

**The First Irish Discworld Convention**



**6th-9th November 2009  
Falls Hotel, Ennistymon**



## **CONTENTS**

- 2 A Message from the Co-Chairs
- 3 Convention Policies and Essential Notes
- 8 The Guests
- 10 The ConCom
- 11 Programme Grid
- 15 The Programme
- 22 Thanks and Legal
- 23 Dealers
- 24 Map of the Hotel

### **A Message from the Co-Chairs**

Dear Members, Guests and Committee,

If you are reading this message then you have made it to the hotel safe and sound. We welcome you! This is the Irish Discworld Convention. Hold the applause, please. This weekend is the end product of over a years worth of planning, organising and work. And we hope, more than anything, that everybody here, whether you be committee, guest, member and volunteer, enjoys the weekend.

What follows here is an outline of the weekend, the programme and details of the programme, about the hotel and the town, about the guests and committee. Use this information wisely.

By the way, when I say that it is an outline, that is what I mean. Make of this weekend what you will. Enjoy it to the best of your ability. And thank you. Thank you for gracing us with your presence, and enjoy the weekend.

Lots of Love! (!!!!)

Your Co-Chairs,

Mary-Ellen Murphy

Nicola Murphy

Sheila O'Sullivan

# **Welcome to the First Irish Discworld Convention**

This convention is being run for the enjoyment of all. In order to help ensure that everyone does indeed enjoy this weekend, the Committee has established the following policies. They are here for a reason, and if everyone follows them, it will make the weekend that much easier and enjoyable for everyone. The Committee reserves the right to revoke anyone's membership if they choose to disregard the rules.

## **General Queries**

If you have a question or problem concerning the convention, either contact a member of the ConCom, or Go To Ops, and they should be able to help.

## **Notices**

**YOUR MEMBERSHIP BADGE MUST BE VISIBLE AT ALL TIMES.** Without your membership badge, you will not be admitted to programme items. The ConCom reserves the right to replace lost or damaged badges for a small fee.

If you want to help out with the smooth running of the Convention, please sign up as a Gopher either at Registration or Ops.

Please do not use mobile phones or similar during programme items.

If you wish to put up

posters, please go to Ops and ask where this will be possible. They will also furnish you with (white) blu-tak for the purpose. If you wish to leave leaflets out, there will be space on a table just outside the dealers' room (Riverside).

The carrying of weapons or weapon-like objects is not permitted. Please see the Weapons Policy for further details.

## **Registration**

The main registration session is from 9am to 6.30pm on Friday on the Concourse. If you miss it, you can Register at Ops. At Registration, you can register your presence at the Convention (and get a goody bag and membership badge), register to take part in some of the various quizzes and games that will be happening over the weekend,

register to enter the Maskerade (Friday only), and volunteer for Gophering/ Watch/Tech crew duties.

## **Volunteering**

IDWCon, like all other conventions, relies on the help of many volunteers (aka Gophers). These people give up their spare time to help ensure the Convention runs smoothly. There are at least two subspecies of Gopher – Watch and Tech. Watchmen keep passageways clear, ensure the Convention rules are being followed by all, keep doors closed until the next item is ready, and riff-raff out. Tech people get to do exciting things with lights and cables and things, and generally help make the programme items look nice.

If you would like to be a gopher, make yourself known at Registration or Ops, mention if you have any special skills that we could make use of, and turn up at the relevant briefing at 2pm on Friday. Gophers will have the opportunity to buy a special IDWCon T-shirt for €5.00

## **Taking Part**

There are a number of programme items that require participation from many people. Panels, and some quizzes and games may be signed up for at Registration or Ops. If you wish to be in the Maskerade, you must register before 10pm on Friday. Please only register for a panel if you have an interest in the subject.

## **Klatches**

Klatches are a special type of event. Six people get to talk, quietly and privately, with one or more of the Guests, with a non-alcoholic beverage of their choice. You must register for these at Registration or Ops. Six lucky people will be selected randomly three hours before the klatch starts, and posted outside An Teach Mor (where the klatches will happen) two hours before the start. You may only attend one klatch with each Guest.

