

# IAGSDC 2005 Fun Badge Tour Script

Version 2.03a - by Allan Hurst - Last Revised 6/30/05

<b>Emergency procedure:</b> .....	<b>3</b>
<b>Cell Phone Numbers</b> .....	<b>5</b>
READ ME FIRST: FBT Logistics .....	7
READ ME SECOND: How To Read This Script .....	11
READ ME THIRD: Frequently Asked Questions.....	13
Important duties of docents: .....	15
Our Route Today: .....	19
Route Maps.....	21
<i>PRE-FLIGHT CHECKLIST</i> .....	23
6:50 AM = Loading Pre-Introduction .....	24
6:55 AM = Introduction .....	27
7:00 AM = Enroute To Site 1 .....	29
8:00 AM = Docent Prep Work at Site 1.....	33
8:06 AM = Site 1 Reboarding Check.....	35
8:07 AM = More about Agnews.....	35
8:09 AM = Enroute To Site 2.....	36
8:12 AM = Counties & Such.....	37
8:19 AM = Santa Clara University & Mission.....	38
8:25 AM = The Rosicrucians .....	40
8:30 AM: Site 2 Docent Prep Work.....	43
9:04 AM = Site 2 Reboarding Check.....	45
9:05 AM = Enroute to Site 3 .....	45
9:06 AM = San Jose Municipal Rose Garden .....	46
9:07 AM = Whence “Silicon Valley”? .....	46
9:09 AM = Santana Row.....	48
9:13 AM = Winchester Mystery House .....	49
<b>9:16 AM = Free Time/Play Time For Docents!</b> .....	<b>53</b>
9:41 AM = Stanford University.....	55
10:20 AM = Site 3 Docent Prep Work.....	59
10:23 AM = Before Your Bus Leaves The Rodin Museum.....	61
10:24 AM = Site 3 Reboarding Check.....	63
10:25 AM = Enroute to Site 4 .....	63
10:40 AM = Silicon Valley & NASA.....	67
10:51 AM = Site 4 Docent Prep Work.....	73
11:20 AM = Site 4 Reboarding Check.....	75
11:21 AM = Tipping The Driver .....	75
11:28 AM = Great America .....	76
11:35 AM = Back At The Marriott.....	79
11:36 AM = Post-Tour Cleanup .....	81
FILLER: Haunted Santa Clara .....	83
FILLER: Alviso .....	83
FILLER: Party Game .....	87

(This page intentionally left blank for pagination purposes.)

**Emergency procedure:**

We have a list of cell phone numbers.

This list is in this binder, and has been sent out early so you can enter phone numbers in your cell phones if you want to.

Please have your cell phone charged and turned on.

If we have an injury that requires emergency medical attention call 911 then call Roz.

The bus company procedure for 911 emergencies is to pull to the side of the road and wait for emergency vehicles to remove the injured person/aide, then to rejoin the caravan.

We will also have two first aid kits; one in each of the caller cars.

(This page intentionally left blank for pagination purposes.)

**Cell Phone Numbers**

Allan Hurst.....xxx-xxx-xxxx  
 Bruce Lapointe .....xxx-xxx-xxxx  
 Cameron Robb .....xxx-xxx-xxxx  
 Chuck Kredensor.....xxx-xxx-xxxx  
 Dennis Gomez .....xxx-xxx-xxxx  
 Eggzie (Warren Jay Eggly) .....xxx-xxx-xxxx  
 Frank Yellin .....xxx-xxx-xxxx  
 Kim Harris .....xxx-xxx-xxxx  
 Linda Weider .....xxx-xxx-xxxx  
 Lyn Juckniess.....Use Linda Weider's  
 Mary Hamilton .....Use Peggy Shumway's  
 Nathan Williams .....xxx-xxx-xxxx (During FBT Only)  
 Peggy Shumway .....xxx-xxx-xxxx  
 Per Bothner .....xxx-xxx-xxxx  
 Pete Levins .....xxx-xxx-xxxx  
 Randy Hensley .....xxx-xxx-xxxx  
 Rich Reel .....xxx-xxx-xxxx  
 Richard Meehan .....xxx-xxx-xxxx  
**Roz Dina**.....xxx-xxx-xxxx  
 Rusty Tooley .....xxx-xxx-xxxx  
 Scott Farrar .....xxx-xxx-xxxx  
 Stephanie Langhoff .....xxx-xxx-xxxx  
 Tom Steele.....xxx-xxx-xxxx\_

(This page intentionally left blank for pagination purposes.)

**READ ME FIRST: FBT Logistics****Busses:**

#	Color	Name	Docents	Capacity
1	Red	Mars Needs Square-dancing Women	Lyn and Linda	55
2	Orange	Space Odyssey 2001	Eggzie and Chuck	55
3	Yellow	Hitchhiker's Guide to the Galaxy	Frank and Cameron	55
4	Green	"OK"lahoma	Dennis and Ed	55
5	Blue	Star Trek Makeovers	Rusty and Nathan	55
6	Purple	Flying Purple People Eaters	Peggy and Mary	40

**Preparation:**

Docent – Things You Need To Bring	The busses will have:	Caller cars will have:
<ul style="list-style-type: none"> <li>Your great personality</li> </ul>	<ul style="list-style-type: none"> <li>Red/Green flags</li> </ul>	<ul style="list-style-type: none"> <li>First aid kits</li> </ul>
<ul style="list-style-type: none"> <li>Your government issued photo ID</li> </ul>	<ul style="list-style-type: none"> <li>Cases of water</li> </ul>	
<ul style="list-style-type: none"> <li>Cell phone</li> </ul>	<ul style="list-style-type: none"> <li>Box lunches</li> </ul>	
<ul style="list-style-type: none"> <li>Watch</li> </ul>	<ul style="list-style-type: none"> <li>Give away gifts</li> </ul>	
<ul style="list-style-type: none"> <li>Writing instrument</li> </ul>	<ul style="list-style-type: none"> <li>FBT dangles</li> </ul>	
	<ul style="list-style-type: none"> <li>VCR, Video Monitors, AM/FM Stereo Cassette Player, P.A. System</li> </ul>	
	<ul style="list-style-type: none"> <li>Lavatories</li> </ul>	

**At check-in on Sunday:**

Docents responsibilities:	Ticket-taker responsibilities:	Tourist responsibilities
<ul style="list-style-type: none"> <li>Get/review FBT binder</li> <li>Assist with loading water and giveaway boxes on the bus</li> </ul>	<ul style="list-style-type: none"> <li>Check for boarding pass</li> <li>Check for photo ID</li> <li>Hand out food boxes as tourists enter bus</li> </ul>	<ul style="list-style-type: none"> <li>Bring boarding pass &amp; government-issued photo ID</li> <li>Sunscreen</li> </ul>

**During the Tour:**

<b>Docents responsibilities:</b>	<b>Things to remind tourists</b>
<ul style="list-style-type: none"> <li>• Have fun!</li> <li>• Help keep tour on schedule</li> <li>• Assist bus drivers in following route and with keeping on time</li> <li>• Place red flag outside bus door until you have an accurate count (of empty seats) – write the number in your binder</li> <li>• Count empty seats before leaving each stop</li> <li>• Replace red flag with green flag when all tourists are on bus</li> <li>• Hand out giveaways en route between stops 2 and 3</li> <li>• <b>Emergency: - for emergency medical attention call 911, then call Roz on her cell xxx-xxx-xxxx</b></li> <li>• Cleanup – collect trash from tourists “flight attendant style” a couple times en route to stops and after last stop</li> <li>• Apply Bus Pass to front window between stops 3 and 4</li> <li>• Hand out FBT dangles after last stop</li> <li>• Have trash bag available at the door at the end of the tour</li> <li>• Check busses for trash at the end of tour</li> </ul>	<ul style="list-style-type: none"> <li>• Get on the same bus throughout the tour</li> <li>• Food boxes are only part of the breakfast offering – brunch will be at first stop</li> <li>• 1 hour for 1<sup>st</sup> stop, 35 mins for the others</li> <li>• Remind people what color and number bus they are on</li> <li>• Lavatories are on the bus</li> <li>• Ask tourists to use buddy system</li> <li>• Remind tourists to drink water</li> <li>• Ask tourists to take any trash with them as they leave the bus at the end of the tour</li> </ul>



**Buses:**

We drew names to see which docent team got the 40-person bus. Peggy and Mary either won or lost, depending on how you look at it.

All busses are equipped with: VCR, Video Monitors, Window Shades, AM/FM Stereo Cassette Player, and P.A. System, as well as lavatories.

**Sign-ups:**

There will a table near the convention registration area with sheets of stickers with tourists' names and bus sign-up sheets. The tourists will affix their stickers on the bus sign-up sheets. These will be available Friday afternoon thru Saturday evening.

These sheets will then be given to the ticket takers on Sunday morning.

The sheets will not give any specific information about who the docents are.

The names you have chosen will be printed on the signup sheets (so you can clue in your friends to the bus that is yours).

**Bus loading and Check-in:**

Bus loading and check-in will take place in the Twilight Zone (California Ballroom entrance to the hotel).

Roz will be at the loading area by 6:00 am Sunday and has some people scheduled to help bring things from storage to the bus loading area.

You will receive your script binders on Sunday morning at 6:00 am.

You will have time to read through it while the busses are being loaded. Water and giveaways will be stocked in the luggage bins. The food boxes should be given out to each tourist as they enter the bus. Be sure they understand this is only *part* of their breakfast.

