at Lisa's place] as very fun and relaxing; Julie follow-on'd that a good time was had by all; worth full price.

Frank Wu reviewed 'War' as a bad time was had by all, the fight scenes were -bad- and reviewed the direct to DVD 'Babylon 5 Lost Tales' as minimalist, lots of green screen, not a big budget but highly thought provoking.

Chris reviewed 'Balls of Fury' as the highest watermark of Western civilization - crazy awesome - and fantastic.

Adrienne reviewed the Scottish Highland games in Santa Clara as there were fun things

to do there & worth full price [there were some follow-ons].

Andy reviewed Asian clothing patterns as the hakima pattern was a big collection of numbers and way too big to make a normal pattern out of and worth dealer's room table price and reviewed John Marshall's 'Make your own Japanese Clothing' as it will help you to make alterations in height and weight for traditional Japanese clothing but is not easy to understand and absolute hell to use but worth full price because it's the only one out there.

[evil] Kevin reviewed the Mikado ball as there was no bar, alas, and they had a wonderful time - worth full price - & reviewed a Sunday toga party as he's still finding sequins everywhere & reviewed 'Stardust' as worth full price.

Dave G reviewed having dinner with Frank Wu as Frank didn't take his advice and spend \$2800 on flying to Japan for the day - but a wonderful time was had by all anyway.

Julie reviewed the Peers ball as Kevin and Andy's costumes were worth full price to see in person.

Then we birthday auctioned off Bruce for \$10.00 to Chris; plus auctioned off a video for \$5.00 [given to Frank] & a travel bottle for \$1.00.

We adjourned at 9:28.

And the rumor of the week was that, 'Oh never mind.'

Meeting 893

September 10, 2007

Trey Haddad, President  
Chris Garcia, Vice President  
Dave Gallaher, Treasurer  
Galen Tripp, Sergeant at Arms  
Barbara Johnson - Haddad, Secretary

Began at 8:02.

Eric assumed acting chair responsibility as neither the President nor VP was present. Linda W was tricked into being the secretary... heaven help us all for the minutes that follow...

23 people in attendance.

No party jar established... motion defeated by a stealthy killing vote from the acting chair.

Secretary's report: the minutes from Meeting 892 were accepted (with minor corrections) as 'HugoSized.'

Treasurer's report: Dave G reported that last week we took in \$33.50. He also reports that he was able to pick up a handy little device at the computer store for about \$32 +tax that he was able to attach to his hard drive and that he believes he will be able to successfully retrieve the BASFA financial info and he believes that the balance is now in the \$9000-9200 range.

The party jar took in \$10, and after Ed is reimbursed for some outstanding party

expenses that the party fund will be in the \$2-300 range.

Kudos to Dave from the group for being able to avoid the exorbitant data retrieval fees charged by disk saver services.

Vice President Report: Even though VP was not in attendance, several members alleged the ability to channel Chris and betwixt the combined clairvoyant talents of Adrienne, Julie and Jo, the VP reports that there is a new Drink Tank out and it's the best Ev-AR. Also a new SF/SF will be out, is out now and/or there will be another one out soon.

The wildly successful Cocktail Issue will be followed up by a secret, previously undisclosed issue being worked on right now. Follow-on speculation is that this will be the 'Hangover Issue.'

President report: By not being present, the assumption is that the President has nothing fannish to report at this time.

Committee reports:

No sports committee report

Site Selection: Dave G confirmed that our next meeting on 9/17 will be at the CoCo's in Sunnyvale. There was a review of the places we have been to over the past several weeks. The impression Dave has been getting from people is that CoCo's does currently appear to be the front runner. Took a 'feel of the room'



non binding vote amongst the members present to see which venues were worth continuing to pursue. CoCo's got 'a lot', IHOP by Great America 4 votes, Giovanni's none. More discussion on the pros and cons of these venues. Dave then asked if there were other places people were interested in trying - other options and their +/-'s discussed:

Adrienne suggested Bombay Gardens and Sweet Tomatoes

John suggested Boscoe's in Sunol

Dave G put forth Sonoma Chicken Coop in Campbell

Dave said he would look into these new options and report back to the group and he would try and find a location for the 9/24 meeting prior to the 9/17 meeting and post it to the group.

#### Announcements:

Jo says there is a new periodical out called Daily Fiction. It's been out 5-6 days, all online. They take submissions via email. And email you a story every day. He can't review the actual stories, as they have been piling up in his mailbox and he hasn't had time to read them yet. But offers up that it's a great idea, and people should check it out. Also that PantheaCon online registration for attendees has gone live. Program submissions should be live in the next couple of days.

Dave Clark announced that there is a new gallery show opening in Berkeley called 'Pop OM Art' at the SR2 Gallery, 1728 University Avenue - curated by Mark Bode, and featuring the works of, among others, Jack Kirby, BK Kliban, Vaughn and Mark Bode, Hal Robins, Jeff Jones, Peter

Max, Margaret Keane and many, many more.. More info at <http://www.sacredrosetattoo.com/sr2/>

Show opens 9/15 and runs thru Nov. 8.