## **Auction**

The charity auction to raise funds for The Alzheimer's Society of Ireland will take place on Monday afternoon. If you have something you wish

to donate to the auction, please take it to Ops. If you wish to bid, you will need your bidding paddle from the goody-bag. Purchases may be collected from the Concourse for the 2 hours immediately after the auction.

### **Food**

Finger food is available at the Chéilí on Friday night. The Carvery is open Saturday and Sunday (the ConCom has secured special rates for convention members on the Saturday). The Hotel restaurant is open in the evenings – bookings must be made with reception by 4pm. Bar food closes at 9pm.

### **Car Parking**

The hotel car park is free for those staying at the hotel. Step-free access from the car park to the hotel is via the side of the building.

### **Money**

This being Ireland, the currency of choice is Euros (€). If it is possible to pay in another currency at any point, you will be told. There are two cash machines in Ennistymon

– one can be found a hundred yards up the road that is opposite the road to the hotel. The Convention does not accept credit cards, and neither may some dealers.

### **Children**

The hotel backs onto a river via a sharp drop, and the main road through Ennistymon is very busy. Please take care that your children do not wander unattended. There is no day-care facility for children at the Convention.

### **The Committee**

These are the ones who have made this long weekend possible. If you have any questions about the convention, feel free to ask them, as they should know everything. The breadth of their knowledge is often increased in direct proportion to the amount of refreshments they don't have to pay for.

### **Dealers' Room**

The Riverside room is the dealers' room at IDWCon. No food or drink is allowed inside unless you are a dealer. On Friday, it opens at 3pm and

closes at 6.30pm. On Saturday and Sunday, it opens at 10am and closes at 6pm. On Monday, it opens 10am and closes at 4pm. Dealers will be allowed access from one hour before opening time.

If you are disruptive or harassing people in the dealers' room, you may be removed and denied further entry. In addition, if you purchase anything that can be considered a weapon, please take it to Ops immediately, in accordance with the Weapons Policy.

### **First Aid**

We have Gophers who are capable of First Aid. If you are qualified and would like to join their ranks, please make yourself known in Ops. There is a first aid kit in Ops.

If a need for first aid arises, please contact a Gopher, member of the Watch, Committee member or member of hotel staff, or go to Ops.

### **The Hotel**

There is free wifi in many of the public areas of the hotel. Please be nice to any

members of hotel staff you come across, many of them will have no idea what we are doing, and the hotel has not hosted a fan convention before. Check-out time is 12 noon on your day of departure.

### **The Spa**

The spa attached to the hotel is available for use by hotel guests, with a 15% discount for convention members.

### **Smoking**

Smoking is not permitted inside the hotel.

### **Video and Photography**

Videoing a programme item is not permitted unless you have the explicit permission of the person in charge of the item. Photography is permitted unless it is otherwise stated at the beginning of an item. There is to be NO FLASH PHOTOGRAPHY during the Maskerade – there will be a photo session afterwards while the judges deliberate.

For those attending the Oswalds Dinner, there will be the opportunity to have your

photograph taken by a professional photographer.

### **Voodoo Board**

This will be located by the lifts in the hotel lobby. It is used for getting in contact with other convention members. When you arrive, tick yourself off on the board so that others know you are there. If you have a message for someone, write it on one of the index cards provided, and put it in the appropriate place in the file, then stick a pin into the board next to their name. Please remember to check the board regularly.

### **Weapons Policy**

No weapons, whether real, replica or home-made will be tolerated at the Convention, except as necessary for events. All weapons and weapon-like objects **MUST** be checked-in with Ops as soon as you arrive at the Convention (you will be given a receipt). You can check them out for the event up to 10 minutes before it starts, but you must check it back in as soon as practically possible.

What constitutes a weapon

is at the discretion of the Watch Commander, Head of Ops or Head of Programme. If, at an event that allows the carrying and/or use of weapons, you behave in a manner deemed to be dangerous or threatening, you may be asked to leave the event by the presiding Watch officer.

### **Local Facilities**

Not many – a few small shops and a couple of nice take-aways/cafes. You will have to go into Ennis if you have anything sophisticated to buy. Almost everywhere will be closed on Sunday. Seriously, it will be like Christmas Day, nothing will be open.





