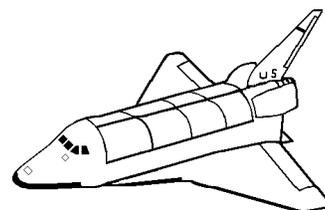


The



SHUTTLE  
November 2005

## The Next NASFA Meeting is 19 November 2005 at the Regular Time and Location

### 🔔 Oyez, Oyez 🔔

The next NASFA meeting will be **19 November 2005** at the **regular time and location**.

The **November program** will be the more-or-less annual NASFA auction. Everyone should bring items to donate to the auction and, well, money.

The **November after-the-meeting meeting** will be at Mike Kennedy's house in celebration of November birthdays. And, yes, there will be cake.

### 2006 TAFF Race

2006 Trans-Atlantic Fan Fund nominees have been announced. TAFF, which was created in 1953, provides funds to

send deserving fans between North America and Europe, alternating direction each year — the current direction is from Europe to North America. Funds are raised by donations, auctions and other fund-raising events, and “required donations” for voting (a minimum of \$3 or £2 or EUR3). Voting is by preferential ballot. The deadline is Saturday 27 May 2006. The nominees are:

“Bug” Bridget Bradshaw

“1/2r” Arthur Cruttenden

“Sparks” Mike Rennie

Voting is restricted to active fans. Ballots can be found online at <taff.org.uk> and include “No Preference” and “Hold Over Funds” options. Votes can be sent to any of three administrators: James Bacon, 211 Black Horse Avenue, Dublin 7, Ireland (Euro and dollar checks); TAFF c/o Claire Brialey, 59 Shirley Road, Croydon, CR0 7ES, UK (Sterling cheques); and Suzanne Tompkins, P. O. Box 25075, Seattle WA 98165, USA (US dollar checks).

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**Deadline for the December 2005 issue of *The NASFA Shuttle* is Friday, 2 December 2005.**

# Our 25<sup>th</sup> Year of Publication!



registration has been done. It's usually done on a PC, but he's a Mac User. [Now, now — I use PCs at work so I'm quite conversant with those beasts. -ED]

Mike Cothran had a programming suggestion: the Ironing Chef. We decided that Mike can do publicity, and he can do the program book, but he cannot do programming.

#### TREASURER'S REPORT

Prior to getting inundated with bills, Sam Smith thought NASFA would be losing about \$100 [on the convention]. Now, we're losing more. Sam had to transfer some money from the Con†Stellation account to NASFA's account, to keep it from dropping below the minimum balance. The problem isn't nearly as bad as it sounds, because while NASFA the club is losing money, Con†Stellation is fine. Sam's executive summary: If it weren't for this nasty NASFA thing being a drag on the con, we'd just about break even.

After that, we discussed ways to improve NASFA's finances. Perhaps we should put off the idea of raising con rates, and raise club membership rates instead, or cut down the unnecessary names on the mailing list. Another suggestion was raising the individual rate, and dropping the family rate, to compensate for the printing and mailing costs of the *Shuttle*. Mike Kennedy thinks that we can cut the *Shuttle* mailing list by about 10–20% without losing anything terribly important. There is also a smaller number of people who could be added, so updating the list would be a net gain.

At one time, the NASFA account had regular monthly deposits from the CD, but the current 3% return doesn't help much. Eventually, if Sam gets ambitious enough, he would like to work up a complete accounting of NASFA's finances.

The meeting adjourned at 6:35:12P.

For the program, we had a post-mortem discussion of Con†Stellation XXIV, which was held the week before.

The After-the-Meeting Meeting was held at Steve Sloan's new house. Highlights included dual Killer Cutthroat Spades tables, computer service and home inspection by Mike Cothran (Thanks, Mike), and a showing of *The Tick*.

