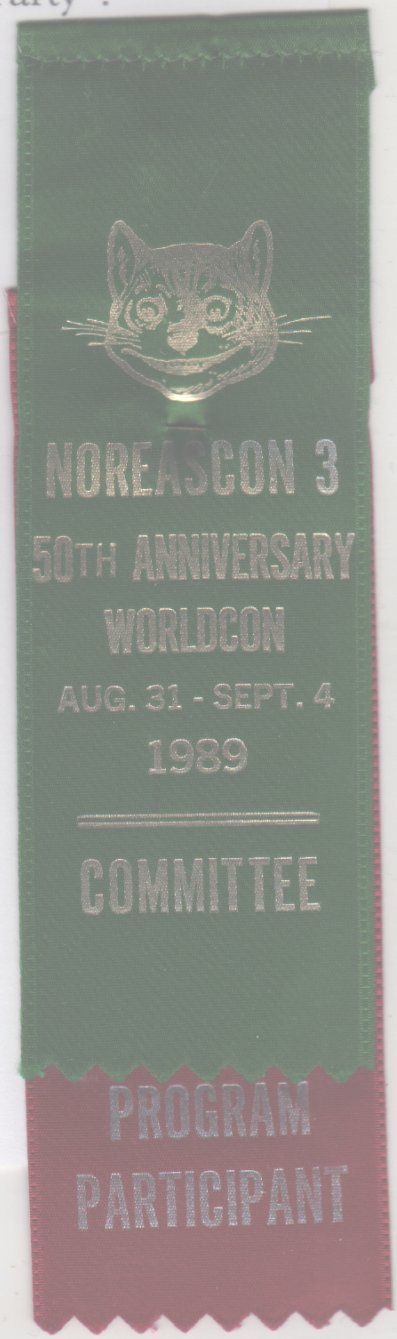
1986-89 - Noreascon 3: Mad 3 Party

I've always felt that effective communication is a major factor in a smoothly-running convention. And in the days before the internet, when we started to have far-flung convention committees that couldn't meet in person, communication started to become an even bigger issue.

When I ran Noreascon 2, George Flynn created a fanzine called "Voice of the Lobster" that did a lot to help keep everyone informed of the details of convention planning. So when we were preparing for Noreascon 3, I decided that I'd like to do something similar, and volunteered to edit "The Mad 3 Party".

M3P contained minutes of our committee meetings and excerpts from the committee APA, discussions of convention-running issues, and letters from the readers with responses from the committee. It was sent for free to everyone working on the convention and was also available by subscription.

Reader, it won a Hugo!



Chairman's Staff

One of my favorite reviews of M3P, from Conscription PR 3, 1988

Conscription PR 3, 1988

Review

Everything You Ever Wanted to Know About Running a Worldcon.... *(... but were afraid to ask)*

Caroline Mullen

"The Mad 3 Party - more than you ever wanted to know about running a Worldcon - is published by Noreascon 3." That's what it says here, and I believe it. *The Mad 3 Party* is an apa crossed with a newsletter, produced by the people who are putting together Noreascon 3. In it, they talk. They talk among themselves, and to anyone else interested, about running worldcons. They talk about what they would like, why they would like it, how other people have gone about it, what it will cost, and, in the end, what they will actually *do*.

They talk about *everything*: from the future of the Worlcon to the dotted 'i's and crossed 't's of Hugo eligibility; from how to deal with the Teamsters Union to whether perks for gophers are justified; from the one hundred thousand dollar budget to the five cent balloon... And that's just a sample from the 3 issues (75 close typed pages) I've read.