## The Guests

(Or, The Reason You're All Here)

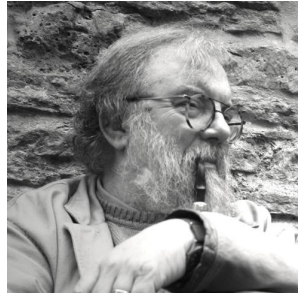


### **Sir Terry Pratchett, OBE**

Writer of the spectacularly successful Discworld series, as well as maybe a dozen other books. His works have been turned, variously, into plays, animated TV series', live action TV series', and films. The winner of far fewer literary awards than he deserves, he is the Reason for this Convention.

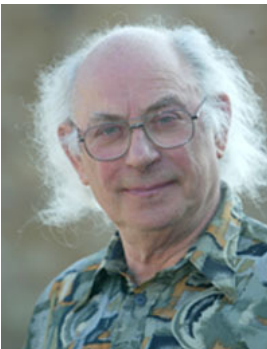
### **Bernard Pearson**

The Cunning Artificer, the man behind the Discworld figurines and models, stamps, and numerous interesting and curious stories about almost anything. He has a huge and infectious laugh, and if you can't see him in a bar, you'll probably be able to hear him.



### **Dr Jack Cohen PhD, DSc, FIBiol**

Not only an actual genuine bona-fide scientific researcher at the University of Warwick, Jack is one half of the scientific brains behind the Science of Discworld books - Ian Stewart being the other half. They also have their own projects on the go, and are quite capable of writing fiction as well as real stuff.





## Colin Smythe

PTerry's first publisher, then his agent. Despite his business being located in Buckinghamshire, he publishes quite a lot of Irish literature, and holds an honorary doctorate at Dublin University.



## Diane Duane & Peter Morwood



An ex-AFPer and an ex-civil servant, both fantasy/science-fiction writers, and both living in Ireland. They didn't make it to the 2008 Convention in Birmingham, so perhaps this one will be easier for them to get to. They're probably best known for, respectively, the Young Wizards series, and the Horse Lords series.



## Stephen Briggs

Co-creator of the Discworld companions, the maps of Ankh-Morpork and the Discworld, the diaries, adaptor of the books for the stage, and the voice of many of the audio books, as well as hawkler of Discworld merchandise. Due to work commitments, Stephen cannot attend IDWCon, but we will be speaking to him via the Internet.

## The ConCom (Or, Who To Buy Drinks)



**Mary-Ellen Murphy**  
*Co-Chair and  
Tech Liaison*



**Sheila O'Sullivan**  
*Co-Chair and  
Hotel Liaison*



**Nicola Murphy**  
*Co-Chair and  
Dealer Liaison*



**John Hicks**  
*Head of Tech*



**Brian Wakeling**  
*Programme Head*

## The SubConCom

**Simon Murphy**  
*Membership  
Secretary*

**Michael  
O'Sullivan**  
*Watch Commander*

**Dierdre Daly**  
*Head Gopher  
(aka The Badger)*

**Kirstine Heald**  
*Games Master*

**Brid**  
*Head of Ops*

**Mike Knightson**  
*Publicist*

**Beth Warner**  
*Newsletter Publications*

**Sarah McWalter**  
*Convention Artist*

**Rich Pedley**  
*Webmaster*

	9am	10am	11am	12noon	1pm	2pm	3pm	4pm
<b>Main Hall</b>						Tech/Crew Briefing		
<b>Orchard</b>	Undead Monkey Party					Newbie Briefing	Gopher/ Watch Briefing	Discovering DW
<b>An Teach Mor</b>							We Don't Know What to Call This	Lyrics Board
<b>Dealers</b>							Dealers Open	
<b>Ops</b>				Ops is Open				
<b>Concourse</b>	Registration (Including Maskerade, quiz and games sign-ups, etc)							

## F R I D A Y

	5pm	6pm	7pm	8pm	9pm	10pm	11pm	12mdnt
<b>Main Hall</b>			Opening Ceremony		Chéilif			
<b>Orchard</b>		NaNo Write-In		UU Challenge Sign-up & Rnd 1				
<b>An Teach Mor</b>	Jack Cohen Klatch							
<b>Dealers</b>	Dealers Open							
<b>Ops</b>	Ops is Open							
<b>Concourse</b>	Registration (Inc. Maskerade, quiz & game sign-ups, etc)							

