

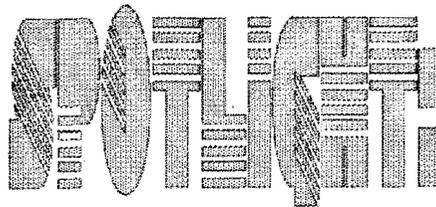


The Newsletter Of Arisia, Incorporated

VOLUME 5, ISSUE 53

APRIL 1995

EDITOR OF ARISIA



PRICE OF DOING BUSINESS

ARISIA LONG RANGE PLANNING LOOKS INTO ATCON CHILD CARE

Patrick McCormack reporting:

The first of four issues ARISIA, Incorporated's LONG RANGE PLANNING Committee reported on at the March Monthly meeting was whether or not Arisia should continue to provide a baby-sitting service. The committee reported, "We know that those people who are using this service are very vocal in wanting to preserve it. However, there remain two problems that pose severe risks, liability and legal requirements for providers of a day-care service.

"When we hire people to handle the baby-sitting for us, we actually increase our jeopardy in these matters. We have still not talked to the BALTICON people to see what their system is like, but I am going to BALTICON expressly for this purpose next month next month," [reported Patrick McCormack, Chairman of the ARISIA LRP Committee.]

One possibility that has been discussed is that we reimburse parents getting a baby-sitter through the hotel up to the cost of their children's membership.

ARISIA ELECTS A NEW TREASURER

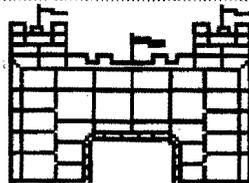
The membership of ARISIA, Incorporated elected today, by a vote of 11 - 6, Dale Farmer of Sudbury, Massachusetts, as Treasurer of the corporation. Mr. Farmer, who has a long history in fandom, being affiliated with both technofandom and the New England Science Fiction Association.

Mr. Farmer, while new to ARISIA, was appointed Convention Treasurer for ARISIA '96 last month. Due to his new position Mr. Farmer (continued page 3)

IT'S GOOD TO BE THE KING!

Move over MAGIK, there's a new game in town. After BOSKONE 32, caught between elements of the FLOATING EAST COAST ART SHOW, and the crew of BALTIMORE IN '98, and one individual from the MILLINEUM PHILCON (Philadelphia in 2001) a small group of fans met in one of the hallways of the Framingham TARA and had a blast.

Whether you are King, or Scum, or just plain uppity middle class, SOCIAL CLASS, is the game for you. Whether you play it with friends or total strangers, the object remains the same. Just have fun. The text is included at the end of this issue. Get a group together and play. It's amazing how easy, and long lasting the game can go!



ANNOUNCEMENTS

Submissions for: UPCOMING EVENTS, CONVENTION CORNER, and MENTOR, should be submitted the THURSDAY BEFORE the PRESS DATE listed for the MENTOR issue it is to be published in.

CORPORATE INVENTORY CONTROL will conduct INVENTORY at STORAGE at Burlington on 4/29/95 -- Members are asked to contact Tim Roberge for directions.

BIDCON 2 is being held on Saturday, APRIL 29, 1995 NOT the 22nd. MARK YOUR CALENDARS !!!

The president advised members to see the clerk as to what form and type of information should be turned over to him by 5/1/95

ARISIA 96 CONVENTION REPORT

Nicholas Sheckman reporting:

There will be a programming meeting on Monday, March 27 at 7:30pm, in Tech Square at MIT, room NE43-773.

There will be a publications/marketing meeting this weekend at MIT, exact time and location TBA; contact me for details.

The next concomm meeting will be at MIT at 7:30pm on Thursday, April 20, in Tech Square at MIT, room to be announced.

