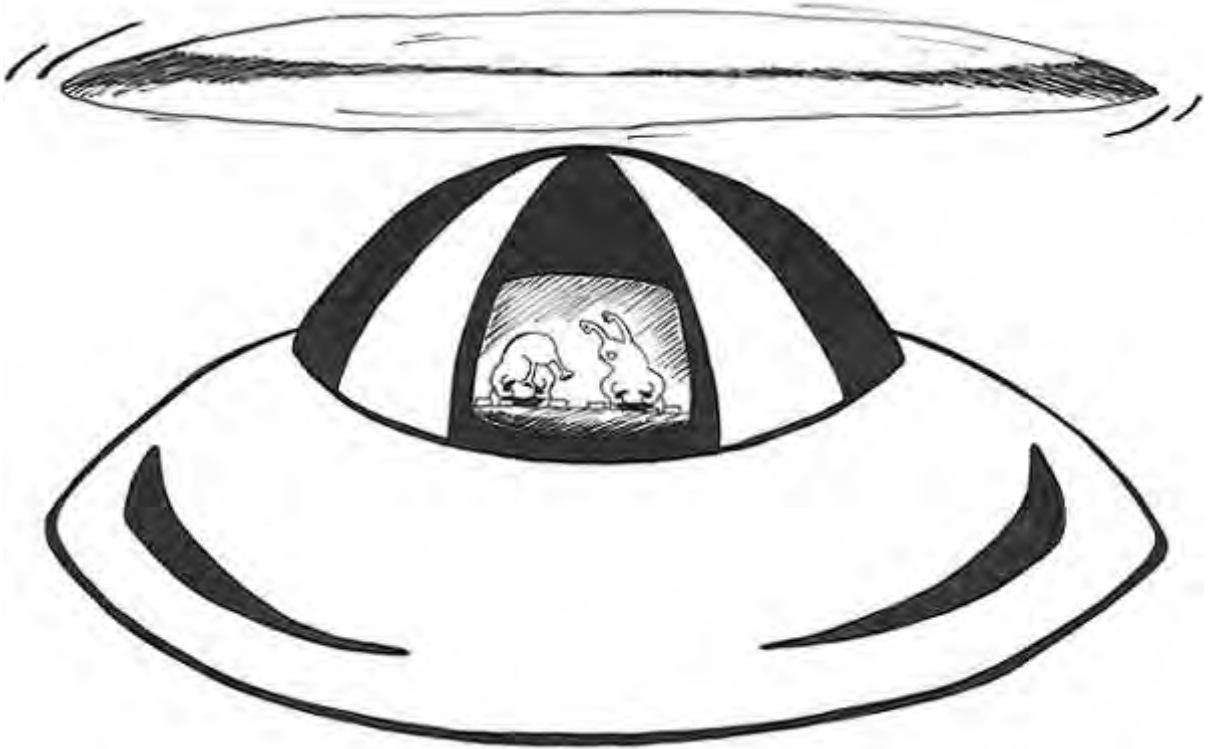

THE MOTHER SHIP'S



"This can't be right. . ."

"Sure it is, I looked it up in the manual!"

REFERENCE CONSOLE

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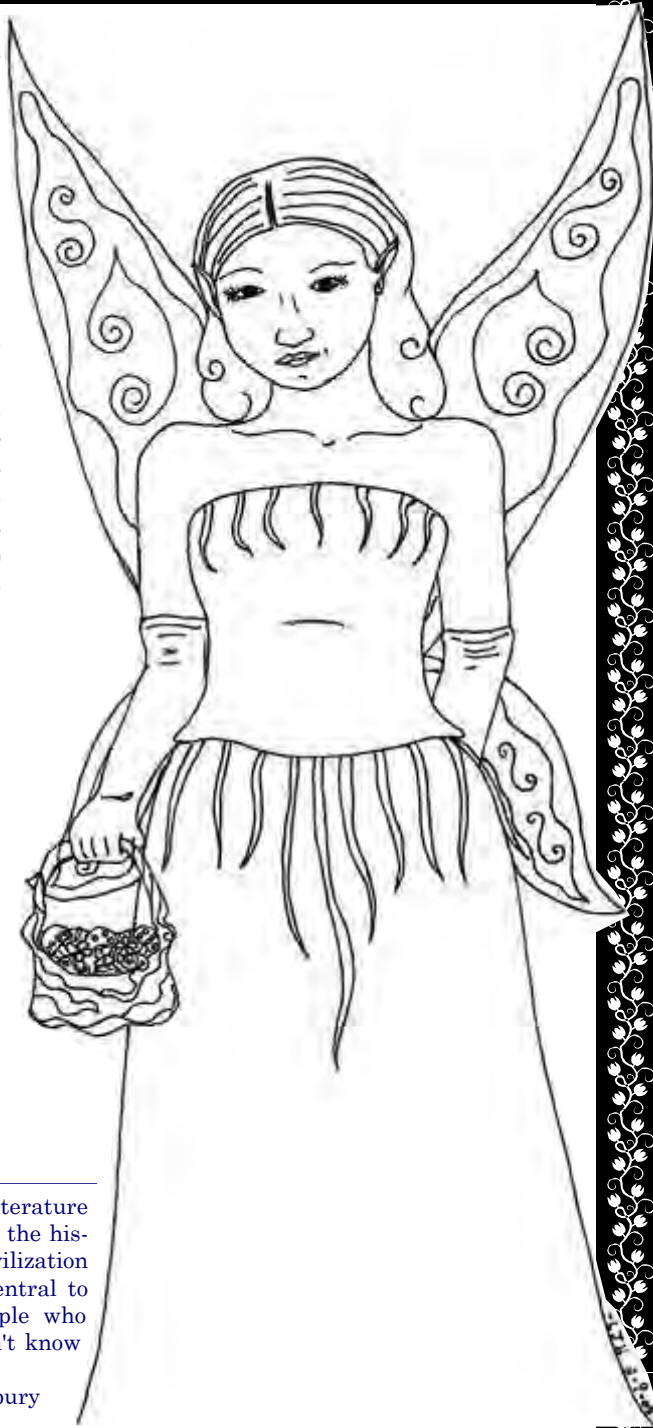
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- Ruth R. Davidson
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Pgs. 9 & 11
- David Speakman – Pg. 10
- Sarah Glasgow
Pgs. 17 & 27
- Jennett Kaerie – Pg. 28

All else is clip art (yes, really)

"Science fiction is the most important literature in the history of the world, because it's the history of ideas, the history of our civilization birthing itself. . . .Science fiction is central to everything we've ever done, and people who make fun of science fiction writers don't know what they're talking about."

—Ray Bradbury



WELCOME TO THE N3F!

www.n3f.org

That phrase has greeted new fans (also known as fen) to science-fiction fandom for over 60 years. It sounds like a great cry, doesn't it? And it will be among the words of a letter written to you by a member of the N3F WelCommittee. Until you hear from these fine folks, allow me to welcome you on behalf of all the Officers and Bureau heads.

This booklet is intended to let you know what we have to offer you now that you have joined us. Feel free to just jump right in and participate in any of the activities that sound interesting to you.

The National Fantasy Fan Federation (N3F or NFFF) is an old club, solidly embedded in Fandom's history and present – and, from all appearances, its future as well. It all began in April 1941, making it one of the oldest SF fan clubs still operating. In all the time since then, the N3F has undergone almost every combination of success and failure imaginable. At different times its membership has been in the hundreds, and other times under 100. It has produced some of Fandom's most memorable fanzines and some of the worst crudzines. Its ranks hold professional writers as well as neofans (“if you have to ask what a neofan is, you are one”).

The reason for this diversity, and quite possibly also for N3F's longevity, is that the club's main aim is contact. Anyone paying the current dues is welcome (and that is about the only thing rigidly insisted on). People are encouraged to seek out others sharing their interests in any matter, and to start a group (if they want to) about it, if there isn't one already. Thus, we have a writer's workshop, an Art Bureau, a Pen Pal group, the WelCommittee (this is the original WelCommittee; beware of imitations!), Convention listings, Reviews, a Games Bureau, etc.. Know what a Round

Robin is? We've got a few of those. Want to have someone critique your short story or novel? We can help you.

Surrounding all these options is contact by mail – people writing to one another. Nowadays this is done by “snail” mail or email. We have a quarterly publication called The National Fantasy Fan (TNFF or The Fan), with articles, news, and official business. It also has a section for people to write to the whole club, called Letters of Comment (LOC). There's also an electronic version called The e-Fan in .PDF sent directly to your inbox for downloading.

We also have the N3F mailing list online, at n3f@yahoogroups.com, exclusive to Neffers only, where you can talk to your fellow Neffers with online access in a more speedy fashion. On our very own website, n3f.org (hosted by the ever-generous simegen.com), we have club information and a Message Board that is also open to non-members (the only N3F activity available to non-Neffers).

It is possible to be a highly active fan without ever sending a letter outside of the N3F membership. The N3F has always welcomed new fans and provides the neofan with a steady platform from which they can extend their activity as they learn about fandom. In return for this, the club gets fans while they are at their most active stage, and so has a chance to guide their development in fandom.

For the experienced fen, we offer a means to follow personal lines of interest. In fact, older fen are needed at all times to help keep N3F going - not as arduous a task as it may sound. In fact, it is more rewarding than arduous.

This, then, is the N3F; and this is a booklet about it and Science Fiction & Fantasy Fandom(SFF) in general.

2007 N3F Officers

PRESIDENT:

Janine G. Stinson
tropicsf@earthlink.net

THE DIRECTORATE:

Dennis Davis - Chairman,
25549 Byron St.,
San Bernardino, CA 92404-6403;
n3f_info@yahoo.com

&

Sarah E. Harder - Vice Chairman,
yseult_sg@yahoo.com

&

Susan Van Schuyver,
&

Sally Syrjala,
&

Valerie Mignault,

SECRETARY:

Dennis Davis, *See Directorate*

TREASURER:

William Center,

ELECTION TELLER:

Ruth R. Davidson
Qualtree@ruthiechan.net

**All personal
information
has been re-
moved unless
permission
was given to
do otherwise.**

ELEMENTARY TABLE OF THE N3F

OFFICIALS: The N3F is run by an elected President and five elected Directors. The Secretary and Treasurer are appointed by the President, as are the Editors of the club's official magazine and the various Bureau heads. The President, Directors, Secretary, Treasurer, and Editors maintain contact by way of email, although only the five Directors may actually vote on any matters of business.