6 ticket takers will take tickets from tourists. ;-) These ticket takers are also tourists, so they will check everyone into the correct busses then board the bus themselves.

We have 4 planned sites. We will have brunch at the first site. Tourists should take their boxes with them and go to the brunch tables which will be beautifully attended by more volunteers and luscious food and beverage choices. We will have about 1 hour at this site and about 35 minutes at the other sites.

We have 2 caller cars and a team of clean-up volunteers following. ~~We will have an escort so we can keep the entire caravan together. They will get us thru traffic lights etc.~~ UPDATE: As of 6/29 we DO NOT have an escort service.

**READ ME SECOND: How To Read This Script**

Script text is written in this font. This is the stuff you'll be reading out loud. We've tried to keep paragraphs short to make it easy for you to keep your place.

(Optional things to say -- especially catty comments -- are in parentheses.)

*<Instructions for you will appear in this font, and will usually be centered on the page to draw your attention.>*

- Lists of things that you
- will be asked to read to
- guests will appear thusly.

*Timing notes will look like this*

Read the script in as natural and normal a speaking voice as you can.

Speak directly into the microphone.

If you ***smile while you're reading***, people will hear it in your voice and will respond positively.

Please *do NOT read the heading titles on each section.*

You may wish to keep a pen handy, and check off each section in the Table of Contents as you read it off.

(This page intentionally left blank for pagination purposes.)

## **READ ME THIRD: Frequently Asked Questions**

### ***What do I have to do?***

- Read the script, following the timings indicated.
- Have water ready for people as they get back on the bus.
- Collect garbage (not including ex-lovers) during and after the trip.
- Give out cool stuff after stop #2.
- Affix a bus pass to the inside of the windshield after stop #3.
- Give out badge dangles at the end of the tour.
- Offer Rosicrucian Museum brochures at the end of the tour.
- Check the bus for garbage when we return to the hotel.
- Have fun!

### ***How were the script timings arrived at?***

Each section of the script has been run through using a stopwatch at least three times.

The times shown here are an average of what it took to speak each section in a measured understandable voice.

Finally ... random pieces of the script were spot-checked for timing by having a person completely unfamiliar with the script read it out loud.

### ***What if I run out of time while reading a section?***

You have three choices:

1. Skip to the end and come back to the missing stuff on the ride back to the hotel. (Recommended.)
2. Skip to the end and forget about the missing material.
3. Read faster.

***What if I finish reading a section early?***

At the end of the Table of Contents, you'll find several sections starting with the word "FILLER:". Those are standalone script segments, which have nothing whatever to do with our dance sites.

The filler segments may be performed at any time, and in any order.

We've also provided an ongoing "party game" for you where you read off a nickname (E.G., "Silicon Glen") and the audience has to guess what geographic area has adopted that name (E.G., "Scotland").

**Important duties of docents:**

Besides being beautiful, charming, clever, funny, bright and cheery, (or grouchy, bitchy, whiney and moaning) you will also help with...

**Keeping on schedule:**

At least one docent per bus should have a watch, I'd prefer both of you have one. Our timeline is very tight. You will assist the bus drivers in following the route and also in keeping on time. At least one docent will have a cell phone, prefer both.

It will be important to get people on and off the busses quickly. We have allotted 35 minutes per stop – 15 minutes for a dance tip and 10 minutes each for unloading and loading. None of our stops require very much walking. You will have binders with your scripts in them. Each binder will have a colored back and front – the color of your bus. Remind people what bus they are on before they get off the bus.

**Bus check before leaving a site:**

Peggy is making flags – one red and one green – for each bus. While you are loading your bus, wave your red flag out the door. When you have everyone loaded and headcount is correct, wave your green flag out your door.

~~The escort service will not begin the caravan until there are 6 green flags.~~

**Keeping People Together:**

Walk up and down the aisle once everyone is on the bus and seated. Count the number of empty seats. Ask people to use the buddy system. See who their neighbors are. Be sure you have the same number of empty seats after each dance site.

If someone is missing, ask questions. Find out who and where they might be.

There are no open toilets at the dance sites (except the first site) so we shouldn't lose anyone that way. We don't want to leave anyone behind. All busses will have working lavatories.

### **Keeping Buses Together:**

If your bus breaks down or gets a flat tire we will have to call the bus company. Please keep everyone on the bus. The bus company will dispatch a replacement bus. They assure us they will get a bus out quickly so that everyone can rejoin the tour. Your bus will stay behind with everyone on it. The other busses will continue on the tour.

### **Let's Keep In Touch, Dahling!**

Communication will be by cell phone. Roz will be on the first bus, and must be notified of any problems right away. The buses will have communication between their drivers.

### **Drinking water:**

Please remind people to drink water. Have water available each time they are loading the busses.

### **Reading the script:**

Hold the microphone in front of your mouth; speak clearly and SMILE.

Your voice sounds different when you smile. If you are having fun, everyone else will have fun.

*RESISTANCE IS FUTILE. YOU WILL HAVE FUN!*

### **The drivers:**

The contract has included \$40 gratuity per driver. If you think your driver has been fun and deserves more, please pass the hat at the end of the tour. There's more about this towards the end of the script.



**Clean-up:**

Think flight attendant, just without the stylish miniskirt & perky hat.

Walk up and down the aisle once in a while with a trash bag.  
Have one available when people are disembarking at a site.

Please remind people to pick up their trash before leaving the bus at the hotel.

We need to leave the busses clean and free of trash and empty water bottles.

Please note – any number of things on these instructions could change at the last minute so we will do our best to communicate the most up-to-date information to you by FBT day.

**Thank you!**

When I compiled the entire list of people that has worked on this project I was really amazed at how many people it takes to make a Fun Badge Tour, so thank you for participating and helping to make it a memorable wonderful one.

-- Roz

(This page intentionally left blank for pagination purposes.)

## **Our Route Today:**

### **Hotel to Site 1: Sun/Agnews**

- Exit the Marriott Hotel by turning left onto Freedom Drive, then right at signal onto Mission College Boulevard.
- Left at signal onto Agnew Road.
- Right at signal onto Lafayette Street.
- Left at signal onto Palm Drive towards Sun/Agnews Auditorium
- Buses park along curb at public park on Palm Drive.

### **Site 1 to Site 2: Rosicrucian Egyptian Museum**

- U-Turn to return to Lafayette Street.
- Left at signal onto Lafayette Street.
- Left at signal onto El Camino Real.
- Right at signal into "SCU Entrance".
- Follow loop to Mission Santa Clara, and then return to El Camino Real.
- Right at signal onto El Camino Real, which will turn into the Alameda.
- Stay on the Alameda as it crosses over I-880.
- Right at signal onto Naglee Avenue.
- Left at signal onto Park Avenue.
- Right into Herbert Hoover Middle School's parking lot.

### **Site 2 to Site 3: Rodin Sculpture Garden at Stanford**

- Leave HHMS parking lot using north exit onto Sandringham.
- Left at signal onto Park Avenue.
- Left at signal onto Naglee Avenue, which turns into Forest Avenue.
- Left at signal onto Winchester Boulevard.
- Right at signal to enter I-280 North.
- Follow I-280 North, exit at San Hill Road – East.
- Bear right towards Sand Hill Road - East.
- Right at signal onto Sand Hill Road.
- Right at signal onto Arboretum Road.
- Right at signal onto Palm Drive.
- Right at stop sign onto Campus Drive.
- Very quickly, make a left onto Lomita Drive.
- At stop sign, make a left onto Roth Way.
- Buses park on Roth Way.

**Site 3 to Site 4: NASA Ames & Hangar One**

- Continue east on Roth Way.
- Left at stop sign, onto Palm Drive.
- Right at signal onto El Camino Real – South.
- Left at signal onto Oregon Expressway.
- Follow Oregon Expressway to Highway 101.
- Bear right to enter Highway 101 – South.
- Exit Highway 101 at “Moffett Field” exit.
- At signal, right onto Moffett Boulevard.
- Stop at NASA Security Gate. We must wait for all buses to arrive at the main gate. Bus passes and IDs must be checked here. This may take some time.
- After passing gate, road divides. Jog right and continue onto South Akron Road.
- Drive towards large hangar. At last stop sign, turn left onto Cummins Avenue. (One Way left turn only.)
- At stop sign, turn right – enter open gate C.
- Enter 2<sup>nd</sup> set of gates.
- Let Tourists disembark. Buses can drive around to be read for tourists to board.

**Site 4 to Marriott Hotel**

- Leave through same two sets of gates.
- Check out with guard at gate (may not be necessary).
- Continue past gate to Moffett Boulevard.
- Left at 2<sup>nd</sup> signal to enter Highway 101 – South.
- Exit Highway 101 at “Great America Parkway” exit.
- Left at signal onto Great America Parkway.
- Right at signal onto Mission College Boulevard
- Right at signal into Marriott hotel grounds.

## **Route Maps**

***Maps can be found immediately after this page.***

Each travel segment is highlighted in a different color.

(This page intentionally left blank for pagination purposes.)