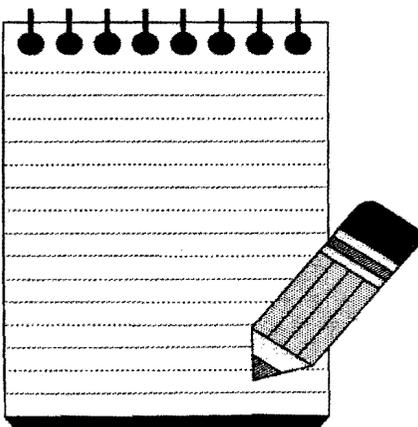
I have a room at Balticon in which I will be holding an ARISIA party on Friday and a Boston in '98 party on Saturday. If you are interested in staying in the room, please let me know.

If you have comments on the budget that was printed in Mentor, please bring them to Dale.

Please give Lisa Hertel or Persis Thomdike information for the mass mailer.

I am still looking for someone to run the Member Services division.

Please take flyers and distribute them.



- 04/09/95 Executive Board Meeting
Time: 4 PM.
Place: MIT Student Center
- 04/11/95 MENTOR 53 PRESS DATE
- 04/14/95 BALTICON 29
- 04/23/95 ARISIA Corporate Meeting
Time: 2 PM.
Place: Bldg 66 - MIT 25 Ames St (Ralph Landau Bldg) Cambridge, MA
- 04/29/95 Corporate Inventory at STORAGE
- 04/29/95 BIDCON 2
- 05/11/95 MENTOR 54 PRESS DATE
- 05/14/95 Mother's Day
- 05/20/95 Elza Doolittle Day
- 05/23/95 ARISIA Corporate Meeting
Time: 7:30 PM.
Place: TBA
- 05/26/95 DISCLAVE '95
- 06/06/95 MENTOR 55 PRESS DATE
- 06/18/95 ARISIA Corporate Meeting
Time: TBA
Place: TBA

EXECUTIVE BOARD

President:
Joel Herda
17 Creighton St
Cambridge,
MA 02140
(617) 864-0171

Vice-President:
Jim Stevenson
55 Idlewell St.
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MA 02188
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Treasurer:
Dale Farmer
46 Greenhill Rd
Sudbury,
MA 01776

CLERK:
Ed Dooley
37 Morton St
Waltham,
MA 02154
(617) 894-4853

INTERIM TREASURER'S REPORT:

Randall Cohen Reporting:

I have quickly reviewed the records, these are mostly expense forms for the corporation and the con.

It should be fairly easy to reconstruct the records that were lost due to hardware failure. I will be giving the con treasurer copies of the [new] con expense forms I have, to allow him to make his own set of books. I would like to remind everyone to be sure to include receipts with the expenditure forms and if you already turned in a form, and even if you got paid, to please get the receipts in, to myself for corporate expenses or Kenneth Knabbe for A95 con expenses, or Dale Farmer for A96 expenses.

The clerk has copies of a revised expenditure form, this should be used for both corporate and convention expenses.

E-BOARD RECOMMENDATIONS:

The E-Board recommended to the membership as policy that all SPONSORS should come to the Corporation with their proposals and the decision shall be made by the Corporate Membership.

The E-Board recommended to the membership as policy that any corporate officer may accept a donation with the value subject to review of the Executive Board.

Time ran out on the meeting before these items could be voted on.

GETTING A "REAL WORLD" COST ON SECOND CONVENTION

Patrick McCormack reporting:

ARISA, Incorporated's LONG RANGE PLANNING Committee reported its views on the proposal submitted to the corporate organization of starting a second, smaller convention focusing on gaming and other areas that do not get much attention at the main convention.

It is the feeling of the committee that the idea has merit. However, before ARISIA actually commits itself to doing it, we feel that a much more in-depth proposal be put together by Jim Stevenson (Vice-President of ARISIA, Incorporated) who first proposed this.

This proposal should provide a "real world" costing out of the expenses of putting on the convention, estimates of the man-power needed to run the con, the pricing structure on memberships and rooms, estimates of the required attendance to break even, and three proposed sites for the con with their availability during the period from late May through September. The committee agreed that the proposed con should not be attempted until next year at the earliest.

Mr. Stevenson chose not to comment on the

ELECTS (Continued from page 1) stepped down from this position.

