

WESTWIND

The Magazine of the Northwest Science Fiction Society



March 2010

Issue #277

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Contributions of art, reviews, articles, short stories, poetry, etc. are welcome. The deadline for submissions is the 1st of the month prior to the issue date. Advertising is accepted; must be camera ready and received by the 5th of the month prior to issue. Full page (7.5x10), \$20; half-page (5x7.5), \$12; quarter-page (3.5x5), \$7; business card, \$5. The editors and publisher of Westwind do not necessarily endorse any product or service that may be marketed herein.

Westwind will accept electronic submissions only with an advance email query to: westwind@nwsfs.org or nwsfspublications@gmail.com

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From under the Chair's Hats

Periodically we hear someone - for a while there it was Avery Brooks - asking the question "Where are my flying cars?" Which leads me to ask: is the future what you expected it be? Wow that looks like a great science fiction convention's panel title; I bet it's been used many times. Growing up in the 60s and early 70s, I knew my future would have something to do with computers. I missed the whole boat about small home computers at the time, knowing about mainframes with the then-belief that we'd all be connected with terminals from our homes. So, I had part of the future correct.

Back then, the concept of science/fantasy fandom was not part of my world. Yes, I had a few spacey friends, but I didn't know anything about science fiction clubs until the summer of 1975 while living in Seattle. I heard on the radio (remember those things?) about a 'little' Star Trek gathering at the Everett Public library. Wow, it was my first long distance phone call not to a relative...yes, I asked permission first. The organizer dude expected ten people and got a hundred or so. Thus, the Puget Sound Star Trekkers was born...and my life in fandom began. Way. Cool. And shortly thereafter, the Northwest Science Fiction Society and Norwescon began. Looking back, I had no idea back then about conventions, let alone about Worldcons, Westercons, bids, room parties, and all club outings, parties, socials, dinners, movies, museums, friends fun and many silly adventures called fandom had to offer.

What's next? I love that question. What are your visions of fandom? How about fandom in the Northwest, specifically, fandom with the Northwest Science Fiction Society? We have socials and outings to restaurants, movies, museums...we have even been on a cruises and are going on another one this summer. Are there fandom futures that you have envisioned that we haven't done yet? Please let us know. I've have space flights and moon tours on the list...the long list, but keep us informed with your suggestions.

Michael Citrak
Chair
Northwest Science Fiction Society

Letter from the Editor

Hey, look! We made it to another issue! What do you think, so far?

I'm pretty impressed with some of the submissions we've had - but we need more. More reviews -- I know there have been some interesting movies come out...anyone seen *Avatar* or *2012*? - and there are lots of new books come out, anyone read anything good lately?

I want to hear about it! It can be your opinion, or get together with a friend and have a pro-and-con argument about it on paper! (Remember those old conversations you used to have in school, passing notepaper back and forth so the teacher wouldn't know? Try it for a movie review!)

And art! Got any scribbles laying around, or some pieces you love and just don't know where or how to share them with other fans? Send them to us! We'd love to share!

This issue has the submission guidelines included in the back -- feel free to email me at westwind@nwsfs.org with any questions. I'm really looking forward to hearing from you!

K Van Brunt
Editor, *Westwind*

WESTWIND SUBMISSION SCHEDULE

Submit by February 1 for March publish date

Submit by May 1 for June publish date

Submit by August 1 for September publish date

Submit by November 1 for December publish date

ANNOUNCEMENTS

Northwest Science Fiction Society Membership Drive for 2010

The Northwest Science Fiction Society (NWSFS) has new membership rates and will celebrate with a membership drive. *Westwind* is in production again and it is going out via email as a PDF. The new rates are:

- \$15 a year per person, this will include *Westwind* in PDF. If you wish to have a hard copy of *Westwind*, please add a \$5 surcharge per year to the rate listed above.

Though the new membership rate is effective March 31, 2010, NWSFS is having a membership drive with these new rates. Renewal notices are in the mail. You can also mail a check for the appropriate rate to the NWSFS Post Office box.

Northwest Science Fiction Society Ribbons

Are you attending Norwescon 33? If so, please stop by the NWSFS club table for your club membership ribbon. These are horizontal ribbons that you may attach to your Norwescon membership badge. Ribbons are great identifiers and can be good conversation starters. (The NWSFS Chair is looking forward to seeing what colors he ordered.) The plan is to be at the club table for at least the afternoons. If you're interested in helping staff the club table, let us know at info@nwsfs.org, or the club hotline 425-68-NWSFS. Ribbons will be available on a first come first serve basis.

Northwest Science Fiction Society Board's Commitment. Plus a Membership Rate Change

Last June, the Northwest Science Fiction Society (NWSFS) Officers and Board members met to discuss the elections and status of the memberships in the club. The issue was that a number of memberships had lapsed and these members had not been notified.

During the meeting we also discussed the current benefits of membership in NWSFS. It was decided that, once the elections were finalized, the new Officers and Board Members of NWSFS would compose and implement a plan to revitalize the club. This would include plans with respect to the publication of the *Westwind*, the Green Book (the membership listing), and determine which other aspects of NWSFS membership need to be improved so as to better serve the membership and provide tangible value. Some primary goals are:

- Increase membership
- Increase member involvement
- Improve membership communications
- Improve activities to add value to the membership

To this end, we have taken the following actions:

- Voted to extend the memberships of members by six months

- Once the elections were finalized, the new Officers and Board Members of NWSFS would compose and implement a plan to revitalize the club.
- Produce and mail Issue 276 of *Westwind*.

At the planning meeting we created a five-year plan, for the revitalization of the club, which includes the following actions and goals:

- Produce our newsletter, *Westwind*, on a quarterly basis
- Produce the Green Book (our membership listing) on a yearly basis
- Determine which other aspects of NWSFS membership need to be improved to better serve the membership
 - Your input on this is encouraged.
- Provide tangible value to a membership in NWSFS
 - Your input on which types of benefits we should be pursuing is welcome.
- Increase membership and member involvement
- Improve communications with the membership
- Add activities
- Reestablish connections to relevant charities

The five year plan is intended to be a living document that we review on a yearly basis.

To help reduce costs and join the late 20th century, we have decided to move from publishing a paper *Westwind* to publishing it as a PDF. We will still produce a small number of paper issues of *Westwind* to accommodate members who wish to receive the *Westwind* in that format. A benefit of this action is that we are able to reduce membership rates, starting March 1, 2010:

- Membership will be \$15 a year, this will include *Westwind* in PDF
- If you want a hard copy of *Westwind*, add a \$5 surcharge per year

As the *Westwind* will be mailed out electronically (in PDF) to our membership, we need to make sure we have your current email address.

In closing: we encourage every member of NWSFS to provide input to improve NWSFS and the value of NWSFS membership. All input is greatly appreciated.

Thank You

The NWSFS Board

Chair	Michael Citrak
Vice Chair	Shawn Marier
Treasurer	Bill Boyde
Westwind Editor	K Van Brunt
Membership Services	Greg Paddock
Archives	Don Glover
On Line Presence	Jim Cox & Kat Marier
Past Chair	Michael Ormes
Mail Services	Dick O'Shea

Space Elevator Games Follow-up

By Bill Boyde

In a nutshell, The competitions collectively known as the "Space Elevator Games" are being sponsored by NASA to encourage independent development of numerous new technologies, such as strong tethers and laser power (as well as others, to be sure).

Part of the overall "games", was the "2010 Power Beaming Challenge" in which the requirement was to build a device (referred to as a "climber") which would run along a steel cable (referred to as the "racetrack"). The catch was that, other than small batteries for onboard electronics, there could be no onboard power. In other words, the power used by the climber to actually climb the cable had to be "beamed" to it via a laser or other method. Oh, and the racetrack is almost a kilometer long, and it goes straight up - and is hanging from a hovering helicopter.

Granted, this 1 kilometer height is a far cry from what an actual, true blue, honest to goodness, space elevator would be (it would need to be closer to about 36,000 kilometers) - but it is a start. The point is that newer technologies are developed along the way that can be used for other things.

Anyway, numerous teams formed around the world to participate in these "games", including locally based LaserMotive. As the last competition (held in early November of last year) drew near, teams began to fall out for various reasons. (In order to compete, a team had to satisfy certain criteria laid out by NASA - which is too complicated to go into here). By the time the contest was held, there were only three teams remaining.

There was the "Kansas City Space Pirates" (gotta love the name!) aka KCSP; there was a college "Space Team" from the University of Saskatchewan (that's in Canada, folks!) aka USST; and there was LaserMotive aka LM, based in Kent, Washington.

The competition was held at the Dryden Flight Research Center - which is located inside Edwards Air Force Base - in scenic Mojave, California. There is a dry lakebed there which is partially used as an active emergency runway (even for the Space Shuttle!) because it is very smooth and has the consistency of concrete (trust me, I've been there - twice, even). The section of the lakebed we used is called "Compass Rose" because there is a gigantic compass etched into the surface (much like the Nazca lines in Peru) - you can even see it clearly in satellite maps (like Google), if you look for it.

The competition itself had two major "prize tiers". First of all, a team's climber had to make it to the top of the cable to even be eligible for the prize money. If it could get there at an "average speed" of between 2 m/s and 5 m/s, it would win a place in the First Tier, a purse of \$900K. If it could get there at an average speed greater than 5 m/s, it would win a place in the Second Tier, a purse of an additional \$1.1 million. Without going into detail, competitions like this have been going on (in



Moonrise over the Mojave Desert. Photo courtesy of Bill Boyde.

various forms, with increasing goals) for about four years - but no one had ever been able to even qualify for a prize (i.e. no one ever made it to the top).

