

PROGRESS REPORT #2 FEBRUARY 2015

Introduction

Hello everyone and welcome to the second and final Progress Report for *Con 70: A Retro Sci-Fi Adventure*. As you read this we are now less than two weeks away from our great event, where has the time gone! Our intention is to give you a detailed update on how the convention is progressing along with any other news which may be of interest to you.

Membership

If you've joined Con 70 already than that's great to hear and we look forward to seeing you very soon. ©

Because our three day membership price is now the same as our walk up to the door price, you may be wondering what's the benefit of signing up beforehand. Well it may not seem like much, but by signing up <u>before</u> **Thursday March 5**th ensures your membership badge has your name printed on it – and remember this is for DAY memberships as well as FULL memberships.

OK, so getting your printed name on a badge may not seem like a big deal, but in 10 years time it'll bring back a lot of good memories, and being a proper badge means it'll last forever.



Note: after Thursday March 5th, the online membership form will be removed from the website. So to join Con 70 after this date you'll need to attend and sign up on the day.

Membership via Paypal

As you know membership payments to Con 70 can be accepted via direct bank transfer or cash/cheque, but we do offer a Paypal option. If you're keen to pay by Paypal, just contact Clare our Membership Manager for all the relevant details – con70memberships@gmail.com, however, note this option will cease to be available from **Tuesday March 3rd.**

Dealers and Displays

Con 70: A Retro Sci-Fi Adventure is not only about having a great time but also creating a great atmosphere too. For this reason our aim is to setup some unique displays to take people back to 1970s science fiction and we have some great ideas already.

All of Dealers tables are now sold out so be prepared to do some shopping with the variety of retro items that will on sale.

Venue

Our venue is the Amora Riverwalk Hotel in 649 Bridge Road Richmond.

- General location details: 4kms east from the CBD along Flinders St which turns into Bridge Rd
- Melway ref: 2H G7
- Tram route from city: #48 from Collins St (North Balwyn) or #75 from Spencer St (Vermont South) Stop 22 -
- Onsite hotel car parking for Con 70 attendees *without* a room booking is available for a fee, alternatively side streets (eg: Palmer St) offer free parking on the weekend
- The venue is wheelchair friendly

Auction

One of the enjoyable segments of Con 70 will be our special 1970s collectable Auction to held on the Sunday of the convention at 1pm. To see the current Auction list just visit the Auction section of the website (note: the file is over 2Mb in size and is updated constantly).

- Information for sellers

Being a 1970s themed convention our aim is to only have items that are either:

- 1. Any item physically manufactured in the 1970s that relates to a Sci-Fi movie/TV show released in the 1970s
- 2. Any item manufactured post 1980 that relates directly to a Sci-Fi movie/TV show released in the 1970s

Refer to the Auction page on the Con 70 website for further clarification on what can be submitted along with our downloadable template sheet.

The great thing about submitting items to the Auction is that you get to keep the money you make, with Con 70 accepting a 10% portion of the sale price on each item.

<u>VERY Important note</u>: you must have your auction list sent to us by **March 1**st. Any Auction items just brought to the convention without a list being sent prior may be rejected.

- Information for buyers

Normally our auction would trade in cash sales only, however, we'll be looking at setting up an online payment system for large purchases, though keep in mind online credit card transactions will incur an additional fee.

Disco (Discon '70)

This will be the highlight of our convention, **the world's only 1970s Sci-Fi themed Disco!** Yes we're looking at going all out to relive the days of busting a move on the dance floor in our own version of Studio 54 called Studio 70.

Discon '70 will kick off at 6:30pm and finish at 11pm.

There will be a pay on consumption cash bar and the event will also host our Costume Parade (see next section). So be sure to whip out your finest 1970s attire or costume - or a combination of both - to truly make this a memorable night.