Dale takes over the responsibility of treasurer from Randall Cohen, of Brookline, New Hampshire, who stepped in to serve as Interim Treasurer after it was announced that Erik Bunce had resigned, due to health reasons, from the Executive Board. Randall briefly reviewed the state of the corporation's books and revised the expense form during his tenure. Randall also ran for the position of treasurer.

Mr. Cohen remains a member of the Budget Committee. To both men, thank you and good luck.

committee's charge to do the research, and the membership did not vote on this issue as no motion was made to do so.

ConChair
95:

Sheila Oranch
45 Christopher
Road
Holliston,
MA 01749
(508) 429-4301

ConChair
96:

Nicholas
Sheetsman
PO Box 2457
Cambridge,
MA 02238
(617) 491-9683

E-MAIL:

phf@frank.
harvard.edu

COMMITTEE
CHAIRMEN:

LONG
RANGE
PLANNING:

Patrick
McCormack

ORDER OF
THE LENS

Ted Atwood

ROLL CALL

03/21/95

ARISIA CORPORATE

Ted Atwood,
Scott Cobb,
David
Corriveau,
Ed Dooley,
Robert
Fairbairn IV,
Dale Farmer,
Glen
Goodwin(RS),
Joel Herda,
Christine Ivey,
Allan Kent,
Patrick
McCormack,
T J Mooney
(N),
Skip Morris,
John Preston,
Tim Roberge,
Nicholas
Sectman,
Cris Shuldiner,
Michael
Sprague,
James
Stevenson,
Richard
Stoddard (RS)

Members are reminded that failure to sign in may affect quorum calculation. It is the member's responsibility to sign in.

ON-LINE REGISTRATION AT CON QUESTIONED

LONG RANGE PLANNING LOOKS CLOSELY AT THE PROS AND CONS AT CON

Patrick McCormack Reporting:

We have been considering the question of "ON-LINE Registration". We have heard from many people on this issue, including most of the people who have headed up our registration department since the con started. We proceeded to compare benefits vs. costs to work out minimum requirements that should be imposed before any system be used at-con.

First we looked at the benefits provided by such a system. The most often expressed point here was that it saved people from having to do data-entry work later on in the year. After that the ability to have laser-printer badges which would hinder people attempting to forge badges, was cited. It was also pointed out that if the Registration system was networked with the Art Show bidder registration system, it would speed that process. Finally, it was theorized that this was a necessary first step towards a future time and a "totally networked interactive con to provide information and communication all over the hotel."

Next, we looked at the drawbacks and costs to having such a system. In terms of monetary costs, there are the disposable items that were purchased under the "Cost of Safe Computing" line items in last year's budget. If these things are really necessary, they will be a continuing cost. There are also the possible expenses of transporting and taking out insurance on loaned equipment.

There are non-monetary costs to consider as well. The dangers from crashes and delays caused by inexperienced operators were cited. Some of the members
(Continued on page 6)

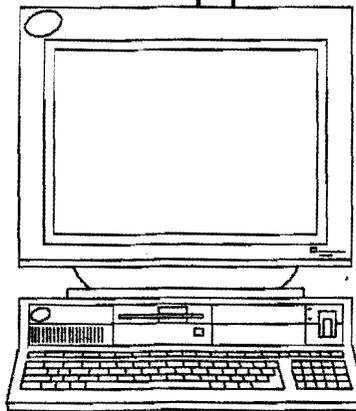
REASONS FOR COMPUTERIZED REGISTRATION

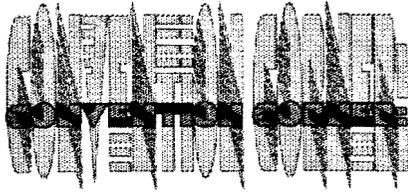
Registration using computers has five main advantages:

- 1) It allows the maximum number of people available to enter data.
- 2) It ensures more accurate data as the person giving/or entering the data is the one with the most up-to-date information.
- 3) It makes this accurate information immediately available to the corporation and the upcoming convention.
- 4) It makes it immediately possible to contact the up-coming con's attendees, or current con's attendees and know you have reached them all - Verification

of registrations received and changes in date or venue are items we have needed this information for in the past.