Spring announced there are only 4 more days to get your Vintacon registration in. That would be Saturday Sept 15. No scavenger hunt this year.

John O announced that Stage 1 has opened the Sound of Music. Runs thru Sept 22. Chris and John O have flyers if anyone is interested or more info at <http://www.stage1theatre.org/>

Lisa announced that the deadline for the Costume Con 26 Future Fashion Folio is Sept 15.

#### Reviews:

Julie reviewed mall shopping. Wondered if the Vallco mall still existed - was looking for a Penney's, none at Valley Fair, so went to the Vallco Fashion Mall. Still no downstairs, but still has an arcade and a new neon lit bowling alley. Also a multiplex AMC theatre with auto ticketing machines so you don't have to talk to the kids in the ticket booths. There is a sign above the skating rink that says an International Food Court is coming, but it hasn't yet. Go there if you really need to find a Penney's. Follow-on questions regarding other stores that may or may not still be at Vallco and if the name might have changed.

Tracy reviewed Apple Store Customer Service. Her power cord tried to set itself on fire, so she decided it was time to get a new one. Venturing

in to the Apple Store on University Ave in Palo Alto, she had to flag someone down to help her, they didn't have the power cord in stock, nor did the other Apple store they called. At this point, her laptop is now effectively a doorstop... Power cord located at another, non Apple site (Stanford campus store?). Also noted that on a recent trip to Fry's she had far superior customer service than she received at the Apple Store. Follow-on from Julie - also needed a spare cable (for an iPod) - none at the Apple Store, Fry's had a stack of them, they were cheaper, and the service was better too. Fry's wins the customer service award ... for the moment.

Also reviewed the Bourne Ultimatum which counts as sci-fi due to the technology being depicted. No way the NSA has real time instantaneous wiretapping with data mining to find the exact voice they are looking for, since our NSA can't do that right now. Also, Matt Damon was too pretty at the end to be believed. He should have been messed up more to be believable. Follow-on from Jo that the technology does exist, but he could neither confirm nor deny the NSA knew how to use it themselves.

Jo reviewed that he traded his girlfriend for a new motorcycle and that that was a good deal.

Dave Clark reviewed the Warner Bros (cartoon) exhibit at the SF Int'l Airport. Cells, maquettes, behind the scenes info covers Warner Bros cartoons in the 50's-60's. It's free, on the 'right' side of the security lines and worth full price.

Also reviewed WorldCon. Said when Frank accepted his Hugo he was never lovelier. Descriptions of the after parties followed. It was as if Ultraman had come down from the mountain top with the Hugo and Frank blessed the room. Jay Lake had commented that when Frank's award walked in the room that is was like back in the sixties the way people screamed for the Beatles.

Dave then mentioned a Japanese phrase that Spring immediately translated. Dave wished it to be recorded that he did not desire the said translation. Dave moved on to review the Tokyo Disneyland Resort - which was bigger than Anaheim. More seafood, only one hot dog vendor. Also a side note that the Hilton had the best hotel rooms of his entire stay. Adrienne asked about pins, and Dave reported that there are none at Japan Disneyland. He also went to the Disney Sea Resort. Disney characters all walking around, but they were much more animated than our 'domestic' characters. (Pun fee paid). Also, the fireworks shows are the same for both parks... only you see the backside of the Disneyland Resort show when you are at Disney Sea. Only about 10 minute show.

Tokyo was reviewed as hot and humid. The day after the typhoon it was cooler. He is recovering nicely from carrying lots of heavy bags with straps and is happy that he no longer needs to point at food to order.

Ed reviewed a new device in the latest Orion Supply catalog as Sci Fi realized. The Celestron Sky Scout Personal Planetarium - \$400, the size

of a video camera - you point it at the sky and it has the smarts to tell you what you are looking at.

There were some fill-in reviews waiting for Jenny to return to the room... (Dave C?) asked for a review of the bay bridge closure. (It opened early). Some discussion of CC Meyers chances of being the next mayor of SF (pretty good).

Dave G reviewed Torchwood - now legally available in the US - which debuted on BBC America last Saturday. Sound cut out briefly during the broadcast, but it was nice to be able to watch it on a big screen instead of a computer monitor. Dave C followed on that it is nice to watch it on TV and is shocked that Dave G would imply that BASFA members would steal shows.

More discussion about Graham Norton show which featured David Tennant and lots of silly Dr. Who themed pranks.

Jenny reviewed being happy to finally get the gumdrop iMac off her desk and replaced with a better working, better priced machine (non-Apple) and that it's good to finally get on the internet again.

Auction mis-start as Dave began to auction the 2004 Hugo that Frank had left carelessly lying around unattended on the table. Bidding reached \$4.80 before Frank returned to the room and 'withdrew' all the Hugos from play.

\$2.00 for Advance Reader Copy of Spaceman Rules

Birthday Auction:

\$10 for Chris O to Frank

\$10 for John O (from Frank) for Dave C.

Add on announcements/reviews:

Frank Wu reviewed Balls of Fury as hilarious that a white guy played a Chinese guy. Christopher Walken was brilliant.