THE PRESIDENT: This person normally runs the club, making appointments and removals among the heads of the various activities, coaxing members to volunteer to run activities, passing on ideas and complaints, and generally being a busy-body. The President is chosen annually by ballots sent to all members in October. The only requirement is that the Presidential candidate's dues be paid for a year in advance.

THE DIRECTORATE: These people are the penultimate authority of the club, subject only to the Constitutional power of the membership. They control the club's finances and watch the state of the club. They may censure any act of the President or any official. The Directors are elected on the same ballot that selects the President, and again, any paid-up member may become a Director; however, no member may hold two elective offices at the same time (no one can be both President and a Director).

THE SECRETARY: This is the person who processes all new memberships, writes letters to people wanting information about the N3F and generally tries to keep track of everything.

THE TREASURER: This person handles N3F's funds according to instructions issued by the Directorate. Because of the nature of their duties, the offices of Secretary and Treasurer are about as permanent as anything in Fandom.

THE OFFICIAL EDITORS: Like the Secretary and Treasurer, the Editors continue until they resign or are required to step down. *TNFF* is scheduled to appear in March, June, September and December. For more information, check out the Editorial Cabal.

BUREAU/ACTIVITY HEADS: Appointed by the President, these hold authority only while recognized by

The Editorial Cabal

EDITORS:

March: OPEN

&

June: OPEN

&

September: & December:

Jeff Redmond

1335 Beechwood NE

Grand Rapids MI 49505-3830

redmondjeff@hotmail.com

&

ONLINE EDITOR:

Ruth R. Davidson,

See Election Teller

REVIEWS EDITOR:

Jon D. Swartz

11600 Starview Trail

Austin, TX 78750-1382

jon_swartz@hotmail.com

ART EDITOR

Sarah E. Harder, *See Directorate*

PUBLISHER

Craig Boyd

DISTRIBUTOR

Dennis Davis, *See Directorate*

ADVISOR

Ruth R. Davidson,

See Election Teller



the President or Directorate, and control only their specified fields of interest. What they do within those limits is their own affair. Activities and their heads can change with great speed, although many have been around — and run by the same person — for many years. Some are one-person projects while others can involve as many people as want to become involved. Some are very active, others are generally quiescent. *Volunteers are always needed to join, to fill in for retiring heads, or to start new activities.*

BUREAUS AND ACTIVITIES

ARTIST's Bureau: Artists from this bureau supply much of the artwork for the club zine, *TNFF*. Technique, subject matter, and publication will also be a part of the discussions of this bureau. You will also find a sampling of these artists' works on this website. If you have an interest in science fiction/fantasy art, and are wanting to share that interest, this is the bureau for you!

BIRTHDAY CARDS: This is a fun Bureau that started many years ago by a fan who wanted to be active in the N3F, but was physically handicapped. Volunteers choose a month(s) to send birthday cards to our fellow Neffers. This bureau operates via donations of stamps, cards, money, and/or time from interested Neffers; if you want to donate any of these, please do so.

BLIND SERVICES: This bureau is dedicated to recording a reading of *the Fan* out loud on tape and/or CD for our blind members.

COMPUTER GAMING: If you like computer games, write to the Bu Head. You can submit computer gaming reviews for *The Fan*. Become the N3F equivalent of Adam Sessler and Morgan Webb from TechTV's "X-Play"! For more information, write the Bureau Head.

CONVENTION COORDINATOR: Convention dates, con-reports, and passing out flyers at various sci-fi and fantasy conventions is the purpose of this bureau.

CORRESPONDENCE: Would you like to meet up with some new N3F friends? Find someone who shares your interests? This popular bureau matches people interested in acquiring pen pals. If you enjoy writing letters and want pen pals with similar interests, this bureau provides that service for members of N3F. Many people develop lifetime friendships through the services

Bureaus & Activities

ARTIST'S BUREAU:

Sarah E. Harder, *See Directorate*

BIRTHDAY CARDS:

OPEN

BLIND SERVICES:

OPEN

COMPUTER GAMING:

OPEN

CONVENTION COORDINATOR:

Chris Garcia

garcia@computerhistory.org

CORRESPONDENCE:

Sarah E. Harder, *See Directorate*

E-MAIL DIRECTORY:

Dennis Davis, *See Directorate*

FAN CLUBS:

OPEN

FUTURE FANDOM:

OPEN

GAMING:

George Phillies, *See Directorate*

KAYMAR AWARDS:

William Center, *See Treasurer*

MEMBERSHIP CARDS:

Dennis Davis, *See Directorate*

MEMBERSHIP DRIVE:

Dennis Davis, *See Directorate*

N3F BOOKWORMS

David Speakman

davodd@gmail.com

N3F HISTORIAN:

Jon D. Swartz, *See Review's Editor*

N'APA:

OPEN

NEFFY AWARDS:

David Speakman;

see N3F Bookworms

of this bureau.

FAN CLUBS: Would you like to know more about various Fan Clubs? This is the place for you. The Bureau Head's job is to try to keep track of the many sci-fi/fantasy clubs that exist outside of the N3F.

FUTURE FANDOM: This bureau is for the neo-fan. Virtual get-together and discussions take place on the Official N3F Forums (located on our website, www.n3f.org). If you would like to join the FF, register on the N3F forums and introduce yourself in the FF section. Questions, comments, suggestions are all welcome. This is the place for neo-fans to feel comfortable learning the ropes of Fandom.

GAMING: The Games Bureau supports N3F gamesplayers. Board games, role-playing games (RPGs), miniatures, diplomatic games, live-action roleplaying (LARP) are included in this group. Our largest service is to publish lists of forthcoming game conventions. The Bu-Head also publishes and edits a non-N3F gaming fanzine, *Strategist* (monthly since 1973), which covers all sorts of gaming news. For info on *Strategist* and its support club, visit <http://www.gametableonline.com> and click on the SGS icon.

N3F BOOKWORMS: This is our online reading group. The book of choice is voted upon and a reading schedule is set by the head. This is separate from the regular Yahoo!Group.

NEFFER AMATEUR PRESS ALLIANCE

(N'APA): Involved fans publish their own zines, send the required number of published zines to the Bureau Head, who in turn send it to everyone involved with N'APA. Usually the zine only has the writings of the publisher. It is bi-monthly. You can be an amateur, semi-professional, or professional. All is fair game here.

TEACHING SCIENCE FICTION: N3F's Teaching Science Fiction is about establishing contacts with teachers, educators and home schooling parents or groups in order to invite them into the world of creative thinking and problem solving through the use of science fiction. Reading science fiction is one way for children to learn about their world via a variety of perspectives. Contact the Bu Head if you're interested in participating.

THE EDITORIAL CABAL: This Bureau is dedicated to editing and publishing *TNFF*. The Editors take turns editing the N3F zine. In each issue under the N3F

ROUND ROBINS:

Lorna Hansmann,
lorna@todandlorna.com

SHORT STORY CONTEST:

Jeff Redmond
1335 Beechwood NE
Grand Rapids MI 49505-3830
redmondjeff@hotmail.com

**TEACHING SCIENCE FICTION:
OPEN**

THE MANGAVERSE:

Ruth R. Davidson,
See *Election Teller*

WEBMISTRESS:

Ruth R. Davidson,
See *Election Teller*

**WELCOMMITTEE &
SUBCOMMITTEES:**

Cynthia Richter,

OR

David K. Robinson,

WRITER’S EXCHANGE:

Joy Beeson,

Officers section lists which Editor edits what month. As a rule of thumb, when in doubt send your submissions to the N3F President.

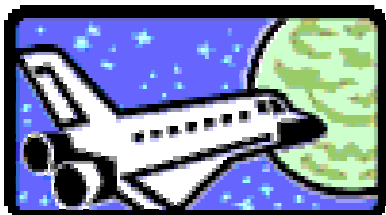
THE MANGAVERSE: This bureau is for the SF Fan who is also a lover of manga, anime, other comics, and/or comic movies. The main focus is manga and anime. A quarterly fanzine is published called *The MANGAVERSE*. Inside includes, con-reports, art, fan art, original one-shot comics, reviews, and other fannish material. Members are encouraged to participate and/or to ask to be on the mailing list.

WEBMISTRESS: The webmistress, along with her right hand man, Davodd, is the gal who runs the official website www.N3F.org and our online store www.N3FSHOP.com.

WELCOMMITTEE & SUBCOMMITTEES: The Welcommittee and its sub-committees are for welcoming new members into the N3F, and following up with them. First, the WelCommittee welcomes the new members with at least one "welcome" letter, and a "new member packet" introducing the new Neffer to the club and all its activities. Then the Follow-up sub-committee will write a few letters to the new member at a later date to see how they are doing with the club. Being on the WelCommittee is a wonderful way to be "on the front lines" of meeting potential new friends in our correspondence club!

WRITER’S EXCHANGE: Members of the Writers' Exchange read each other's manuscripts. When you join, you receive a list of members, in which each member describes himself in one or two paragraphs, and make your own arrangements by snail or e-mail. You can also send letters to the sorta-bimonthly Writers' Exchange Bulletin. For a faster response, join the Writers' Exchange Bouncing Robin, which exchanges mss. and comments by e-mail. Right now we have a surplus of readers and a shortage of writers, so feel free to accept criticism without offering any. This bureau head is very active and excited about her club and bureau activities! Take a look at the W.E. website at http://home.earthlink.net/~beeson_n3f/.

