

SOURCES

favorite topic/work/author/scientist being left out, but overall Stableford has done a good job of covering the field.

There really is not anything directly comparable to *Science Fact and Science Fiction*. Stableford was a contributing editor to John Clute and Peter Nicholls's *The Encyclopedia of Science Fiction* (Orbit, 1993) and provided several entries on science topics from asteroids to evolution to nuclear power. John Clute edited *Science Fiction: The Illustrated Encyclopedia* (Dorling Kindersley, 1995) which touches on technology but does not address science. George Mann's *The Mammoth Encyclopedia of Science Fiction* (Carroll and Graf, 2001) is not even in the running. Stableford's other nonfiction works, such as his contributions to the fifth edition of *Anatomy of Wonder: A Critical Guide to Science Fiction* (Libraries Unlimited, 2005) and *A to Z of Science Fiction Literature* (Scarecrow, 2005, a revision of his *Historical Dictionary of Science Fiction Literature*), also do not focus on the science of science fiction, although he was a contributor to Nicholls' *Science in Science Fiction* (Michael Joseph, 1982).

At \$165 this work may be out of the reach of school libraries, which might have to content themselves with Robert Bly's much less scholarly and complete popular-level *The Science in Science Fiction: 83 SF Predictions That Became Scientific Reality* (BenBella, 2005), but public and college/university libraries—not to mention a goodly number of fans—will definitely want to buy *Science Fact and Science Fiction*.—Cindy Stewart Kaag, *Interim Director of Libraries, Washington State University, Pullman*.

Sports and the Physically Challenged: An Encyclopedia of People, Events, and Organizations. By Linda Mastandrea and Donna Czubernat. Westport, Conn.: Greenwood, 2006. 169p. acid free \$75 (ISBN 0-313-32453-0).

The authors' introduction states that this volume aims to cover "people important to the disability sport movement, some key pieces of the history of the movement, and many of the organizations and events that have been part of it" (xxi). The work is primarily focused on the United States.

Author Mastandrea is herself a highly successful international athlete in wheelchair track events, and her entry in this book indicates that she is a lawyer and the first disabled athlete to serve on the U.S. Olympic Committee's board. Her coauthor and sister, Donna Czubernat, is also familiar with disability issues. In addition to reading about remarkable athletes like Mastandrea, we can learn many things from the entries in this book. We can learn that the Italian game of Boccia is particularly useful for athletes with cerebral palsy and that blind athletes play a special version of baseball called Beep Baseball. We can learn of original games such as goal ball, wheelchair rugby, and sitting volleyball. We can learn the aims of a host of organizations such as Wheelchair Sports, USA and the mechanics of technologies like "Sip and Puff."

Entries are listed alphabetically and fall into one of five categories: equipment, legislation, organizations, people, and sports and events. Most entries run three to five paragraphs

but some are lengthier. There are only 150 pages devoted to the entries, though, so some information is missing. For example, it's surprising that there is no mention of Gallaudet University, the oldest institution of higher education for the deaf in the country, with a long history of athletic competition. There is also no notice of Jami Goldman, a runner with two prosthetic legs who wrote a well-received account of her physical challenge, *Up and Running* (Pocket Books, 2001), as well as being the subject of an Adidas commercial, and playing the role of the Spice Girl Robot in the film *A.I.*

One of the most useful and fascinating parts of the book is also somewhat frustrating. The "Disability Sport Timeline" covers the 1870s to the present and provides a good chronological overview of the issue. However, this section would have been a good place to recognize some of the significant achievements of the disabled in professional sports. Baseball history has been enriched by a one-armed outfielder (Pete Gray), two one-handed pitchers (Hugh Daily and Jim Abbott), and two pitchers with prosthetic legs (Bert Shepard and Monty Stratton). The man who kicked the longest field goal in NFL history, Tom Dempsey, was born with a deformed arm and foot. Deaf athletes have played baseball (Bill Hoy and Luther Taylor) and football (Bonnie Sloan and Kenny Walker), and the NFL has had a quarterback who was blind in one eye (Tommy Thompson) and another who was a hearing-impaired lip-reader (Bill Donckers). Beyond this, the football huddle was invented by Gallaudet's deaf quarterback Paul Hubbard in 1894, and the practice of the plate umpire signaling balls and strikes was instituted for the deaf Hoy more than 100 years ago. Although the focus of this book is not professional sports, these are all important benchmarks for the general acceptance of disabled athletes and should be noted.

The work also contains a list of entries by subject, an appendix that lists disability organizations, a bibliography, and an index. This is a unique and very specialized reference work on a very timely subject matter. Both public and academic libraries should be interested.—John Maxymuk, *Reference Librarian, Rutgers University, Camden, New Jersey*

UXL Graphic Novelists: Profiles of Cutting Edge Authors and Illustrators. By Tom Pendergast and Sara Pendergast. Detroit: U-X-L, 2006. 3 vols. alkaline \$172 (ISBN 1-4144-0440-9).

Aimed at a high school or young adult audience, this beautifully produced work is a "squeaky clean" and noncontroversial encyclopedia, deliberately lacking in adult content. It is a unique contribution to the field of graphic novels, which, according to the authors, had three separate but interconnected beginnings: in the 1930s in Europe with Hergé's *TinTin* stories; in the late 1940s in Japan with manga (rooted in twelfth-century Japanese artistic traditions); and with Will Eisner's *A Contract with God* in the United States in 1978.

Entries about graphic novelists (GN) run five to eight pages and the writing is uniformly clear throughout. Each entry includes a sidebar listing the GN's best-known works