## Awards News

### WORLD FANTASY AWARDS

The 2005 World Fantasy Awards <[www.worldfantasy.org/awards](http://www.worldfantasy.org/awards)> were presented 6 November 2005 at the World Fantasy Convention in Madison WI. The winners were:

- Life Achievement** ..... **Tom Doherty** and **Carol Emshwiller**
- Novel** ..... **Jonathan Strange & Mr Norrell**,  
Susanna Clarke (Bloomsbury)
- Novella** ..... **"The Growlimb,"** Michael Shea  
(*F&SF* January 2004)
- Short Fiction** ..... **"Singing My Sister Down,"**  
Margo Lanagan (*Black Juice*, Allen & Unwin, Australia)
- Anthology (tie)** ..... **Acquainted With The Night**,  
Barbara and Christopher Roden, eds. (Ash Tree Press)  
and **Dark Matter: Reading The Bones**,  
Sheree R. Thomas, ed. (Warner Aspect)
- Collection** ..... **Black Juice**,  
Margo Lanagan (Allen & Unwin, Australia)
- Artist** ..... **John Picacio**
- Special Award, Professional** ..... **S. T. Joshi**  
(for scholarship)
- Special Award, Non-Professional** ..... **Robert Morgan**  
(for Sarob Press)

### ENDEAVOUR AWARD

The Endeavour Award <[www.osfci.org/endeavour](http://www.osfci.org/endeavour)> is presented annually for a distinguished science fiction or fantasy book written by a Pacific Northwest author or authors and published in the previous year. The 2005 award was announced at OryCon 27 (Portland OR) the first weekend in November.

The award, which is accompanied by a grant of \$1,000, went to *The Child Goddess* by Louise Marley. Judges for this year's award were Allen Steele, Susan Shwartz, and Nalo Hopkinson.

### IHG AWARDS ANNOUNCED

The International Horror Guild <[www.ihgonline.org](http://www.ihgonline.org)> announced their 2005 awards during the World Fantasy Convention on Thursday 3 November 2005 in Madison, WI. The judges were Edward Bryant, Stefan R. Dziemianowicz, Ann Kennedy, and Hank Wagner. The winners were:

- Living Legend Award** (previously announced) ..... **Gahan Wilson**
- Novel** ..... **Ramsey Campbell**,  
*The Overnight* (PS Publishing, UK)
- First Novel** ..... **John Harwood**,  
*The Ghost Writer* (Harcourt, US; Jonathan Cape UK)
- Long Fiction** ..... **Lucius Shepard**,  
*Viator* (Night Shade)
- Mid-Length Fiction** ..... **Daniel Abraham**,  
"Flat Diane" (*The Magazine of Fantasy & Science Fiction*, October/November 2004)
- Short Fiction** ..... **Don Tumasonis**,  
"A Pace of Change" (*Acquainted with the Night*)
- Collection** ..... **Brian Evenson**,  
*The Wavering Knife* (Fiction Collective Two)
- Anthology** ..... **Acquainted with the Night**,  
Barbara and Christopher Roden, eds. (Ash-Tree Press)
- Non-Fiction** ..... **D. M. Mitchell**,  
*A Serious Life* (Savoy, UK)
- Art (tie)** ..... **Darrel Anderson** and **Rick Berry**
- Film** ..... **Shaun of the Dead**, directed by Edgar Wright,  
written by Simon Pegg and Edgar Wright
- Television** ..... **Lost**, created by J. J. Abrams and  
Damon Lindelof (ABC)
- Illustrated Narrative** ..... **The Bug Boy**,  
Hideshi Hino (DH Publishing)
- Periodical** ..... **The Third Alternative** (TTA Press)

### QUILL BOOK AWARDS

The Quill Book Awards were announced on 11 October 2005 at a ceremony in New York City. The awards are sponsored by *Publishers Weekly's* owner and NBC Universal TV, which was scheduled to broadcast an edited version of the ceremony 22 October. Nominees were determined by librarians and booksellers; winners were determined by online voting open to the public. Awards were given in many categories, most of them unrelated to sf/fantasy/horror. A full list of categories and winners can be found online at <[www.quillsliteracy.org/categories.php](http://www.quillsliteracy.org/categories.php)>. Genre-related winners included:

- Book of the Year and Best Children's Chapter Book/Middle Grades** ..... **Harry Potter and the Half-Blood Prince**, J. K. Rowling
- Debut Author of the Year** ..... **Elizabeth Kostova**,  
*The Historian*
- Best Graphic Novel** ..... **Marvel 1602 Volume I**,  
Neil Gaiman, Andy Kubert, and Richard Isanove
- Best Science Fiction/Fantasy/Horror** ..... **The Stupidest Angel**, Christopher Moore

# A Tale of Two Movies:

Well, *That Was Different*  
by Doug Lampert

**Serenity**; PG-13; Starring Nathan Fillion, Gina Torres, Alan Tudyk, Morena Baccarin, Adam Baldwin, Jewel Staite, Sean Maher, Summer Glau, Ron Glass, Chiwetel Ejiofor, David Krumholtz, et al.; Directed by Joss Whedon; Written by Joss Whedon; Produced by Christopher Buchanan, David V. Lester, Barry Mendel, and Alisa Tager; 119 minutes

**Legend of Zorro**; PG; Starring Antonio Banderas, Catherine Zeta-Jones, Alberto Reyes, Julio Oscar Mechoso, Gustavo Sanchez-Parra, Adrian Alonso, Nick Chinlund, Giovanna Zacarías, Carlos Cobos, et al.; Directed by Martin Campbell; Screenplay by Roberto Orci and Alex Kurtzman; Story by Roberto Orci, Alex Kurtzman, Ted Elliott, and Terry Rossio; Character by Johnston McCulley; Produced by Gary Barber, Roger Birnbaum, John Gertz, Amy Lescoe, Laurie MacDonald, Walter F. Parkes, Lloyd Phillips, and Steven Spielberg; 129 minutes

As always, if I'm writing a review of something, I enjoyed it. It just doesn't seem worth it to write "it sucked" in essay form. That said, I am not going to actually say much nice about either movie. In going to both of these movies I was planning to kill a couple of hours on a bit of adventure fiction with some eye candy and action scenes. I was not disappointed; both movies were adventure flicks with some eye candy, some action, and a bit of humor. But neither offered much beyond eye candy, action, and a bit of humor.

The really sad thing is that, when I got to the end of describing some of the absurdities of these movies and stupidities of the characters, I realized that they were still more plausible plots with more intelligent characters than most movies.

**The Plot:** An imperfect representative government that believes it is acting for the betterment of mankind and fulfilling a manifest destiny is expanding into a distant frontier region. The actual military conquest is over, but low level resistance continues. The hero claims to be interested in living out his life in peace without further heroics. The central government sends out morally-ambiguous agents who engage in evil tactics which they believe are justified by the betterment of mankind that they believe will follow from the central government's triumph. The hero is forced to act by his own unwillingness to let injustice triumph and wins through in the end. The story hinges on an effort to cause fractures within the expansive ruling society based on an immoral practice it has engaged in.

You may ask, which movie did I just describe? Well it



Zorro

depends: if the central government is the USA, is right about being the good guys, and the hero is on their side then it's *Zorro*. If the central government is the Alliance, is wrong about being the good guys, and the hero opposes them then it's *Serenity*.

Both movies are follow ups to earlier productions. *Legend of Zorro* is a sequel to *Mask of Zorro* and *Serenity* follows the TV series *Firefly*. I didn't watch either of the previous works and don't think I missed anything much as a consequence. Both works stand up well on their own.

Neither movie does anything to surprise anyone. Maybe, just maybe, somewhere in the movie theater was someone who didn't expect Mel and the Operative to meet and fight at the backup transmitter. But I refuse to believe that anyone still conscious at that point couldn't have predicted, in its entirety, in advance, the sequence that started with River's line "My turn" followed by her going back, throwing the rest of the crew the medical kit, hitting the control to shut the door, being trapped on the wrong side, and then beating the crap out of the Reavers. To be fair, one character's death did surprise me in *Serenity*, so the movie wasn't completely predictable; this isn't the case in *Legend of Zorro*. There may have been someone, somewhere who doubted that the Count was the main villain in *Zorro*, but if so it was only because they thought he was too obvious. The only thing surprising in the entire train sequence (the big climatic fight sequence) was that they managed to go for so long in an action sequence without doing anything in a surprising way. Normally at least the details of an action sequence are unpredictable.