Discon '70 costs: \$10 for Con 70 members \$20 for non-Con 70 members

(helpful tip, if you want to save \$10 on the disco, then consider taking out a day membership to Con 70. This way you get to go to the Disco for only \$10 and can enjoy a full day of great Con 70 entertainment!) ©



Costume Parade

At 7:30pm during Discon '70 we will be holding our Costume Parade. This event is being run by the Melbourne Costume Group and promises to be something truly special. The parade itself will be the walk through* variety which means that during the Disco there will be a call up for those who wish to enter and strut their stuff.

*Walkthrough means you don't have to prepare anything in advance with regards to your presentation.

Note: To participate in the Costume Parade you must be a paid attendee of Discon '70, whether that be as a Con 70 member or non-member.

Volunteers

Con 70: A Retro Sci-Fi Adventure is a volunteer run event and for this reason we're always on the lookout for more helpers and assistants. If you're interested in volunteering some of your time at the con, then just send us an email with your details.

Note you must be a fully paid member of the convention to become a volunteer during the event and be willing to work for a minimum of three hours each day during the weekend. As a bonus to this, every volunteer will receive a Certificate of Appreciation for their effort.

Panel Programme (or what's on at Con 70?)

For people who are new to the convention scene, you may be wondering what Con 70 has in store for you. Well we'll be offering four streams of unique and exciting entertainment

For starters we have a two strand panel/discussion/presentation programme that runs for the whole three days where nothing will be repeated.

Our panel programme has been listed on the website for a while, but to give you a quick idea on what to expect here are some discussion topics from the 70s: The TV shows of Gerry Anderson; Terry Nation and other UK Sci-Fi; Music from 70s Sci-Fi films; Australian produced Sci-Fi; Movie poster art; Discussing the rebirth of Star Trek; Looking back at Planet of the Apes; Discussing 70s Sci-Fi collectables; A look at Sci-Fi comedy shows; The best decade of Dr Who; A debate on what was the best 70's Sci-Fi franchise: Star Wars, Star Trek or Battlestar Galactica

Another special event will be our own Con 70 Indoor Drive-In which will occur on the Sunday night.

Film and Video Programme

Being a media convention it's only natural we include a film and TV programme. On the film side we'll be showing various 1970s science fiction movies from countries such as US, UK, Italy, France and even Russia!

On the TV side of things we'll be showing classic 1970s episodes of Blake's 7, Jason of Star Command, Vega 4, Phoenix 5, The Tomorrow People, Star Blazers and a whole host of others.

So there's no doubt, when it comes to classic 1970s Sci-Fi entertainment, there's only one place to go!

Promotions and Publicity

All successful events need to sell themselves to the world and at Con 70 we're doing what we can to spread the word of our existence, but alas we can't reach everybody so we're keen to enlist your help – ironically we did end up being promoted on Sci-Fi convention website in Belgium.

If you are a keen supporter of our convention, then please tell your friends or family about us either by word of mouth or by linking our Website/Facebook site to your own website or Facebook page. We know there are plenty of fans out there of 1970s sci-fi movies and TV shows so all we have to do is reach them.

Want to Register on Friday night?

If you're a member of Con 70 and want to be beat the morning rush of people registering themselves on Saturday, our registration table will be open Friday night (March 6th) after 8pm.

With this in mind, if you're not a Con 70 member and want to become one, you'll be able to do so on Friday night too. which means you won't have to worry about any delays getting into the convention on Saturday morning. How good is that!

The Final Word

We hope this Progress Report has given you an insight into the plans of *Con 70: A Retro Sci-Fi Adventure*. In two weeks our convention will kick off and being a one off event we're really looking forward to making this convention truly special and something that, just like the 1970s, will live on forever.

Remember the Con 70 motto, "if it's not retro, it's no go!" ©

See you in a fortnight.

The Con 70 Team

Important Links

<u>con70convention@gmail.com</u> – our main email address <u>con70memberships@gmail.com</u> – our Membership Manager's email address (Clare)

http://www.con70.com - our Website

https://www.youtube.com/watch?v=jEGWnPG3zYk - our special Video Promo

http://eepurl.com/LOU4z - our Mailing list

http://www.facebook.com/pages/Con70 - our Facebook page

http://www.melbourne.amorahotels.com - our Hotel venue