Julie announced the alleged title of the new Indiana Jones movie as Indiana Jones and the Crystal Skull. Follow-on about who is/isn't cast for this venture. (Harrison Ford, Karen Allen in, Connery out.)

We adjourned at 9:27pm

And the rumor of the week was that.... 'Frank Wu is a GOD to Japanese Fans'

# Bay Area Fannish Calendar

**Life is complicated; putting on an event is even more so. Please check before attending, as events are sometimes cancelled or times and locations changed.**

**New listings are in red.**

**Ongoing events are toward the back.**

## **Wednesday, September 19**

*Boundaries and Meaning in Landscapes:*

*From Science to Art and Back*

Swissnex San Francisco

730 Montgomery Street

San Francisco

[www.swissnexsanfrancisco.org](http://www.swissnexsanfrancisco.org)

6-9 p.m.

Free

A spirited roundtable discussion on the relationship between art and science to kick off the art exhibit “Minimal Landscapes,” which runs through October 12. Food and drinks available.

## **Wednesday, September 19**

*SF in SF: Howard Hendrix and Scott Sigler*

Preview Room

Variety Children’s Charity

582 Market Street

San Francisco

[www.sfinsf.org](http://www.sfinsf.org)

7 p.m.

Free

*SF in SF is a regular series of sci fi author readings with discussion and book signing after, and a clever name. Cash bar opens at 6:30.*

## **Wednesday, September 19**

*Evil Dead 2: Dead by Dawn (1987)*

Red Vic Movie House

1727 Haight Street

San Francisco

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

7:15 and 9:15 p.m.

\$8.50 (\$6.50 matinee)

## **Wednesday, September 19**

*Joan’s Brain*

The Exploratorium

3601 Lyon Street

San Francisco

[www.exploratorium.edu](http://www.exploratorium.edu)

7 p.m.

\$10 or free with Exploratorium admission

An original play by David Ford, part of “Science on Stage,” script-in-hand performances of new plays about science and technology produced by the Exploratorium and Magic Theatre.

## **Thursday, September 20**

*Firefly Night*

Parkway Speakeasy Theater

1834 Park Blvd.

Oakland

[www.parkway-speakeasy.com](http://www.parkway-speakeasy.com)

9:15 p.m.

\$6

The final episodes of *Firefly* on the big screen: “The Message,” “Heart of Gold” and “Objects in Space.”

## **Friday, September 21**

*Art at the Dump: Nemo Gould*

SF Recycling & Disposal

501 Tunnel Ave

San Francisco

[www.sfrecycling.com/air](http://www.sfrecycling.com/air)

5-9 p.m.

Free

## **Friday, September 21**

*Midnites for Maniacs in 70mm: Ghostbusters (1984) and Lifeforce (1985)*

Castro Theatre

429 Castro Street

San Francisco

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

7 p.m.

\$9

## **Saturday, September 22**

*SF Ghost Society Free Lecture Series*

Park Branch Public Library

1833 Page Street

San Francisco  
[www.sfghostsociety.org/html/events.html](http://www.sfghostsociety.org/html/events.html)  
Noon - 4 p.m.

Free

The San Francisco Ghost Society holds its third annual free lecture series, with topics such as Ghost Photography Dos and Don'ts and Releasing Spirit Energies From Homes. Light refreshments will be served.

**Saturday, September 22**

*Author: Jeff Carlson*

Borders

120 Crescent Drive

Pleasant Hill

925-686-4835

2 p.m.

Free

**Saturday, September 22**

*The Phenomenauts*

Phoenix Theatre

201 Washington Street

Petaluma

[www.petalumaphoenix.org](http://www.petalumaphoenix.org)

8 p.m.

\$12

The "Rocket Roll" band plays Petaluma, with the Teenage Harlets, Maldroid, and Keyser Soze. All ages show.

**Saturday-Sunday, September 22-23**

*Vintage Fashion Expo*

Masonic Center

1111 California Street

San Francisco

Sat. 10:30-6, Sun. 11-5

\$10 (early bird \$20 Sat. 9-10:30 a.m.)

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

**September 22-October 14**

*Northern California Renaissance Faire*

Casa de Fruta

100031 Pacheco Pass Highway

Hollister

Weekends, 10 a.m.-6 p.m.

\$25/day, \$35/weekend

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

Hearty ale, fine foods, crafts, and live performances.

**Sunday, September 23**

*Bad Movie Night: Sin City (2005)*

The Dark Room Theatre

2263 Mission Street

San Francisco

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

8 p.m.

\$5

The Dark Room's resident sharp wits skewer another bad flick.

**Monday, September 24**

*Midnites for Maniacs in 70mm: Starman (1984)*

*and Brainstorm (1983)*

Castro Theatre

429 Castro Street

San Francisco

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

7 p.m.

\$9

**Tuesday-Wednesday, September 25-26**

*2001: A Space Odyssey (1968)*

Castro Theatre

429 Castro Street

San Francisco

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

See website for showtimes

\$9

Part of the Castro's September series of screenings in 70mm.