In both movies there is a character that might as well be named "token sympathetic character that will be killed to show that the bad guys are nasty." In both cases he dies as expected. Here *Zorro* gets the nod for coming closer to being surprising; for a second at one point I actually thought they were going to let him live.

**Stupid producer/writer tricks:** As far as I know, there were no trains or railroads in California in 1850, there were no Henry Repeaters anywhere (the design was patented in 1860), and nitroglycerin was hardly a secret weapon — the discovery having been made public in 1847 or 1848. Conversely, the system where *Serenity* takes place is totally implausible unless it is a young giant star, in which case it drops to merely wildly implausible and requiring magitech terraforming. Unfortunately there are no such within plausible range of Earth for a first set of colonies. Similarly, homicidally insane massively aggressive nuts are not known for their ability to build and operate spaceships in any universe I consider likely. Finally, the only reason I can imagine to make *Serenity* take place in one system is to avoid FTL (I gather the one system vs. many was left deliberately ambiguous in the TV show), but their commu-



Serenity

Can you spot the eye candy?

nications are clearly FTL and their drives are magitech anyway so why not go all out and use FTL ships? As a special bonus that also allows you to avoid the stupid opaque and sharply bounded clouds in space by more plausibly having ships be undetectable until they come out of jump.

**Stupid character tricks:** Let me get this straight, the villains are looking for a high-tech super-weapon that can be used to give the south a victory in an American Civil War which they plan to trigger in 1851 or so. They have Henry Repeaters, but their chosen super-weapon is nitro! Granted repeating rifles are not a great secret at the time of the movie, but then neither was nitro; and unlike pre-dynamite nitro the repeaters actually are militarily useful. And Henry Repeaters really were better than any repeater that actually existed in 1851. In *Serenity* the heroes have a short video recording that they want to distribute as widely as possible. They call the character that is going to arrange distribution (Mr. Universe) with a real-time video link at interplanetary distances, and then go to visit in person to give him the recording rather than sending it to him using their communications gear. If they had just sent the information, then — given the actual reaction of the Operative to seeing it later — they solve all their immediate problems and they avoid getting one member of the crew and bunches of other people killed. But even better than just sending everything to Mr. Universe is to send him everything, wait a few minutes so he can arrange secondary distribution prior to any precautions being taken, and then start sending the whole thing out to anyone else who might be listening. (Note, since secondary distribution is received via standard communications gear there can be nothing in the message that cannot be sent to standard communications gear.)

In the end none of this matters much. These are action movies, some things you just need to accept. The villains in *Zorro* have to use a hidden secret weapon rather than repeaters they were using openly in almost every scene, because a secret weapon must be a secret. Similarly the secret message in *Serenity* has to be hand delivered in person rather than broadcast so anyone can pick it up even if the entire point of the delivery is to publicize the message, because a secret message must be a secret. Sigh. As I said at the beginning the really sad part is that these two movies both made *more* sense than most action movies and were guilty of fewer stupidities than most movies of any sort. Still, I can't help but suspect that even better movies could have been produced if either side in either movie had been being run by someone more like Miles Vorkosigian and less like the Keystone Cops or a bunch of Bond Villains.

## Another Fine Mess...

a Book Review  
by Jim Woosley

*Class Dis-Mythed*, by Robert Asprin and Jody Lynn Nye, cover art by Phil Foglio, Meisha Merlin Publications, hardback, 30 September 2005, ISBN 1592220916, 300pp, \$24.95 (trade paperback, ISBN 1592220924, \$14.95)

I knew something had finally been corrected in this crazy world as soon as I read the “title” of Chapter 2: “How would teaching get anyone in trouble? — Socrates.”