With this past contest, however, things were different. The climber built by LaserMotive was able to perform it's function and pull itself to the top of the cable! In fact, it did this several times. Due to various complications, no other team was even able to make it to the top, so we could claim the entire prize for that tier. Unfortunately, even after several attempts (including one affectionately referred to as "steamboating") we could not get our climber (which we named "Otis", after the elevator company, by the way) to go faster than about 4 m/s. So, the higher tier prize money is still available, and LaserMotive walked away with only (only?) \$900,000 of the prize money.

Apparently, NASA is eager to finish out this competition and give away the rest of the prize money, so they have since announced an additional round of competition. This will supposedly be similar to the last contest, except that only the higher tier will be available - i.e., to be eligible for the prize, a team must have their climber reach the top at greater than 5 m/s average speed.

So, it looks like it will be the same three teams competing, unless another is able to qualify and catch up with us. Not likely, but it is possible. There have been rumblings from the other two teams (KCSP and USST) that they have identified and are correcting the problems they faced at Dryden and are convinced that they can win next time. Perhaps this is the reason that the next contest is being described as a "three-way shootout" (insert theme music from "The Good, the Bad, and the Ugly" here). This competition is currently planned for the week of May 10th, 2010. We have not heard any updates or changes, so we can only assume that this is still the case.

LaserMotive was created by Jordin Kare and Tom Nugent to demonstrate the "utility of laser power beaming for a variety of applications, both near-term and further in the future, in space and on Earth". Several other people have joined the team over the past few years, each contributing something to the team. As for my involvement in LaserMotive, I basically joined the team several months before the competition when I learned of their existence and wanted to help out. I have been doing various odd tasks for the team, including working on systems in the "command truck" and "laser trailer", and being one of the several drivers to transport it to Dryden and back. I can certainly say that it has been a great experience to be a part of this team!

Currently, LaserMotive is in the process of reorganizing their shop and cleaning up all the dust from our trip to Dryden. We are taking the knowledge we gained from the contest and making improvements to our climber and our support systems. We certainly plan to compete in the contest in May, and hope to bring home the rest of the prize money. But we are still wary of the other teams, they did have their problems, but they are also formidable competitors. It should be a good show.

This I believe

by Michael Citrak

Over the past few years, I've asked the question "Can Fandom Save the World?" I say yes. I believe the world would be a better place if all children didn't lose that sense of wonder of the universe that they are born with. I am realistic enough to know that is impossible, but we need to try to decrease the numbers that lose it.

Many of us grew up loving science fiction and fantasy; we are nerds. We love to read, watch movies, TV, plays, play games, art, and many of us are very creative. We still have the "child like wonder of the Universe". We are children for such a short time, and if more children didn't try to grow up fast, or weren't pushed to growing up so fast, and if we worked to keep the "wonder" alive and active, more people will be so busy reading, writing, networking the nerd ways, they won't have time to commit crimes. We would all be on life long quests of learning.

I've moderated a couple of panels at conventions in the past few years on this topic, and get positive responses from both the panelists and audiences. Though where as I've been focused on not losing the child like wonder, one person did ask how someone can recapture this child like wonder. I think that participation in a science fiction / fantasy convention and/or any fannish club, can help. Be with others who still have the Child Like Wonder and those who still have it can mentor others to keep it, or re learn it.

It's a fantastic vision of the future and we can make it happen.

Percy Jackson and the Lightning Thief

By Jennine Trachier

The first things I noticed about Percy Jackson and the Lightning Thief were the strong parallels between this book and the Harry Potter series. You have the geeky friend, the female port-a-brain, the magical boarding school, the teacher who hates the hero, the prophecy, and the not-dead villain who is in the process of resurrecting himself. Percy himself is a very Harry like character in that he starts out with a very low opinion of himself, but grows to a mature confidence and knowledge of his own abilities. Percy, who is narrating, struck me as very Harry-like even from the very beginning of the book in that he starts off feeling very sorry for himself with good reason. But these are parallels in a completely different universe, with a storyline that managed to keep me guessing throughout.

In this world, the Olympian Gods are real and living in their castles above Manhattan. They haven't gotten any less promiscuous over the millennia and have managed to produce enough demi-gods to fill a school (camp) in this generation. These heroes are responsible to battle the monsters of myth, mostly because those monsters will track them down and try to kill them. There aren't really any overtones of trying to protect mortals from the monsters except for preventing accidental casualties in the course of their battles. There's a distinct lack of world building here and it is a disturbing lack.

I do like the story. If it sounds like I don't it's because as a literary work it's not very in depth. It seems much more commercial than literary to me. I thought at the time that I was reading it that it seemed written with screen rights in mind. So why do I like this story? It comes down to humor without silliness, likeable characters, and high speed plot that kept me wanting to know what happened next. The plot is logical without being obvious and even when I did know what was coming I still wanted to see it happen with these characters and this author's sense of humor.

I have to say that I am truly looking forward to the movie. What I've seen so far in the trailers and heard through articles on the movie leads me to believe that there will be some significant changes in the plot. I'm wondering why and the only thing I can come up with is that maybe there were too many good action scenes in the book to be accommodated in the movie.

Ok, so the trailer shows the first Fury attack and what I'm guessing is capture the flag; in addition to those scenes the book gives us the attack of the Minotaur, the firehose toilets, the exploding bus, Medusa, the dive out of the Gateway Arch, the Tunnel of Love trap, the Lotus Hotel, Procrustes, and a trip to the underworld complete with Cerebus and a side trip to the pit of Tartarus, plus the fight with Ares. Quite a few great action scenes there, but somehow I think some of that is going to get cut. I don't see anyone credited as playing Echidna so I'm guessing that the Gateway Arch is out. I can see why the Gateway Arch might be a difficult one to film as I understand it's rather a tight space, though action takes place in air ducts in the movies all the time. I was really looking forward to seeing our hero diving from the top of the Arch into the Mississippi, so

sad for me. No Minotaur either and if Ares is uncredited that bodes ill for the Tunnel of Love trap and the fight between Percy and Ares, but maybe we'll see exploding police cars in another scene. On the other hand, I read an article that included a description of a security guard turning into a hydra, which did not happen in the book, so obviously there's some replacement of scenes happening.

The trailer shows Luke and Percy on a rooftop in Manhattan with a fantastic special effect of Percy calling the water out of the water towers. I'm guessing that this replaces their final confrontation at camp which has Luke menacing Percy with a pit scorpion. Much more visually dramatic, it gives me confidence that the replacements may be very worthwhile reimaginings.

Now if that last couple of paragraphs put you on overload, you can see why I liked the book. It really is that packed with great scenes and suspense. And the suspense in this book comes very naturally with someone getting interrupted or deciding not to say anything. Even the disembodied voice, that I usually find so overdone as a plot device, is easily recognized as emanating from Tartarus, so you have some idea of who it might be even if you aren't positive of the exact identity. The story is a fast mover and yet it takes you along in a way that makes you want to keep up.

I do wonder somewhat at the choice of actors for the film. Logan Lerman (Percy) is eighteen and Alexandra Daddario (Annabeth) is twenty-three while their characters are twelve years old in the book. I think the film will be fine with the characters being a little older (perhaps with the prophecy coming true on Percy's eighteenth birthday instead of his sixteenth?) but if they mention the characters are twelve it will bother me a bit because obviously the actors aren't.

I started off comparing Percy Jackson to Harry Potter. My opinion is that Harry Potter is the stronger literary piece, but Percy Jackson will probably make the better movie. Harry Potter shows a greater depth of characterization and world building that is very hard to fit in a two hour movie format. At the same time visualizations, which aren't a strong suit in Percy Jackson are an important part of a movie experience. Chris Columbus did a marvelous job creating the visual world of Harry Potter and the trailers for Percy Jackson show the same sort of visual richness. I think this will be a beautiful movie to see as well as fun and fast paced.

Read the books. See the movie. I don't think you'll be disappointed.



Colas For The Cosmos giveaway recipients for 2009

By Jim Cox

I started the Colas For The Cosmos project with the goal of helping others pursue their interest in astronomy. Over the last 12 months, and with a lot of help from friends and strangers alike, I have been able to continue to pursue that goal and give away six pair of Celestron UpClose 10x50 binoculars. Below is the list of recipients of the binoculars:

- * A school program that one Seattle Astronomical Society member is involved in.
- * The grandchild of another Seattle Astronomical Society member.
- * Sound Experience through two more Seattle Astronomical Society members.
- * A family that is sponsored by the Tacoma Astronomical Society.
- * Northwest School.
- * Sibling House: An organization working to keep siblings together while in foster care.

For 2010, Coke Rewards is offering a Celestron 4-in-1 Digital Binocular Camera, and even though it will require more points for each pair I am hoping to give away 8 to 10 pair in 2010.

Hopefully, I can meet this goal, and continue to help others get involved in astronomy. If you interesting in helping and have any Coke Rewards points you would like to donate just drop me a line.

Many thanks to those who helped me, and wishes of clear skies to those who received the binoculars.

You can find me at jimcox9@gmail.com or at <http://cloudymidnights.blogspot.com/>

Cheers!

GeekGirlGamut: THE ZOMBIE PLAN

By Amanda Kay Meuwissen

Most of us might trace the history of zombies back to George A. Romero's original 1968 *Night of the Living Dead* film. The concept of zombies, however, goes back much further.

Zombies weren't originally thought of as the dead brought back to life, desiring more than anything else "Brains!" but actually originated with the Afro-Caribbean spiritual beliefs of Voodoo. Voodoo zombies can be the living too, unfortunate souls controlled by a witch doctor to become mindless drones that only do their master's bidding.

Romero, however, is the one who first created zombies as the undead cannibals we know and love today.

Of course some form of flesh or blood-hungry undead existed long before Romero came along and dubbed them zombies, like ghouls and vampires, for example. In some ways Frankenstein's monster might even be considered a type of zombie.