**PRE-FLIGHT CHECKLIST**

- 1) Cases of water will be loaded onto each bus at the hotel. (7 cases on all but the small bus, which will receive 5 cases.)
- 2) Keep one case of water on board to be distributed to guests if requested.
- 3) Check that your giveaway box has been loaded. These materials will be in a plastic storage container that should be placed onto the bus at the hotel.
- 4) Giveaway Box Contents:
  - a) Ziploc bag with 4 kitchen-sized garbage bags for trash collection.
  - b) White garbage bag containing Space Blankets to be handed out between stops #2 and #3
  - c) White garbage bag containing Space Ice Cream to be handed out between stops #2 and #3
  - d) At bottom of box, 1 Ziploc bag with Rosicrucian flyers, labeled to be distributed at the \*end\* of the FBT. There are about 35 handouts per bus (not enough for all participants, as we received only 200 brochures)
  - e) Package of Fun Badge Dangles (Ziploc bag), placed at the bottom of the box for distribution at the END of the tour.
- 5) Please check that everyone has their picture ID.
- 6) Please make sure everyone has their breakfast box.

*⟨Start reading the next page as soon as everyone has boarded.⟩*

*⟨Please count empty seats now and make a note for later.⟩*

*Timing: It's a 6.5 minute drive from the Hotel to our first stop.*

**6:50 AM = Loading Pre-Introduction**

(2 minutes)

Good morning! Welcome aboard! My name is \_\_\_\_\_, and <point to your docent partner> this is \_\_\_\_\_.

We're your Space Guides to the space ways today! We're new at this, so you can call us Space Cadets.

*<Pause for groans>*

For the next few hours sit back, relax, and enjoy a special whirlwind tour as we take a Star Trek on the way Back To The Future through our very own Hitchhikers Guide to the Silicon Galaxy!

We'll be making four stops on our Space Odyssey today, one of which will include breakfast if you're good little astronauts instead of bad little astro-naughties.

But first ... some ground rules.

1. You must have a government-issued, photo ID or passport with you before we proceed any further. At least one of our stops today may require that everyone to show their ID to enter. We're really NOT kidding.
2. You were handed a box as you boarded today. This box contains HALF of your delectable breakfast. The other half of is waiting at the next stop, just a few minutes away. We promise you'll be given coffee and more munchies then!
3. Each bus is carrying bottled water. Please, please ... PLEASE let one of us know if you'd like some. Although we don't anticipate landing on any desert worlds on this trip, we do advise that you keep yourself well-hydrated at all times.
4. In the event of personal over-hydration ... each of our shuttle vehicles is equipped with a comfort facility for your waste disposal



relief *<point to back of bus>*. These are the *only* accessible waste disposal facilities on your tour today after our breakfast stop.

5. Most of the environments we'll be visiting today feature intense light from a bright, G2-class star. We strongly advise the use of sunscreen to prevent possible solar radiation overexposure, which we Earthlings call "sunburns".
6. If sunlight can glare off the top of your head, we strongly suggest wearing a hat to avoid blinding your fellow passengers, and to protect your scalp from solar flare activity.
7. If you have not yet applied sunscreen, please take a moment and apply it NOW. If you have a neighbor, perhaps you can assist each other with applying sunscreen. There is no additional charge for this optional activity, but you both must remain fully clothed for the duration.
8. At each stop, please be sure to get back on THIS bus. You can switch to any empty seat on this bus that you want to. However, we ask that you please NOT switch buses.
9. Our bus is Number \_\_\_\_\_, or look for the color \_\_\_\_\_.
10. Our brave star-pilot today is *<give name of driver>*. We think He/She's VERY brave for being willing to pilot us through the Silicon Galaxy today, especially at this hideous takeoff time.

*<Turn to face driver.>*

Thank you, *<name of driver>*! All systems go!

Pilot, you may blast off when ready!

*<Continue to next section, please.>*

(This page intentionally left blank for pagination purposes.)

**6:55 AM = Introduction**

(1.25 minutes)

Welcome to “Silicon Valley” ... one of the highest-technology areas in the world.

Silicon Valley doesn't have any famous landmarks like skyscrapers, bridges, dams, or monuments.

What Silicon Valley *does* have is ideas, money, technology, and way too damn many Starbucks.

It's safe to say that well over 90% of ALL electronic products in use today contain technologies invented by, manufactured in, or licensed from Silicon Valley companies.

Oddly enough, Silicon Valley's story actually starts on the East Coast.

The discovery of the transistor by William Shockley at Bell Labs in New Jersey in 1947 started the electronics revolution.

In 1955, Mr. Shockley moved west to start a semiconductor lab for Beckman Instruments in Mountain View, California.

From the Shockley lab at Beckman Instruments, Intel and Fairchild were spun off, and the modern semiconductor industry was born.

Other areas of the country, such as Boston's Route 128, are famous for developing specific technology *products*, such as minicomputers or solid-state memory.

However, most of the technology used to *build* those electronic products and components was commercialized and made viable *here*, in Silicon Valley.

By the way ... as we leave the hotel, you may notice out of the right side of the bus that we're passing the Great America theme park.

*<switch to catty, confidential-between-friends tone>*

We'll have a little talk about Great America later. *Trust me...*

*<Keep reading on the next page, please.>*

*<Don't stop, and don't slow down!>*

**7:00 AM = Enroute To Site 1**

(4 minutes)

To start our tour today ... let's talk about two popular topics in Silicon Valley: mental health and real estate development.

Please note that we don't claim one has anything to do with the other.

On the north side of San Jose, on a beautiful 81-acre park, sits the Agnews Developmental Center.

[pause and hand the mic to other docent] "What's Agnews?"

[hand the mic back] "Nothing much; what's agNEWs with you?"

Agnews was established in 1885 as a facility for the care of the mentally ill. Yes, it was an insane asylum.

Despite its age, Agnews State Hospital is considered to be the first "*modern*" mental hospital in California.

Today, the campus has 37 buildings, comprising just under 600,000 square feet of space. However, when it opened, it had just one main large building. This became a problem several years later, in 1906.

Raise your hand if you know what happened in 1906. Anyone?

*<Pause for audience response.>*

That's right - The Great Quake of 1906.

Despite what you may have read, the quake was felt not just in San Francisco, but also throughout the entire Bay Area, especially in Santa Clara County.

In fact, the quake was so strong here that it caused the original Agnews – which WAS a single, large, multi-storied, unreinforced masonry building - to crumble and fall, killing over 100 patients.

Before the earthquake, Agnews was already known for a progressive approach to treating mental illness.

After the earthquake, Agnews continued to amaze the mental health profession by deliberately redesigning the campus to be a *cheerful* place, rebuilding it in a revolutionary “cottage style” plan.

The new design featured many small, low-rise buildings on tree-lined streets in a configuration strongly resembling a college campus.

By using many small buildings, the architects hoped to minimize damage or loss of life in the event of another earthquake.

The new Mediterranean Revival-styled buildings were intended to bring a sense of openness, light and air to all patients, unlike older asylums with dark, cramped and scary locked wards.

In 1972, Agnews’ programs for the mentally ill were discontinued.

Agnews became dedicated just to the care and treatment of people with developmental disabilities. (This doesn’t include real estate developers.)

In 1996, the State of California tried selling off 90 acres of surplus land at Agnews. This pissed off a lot of residents, and a huge battle ensued between the State and the neighborhood community.

Strangely enough ... everybody won.

Through a series of real and threatened lawsuits, and endless planning meetings, the community and local government turned Agnews into a first-of-its-kind “shared-use” facility.

The “new” Agnews is both a public space and a corporate space.

To encourage preservation of the public space, Agnews was listed in the National Register of Historic Places.

To fund preservation and maintenance, Sun Microsystems invested TEN MILLION DOLLARS for the restoration of key historic buildings on the property.

In exchange for their investment, Sun received the right to build a corporate headquarters and office/research park for over 3,000 employees.

By the way, we promised we absolutely wouldn't make or encourage any snotty comments about Sun executives or Sun employees working in a former insane asylum.

We thought it would be tacky, considering that they've given us permission to dance and have breakfast here.

Watch your step as you get off the bus!

*"Remember, you're on Bus # \_\_\_\_\_, the (color) bus!"*

*<7:07 AM = Stop at Sun/Agnews to dance & have breakfast.>*

(This page intentionally left blank for pagination purposes.)



**8:00 AM = Docent Prep Work at Site 1**

*This is a good time to grab an empty trash bag from the Giveaway Box, and have it handy to collect garbage on the way to the next site, if you haven't already done so.*

*WATER: Either have a case (or two) of water ready to hand to each dancer as they reboard the bus, -or- you can place a bottle of water on each occupied seat. Do whatever works best for you.*

*Our main concern is getting people back on the buses as quickly and safely as possible, so we can keep to our time schedule.*

(This page intentionally left blank for pagination purposes.)

**8:06 AM = Site 1 Reboarding Check**

(1 minute)

This is bus #\_\_\_\_, also known as the (color) bus. If these numbers and colors don't sound right to you, perhaps you're on the wrong bus.

*Please count your empty seats and make sure everyone's on board.*

**8:07 AM = More about Agnews**

(2 minutes)

At the center of the Agnews compound, the main Treatment Building was converted into what is now called the Clock Tower Building, which features ("Duh!") a massive clock tower and nearby auditorium.

The beautiful 1913 auditorium and nearby mansion were preserved and restored for use as a conference center and function space.

Both are very much in demand for public and private special events on evenings and weekends.

Agnews also includes many trees over 100 years old. These old-growth trees are a habitat for a protected species of burrowing owls. These cute little critters caused a lot of people a lot of worry.

The owl population problem was solved when the State agreed to purchase a suitable habitat for the owls and then gave it to the California Department of Fish and Game for ongoing management.

Both Sun and the City helped to finance the acquisition of this new home for burrowing owls. (Don't worry, we're saving the "Hooters" joke for later, and we won't be talking about owls.)

(Optional follow-up fact: As of March 2005, Agnews still had about 335 patients.)