Our use of the computer for registration this past year is actually directly attributed to something Hunter 'said' in one of his mail messages. His comment, in regard to the amount of time and
(Continued on page 6)





04/14/95 BALTICON 29:

GOH: James P. Hogan

AGOH: David Cherry

Baltimore, MD

04/29/95

BIDCON 2:

Boston,

MA



04/28/95

POINTCON

XVIII: West Point, NY

05/26/95 CONQUEST 26:

GOH: Octavia Butler

AGOH: David Lee Anderson

Kansas City, MO

05/26/95 DISCLAVE '95:

GOH: Charles Sheffield

AGOH: Bob Eggleton

Washington, DC

06/02/95 Project: A-KON 6:

Dallas, TX

06/23/95 ARCHON 19:

GOH: Jack Williamson

AGOH: Doug Chaffee

Collinsville, IL

06/30/95 WESTERCON 48:

GOH: Vernor Vinge

AGOH: John R. Foster

Portland, OR

07/13/95 DRAGONCON:

Atlanta, GA

07/28/95 CONFLUENCE:

GOH: John Barnes

GOH: Kara Dalkey

Mars, PA

07/28/95
MYTHCON 26:

GOH: Tim Powers

GOH: Michael
Collings

Berkley, CA

08/04/95 TORONTO TREK 9:

GOH: Timothy Zahn

ACTOR GUESTS:

Rene Auberjonois - ST:DS9

Majel Barret -

Roddenberry

Mira Furlan - BABYLON 5

Grace Lee Whitney

Etobicoke, Ontario, Canada

08/20/95 NECRONOMICON 2:

GOH: Ramsey Campbell

Danvers, MA

08/24/95 INTERSECTION: 53

World Science Fiction

Convention

Glasgow, Scotland

10/06/95 ARMADILLOCON 17:

GOH: Alexander Jablovkov

AGOH: Vincent DiVate

AUSTIN, TX

10/20/95 NOT JUST

ANOTHER CON 11:

GOH: Judith Tarr

AGOH: Courtney Skinner

Amherst, MA

12/01/95 SMOFCON '95:

Austin, TX

01/12/96 ARISIA '96:

Boston, MA

02/16/96 BOSKONE 33:

GOH: Lois McMaster

Bujold

Framingham, MA

07/04/96 CONDIABLO/
WESTERCON 49:

GOH: James P. Blaylock

GOH: Howard Waldrop

AGOH: Brad W. Foster

El Paso, TX

08/29/96 L.A. CON III

54th World Science Fiction

Convention

GOH: James White

MGOH: Roger Corman

Special Guest:

Elsie Wollheim

Anaheim, CA

ONLINE (continued from page 4)

of the Registration department felt that the computers were taking up too much space on the tables.

There is still another level to the costs incurred by this system, and speaking of it will probly set some people on edge, but it should be cost of goodwill and amity inside our organization. Since this project first started some five years ago, it has been used as a convenient arena for political sniping and other activities which have directly worked to stifle our growth.

Some of you who are newly come to ARISIA have probably not heard the sordid history of skullduggery connected with this. I do not mean to drag it all out again, but the highlights include one working system being tossed out in an effort to drive certain people away in disgust, followed by another two years being wasted on reinventing a similiar, but pared down, system. Another level of this politicking is seen in the fact that several people firmly believe that our Registration Department exists in its current format mostly because BCEC has been using it as a test bed for their possible WorldCon. The fact that one of the people who set up the computer system this year commented to the committee that, "Like it or not, we're trying to bring a WorldCon to Boston," does seem to lend credence to this possibility.

The committee looked at the balance between these factors and we would make the following observations. Avoiding data-entry is not a sufficient good reason to put a time bomb in the Registration lines. We have plenty of people who don't have much work to do in the few months immediately following the Con. We do not see forged badges as a major concern. However, if it is really felt that security against this sort of thing is necessary, we suggest a foil sticker applied to the badge blank would be even more effective, without requiring the presence of computers. As the system used at the last con was not networked outside of the Registration Department, to the best of our knowledge, we see no good cause to use the system at present. Based on these points, the committee's recommendation is:

MOVED: That the convention use a completely paper registration system at the coming con, with no more than two computers kept in the back for data entry at such times as there are people with free time on their hands. The computers are to have no direct use in the Registration processing line.