There were also many films before *Night of the Living Dead* that included zombie-like creatures, like *Last Man on Earth* in 1964, a closer adaptation to the vampire short story *I am Legend*.

Will Smith's version was good. I even own it. It just wasn't the same story.

But I'm not here today to discuss the history of zombies. This commentary is called "The Zombie Plan" for a reason. Any self-respecting geek has some kind of game-plan for if and when the Zombie Apocalypse descends upon us. Just admit it, you know you do too.

I am consistently frustrated with newer zombie films because most of the time no one knows the obvious basics, when, in a world like ours with so many zombie films and lore out there, most average people would at least know something. Like "shoot them in the head". Common sense, right? Getting bit means you are next to turn into a zombie and start craving human flesh. No brainer. Pun intended.

Zombieland was about as close as I have ever seen to a zombie film with people knowing what they are doing, but although that film was spectacular, it still didn't capture the initial zombie-knowledge right on outbreak that I would like to see someday.

So here is my Zombie Plan.

THE PLAN

Step 1: *Know your strengths.*

Who do you have with you? What can those people do? It may be a good idea to make friends with someone with EMT knowledge or at least basic first aid, a couple who have handled a gun before, like avid hunters, and an engineer or someone who can fly a plane or helicopter never hurt anyone either.

Step 2: *Gather supplies.*

Unnecessary trips are what get people killed, so take stock of what you already have and what would be most effective against zombies. Guns aren't always the answer. Remember, a good machete or katana won't run out of bullets, so try and keep a few blades near or on your person at all times. There is also more to life than weapons. You need food, water, gas, clothing, any pharmaceuticals you can get your hands on, but also remember to pack light without forgetting the essentials.

Always have matches.

Step 3: *Get to your safe zone.*

An appropriate safe zone should be chosen well in advance. Don't assume you will be safest at home. If you are already at your safe zone, stay put. If you are not near your safe zone then you need to get there fast which first means securing transportation. Take back roads and streets when at all possible, as there will be panicked people out there without a plan that could get you killed. Make sure someone is watching your surroundings at all times while packing supplies into the vehicle and head out right away.

Step 4: *Securing the Safe Zone.*

My advice, find a place like Cabella's. That's right, the sporting goods store. They have weapons of all kinds, ammo, supplies, clothing, food, bathrooms, gates for the entrances. It has everything you need and it can be sealed off.

You may run into obstacles, however, with such a high profile place.

What about other people? What if zombies have already gotten in when you get there? Stupid people can be dealt with. Stupid enough people the zombie's will take care of for you. If there are Zombies, assess the situation. If you effectively clean them out without wasting ammo or taking unnecessary risk, it is worth it for the fortress you will have afterwards. If not, move on to a secondary location.

Step 5: *Delegate responsibility.*

You may think to do this before reaching and securing your safe zone. That can be fine, but not if it takes up time or starts pointless arguments in the middle of escaping the zombie horde. It is best to wait until you are in a safe area. Then determine who will keep track of supplies, who will cook, who will patrol, etc., as zombies will no doubt be around your perimeter and there is always the chance of idiot bikers coming and trying to take over your sanctuary.

Remember, working together is the most effective way for everyone to survive. But when in doubt every man for himself.

If you have followed these steps then you should be sitting fairly good, but if you want to survive beyond the safe zone, observe the following rules.

THE RULES

1. *Conserve supplies and ammo.*

Be smart. Even in a place like Cabella's supplies won't last forever.

2. Do not take unnecessary risks.

This is especially important once you are safe, because that is when people will do something stupid for no reason at all and get themselves or others killed.

3. Don't worry about the cause.

What caused the Zombie Apocalypse doesn't matter, what matters is that it is here now and now you have to deal with it. Unless you are one of the most intelligent scientists in the world, your only job is to worry about staying alive.

4. Kill without prejudice.

We all know the emotional moments in zombie movies when someone has to shoot a loved one who has turned into a zombie. Deal with it. The first time someone is bit, give them the benefit of the doubt, since there is no way to be for sure if that will mean they are going to turn. Tie them up and keep a gun pointed at their head, but go ahead and wait it out.

After you know for sure whether or not a bite means zombification, you kill that person, and every time after that you kill whoever gets bit the second it happens no matter how much you might love them.

5. Survive.

This one should be obvious. But what if the safe zone becomes overrun, maybe from an idiot who never should have been part of the group to begin with? Or maybe you have done great for months but the supplies are running out with no sign that the zombies' numbers are dwindling, so you need an escape plan.

Only IF it is necessary and you HAVE to leave, your goal should be to get as far in a direction with little to no civilization as possible (like Canada) because there would in theory be fewer zombies.

If all else fails, throw out the Survivor Girl of your group to buy yourselves more time as you are making your escape.

Also, of course, DON'T be the Survivor Girl. You know who I mean, she's the one in horror movies who gets everyone else killed. Expendable.

CONCLUSION

If you make it through the initial steps, follow the rules, and either outlast the Zombie Apocalypse at your safe zone or find your way to some remote region to wait it out there, just hope that by the end of it all you at least have enough people still alive in your party to repopulate the species.

Good luck.

Science Fiction + Fantasy Short Film Festival

By Katrina Marier

Well, Shawn Marier and I attended the Science Fiction + Fantasy Short Film Festival at the Cinerama (of which Norwescon was a sponsor!).

There were 20 films altogether. 10 were shown first, then an intermission - *even the most intrepid of filmgoers require food eventually* - then the remaining 10. Both shows were sold out and there was a long line of hopefuls to boot. I was glad to see fandom turn out in force to support the festival; I saw many people I knew well as well as a number of faces I recognized.



Pat Booze showing off the Norwescon table!

It was a great honor for Norwescon to sponsor this festival; and the festival organizers were very gracious in permitting the convention to have a promo table with flyers, posters and enthusiastic people! (And a big THANK YOU to everyone who volunteered!)



William Sadorus showing off one of Norwescon's promo pieces about the P.K. Dick Awards held at the convention!

Both of us were very impressed with the consistently high quality of all of the films. There wasn't a single film I disliked; I simply preferred some films to others. After the showing, there was a little Q & A with the filmmakers who were present. Half of the films had representation last night which is a apparently a record for the festival.



A panoramic view of the Cinerama floor.

And here's the playlist. The program did not list them in playing order so I am relying on my memory:

First Screening:

Die Schneider Krankheit (Spain)

Director: Javier Chillon

To The Moon (USA)

Director: Jacob Ospa

The Control Master (UK)

Director: Run Wrake

The Kirkie (USA)

Director: James Krieg

*Extra*Ordinary* (USA)

Director: Ian Christian Blanche

Beast of Burden (USA)

Director: Sam Carter

Charlie Thistle (USA)

Director: Bragi Schut, Jr.

Shuttle T-42 (USA)

Director: Joon Hyung Kim

S.S. Humanity (USA)

Director: Matthew Ladensack

Alma (Spain + USA)

Director: Rodrigo Blaas

Second Screening:

Elder Sign (Canada)

Director: Joseph Nanni

Afterglow (USA)

Director: Andres Anglade

Arthur's Lore (UK)

Director: Vincent Lund & Matthew Cooke

Nanosporin A.I. (USA)

Director: Stephen Hal Fishman

Burden (USA)

Director: Michael David Lynch

Hands Off! (USA)

Director: Patrick Bosworth

CC 2010 (USA)

Director: Travis Senger (Local filmmaker!)

Singularity (USA)

Director: Stephen Griffin

Hangar No. 5 (USA)

Director: Nathan Matsuda

Third Days Child (USA)

Director: SJ Chiro (Local filmmaker!)

Some (short) thoughts about each film:

Die Schneider Krankheit (which translates as The Schneider Disease): this film played out like one of those post-WWII documentary films, down to the footage which looked like stock footage - and wasn't. The amount of effort it took to make everything look authentic was amazing. (I know of one fan who didn't catch that fact in the credits and subtitles and was fooled.)

To The Moon: Well I'm a sucker for Gustav Holst so the minute the opening chords of 'Uranus' from *The Planets* began I was already predisposed to like this piece. One of the more humorous pieces of the evening; if Elmer Fudd had a British cousin in the 19th. century who visited the moon...well, you might have some idea of the hilarious mishaps that occur when you journey to the moon in a balloon.

The Control Master: This was an animated piece done using paper cutouts and images from 50's comics. While I loved the madcap nonstop action, I felt the plot was a little muddled. Still, very zany and fun.

The Kirkie: This one was for every one of us who has put on a Trek uniform and/or has felt terribly out of place in the 'real world.' But hey, *this* time the geek gets the girl...or at least her phone number!

*Extra*Ordinary*: My hubby's quote sums this up perfectly: "It's *Heroes*. Done right." This was one of his faves for the evening. Two friends. One has superpowers and one doesn't. And then the 'normal' friend finds out about his buddy's abilities. Not easy to show a friendship tested by secrets revealed and then resolve those issues in less than 15 minutes, but this film did just that and did it *well*.

Beast of Burden: You know it's a tough economy out there when even the monsters can't catch a break. Wally gets fired and gets support from his fellow ghouls. During the Q & A we learned that the little boy in the film actually came up with the central idea which the director then fleshed out. Hilarious!



Yes, the reader board really is working backwards!

Charlie Thistle: This one won the Audience's Choice Award last night. In terms of visual style, it reminds one of the films *Pleasantville* and *Brazil*. And it's for everyone of us in Cubicleland who dreams of changing the world. I especially loved that it was sci-fi with ordinary people. Charlie is a mild-mannered clerk in the Department of Changes and Modifications. Every day he stamps incoming requests with a big official "no." But one day he wonders what would happen if he stamped those requests "yes." All I can say is: long live color!