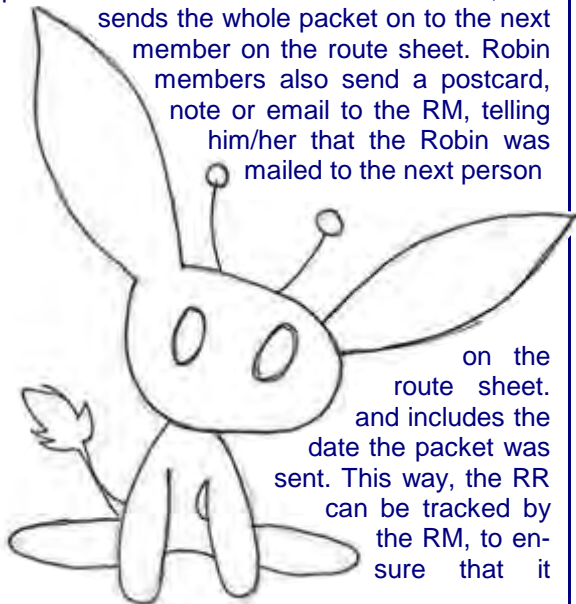
Note: There isn't an explanation for every activity because some of them seem self-explanatory. For questions on bureaus and activities listed or not listed please ask their current Bureau Head or the President.



ROUND ROBIN BUREAU

Round Robins are the greatest way to meet fellow fans, make new friends and have discussions about your favorite subjects and authors. There are Robins on all kinds of subjects, and more suggested all the time. Following this sheet, there is an updated list of the N3F Round Robins. An updated list is also included in the Fan. If you would like an updated list sooner please email me or "snail" mail me a request with a SASE (self addressed stamped envelope).

What *is* a "Round Robin"? A Round Robin (RR for short), is a packet of letters from fellow Neffers, written on a specific subject in which you are all interested. The RR starts out from its "home" at its Robin Master's (RM for short), and travels all around the USA (sometimes Canada and other countries), to the RR members on its route sheet. At each stop, the Neffer receiving it reads all the enclosed letters, and writes one of his/her own, puts that letter behind the others, takes out the previous letter he/she added to the Robin, and sends the whole packet on to the next member on the route sheet. Robin members also send a postcard, note or email to the RM, telling him/her that the Robin was mailed to the next person



on the route sheet. and includes the date the packet was sent. This way, the RR can be tracked by the RM, to ensure that it

keeps going on its journey.

The Route Sheet in the RR packet has all the names and addresses of the members, as well as "how to" instructions for the RR. It is a good idea to make an address card of your own, with the name of the Robin, the name and address of the RM, and the name and address of the person listed after your name on the route sheet. This way if you have not seen the RR in a while, you can write a note to the RM, and ask about it. If you keep track of the dates that you received the RR and sent it out again, this can be invaluable to your RM in finding a misplaced RR.

Round Robins have from 4 to 6 members on each route sheet. It takes at least 4 members to start a Robin rounding, After 6 members it is declared "closed". This is to facilitate the time the RR takes to round (complete one circuit of the Robin's members). With a strict 10-day limit at each person's home, it can take a RR from 1 to 2 months to round. It should take no longer than 3 months. If it does, then it is time to alert the RM that the RR seems to have gone astray. When a subject "loop" (the name for a RR route sheet packet) has 6 members and is closed, then a second subject loop list is started if there are Neffers on its waiting list, and when it has 4 members it will also start rounding. This way, more than one Robin can be started on the same topic.

The Robin Coordinator (RC) is responsible for adding the names of Neffers to RRs that they request to join. You may join as many as you like, but keep in mind there is a time limit for them. I would recommend that you request at least 4 robins initially. Depending on their status at the time of your request, they may or may not be active. Between that and the time they take to round, it is more likely you will see a RR sooner. The RC will then send you a note telling you the status of the RR(s) that you have joined. Make sure to tell the RC if you do not receive the RR in a

"Size matters not. Look at me. Judge me by my size, do you? Hm? And well you should not. For my ally is the Force. And a powerful ally it is. Life creates it. Makes it grow. Its energy surrounds us, and binds us. Luminous beings are we, not this crude matter. You must feel the Force around you. Here between you, me, the rock, the tree, everywhere. Yes, even between the land and the ship."

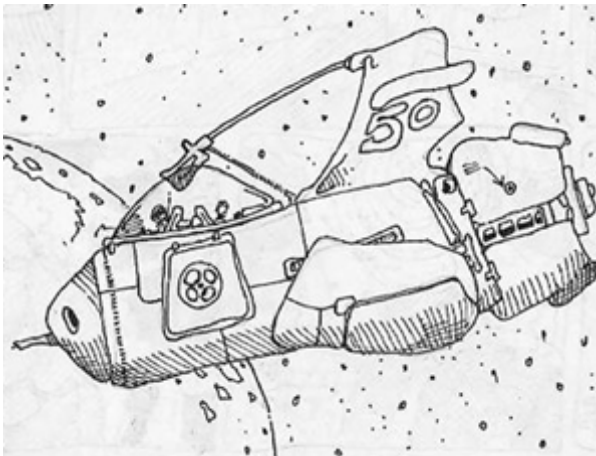
—Yoda, *Star Wars Episode V, The Empire Strikes Back*

reasonable time frame. This helps the RC keep on top of all the RRs. This is a case where complaints *are* appreciated! J There is a time lapse when you first join a RR. Once your name is sent to the RM, she/he has to wait for the RR to round home, so your name can be added. After that you should see the RR regularly.

Anyone volunteering to be a RM will receive a sheet on exactly how it works, and lots of help from the RC. RRs exist for your enjoyment and fun. If and when you ever want to drop off an RR, you simply cross your name off the list, and send it on. It is also that easy to resign from the job of RM. You simply notify the RC, and return the RR (if you have it) to the RC, and another RM will be found, no questions asked.

Active Rounds

Cats in SF&F –VanSchuyver
Celtic Folklore-Johnson
Comics-Davidson
Deep Space 9 & ST: Next Generation-Benson
Dragons-Marcum
Dreams-VanSchuyver
Fairy and Folk Tales-Davidson
Horror-Davidson
Mercedes Lackey-Winters
Anne McCaffrey-VanSchuyver
Mythology-Davidson
Sci Fi Channel-VanSchuyver
SF&F in Films-Davidson
Star Trek-Benson
Star Trek Classic-VanSchuyver
Star Wars-Benson
Time Travel-VanSchuyver
TV SF&F-VanSchuyver
Vampires-Marcum
The name listed next to an RR topic is the last name of that robin's RM.



Waiting List

Beauty and the Beast
Harry Potter Books and Movies
Tarzan

Additional Ideas

Artists in SF&F
Batman and other Superheroes
Dogs and Wolves
Highlander
Interstellar Empire
King Arthur
Love and Romance in SF&F
Marvel Superheroes
Nonfiction Reading
Science and Technology
Space Exploration
Unicorns
Werewolves

Note: For an updated list please refer to the RR Bureau Report in the next TNFF or contact Lorna Hansmann
lorna@todandlorna.com

N3FFYS

National Fantasy Fan Federation Speculative Fiction Awards

N3F Awards

The National Fantasy Fan Federation has a long history of recognizing fans and creators of speculative fiction. In 1949, the N3F was the first organization to recognize a young writer named Ray Bradbury, awarding him the honor of "Best Author." Current N3F awards are: The Franson's Award, The KAYMAR Award, The Short Story Contest and the National Fantasy Fan Federation Speculative Fiction Awards (the Neffys).

KAYMAR Award

Named after fandom legend K. Martin Carlson (1904-1986), the KAYMAR award has been given every year since 1959. The selection is made by a committee, consisting of previous winners who are still in the club, from nominations submitted by members. The Kaymar Award, like few other awards in fandom, is awarded only once. It is given not for talent or popularity, but for work, for the benefit of the club and its members.

It is a fitting memorial to K. Martin Carlson, who originated, maintained and financed it for 25 years. Now it is paid for by the N3F Treasury, which is small compensation for the value of the work done by the winners over the years. Prizes include a year's membership extension, \$10 cash and a certificate.

Any member of the N3F may nominate someone who seems worthy of the KAYMAR Award by sending a nomination to the chairman of the Kaymar Awards Committee, at any time; but at least by the end of the year,

so that the names can be voted on in time for next April's award. All names will be kept confidential. This is an honor, not a campaign, and only the winner's name will be made public.

Franson's Award

Named after former N3F president Donald Franson (1916-2002), this award is presented annually by the current president to an N3F member (or members) who have shown outstanding service to the organization. This award was started to honor individuals who may have already won the KAYMAR Award.

Short Story Contest

This contest is open to all amateur writers in the field, whether members of N3F or not. We define an amateur as someone who has sold no more than two stories to the professional science fiction or fantasy publications. See the Short Story Contest rules (page 23) for more information.

The Neffys

National Fantasy Fan Federation Speculative Fiction Awards, starting in 2005 will pick up the tradition that helped launch the career of Ray Bradbury back in 1949. With an eye on the future, the Neffys aim to honor achievements in speculative fiction in news media as well as traditional media. Awards are given for such works as books, comics, games, motion pictures and the Internet. For more information, see the Neffys Awards section of the N3F website at www.n3f.org.

"Since no one is perfect, it follows that all great deeds have been accomplished out of imperfection."

—Lois McMaster Bujold, *Mirror Dance*

“The difference between truth and fiction: fiction has to make sense.” —Mark Twain

BOOKSELLER DISCOUNTS FOR NEFFERS!

The following booksellers offer discounts to N3F members:

Clarkesworld Books

<http://www.clarkesworld.com/books>

PO Box 172, Stirling, NJ 07980

books@clarkesworld.com

Voicemail/Fax: 1-908-626-1531

Identify yourself as a N3F member and you will qualify for an additional 10% off already discounted paperback and hardcover books. (Signed limited editions excluded.)

Books from the Crypt

<http://www.booksfromthecrypt.com>

N3f Members who place an online order with Books from the Crypt through <http://www.booksfromthecrypt.com>, and who put "N3F" in the 'company' (i.e. business name) field, will receive a 15% discount.

Wildside Press, LLC

<http://www.wildsidepress.com>

P.O. Box 301, Holicong, PA 18928-0301

Tel. (215) 345-5645 Fax: (215) 345-1814
Publisher John Betancourt
(wildsidepress@yahoo.com) has set up a coupon for N3F members at the www.wildsidepress.com web site -- the coupon code is "N3F" (no quote marks -- just the 3 characters N3F) and it will give N3F members a 15% discount when they purchase 2 or more books.

(Not valid on ebooks or movies.)

The Sentry Box

Gordon Johansen (Owner)

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Alberta, Canada T3C-0K2

sentrybox@sentrybox.com

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The Sentry Box gives a 20% discount on hardcover new releases, 10% off on new paperbacks, and ordinarily gives a 10% discount on old hardcovers. For N3F members, the \$3.00 Canadian handling fee will only apply to orders under \$50.00. Shipping is the discounted rate from the post office. Shipping is free in Canada for orders over \$150.