Furthermore, that ARISIA, Incorporated will not use a computerized registration system at the convention until such time as one is brought forward meeting the following requirements:

- A) That it be a completely computerized system, not a mix of paper and computer entry.
- B) That it have a fool-proof, intuitive front end that the operators will need no more than 10 minutes to be completely capable and safe with.
- C) That it run on most commonly available equipment, so that

alternative equipment can be quickly found to run it on in the eventuality that promised equipment does not arrive at con.

D) That the system can be 100% put together and run through a complete debugging procedure at one place no later than 12 weeks before the start of move-in for the convention it is to be used at.

<Time ran out at the meeting before debate finished. This motion was automatically tabled until the next meeting>



REASONS (continued from page 4)

resources it was taking to update the database after-the-fact in '94, was that it was unreasonable not to take advantage of the time we had the most hands and information available (namely, at con) to do the data entry. I had to agree with him, especially as I was the poor soul stuck with most of the data entry! And this leads to item number 5;

5) It will help save on the sanity of the poor person who has to do pre-reg for 1997; this is NOT me.

Respectfully Submitted,

Pat Vandenberg

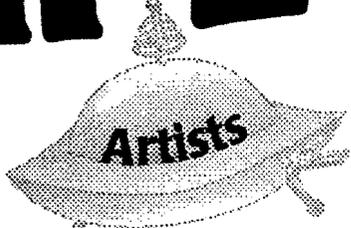
March 21, 1995

Members were encouraged to submit views, and opinions for publication in **Mentor**. As of April 6th, nothing had been received.

BidCon 2



Special Interests



Artists

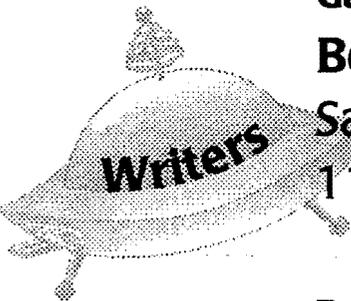
From All Worlds...

Gathering at:

Boston Park Plaza Hotel and Towers

Saturday April 29, 1995

11 am to Midnight



Writers



Filking

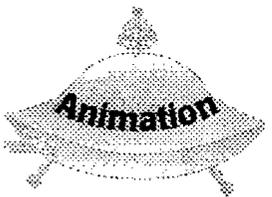


Dealers

Registration:

\$12 until April 15, 1995

\$15 at the door



Animation



Gaming

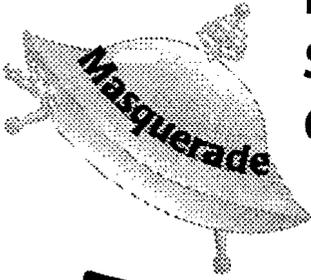


Facilities

Hotel Room Rate:

\$115 Single/Double

Call (617) 246-2000 for hotel reservations



Masquerade



Internet

Brought to you by...

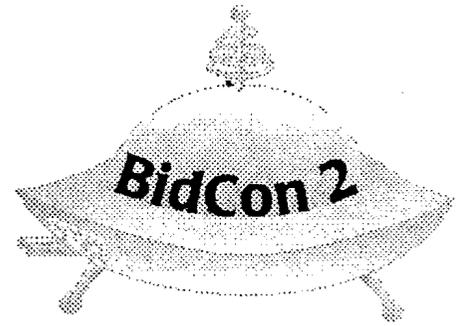
BOSTON IN 1998

A bid for the 56th World Science Fiction Convention 3-7 September, 1998

The Committee for Boston in 1998 is an operating name of Boston Convention Engineering Corporation (BCEC), a non-profit corporation recognized under IRS section 501(c)(3). BCEC is not affiliated with MCFI which ran the last two Worldcons in Boston, or with NESFA. "WorldCon" and "World Science Fiction Convention" are service marks of the World Science Fiction Society, an unincorporated literary society. "BidCon" is a service mark of BCEC.