**Wednesday, September 26**

*Starry Messenger*

The Exploratorium

3601 Lyon Street

San Francisco

[www.exploratorium.edu](http://www.exploratorium.edu)

7 p.m.

\$10 or free with Exploratorium admission

An original play by Ira Hauptman, part of "Science on Stage," script-in-hand performances of new plays about science and technology produced by the Exploratorium and Magic Theatre.

**Wednesday, September 26**

*Author: R.A. Salvatore*

Copperfield's Books

2317 Montgomery Drive

Santa Rosa

[copperfields.booksense.com](http://copperfields.booksense.com)

7 p.m.

Free

**Thursday, September 27**

*Author: Robert Balmanno*

Borderlands Books

866 Valencia Street

San Francisco

[www.borderlands-books.com](http://www.borderlands-books.com)

12 noon  
Free

**Thursday, September 27**

*Authors: Nancy Farmer and Chris Willrich*  
Mountain View Public Library  
585 Franklin Street  
Mountain View  
650-903-6337  
7 p.m.  
Free

**Thursday, September 27**

*Total Recall (1990) and Terminator 2: Judgment Day (1991)*  
Castro Theatre  
429 Castro Street  
San Francisco  
www.castrotheatre.com  
7 p.m.  
\$9  
Part of the Castro's September series of screenings in 70mm.

**Friday, September 28**

*The Omen (1976) and Seconds (1966)*  
Castro Theatre  
429 Castro Street  
San Francisco  
www.castrotheatre.com  
\$9  
Part of the Castro's salute to composer Jerry Goldsmith.

**Friday-Sunday, September 28-30**

*Salute to Star Trek, Star Wars, and Battlestar Galactica*

Doubletree Hotel  
2001 Point West Way  
Sacramento  
www.creationent.com  
\$25-\$369  
A Creation con. Announced guests include *Trek* stars Jonathan Frakes, Marina Sirtis, Suzie Plakson and Robert Duncan McNeill (George Takei having dropped out), *BSG's* Katee Sackhoff and Tahmoh Penikett, and Jeremy Bullock and Peter Mayhew from *Star Wars*; Friday night features a concert by Warp 11.

**Saturday, September 29**

*Reach for the Stars Conference*  
College of San Mateo  
1700 West Hillsdale Boulevard  
San Mateo  
www.aancstars2007.org  
11 a.m.-midnight  
\$10-\$35  
A full day of planetarium shows with talks by NASA scientists, hands-on astronomy activities for all ages, and a raffle of astronomy gear. Evening ends with a "Jazz Under the Stars" party hosted by the San Mateo County Astronomical Society and KCSM.

**Saturday, September 29**

*BeefBowl Anime*  
Albany Library  
1247 Marin Avenue  
Albany  
12:15-4:15 p.m.  
Free  
See the screening list at [beefbowl.org](http://beefbowl.org).

**Saturday, September 29**

*Film in the Fog:*  
*Creature from the Black Lagoon (1954)*  
Presidio Main Post Theatre  
99 Moraga Avenue at Montgomery Street  
San Francisco  
www.sffs.org  
5 p.m.  
Free  
The SF Film Society presents a free outdoor screening on the lawn of the Presidio's Main Post Theatre.

**Saturday, September 29**

*Planet of the Apes (1968) and Our Man Flint (1966)*  
Castro Theatre  
429 Castro Street  
San Francisco  
www.castrotheatre.com  
\$9  
Part of the Castro's salute to composer Jerry Goldsmith.

**Sunday, September 30**

*12th Annual "How Berkeley Can You Be?" Parade*  
Starts at the corner of California and University Avenue  
Berkeley  
www.howberkeley.com  
11 a.m.  
Free  
A Klingon contingent and members of the 501st Stormtrooper Legion (Vader's Own) are usually among the participants in this event.

**Sunday, September 30**

*Bad Movie Night: Grindhouse: Death Proof (2007)*

The Dark Room Theatre  
2263 Mission Street  
San Francisco  
www.darkroomsf.com

8 p.m.

\$5

The Dark Room's resident sharp wits skewer another bad flick.

**Sunday, September 30**

*Star Trek: The Motion Picture (1979) and Twilight Zone: The Movie (1973)*

Castro Theatre  
429 Castro Street  
San Francisco  
www.castrotheatre.com

\$9

Part of the Castro's salute to composer Jerry Goldsmith.

**Tuesday, October 2**

*Poltergeist (1982) and Outland (1981)*

Castro Theatre  
429 Castro Street  
San Francisco  
www.castrotheatre.com

\$9

Part of the Castro's salute to composer Jerry Goldsmith.

**Wednesday, October 3**

*The Birds (1963)*

The Lawn at Wente Vineyards  
5565 Tesla Road

Livermore

www.wentevineyards.com

Suggested donation: \$9 adults, \$5 children

Outdoor movie night at the vineyard. Café opens at 6:30 p.m., movie at twilight.

**Wednesday, October 3**

*Ask a Scientist: The Science of Big Waves*

Axis Cafe  
1201 8th Street  
San Francisco  
www.askascientistsf.com

7 p.m.