Robert Asprin's hilarious (with occasional moments of introspection) series known as “The Mythadventures of Skeeve and Aahz” needs no introduction to most SF and fantasy fans. Beginning with 1978's *Another Fine Myth* (which I notice has

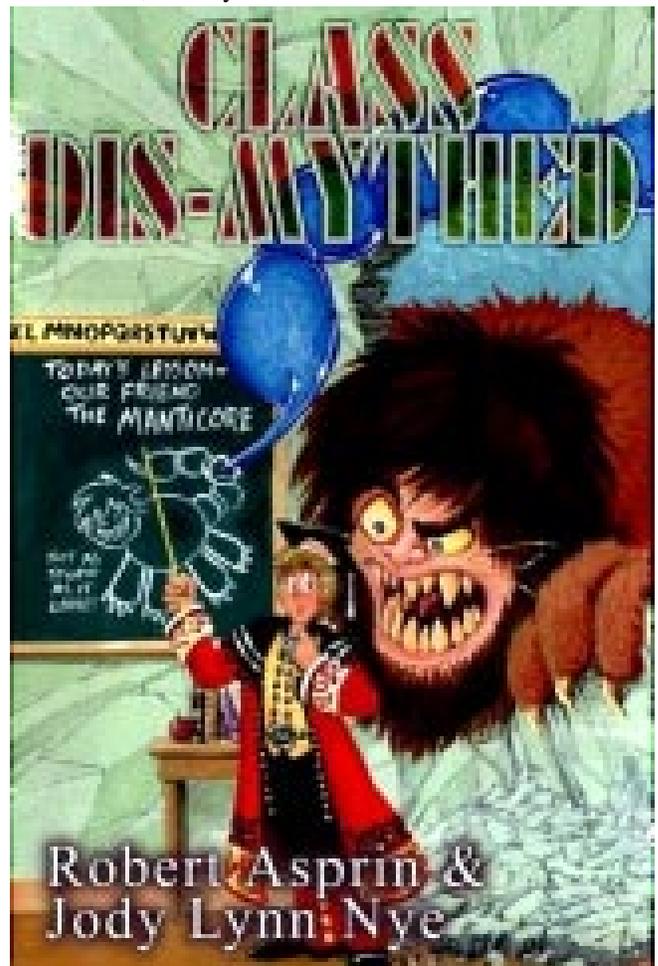
six-of-six five-star reviews at Amazon.com), the series published 10 volumes by 1994. After that, various circumstances required a seven-year hiatus. In 2001 Meisha Merlin, the specialty genre publisher, published a “teaser” novel which did not continue the original series, *Myth-ion Improbable*, followed by the “proper” conclusion of 1994's *Sweet Myth-tery of Life* as 2002's *Something M.Y.T.H. Inc.*

Beginning with 2003's *MYTH-Told Tales*, Jody Lynn Nye assumed co-author responsibilities, and the current volume is the fourth collaborative work in the series (and looking at the list at Meisha Merlin's web site, I'm not sure I've seen them all...).

It is also the best MYTH novel since the series resumed in 2001, and possibly for several volumes before.

As we left our hapless heroes at the end of 2004's *Myth-Taken Identity*, Skeeve, the young but mighty wizard who has scored an interdimensional reputation through the relentless hype of his mentor Aahz (an ability honed through years of harrowing practice to make maximum advantage of frankly meager magical gifts, the capabilities of an astounding array of associates, and his greatest asset, a heart as big as all the dimensions) has decided enough is enough. He has retired temporarily to his home dimension of Klah, together with his lovely assistant cum financial advisor (and occasional romantic interest) Bunny, the niece of “fairy Godfather” Don Bruce, who runs Klah's notorious interdimensional Mob, in order to actually focus on learning magic instead of reusing the same limited array of spells constantly.

Skeeve's peace (and peace of mind) is interrupted when three... well, sorority sisters... from Aahz's home dimension



of Perv look up Aahz and convince him in the usual manner (lots of gold) to set them up with a six-week “mini-course” in practical sorcery with Skeeve. Along the way of trying to figure out what to do, Skeeve suddenly finds himself with three more students — Melvina, the useless nephew of “Little Myth Markie,” the “character assassin” who almost tripped him up in the similarly named late-’80’s entry; Tolk, a “Canadian” (talking dog); and Bee, one of his bodyguard Guido’s associates from their assignment working in side the Possiltum Army in *M.Y.T.H. Inc. in Action*.