	9am	10am	11am	12noon	1pm	2pm	3pm	4pm
<b>Main Hall</b>	Maskerade Rehearsal		Bernard's Ramblings	Would the Real Vetinari Please Stand Up?		Early Afternoon Show		Diane & Peter Interview
<b>Orchard</b>		Folklore Lecture	UU Challenge Rnds 2 & 3	NaNo Write-in				Pat Harkin
<b>An Teach Mor</b>		Bernard Pearson Klatch	Diane & Peter Klatch	Borrowing	Get a Life			Sir Terry Klatch
<b>Dealers</b>		Dealers Open						
<b>Ops</b>	Ops is Open							
<b>Concourse</b>								

## S A T U R D A Y

	5pm	6pm	7pm	8pm	9pm	10pm	11pm	12mdnt
<b>Main Hall</b>	Reading "The Eye of Argon"			Maskerade		Photo shoot		Disco
<b>Orchard</b>	DW and TV Tropes	Casting DW					NSFW Just a Minute	
<b>An Teach Mor</b>		Lyrics Board						
<b>Dealers/ Lift Lobby</b>	Dealers Open			Maskerade Contestants (Lift Lobby)				
<b>Ops</b>	Ops is Open							
<b>Concourse</b>	Signing Session Terry, Diane & Peter							

	9am	10am	11am	12noon	1pm	2pm	3pm	4pm
<b>Main Hall</b>		Terry Pratchett Archives		Fanboy Promoted	Guest of Honour Interview			Stephen Briggs Skype Interview
<b>Orchard</b>		Borogravian Nugganites	Writers' Workshop				UU Challenge Semi-finals	
<b>An Teach Mor</b>			Just a Minute	Jack Cohen Klatch			Bernard Pearson Klatch	Sir Terry Klatch
<b>Dealers</b>		Dealers Open						
<b>Ops</b>	Ops is Open							
<b>Concourse</b>		Signing Session Terry and Jack						
<b>S U N D A Y</b>								
	5pm	6pm	7pm	8pm	9pm	10pm	11pm	12mdnt
<b>Main Hall</b>				Oswalds Dinner			Dance	
<b>Orchard</b>	NaNo Write-in							
<b>An Teach Mor</b>	Colin Smythe Klatch	We Don't Know What to Call This		Music With Rocks In				
<b>Dealers</b>	Dealers Open							
<b>Ops</b>	Ops is Open							
<b>Concourse</b>			Oswalds Reception					

	9am	10am	11am	12noon	1pm	2pm	3pm	4pm
<b>Main Hall</b>		PTerry Goes to the Movies		UU Challenge Finals	Charity Auction		Weapons Photo shoot	
<b>Orchard</b>				The Interesting & Curious Science of Dr Cohen the Biologist	VW&W: Group Dynamics in DW	NaNo Write-in	How did we do? Can we do better? Do you want to have a go?	
<b>An Teach Mor</b>		Colin Smythe Klatch	Walk the Walk		Diane & Peter Klatch	The Fiendishly Difficult Pub Quiz		We Don't Know What to Call This
<b>Dealers</b>		Dealers Open						
<b>Ops</b>		Ops is Open						
<b>Concourse</b>							Collect Auction Items	

## M O N D A Y

	5pm	6pm	7pm	8pm	9pm	10pm	11pm	12mdnt
<b>Main Hall</b>	Closing Ceremony							
<b>Orchard</b>			Dead Monkey Party (Including XTreme Walk the Walk)					
<b>An Teach Mor</b>								
<b>Dealers</b>								
<b>Ops</b>	Ops is Open							
<b>Concourse</b>								

# The Programme

## (Or, What There Is To Do)

This being a chronological and mostly accurate account of what will be happening at the First Irish Discworld Convention.

### FRIDAY

#### 0900-1200 Orchard

##### *The Undead Monkey Party*

Tea and biscuits and putting goody-bags together. If you're around on the Friday morning and want to have a nose around or simply be one of the first to introduce yourself then this is the place to be!

#### 0900-1830 Concourse

##### *Registration*

Where you become a bona fide member. You must register to get your membership badge, without which you will not be allowed into event rooms. Also, sign up for quizzes, games and The Maskerade.