Free

Oceanographer Toby Garfield talks about the geography, atmospheric conditions, and laws of physics that conspire to create monster waves. Presented in collaboration with *QUEST*, KQED's multiplatform science initiative.

**Thursday, October 4**

*Author: Whitley Strieber*

Borderlands Books  
866 Valencia Street  
San Francisco  
www.borderlands-books.com

7 p.m.

Free

**Friday and Saturday, October 5-6**

*Zinefest*

The Women's Building  
3543 18th Street  
San Francisco  
www.sfzinefest.com

Fri 2-8 p.m., Sat 11 a.m.-7 p.m.

Free

Zine festival features panel discussions and workshops, artists, publishers, and cartoonists sharing their work.

**Friday-Sunday, October 5-7**

*SiliCon*

Doubletree Hotel  
2050 Gateway Place  
San Jose  
www.siliconventions.com

\$45

Media-oriented general SF con features art show, dealer's room, panels, masquerade, swap meet, indy film festival, more. The Masquerade Ball will have a Joss Whedon-verse theme.

**Friday-Sunday, October 5-7**

*Shock it to Me!*

Castro Theatre  
429 Castro Street  
San Francisco  
www.shock-it-to-me.com

The Castro's weekend-long festival of classic (and not-so-classic) horror films.

**Saturday, October 6**

*Edwardian Gothic Ball*

PEERS Event  
Masonic Lodge  
100 N. Ellsworth  
San Mateo

www.peers.org

\$15 in advance (by September 29), \$20 at the door

Edwardian as in macabre illustrator Edward Gorey. Dance lesson at 7 p.m., dancing begins at 8.

**Sunday, October 7**

*Bad Movie Night: The Fog (2005)*

The Dark Room Theatre

2263 Mission Street

San Francisco

www.darkroomsf.com

8 p.m.

\$5

The Dark Room's resident sharp wits skewer another bad flick.

**Tuesday, October 9**

*Café Scientifique: Gravitation and Aging*

International Building

SRI

Middlefield Road at Ringwood

Menlo Park

6-7:30 p.m.

Free

A talk by Joan Vernikos, former Director of Life Sciences for NASA, who has studied the effects of long-term weightlessness on human physiology. Some effects resemble aging, such as muscle atrophy and loss of bone density.

**Thursday, October 11**

*Thrillville's Zombie-Rama: The Atom Brain*

*(1955) and Zombies of Mora Tau (1957)*

Parkway Speakeasy Theater

1834 Park Blvd.

Oakland

www.parkway-speakeasy.com

7:30 p.m.

\$10

With Mr. Lobo and the Queen of Trash, the Twilight Vixen Revue, and Dr. Zombie.

**Friday-Sunday, October 12-14**

*Vintacon*

Hilton Garden Inn

6070 Monterey Street

Gilroy

http://community.livejournal.com/vintacon/

\$75 (designated driver membership \$10)

Alias ReeCon, the fifth Vintacon offers a unique combination of wine tasting and fannish company, and what's better than that?

**Saturday, October 13**

*Author: Tim Pratt*

Borderlands Books

866 Valencia Street

San Francisco

www.borderlands-books.com

7 p.m.

Free

**Saturday, October 13**

*LitQuake LitCrawl*

Borderlands Books

866 Valencia Street

San Francisco

www.litquake.org/the-festival/lit-crawl/

Time TBA

Free

Borderlands will once again be a stop on the annual LitCrawl along Valencia Street, with readings by Marcus Ewert, Austin Grossman, Tim Pratt, and Scott Sigler.

**Saturday, October 13**

*Yorktown Victory Ball*

Arlington Community Church Hall

52 Arlington Avenue

Kensington

www.baers.org

8-11:30 p.m.

\$20 at the door, \$15 in advance (by October 11)

A Bay Area English Regency Society event.

Early American costumes admired but not required.

**Tuesday, October 16**

*Labyrinth (1986)*

Parkway Speakeasy Theater

1834 Park Blvd.

Oakland

www.parkway-speakeasy.com

9:15 p.m.

\$8

**Thursday, October 19**

*Buffy Night*

Cerrito Speakeasy Theater

10070 San Pablo Avenue

El Cerrito

www.cerritospeakeasy.com

9:15 p.m.

\$6

Three more episodes of *Buffy the Vampire Slayer* on the big screen.

**Friday-Saturday, October 19-21**

*Wrestle Fan Fest*

Cow Palace

2600 Geneva Avenue

Daly City

www.wrestlefanfest.com

\$30/day, weekend VIP passes available

Chris assures us that the guest list is stuffed

with pro wrestling's superstars. Wrestling matches, vendors, Q&A sessions and photo ops with the stars.

**Friday-Saturday, October 19-21**

*Sacramento Horror Film Festival*

The Colonial Theatre  
3522 Stockton Blvd  
Sacramento

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

Guests include actors Tony Moran and Tony Todd, and your hosts Mr. Lobo and the Queen of Trash.

**Saturday, October 20**

*Bay Area Games Day*

Los Altos Public Library  
13 S. San Antonio Road  
Los Altos  
10 a.m.-11 p.m.  
\$1

Regular event featuring German-style strategy boardgames like Settlers of Catan, Avalon Hill-type multiplayer games, lots of card games, and historical board wargames.