So in the interest of training in “practical” magic — the Pervect schoolgirls in particular are inclined to dither for *hours* over which spell from their favorite teacher is best suited to a particular emergency — as well as teamwork, Skeeve sets them a series of challenges sometimes based on one of Bunny’s favorite “crystal ball” series, a “reality crystal” show called *Sink or Swim*. And wonder of wonders, the very full-of-themselves Pervects, the self-centered Melvina, the over-enthusiastic (well, he *is* a dog) Tolk, and the intrinsically weak but always practical Bee begin to come together and learn the lessons Skeeve can teach them — because whatever else Skeeve has, he has survived more harrowing situations than any other magician in all the dimensions, and he has more than proven himself capable of the practical application of his limited skills.

Along the way, there are also “guest lectures” by Skeeve’s Troll friend Chumley, his first apprentice Massah, his one-time nemesis Markie, and, most surprisingly, Don Bruce that help keep the youngsters on the straight and narrow.

However, something doesn’t seem right. There are pranks — mostly typical college stuff, but a couple of which have the potential to kill them all. When a manticore is ravaging a nearby Klahd village, Skeeve collects a nice fee for ending the menace (in his own fashion), but the apprentices vigorously refuse to accept a portion of the moneys. Something more is going on, and when he finally learns his student’s true secret, Skeeve is forced to once again visit the most dangerous dimension known to try to save them from the surprising skullduggery of a second longtime nemesis.

So, whatever else you do, if you loved the Mythadventures of old, it’s time to give them another try. Skeeve has finally grown up, and the stories have finally caught up with him. And along the way Bob and Jody manage to make fun of reality television, particularly *Survivor*, of the habits of canines, of Richard and Wendi Peni (yes, the “Woof Writers” are back) and of a certain Weber-known series of Honor-able characters. Don’t miss it — and, preferably, block a Saturday where you can read it without interruption, because you won’t want to put it down. Don’t forget the muscle balm for when you hurt yourself, rolling on the floor, laughing.

(By the way, if you’re fans of Phil Foglio’s work — and who isn’t — check out his web site and online comic at <[www.girlgeniusonline.com](http://www.girlgeniusonline.com)>.)

## Letters of Comment

EMOC-EMOC-EMOC-EMOC-EMOC-EMOC-EMOC

Michael D. Glicksohn  
<[mglick@interlog.com](mailto:mglick@interlog.com)>

26 October 2005

Am in receipt of the small October *Shuttle* (you’d think

they’d send it for less than 60 cents postage, eh?) and since I have some spare time I thought a brief thank you and reply would be in order. But you do make it hard to find something to actually reply to!

I’ve never been to a Dragon\*Con (and never expect to go to one as I have minimal interest in comics/media cons) but I know it’s one of the biggest around so I’m interested in people’s reaction to them. But the part that really caught my eye in David Robinson’s small review was his comment that he’d been to 25 cons in the last 24 years. I don’t believe I ever made it to 25 cons in a single year but there were years I came close and I stopped counting a few years back when I topped 300 (after starting in 1966). I expect I’ll hit 400 sometime soon but who’s counting?

Nice thoughts by Toni. Anyone who has any understanding of fanzines misses Harry Warner. I was always flattered when fans referred to me as “the Canadian Harry Warner.” That’s pretty rarified company to be in. And I was always delighted that I’d actually visited him three times.

Gee, another emoc from Lloyd Penney. Is he the Canadian Harry Warner or the Canadian Mike Glicksohn?