YOUR PLACE IN FANDOM

Revised by Ruth R. Davidson

(Adapted from the original by Milton A. Rothman – written soon after WWII)

If you weren't meant to be a Fan, you've thrown this handbook away by now. But, if you possess that particular, off-trail, interesting frame of mind that attracts you to the activities of Science Fiction and Fantasy Fans, then you're not only with us, but possibly ahead of us to boot.

You've just been looking at a brief history of Fandom, seen the ups and downs of organization (and maybe the lack thereof in some cases). You've seen all the different activities, the fan publications, conventions, the great hodge-podge of lots of people doing lots of things for the sheer pleasure of doing them.

You're probably wondering: What am I going to do in all this? With all these old and active Fans running the show, what do I have to do get some fun out of this? Where do I fit in?

In the first place, there are not many hobbies in which new enthusiasts can obtain recognition so quickly. One can name any number of Fans who, after only a few months of activity, have become known and liked all over the country, and maybe even in other countries!

Now you're probably wondering: What does a person have to do in order to achieve this position?

We assume that you started somewhere. Maybe you read a promag (slang for a professional magazine), saw the reader's column where you heard of other Fans. Maybe you started corresponding with them and heard of the NFFF (or the NFFF heard of you), and you arrived at this point. Maybe you saw a flier or ad at a convention, maybe you have a friend or family member who's a Fan and in-

formed you with the it. Maybe you visited website, clicked a link and found us. There so many starting points these days, it's amazing, but whatever the case, you're here.

In olden days the exchange of letters between Science Fiction readers was the life of Fandom. There were only a few Fanmags then. Even now, personal correspondence between Fans is still basic, though now it's must faster with email, and message boards. The essential part of being a Fan is to get to know other Fans. That is traditionally accomplished by correspondence. You join a message board, write a letter, send an email, and mention that you are a Sci-fi Fan and would like to become acquainted. He or she will always reply. That's all there is.

So you get to know Fans through some form of correspondence. If you live near some Fans you inevitably meet them. Perhaps there's a local club to join, or an online community. You hear about Fanmags, you write for copies. You like them and subscribe to them. You start finding out all sorts of nifty going-ons with Fannish activities.

You discover the joys of collecting and of watching your collection of books, magazines, manga/comics and DVD's/VHS's grow. You haunt the second-hand book stores to fill in the gaps of your collection, and your letters are full of enthusiastic collector's talk.

Suddenly you notice how the mail has been flowing through your door, and/or the influx of email in your inbox, from people all over the country and you realize how many new people you've met, and you say to yourself, "I'm in! I'm a Science Fiction Fan!"

Don't kid yourself. You've just started. You've just done the easy part. Of course, you can stay where you are. Many Fans have gone no further than this stage of being an interested spectator. But the real dyed-in-the-wool Fans are never satisfied with just watching.

"Experience comes from doing, not from being told. Experiment and discover. Seek and find. It is not machinations of others that compel us to do so; it is our need to know. It is, in the end, the way we learn."

—Terry Brooks, *The Talismans of Shannara*

“In this galaxy, there's a mathematical probability of three million Earth-type planets. And in all of the universe, three million million galaxies like this. And in all of that and perhaps more, only one of each of us.” —Dr. McCoy, *Star Trek*

They have to jump in the middle of things, and start something themselves.

So, if you have the demon inside you, it's not long before you get an itching on the tips of your fingers, right where they hit the keyboard. You read so many fan magazines (fanzines) you can't stand it any longer. The inevitable result – you start writing for them yourself.

And when you have reached that stage then you really are *in!* You have reached the ultimate goal of a hobby: creation and self-expression.

It's not easy. It's not like a few decades ago. Most of the obvious topics for Fan writing have been rehashed time and again. Quality is expected to be high now. You have to sweat some. A person never did anything worthwhile without some sweat. So if you're sweating a little, that's a good sign.

So, you've hit the peak. You've found your place. The rest is icing on the cake. You continue to write. You acquire a style, a pen name by which you are known. You spread out your friendships. You join the NFFF. You get on a project. You become part of a committee. You run for office. There's plenty of jobs to do, all of which are fun and worth the effort.

Then you become really ambitious. You put out your own Fanzine! These days it's easy to do with the age of computers, copy machines, printers, and electronic files. Before you had to spend oodles on a hekto or mimeo or find someone who was willing to share theirs. Now it's easy. If you don't have your own computer you can use one at the library or an internet café. Copy centers are just around the corner. There are various editing programs out there, and all sorts of various ways and formats to put out a Fanzine.

Unless you have really big ideas, you'll start out modestly, and perhaps confine your

publication to an Amateur Press Association. (One being the N3F's very own Neffer Amateur Press Association – N'APA.) That alone is completely soul-satisfying, and many of the best Fans go no farther.

You discover conventions! Unlike the days of old, conventions are everywhere. You can almost always find one close enough to home to be able to go to one. There you meet authors and editors.

Sooner or later your itching fingers turn out a story which you think is too good for a Fanzine. You put it to a Prozine (another word for Promag) and it bounces so fast your head spins. Undaunted, you try again. A long time later you get an acceptance, and from then on nobody can live with you. You've crashed the Prozines!

That seems like a lot for a person to do for a hobby. Towards the end the story becomes fantastic, even. Travelling hundreds of miles to a convention – having stories published – incredible!

But so many Fans have done all of those things!

You don't have to go all the way. You can please your own pocketbook and timetable. If you're continually broke, like we all are at some point in our lives, you can be plenty active using a friend's computer or library. Now it's easy to send in Letters of Comments (LoCs) with the age of computers and email. It negates the need for postage. You can also borrow a friend's copier (many printers these days also act as copy machines). If you can save a few bucks here and there you can start thinking of going independent (having your own computer and printer).

If you're such a quiet person that the thought of activity and notoriety makes you turn pale, then you can remain happily in the background, carrying on correspondence and sending letters/email to the Voice of the Imagi-

nation.

Each person fits his or her personality into Fandom according to his or her own style and soon becomes known by that personality; and having become known, they he or she becomes welcome where ever there are Fans.

That's really something you know. Just think about this: *Wherever you might go in this country you will know people and will be known by them.* That, in itself, is sufficient excuse for the existence of Fandom.

It is hardly necessary to speak of such benefits from Fan activity as acquiring the ability to write, the copious amount of education

A BRIEF HISTORY OF SCIENCE FICTION FANDOM

"It is a proud and lonely thing to be a fan."
Rick Sneary, Former N3F President

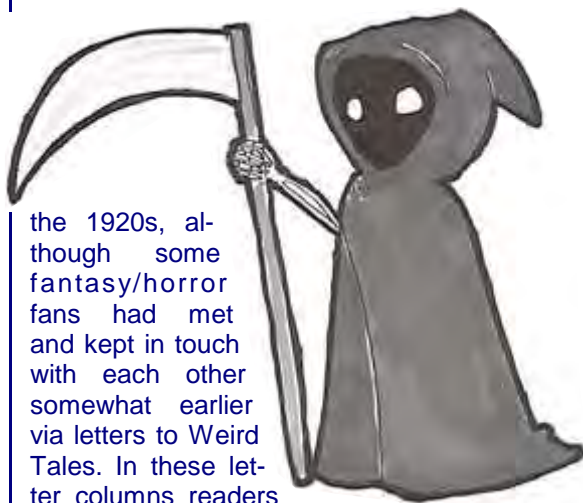
The active readership/viewership of science fiction that communicates with each other on a regular basis through fanzines, conventions, clubs, etc. is what is known today as science fiction (SF) fandom. Two other genres, fantasy (F) and horror (H), are related in most people's minds to SF fandom; the three often are referred to as a single genre, in both mainstream and fannish literature, as SF/F/H or SFFH. In most academic classifications, SF is seen as a sub-genre of fantasy literature or speculative fiction. Whatever its ultimate place in literary nomenclature, however, science fiction is the first sub-category of fiction to have a fandom created for it, meaning a body of enthusiastic fans who supported and helped shape it.

In the beginning of SF fandom in the United States, in the late 1920s and early 1930s, fans tried to keep in touch with each other via the letter columns of the professional SF magazines. This process began with the appearance of readers' letters in the "Discussions" column of *Amazing Stories* in

obtained from the continuous discussions, the freedom of mind resulting from association with other free minds. The chances are that you are already most of that – that you became a Fan because had the writing urge, the free mind, the omnivorous interests.

Being a part of Fandom gives you a chance to exercise your abilities. It gives you a place where you can unleash that desire to create from your mind and to express yourself in writing and art.

May you relish in the joys of active Fandom. The world holds no higher pursuits!



the 1920s, although some fantasy/horror fans had met and kept in touch with each other somewhat earlier via letters to *Weird Tales*. In these letter columns readers commented upon and compared their favorite, and not-so-favorite, stories and authors. One of the questions frequently asked was "Who really wrote that story?" SF writers, especially in the Golden Age of the genre, often wrote under pseudonyms (see *SF/Fantasy Author Pseudonyms*). This type of communication via letters to prozines continues in various forms to this day. Such correspondence in turn led to the formation of local clubs, the publication of amateur magazines and newsletters (fanzines), and the organization of conventions. Some of these early clubs were sponsored by professional SF

"Well believe me, Mike, I calculated the odds of this succeeding versus the odds I was doing something incredibly stupid... and I went ahead anyway." —Crow, *Mystery Science Theater 3000*

“Conformity and rebellion. . .both ways are simple-minded—they are only for people who cannot cope with contradiction and ambiguity.” —Neal Stephenson, *The Diamond Age*

magazines (prozines). Out of these clubs came new genre writers, illustrators, editors, agents, and even publishers.

One of the first clubs to be organized was in Oakland, California in 1927, only one year after the appearance of the first all-SF pulp magazine, *Amazing Stories*, published/edited by Hugo Gernsback. Within three years clubs had been organized in Chicago, Boston, Georgia, and New York. All of these clubs published fanzines. The first fanzine, *Comet* (later *Cosmology*), was dated May 1930 and published by the Science Correspondence Club of Chicago. It was edited by Raymond A. Palmer, who later gained fame as a prozine editor. The early clubs were interested in science, and their fanzines reflected this interest. Later clubs were more interested in science fiction per se, and their fanzines emphasized science fiction authors and the magazines in which their stories appeared instead of scientific topics.