**Saturday, October 20**

*SF in SF: Kage Baker*

Preview Room  
Variety Children's Charity  
582 Market Street  
San Francisco  
[www.sfinsf.org](http://www.sfinsf.org)  
7 p.m.

Free  
SF in SF is a regular series of sci fi author readings with discussion and book signing after,

and a clever name. Cash bar opens at 6:30.

**Saturday, October 20**

*Other Magazine Presents*

*Writers With Drinks*

The Make Out Room

3225 22nd Street

San Francisco

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

7:30 p.m.

\$3-\$5 sliding scale

With Nomy Lamm, Matthew Jacobs, Rachelle Chase, and David West.

**Saturday-Sunday, October 20-21**

*Folsom Renaissance Faire*

Lions Park

Natoma & Stafford Streets

Folsom

\$12

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

Dancers, bards, puppets, food, more.

**Saturday-Sunday, October 20-21**

*The Mummy (1932)*

Cerrito Speakeasy Theater

10070 San Pablo Avenue

El Cerrito

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

Sat 6 p.m., Sun 7 p.m.

\$6

**Thursday, October 25**

*Evil Dead 2 (1987)*

Cerrito Speakeasy Theater

10070 San Pablo Avenue

El Cerrito

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

9:15 p.m.

\$6, 2 for 1 admission with Speakeasy Tribe member printout.

**Friday, October 26**

*Warp 11*

G Street Pub

225 G Street

Davis

9:30 pm

Sacramento's *Star Trek*-themed rock band reunites with The Brodys for their fifth annual Halloween haunt. Ages 21+.

**Saturday-Sunday, October 27-28**

*Abbott and Costello Meet Frankenstein (1948)*

Cerrito Speakeasy Theater

10070 San Pablo Avenue

El Cerrito

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

Sat 6 p.m., Sun 7 p.m.

\$6

**Sunday, October 28**

*Author: F. Paul Wilson*

Borderlands Books

866 Valencia Street

San Francisco

[www.borderlands-books.com](http://www.borderlands-books.com)

3 p.m.

Free

**Tuesday, October 30**

*Ghostbusters (1984)*

Cerrito Speakeasy Theater



10070 San Pablo Avenue  
El Cerrito  
[www.cerritospeakeasy.com](http://www.cerritospeakeasy.com)  
9:15 p.m.  
\$8

**Friday-Sunday, November 2-4**

*BASCon*  
Embassy Suites SF Airport  
150 Anza Blvd.  
Burlingame  
[www.bascon.org](http://www.bascon.org)  
\$75  
A safe and fun place for fans over 18 to discuss  
“slash” fanfic, now in its 7th year.

**Saturday, November 3**

*Le Bal des Vampires*  
PEERS Event  
Alameda Elks Lodge  
2255 Santa Clara Avenue  
Alameda  
[www.peers.org](http://www.peers.org)  
6:30 p.m.-midnight  
\$25  
The annual hematophagic gala, featuring  
vintage ballroom dancing on one floor and  
Dracula’s Daughter Discotheque & Bar on  
another.

**Saturday and Sunday, November 10-11**

*JTAF 5*  
Fort Mason Center  
Marina & Buchanan Streets  
San Francisco  
[www.project760.net/jtaf/forms/](http://www.project760.net/jtaf/forms/)  
\$35 at the door (\$32 until October 31)

The Japan Town Anime Festival relocates from  
Japan Center to Fort Mason. Guests include  
akai SKY, Quarter Circle, Stephanie Yanez, The  
Shogunate, Eurobeat King, Alex Shen.

**Saturday and Sunday, November 10-11**

*ConStruction 2007*  
Holiday Inn  
1740 North First Street  
San Jose  
[www.sfsfc.org/construction.php](http://www.sfsfc.org/construction.php)  
\$35 at the door (\$25 through October 31)  
A conference about organizing science fiction,  
fantasy, horror, anime, and related conventions  
with a focus on Northern California and the SF  
Bay Area.

**Tuesday, November 13**

*Author: Rudy Rucker*  
The Booksmith  
1644 Haight Street  
San Francisco  
7 p.m.  
Free

**Wednesday, November 14**

*Ask a Scientist: Synesthesia*  
Axis Cafe  
1201 8th Street  
San Francisco  
[www.askascientistsf.com](http://www.askascientistsf.com)  
7 p.m.  
Free  
How does violin music smell? UC Berkeley’s  
Lynn Robertson will tell us about the current  
research on this intriguing condition.

**Saturday, November 17**

*SF in SF: Karen Joy Fowler and Molly Gloss*  
Preview Room  
Variety Children’s Charity  
582 Market Street  
San Francisco  
[www.sfinsf.org](http://www.sfinsf.org)  
7 p.m.  
Free  
SF in SF is a regular series of sci fi author  
readings with discussion and book signing after,  
and a clever name. Cash bar opens at 6:30.