[It’s always good to hear from you, Mike. Perhaps, if Lloyd is correct in his comment about you (below), we’ll soon start hearing from you a bit more often, eh? I’m somewhere between David R. and you in terms of the number of cons attended. I probably average around 4 a year now and have for some time. In my early years of con attendance I probably did twice that many — but it’s been a decade or three since I could claim that many with a straight face. I expect I’m still somewhat south of 150 cons total. I have been to one Dragon\*Con — many years ago my then-wife and I were talked into running their con suite. It may have been the first time they had anything approximating a con suite. It was a massive undertaking then, though the amenities supplied were pretty meager. I shudder to think how much work a con suite for them would be now, since their attendance is the better part of an order of magnitude higher. -ED]

POC-POC-POC-POC-POC-POC-POC-POC-POC

Sheryl Birkhead  
25509 Jonnie Court  
Gaithersburg MD 20882

28 October 2005

Greetings — and hopes that everyone has stayed dry.

This year is surely a whopper in the hurricane category — and not over yet.

Sounds as if Dragon\*Con moved right along... with a B+ grade, apparently in the correct direction.

Ah, 25 years of *Shuttles* — how time flies when you’re having fun. I agree with Toni about missing Harry... and every so often I wonder when his collection’s final home(s?) will be determined. I just got so comfortable with his long, easy to read locs, that it *still* seems weird to have them absent.

I still have almost nil experience with e-zines. I suspect that, without a physical zine to continually lug around, I would let the replies slip in gigantic time chunks.

The shelter group I help out took in two Katrina dogs — both are heartworm positive. The local humane society took some too — I’ve only seen one, also heartworm positive. In all honesty, all three dogs are friendly so they must have been pets, but I can’t see much likelihood that they’ll be reunited with their families. But, the dogs are all on websites — can only

hope New Orleans residents who lost their dogs either still *have* a computer *or* can find access.

Lloyd — always keep your options open!

[Huntsville hosted a fair number of Katrina evacuees; still is. Some of them are now living at a local hotel that had been deserted for quite a few years, but has been at least partially refurbished using volunteer labor and donated materials. The largest local university set up a computer/internet area dedicated to access by evacuees. Some or all of the signs giving directions to that have disappeared over the last several weeks so that may no longer be in effect, but I suspect it's probably still available. Certainly net access can be achieved — but some people would never think to do that to look for a lost pet. -ED]

EMOC-EMOC-EMOC-EMOC-EMOC-EMOC-EMOC

Lloyd Penney  
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30 October 2005

I know what you're going through, the post-convention doldrums. The con is over, what did we do wrong or right, we've heard nothing or we've heard too much, did we do a good job, does anyone care... Anyone who asks those questions works on conventions. So, the October *Shuttle* should be fairly small, but we'll see, and I'll write a loc anyway.

I've never been to a Dragon\*Con, given that now, Dragon\*Cons are on the same time as most Worldcons. I don't hear much about this Atlanta convention other than it usually

has an X-rated section in its dealers' room, and some people wish it would find a more suitable weekend, because it's taking membership away from Worldcon. I know a couple of people who would rather go to the D\*Con, but money usually prevents them going to either convention.

Many fanzine fans miss Harry Warner, and now that he's gone, and many faneds are placing more emphasis on writing for the letter column, current letterhacks are trying their best to contribute as much as possible. I have commitments for two articles, and am trying desperately to find the time to write them.

My loc... the hurricane season is getting repetitive. Anyone here affected by Hurricane Wilma? The remnants of Wilma are zipping up through the Atlantic, and will probably drench the Maritime provinces. In fact, some of the drizzly rains we've been getting here are from the far edges of Wilma.

Already, we have had temperatures in the single digits Celsius, around 40 degrees Fahrenheit. I didn't think I'd be wearing long sleeves this early. I hope you've been sending more copies of the *Shuttle* to Mike Glicksohn... he has announced that he will be retiring with the end of this school year in June 2006, and plans to return to serious letter writing.

Time to go and get this e-mailed. Looking forward to the next issue, as you say, regular time and size. See you then.

[Wilma was a nonevent locally — south Florida and the Atlantic coast are both quite a long way from north Alabama. All three locers this month reacted to Toni's thoughts about Harry Warner in the last issue. Though I never met him, I certainly felt a significant degree of closeness from receiving and printing his letter for many years. Yes, he is still missed very much. -ED]



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