*<It's a 22-minute ride to our next site. Keep reading! >*

**8:09 AM = Enroute To Site 2**

(3 minutes)

Let's talk once again about Silicon Valley's history.

Originally nicknamed "Valley of the Heart's Delight," Silicon Valley was once known as a center of agriculture.

Everything from cherries to asparagus to fish was once grown and packaged here, to feed a growing North American population.

Today, Silicon Valley is a center of technology and ...

*<pause>* OK, let's talk. **Silicone**. **Silicon**. NOT the same thing at all.

You thought we were going to let you get away without talking about this? Fat chance.

Every year in summer, the tourists invade, and they all talk about "SiliCONE" Valley.

To a Bay Area resident, this is like nails across a blackboard.

In fact, our convention's host club, the El Camino Reelers, voted "SiliCONE Valley" even more annoying than the word "Frisco".

So here's the dirt, kids: First ... SiliCON:

**Silicon** is the second most abundant element in the earth's crust, comprising around 28% of it. It's not mined in an elemental form, but rather occurs as a component in oxides and silicates.

**Silicon** is used as a substrate for micro circuitry in electronic components. Silicon wafers actually start off as a very large sausage shaped structure, which is "grown" in special tanks, and sliced into thin round wafers. The wafers are processed using a variety of techniques, and sliced into square chips.

While other types of materials are now used in semiconductor manufacturing – Gallium Arsenide, for example – it was the extensive use of silicon that gave Silicon Valley its name.

And let's face it -- "Arsenic Valley" just wasn't terribly catchy.

Now, the fun stuff. Let's talk about ***SiliCONEs***.

***Silicones*** are synthetic polymers and are not therefore found naturally.

This definition fits rather well when you consider the unnatural uses to which silicone is put in certain types of plastic surgery. If you'd like to see silicone at work in this type of application, visit your local Hooters.

For the kinkier guests riding with us today, there are also ***silicone fluids***, which are kind of an exotic oil.

Silicone fluid is virtually insoluble in water, and makes an excellent lubricant for a *WIIIIIIIDE* variety of – (ahem) – “internal and external personal engineering applications”.

Unfortunately, silicone fluids have little or nothing to do with Silicon Valley ... unless you're visiting Leather Masters in San Jose or Mr. S. Leather up in San Francisco.

## **8:12 AM = Counties & Such**

(20 seconds)

It's worth noting that we have both a City of Santa Clara and a County of Santa Clara. The City is one of many within the County.

San Francisco, however, is both a City and County, and is the only City within its County.

**8:19 AM = Santa Clara University & Mission**

(4 minutes)

You wouldn't expect to find such a thing in the heart of Silicon Valley, but we have it, anyway: an internationally recognized Jesuit college.

We'll be driving through it shortly – it's called "Santa Clara University".

Santa Clara University – or "SCU" ("ess see you") as it's known to locals – has well over 11,000 students, faculty, and staff, and offers rigorous undergraduate, graduate and professional curricula.

The school is especially well known and respected for its degree programs in business, law, pastoral ministries, and counseling psychology.

(Oooooohhh ... there's that mental health angle again.)

Despite its size, SCU is characterized by small classes and a surprisingly diverse population. Only about half of the students at SCU are Catholic.

Santa Clara University was founded in 1851 by the Society of Jesus as "Santa Clara College," and is California's oldest institution of higher learning.

It was established on the site of the Mission Santa Clara de Asís (pronounced "day ah-SEECE", to rhyme with "Greece") , the eighth of the original 21 California missions created by the Jesuits.

The mission itself dates back to 1777, and still stands on the grounds of SCU.

In fact, we're going to take the buses on a loop past the mission today ... you'll eventually see it out the right side of the bus.

For the first 110 years, Santa Clara was an all-male school.

In 1961, women were accepted as undergraduates and Santa Clara College became the first coeducational Catholic university in California.

In 1985, the college adopted “Santa Clara University” as its official name.

The beautiful 104-acre campus is located in the City of Santa Clara, California, where people enjoy a moderate climate year-round, with approximately 300 days of sunshine each year.

The current president of SCU is the 66-year-old Reverend Paul Locatelli.

Reverend Locatelli is very well known locally because he took the radical step of eliminating the university’s Bronco football program in 1993.

Why? Because the university couldn’t afford it any longer.

It was just a hard-nosed business decision, but it made the local and national sports headlines. 12 years later, some SCU alumni reportedly are still quite angry over it.

Despite this cutback, or perhaps because of it, under Locatelli’s presidency the University’s endowment has grown from \$70 million to \$450 million.

Oddly enough, Locatelli personally sees none of that money. You’d think that a University president would live quite well, wouldn’t you?

Not here.

Reverend Locatelli lives in a religious center on campus with about 40 other priests.

Having taken vows of poverty, chastity and obedience, his salary goes into a Jesuit community pot.

He rises at 5 a.m., prays & meditates, goes for a run, and then eats breakfast with the other Jesuits.

No doubt about it – he isn’t your typical university president.

Jesuit or not, SCU has its own share of hauntings. Ghost story fans may be interested to learn that students passing by the cemetery near the Mission at night have claimed to hear eerie moans, and in the bell tower, sightings have occurred of the ghosts of past Jesuits praying.

*<We have about a 10 minute drive to the next site...keep reading!>*

### **8:25 AM = The Rosicrucians**

(4 minutes)

Remember reading all the crazy ads in the backs of comic books, or Popular Science or Popular Mechanics?

Some of these ads talked about “The Mastery Of Life”, and the “Secrets of Cosmic Consciousness” ... does this sound vaguely familiar to any of you?

*<Look around the bus for feedback.>*

*<Sourly>* Well, humor the rest of us and pretend it does.

Those ads were for the Rosicrucian Order, which happens to be headquartered in San Jose.

Oh! Locals pronounce it either of two ways: “Rah-sih-CREW-shun” or “ROW-sih-crew-shun”.

The Rosicrucian Order is also called “AMORC”, which stands for *Ancient and Mystical Order Rosae Crucis*.

If you ever wondered what the address “Scribe, AMORC” in those magazine ads stood for ... well, now you know!

(And yes, the term AMORC does sound rather like a character from Star Trek. Or maybe a bad ABC sitcom, like “AMORC and AMINDY”)

Rosicrucianism isn’t a religion and doesn’t require a specific code of belief or conduct.



Rosicrucians seek to know themselves through meditative and cognitive self-improvement.

The Rosicrucian Order itself is a non-profit, educational charitable organization.

The Order's activities and services are supported by dues and donations received from Rosicrucian students.

Although AMORC claims heritage all the way back to ancient Egypt, the Rosicrucians first surfaced in Germany in the early 17th century.

The organization as we know it today was founded in 1909, by a gentleman named Harvey Spencer Lewis.

At the time, Mr. Lewis was director of the Institute of Psychic Research in New York.

Following brief stints in New York, Florida and San Francisco, Lewis chose San Jose to be his new world headquarters in 1927.

These headquarters turned out to be one of San Jose's most unique landmarks: the Egyptian Museum and Planetarium, and Rosicrucian Park.

Situated in an area that was once mostly orchards and farmland, the Park itself has grown to cover nearly an entire city block.

But why an Egyptian Museum? Because Egypt has provided a strong influence on the Rosicrucian Order since its founding.

In 1915, Harvey Lewis began collecting Egyptian artifacts, to be better able to understand Ancient Egyptian philosophy and mysticism.

The building designs were inspired by ancient Egyptian architecture and designs, including paths among statues of Egyptian gods, clustered lotus columns, and walls covered with hieroglyphics.

The current museum opened in late 1966, featuring the largest display of Egyptian artifacts in the Western United States.

The museum itself is modeled after the Temple of Amon at Karnak.

(Sorry, Johnny Carson fans ... it's not the same Karnak.)

There's a hippopotamus statue in front of the museum, which represents Tawaret ("Tah-Wah-Ret"), an ancient Egyptian goddess.

The statue itself is pretty famous locally ... it's been photographed for dozens of newspaper and magazine articles, for tourism brochures, and even some advertising layouts.

Tah-wah-ret is the Egyptian goddess of maternity and childbirth, protector of women and children. This goddess was known as a fierce fighter and guardian of mothers and newborn children. Think of her as one of the first female superheroes.

Generally, Tah-wah-ret is depicted as a combination of three animals. Her head and body is that of a hippo, her paws are from a lion, and her back and tail are from a crocodile.

Why these particular three animals?

In Egypt, these animals were all regarded as fierce creatures that would kill without hesitation to protect their young.

You'll have a chance to examine Tawaret up close, because the Museum is our next dance stop!

*<Just as people are starting to get up, say:>*

Oh! We nearly forgot to tell you something!

When you've finished looking at Tah-wah-ret, you may find a special surprise caller lurking behind the microphone...

*"Remember, you're on Bus # \_\_\_\_\_, the (color) bus!"*

**8:30 AM: Site 2 Docent Prep Work**

*When the dancers have left the bus, please distribute these items from your Giveaway Box to each of the occupied seats:*

- *Space Blanket*
- *Space Ice Cream*

*This is also a good time to grab an empty trash bag from the Giveaway Box, and have it handy to collect garbage on the way to the next site, if you haven't already done so.*

*WATER: If you don't want to hand bottles of water to the returning dancers, you may want to consider also placing a bottle of water on each occupied seat. Do whatever works best for you.*

*Our main concern is getting people back on the buses as quickly and safely as possible, so we can keep to our time schedule.*

(This page intentionally left blank for pagination purposes.)