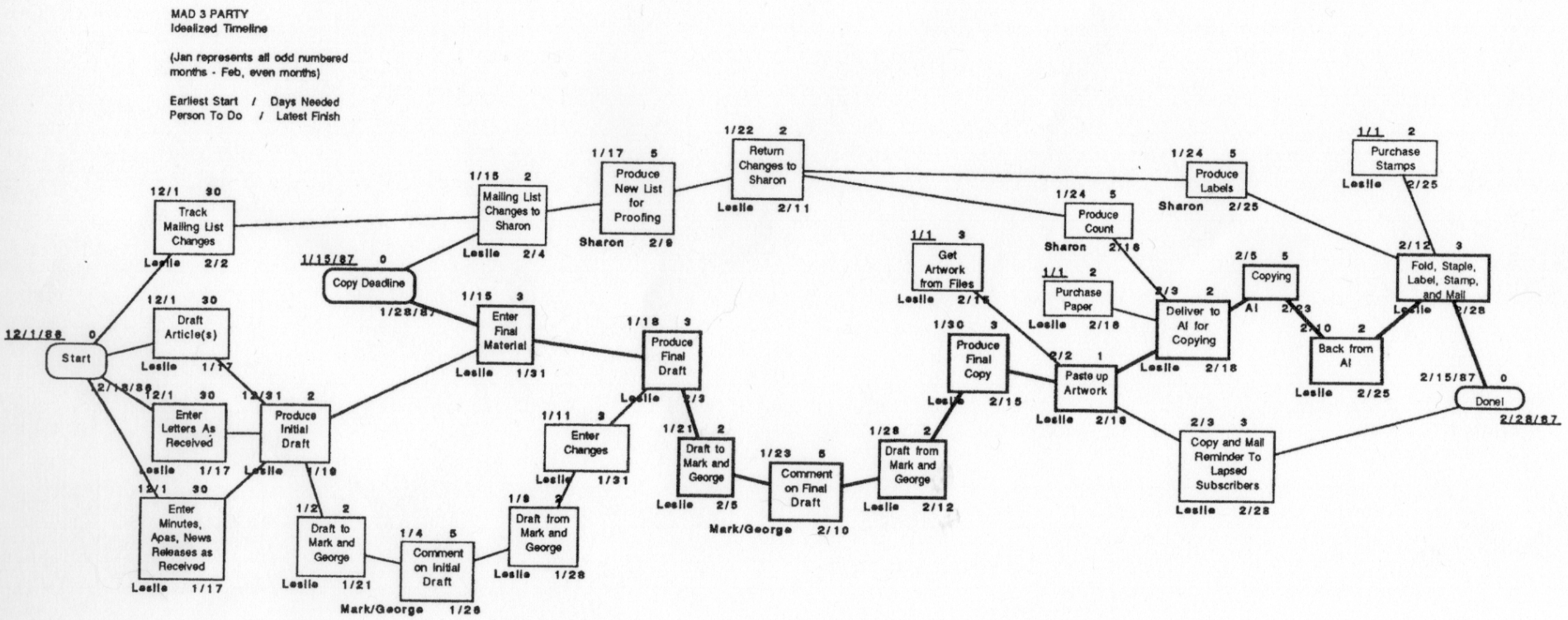
Don't get the impression that this is irrelevant to British conrunners. It isn't. The Noreascon people may have different answers, but they are asking the same questions as we are, and for the same reasons. The problems of conrunning are the same in Brighton as in Boston, and the same for 200 people or 5000, even though the details differ. It's worth learning what you can from other people's experience and other people's discussions. Making your own mistakes is expensive enough without repeating the ones others have made before you. On a practical level *The Mad 3 Party* could save you grief.

On a philosophical level, the matters discussed in this newsletter are the stuff of fandom. Who we are, why we're here, why we do what we do now and where we're going to go with it. I found it fascinating, and disturbing, and look forward to reading more.

One last comment to anyone out there thinking of bidding a British Worldcon for the Nineties: If you lack the time or money or the inclination to obtain *The Mad 3 Party* and read it for yourselves, and most seriously discuss the matters raised therein, then you shouldn't be planning the bid. And if you're still planning a bid once you've digested its contents...

Good luck.

The Mad 3 Party is published by Noreascon 3, Box 46, MIT Branch PO, Cambridge, MA 02139. The editor is Leslie Turek. The subscription price is $1 per issue for up to 10 issues which covers sea-mail outside North America; for air mail add $1 per issue. Free copies go to newszines and Worlcon bids and committees.



Producing M3P on a two-month schedule had a lot of moving parts that had to fit together. This was the actual production flow chart that we used to set deadlines for each task.