Shuttle T-42: One of the shortest films of the evening; this one was a computer-animated tearjerker about a mother and son stranded on a distant planet. Mom has an accident and son sacrifices himself for mom...I won't spoil the rest; but this one proves that you don't need oodles of time to tell a good story.

S.S. Humanity: We both loved this film. This was another tearjerker. The earth's resources have been almost completely used up and the only hope for the survival of humanity is to go out into space. But the only way you can get a berth on the space station is by lottery. Dad managed to finagle tickets for himself, his wife and their son. During routine medical scanning upon boarding, they find out she is pregnant. They have only 3 tickets. What happens next? This could have easily been over-sentimentalized but it was handled in an understated way that made the final denouement even more powerful.

Alma: This was another computer-animated piece that was beautifully done. It's only flaw, IMHO, was that it was too predictable. The minute I saw the window that looked like a monster's maw I knew that the doll in the window that looked exactly like the girl on the street meant that something baaaadd was going to happen. Still, gorgeous work. And it is very difficult to tell a story *well* with no dialogue.

Elder Sign: A highly-effective infomercial touting the efficacy of Elder Sign - the only remedy for curing your overwhelming sense of dread brought on by the realization of your own cosmic insignificance. Hilarious!

Afterglow: What takes place after the aliens from space have been routed? Send teams out to make certain they are really gone. But the scars on the human psyche from the impact of

such an invasion leave some nasty scars. This one had one hell of a twist at the end. This film was one of several that felt like a prologue to the real story.

Arthur's Lore: Love the animated tattoos. And the banshees whose jaws distended with a creepy subtlety. And all the visual puns about various places in Arthurian Lore made me giggle. This film was a true dramedy, a nice meld of drama and comedy (The modern day Druid was a hoot!). Fun, fun, FUN!



Each of the sponsors had a screen during the pre-show slide show.

Nanosporin A.I.: Drug trip. And during the Q & A, the director discussed nanosporin as a substance taken to reorganize the insides as art, or words to that effect. Very beautiful. Almost hypnotic. Drug trip.

Burden: This was another of the films that felt like a prologue. Well-done take on the lone outsider protecting an unsuspecting Earth. I want to know what happened next!

Hands Off!: Another humorous piece. All I can say is: behavior has consequences! I laughed uproariously.

CC 2010: This piece was beautifully filmed and more than a bit surrealistic. Never did figure out who-the-heck Sputnik was. Milkman or angel? Didn't matter cause it was so beautiful to watch.

Singularity: This one portrays an interesting tug-of-war between man and machine. I kept thinking the memory transfer didn't take because the android (like my kidlet) asserted his independence and self-identity by saying "no." And since his creator downloaded everything into the android, effectively becoming the android...did the creator commit murder in destroying the android's personality? I'm still not sure. Thought-provoking.

Hangar No.5: This one was straight-forward action. I absolutely loved the killer robots; they looked *real*. And the old *D & D* rule still holds true: don't split up the party!

Third Days Child: This was another of our favorites; and it's another that could easily be made into a full-length feature. This was one of the pieces that really stuck with me; I am still thinking about it and haven't really figured what it is "about." Reproductive issues, as the Director stated in the Q & A? Family dynamics? Overpopulation? Politics? Terrorism? All of the above? I want to know what happens next!

All in all, beautifully crafted films that both made me laugh and made me think. And if this ever comes out on DVD or Blu-Ray, consider getting a copy - it's worth it. Which reminds me, many of the filmmakers are still touring the festival circuit; but many mentioned that they might put their films online for viewing so search for them!

(Article reprinted by permission.)

"Doctor Who" Pledge Drive Reaches Goal

by Michael Citrak

The "Doctor Who" pledge drive on KBTC on Saturday, January 23, 2010 met its goal of \$15,000 in pledges. It's been a while since the station has made their goal. Either the economy is getting better or "Doctor Who" fans are generous...I am going with the second reason. Plus the phone volunteers, who were from Emerald City Androgums, were sending good vibes through the air waves (and cable). And they sure looked like they were have lots of fun. I waited until the last minute to call in my pledge hoping that my pledge would be the one that allowed them to reach the goal. But just minutes before they had reached the goal. I look forward to my thank you gift: a blinking Dalek key chain.

Volunteering for pledge night is fun, NWSFS helped out in late December helping to bring in \$4,200 and by the time you read this Westwind issue, NWSFS will have volunteered again in late February.

KBTC is PBS in Tacoma and is on the following channels: Comcast 12, Click! 3, Charter 12, DirectTV 28, Dish 8620, UHF 28, UHF 15 (Centralia), Digital 27 (Tacoma), Digital 19 (Centralia). Their web site is: <http://www.kbtc.org/>

Staying Dead, by Laura Anne Gilman

By Elisabeth Knottingham

Urban fantasy, as a genre, has shifted more than any other in the Sci-Fi spectrum in the last 12 years. Once the province of only the powerhouses like Gaiman and De Lint, urban fantasy now includes hundreds of authors, with more publishing their first novel every month. Even the definition of the genre is changing, becoming fuzzy where it connects to the genres of horror and romance, assisted by the best sellers by the prolific Hamilton and the dozens she's inspired. As is proper, everyone put their own twist of everything from fairies to vampires, all of which it turns out fit comfortably in the workings of our modern world, and Laura Anne Gilman's debut novel is no exception.

Gilman creates one of these seamless worlds in her series, Retrievers. In *Staying Dead* we are introduced to Wren, an elite retriever, who contracts to acquire an object for you, regardless its current location and legal status. One of the limited humans with Talent, she is an exciting cross between Remington Steel and Harry Potter.... Only cute, female and in a skintight suit. Her skills lead to many great scenes full of breaking and entering, and yet we find ourselves cheering for the thief, gripped by the goal focused nature of her work.

Wren is joined by her manager, Sergie, the guy who deals with the negotiations, the money, and handles the unhandable Wren. Sergie is dashing, older, and loves art; as the novel proceeds we suspect he loves Wren as well. An unintroduced third character plays an important role. The city of New York, laid out in all its glory, complete with demons, angels, fairies, and every other shade of creature from Grimm's fairy tales creates a dynamic backdrop for all Wren's adventures and supplies an endless collection of colorful characters.

Overshadowing the entire adventure, centered on a missing block of stone, is the rulers of the magical world, the Council. Each major city has its own council, and the one in New York City is an appropriately shady group of powerful magicians who hover over the story, casting a dark tint to the entire investigation. Wren's outside their reach, yet they still influence her in ways far larger than she can admit to herself, and when they seem implicated in her investigations things get even more complicated.

Proceeding at a satisfying pace from theft to political drama, with just enough sexual tension to keep you curious, this is an engaging book for those that find Hamilton too explicit, and Butcher a bit dark, yet will be a welcome reading for both. It's also a great introduction to a series that is at least 7 books long, with more planned, so investing in the story will repay over the volumes to come.

All in all, *Staying Dead* is an example of a maturing market for urban fantasy, and a good crossover book for the romance or light literature reader, or even for those looking to our enjoy this part of our beloved Sci-Fi without the gruesomeness of many books in the genre.

A review of *The Devil's Alphabet* by Daryl Gregory, a 2010 Philip K. Dick Award nominee

By Kat Marier

Seldom have I encountered cover art as effective as that for *The Devil's Alphabet* by Daryl Gregory. I looked at it for a moment with the vague sense that something was wrong and I wasn't sure what. Shawn pointed out that the eyes are upside down and I had the *oh yeah* moment.

The image is creepily effective for nothing in this story is what it seems – just like the image.

After the *oh yeah* moment, I began reading the back cover and decided the book wasn't for me. An hour and about 25 pages later, Shawn comes upstairs and it's time for bed...But I have to say, I'm not sure I like this book. There's a lot to be said about a book so compelling a read that you can't put it down even though...well, I'll get to that.

The Devil's Alphabet is hard to categorize for it has elements of the southern-gothic (small rural town, family secrets, death and decay), horror (twisted humans, dark secrets, viscerally disgusting fluids), potboiler thrillers (government cover-ups, new-speak, and quarantines) and science fiction (teleporting viruses from alternate universes) and stirs them to create one hell of a strange brew. This guy's already won the Shirley Jackson Award (one of the premier horror awards) for his first novel, *Pandemonium*; and after reading his second, I can see why.

A brief synopsis: Thirteen years ago, the entire population of Switchcreek, TN went through the Changes, a colloquial term for what was later known as Transcription Divergence Syndrome (TDS). One third of the population died and those who lived mutated into argos, betas, and charlies. Paxton Martin was 15 when the Changes came; his mother died and his father and his two best friends, Deke and Jo Lynn, became... something else. He was one of the few immune to TDS (skips, they're called) and his father sent him away shortly thereafter to live with relatives. 13 years have passed and he's coming back for the first time since the Changes for the funeral of one of his best friends...

I think the novel is effective because of its structure. Mr. Gregory cleverly writes in such a way that we are as confused as the main character, Pax, just for different reasons. Because of the multiple characters speaking, we know much more about what is *really* happening in Switchcreek, Tennessee than Pax does. But at the same time, we know less because Gregory writes their voices in such a way as to not explain away what is common knowledge for each of them. We may know what Deke or Aunt Rhonda or the twins are thinking about a particular person or event, but we don't necessarily know *why* or understand the context. So we have to put the pieces together just as Pax does. This is very difficult to do and do well; the only other author I can think of that does this as effectively is C.J. Cherryh.

As the novel progresses, you (and Pax) realize that things have changed. Greatly changed. Yet, because Pax has such a shared history with all of the survivors, he can't always see, let alone

comprehend those changes. He gradually has to find his way back to this community and come to terms with what he was deliberately sent away from. And he has to question (and through him, us) what is human? One of the first people he meets as he enters town is Deke, one of his two best friends. At times, their shared history of experiences is so close to the surface that it as if the Changes never took place. Other times, thirteen years lie so heavily between them that Pax and Deke are strangers.