From All Worlds...

They will gather at the **Boston Park Plaza Hotel and Towers** from the "Worlds" of Science Fiction, Fantasy, and Mundania on **April 29, 1995**. They will be talking about the **1998 World Science Fiction Convention**. Join us as Craig Shaw Gardner, Mike Moyle, J. Spencer Love, Bob O'Neil and many others present their ideas on "**What is a WorldCon?**" Take part in the spirited discussion of how all the "Worlds" fit together, what they contribute and should get from a WorldCon.



Craig Shaw Gardner will be looking at the WorldCon from the writer's point of view. What does a WorldCon have to offer a writer? What should a WorldCon offer a writer in the way of facilities, time, assistance and ego-boos? In what ways do writers contribute to the flavor of a WorldCon? What can a WorldCon do to increase a fan's understanding and appreciation for the "World" of the writer?

Mike Moyle will be looking at the WorldCon from the artist's point of view. What does an artist get from a WorldCon besides an art show? What type of facilities should be devoted to the art "World"? What can a WorldCon do to increase a fan's appreciation and desire for art? How a WorldCon can give fans an understanding of art and the artist?

J. Spencer Love will be joining us from the "World" of Filk. Happenings in this "World" that will have an impact on future WorldCons will be key to what Spencer brings to this talk. He will also address Filk needs for WorldCon facilities as well as what a WorldCon can do to foster the growth and appreciation of our oral fannish tradition.

Bob O'Neil, Convention Services Manager of the Boston Park Plaza Hotel & Towers, will be on hand from the "World" of facilities. He will be telling us about how Boston in '98's headquarters hotel views a WorldCon in Boston. He touches on what each of us can do to encourage better relations and help make sure both parties, the Hotel and WorldCon, get their needs identified and met in a smooth fashion.

Also from the "World" of facilities, we will have presenters from the **Hynes Auditorium** and the **Greater Boston Convention Bureau**. They will all be offering helpful ideas as to how we can use our facilities and city to create a spectacular 1998 WorldCon.

Still other "Worlds" will be heard from: Dealers, Gaming, Masquerade, Animation, Internet Services, Special Interests and most importantly, **you**, the fans that will make the WorldCon!

**Come to BidCon 2 and bring us your ideas for your "ideal" WorldCon!
We'll bring what you ask for to life in 1998 with your support!**

Questions? Call (617) 646-7681 or send email to: Boston98@world.std.com

Registration Form – Please send in by April 15, 1995!

I wish to purchase _____ memberships at \$12.00 each.

Make checks payable to: **Boston in '98**

Send to: **BCEC, P.O. Box 98, Carlisle, MA 01741, U.S.A.**

Name:	_____
Address:	_____
City, State:	_____
Postal/Zip Code:	_____
Phone Number:	_____
Email Address:	_____
Country:	_____
Comments:	_____

**THE OFFICIAL BALTIMORE SCIENCE FICTION SOCIETY
SOCIAL CLASS CARD GAME**

PLAYERS	DECKS	JOKERS	CARDS/ PLAYER	PASSES
4	2	4	27	2-1
5	2	1	21	2-1
6A	2	4	18	2-1
6B	3	6	27	2-1
7	3	5	23	2-1
8	3	4	20	3-2-1
9A	3	6	18	3-2-1
9B	4	8	24	3-2-1
10A	4	2	21	3-2-1
10B	5	0	26	3-2-1
10C	5	5	27	3-2-1

Card Ranking: Joker, 2, Ace, King, Queen, Jack, 10 - 3.

The above chart is used to determine how many decks [and jokers] to use when playing the card game Social Class.

OBJECT OF THE GAME: The only real object to this game is to have fun.

