

IMPULSE

MonSFFA • A MonSFF

NEWS BULLETIN
OF THE MONTREAL
SCIENCE FICTION
AND FANTASY
ASSOCIATION

LE BULLETIN
D'INFORMATION
DE L'ASSOCIATION
MONTREALAISE DE
SCIENCE-FICTION ET
DE FANTASTIQUE

November / Novembre 2006 (Vol. 10, No./Nº 11)

NEXT MonSFFA MEETING IS THIS WEEKEND

Sunday, November 19

11:00AM-5:00PM
St-François Room, Days Hotel
1005 Guy Street, Montreal

SCHEDULED PROGRAMMING

11:00AM

BOA MEETING: All club members are welcome to participate in this Board of Advisors meeting, at which we'll begin planning next year's MonSFFActivities.

1:00PM

FANDOM: A SUB-CULTURE: We examine the constantly evolving community of science fiction fans commonly known as fandom.

2:30PM

FAN FILMS: We revisit our exploration of the fan film phenomenon, offering various recent and classic examples for your viewing pleasure.

NEXT MONTH:

MonSFFA's
Christmas Celebrations
(Dinner and Party)

DECEMBER 9

(Details Next Issue)

October MonSFFA Meeting

The club held its October meeting on a blustery 29th of the month. Turnout was a little less than usual.

Star Wars was the principal focus of the afternoon's programming—a *Star Wars*-themed game of Pictionary preceded a live broadcast of the fan-produced Internet radio show *Star Wars en Direct*, a news and talk program. A brief feedback session on Con•Cept 2006 and the new gaming convention RoyalCon, both having recently taken place, was included off the top of the meeting.

The chairs of each convention—MonSFFA members both, incidentally—were present to receive constructive comment from folk who had attended either or both events. Few MonSFFen had anything terribly negative to say about the cons, most having thoroughly enjoyed themselves. RoyalCon was applauded for having provided as much of a variety of programming as possible for a specific-interest event. Con•Cept was appreciated for its unfailingly solid panel programming, robust masquerade, and lively Saturday-night dance.

The chairs provided insight into the behind-the-scenes operations of their respective events and spoke of improvements they expected would be made next year. While the neophyte RoyalCon experienced but a few bumps, Con•Cept struggled this year as a small and critically overworked conglom laboured valiantly to keep the full-weekend event running smoothly. Con•Cept chair Cathy Palmer-Lister explained that many of the little details—and a few of the big ones—went unattended as there were not enough qualified people to handle it all. This likely contributed in substantial part to the drop in attendance experienced by the con this year. We learned that some 100 fewer people were on site compared to the previous edition of Con•Cept. Further, the dealers' room and art show ran at less than capacity.

But that which plagued Con•Cept behind the

**DOES YOUR NAME APPEAR
BELOW? WATCH THIS SPACE
TO KNOW IF YOUR ANNUAL
MonSFFA MEMBERSHIP
FEES ARE DUE.**

The annual membership fees of the following MonSFFA members are overdue:

DUROCHER, Marc
KRIMP, Nick
MAGNUSSEN, Colleen

**Annual membership
fees are due this month
(November) from the
following MonSFFA
members:**

BLAIS, Annie
PALMER-LISTER, Cathy
REISCHL, Bernard
RUFIANGE, Yolande
RUIZ-DIAZ, Karina

Annual membership fees will become due next month (December) from the following MonSFFA members:

GAUDET, Jacques
LUPIEN, Denise
LUPIEN, Leslie

Please renew your MonSFFA membership in timely fashion. Annual dues are \$25. Fill out the membership application form, bottom of page, include cheque or money order, made out to MonSFFA, and mail to:

MonSFFA
P.O. Box 1186, Place du Parc
Montreal, Québec
H2X 4A7

If you have already done so, ignore this notice. We thank you for renewing your membership in MonSFFA, Montreal's premiere SF/F fan club.

MonSFFA MEMBERSHIP APPLICATION

Please print legibly. Cut out form and mail as per directions.

AMonSFF FORMULAIRE D'INSCRIPTION

Complétez lisiblement. Découpez le coupon et postez tel qu'indiqué.

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scenes was not noticed by the average attendee on the convention floor, noted one satisfied customer. The event's organizers were praised for managing to put on a fun and entertaining convention under rather trying circumstances.

The team, however, simply cannot continue to run the con without more help. Fresh blood is desperately needed next year and beyond, said Cathy. If Con•Cept is to survive long-term, a greater number of local fans—especially those with the organizational skills and experience demanded of such an event—must step up to the plate.

RoyalCon reported an attendance of 280, Con•Cept of 228. And while neither con expected to turn much of a profit, if any, both anticipated covering their operating costs and are making plans for 2007.