In 1941 Damon Knight suggested that it was time for a national organization of SF and fantasy fans: “I sincerely believe that a successful national fantasy association is possible, that it could offer a needed service to every fan, and that it could be established today.” Knight was a respected author at the time and later became even better known as a critic, editor, and teacher of SF/fantasy. Fans responded to his suggestion, and The National Fantasy Fan Federation (NFFF or N3F) was the result.

The Culture of Fandom

SF fandom has created its own history and culture, with famous events, conventions, awards, press associations/alliances, language, feuds, hoaxes, and activities such as collecting, writing, and publishing.

Numbered Fandoms

Early fan historian John (Jack) Speer began the numbering of the time segments of fandom beginning in 1930. Others added to his work, and today these various time periods are generally thought of as follows: First Fandom (1930-1936), Second Fandom (1937-1938), Third Fandom (1940-1944), Fourth Fandom (1945-1947), Fifth Fandom (1947-1949), and Sixth Fandom (1950-1953). In 1953 a group of young fans said Sixth Fandom was dead, and proclaimed they were the new, magnificent Seventh. Others quickly labeled their period *The Phony Seventh*. Since then no one has proposed a continuation of this numbering system, although the period before 1930 often is referred to as Eofandom.

Conventions (Cons)

The first science fiction convention was held in 1937 in Philadelphia. By the next year groups of New York fans were competing to hold the first world convention, and on July 2, 1939 more than 200 fans gathered in Manhattan, under the leadership of Sam Moskowitz, who would later publish one of the early fan histories, *The Immortal Storm*. Fans came from all over, one contingent from California that included Forrest J Ackerman and Ray Bradbury.

A world convention (Worldcon) would be held annually from 1939, with the exception of four years (1942-1945) during World War II. Worldcons were held in the United States until 1957 when the convention was held in London. Since that time Worldcons have been held in other foreign countries, including Germany, Canada, and Australia. Foreign locations now are considered traditional, although most Worldcons are held in the United States. Attendance at Worldcons has steadily climbed from only a few hundred attendees, and now each routinely has thousands of people in at-

tendance.

Awards/Fan Funds

Contests and prizes were part of the early pulp publications, and fans started to present awards in 1941 at the 3rd Worldcon, held in Denver. The first International Fantasy Awards were given from 1951 until they were discontinued in 1957. The Science Fiction Achievement Awards, known as Hugos (after publisher/editor Hugo Gernsback) were first awarded in 1953 at the 11th Worldcon in Philadelphia, and are still given today in a variety of categories. Other awards are given in connection with the Worldcons, including the John W. Campbell Award, the Gandalf Award, and several First Fandom awards. Other American SF awards, currently being presented annually at other meetings, include the Nebulas (Science Fiction & Fantasy Writers of America), the Philip K. Dick Award, and the Theodore Sturgeon Award. N3F also gives awards, including the Kaymar and the Franson, both named for former members of the club.

A fan fund is a sort of fellowship that helps fans attend distant conventions: The most famous is the Trans-Atlantic Fan Fund (TAFF), which began in 1952, with the first "official" trip in 1954. TAFF is a fund that helps fans in North America attend European cons, and European fans attend North American cons. Another major fan fund is DUFF (Down Under Fan Fund), established in 1972, which helps fans travel across the Pacific Ocean, either to or from Australia. Fans may be American, Australian, or from New Zealand.

APA's

Another important development in fandom was the creation of the Amateur Press Associations or Alliances (APAs). The Fantasy Amateur Press Association (FAPA) was or-

ganized in 1937, and others soon followed. Today many exist, each organized around a special interest of the members (films, comics, pulps, etc.). N3F has its own APA, the N'APA (Neffer Amateur Press Alliance).

Fan Language

Like most sub-cultures, SF fandom developed its own special language as fans communicated with each other. See the Glossary of fannish terms at the end of this Handbook for several examples of this language.

Feuds/Hoaxes

Feuds and hoaxes have existed since the beginnings of fandom, according to the SF historians who have written on these subjects. The feuds began as different individuals tried to take control of organized fandom, and ranged from the serious to the silly, depending upon the personalities of the individuals involved. Hoaxes usually were of a humorous nature, mostly involving imaginary persons, magazines, books, cons, etc., but some were more serious and were concerned with the supposed deaths of fans. Major feuds no longer exist as such, and even hoaxes are seldom perpetuated on the unsuspecting newcomer (neofan) – perhaps attesting to the fact that more mature fans dominate the field today.

Collecting/Writing/Publishing/Scholarship

Fans have contributed to the development of SF in several different ways. Many early fans were collectors, and over the years their collections contributed directly to the founding of several specialty publishers and the writing of important reference works. Many SF/fantasy books were published by these fan publishers, and this fan publishing led to commercial publishing by large book publishers such as Doubleday. At least one major pub-

“There is no other way. Please believe me. All my life I've searched for a way to serve others. To me there is no higher calling, no greater destiny than to live for another, and if necessary, to die for another. To somehow make the world a better place. I've done all I could on my world. I came looking for a reason, a way to live out my remaining years with direction and purpose. Here I've found it. I will save lives.”

—Draal, *Babylon 5*

lishing house, DAW, was founded by a former fan (and N3F member) Donald A. Wollheim. Fan activity also contributed significantly to scholarship, with the publications of many reference works, beginning with Everett F. Bleiler's *The Checklist of Fantastic Literature* in 1948. Today there are academic journals devoted to the genre, and courses on science fiction are offered in colleges and universities.

Conclusions

Fandom today is extremely diverse, although joining clubs, reading/collecting SF/fantasy books and magazines, publishing fanzines, and attending conventions still are the main activities of fans. Club activities often involve most, if not all, of the activities that fans have enjoyed since the beginnings of fandom: collecting, writing, composing/performing fan music, doing artwork, participating in APAs, playing computer games, sponsoring and attending cons (and participating in filk-

singing and masquerades at these cons), discussing authors and artists and their work, and criticizing genre movies/TV programs/magazines/books, etc. The world of SF fandom has shaped, and continues to shape, the literature it studies.

Early on there were few women in fandom, mostly the sisters, girlfriends, and/or wives of male fans. It was a newsworthy event when it was discovered that an assumed male fan was instead a female. Many more women entered fandom in the 1970s and 1980s, however, and now play prominent roles in all aspects of fandom. Today science fiction fandom is bigger and better than ever before. Those readers who want a more detailed history of this remarkable phenomenon are directed to the books listed in the following bibliography.

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NOTE: This brief historical account of SF fandom is based largely on the fan writings of Forrest J Ackerman, Don Franson, Sam Moskowitz, Rick Sneary, Jack Speer, Jon D. Swartz, Bob Tucker, Harry Warner Jr., and Donald A. Wollheim, all past or present members of N3F.



SF/FANTASY AUTHOR PSEUDONYMS

Compiled by Jon D. Swartz

While not as prevalent today as in the past, SF authors continue to use pseudonyms (pen names). Reasons for this practice include the following: 1) Publishers of prolific authors want to avoid flooding the market with many books by the same author; 2) Magazine editors want to disguise the fact that two different stories in an issue are by the same author; 3) Magazine editors want to disguise the fact that one of the stories in an issue is by the editor himself/herself; 4) Authors write in different genres, and want to have a particular name associated with a particular genre; 5) Authors with names similar to those of other writers use pen names to avoid confusing the reader; 6) Collaborations between (among) authors are disguised by a pen name; 7) A publisher has a series of stories and wants to be able to continue the series without interruption if the author doing the series leaves, so he requires the stories to be written under a "House" name; 8) An author wants to disguise his/her sex to make the story more credible; 9) Authors want to disguise authorship because of personal revelations made, the sensitive nature of the story, the quality of the story, to conceal their writing activities from their principal employer and/or their colleagues, etc.

Author Names: Pseudonyms

Forrest J Ackerman:

4E, 4SJ, Ackermmonster, Dr. Acula, Bobby Benson, J. Forrester Eckman, Jacques DeForest Erman, Forijay, Forjak, Aime Merrit, Ralph 124E41, Clair Voyant, Hubert George Wells, Damon Wright, Weaver Wright, many others.

Brian Aldiss:

Jael Cracken, Peter Pica, John Runcimar, Arch Medicant, others.

Poul Anderson:

A. A. Craig, Michael Karageorge, Winston P. Sanders.

Isaac Asimov:

George E. Dale, Paul French, H. B. Ogden.

Eric Temple Bell:

Richard C. Badger, John Taine, James Temple.

Alfred Bester:

John Lennox, Sonny Powell.

Drexel J. L. Bixby:

Jerome Bixby, Jay B. Drexel, Thornecliff Herick (house name), D. B. Lewis, Harry Neal, Alger Rome (with Algis J. Budrys), Albert Russell, others.

James Blish:

William Atheling, Jr., Donald Laverty (with Damon Knight), John MacDougal (with Robert W. Lowndes), Arthur Merlin, Luke Torley, others.

Robert Bloch:

Tarleton Fiske, Nathan Hindin, Wilson Kane, Sherry Malone, John Sheldon, others.

Ray Bradbury:

D. R. Banat, Edward Banks, Leonard Douglas, William Elliot, Don Reynolds, Douglas Spaulding, Leonard Spaulding, others.

Marion Zimmer Bradley:

Lee Chapman, John Dexter, Brian Morley, Dee O'Brien, others.

Fredric Brown:

Felix Graham.

"What I say is, a town isn't a town without a bookstore. It may call itself a town, but unless it's got a bookstore, it knows it's not fooling a soul." —Neil Gaiman, *American Gods*

"I just found out that science fiction isn't fiction and. . . I don't know what's scarier, the fact that this is all true, or the fact that you're telling me." —Dr Elizabeth Weir, *Stargate SG1*

John Brunner:

K. Houston Brunner, John Loxsmith, Trevor Staines, Keith Woodcott, others.

Edgar Rice Burroughs:

Norman Bean, John Tyler McCulloch.