**November 23-December 23**

*Dickens Christmas Fair*  
Exhibition Hall  
The Cow Palace  
Daly City  
[www.dickensfair.com](http://www.dickensfair.com)  
11 a.m.-7 p.m.  
\$22 at the door (\$17 through October 1)  
An appallingly exciting experience of no  
ordinary cleverness. Victorian London opens  
for business the Friday after Thanksgiving and  
continues weekends through Dec. 23 with gifts,  
food, costumes, dance parties, etc.

**Sunday, December 9**

*Sac-Con*  
Scottish Rite Center  
6151 H Street  
Sacramento  
[www.sacramentocomics.com](http://www.sacramentocomics.com)  
10 a.m.-5 p.m.  
\$6  
Regular comic, toy and anime show, featuring  
game tournaments, cosplay contest, more.

**Saturday, January 5**

*Victorian Twelfth Night Ball*

PEERS Event

www.peers.org

A.k.a. The Dickens Fair Reunion Ball. Details to follow.

**Friday-Sunday, January 11-13**

*Sac-Anime*

Scottish Rite Center

6151 H Street

Sacramento

www.sacanime.com

\$20

Anime convention featuring viewing room, manga contest, game tournaments, dealers' room, more.

**January 24-28**

*Further Confusion*

Doubletree Hotel

2050 Gateway Place

San Jose

www.furtherconfusion.org

\$40 in advance (through December 30)

10th Anniversary Edition of the Bay Area's major Furry con is themed "The Fur East."

Panels, art show, dealer's room, costume contests, more.

**Saturday, February 2**

*Le Mardi Gras des Vampires*

PEERS Event

www.peers.org

Details to follow.

**Friday-Sunday, February 15-17**

*DunDraCon*

San Ramon Marriott

2600 Bishop Drive

San Ramon

www.dundracon.com

Annual gaming convention returns to San Ramon.

**Friday-Sunday, February 22-24**

*WonderCon*

Moscone Center South

747 Howard Street

San Francisco

www.comic-con.org/wc/

Comics and media con that seems to get bigger every year. Details to follow.

**Saturday, March 1**

*Pride and Prejudice Ball*

PEERS Event

www.peers.org

Details to follow.

**Sunday, March 9**

*Sac-Con*

Scottish Rite Center

6151 H Street

Sacramento

www.sacramentocomics.com

10 a.m.-5 p.m.

\$6

Regular comic, toy and anime show, featuring game tournaments, cosplay contest, more.

**Saturday, April 5**

*The Royal Debutante Ball*

PEERS Event

www.peers.org

Details to follow.

**Friday-Monday, April 25-28**

*CostumeCon 26*

Doubletree Hotel

2050 Gateway Place

San Jose

www.cc26.info

\$85

CostumeCon will be coming to Silicon Valley in 2008. Details to follow.

**Saturday, May 3**

*Chicago Speakeasy Ball*

PEERS Event

www.peers.org

Details to follow.

**Friday-Monday, May 23-26**

*BayCon*

Hyatt Regency Santa Clara

5101 Great America Parkway

Santa Clara

www.baycon.org/2008

\$50 in advance

Northern California's largest annual general SF convention is on the move again. Diverse panels, dealer's room, art show, masquerade, anime room, hall costumes, gaming, much more.

**Saturday, June 7**

*Gone with the Wind Ball*

PEERS Event

www.peers.org

Details to follow.

**Saturday, July 5**

*The Emerald City Ball*

PEERS Event

[www.peers.org](http://www.peers.org)

Details to follow.

**Ongoing:**

**Daily**

*San Francisco Ghost Hunt*

Walking Tour

Begins: Queen Anne Hotel

1590 Sutter at Octavia

San Francisco

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

7 p.m. – 10 p.m.

\$20

**Sundays**

*Sakramento Anime Society*

Rancho Cordova Library

9845 Folsom Boulevard

Rancho Cordova

3-7 p.m.

Meets every Sunday to watch old and new anime and anime music videos, play collectible card games, practice artwork and make AMVs.

**Mondays**

*Bay Area Science Fiction Association*

Currently looking for a new regular meeting location. Check the website for details.

[www.basfa.org](http://www.basfa.org)

8 p.m.

Free

**Mondays**

*Dukefish*

Jake's of Sunnyvale

174 E. Fremont Avenue

Sunnyvale

8 p.m.

Dukefish is a bunch of people who get together to play board games and, sometimes, bridge every week.

**Mondays and Wednesdays**

*Silicon Valley Boardgamers*

Match Play

San Antonio Shopping Center

Mountain View

[www.davekohr.users.sonic.net/svb/](http://www.davekohr.users.sonic.net/svb/)

7 p.m.

\$2

Group meets regularly to play mostly German-style strategy boardgames such as Settlers of Catan; also multiplayer Avalon Hill-style, historical wargames, and others.

**Wednesdays**

*Bay Area Role-Playing Society*

Go-Getter's Pizza

1489 Beach Park Boulevard

Foster City

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

6 p.m-10 p.m.

Hosts a weekly game night. For club and game night details email [GM@BayRPS.com](mailto:GM@BayRPS.com).