Our *Star Wars* Pictionary game followed the feedback session. Pictionary is a popular parlour game sometimes called Win, Lose, or Draw. Keith Braithwaite ran the game, beginning with an explanation of the rules:

At the beginning of each round of play, a member of one of two teams stands before an easel, felt-tip marker in hand. This “artist”—a talent for drawing is not a prerequisite, by the way—is given a phrase and must, solely by means of a sketch, get across to his or her team members that phrase. (For the purposes of this particular game, Keith had selected such *Star Wars* jargon as “targeting computer,” “Cloud City,” and “Rebel Blockade Runner.”) The artist then decides on how many minutes—one, two, or three—he or she expects will be needed to get his or her teammates to figure out the phrase. The shorter the time the higher the points scored if successful. The artist may indicate how many words make up the phrase but letters or numbers may *not* be included in the sketch. Nor may the artist speak to his or her team members, who call out loud their best guesses as the drawing progresses. Only when a word

that is part of the phrase is correctly guessed can the artist write down that word. Should the team fail to arrive at the complete phrase before the clock runs out, the opposing team may offer a guess and if correct, steal points. The round thus completed, it's now the opposing team's turn at the easel. During the course of the game, each team must cycle through their roster so that all players take at least one turn as artist.

While the game was to be played this afternoon purely for the fun of it, Keith threw in a little incentive, offering a two-for-the-price-of-one deal to members of the winning team on any raffle tickets purchased during the upcoming mid-meeting break.

Two teams were quickly formed and the amusement began. Keith served as game host while young daughter Erin, accompanying dad to the club's meeting this day along with older brother Scott, operated the game's timer and kept track of the score. An avid *Star Wars* fan, Scott was eager to join in the fun and proved one of the better players and artists in the room.

Following the mid-meeting break, Sebastien Mineau set up for the broadcast of his *Star Wars en Direct* Internet radio program. Explaining to audience members the nuts and bolts of fan-produced Internet radio as he plugged in, he told the story of how he and a few of his fellow local *Star Wars* fans became involved in the project. A group of American fans producing an online *Star Wars* radio show inspired Sebastien and friends to launch a French-language version. When the American fans decided to cease production of their show, Sebastien's crew switched to English and picked up the ball.

Enlisting Keith as a guest co-host, Sebastien invited audience members to chime in with questions and comments during the discussion portion of the program. The show ran for about an hour and featured the latest *Star Wars* news and a discussion of fans' fears of the

cancellation-happy Fox network possibly pulling the planned *Star Wars* television series from the air should it fail to immediately perform up to expectations. Sebastien and Keith bounced opinion back and forth on the topic, welcomed comment, and fielded questions from both MonSFFA members in the room and listeners participating online.

While it is, of course, a couple of years too early to say which TV network's schedule will include the series, it's probably a good bet that Fox will carry the show. Should the series perform well and garner solid ratings, fans will have no need to worry about the network cancelling the program. Should the series falter in the ratings, however, the demands of the marketplace could very well see the show dumped, at which point it might or might not be picked up by a rival network. But with the kind of dedicated audience *Star Wars* boasts, it's likely that any *Star Wars* series would do well, at least initially. Also, it was conjectured, George Lucas has the kind of clout that might allow him to secure broadcast guarantees of a season or two.

Star Wars en Direct broadcasts bi-weekly and episodes are archived on the Web; for more information, e-mail: studio@swendirect.com

We thank the usual suspects for helping to plan and run this meeting, and appreciate the contributions of our program participants.

Briefly:

● MonSFFA welcomes suggestions from members as to a downtown restaurant at which the club may hold its annual Christmas dinner. We have traditionally met for our holiday dinner at a centrally-located dining establishment and later convened at the familiar Park Place Bar on Mackay Street to enjoy an evening of festive partying. Our Christmas celebrations are scheduled this year for Saturday evening, December 9 (details next issue).

Impulse is put together monthly by Keith Braithwaite on behalf of MonSFFA. An e-version is available on MonSFFA's Web site courtesy Kurt Schmidt. Contact Keith in regards to this publication by any of the following methods:

● In person at a MonSFFA meeting
● Via the club's mailing address, to the attention of "Impulse":
MonSFFA
P.O. Box 1186, Place du Parc
Montreal, Québec, H2X 4A7

● E-mail: bigewok@total.net
● Voice mail: 450-692-8831

Visit MonSFFA on the Web:

Impulse est préparé une fois par mois par Keith Braithwaite au nom de l'AMonSFF. Il est aussi disponible en version électronique sur le site internet du club grâce à Kurt Schmidt. Pour toutes questions concernant cette publication, contactez Keith soit:

● En personne à une réunion du club
● Courriel: bigewok@total.net

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