#### 1400-1500 Main Hall

##### *Tech/Crew Briefing*

Learn how to be a techie. No previous experience necessary, but it will be helpful. Without techies, we cannot run the Convention.

#### 1400-1500 Orchard

##### *Newbie Briefing*

Never been to a Fan Convention before? Fair enough – it's the first time we've run one. But if you come to this, run by someone who is not a Newbie, you will learn all sorts of useful things for your survival and enjoyment of the weekend.

#### 1500-1600 Orchard

##### *Gopher/Watch Briefing*

Learn what is required of a gopher this weekend, and help keep the Convention running.

#### 1500-1600 An Teach Mor

##### *We Don't Know What to Call This*

A collection of improvised comedy games, such as might be found on *I'm Sorry I Haven't A Clue* or *Whose Line Is It Anyway?*

#### 1600-1700 Orchard

##### *Discovering DW*

How did people first get into DW? Come into the circle and tell your tale! How did you get ensnared?

#### 1600-1700 An Teach Mor

##### *Lyrics Board*

Unravel the line from the song one word (and corresponding song) at a time. You've seen it with Linda Martin, you've (possibly) seen it with Aonghus McAnally. And if you're from any one of half a dozen other countries you may have seen something like it. But remember – we (Ireland) had it first!

#### 1700-1800 An Teach Mor

##### *Kaffee Klatch with Jack Cohen*

#### 1730-1830 Orchard

##### *NaNoWriMo Write-in*

National Novel Writing Month is



really big. And for those of you that want to write 50,000 words of a book in one month then we're all for it! A few hours have been put aside in the weekend for some quiet writing. And we'll see if we can't get one of our resident authors to take a look in at you at some point.

### **1900-2000 Main Hall**

#### *Opening Ceremony*

Welcome to the convention.

We've spent a lot of time organising this thing, so it would be a shame to miss out on the official opening, no? Besides, you'll get to hear important announcements when you come.

### **2000-2100 Orchard**

#### *Unseen University Challenge Sign-ups and Round 1*

DW-themed version of the TV show *University Challenge*. We need a total of six teams of four to answer as many Discworld related questions as possible.

### **2100-Late Main Hall**

#### *Chéilí*

It is indeed a Chéilí. And what better way to start the First Irish Discworld Convention?



## **SATURDAY**

### **0900-1100 Main Hall**

#### *Maskerade Tech Rehearsal*

You must attend this if you want to take part in the Maskerade.

### **1000-1100 Orchard**

#### *Folklore Lecture*

How much of the folklore of DW is Irish? Did you know Granny Weatherwax was based (partly) on local Clare witch Biddy Early? If you didn't know that, what else didn't you know?

### **1000-1100 An Teach Mor**

#### *Kaffee Klatch with Bernard Pearson*

### **1100-1200 Main Hall**

#### *Bernard's Ramblings*

Bernard Pearson, aka The Cunning Artificer, generously offered to talk about anything and everything if we had a space in the programme. Well, we do, and this is it. Ask him anything.

### **1100-1200 Orchard**

#### *UU Challenge Rounds 2 and 3*

As 8pm Friday

### **1100-1200 An Teach Mor**

#### *Kaffee Klatch with Diane Duane & Peter Morwood*

### **1200-1300 Main Hall**

#### *Would the Real Vetinari Please Stand Up?*

People attempt to impersonate Vetinari. Think you'd make the best tyrant that Ankh-Morpork has ever seen? Well, show us!

### **1200-1400 Orchard**

#### *NaNoWriMo Write-in*

As 5.30pm Friday

### **1200-1300 An Teach Mor**

#### *Borrowing*

Have fun imitating animals. An

event based on the magical skill Granny Weatherwax is somewhat proficient at. Come along and make silly noises without the excuse of being drunk! Simple, fun game for those who love to act their shoe size, not their age!

### **1300-1400 An Teach Mor**

#### *Get a Life*

People talk about stuff to prove that they have a life outside DW.

A life outside Discworld? I don't know it. Do you? You have five minutes to tell us what it is! Projector and screen may be provided.

### **1400-1600 Main Hall**

#### *Early-Afternoon Show*

Chat-show style interview with Bernard Pearson, Colin Smythe and Jack Cohen. Based on the beloved style of the *Late Late Show* which belongs to Gay Byrne (or a *Parkinson*-style show if you're from the UK).