INITIAL SEATING: After determining the number of players, the number of decks to use, and the number of jokers to include, initial positions must be determined. Someone shuffles the cards and spreads them all out face down - each person picks a card and the rank of that card determines the seating position around the table. The king is the player with the highest card (see the card ranking, above) and sits at the head of the playing table. The prince is the person with the next highest card drawn and is seated to the left of the king. Seating continues to the left (assigning lower positions on the social scale - Duke, Middle Class, Bourgeoise, Merchant, etc. The Pauper is the person with the next-to-lowest card drawn. And last, and least, the lowest card chosen gets to sit on the right side of the king and is known as the "scum". You might consider the position naming to be sexist. Name the positions what you will, as long as there the class structure is preserved.

THE DEAL: The newly chosen king then shuffles the decks and deals all of the cards out (the number of jokers used in a game is determined by the number of cards it will take to deal all the cards out evenly).

THE PASS: Prior to beginning the first trick, the King passes a pre-determined number of his lowest cards (see the chart, above under "Passes") to the scum - while the scum passes to the King the same number of his highest cards. The Prince and Pauper make similar (but one less in number) exchanges, and (if enough cards are in play) the next set of "next lower - and next higher" players make their exchange. i.e. The King passes two of his lowest cards to the scum while the scum passes his two highest cards to the king, then the Prince and pauper exchange lowest and highest cards, respectively. There is no choice as to which cards may be passed, the lowest classes must give up their best cards while receiving the upper classes worst. This shows that the game is definitely skewed in favor of the higher social classes (kind of like life, right?)

REVOLUTION: The player that gets 6 cards of the same rank (before or after the pass) can declare a Revolution! That player becomes the king and all other players draw for position like they did at the beginning. A word to the wise -- Kings that find themselves with a revolution in their hand will probably find that it would be wise just to play it as a regular trick rather than force everybody to re-seat for a hand.

THE PLAY: The object of the game play is to get to be (and stay) the king. Game play begins when the person controlling the trick (initially, the king) starts the first trick by leading a card (or multiple cards, if desired). The trick controller determines how many cards of a rank are played by placing that number of cards on the table. Play continues clockwise around the table, and anyone wishing to play must play the same number of cards as the first card(s) played (of course, all the same rank) to begin the trick and any play made must be a higher rank than the rank of the card(s) played by the previous player.

It is not required that each player play on each trick; a player may pass instead of playing. Remember, the object is to get rid of all the cards in hand first. The "winner" of the trick gets to control the start of the next trick. It does not matter how many tricks are taken, just that all the cards are played.

PASSING: Verbal passes are generally preferred by most players, "tapping" on the table top is acceptable by most, but non-verbal or silent "passes" are not desired. Each gaming group can set their own "house rules" about this.

A player may pass and then play later on the same trick, the only penalty for this is that they player will then be known as a sandbagger. (Sticks and stones, etc....) They may also be known as king, only time will tell.

STRATEGY: The Sequence that a player gets rid of his or her cards determines the seating position for the next hand. Most people like to get rid of their lowest cards first, but after a few rounds of play, a knowledge of what cards have been played will let the average player know how to (or whether it is possible to) go out first.

One of the "tricks" is to know when to break up groups that you have, or when to hold on to large groups. Each player will develop their own strategy for this.

ENDING THE GAME: There is no end to this game - play continues until there are too few to play (people keep dropping out to go home and stuff). Remember, the only object to this game is to have fun.

(These rules are furnished by the Baltimore Science Fiction Society, Inc. in the hopes that you will play and enjoy the game. This game is, as far as we know it, a game that exists in the Public Domain. Feel free to copy these rules and distribute them far and wide. Play the game at any fannish gathering you like, conventions, too, if you want. If you find you have developed any modifications to this game that you enjoy, please share them with us at: BSFS@DIGEX.COM or through SnailMail at BSFS, P. O. Box 686, Baltimore, MD 21203-0686. We would also be curious as to how you got these rules. Have fun, enjoy!)

LRP QUESTIONS A CONCHAIR'S PEROGATIVE

When Should Someone Be Banned From The Convention?

Patrick McCormack reporting:

ARISIA, Incorporated's Long Range Planning Committee reported that it was still looking into whether or not a system to handle questions of banning someone from attending the convention should be established. "Needless to say," the chairman of the committee reported, "this has been a very complex discussion with all sorts of opinions offered."