John W. Campbell, Jr:

Authur McCann, Don A. Stuart, Karl van Campen.

Orson Scott Card:

Brian Green, Noam D. Pellume, Byron S. Walley.

A. Bertram Chandler:

Andrew Dunstan, George Whitley, others.

Carolyn Janice Cherry:

C. J. Cherryh

Arthur C. Clarke:

E. G. O'Brien, Charles Willis.

Michael Crichton:

Michael Douglas, Jeffrey Hudson, John Lange.

L. Sprague de Camp:

Lyman R. Lyon, J. Wellington Wells, J. W. Wells.

Ramon Alvarez Del Rey:

John Alvarez, R. Alvarez, Lester del Rey (usual name), Cameron Hall, Marion Henry, Philip Janes, Edson McCann (with Frederik Pohl), Philip St. John, Eric van Lihn, Kenneth Wright.

August Derleth:

Stephen Grendon, Eldon Heath, Kenyon Holmes, Tally Mason, Michael West, others.

Philip K. Dick:

Richard Phillips, Mark Van Dyke.

Julian Chain May Dikty:

Julian Chain, Lee N. Falconer, Julian May, George Zanderbergen, others.

Thomas M. Disch:

Thom Demijohn, Cassandra Knye (both with John Sladek), Victor Hastings, Dobbin Thorpe, others.

Harlan Ellison:

Cordwainer Bird, Paul Merchant, Ellis Robertson (with Robert Silverberg), Jay Solo, Derry Tiger, others.

E. Everett Evans:

Harry J. Gardener, Harry J. Gardner, H. E. Verett.

Philip José Farmer:

Nick Adams, Martin Eden, Jonathan Swift Somers, Kilgore Trout, John H. Watson, MD, others.

John M. Ford:

Michael J Dodge.

Daniel F. Galouye:

Louis G. Daniels.

Horace L. Gold:

Clyde Crane Campbell, Dudley Dell, Harold C. Fosse, H. L. Gold, others.

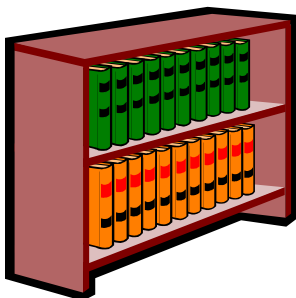
Ron Goulart:

Josephine Kains, Julian Kearny, Howard Lee, Frank S. Shawn, Joseph Silva, many others.

Roger Phillips Graham:

Craig Browning, Rog Phillips, Melva Rogers, others.





James E. Gunn:
Edwin James.

Joseph William Haldeman:
Robert Graham (house name), Joe Haldeman (usual name).

Edmond Hamilton:
Robert Castle, Hugh Davidson, Will Garth, Robert Wentworth, others.

James Judson Harmon:
Judson Grey (with Ron Haydock), Jim Harmon (usual name), Jim Harvey, Portia Perkins, others.

John Wyndham Parks Lucas Beynon Harris:
John Beynon, Johnson Harris, Lucas Parks, Wyndham Parkes, John Wyndham, others.

Harry Harrison:
Felix Boyd, Hank Dempsey, Wade Kaempfert, others.

Robert Anson Heinlein:
Anson MacDonald, Lyle Monroe, John Riverside, Caled Saunders, Simon York.

Robert E. Howard:
Patrick Erwin, Patrick Howard, Sam Walsler.

L. Ron Hubbard:
Frederick Engelhardt, Rene Lafayette, Kurt von Rachen, others.

William Fitzgerald Jenkins:
William Fitzgerald, Louisa Carter Lee, Murray Leinster.

Gwyneth Jones:
Ann Halam.

Stephen King:
Richard Bachman, Steve King.

Philip J. Klass:
Kenneth Putnam, William Tenn.

Damon Knight:
Ritter Conway, Stuart Fleming, Donald Laverty (with James Blish).

Cyril M. Kornbluth:
Earl Balons, Gabriell Barclay, Arthur Cooke (with other Futurians), Cecil Corwin, Walter C. Davies, Simon Eisner, Kenneth Falconer, S. D. Gottesman (with Frederik Pohl), Cyril Judd (with Judith Merrill), Martin Pearson (with Donald Wollheim), Dirk Wylie (with other Futurians), others.

Henry Kuttner:
Keith Hammond, Lawrence O'Donnell, Lewis Padgett (all with wife C. L. Moore), Kelvin Kent, Woodrow Wilson Smith, Charles Stoddard, others.

Keith Laumer:
Anthony LeBaron.

Paul M. A. Linebarger:
Felix Forrest, Carmichael Smith, Cordwainer Smith.

Robert W. Lowndes:
Arthur Cooke, S. D. Gottesman, Paul Dennis Lavond, John MacDougal, Lawrence Woods (all with fellow Futurians), Robert Wright (with Forrest J Ackerman).

Katherine MacLean:
Charles Dey, G. A. Morris.

Barry N. Malzberg:
Mike Barry, Claudia Dumas, K. M. O'Donnell, Gerrold Watkins, others.

“There are extraordinary men... those who must identify. . . comprehend, and ultimately shoulder the responsibility for not only their own existence, but their country's, and the world's as well.” —Francis, *X-files*

Judith Merril:

Cyril Judd (with C. M. Kornbluth), Rose Sharon.

Michael Moorcock:

William Barclay, Edward P. Bradbury, many others.

C. L. Moore:

Keith Hammond, Hudson Hastings, C. H. Liddel, Lawrence O'Donnell, Lewis Padgett (all with husband Henry Kuttner).

Kris Neville:

Henderson Starke.

William F. Nolan:

Frank Anmar, Mike Cahill, F. E. Edwards.

Alice Mary Norton:

Andrew North, André Norton (usual name), Allen Weston (with Grace Allen).

Charles Nutt:

Charles Beaumont (usual name), C. B. Lovehill, Charles McNutt, Michael Phillips, others.

Raymond A. Palmer:

G. H. Irwin, Frank Patton, Wallace Quitman (all house names), Robert N. Webster, others.

John R. Pierce:

J. J. Coupling, John Roberts.

Frederik Pohl:

James MacCreigh, Edson McCann (with Lester Del Rey), and Jordan Park, S. D. Gottesman, Paul Dennis Lavond, Scott Mariner, Jordan Park (all with fellow Futurians), others.

Dallas McCord Reynolds:

Mark Mallory, Mack Reynolds (usual name), Dallas Ross.

George Scithers:

Felix Lance Falkon, Karl Wurf.

Richard S. Shaver:

Wes Amherst, G. H. Irvin, Frank Patton, Richard Sharpe, others.

Robert Sheckley:

Phillips Barbee, Ned Lay, Finn O'Donnevan.

Alice Hastings Sheldon:

Alice Bradley, Raccoona Sheldon, James Tip-tree, Jr.

Robert Silverberg:

Gordon Aghill, Loren Beauchamp (adult), David Challon (adult), Dirk Clinton (mysteries), Dan [Don] Elliott (adult), Calvin M. Knox, Dan Malcolm (mysteries), Ellis Robertson (with Harlan Ellison), Eric Rodman (mysteries), Mark Ryan (mysteries), many others, several with Randall Garrett.

John Sladek:

Thom Demijohn, Casssandra Knye (both with Thomas M. Disch), Richard A. Tilms, John Vogh.

Margaret St. Clair:

William Hazel, Wilton Hazzard, Idris Seabright.

Harry Clement Stubbs:

Hal Clement (usual name), George Richard.

Theodore Sturgeon:

Frederick R. Ewing, E. Waldo Hunter, E. Hunter Waldo, Billy Watson.

Tricia Sullivan:

Valery Leith.

D. C. Tubb:

L. T. Bronson, Jud Cary, Charles Grey, Gregory Kern, many others.

Arthur Wilson Tucker:

Bob Tucker, Wilson Tucker, others.

William A. P. White:

Anthony Boucher, Theo Durrant, H. H. Holmes, Herman W. Mudgett, Parker White.

John Stewart Williamson:

Nils Sonderland, Will Stewart, Jack Williamson.

Donald A. Wollheim:

David Grinnell, Martin Pearson, others (with fellow Futurians).

Christopher S. Youd:

John Christopher, Hillary Ford, Peter Graaf, others.

Roger Zelazny:

Harrison Denmark.



Famous Pen Names: Real Names

William Atheling, Jr: James Blish;

Charles Beaumont: Charles Nutt;

Jerome Bixby: Dresel J. Bixby;

Anthony Boucher: William A. P. White;

John Christopher: Christopher S. Youd;

J. J. Coupling: John R. Pierce;

Lester Del Rey: Ramon Alvarez Del Rey;

Paul French: Isaac Asimov;

Stephen Grendon: August Derleth;

Jim Harmon: James Judson Harmon;

Rene Lafayette: L. Ron Hubbard;

Murray Leinster: William Fitzgerald Jenkins;

James MacCreigh: Frederik Pohl;

Anson McDonald: Robert A. Heinlein;

Robert Markham: Kingsley Amis;

Julian May: Julian Chain May Dikty;

André Norton: Alice Mary Norton;

Martin Pearson: Donald A. Wollheim;

Rog Phillips: Roger P. Graham;

Mack Reynolds: Dallas McCord Reynolds;

Idris Seabright: Margaret St. Clair;

"I see now the virtue in madness, for this country knows no laws nor any boundary. I pity the poor shades confined to the Euclidean prison that is sanity. All things are possible here and I am what madness has made me. . . Whole. . . And complete. . . And free at last." —Amadeus Arkham, *Batman: Arkham Asylum*

Will Stewart: John Stewart (Jack) Williamson;

Don A Stuart: John W. Campbell, Jr.;

John Taine: Eric Temple Bell;

William Tenn: Philip Klass;

James Tiptree, Jr: Alice H. Sheldon;

John Wyndham: John Wyndham Parks Lucas
Beynon Harris;

Weaver Wright: Forrest J Ackerman.