In reading the scenes about the enforced government "quarantine" and other events throughout the book, I found myself thinking about the disasters of New Orleans and Haiti. The argos, betas and charlies become powerful symbols of "the other" which humanity, all too often, treats horribly rather than with forbearance and understanding. And it turns out that Switchcreek isn't the only place affected by TDS...

Sometimes it is the little day-to-day foibles that illustrate just how powerfully the townsfolk have changed. It takes three pairs of normal jeans cobbled together to make a pair of overalls to fit Deke. The Reverend Hooke is worried about girls under her care having to go on welfare because of all the babies. Deke and his wife are trying to conceive a child and are undergoing fertility treatments. Which means Deke has to provide samples from time to time. Yet all the materials at hand designed to promote samples are aimed at skips...the scene is oddly poignant as it points out both to Deke and to us just how far from "normal" he is because the materials on hand are uninteresting to him; and yet his homemade solution proves that red-blooded males are same no matter what universe they're from. Or the old folks home that Aunt Rhonda has organized for all of the males from her clade. Typical milk-of-human-kindness, care-for-the-elders sort of thing, right? Right. Yet it is also necessary for the safety of the community-at-large. The descriptions at the end of the new housing and civic buildings built to accommodate the three clades perfectly illustrate this dichotomy of simultaneous similarity and dissimilarity.

And Pax seems to be a skip, a normal human. Yet unlike anyone else other than the charlies, he is powerfully affected by the vintage. And he *shouldn't* be. And his addiction to the mysterious vintage is never fully explained. That's one of the few loose ends that I wish had been more satisfactorily tied up and yet that lack doesn't spoil the story.

P.K. Dick Award nominees and winners are consistently on the cutting edge of science fiction that makes you think in the grand old tradition of the *gedankenexperiment*; *The Devil's Alphabet* is definitely cutting edge, thought-provoking, and hard to categorize. I'm just not sure I like it. But sometimes a book doesn't have to be likeable to be good.

For more about the author, visit him at <http://darylgregory.com/Default.aspx>

Philip K. Dick Awards
c/o 153 Deerfield Lane
Pleasantville, NY 10570
(914) 769-5545
<http://www.philipkdickaward.org>
January 16, 2010

For Immediate Release

2009 Philip K. Dick Award Nominees Announced

The judges of the 2009 Philip K. Dick Award and the Philadelphia SF Society, along with the Philip K. Dick Trust, are pleased to announce seven nominated works that comprise the final ballot for the award:

BITTER ANGELS by C. L. Anderson (Ballantine Books/Spectra)
THE PRISONER by Carlos J. Cortes (Ballantine Books/Spectra)
THE REPOSSESSION MAMBO by Eric Garcia (Harper)
THE DEVIL'S ALPHABET by Daryl Gregory (Del Rey)
CYBERABAD DAYS by Ian McDonald (Pyr)
CENTURIES AGO AND VERY FAST by Rebecca Ore (Aqueduct Press)
PROPHETS by S. Andrew Swann (DAW Books)

First prize and any special citations will be announced on Friday, April 2, 2010 at Norwescon 33 at the Doubletree Seattle Airport Hotel, SeaTac, Washington.

The Philip K. Dick Award is presented annually with the support of the Philip K. Dick Trust for distinguished science fiction published in paperback original form in the United States. The award is sponsored by the Philadelphia Science Fiction Society and the Philip K. Dick Trust and the award ceremony is sponsored by the NorthWest Science Fiction Society. Last year's winners were *EMISSARIES FROM THE DEAD* by Adam-Troy Castro (Eos Books) and *TERMINAL MIND* by David Walton (Meadowhawk Press). The 2009 judges are Daniel Abraham (chair), Eileen Gunn, Karen Hellekson, Elaine Isaak, and Marc Laidlaw.

For more information, contact the award administration:

David G. Hartwell (914) 769-5545.
Gordon Van Gelder (201) 876-2551

For more information about the Philadelphia Science Fiction Society, <http://www.psfs.org/>:
Contact Gary Feldbaum (215) 665-5752

For more information about the Philip K. Dick Trust: www.philipkdick.com

For more information about Norwescon: <http://www.norwescon.org/>:
Contact NorthWest SF Society: (425) 686-9737

Norwescon 33 Reaches Out to the Fannish Community

Over the years, Norwescon has developed relationships with many charitable and educational organizations. This year, Norwescon 33 will continue in that tradition by proudly partnering with Clarion West, The Science Fiction Museum and Hall of Fame (SFM), and Northwest Harvest

Clarion West will be the beneficiary of the Norwescon 33 charity auction. Clarion West is an intensive six-week workshop for writers preparing for professional careers in science fiction and fantasy, held annually in Seattle, Washington, USA. The mission of Clarion West is to provide a high quality educational opportunity for writers of speculative fiction at the start of their careers. For more information see: <http://www.clarionwest.org/>

The Science Fiction Museum and Hall of Fame (SFM), <http://www.empsfm.org>, is the world's first museum devoted to the thought-provoking ideas and experiences of science fiction. SFM's exhibitions promote awareness and appreciation of science fiction literature and media while encouraging visitors to envision new futures for humanity. In the Science Fiction Hall of Fame, the museum pays homage to the most respected of science fiction practitioners—writers, artists, publishers and filmmakers.

The Science Fiction + Fantasy Short Film Festival promotes and encourages an awareness, appreciation and understanding of the art of science fiction and fantasy cinema. Its mandate is to create a forum for creative artistry in science fiction and fantasy film and recognize the most outstanding short films produced. Norwescon 33 is a proud sponsor of the Science Fiction + Fantasy Film Festival.

Your donation of non-perishable food items to Norwescon 33 will help Northwest Harvest to fight hunger in Washington State. Northwest Harvest and their nearly 300 partner food banks across the state of Washington provide nutritious food to all who are in need. They strive to be the most efficient hunger response program in the state of Washington, with more than 93% of their budget going directly to food distribution. For more information, see <http://www.northwestharvest.org/>

Two Tech Volunteer Opportunities At Norwescon 33:

Lighting Director and Grand 3 Ballroom Tech

Norwescon 33, April 1-4, 2010 needs both a Lighting Director and a Grand Three Ballroom Tech.

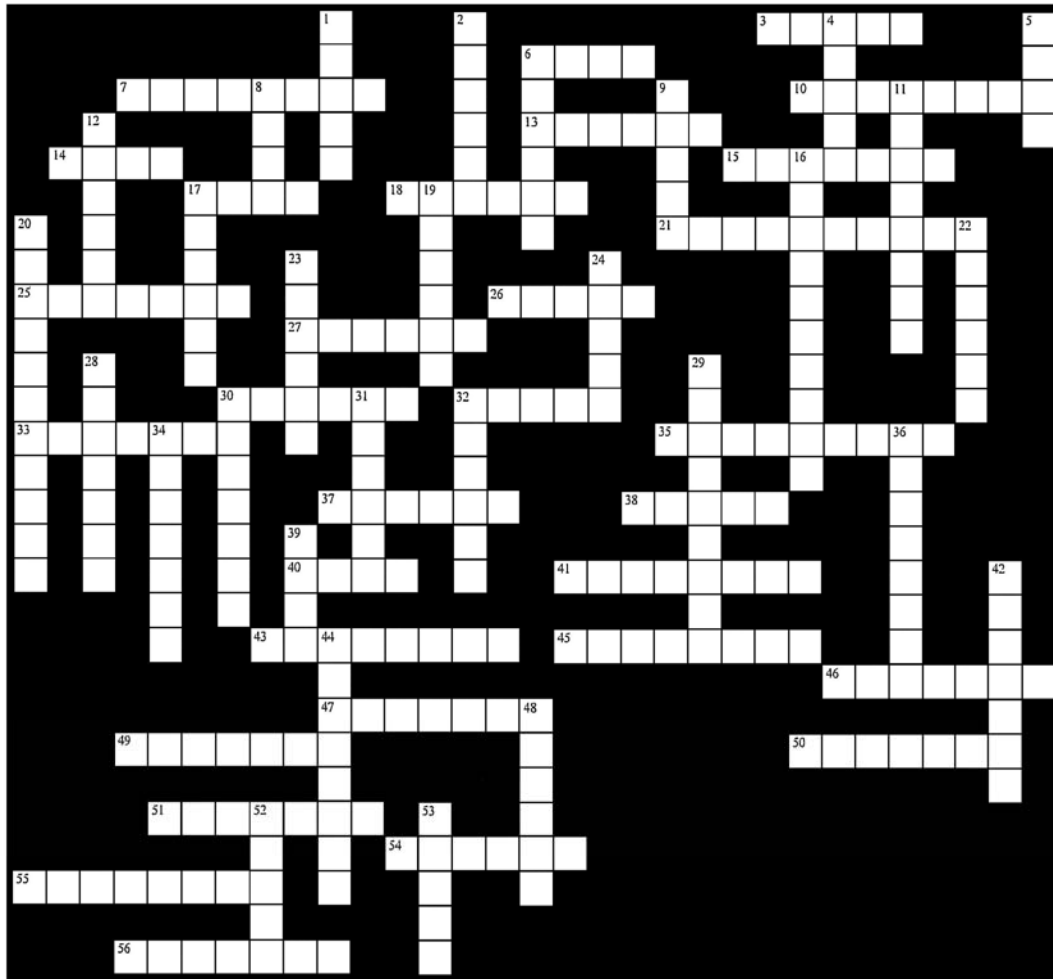
These two positions work together as part of a larger tech team to produce the Masquerade Costume Contest and Dances.