**9:04 AM = Site 2 Reboarding Check**

(1 minute)

This is bus #\_\_\_\_, also known as the (color) bus. If these numbers and colors don't sound right to you, perhaps you're on the wrong bus.

*Please count your empty seats and make sure everyone's on board.*

*<Warning: it's a 43-minute trip to our next site. You may want to take turns reading this next set of passages.>*

**9:05 AM = Enroute to Site 3**

(1 minute)

Welcome back!

Yeah, we got Sandie for the Fun Badge Tour. How cool was that?

We had to promise she wouldn't have to get up early for the rest of the convention. As if.

(Future convention committees take note: we didn't say anything to her about OTHER conventions...)

As you reboarded, you may have noticed we're using the parking lot of a somewhat imposing piece of late 1920's architecture – the **Hoover Middle School**.

Built in 1931, Hoover School was designed by William H. Weeks, architect of the De Anza Hotel in downtown San Jose.

After forty years of classes, the school was closed in 1971 because it didn't meet state earthquake safety requirements.

Local school district officials were planning to sell the school in 1994, but the community had other ideas, and blocked the sale.

In 1995, the school was declared an historic state landmark.

Refurbished and ready for another forty years of service, the building now functions as a middle school and will soon include a community center and a theater area that will house the San Jose Children's Musical Theater.

### **9:06 AM = San Jose Municipal Rose Garden**

(1 minute)

Portland's not the only gay square dance city famous for roses. San Jose also has a municipal rose garden that has an entire neighborhood named after it.

Once a part of an eleven-acre prune orchard, the **San Jose Municipal Rose Garden** is the centerpiece of one of the hottest neighborhoods in Silicon Valley, called simply "Rose Garden".

You'll soon see it out of the **right** side of the bus.

The 5½ acre park was built in 1927 at the urging of early members of the Santa Clara County Rose Society.

The park and garden is devoted exclusively to shrubs of the rose family — featuring over 3,500 rose bushes showcasing 189 varieties.

The Garden also serves as a test site for new rose varieties before release to the general public.

### **9:07 AM = Whence "Silicon Valley"?**

(2 minutes)

So! Changing topics completely ... from where did the name "SILICON VALLEY" originate?

The term "Silicon Valley" was coined by an electronics industry journalist named Don Hoefler ("Heff-ler") in 1971.

In a series of articles written for **ELECTRONIC NEWS**, he used the phrase “Silicon Valley” to describe the many electronics firms popping up like mushrooms all over Santa Clara County.

Don Hoefler began his career in journalism as a publicist for Fairchild Semiconductor in Mountain View – which happens to be one of the original semiconductor firms that started the high-technology boom.

Sadly, Mr. Hoefler died in 1986 (at the age of 63).

Whatever the name, Silicon Valley goes back a lot further than 1971.

In the 1930’s Professor Frederick Emmons Terman, of Stanford University’s Department of Electrical Engineering, brought together a pair of his former students.

Their names? William Hewlett and David Packard, who went on to found the Hewlett-Packard Company. This was one of several early companies formed by enterprising Stanford University graduates.

By the time the 1950’s rolled around, the idea of building an industrial park in the Stanford area became a popular idea.

While Stanford’s rules prohibited the sale of land, nothing prevented the *leasing* of land.

This was the start of the Stanford Industrial Park, which became a hub for the expansion of technology companies.

Early Silicon Valley companies in Palo Alto included not just Hewlett-Packard, but also Varian Associates, Eastman Kodak, General Electric, Preformed Line Products, Admiral Corporation, the Shockley Transistor Laboratory at Beckman Instruments, and Lockheed.

**9:09 AM = Santana Row**

(3 minutes)

In just a few minutes, one of the areas we'll be passing through on the way to our next stop is San Jose's "Valley Fair" shopping center.

You'll be able to see most of it out of the **left** side of the bus.

Valley Fair – which was converted to a Westfield Shoppingtown a few years ago – used to sit in the middle of a quiet neighborhood with a sleepy little shopping center called "Town & Country Village" as a neighbor.

Some greedy — whoops! I meant, "visionary" — crooks — whoops! I meant "real estate developers" — decided that the area could use some money grubbing — whoops! I meant "redevelopment".

So a one BILLION dollar mixed-use development called Santana Row was announced and built starting in 2001 on the site of Town & Country Village.

Santana Row is pretty huge by San Jose standards, including 66 shops, a hotel, five spas, 18 restaurants, and both rental and condo apartments.

The name was borrowed from nearby Santana Park, which was eventually incorporated into Santana Row.

However, there's a hint of local scandal about Santana Row...

Just a few months before the original construction was finished ... on August 19<sup>th</sup>, 2002, a massive 11-alarm fire swept through the nearly completed complex.

By the time the fire was over, 221 firefighters and 65 pieces of apparatus had responded.

Any uniform enthusiast on the bus can tell you ... that's a LOT of hot firefighters in one place at one time. (Stop drooling!)



With just a few months left before opening, and just before sprinkler systems were put into place and activated, the timing struck some people as ... well ... suspicious.

A subsequent investigation revealed either contractor stupidity or arson ... but nobody was entirely sure one way or the other.

Even the official FEMA report couldn't present a final determination.

Since the developers rebuilt the complex pretty much the same as they'd originally designed ... nobody could pin an arson charge on anyone, and so the reconstruction began.

After all that, it's not a bad shopping area, and the two most important local businesses – the Winchester Mystery House and The Flames Coffee Shop – stayed in place, and now have lots of wonderful new neighbors.

As for Westfield Shoppingtown – well, San Joseans are pretty stubborn. We all still call it “Valley Fair,” just to piss off the developers and politicians.

### **9:13 AM = Winchester Mystery House**

(3 minutes)

Speaking of the Winchester Mystery house ... you'll eventually see the House – or its parking lot – out of the right side of the bus.

The Winchester House is arguably one of San Jose's most famous landmarks.

This particular landmark was built as a result of three obsessions: Weapons, Guilt, and Ghosts.

Construction began on the Winchester Mystery House in 1884, by a wealthy widow named Sarah L. Winchester.

An heiress to the Winchester Rifle fortune, Sarah's sanity evidently snapped in 1881, following the deaths of her husband and child.

A spiritual medium convinced Sarah that she was under a curse placed on her by the spirits of all the people killed by Winchester weapons.

The curse could only be lifted if Sarah moved to the West Coast and began building a huge mansion.

As long as construction continued on the mansion, Sarah would be safe from the curse.

For **38** years, Sarah hired an army of carpenters and craftspeople to build a huge Victorian mansion filled with architectural oddities.

Construction didn't stop until Sarah's death, by which time the mansion had grown to 160 rooms.

Believe me, kids – it's weird. Stairs lead into ceilings. Doors open to a multistory drop outside. Lots of things add up to 13.

Sarah had a fascination with the number thirteen. Many features in the house were built in sets or multiples of 13.

For instance, in the 13th bathroom (the only one with a shower), there are 13 windows. One sink has 13 drainage holes.

There are 52 skylights ( $52=13 \times 4$ ), and the grand staircase has 13 steps. Thirteen palm trees line the driveway.

As a final gesture, Sarah's will was divided into 13 parts and signed 13 times.

Unlike most homes of its era, the Winchester House incorporated quite a bit of advanced technology at the time.

For example, the House was built with comparatively modern heating and sewer systems, gaslights that operated at the press of a button, and three working elevators.

The Winchester Mystery House today still has 47 fireplaces, rambling roofs, exquisite hand-inlaid parquet floors, gold and silver chandeliers, and Tiffany art glass windows.

And no, they wouldn't let us dance there, either. You wouldn't believe how much money the city wanted just to let us park the buses!

Despite this, we still highly recommend visiting the Winchester Mystery House while you're in town.

You'll never complain about home improvement bills again.

(This page intentionally left blank for pagination purposes.)

**9:16 AM = Free Time/Play Time For Docents!**

*At this point, it should be about 9:16 AM, and you have approximately 25 minutes to spend just about any way you wish:*

- *You can read the filler material at the back of this binder.*
- *You can use your own material, or host a discussion.*
- *You can play the party game in the back of this binder.*
- *You can choose to give your voices a rest until 9:41 AM.*

*Your choice. Go for it!*

*Please note that you must prepare to start reading the next section at 9:41 AM, or your guests won't ~~know where the hell we're going~~ have a proper understanding of our next destination once we exit the freeway.*

(This page intentionally left blank for pagination purposes.)

**9:41 AM = Stanford University**

(4 minutes)

We're approaching Stanford University.

Aside from being the birthplace of Silicon Valley, Stanford provides a dizzying array of cultural and intellectual resources to Northern California.

In 1876, former California Governor Leland Stanford purchased 650 acres of Rancho San Francisquito ("fran-siss-key-toe") for a country home and horse-breeding farm.

He named his new property "Palo Alto Stock Farm", after a beautiful tall redwood tree nearby.

(For those who don't speak Spanish, "Palo Alto" means "Tall Tree".)

He later bought adjacent properties to bring his farm up to over 8,000 acres.

This land eventually became the Stanford campus, and the little town that started to grow up across the road also took the name Palo Alto.

The road separating the town and the ranch was called "El Camino Real", which is Spanish for "The Royal Road."

Considering how much royalty you can find in certain spots along the length of El Camino Real, the name makes perfect sense to us.

Leland Stanford founded the University in 1885, as a tribute to his son, Leland Stanford Junior, who had died of typhoid fever the year before.

