



CARPETBAGGER

This is the Carpetbagger, bringing a bag-full of postal Diplomacy games, articles, and other items both related and not related to the game of Diplomacy.

Carpetbagger is edited and published by Stephen Bell, the last of the great carpetbaggers. Bell, born in Indiana and raised in Ohio, has migrated south to seek fame and fortune. He is still looking.

credits:

Diplomacy is an invention of Allan B. Calhamer, and is published by Games Research Incorporated, of Boston.

The sneaky-looking character portrayed at the left was adapted from a famous 19th-century cartoon by Thomas Nast.

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PREMIER ISSUE, 28AUGUST

PAGE 1

This is the premier issue of a brand new Diplomacy journal. I use the phrase "brand new" rather loosely, since for over three months now I have been speaking with other publishers, collecting their ideas, advice, and warnings. Indeed, several of them have already given this magazine a great deal of publicity, for which I thank them.

With about 60 publishers already distributing scores of Diplomacy magazines (including more than 20 with current game openings, what, you may ask, is the need for yet another? Well, if I was planning to have Carpetbagger mimic one or more of the other 'zines already in existence, then I would have to confess that there is little need for this journal. However, as a brief subscription to Carpetbagger (or even just an examination of this issue) will reveal, Carpetbagger will be unique in many ways. Frankly, I don't know how my fellow postal Diplomacy players and publishers will respond to some of my ideas, but in any case, I am not very worried that Carpetbagger will be greeted with universal yawns.

This issue contains several columns, all of them authored by me. Most of these articles describe the nature of Carpetbagger's innovations and why I want to try them. However, my plans for the future include regular columns of statistical studies, humor, editorials, and several other

items about which I would rather remain silent for the moment. My best efforts will be devoted to keeping quality and interest high, and the only limit on the number of pages per issue will be the amount of time that I can afford to devote to Carpetbagger.

Since it is difficult for anybody (including your publisher) to judge from this premier issue exactly what Carpetbagger will actually be like, I urge you to subscribe for the next five issues; I have decided to make it a regular policy of Carpetbagger that all new subscribers need pay just 50¢ for an initial five-issue subscription. After five issues, you should have a fairly accurate idea of Carpetbagger's character. In issue #5 I will announce Carpetbagger's regular subscription rate, since, frankly, right now I don't even know how much I will want to charge.

With this issue I am announcing several open games. They are:

Carpetbagger "a.": this game is primarily for skillful players and publishers, with special invitations going to John Beshara, Doug Beyerlein, Edi Birsan, John Boardman, Walt Buchanan, Len Lakofka, Elliot Lipson, Larry Peery, Chris Schleicher, and Rod Walker.

Carpetbagger "b.": this game is also primarily for skillful players, with special invitations going to Herb Barents, Steve Brooks, Steve Carpenter, Bruce Coy, Arthur Lasky, Drew McGee, Arnold Proujansky, Dick Trtek, Greg Warden, and Stan Wroble.

Carpetbagger "c.": this game is for any players, with special invitations to those who like to write good press.

Carpetbagger "d.": this game is for any players, with special invitations to those with some experience.

Carpetbagger "e.": this game is primarily for novices, with special invitations to all newcomers who are serious about becoming skillful, dependable players.

Anybody is welcome to submit a gamefee for any game or games. If the demand is, miraculously, great enough, I will consider beginning yet another game or two. Also, I am willing to accept responsibility for an "orphaned" game or two, if there are any floating around.

As something of an experiment, there is one other regular postal Diplomacy game opening:

Carpetbagger "f.": for any players; houserules are identical to those of the other games, except gamefees will be \$2 for traders and \$4 for others, with no portions of the gamefees being returned to anyone.

RATES ARE LISTED IN THE HOUSERULES!

May you live all the days of your life.