The Lighting Director will work with stage lights, gels, lighting controls, some effect lighting, extension cords, and of course, gaffers tape (and even a little bit of duct tape). The Lighting Director calls the cues to the spot light operators and runs the light board for the Masquerade on Saturday evening, after having gathered the cues and worked with contestants during rehearsal time that afternoon. The Lighting Director may also work with the DJs of the three evening dances as needed.

The Grand 3 Ballroom Tech directs the set-ups of the Masquerade and Dances, and provides support to the other Tech positions in Grand 3: Lighting, Sound, Video, Hat, Brooch, and Pterodactyl. The existing Grand 3 Ballroom Tech must hand off the (electric) torch to other(s) and he would love to mentor you in how we fit a square peg of volunteers into the round hole of the Grand Ballroom.

Please send email to techservices@norwescon.org for more details.

How Well Do You Know Your Sci-Fi?



How well do you know your Sci-Fi? Every book on this list is taken from a 'must-read' list - do you know who wrote them? Fill in the LAST names of the authors who wrote these books in the crossword above! (*Answers to be published in the next Westwind.*) And next time you're looking for something to read, you might give one of these recommended books a try!

Across

- 3 - A Connecticut Yankee in King Arthur's Court
- 6 - Startide Rising
- 7 - Fahrenheit 451
- 10 - I Am Legend
- 13 - Grass
- 14 - The Man in the High Castle
- 15 - The Sparrow
- 17 - Ender's Game
- 18 - Weaveworld
- 21 - Downward to the Earth
- 25 - Dragon's Egg
- 26 - Ringworld
- 27 - Neuromancer
- 30 - I, Robot
- 32 - Flowers for Algernon
- 33 - Deathbird Stories
- 35 - A Princess of Mars
- 37 - Babel-17
- 38 - A Fire Upon the Deep
- 40 - The Clockwork Man

- 41 - Stranger in a Strange Land
- 43 - The High Crusade
- 45 - Slaughterhouse Five
- 46 - Slan
- 47 - Downbelow Station
- 49 - Earth Abides
- 50 - Hyperion
- 51 - Dune
- 54 - Arrows of the Queen
- 55 - We
- 56 - Wolf and Iron

Down

- 1 - 20,000 Leagues Under the Sea
- 2 - To Your Scattered Bodies Go
- 4 - The Hitchhiker's Guide to the Galaxy
- 5 - The Shining
- 6 - Kindred
- 8 - Darwin's Radio
- 9 - The War of the Worlds

- 11 - The Forever War
- 12 - A Canticle for Leibowitz
- 16 - Cryptonomicon
- 17 - Childhood's End
- 19 - The Handmaiden's Tale
- 20 - The Time Traveler's Wife
- 22 - American Gods
- 23 - The Left Hand of Darkness
- 24 - Out of the Silent Planet
- 28 - Lord of the Flies
- 29 - Lucifer's Hammer
- 30 - A Spell for Chameleon
- 31 - 1984
- 32 - Fear Nothing
- 34 - Frankenstein
- 36 - Make Room! Make Room!
- 39 - The Speed of Dark
- 42 - A Clockwork Orange
- 44 - Down and Out in the Magic Kingdom
- 48 - Brave New World
- 52 - Consider Phlebas
- 53 - The Dying Earth

NWSFS's P.K. Dick Social

Saturday - 03/20/2010 - Join us at William and Sally's house in Federal Way, with the sneak preview of the P.K. Dick Finalists and a spirited discussion of their work! The judges of the 2009 Philip K. Dick Award and the Philadelphia SF Society are pleased to announce seven nominated works that comprise the final ballot for the award:

BITTER ANGELS by C. L. Anderson (Ballantine Books/Spectra)

THE PRISONER by Carlos J. Cortes (Ballantine Books/Spectra)

THE REPOSSESSION MAMBO by Eric Garcia (Harper)

THE DEVIL'S ALPHABET by Daryl Gregory (Del Rey)

CYBERABAD DAYS by Ian McDonald (Pyr)

CENTURIES AGO AND VERY FAST by Rebecca Ore (Aqueduct Press)

PROPHETS by S. Andrew Swann (DAW Books)

First prize and any special citations will be announced on Friday, April 2, 2010 at Norwescon 33 at the Doubletree Seattle Airport Hotel, SeaTac, Washington. www.norwescon.org

The social will begin around 5:00 P.M. and continue until around 10pm. As usual, this is a potluck; William will be roasting a turkey for one of the main dishes. Side dishes that complement and/or add are always welcomed.

Directions:

From North or South I-5, take exit 142-B

Go West on S 348th St

S 348th St will become SW Campus Dr

SW Campus Dr will become SW 336th St

SW 336th St will become SW 336th Way

Turn Right onto SW 337th St

Turn Left into 29th Ct SW

The house is on the right, about half way down the block.

Address: 33721 29th Ct SW, Federal Way, WA, 98023-7718

NWSFS is looking for hosts for upcoming events

NWSFS Socials: Do you have a house which can host between 20 and 40 people for an afternoon or evening? Socials can be themed parties or just a place for people to get together and talk. Socials are usually potlucks. Socials normally take place on the third Saturday of the month, but we can be flexible on this.

My Favorite Restaurant: Ever wanted to take a large group of people to your favorite restaurant? This is one of our easiest social events to host, pick the restaurant, supply some basic information about the restaurant to NWSFS, and then a few days before the MFR make the reservations. This normally takes places on a week night during the first week of the month.

Afternoon at the Movies: Pick an upcoming movie, a theater it will be showing at, and a Saturday or Sunday afternoon. After the movie the group can get together at a local coffee house or restaurant and discuss what they just watched.

Special NWSFS Events: Do you have some activity or place which you wish to take a group to? NWSFS is always looking for fun new events for its membership.

If you would like to host any of these events please send email to info@nwsfs.org

Stay in contact with NWSFS

NWSFS hosts lots of events which do not make it into the *Westwind* due to the timing of the events. To make sure our members know about all the fun things we have going on, we have set up a Google group where we post notices of fun and interesting NWSFS events. This is a moderated mailing list, so you will only receive info which either the Chair or Vice Chair of NWSFS approves.

To sign up go to: <http://groups.google.com/group/nwsfs-announcements>

ONGOING EVENTS

Norwescon 33 ConCom Meeting

March Saturday, March 20, 2010
Convention Thursday, April 1 through
Sunday, April 4, 2010
Post-Con Meeting Saturday, May 08, 2010
Volunteer Picnic Summer 2010

TIME:

11-12:30 E-team wrap up (may end early. just need to see what still needs to be done)

1:00-3:00 Meet with your people to finalize plans, etc.

3:00-5:00 nominations and Q&A

Executive Team Meeting: 11:00 a.m. - 12:30 p.m.

Departmental Breakout Sessions: 1:00 p.m. - 3:00 p.m.

Nominations and Q&A Session: 3:00 p.m. - 5:00 p.m.

Post Meeting Social: 5:00 p.m. - 9:00 p.m.

PLACE:

Doubletree Hotel Seattle Airport, 18740 Pacific Highway
South, SeaTac, WA 98188, 206-246-8600

(NOTE there is a discounted charge of \$8.00 for parking.)

For directions and a map, please see [http://](http://www.doubletree.com/en/dt/hotels/directions.jhtml?ctyhocn=CTAC-D)

[www.doubletree.com/en/dt/hotels/directions.jhtml?](http://www.doubletree.com/en/dt/hotels/directions.jhtml?ctyhocn=CTAC-D)

[ctyhocn=CTAC-D](http://www.doubletree.com/en/dt/hotels/directions.jhtml?ctyhocn=CTAC-D)

AGENDAS, Org Chart, and Timeline

In the interest of reducing waste, *please bring your own* copy (digital or printed), a limited number of printed copies will be shared at the meeting. They are posted in the FILES section of the Norwescon ConCom Google Group, at least two days prior to the meeting:

<http://groups.google.com/group/norwescon-concom/files>

Norwescon 33 Stuffing Party

The Norwescon Stuffing Party will be held Sunday, March 28 at the SeaTac DoubleTree Hotel at 1 p.m. The room will be on the daily meeting boards at the hotel entrances. Stuffing should be over by 4:00 PM at the latest.

Please join us for fun and games as we take pieces of paper, paperback books, buttons and coupons and marry them together to form the packets that everybody receives at Registration. The more people we have, the faster it will go. Be the first in your neighborhood to see what sort of goodies everyone will receive. Cop a button or two advertising the next big movie. We might even have the latest programming grids on the wall for your perusal.

Working at the stuffing party counts towards hours worked at the con. Norwescon volunteers receive perks like early seating at the Masquerade and are entered into drawings for many items donated by Norwescon dealers. The drawings take place early Sunday afternoon of the con.

Please note: People attending the Stuffing Party will have to pay for their own parking. Parking should be \$8.

Every 2nd & 4th Sunday Dominoes and Such

Seattle Browncoats (<http://seattlebrowncoats.org/default.aspx>)

Sundays @ 10:30 AM - 2:00 PM

Wayward Coffeehouse

8570 Greenwood Ave N

Seattle, WA 98103

206-706-3240

How to find us: "Look for the misbehavin'

Browncoats in the back of the coffee shop. We'll be at the large table near the fireplace."

First Friday Sci-Fi/ Fantasy Film Night

First Friday of each month

9 pm - 11 pm, no cover

Wayward Coffeehouse

8570 Greenwood Ave N

Seattle, WA 98103

206-706-3240

UPCOMING EVENTS

NWSFS Summer 2010 Alaska Cruise

Next summer more than 20 NWSFS members are going to be taking a week long cruise. We will be sailing on the Royal Caribbean's Rhapsody of the Seas for a 7 day round trip cruise to Alaska. In the land of the midnight sun, you'll need every extra minute of daylight if you want to experience it all. From the awe-inspiring blue ice of a massive glacial field to the expansive grandeur of its wildlife and nature, everything in Alaska is bigger. NWSFS will set sail on July 16th 2010 and be back in Seattle on July 23rd. There is still time to join us if you want to take part in all the fun.