Ten Famous “House” Names

1) Gabriel Barclay (used by Manly Wade Wellman and C. M. Kornbluth)

2) Alexander Blade (used by Robert Silverberg, Randall Garrett, Howard Browne, Rog Phillips, Richard Shaver, Edmond Hamilton, others)

3) Will Garth (used by Henry Kuttner, Edmond Hamilton, Eando Binder, Manly Wade Wellman, others)

4) S. D. Gottesman (used by C. M. Kornbluth, Frederil Pohl, Robert W. Lowndes/see Note)

5) E. K. Jarvis (used by Robert Silverberg, Paul Fairman, Harlan Ellison, Robert Moore Williams, others)

6) Paul Dennis Lavond (used by Frederik Pohl, C. M. Kornbluth, Robert W. Lowndes, Dirk Wylie, others/see Note)

7) Clyde Mitchell (used by Harlan Ellison, Robert Silverberg, Randall Garrett, others)

8) Frank Patton (used by Ray Palmer, Richard Shaver, others)

9) Brett Sterling (used by Ray Bradbury, Edmond Hamilton, others)

10) Ivar Towers (used by Richard Wilson, C. M. Kornbluth/see Note)

Note: It is impossible at this late date to determine all the contributors to the different pen names used by members of The Futurian Society of New York during the late 1930s-early 1940s [see Damon Knight's *The Futurians* (1977)].

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Jakubowski, Maxim & Malcolm Edwards. *The SF Book of Lists*. Berkey Books, 1983.

McGhan, Barry. *Sciencefiction and Fantasy Pseudonyms*. Misfit Press, 1976.

Tuck, Donald H. *The Encyclopedia of Science Fiction and Fantasy, Volume 3: Miscellaneous*. Advent: Publishers, 1982.

NOTE: If you have any pen names to add to this list please contact Ruth R. Davidson (qualtree@ruthiechan.net). Please be prepared to site your source(s).

GLOSSARY OF TERMS

Originally compiled by Don Franson
Revised over the years by various fen.

Like other groups, science-fiction fandom has coined several terms specific to itself. A basic list of these terms is provided to the new fan, to prevent said fan from becoming lost when reading old (or even new) fanzines or fannish articles. More fannish terms can be found by searching the pages of fanac.org. Thanks to the late Don Franson for the basic list.

Ad Astra

Means “to the stars”.

ASFA

Association of Science Fiction Artists

APA

Amateur Press Association. An apa is a group of people who publish fanzines and send them to an official editor (central editor) who assembles packets out of all the copies sent in and mails a packet to each member. Content includes comments on previous mailings’ content, reviews, essays and art, among other items. An apa is a kind of discussion by mail.

BNF

Big Name Fan. One of importance and influence in fandom; well known and with a solid reputation; one whose accomplishments in fandom give his or her opinions extra weight; the “voice of experience”; the label is not voted on and cannot be awarded by the one to whom it refers — fandom in general makes the decision based on longevity and activity in fandom. Believed by some to have originally started out as a joke.

Clubzine

A fanzine written, edited and published by the members of an SF club. The National Fantasy Fan is a clubzine.

Con

Convention, science fiction (when there are more than a handful of attendees). Like other types of conventions in name only. A gathering of SF fans from various locations. Cons of more than 10 generally have some kind of programming, usually consisting of panels where topics of interest to SF fans are discussed, readings, art shows and dealers rooms (where one can buy books and other items).

ConCom

Contraction of Convention Committee. The directors, advisers and financial controllers of a convention.

Costumer

One who makes and/or wears costumes of a science-fictional nature at conventions, whether for general wear (“hall costume”) or for entry in a masquerade. Also known as “cosplay or cosplayer.”

Egoboo

Short for ego boost. Praise for some fannish accomplishment; that which boosts the ego, such as a favorable comment on one’s fanac. The reward of fanac.

FAFIA

Forced Away From It All. Refers to a fan being forced to depart fanac by life circumstances and not by choice. Verb: fafiate.

“This is space. It's sometimes called the final frontier. (Except that of course you can't have a *final* frontier, because there'd be nothing for it to be a frontier *to*, but as frontiers go, it's pretty penultimate. . .)”

—Terry Pratchett

“I always thought I was the good guy Chiana. But it was the least developed one of me, the one I thought least likely, that did the right thing. Somehow you knew.” —John Crichton, *Farscape*

Fakefan

One who is considered by some other fen to be an outsider in fandom, not genuinely interested in fannish pursuits and learning.

Fan

A science fiction and fantasy enthusiast, in general terms. Exactly what makes a person a fan has been debated for decades.

Fanac

Short for fannish activities.

Fandom

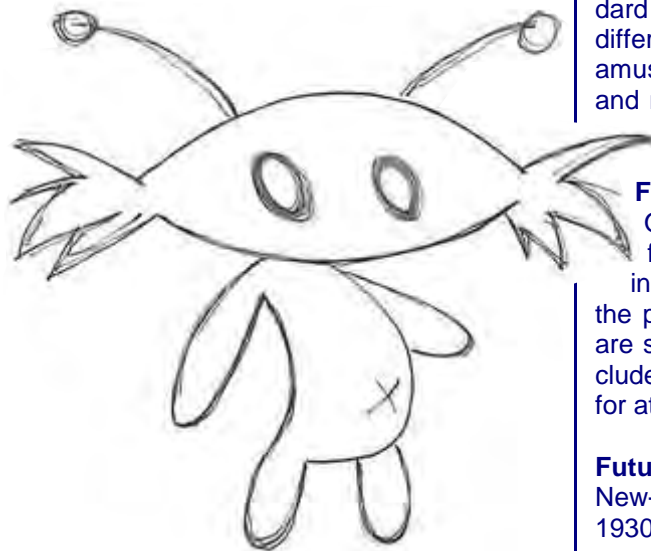
The group of fans and pros as a whole who are in contact with one another, via correspondence, fanzines, conventions, or other means.

Faned

Short for fan editor, the editor of a fanzine.

Fannish

Of or pertaining to fans or fanac. A fannish fanzine focuses on SF fandom more than on SF itself.



Fanspeak

Fannish jargon. Not designed to exclude newcomers, but to speed communication between fans, especially in print media. Sometimes used to attempt discouragement of those considered fakefans.

Fanzine

A fan publication; an amateur magazine published by fans, for fans.

FAPA

Fantasy Amateur Press Association, in existence since 1937.

Fen

Plural of fan.

FIAWOL

Fandom Is A Way Of Life.

FIJAGH

Fandom Is Just A Goddamn (or Good) Hobby.

Filk song (filk songs, filking)

Fannish folk song; often a parody of a standard folk song, with the same melody but a different lyric (often satirical or otherwise amusing); some filk songs have original lyrics and melodies. Most often heard at cons or at filk-specific gatherings called filks.

First Fandom

Originally, those fans who were active in fandom before 1938; later expanded to include those active in the 1930s. Due to the passage of time, not many of these folks are still alive. Later it was changed to also include fans who have been active in Fandom for at least 30 years.

Futurians

New-York-based science fiction club of the 1930s.

GAFIA

Getting Away From It All; verb, gafiate. When an active fan abandons all fanac due to distraction by other interests or loss of interest. Some gafiates return to fandom later, but many are never heard from again.

Hall costume

A costume which is worn for display while walking around the con hotel.

Hugo

The Hugo Awards, or officially the Science Fiction Achievement Awards, voted on annually by the members of the current year's Worldcon.

Huckster

A dealer in prozines and other SF and fantasy material for profit; usually found in the dealers room at a con.

Ish

issue, as in an issue of one's fanzine.

LASFS

Los Angeles Science Fantasy Society, an L. A.-area SF fan club in existence since 1934. They still have regular meetings and publish their own clubzine, *De Profundis*.

Letterhack

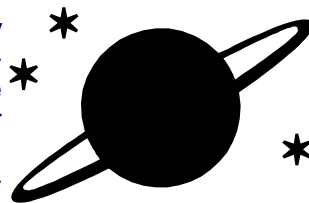
Term given to a fan who is prolific in writing letters of comment to fanzine editors.

LOC

Alternately, loc; acronym for letter of comment. Plural: locs. What one writes to a fanzine editor in response to what one reads in that editor's fanzine. Preferred by faneds over cash payments, in most cases.

Mainstream

Word used by many in fandom to describe literature other than SF or other genres (i.e., Westerns, mysteries, romances, etc.).



Masquerade

At a convention, an event where fans dress up as characters or objects from science fiction stories, films, TV shows, or their own imaginations. Usually judged in several categories.



N3F or NFFF

The National Fantasy Fan Federation.

NASFiC

North American Science Fiction Convention. Held on the North American continent in the years when the Worldcon is held outside the N.A.c.

Neffer

Member of the N3F.

Neo

A newcomer to fandom.

Neofan

Short for neophyte (or new) fan.

Perzine

Fanzine mainly written by the editor.

Protofan

A potential fan.

Prozine

A science fiction magazine which is professionally published (for profit).

"That's the thing about faith. If you don't have it, you can't understand it, and if you do have it, no explanation is necessary." —Major-Colonel Kira Nerys, *Star Trek: Deep Space Nine*

Pub My Ish

Publish an issue of one's fanzine.

Sercon

Contraction of serious and constructive; refers to a fanzine, writer, article or attitude. Generally, a sercon fan is someone who'd rather discuss an SF novel than the person who wrote it. A sercon fanzine most often includes articles such as essays on a particular writer or

set of books, reviews of books, and other items dealing with SF instead of SF fans and their activities.

SCA

Society for Creative Anachronism. A group that gathers to recreate social and military events from past eras, usually from the Middle Ages. It now involves hundreds of people.

Sci-Fi

Short for Science Fiction. This term was made popular by longtime SF fan and memorabilia collector Forrest J. Ackerman, and initially was used by non-fans to refer to science fiction or SF instead of those two terms. Early fans decried the use of sci-fi as a reference to their genre, considering it demeaning, and got downright snotty about it. Currently, the term carries much less negative meaning, helped along by the advent of the SciFi Channel.

SCIFI

"Skiffy," an incorporated group of Los Angeles based directors who finance convention bids and other fannish activities.

SF (sf) (S.F.)

Science fiction.

SFRA

Science Fiction Research Association, an organization composed of those who use SF in their teaching curricula and those who study it as a genre of literature.

SFWA

Science Fiction Writers of America. A writers group for those who write science fiction and fantasy, which assists members with marketing, legal, and other career-building resources.



SMOF

Secret Masters of Fandom. Pronounced “smoff” and use to denote the pool of fen who are experienced at bidding and running SF cons. To smof is to conduct SMOF-like conversations or activities with others.