(In case it's not clear by now ... the school is named after the son.)

One of the most striking features of Stanford – other than the radio telescope antenna flanking Highway 280 – is the two-MILE-long Stanford Linear Accelerator, called "SLAC".

At the time of its founding in 1962, when construction was complete, SLAC was the longest contemporary building in the world.

Two miles long, SLAC stretches underneath Highway 280. Thousands of motorists drive over SLAC every day, unaware of the high-energy physics experiments whizzing underneath their butts.

As we approach the “Sand Hill Road” freeway exit, look out of the bus to your left for a glimpse of the SLAC building. You’ll know it when you see it.

SLAC’s 426-acre facility is operated by the university for the U.S. Department of Energy, and employs roughly 1,300 people.

SLAC is also where our local club, the El Camino Reelers, has recently been holding Advanced review nights.

Yes, we dance next to a particle accelerator.

Yes, we’re geeks.

Get over it.

Other than SLAC, Stanford University is also famous for technological innovations such as:

- Synthesized & Recombinant DNA
- Magnetic Resonance Imaging
- Lasers
- The First Heart Transplant
- Musical Synthesizers
- Discovery of Rapid Eye Movement (REM) Sleep
- Global Positioning Systems
- A world class sculpture museum.

Say what? Yes, a sculpture museum.



One of Stanford University's best-kept secrets is the Cantor Center for the Visual Arts – which includes a world-famous Rodin sculpture garden.

The B. Gerald Cantor Rodin Sculpture Garden features 20 bronzes by Auguste Rodin, including "The Gates of Hell," and is open to the public.

What does Rodin have to do with square dancing? Good question.

Auguste Rodin was born in Paris in 1840, and became one of the most famous modern sculptors and artists in the world.

Curiously – and here's the connection! – quite a few past, present, and future IAGSDC Convention cities also host notable Rodin collections.

Among them:

- Washington DC
- San Francisco
- New York
- Cleveland
- Los Angeles
- Baltimore (hon)
- Portland
- Phoenix
- Chicago
- Toronto

So, Rodin-Museum-Wise, Silicon Valley's in pretty good company.

Not only are we in good company ... the museum is also our next dance stop.

We know a bunch of you thought we were going to SLAC, but we figured it would take real brass to dance at the Rodin museum.

*“Remember, you’re on Bus # \_\_\_\_\_, the (color) bus!”*

*Please reboard your bus at 10:20 AM (5 minutes early), while people are still dancing.*

**10:20 AM = Site 3 Docent Prep Work**

*This is a good time to grab an empty trash bag from the Giveaway Box, and have it handy to collect garbage on the way to the next site, if you haven't already done so.*

*WATER: Either have a case (or two) of water ready to hand to each dancer as they reboard the bus, -or- you can place a bottle of water on each occupied seat. Do whatever works best for you.*

*Our main concern is getting people back on the buses as quickly and safely as possible, so we can keep to our time schedule.*

(This page intentionally left blank for pagination purposes.)

**10:23 AM = Before Your Bus Leaves The Rodin Museum...**

*“Warning, Will Robinson! Danger! Danger!”*

*After everyone has reboarded the bus and is in their seats ... it is time for one of you to affix the magic green bus pass to the inside of the front window of the bus.*

*Do not do this until everyone has been seated.*

*We don't want the guests to see what the pass says, because it will give away where we're going next.*

*You will find the bus pass in the back of this binder.*

*You **MUST** have the bus pass in the front window before we approach our next stop, or your bus will not be allowed inside!*

*<It's 24 minutes to our next site.>*

(This page intentionally left blank for pagination purposes.)

**10:24 AM = Site 3 Reboarding Check**

Reboarding Check: This is bus #\_\_\_\_\_, also known as the (color) bus. If these numbers and colors don't sound right to you, perhaps you're on the wrong bus.

*Please count your empty seats and make sure everyone's on board.*

**10:25 AM = Enroute to Site 4**

(7 minutes)

San Jose has a highly unfortunate history of public art.

For example, most of the City's large amount of statuary honoring legendary figures has absolutely nothing to do with the city's historical past.

Some examples of this include the Augustus Caesar statue in the Rosicrucian Park; the Aztec god Quetzacoatl ("ketz-a-co-awt-ul") in Plaza de Cesar Chavez; and – just for you "Big Statue" fans - the Paul Bunyan figure holding a muffler in front of Babe's Muffler Shop on the Alameda.

Actually ... there is ONE municipal statue that DOES have something to do with the city's history.

That's the statue of Thomas Fallon, one of the early settlers of San Jose – you may have seen "The Fallon House" listed in one of the tourist brochures.

This being politically correct California, the Fallon statue was and still is controversial.

In the 1980's, our then-Mayor Tom McEnery commissioned a statue of Fallon raising the U.S. flag in San Jose at a cost of over \$800,000.

The statue took eight years to complete, and was scheduled to be located in what is now known as Plaza de César Chávez, near the site of the original flag raising. However, that's not where it ended up.

Either despite or because of the high cost ... local groups, especially those including Hispanic Americans, protested that Fallon represented the very worst of American imperialism and repression of the Mexican population.

The Fallon statue was put into dead storage until 2002, when it was finally put on display in a relatively obscure and small park near Julian and St. James Streets, where the city fervently hopes any Hispanic tourists won't find it.

Since we didn't put the highly contested (and expensive) Fallon statue in the Plaza de Cesar Chavez, we needed something else to put in its place.

Naturally, the city managed to find something even more offensive, and that was the Quetzacoatl statue.

Created by noted sculptor Robert Graham, the Quetzacoatl piece was also controversial, only because just about everybody hated it.

- Christian groups felt it was a tribute to a pagan god.
- Hispanic groups thought the statue didn't resemble the traditional image of the winged serpent closely enough, making it a slight to Aztec culture.
- Still other groups thought San Jose might not want a statue honoring a god to whom humans used to be sacrificed.

The only thing everyone agreed on was that the Quetzacoatl statue resembled a pile of coiled dog doo. However, it's a very pretty pile of dung, and many people seem to have become big fans of the piece.

*<In fake stage voice, say:>*

I guess this means we're keeping it, lest a snit hit the fans.



*<Return to normal speaking voice. You may need to duck a few flying objects. Just ignore them and keep reading.>*

Just in case you think we were kidding earlier about that Paul Bunyan statue ... it really does exist, and still holds its muffler in plain view on The Alameda.

The Paul Bunyan statue was thought up by the muffler shop's original owner, Babe Royer, in the 1950's, and stands a bit under 20' tall. It's been hit by cars at least twice in its lifetime, and used to have a twin at Willow & Vine streets.

(Alas, the twin statue was burnt down years ago at the hands of vandals.)

Babe's Muffler Man became a San Jose historic landmark in the 90's, and can be found on the internet in the "Gallery of Huge Beings."

Another example of odd statuary in San Jose was the charitable "Shark Bytes" (spelled "bee why tee eee ess") event held here in 2001.

100 fiberglass shark statues were handed over to local and out-of-area artists to decorate as they saw fit.

The resulting pieces were displayed on the streets of downtown San Jose, and auctioned off for several hundred thousand dollars for charity.

Why sharks? Our local hockey team, of course.

By the way, any Chi-Towners on this bus aren't allowed to laugh at us for this – they've been putting up with streets full of fiberglass cows, hearts, and living room furniture sets for years.

That last Chicago promotion with the living room furniture was entitled "Suite (spelled "ess you eye tee eee") Home Chicago".

Hmmm ... suddenly, "Shark Bytes" doesn't sound so bad after all.

Speaking of hockey ... our local sports arena is officially called “HP Pavilion,” which was a play on the name of one of Hewlett-Packard’s product lines of home and small business PCs.

Originally, it was called the “San Jose Arena”.

For a brief period, it was called “Compaq Center at San Jose” which everyone agreed made “HP Pavilion” sound pretty catchy after all.

By any name, the Arena was built especially for the San Jose Sharks in 1993. Locals call it “The Shark Tank”.

The official mascot for the San Jose Sharks is “S.J. Sharkie”.

Masochists or people wishing to lose weight through cutesy-induced vomiting can visit S.J. online at [www.sjsharkie.com](http://www.sjsharkie.com)

You’d think that with a brand-new arena, a brand-new hockey team would put their offices somewhere prominent, wouldn’t you?

Not in San Jose.

The Sharks’ offices are located in the subterranean depths of the Shark Tank, making this one city where the local hockey team is permanently “in the basement.”

*<pause for groans>*

The Shark Tank doesn’t just host hockey, by the way – it also hosts the professional lacrosse team “San Jose Stealth”, and the arena football team “San Jose SaberCats”.

You will either be amused or horrified to learn that the cheerleaders for the SaberCats are called ... the “SaberKittens”.

Even more unfortunately, the SaberKittens strut their stuff in knee-high white leather go-go boots, putting a whole new spin on Puss – –

*<act outraged and interrupt yourself>*

-- No, I'm not going to say it and they can't make me!

*<wait for applause or groans, then continue as if nothing happened>*

When it's not hosting sports, during 2004 the HP Pavilion sold the most tickets to non-sporting events of any venue in the United States.

If you include sporting events, the HP Pavilion averages 184 events a year, or roughly one event for every two days, which is significantly higher than the average NHL arena.

### **10:40 AM = Silicon Valley & NASA**

(10 minutes)

OK, here's where all of you "I Dream Of Jeannie" fans get your kicks.

One of the lesser-known facts about Silicon Valley is that NASA has had a large facility here for many years.