### **1600-1700 Main Hall**

#### *Interview with Diane Duane & Peter Morwood*

Hear about their exploits, how they went from civil servants to authors and why they live in Ireland when – and I quote from Peter's LiveJournal without permission – “it ha[s] rained in our part of Ireland for some part of every day since mid-June.”

### **1600-1700 Orchard**

#### *Pat Harkin*

An entertaining and often impromptu performer at DW events, we've asked him to keep you

amused for an hour in the afternoon.

### **1600-1700 An Teach Mor**

#### *Kaffee Klatch with Terry Pratchett*

### **1700-1800 Main Hall**

#### *Reading “The Eye of Argon”*

The challenge is to get through an entire page without grinning, smiling, laughing, or corpsing completely. If you think that's easy you've never heard of “The Eye of Argon” or tried to read a page of this grossly ill-written text, especially with an audience!

### **1700-1800 Orchard**

#### *DW and TV Tropes*

What tropes (as identified on the website) are there in the DW series? Discworld is the seventh most internally-linked page on the TV Tropes Wiki website, with over 2800 pages referencing it. Discuss why, and which tropes you can spot.

### **1700-1900 Concourse**

#### *Signing Session*

With Terry Pratchett, Diane Duane & Peter Morwood. One item per person per author, please.

### **1800-1900 Orchard**

#### *Casting DW*

Who should be cast as what in DW movies/TV series.

Arguing over who would be best playing what part in a Discworld movie is a perennial pastime of fandom. Now's your chance to take part in this bit of wistful speculation, as well as gripe about the casting in the Mob films.

## **1800-1900 An Teach Mor**

*Lyrics Board*

As 4pm Friday

## **1930-2230 Lift Lobby**

*Maskerade contestants*

Maskerade contestants wait here in seclusion for their turn, then return here once they've been on.

## **2000-2130 Main Hall**

*Maskerade*

Discworld Costume and Drama Competition. You've dug out the costume, you've arranged a short piece, now you just have to brave the storm and win fair ladies heart! (Or was that the *POTC* movie I saw last night?) Either way, there's stuff to be won!

## **2130-2230 Main Hall**

*Maskerade Photo Shoot*

Maskerade entrants can be photographed on stage while the judges deliberate. They've put a lot of time in. And be honest, you really want to show people how cool this whole weekend was, don't you?

## **2300-Late Main Hall**

*Disco*

What else really needs to be said?

## **2300-0000 Orchard**

*NSFW Just a Minute*

See Sunday 11am, but with no limits.



## **SUNDAY**

### **1000-1100 Main Hall**

*The Terry Pratchett Archives*

Colin Smythe tells us all about the Terry Pratchett Archives housed at the Senate House Library, University of London. Where are they? What are they? Why are they?

### **1000-1100 Orchard**

*Borogravian Nugganites*

Who can survive a strict Nugganitic regime? Keep an eye on your neighbours' behaviour as the Abominations pile up!

### **1000-1200 Concourse**

*Signing Session*

With Terry Pratchett and Jack Cohen. One item per person per author, please.

### **1100-1300 Orchard**

*Writers' Workshop*

Peter & Diane give the tricks of the trade to getting published.

### **1100-1200 An Teach Mor**

*Just a Minute*

You like talking? Try going one minute on a subject of our choosing! Contestants must talk on a given subject without deviation, hesitation or repetition. Points are awarded for other people noticing if you deviate, hesitate or repeat, and for being the one talking when a minute is up. Based on the radio show of the same name.

### **1200-1300 Main Hall**

*Fanboy Promoted*

What it's like being a fan working

for a famous author? Local rumour has Rob Wilkins working as everything from a roadie with Bon Jovi and U2 to being an international slippers seller. So how did he become the fan to work with The Man in the Hat?

**1200-1300 An Teach Mor**

*Kaffee Klatch with Jack Cohen*

**1300-1500 Main Hall**

*Guest of Honour Interview*

An interview with Sir Terry Pratchett, OBE. He's the reason you're here, remember?

**1500-1600 Orchard**

*UU Challenge Semi-finals*

As 8pm Friday

**1500-1600 An Teach Mor**

*Kaffee Klatch with Bernard Pearson*

**1600-1700 Main Hall**

*Interview with Stephen Briggs over Skype*

An interview with Stephen Briggs over Skype. Just 'cos he couldn't come doesn't mean he's not going to be here!