We have set up a Google group where you can find out all the info, and ask any question you might have. <http://groups.google.com/group/nwsfs-cruise>. To book your rooms please contact our travel agent Barbara Marsh at 425 637 9214 or her email barbmarsh@aaawin.com

We hope you will join us on the cruise.

NWSFS Social, Saturday, March 20, 2010,

in Federal Way, WA at the home of Sally Woehrle and William Sadorus. This is our annual P.K. Dick Memorial Award social where we review the works of the nominees. Winner will be announced at Norwescon 33. More details on the social will be posted to the nwsfs-announcements Google list as we get closer to the social.

If you have an upcoming or ongoing event you would like listed, please send details to westwind@nwsfs.org.

CONVENTION REPORTS

NWSFS's Rustycon Room Party Follow Up

By Michael Citrak

I counted bodies at the NWSFS room party at Rustycon

8:20 PM 35

9:35 PM 23

10:25 PM 14

We sold one renewal at \$15 to Fred McLain

Donations jar worked a little bit. \$18.75. We don't put out a donation jar very often, but I think we need to do this more often.

I'll give paperwork, funds and receipts to Greg and Bill at NWSFS Board Meeting later today.

I think it was a nice room party.

WESTWIND is always looking for convention reports!

CONVENTION LISTINGS

Please send updates, corrections, additions, deletions to info@nwsfs.org, or the club PO Box. Note: Submissions to this listing are due to by the 1st of the previous month of publications: Feb 1, May 1, Aug 1, Nov 1. For a more complete list of upcoming conventions, see www.sfnorthwest.org/

***March 5-7, 2010:**

Potlatch 19:

HOTEL DECA, 4507 Brooklyn Avenue NE, Seattle, Washington 98105, 206-634-2000, Rates: special convention rates available ~ Guest: Book of Honor: Lord of Light, by Roger Zelazny ~ Memberships Rates: \$65.00, more at the door ~ Info: Potlatch 19, c/o Suzanne Tompkins, PO Box 25075, Seattle, WA 98165 ~ email: chair@potlatch-sf.org ~ www.potlatch-sf.org

***March 13-14, 2010**

Emerald City Comic Con

Washington State Convention Center, 800 Convention Place, Seattle, WA 98101-2350 ~ Guests: Stan Lee, Wil Wheaton, Erin Gray, Leonard Nimoy, Lou Ferinngo, and more ~ Info: Emerald City ComiCon, 3333 184th St SW Suite G, Lynnwood, WA 98037 ~ email: info@emeraldcitycomicon.com ~ www.emeraldcitycomicon.com

***April 1-4, 2010:**

Norwescon 33:

DoubleTree Hotel Seattle Airport, 18740 International Blvd, SeaTac, Washington, Tel: 1-206-246-8600; Rates: special convention rate available ~ Guests: WGofH: Vernor Vinge; AGoH: John Jude Palencar; SpGoH: Cory Doctorow; Spotlight Publisher: Tor Books ~ Membership Rates: \$50 through 12/31/09, more at door ~ Info: Norwescon, PO Box 68547, Seattle, WA 98168-0547, 206-270-7850 ~ email: info@norwescon.org ~ www.norwescon.org/

***April 2-4, 2010:**

Sakura-Con 2010:

Washington State Convention Center, 800 Convention Place, Seattle, WA 98101-2350 ~ Guests: Feature Musical Guest: HIGH and MIGHTY COLOR; GoH: Brina Palencia; GoH: Luci Christian; First Musical Guest: Dazzle Vision; GoH: Richard Epcar ~ Memberships Rates: \$45 until 12-31-2009; \$50 until 3-7-2010; \$60 at the door ~ Info: Sakura-Con, 3702 South Fife St, Suite K-2, PMB 78, Tacoma, WA 984091 ~ www.sakuracon.org

***April 15-18, 2010**

Stargate SG-1 Atlantis Convention

Hilton Metrotown Vancouver, 6083 McKay Ave, Burnaby, BC; Rates: special convention rates available ~ Guests: Michael Shanks, David Hewlett, Colin Cunningham, James Bamford, Brian J. Smith, Rachel Luttrell, David Blue, Elyse Levesque and Joe Flanigan ~ Membership Rates: Gold Weekend Package SOLD OUT; Preferred Weekend Package \$479 (american), Silver Weekend Package \$199 (american) ~ Info: Creation Entertainment 217 S. Kenwood Street Glendale, CA 91205 ~ (818) 409-0960 ~ www.creationent.com/cal/sgvan.htm

***April 24-25, 2010**

Stumptown Comics Fest

Lloyd Center Doubletree Hotel Portland, OR, 1000 NE Multnomah Street, Portland, Or 97232, (503) 281-6111 ~ Guests: Billy Dogma, Dean Haspiel; Special Guests include Graham Anable, Lucy Knisley, and Theo Ellsworth ~ Info: Stumptown Comics Foundation, PO Box 40343, Portland, OR 97240-0343 ~ www.stumptowncomics.com

***May 22-23, 2010**

Victoria Steam Exposition

The Fairmont Empress Resort Hotel, 721 Government Street, Victoria, British Columbia, Canada V8W1W5, 1(866) 540-4429; Rates: special convention rates available ~ Guests: GoH Cherie Priest; Musical Guest Unwoman; Film Guest Ryan Copple ~ Membership Rates: \$40 canadian ~ Info: victoriasteamexpo.blogspot.com

***May 22, 2010**

Spokane Comicon

Spokane Community College, Building 6 Lair Student Center, 1810 N. Greene St, Spokane, WA 99217 ~ Guests: Special GoH John Layman ~ Membership Rates: \$5 ~ Info: email: spokane-comicon@yahoo.com ~ www.spokanecomicon.com/

***May 27-30, 2010**

Anime Oasis Saga

The Grove Hotel, 245 S. Capitol Blvd, Boise Idaho 83702, (208) 333-8000; Rates: special convention rates available ~ Guests: Jonny Yong Bosch, Mari Iijima, Sonn Strait, Stephanie Yanez, and more ~ Membership Rates: Adult 4-Day \$43, Adult Combo \$63, Youth 4-Day \$27, Youth Combo \$36 ~ Info: Anime Oasis, 123 Sunnyside Dr, Caldwell, ID 83605 ~ 208-794-2076 ~ email: creamyjeremy@yahoo.com ~ www.animeoasis.org/

***June 18-20, 2010**

Crypticon Horror Convention

Holiday Inn, Downtown Everett 3105 Pine Street Everett, WA 9820, 1-866-700-1188; Rates: special convention rates available ~ Guests: Margot Kidder, Doug Jones, Kane Hodder, Ernie Hud-

son, Camden Toy, Mark Henry, and more ~Membership Rates: VIP Pass \$125, Adult Weekend Pass \$45, Kids Weekend Pass \$25 ~ Info: email: info@crypticonseattle.com ~ www.crypticonseattle.com

***June 20-July 30, 2010**

Clarion West

The Deadline has passed for applications to the 2010 Clarion workshop. ~ Info: clarionwest.org/

***June 25-27, 2010**

Fairy Congress

Skalitude Retreat, Twisp, Washington ~ Guests: Brooke Medicine Eagle, RJ Stewart & David Spangler and more ~ Membership Rates: Adults \$270, Young Adults \$185, Teens \$85, Children \$60, Senior \$185 ~ Info: email: register@fairycongress.com ~ www.fairycongress.com

***July 1-4, 2010**

Westercon 63

Pasadena Hilton Hotel, 168 S Los Robles Ave, Pasadena, CA 91101, (626) 584-3112; Rates: special convention rates are available ~ Guests: Pro GoH Rudy Rucker, Fan GoH John D Berry, Artist GoH Marc Schirmeister, and more ~ Membership Rates: Attending \$60, Supporting (non-attending) \$30 ~ Info: Westercon 63, 15931 Kalisher St, Granada Hills, CA 91344 ~ email: info@westercon63.org ~ www.westercon63.org

***July 8-11th, 2010**

Gate Con

Sheraton Vancouver Wall Centre, 1088 Burrard Street, Vancouver, BC V6Z 2R9, Canada, (604) 331-1000; Rates: special convention rates available ~ Guests: Paul McGillion, Cliff Simon, Tony Amendola, JR Bourne, Erick Avari, Colin Cunningham, Corin Nemec and more ~ Membership Rates: \$249 ~ Info: gatecon.com/

***July 30-August 1, 2010**

SpoCon

Hotel under negotiation ~ Guests: GoH Michael Whelan, Ghost GoH Sir Arthur C Clarke, Guest Author Tanya Huff, Filk Guest Seanan McGuire, Media Guest Dead Gentlemen, Guest Marmot John Dalmas ~ Membership Rates: \$30 ~ Info: spocon.org

***August 6-8, 2010**

Fandemonium 10

Nampa Civic Center, 311 3rd St S, Nampa, ID 83651, (208) 468-5500 ~ Hotel: Rodway Inn & Suites (Formerly the Days Inn Nampa), 130 Shannon Drive Nampa, ID 83687, (877) 442-0217, Rates: Special convention rates available ~ Membership Rates: 3 day \$35/\$40 at the door, 1day \$20/\$22 at the door ~ Info: Fandemonium, PO Box 701, Middleton, ID, 83644 ~ www.fandemonium.org

***August 13-15, 2010**

Anime Evolution

The University of British Columbia 2329 West Mall, Vancouver, BC Canada V6T 1Z4, 604.822.2211; Rates: Special convention rates available ~ Membership Rates: 3 day \$40/\$55 at the door ~ Info: AE Convention Corp. Box 423 141 - 6200 McKay Ave. Burnaby, B.C. V5H 4M9 Canada ~ www.animeevolution.com