In 1933, the U.S. Government created the "Sunnyvale Naval Air Station," which was later renamed to "Naval Air Station - Moffett Field."

The original mission of the Naval Air Station was to serve as home base for the Navy dirigible U.S.S. Macon.

This blimp wasn't like the modern Goodyear blimps we know today.

The Macon had a hollow metal hull with three interior keels, and was kept aloft by non-explosive helium contained in 12 large gelatin-latex air cells. Many tanks of compressed helium gas were held in reserve. Altitude was set by releasing or increasing the gas in the air cells.

The Macon had accommodations for 100 officers and crew, including sleeping berths, a large mess room, a galley, and observation platforms at both the nose and tail. This was one big airship!

To accommodate this craft, a huge building called Hangar One was constructed.

Hangar One was an engineering wonder when it was built in 1933 to house the Macon. Today, it remains one of the most striking landmarks in the region.

Unfortunately, the Macon crashed on February 11<sup>th</sup>, 1935. That meant that the sparkling new hangar and maintenance facility built for it was obsolete. A few years later, when World War II hit, Hangar One was pressed into service as the centerpiece of a West Coast based training fleet for reconnaissance blimp crews.

Today, Hangar One rises above the surrounding landscape like some mystical beast. It's a longtime curiosity to millions of freeway drivers, and a visual landmark for airline pilots.

For the size queens on board today ... Hangar One stands 1,138 feet long, 308 feet wide, and 211 feet tall at its highest point.

The hangar's interior is so large that it has its own weather system! It's not unusual for fog to occasionally form near the hangar ceiling.

For the sports enthusiasts on board – yes, ladies, both of you! – that's longer than EIGHT football fields.

Hangar One remains one of the largest "non-supported" structures in the world today, and it's larger than all but a handful of other hangars worldwide.

That's not all that Moffett Field offers, however. Moffett is also home to the NASA Ames Research Center.

Ames was established in 1939 as the second lab for what was then called NACA (the National Advisory Committee for Aeronautics), which later became NASA.

Ames is a world leading facility in pure & applied research, working in areas as diverse as nanotechnology, information technology, fundamental space biology, biotechnology, thermal protection systems, and human factors research.

During its earliest days, Ames researchers broke new ground in all forms of flight, including subsonic, transonic, supersonic, and hypersonic.

In the 1950's, another Moffett Field landmark was constructed – the Unitary Wind Tunnel complex at Ames Research Center.

The Ames wind tunnel is actually a series of three airflow test chambers – one subsonic, and two supersonic – that share a common power plant.

Starting in the mid 1950's, most Boeing and Douglas commercial transports were tested here.

Famous commercial aircraft that earned their wings here include the DC-8, DC-9, and DC-10. Military aircraft tested here include the F-111 fighter, C-5A transport and the B-1 bomber.

In addition to commercial and military aircraft, in the 1960s and 1970s almost all NASA manned space vehicles including the Space Shuttle were tested in the Ames Wind Tunnel complex.

Building upon the world's greatest collection of wind tunnels, Ames research expanded into computational fluid dynamics, simulation technology, information technology, air traffic management research, tilt rotorcraft, and life sciences.

Some of Ames' contributions to aerospace technology include: the swept-back wing concept used on high-speed aircraft; the “blunt body” concept, which is used to prevent every spacecraft from burning up during re-entry; and development and management of the Pioneer and Viking spacecraft.

It was Ames researchers who first discovered ice on the Moon during the Lunar Prospector project.

Another little known fact about Ames is that NASA has dedicated 81 acres of the facility to serve as a habitat for the burrowing owl.

Yes, the same type of burrowing owls that we talked about back at Agnews.

We Californians take our burrowing owls very seriously, and they're listed with both the Federal and State government as a California species of special concern.

In 2003, a group of high school students from Irvington High School in Fremont, California helped NASA Ames workers install artificial burrows for the owls.

Our convention's host club, the El Camino Reelers, is pleased to have two club members who also work at Ames – Stephanie Langhoff and Neil Heather!

Moffett Field was closed as a military base on July 1, 1994.

Supervision of Moffett's facilities, two runways, and three aircraft hangars was turned over to NASA.

NASA now operates Moffett Field as part of NASA Ames Research Center ... including Hangar One.

Unfortunately, this gentle giant of landmarks, which survived one world war and the Cold War, the closing of military bases and the whims of the aerospace industry, may be demolished soon.

Hangar One was found to be the source of toxic contamination in the late 1990s.

NASA discovered a rare form of the toxic chemical known as polychlorinated biphenyls, or PCBs, which turned up in the soil around a drainage pond.

The PCBs were found to originate in the hangar's paint. This forced the Navy to close the hangar doors and apply an emergency coat of paint to keep more chemicals from flaking off.

Current Navy plans call for demolishing the structure. Local area groups are fighting this proposal. So, unlike the U.S.S. Macon, Hangar One's future is still up in the air.

One intriguing cleanup option suggested is for the Navy to remove the hangar's siding and leave NASA in possession of a giant wooden frame. This frame would then be rented to an entrepreneur willing to cover the sides of the building with solar panels, turning the hangar into the world's largest solar cell.

The Navy's draft report on the costs and feasibility of the various options for the hangar is due out on Aug. 3.

The Navy is hoping to begin clean-up work at the end of 2005 or beginning of 2006.

So ... as of right now, we don't know what's going to happen to Hangar One ... so we thought ... "Hmm, we'd better dance around it before it vanishes!"

We're sorry that we couldn't get permission to dance or visit inside the hangar, but we CAN dance in front of it.

This is where you're going to need your photo ID. Please take a moment to whip out your ID or passport, as we may need to show them to the guards as we enter the base.

There will also be a delay as each bus's access pass is checked.

*"Remember, you're on Bus # \_\_\_\_\_, the (color) bus!"*

*<It's 11 minutes to get back to the hotel.>*

(This page intentionally left blank for pagination purposes.)



**10:51 AM = Site 4 Docent Prep Work**

*Grab the Rosicrucian Museum Flyers from the Giveaway Box. We have a limited number to hand out to any interested parties. Put them somewhere you can get to them easily once the bus returns to the hotel.*

*Grab the Fun Badge Dangles from the Giveaway Box. Have them nearby, so when the bus stops, you can easily hand one out to each Fun Badge Tourist as they leave the bus.*

*This is a good time to grab an empty trash bag from the Giveaway Box, and have it handy to collect garbage on the way to the next site, if you haven't already done so.*

*WATER: Either have a case (or two) of water ready to hand to each dancer as they reboard the bus, -or- you can place a bottle of water on each occupied seat. Do whatever works best for you.*

*Our main concern is getting people back on the buses as quickly and safely as possible, so we can keep to our time schedule.*

(This page intentionally left blank for pagination purposes.)

**11:20 AM = Site 4 Reboarding Check**

This is bus #\_\_\_\_\_, also known as the (color) bus. If these numbers and colors don't sound right to you, perhaps you're on the wrong bus.

*Please count your empty seats and make sure everyone's on board.*

*< Please do not read this next part out loud. >*

**11:21 AM = Tipping The Driver**

*Your driver has already been tipped \$40 by the bus company.*

*If your driver has been especially fun to work with, and you feel he/she is deserving of an additional tip, then **now** is the time for one of you to **quietly** "pass the hat" up and down the aisle while the other begins reading.*

*Do this only after the bus is in motion.*

*Don't make an announcement over the PA - we don't want the driver to hear what you're doing.*

*Instead, **whisper** to the first person as you hand them a hat or container of some kind, and ask them to whisper to the people across the aisle and behind them.*

*Present the driver with his/her tips only after the bus has parked back at the hotel. We don't want to distract them with money counting while they're driving.*

*< Please resume reading out loud at this point. >*

**11:28 AM = Great America**

(6 minutes)

So let's dish some dirt we didn't have time for this morning.

For those of us who are dizzy queens – whoops, that would be MOST of us, wouldn't it? – you may remember that right after the hotel, we passed Northern California's premiere place to get blasted, twisted, spun out, blitzed, spritzed, and rolled.

No, it wasn't a gay bar, it was the amusement park, "Great America."

We tried to get permission to dance at Great America, but it was too expensive, and they didn't have much of a sense of humor.

So, just to show that we're not ...

*<snarl next word into the microphone>*

BITTER or anything, we'll do what any good queen would do, and we'll dish about Great America behind its back.

In the late 60's and early 70's, the hotel business wasn't going so well, and Marriott Corporation decided that its expertise in hotels and industrial foodservice made theme parks a natural extension of its core business.

(Don't ask us why – we still can't figure out the logic on that one.)

In 1976, Marriott created and opened two "identical twin" theme parks, both called "Great America."

(The other park is in Gurnee, Illinois, just outside of Chicago).

The two Marriott's Great Americas were among the very first non-Disney theme parks. Each park area was named after an aspect of Americana – for example, "Hometown Square".

Even the rides were themed, carrying names such as the “Orleans Orbit” and the “Willard’s Whizzer” roller coaster, which, despite its name, was not a watersports-themed attraction.

Some of the older roller coaster enthusiasts among us may remember the ride “Willard’s Whizzer”. It was one of the first all-steel coasters to use electromagnets to pull cars to the top of the ride, rather than a chain.

Unfortunately, many years ago, a careless rider was killed trying to defeat the safety bar on the California Willard’s Whizzer, and the ride was long ago dismantled and replaced with other attractions.