**1600-1700 An Teach Mor**

*Kaffee Klatch with Terry Pratchett*

**1700-1800 Orchard**

*NaNoWriMo Write-in*

As 5.30pm Friday

**1700-1800 An Teach Mor**

*Kaffee Klatch with Colin Smythe*

**1800-1900 An Teach Mor**

*We Don't Know What to Call This*

As 3pm Friday

**1900-2000 Concourse**

*Oswalds Reception*

A formal gathering for the charging of glasses and the taking of photographs by a professional before the main dinner. Don't forget to watch the red carpet!

**2000-2200 Main Hall**

*Oswalds Dinner and Awards*

The DW Oscars-themed formal dinner and Awards Night. Maskerade prizes will be given out after the dinner, as well as event-specific prizes. Ticket holders only.

**2000-Late An Teach Mor**

*Music With Rocks In*

People play music and sing. A nice session for those unable to attend the Oswalds. Or a nice retreat from the Dancing after the aforementioned. Either way, bring your singing voice and the instrument on which you make loud music and join the fun! Please note, this is an unplugged set.

**2230-Late Main Hall**

*Dance*

A nice dance open to all. Don't forget your posh togs!



## MONDAY

### 1000-1100 Main Hall

*PTerry Goes to the Movies*

Terry has lots of movie woes and tales to tell. Like did you know that Sam Raimi wants to make *Wee Free Men*? Yep.

### 1000-1100 An Teach Mor

*Kaffee Klatch with Colin Smythe*

### 1100-1200 An Teach Mor

*Walk the Walk*

The Postman's Walk

Are you brave enough to Walk the Postman's Walk? Will you be an Un-franked Man, who delivers the mail to become a Postman, or will you be Returned to Sender? Blindfolds, obstacles and a 'helper' of your choice. Just make sure they can tell their left hand from their right!

### 1200-1300 Main Hall

*UU Challenge Final and Grand Final*

As 8pm Friday. The winning team of the Final will play a team of Guests and Committee in the Grand Final.

### 1200-1300 Orchard

*The Interesting and Curious Science of Dr Cohen the Biologist*

Co-Author of *The Science of Discworld* (the science-y parts). He's worked with plenty of authors and TV writers on the science-y bits of their books, too. Find out more!

### 1300-1500 Main Hall

*Charity Auction*

An auction of DW stuff in aid of charity.

We're raising money for The Alzheimer's Society of Ireland. And we're auctioning off some really cool stuff. So – spend money!

### 1300-1400 Orchard

*Wizards, Witches & Watch: Group Dynamics in DW*

The different group interactions of the main groups of DW characters. Add what you can to this discussion about how and why the different groups are the way they are!

### 1300-1400 An Teach Mor

*Kaffee Klatch with Diane & Peter*

### 1400-1500 Orchard

*NaNoWriMo Write-in*

As Friday 5.30pm

### 1400-1500 An Teach Mor

*The Fiendishly Difficult Pub Quiz*

A diabolically difficult pub quiz. The winner gets a pint!

### 1500-1600 Main Hall

*Weapons Photo-shoot*

People can get photographed in costume with their weapons

So your "so not a weapon, really sir!"- weapon got placed in Ops for the weekend which you brought despite the convention's policy of no weapons. Well, we're not all bad. Here is an opportunity for those of you with scythes, swords, axes or just big-sticks-with-nails-in to heft them and wave them about sensibly, whilst being photographed.

### 1500-1600 Orchard

*How Did We Do? Can We Do Better?  
Do You Want to Have a Go?*

The punters express their satisfaction or otherwise with how we ran the Con.

### 1500-1700 Concourse

*Collect Auction Items*

Pick up your purchases, or be forced to pay postage for them to your home address.

### 1600-1700 An Teach Mor

*We Don't Know What to Call This*

As 3pm Friday

### 1700-1800 Main Hall

*Closing Ceremony*

We end the convention

Alas, all good thing must come to an end. Help us bid farewell to the Convention and thank all our wonderful guests!

### 1900-0000 Orchard

*Dead Monkey Party*

People wind down – includes XTreme Walk the Walk.