Before putting forth a final proposal on this policy, the committee would like to have an open meeting, either before or after the next ARISIA business meeting that falls on a weekend, and hear the opinions of everyone who cares to express themselves one more time on this issue. The committee presented two motions to the membership. One was voted on and passed. The other was tabled pending publication.

VOTED: That ARISIA, Incorporated set as standing policy that no one be allowed to attend one of our conventions if they have been charged with a criminal action that took place at one of our conventions and that the disposition of their case is still pending before a court of law.

DATES AND PLACES

The membership voted to set the location and time of the APRIL meeting at MIT -- Bldg 66 at 2pm. Directions were promised.

The membership voted to set the date of the MAY meeting for May 23, at 7:30 pm., location to be set at a later time. **Members are reminded that persons wishing to be considered for appointment to Convention Chairman for ARISIA '97 should submit resumes to the CLERK at this meeting for publication.**

The membership voted to set the date of the JUNE meeting for June 18, time and location to be set at a later date -- Yes, we know this is Father's Day, it was pointed out. Members are reminded that the selection of the Convention Chairman for ARISIA '97 will be

LOOSE ENDS

Heavy debate was listened to on various Long Range planning items. Members were encouraged to submit statements to the newsletter to plead their arguments. No submissions were made.

ARISIA AUDIT FUND:

Cris Shuldiner reporting:

Mr. Shuldiner reported to the membership that it was not the intention to cause undo hardship to the organization considering the events which have shaken ARISIA in the wake of the resignation of the Corporate Treasurer and the reported state of the books for ARISIA '95. Therefore, a motion was made to put off the audit until the books for the convention were closed. An amendment was made to postpone the audit until May 30th. The motion was voted on and passed.

(NOTE: Receipts were still due in on April 1st.)

MEMBERSHIP TRANSFERS:

A vote of the membership, 13 for, 0 against, 1 abstention, by secret ballot, allowed transfer from **RED SHIRT to GENERAL** for Scott Cobb, and Dale Farmer.

No requests are pending before the membership for transfer.

The Corporate Meeting for ARISIA, Incorporated was called to order at 8:15 pm., and adjourned at 10:15 pm. The hour to adjourn was set at 10:00 pm., and later amended to 10:15 pm.

There were no corrections to the minutes of the February meeting. Allan Kent held Patricia Vandenberg's proxy.

MOTION: That ARISIA, INCORPORATED set as a standing policy that the ConChair of a Convention may only refuse registration to a guest, or withdraw the registration from an already registered guest from a con, for actions which take place at the site of the Con during the period from noon, Wednesday, before the convention officially opens until 6 PM Sunday, the end of the convention; and that only the ConChair will have this perogative. All other cases must be handled by the Corporation, itself, in accordance with its current standing policy on such matters.

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ARISIA, Incorporated

1 Kendall Square, Suite 322

Cambridge, MA 02139

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APRIL MEETING AT MIT—BLDG 66 / RALPH LANDAU BLDG. 25 AMES STREET, RM 168 (ACROSS FROM THE MIT MEDIA LAB)

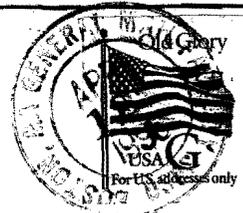
FROM THE SUBWAY;

GET OFF THE RED LINE AT KENDALL STATION. WALK DOWN THE STREET TOWARD LEGAL SEAFOOD. GO PAST LEGAL SEAFOOD AND TURN LEFT (CROSSING THE STREET IF NEEDED) ON TO AMES STREET. FIND NUMBER 25 / BLDG 66 — CAST CONCRETE BLDG. ACROSS FROM A BIG TILED BLDG (MIT MEDIA LAB) NEAR EAST GARAGE. IF NEEDED, ASK A STUDENT!!

September	\$24	January	\$16	May	\$8
October	\$22	February	\$14	June	\$8
November	\$20	March	\$12	July	\$4
December	\$18	April	\$10	August	\$2



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