**Wednesdays**

*East Bay Strategy Games Club*

EndGame

921 Washington

Oakland

[www.michaeldashow.com/eastbaystrategy/home.html](http://www.michaeldashow.com/eastbaystrategy/home.html)

7:30 p.m.-11 p.m.

Free

**Fridays**

*SF Games*

Muddy's Coffeehouse

1304 Valencia Street

San Francisco

[vax.hanford.org/dk/games](http://vax.hanford.org/dk/games)

7 p.m. to midnight

Free

SF Games is a collective name for a bunch of people who get together and play board games and card games every week. Also has a regular cards night at Atlas Café, 20th and Alabama Streets, Tuesday nights from 6:30-10:00.

**Fridays-Mondays**

*Haunted Haight Walking Tour*

Meets at Coffee To The People

1206 Masonic Avenue

San Francisco

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

7 p.m.-9 p.m.

\$20

Reservations required.

**Fridays and Saturdays**

*Vampire Walking Tour*

Meets corner of California and Taylor

San Francisco

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

8 p.m.

\$20

Led by Mina Harker. Tour is cancelled if there is heavy rain.

### **Saturdays**

*Rocky Horror Picture Show*

Parkway Speakeasy Theater  
1834 Park Blvd.

Oakland

[www.parkway-speakeasy.com](http://www.parkway-speakeasy.com)

Midnight

\$7

Barely Legal Productions presents the classic midnight movie every Saturday night. No one under 17 admitted.

### **Biweekly**

*PenSFA Party*

The Peninsula Science Fantasy Association meets every two weeks for a party at the home of one of their members. They also host parties at local conventions. Email [commander@pensfa.org](mailto:commander@pensfa.org) for information on attending.

PenSFA standard party rules: bring something edible or drinkable to share, or pay the host \$2. Don't smoke in the house without checking with the host first. Normal start time is 8 p.m. but may vary depending on the host.

*Science Fiction & Fantasy Writers' Group*

Borderlands Books

866 Valencia Street

San Francisco

Meets the second and fourth Thursdays of each month at 6 pm. Contact Jade Livingston at [sfscifi@yahoo.com](mailto:sfscifi@yahoo.com) for more information.

### **Monthly**

*Dorkbot-SF*

Free, donations welcome

[www.dorkbot.org/dorkbotsf/](http://www.dorkbot.org/dorkbotsf/)

Dorkbot hosts regular forums for artists, designers, engineers, students, and other people doing strange things with electricity.

*Fantastic Frontiers*

[www.freewebs.com/fantasticfrontiers/](http://www.freewebs.com/fantasticfrontiers/)

Social club for Sacramento County sci fi/fantasy fans usually meets the second Saturday of the month. Check website for meeting times and locations.

*Foothill Anime*

Building 5015, Foothill College

Los Altos Hills

Free

Monthly event where people can get together to watch anime and meet like minded others. Usually meets the first Sunday of every month at noon.

*Legion of Rassilon*

Carl's Junior

2551 N. First Street

San Jose

[www.legionofrassilon.org](http://www.legionofrassilon.org)

7:30 p.m.

Free

*Doctor Who* fan group usually meets the fourth Friday of the month: Episodes of *Doctor Who*, news, discussion of recent movies, and a raffle.

*No-Name Anime*

Saratoga Library

13650 Saratoga Avenue

Saratoga

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

Free

Anime screenings usually take place on the second Saturday of the month.

*SF Browncoats*

Cafe Murano

1777 Steiner Street

San Francisco

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

Noon

Free

SF *Firefly/Serenity* fans usually meet up on the second Saturday of the month.

*SF/SF Meetup*

Mysterious Future Bookstore

531 Fifth Street

Santa Rosa

[scifi.meetup.com/348/](http://scifi.meetup.com/348/)

Regular meetup for North Bay fans on the second Sunday of the month.

*Silicon Gulch Browncoats*

Various locations (see website for details)

[www.silicongulchbrowncoats.org](http://www.silicongulchbrowncoats.org)

Noon - 2 p.m.

Free

Silicon Valley fans of *Firefly/Serenity* meet up on the first Saturday of the month.

*Tangential Conjectures: The Science Fiction Book Club*

Books Inc.

301 Castro Street

Mountain View

650-428-1234

7:30 p.m.

Free

Generally meets the third Thursday of the month.

*USS Augusta Ada*

Round Table Pizza

3567 Geary Blvd.

San Francisco

[trek.starshine.org](http://trek.starshine.org)

1 p.m.

Free

*Augusta Ada* is both a chapter of Starfleet International and a Linux and \*BSD user group. Usually meets the fourth Saturday of every month.

*USS Defiance*

Round Table Pizza

1566 Howe Ave.

Sacramento

[www.ussdefiance.org](http://www.ussdefiance.org)

7 p.m.

Free

*Star Trek* fan group meets the third Friday of the month.

*Veritech Fighter Command ONE-THREE*

Round Table Pizza

4403 Elkhorn Blvd

Sacramento

916-338-2300

Anime/cosplay group usually meets the last Saturday of the month at 1800 hours.