I'm sorry... did someone say the weekend was over? Hah! This is how we're really ending the weekend!



Whilst the Committee will endeavour to make sure that this is a nice and accurate prediction of what will happen at IDWCon and when, we cannot *guarantee* that it will be so. Programme items may move their venue, change their time, or completely cease to exist, due to circumstances that are beyond our control. If this happens, we will try and notify you in good time.

**A note on Klatches:** If you want to be in a Klatch, you must put your name down at least three hours before it takes place. Six names and two alternates will be drawn two hours beforehand and posted outside An Teach Mor. You may only go to one Klatch with each Guest.

**A note for the Maskerade:** No-one may sign up later than 10pm on Friday. If you do not go to the Tech Rehearsal on Saturday morning, you may lose your place.

**General notes:** To help prevent schedule slip, please wait outside event rooms until the previous event has finished, to avoid congestion in the doorway. Please do not buttonhole Guests on their way to events, as it may make them late. Please also obey the Watch at all times.

**The Convention Committee  
would like to thank:**

Sir Terry Pratchett, OBE  
Stephen Briggs  
Jack Cohen  
Diane Duane  
Peter Morwood  
Bernard & Isobel Pearson  
Colin Smythe  
Rob Wilkins

Chris Boote, Ken Cornhill, Deirdre Daly,  
Pat Harkin, Kirstine Heald, Mike  
Knightswell, Sarah McWalter, Simon  
Murphy, Muiris O'Laoire, Michael  
O'Sullivan, Rich Pedley, Andrew Perry,  
Beth Warner

Anyone who was on a panel or  
contributed to an event.

All the hotel staff who kept the place  
going over the weekend.

And finally, everyone who attended the  
Convention.

**The Irish Discworld Convention  
supports  
The Alzheimer's Society of Ireland**

This programme book was prepared on a  
Windows XP laptop using MS Word, MS  
Excel, MS Paint, and CutePDF Writer.  
Layout and content: Brian Wakeling and Nicola  
Murphy

Cover illustration: "The Morrigan" © Sarah  
McWalter

Printed by Dave Pocock of Amber Business  
Services, Berks, UK

This booklet is copyright The Irish Discworld  
Convention 2009. Copyright is returned to  
individual contributors upon publication. No  
part of this booklet may be reproduced, stored  
or transmitted by any means, whether  
electronic or otherwise.

The Irish Discworld Convention 2009 is a non-  
profit organisation, and the Convention itself is  
not a profit-making event. Any profits after  
financial commitments have been met will be  
donated to charity.

Discworld is a Registered Trademark

**Discworld Convention 2010**  
HILTON METROPOLE HOTEL, BIRMINGHAM, UK  
27 - 30 August, 2010

**"The Thing And The Whole Of The Thing"**

Guest of Honour: **Sir Terry Pratchett**

Other confirmed guests include:

Stephen Briggs, Bernard Pearson, Ian Stewart, Jack Cohen, Jacqueline Simpson

For more information, and to apply for membership, please visit our website:

**[www.dwcon.org](http://www.dwcon.org)**

Mail: Discworld Convention 2010, PO Box 4101, Shepton Mallett, Somerset, BA4 9AJ, UK

Phone (voicemail) or fax: +44 (0) 7092 394940

Email: [info@dwcon.org](mailto:info@dwcon.org)

"Discworld" is a ® registered trademark of Terry Pratchett, used with permission. All guest appearances are subject to availability.  
The design of this document is © copyright 2004, 2009 Star Turtle Ltd., and all rights are reserved.  
The organizers are not responsible for any loss or injury sustained at the Discworld Convention 2010 or other events.  
Discworld Convention 2010 is a trading name of Star Turtle Ltd, whose profits are for the benefit of registered charities.  
registered in England and Wales with Company Number 04538796. Registered Address: 31 Henllys Road, Cyncoed, Cardiff, CF23 6NL.





Bernard & Isobel Pearson  
[www.discworldemporium.com](http://www.discworldemporium.com)



The Ennis Bookshop  
13 Abbey Street  
Ennis  
Co. Clare  
[www.ennisbookshop.ie](http://www.ennisbookshop.ie)



[www.runesmith.co.uk](http://www.runesmith.co.uk)