However ... if you look very closely, you still may be able to spot the ghostly outlines of the Whizzer showing underneath the newer layers of paint in the background of older maps within the park.

One of the surprising features of Marriott’s Great America was that the park’s food was *good*...Maggie Brown’s Fried Chicken Restaurant was a popular favorite in early years, and it wasn’t uncommon to see long lines outside the cafeteria-style restaurant.

The excellence of the park food was especially surprising -- some would say “suspicious” -- considering that Marriott Corporation was also well known at the time for airline catering.

Great America was also the site of Northern California’s first IMAX movie theatre, the Pictorium, which opened in 1978 with the movie “Man Belongs To The Earth.”

Seattle-ites on our tour today may already be familiar with this film title, since it was originally produced by Imax Corporation for the U.S. Pavilion at Expo '74 in Spokane, Washington.

After 9 years of making even less money running theme parks than hotels, in 1985 Marriott sold its theme parks.

Here in California, Great America was sold to the City of Santa Clara, who turned around and leased the park to Kings Entertainment (better known as the owners of Kings Island).

(No, we don't know who bought the Great America in Illinois; ask one of the Chi-Towners.)

Unfortunately, the City of Santa Clara was better at running a local government than a theme park.

Declining profits and increasing gang activity at the park caused the City to sell it to Kings Entertainment in 1989 -- just in time for the new owners to watch the park ride out the Loma Prieta Earthquake of '89.

Fortunately, the park didn't sustain any major damage from the quake, and the Red Cross used the park as one of several collection points within the County for emergency supplies for quake victims.

In 1992, the park was sold to Paramount Corporation, which melded its TV \and movie properties with the theme park experience to create "Paramount's Great America."

Now, anything from Klingons to SpongeBob SquarePants may materialize at the park on any given day.

Paramount's Great America has been used in films several times, including scenes from those classic Hollywood spectacles Beverly Hills Cop 3, Getting Even With Dad, and Richie Rich.

TRIVIA QUESTION: Who can name the newspaper comic strip character that was featured in a national comic book tie-in to publicize Great America's opening in 1976? (Answer: *Dennis the Menace*)

**11:35 AM = Back At The Marriott**

That's all, folks! Our tour back to the future has arrived back to the Marriott.

Please take a moment and look around to make sure you've gathered all of your personal belongings.

Also, please pick up any trash lying around (no, we're not talking about friends or ex-lovers) and bring it with you to the front of the bus.

Finally, as you exit the bus, don't forget to collect your Fun Badge Dangles!

We also have Rosicrucian Museum brochures if you'd like. We don't have enough for everyone, so just ask if you want one.

Thanks again for joining us, and have a great Rest-Of-Convention!

*<If you gathered tips, please give them to the driver now.>*

*<As people disembark back at the Marriott hotel, please distribute Fun Badge Dangles to each guest.>*

(This page intentionally left blank for pagination purposes.)



**11:36 AM = Post-Tour Cleanup**

Please make sure the bus interior is free of garbage and debris. We will be assessed a cleaning charge if we leave any trash behind.

Please check each seat, over each seat, and under each seat for any lost/forgotten items. Turn in all lost items to the Convention office.

Please make sure that all items (trash, extra cases of water, giveaway box) have been unloaded from the bus onto the sidewalk at the hotel.

At this time of writing, we're not yet sure where to take garbage bags. Giveaway boxes and spare water should be returned to the Convention office.

Finally:

*Thank you for being a tour docent!*

(This page intentionally left blank for pagination purposes.)

**FILLER: Haunted Santa Clara**

(3 minutes)

It's a pity we're not doing this at Halloween. Santa Clara is known for having a multitude of ghosts.

- GHOST! Magazine reports that Agnews Hospital is still haunted by the spirits of former patients. Workers have witnessed apparitions, strange laughter, screaming, cold spots and freezer doors flying open violently. Some poltergeist activity has been reported, consisting of cabinets ejecting their contents.
- An especially eerie story supposedly occurred at the Sun Conference Center on February 20, 2004, around 10:00 PM. Three telephone technicians were working by flashlight in the darkened building. They were running new phone lines into a phone closet when they heard a noise behind a nearby door. When the door was opened, a little girl appeared with her arms opened up, as if asking to be picked up. Startled, the technicians fled the darkened building, and refused to go back to finish the job.

Great America is the background for many similar ghost stories. For example:

- There are stories of a young boy playing alone in the aisles of Great America after closing. Supposedly, this is the ghost of a 10-year-old boy who was killed on the Willard's Whizzer roller coaster.
- The ghost of a man haunts the big arcade over by the "Drop Zone" ride. Security sometimes sees a man on camera, but when they get there, no one is there. On one such occasion, the guard monitoring the cameras kept telling the investigating guards over the radio that the guy was behind them and next to them.
- Employees have reported lights turning on and off, and mysterious whispers when working alone in the IMAX Theatre.

- In the Paramount Theater, witnesses have seen a man walk across the stage and disappear, experienced cold spots, heard odd noises and felt of fingers on the back of their necks. Some employees have reported having someone invisible tap their shoulder and speak their name.
- There's a grisly legend of a male employee wearing a blue shirt, who was accidentally locked in the food storage freezer in the Roast Beef Shop, where he froze to death. Some nights, between 10 pm and midnight, employees closing up have reported hearing screams from inside the freezer.

**[end]**

**FILLER: Alviso**

(2 minutes)

How do you move an entire town?

Twenty some years ago, that was the question asked about Alviso (“AL-vee-zo”), a small, mostly Latino community in North San Jose.

Alviso currently houses five landfills and a sewage treatment plant. As if that weren’t bad enough, the entire community is a Superfund site, because a levy built by the city used asbestos materials.

The sad truth is, you can’t move an entire city. What you can do, however, is sue everybody in sight.

After many years, the primarily low-income & Hispanic residents of Alviso won a lawsuit against the businesses that used asbestos materials to build the levy.

This verdict was handed down after the EPA determined that Alviso residents were a thousand times more likely to develop lung cancer than the general population.

The term for this grim situation is “environmental racism.”

Alviso wasn’t always like this. It started off life as a lively little port at the base of the Bay. Bordellos could be found there as late as the 1940’s, and gambling houses endured into the '80s.

One of Alviso’s little-known moneymakers was the Bayside Canning Company, which operated from 1906 to 1936.

Founded by Thomas Foon Chew—known at the time as “The Asparagus King” —Bayside was the third largest cannery in the world in 1920.

Despite its checkered past, Alviso remains an active community. Many of the dusty fields have felt the touch of gentrification as companies such as Cisco have built up and moved in.

Alviso is also home to “TiVo Central”, the world headquarters for TiVo, Inc.

Anyone on this bus who’s flown into San Francisco or San Jose International Airports has seen Alviso without realizing it.

Many of Cargill Salt Company’s salt evaporation ponds are in Alviso.

There’s a good chance that a little piece of Alviso is sitting in the saltshaker on your kitchen table at home.

[end]

## **FILLER: Party Game**

*Note: This is a good ongoing “party game”, e.g., “Who can tell me where Silicon Beach is?”*

What are “Siliconia”?

“Siliconia” are appropriations of names beginning with "Silicon" by areas outside Silicon Valley.

When Silicon Valley started making Big Money back in the 90’s, an amazing array of cities, states, counties, and countries started borrowing the word “Silicon,” all hoping for a piece of the money pie.

Let’s see who can guess where some of these are located.

- *Silicon Alley* - New York City, New York, - Broadway from the Flatiron District to tribeca - So called because of all the multimedia software and title development going on in the area.
- *Silicon Alps* - State of Carinthia, Austria
- Not one, but TWO *Silicon Bayous* – [at least] one in Louisiana (which may be in Lake Charles, Baton Rouge, or Alexandria, depending upon where your family is from), and one in Boca Raton, Florida.
- *Silicon Beach* – again, we have two contenders, one in Santa Barbara, California, the other in Florida.
- *Digital Rhine* is the “Over-The-Rhine” neighborhood of Cincinnati, Ohio
- *Silicon Fen* in Cambridge, England
- *Silicon Mountain* in Colorado
- *Silicon Forest* in Seattle, Washington and Portland, Oregon
- *Multimedia Super Corridor* just south of Kuala Lumpur, Malaysia (home of the Petronas Towers)
- *Silicon Forest Australia* in Eastern Australia
- *Silicon Bog* in Ireland

- *Digital Beach* is the successor name to *Media Del Rey* (Marina Del Rey/Santa Barbara)
- *Silicon Glen* in Scotland
- *Silicon City & Silicon Prairie* in Chicago, Illinois
- *Cyberchella Valley* is the Coachella Valley, which runs from Palm Springs to Thermal, California
- *Silicon Desert* in Phoenix, Arizona
- *Media Del Rey* was considered to be an area in Marina Del Rey/Santa Barbara which was popular with multimedia producers
- *Silicon Ditch* in the M4 Corridor, outside of London, England
- *Silicon Dominion* in Virginia (the “Old Dominion” state)
- *Cwm Silicon* (“Cwm” is Welsh for “Valley”, and is pronounced “come” or “coom”) - an area of Newport in Gwent, South Wales
- *Silicon Freeway* in Southern California
- *Silicon Gulch* in Austin, Texas
- *Philicon Valley* in Philadelphia, Pennsylvania (especially around Valley Forge and Wayne)
- *Multimedia Gulch* is considered to be the area South of Market up in San Francisco
- *Cyber District* was the name appropriated by the area of downtown Boston between Summer and Congress Streets, near Fort Point Channel

[end]