Space opera

As horse opera referred to Western-based action/adventure and soap opera refers to daytime drama programs which originally were sponsored by soap companies, this refers to SF novels which are large in scope, often feature exciting battles in space, and when done badly, are extremely melodramatic. This sub-genre of SF has returned to popularity in the last decade and has been much improved as a result.

Thish

This issue.

Trufan

An SF fan who is well versed in fannish history and activities and who participates in fannish activities with enthusiasm. A dyed-in-the-wool SF fan.

WorldCon

Also Worldcon. The World Science Fiction Convention, sponsored by the World Science Fiction Society. The annual “official” gathering of SF fans from around the world; usually held in the U.S., but it moves to other countries fairly often as well. In the years when Worldcon is not held on the North American continent, a con called NASFiC is held somewhere on that continent.

Zine

Magazine, whether fannish or professional.



WHAT? WE'RE NOT DONE YET?

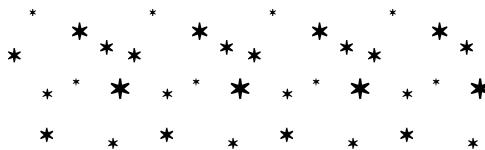
No way, there's always more! More to look at, to read, and to get into. So, what does this mean to you? Welp, since you've gotten this far, this means you're probably one of us and have lots of choices, different ways to get involved and talk to other fans.

Regarding N3F, well, we've got our History put up on the website. As much of it as we can right now, readily available to all. There's so much history, we'd need a whole nother booklet.

What would also end up taking up four more pages is N3F's Constitution and Bylaws, basically the stuff that makes this club run. Anyone can read that too on the website or if you'd like a hard copy (if you don't have one already since it's printed in the June TNFF every year) you can request one.

You can hit fan sites like efanazines.com (I personally recommend Peregrine Nations, Pixel/Catch Penney Gazette, and the Drink Tank), trufen.net, fanac.org, and many other sites. Just ask another fan what their favorites are and maybe you'll like them too. There's no harm in asking a question, even if it's supposedly a stupid one.

So, whether you're a dinosaur of fandom, or a dino-egg, WELCOME! Just remember the number one rule of Fandom. Enjoy yourself, and have fun! Ad Astra!



“Become stronger than you were yesterday.” —Rock Lee, *Naruto Shippuuden*

2007 NATIONAL FANTASY FAN FEDERATION (N3F)
AMATEUR SHORT STORY CONTEST
Story Contest Rules and Entry Blank

1: This contest is open to all amateur writers in the field, whether members of N3F or not. We define an amateur as someone who has sold no more than two stories to the professional science fiction or fantasy publications.

2: Stories must be original, unpublished, not more than 7500 words in length, and must be science fiction and/or fantasy in the opinion of the judges.

3: Manuscripts should be typed on one side of a 8 ½" x 11" white paper, double spaced, with the title on each page. The name of the author should not appear anywhere on the manuscript to ensure impartial judging. Photo copies are acceptable, if they are of good quality. Computer print outs must be legible.

4: Contestants may enter any number of stories, provided each is accompanied by a separate entry blank and fee. Enclose a self-addressed stamped envelope (SASE) for the return of the story at the end of the contest. Keep a copy in case of accidental loss. We are not responsible for lost manuscripts.

5: Entry fees are \$2 for N3F members in good standing, \$4 for non-members. The extra \$2 is for printing and publicity, paid for by N3F funds. The basic \$2 is for judge's expenses and prizes. Members of N3F are encouraged to enter the contest,

but will not receive preference in judging. Due to a long-standing agreement with the British Science Fiction Association, BSFA members pay the same fee as N3F members.

6: Cash prizes totaling \$100 will be awarded as follows: First prize is \$50; Second \$30; Third \$20. Honorable mentions and semi-finalists will receive a choice of paperback books available.

7: Send all manuscripts, together with SASE's, blanks, and entry fees, to the contest manager: **Jeff Redmond, 1335 Beechwood NE Grand Rapids MI 49505-3830; redmondjeff@hotmail.com** Checks payable to Jeff Redmond. Dollar bills, or unused stamps (mint, not recycled) are acceptable. All entries must be received or post marked no later than **December 31st, 2007.**

8: The Preliminary Judge, who will pick the 10 or 12 semi-finalists, will be a knowledgeable N3F member. The Final Judge will be a professional writer.

9: The N3F assumes no publishing rights or obligations. We want to encourage pro sales, not fan publication. All entries will be returned after the contest is over. Winners will be notified as soon as the judging is completed. A full report will be made to N3F soon after the first of the year.

ENTRY BLANK

(Detach or not, as you wish, but must accompany story)

Title of Story (for identification): _____

Author's Name & Address: _____

Enclosed is the entry fee of \$4 (N3F or BSFA member \$2)

I have read the rules for the 2006 N3F Amateur Short Story Contest, and agree to them.

Signature: _____ **Date:** _____

Spider: The boy's weird, Channon. You should trade him in. Or sell him for salvage.

Channon: Yeah, right. Take advice on relationships from a man whose ex-wife won't come out of cryonic freeze until he's dead. . .

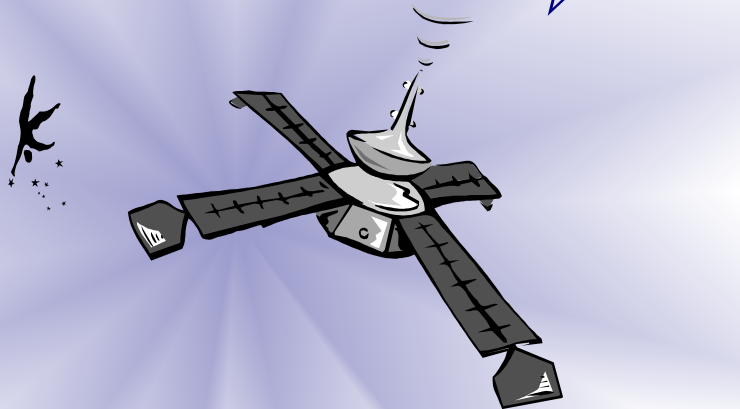
Spider: Who told you that?

Channon: You did.

A pause.

Spider: Silence. I am watching television.

—Warren Ellis, *Transmetropolitan*



Sandurz: Prepare ship for light speed.

Helmet: No, no, no, light speed is too slow.

Sandurz: Light speed, too slow?

Helmet: Yes, we're gonna have to go right to ludicrous speed.

Sandurz: Ludicrous speed? Sir, we've never gone that fast before. I don't know if this ship can take it.

Helmet: What's the matter, Colonel Sandurz, chicken?

Sandurz: Prepare ship, prepare ship for ludicrous speed. Fasten all seat belts, seal all entrances and exits, close all shops in the mall, cancel the 3-ring circus, secure all animals in the zoo. . .

—Mel Brooks, *Spaceballs*

The National Fantasy Fan (N3F) Membership Form

New Member
 Reinstatement
 Joint/Family Membership
 Gift Membership

Name (Please Print): _____ Date: _____
 Address: _____ City: _____ State: _____
 Postal Code: _____ Country: _____ Phone: _____
 Email: _____ Occupation: _____
 Male: _____ Female: _____ DOB (for the Birthday Bureau): _____

Joint/Family Memberships (or anyone joining for that matter) can include other names and info on the back of this form or on a separate piece of paper.

- | | | | |
|--|---------------------------------------|---|--|
| <input type="checkbox"/> APA's | <input type="checkbox"/> Collecting | <input type="checkbox"/> Filksinging | <input type="checkbox"/> Round Robins |
| <input type="checkbox"/> Art | <input type="checkbox"/> Artwork | <input type="checkbox"/> Games | (group letters) |
| <input type="checkbox"/> Cartooning | <input type="checkbox"/> Books | <input type="checkbox"/> Movies/T.V. | <input type="checkbox"/> Taping |
| <input type="checkbox"/> Computers | <input type="checkbox"/> Comics/Manga | <input type="checkbox"/> Online Activites | <input type="checkbox"/> Audio |
| <input type="checkbox"/> Conventions | <input type="checkbox"/> Fanzines | <input type="checkbox"/> Publishing | <input type="checkbox"/> DVD/Video |
| <input type="checkbox"/> Correspondence
(penpals) | <input type="checkbox"/> Other: _____ | <input type="checkbox"/> Reading | <input type="checkbox"/> Teaching Sci-fi |
| | <input type="checkbox"/> Editing | <input type="checkbox"/> Reviewing | <input type="checkbox"/> Writing |

Please check your current SF/F related interests.

- Which would you prefer?:
 - A: *The e-Fan* in .PDF format sent to your **valid** email address? _____
 - B: *TNFF* printed and mailed to your home address or PO Box? _____
- How long have you been interested in Science Fiction and Fantasy?: _____
- How long have you been involved in Fandom?: _____
- List any other clubs you are or have been a member of: _____
- List any conventions you've attended: _____
- What Prozines and Fanzines do you read if any?: _____
- What is your favorite type of SF/F?: _____
- Who are your favorite SF/F Authors?: _____
- Are you interested in online activities? If yes, what type?: _____
- Which (if any) of the following would you be willing to help the Club with?
 Artwork
 Corresponding
 Publishing
 Recruiting at Conventions
 Writing for club publications
 Organizing Activities
 Other(s): _____
- Name of Sponsoring Member (if any): _____
- How did you hear of us? _____

Dues are \$18 per year (\$22 for Joint Memberships – or \$4 for each additional person – living at the same address) which includes subscriptions to the club's fanzine as well as other activities and benefits. Make checks or money orders payable to William Center (the treasurer). All payments must be made in U.S. funds. Mail dues and application to club secretary

Dennis Davis, 25549 Byron St., San Bernadino, CA 92404-6403, n3f_info@yahoo.com
 Please allow 8 weeks for your first zine to arrive. You can also sign up online at www.n3f.org

*Send all address corrections
and undeliverable copies to:*

**Dennis L. Davis
25549 Byron Street
San Bernardino, CA
92404-6403**

POSTAGE HERE

"There's that word again, 'heavy'. Why are things so heavy in the future? Is there a problem with the earth's gravitational pull?" —Dr Emmet Brown, *Back To The Future*

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