***August 13-15, 2010**

TolkienMoot

Spokane, WA
Membership Rates: RVSP
Info: http://www.tolkienmoot.org

***August 27-29, 2010**

Salute to Supernatural

Sheraton Vancouver Wall Centre 1088 Burrard St. Vancouver, BC ~ Guests: Jensen Ackles, Jared Padalecki, Misha Collins, Samantha Smith, Richard Speight, Jr., Jason Manns, Rob Benedict and more ~ Membership Rates: Gold Weekend Package SOLD OUT, Silver/Preferred Weekend Package \$439, 3 day general \$109, 1 day general \$30-\$60 ~ Info: Creation Entertainment 217 S. Kenwood Street Glendale, CA 91205, (818) 409-0960 ~ http://www.creationent.com/cal/supernatural_van.htm

***September 4-5, 2010**

FanFair Fest

Rocky Mountaineer Station 1755 Cottrell Street Vancouver, British Columbia V6A 2L8, Canada ~ Membership Rates: 3 day \$30/\$40 at the door ~ Info: website: http://fanfairfest.com/

***September 4-6, 2010**

Kumoricon

Hilton Portland and Executive Tower, 921 SW 6th Ave, Portland, OR 97204, 503-226-1611; Rates: special convention rates are available ~ Membership Rates: \$45 ~ Info: registration@kumoricon.org ~ www.kumoricon.org/

***September 17-19, 2010**

Maelstrom International Fantastic Film Festival

SIFF Cinema at McCaw Hall, Seattle, Washington, USA ~ Membership Rates: Donations from \$50-\$10,000 ~ Info: M.I.F.F.F., P.O. Box 50205, Bellevue, WA 98105 ~ email: info@miff.org ~ www.miff.org

***September 24-26, 2010**

Foolsap 12

Marriott Hotel, 7401 164th Avenue NE, Redmond, Washington 98052, 425-498-4000 ~ Guests: Emma Bull, Will Shetterly, Cory Ench and Catska Ench ~ Membership Rates: \$50 ~ Info: Foolsap, c/o Little Cat Z, P.O. Box 2461, Seattle, WA 98111-2461 ~ email: chair@foolsapcon.org ~ www.foolsapcon.org

***September 24-26, 2010**

Rainfurrest

The Seattle Airport Marriott, 3201 South 176th Street, Seattle, Washington 98188 USA, 206-241-2000; Rates: special convention rates are available ~ Membership Rates: \$45 at the door ~ Info: 117 East Louisa St Unit #137, Seattle, WA 98102, (714) 516-8143 ~ www.rainfurrest.org

***September 25, 2010**

Sci-Fan Modeling Show

Galaxy Hobby, 196th & Highway 99, Lynnwood, WA 98036, 425-670-0454 ~ Membership Rates: \$5.00 for up to five models; \$1.00 for each additional model ~ Info: Galaxy Hobby, 196th & Highway 99, Lynnwood, WA 98036, 425-670-0454 ~ email: info@galaxyhobby.com ~ www.galaxyhobby.com/scifan.htm

***September 25, 2010**

Jet City Comic Show

Seattle Center Exhibition Hall, Seattle, WA ~ Guests: Peter

Bagge. Sean Dietrich, Jay Faerber, Joshua Ortega, James Taylor, Shane White. Jim Woodring ~ Membership Rates: Purchasing Information available soon ~ Info: Jet City Comic Show, 9792 Edmonds Way PMB 116, Edmonds, WA 98020 ~email: info@jetcitycomicshow.com ~ http://www.jetcitycomicshow.com/

***October 1-3, 2010**

The Official TWILIGHT CONVENTION

Hilton Portland and Executive Tower, 921 SW Sixth Ave, Portland, OR, 503 226 1611; Rates: special convention rate available ~ Guests: A complete schedule will be posted a few days before the event ~ Membership Rates: Range from \$25 one day General Admission to \$279 ~ Info: Creation Entertainment, 217 S Kenwood Street, Glendale, CA 91205, (818) 409-0960 ~ www.creationent.com/cal/twilight_or.htm

*** October 1-2,2010**

VCON 35

Venue TBA

Guests: James Beveridge, Heather Dale, others TBA ~ http://www.vcon.ca/index.htm

*** November 4-7, 2010**

AmberCon NW

Troutdale, OR (near Portland International Airport) ~ Membership Rates: \$90-\$105 (which include some meal vouchers) ~ Additional information TBA ~ http://www.amberconnw.org/

***November 5-7, 2010**

Aki Con

Hilton Bellevue Hotel, 300 112th Avenue SE, Bellevue, WA 98004, 425-455-1300~ Guests: Eyeshine, Velocity Demos, Johnny Yong Bosch, Rai Kaishiro, Spike Spencer, Robert Axelrod, Soul Candy, Ichidan, NDP Comics ~ Membership Rates: \$10-\$45 ~ http://www.akicon.org/

*** November 12-14, 2010**

OryCon 32

Portland Doubletree Hotel, 1000 NE Multnomah Street, Portland OR, 97232, 503-281-6111 ~ Guests: P.N. Elrod, Sharyn November, Chad Savage ~ Membership Rates: \$35 - \$60 ~ Info: http://orycon.org/orycon32/index.php

*** November 14, 2010**

Portland Comic Book Show

Exhibit Hall of the Memorial Coliseum, 300 N Winning Way, Portland, OR 97227-2108 ~ Guests: Aaron Lopresti, John Lustig, Val Mayerik, James Taylor and more ~ Info: http://www.portlandcomicbookshow.com/welcome.html

***November 19-21, 2010**

Steamcon

Seattle, WA ~ Hotel information will be coming soon ~Info: http://www.steam-con.com/

*** November 26-28, 2010**

Tomodaichi Fest 3

Holiday Inn Boise Airport, 3300 Vista Avenue Boise, ID 83705, (208) 343-4900 ~ Guests: Kyle Herbert, Darrel Guilbeau, more TBA ~ Membership Rates: \$15 - \$35 ~ Info: http://www.tomodachifest.com/index.html

*** January 28-30, 2011**

Conflikt 4

Seattle, Washington, Hotel information TBA ~ Guests: Dr. Mary Crowell, Ben Newman, Brooke Lunderville & Mark Osier ~ Membership Rates: \$25 - \$40 ~ Info: http://conflikt.org/

*** March 11-13, 2011**

Ani Ida Con

Boise Airport Holiday Inn, 3300 Vista Avenue, Boise, ID 83705, (208) 343-4900 ~ Guests: Michael R. Coleman, Tiffany Grant, Raqs Attaq!, Seeds LAN Party, Vic Mignogna, and more! ~ Membership Rates: \$25 - \$50 ~ Info: http://aniidacon.webs.com/

Enticement

Come, mortal child. Come join our dance.
The moon stands high;
The owls give cry;
Your parents slumber in their bed.

Come, lovely child, so young and fair.
I'll weave a garland
For your hair.

Why sleep when you can play instead?

Come. You shall have a silken gown,
A golden ring with runes writ round,
Soft silver slippers for your feet,
Delicious honey cakes to eat.
The fairy queen will welcome you,
And share her cup of morning dew.
Come.

Cold iron protects the cot all 'round
But words slip through, though barred the door.
The child is up and out and gone,
The small bed empty evermore.

Janice Lewis Clark
05-17-03

NWSFS Guidelines for Writers and Editors

Format

- Fiction and/or non-fiction submissions should be submitted to the editors in MS Office Word 2003 or better.
- Non-fiction articles have a maximum limit of 2000 words. Fiction submissions have a maximum limit of 5000 words.
- The editors require all submissions to be spell-checked. Said submissions will subsequently be proof-read for punctuation and formatting *only* using the Chicago Manual of Style (14th ed) and a NWSFS publication-specific style guide as guidelines.
- If a writer wants/needs additional editorial assistance, contacts can be provided.

Content

- While the NWSFS editors prefer to focus on local talent for interviews, articles, and fiction, any submission from a writer of special interest to our readership will be duly considered.
- Content rating should be PG-13. Write for adults, but be mindful that many of our readers have families.
- The editors will gladly accept fiction submissions set in an original universe of your own creation (i.e. no fan fiction).
- The editors will not publish reviews of fan fiction. Fan fiction as the topic of analysis in an in-depth article about the phenomenon itself is the only acceptable manifestation of fan fiction permitted.
- Reviews of any and all other media are welcome, including webcomics and video.
- If NWSFS is requesting a web interview, a list of questions will be provided to you as well as contact information to reach your interviewer should you want to do so.

Business

- The editors freely admit that our budget is small and we are unable to pay you what you are worth. Please considering writing for us as a way to promote your work to a new readership, keep your current readership informed about your current projects, and get your name out there!
- Once we receive your submission, we will contact you about whether your piece is accepted or rejected. If accepted, and after the editing process, you will be contacted again to let you know where your piece will appear (newsletter or weblog).
- New submissions should be emailed to nwsfpublications@gmail.com. Be sure to include your name in the document itself – not just the email to us.

WESTWIND Guidelines for Artists

Format

- Art submissions should be submitted in .jpg, .tif, or .gif format only
- Images should have a minimum side length of 500 pixels, and a dpi of 300.
- Images with less than 1500 pixels per side will *not* be eligible for cover art.

Content

- While the NWSFS editors prefer to focus on local talent for content, any submission from an artist of special interest to our readership will be duly considered.
- Content rating should be PG-13. Create for adults, but be mindful that many of our readers have families.
- Images of any and all media are welcome, including photos, drawings, paintings, and comics.

Business

- The editors freely admit that our budget is small and we are unable to pay you what you are worth. Please considering submitting to us as a way to promote your work to a new viewership, keep your current viewership informed about your current projects, and get your name out there!
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