-- Jonathan Swift

On the following pages are the houserules for Carpetbagger. You won't waste your time to read these houserules in their entirety, as they contain several unique ideas that should be of interest, especially to those planning to enter a Carpetbagger-sponsored game.

Whether they know it or not, the following men helped me in the drafting of these houserules, with their articles, advice, and their own houserules: John Beshara, John Boyer, Ien Lakofka, Larry Peery, Andy Phillips, Chris Schleicher, Buddy Tretick, and Rod Walker. I thank them all.

HOUSERULES FOR CARPETBAGGER

also known affectionately as the Bell System:

1. The gamesmaster/publisher reserves the right to reject any person's application for playing in a Carpetbagger-sponsored game, and to refuse to accept a person's gamefee, for just cause. Upon submission of the required gamefee and acceptance of that gamefee by the gamesmaster/publisher, a player is admitted to the game.
2. When a Carpetbagger-sponsored game is being organized, the gamefee of no potential participant will be accepted if that person shares the same telephone area code with anybody already accepted for the game.
3. Countries are assigned through the use of ranked preference lists submitted by each player. Higher preference always has precedence over lower; conflicts between equal preference are settled by lot. Players who submit no list are assigned by lot to the remaining countries.
4. Any player in a Carpetbagger-sponsored game may accept the advice of a "consultant". However, the consultant must be a subscriber to Carpetbagger. Furthermore, his identity must be publicized to the gamesmaster/publisher and the other players.
5. Deception of the gamesmaster/publisher will result in immediate dismissal from all Carpetbagger-sponsored games.
6. Should a player in a Carpetbagger-sponsored game learn that, for some reason, a fellow player has not received the latest season's moves for the game, he is under obligation to report this fact to both that fellow player and the gamesmaster/publisher. Failure to do so will result in immediate dismissal from all Carpetbagger-sponsored games.
7. Unless otherwise specified, the rules of Diplomacy (1971 edition) and the rules of Carpetbagger will be used in all games. Any situations that arise which are covered neither in the 1971 edition of the rules for Diplomacy nor in the houserules for Carpetbagger will be resolved at the discretion of the gamesmaster/publisher; his rulings are final. Once underway, for no game may the rules be revised without unanimous consent of the players and the gamesmaster/publisher; revisions cannot be made retroactive.

8. Errors of adjudication are the responsibility of the gamesmaster/publisher, and no player is obligated to notify the gamesmaster/publisher of any errors in that player's favor. Errors neither detected by the gamesmaster/publisher nor shown to him, before adjudication of the following season's orders, will be allowed to stand.

9. Unordered units will "stand". If dislodged, they will be disbanded.

10. When a player neglects to make a removal, the gamesmaster/publisher will make the removal; his choice will be made according to his judgement as to the unit whose absence will least damage the player. The gamesmaster/publisher cannot, and should not, be trusted to possess any intelligence, but he should be as objective as is possible.

11. For the purposes of adjudicating convoys, attacks upon convoys will be considered before any results of the convoy itself are considered. If sufficient valid support is given to dislodge a convoying fleet, then the convoy fails and does not affect its intended site of debarcation. If insufficient support is given in attempting to dislodge the convoying fleet, then the results of the convoy may be considered.

12. A player need not necessarily meet the victory criteria of the rules of Diplomacy to win a Carpetbagger-sponsored game. A player can be declared the winner should all other active players agree. Places other than first may also be agreed upon.

13. A draw shall occur by agreement of all the active players at any time during the course of the game.

14. The seasons of a game-year are called "Spring" (for Spring moves), "Summer" (for retreats following Spring moves), "Fall" (for Fall moves), "Autumn" (for retreats following Fall moves), and "Winter" (for builds and removals). Spring is a regular turn of the game and will never be bypassed. Summer will appear as a separate season only when there are more than three adjustments to be made; otherwise, Summer will be bypassed, with any Summer adjustments appearing with the Fall orders (which are then made conditional upon those adjustments). Fall is a regular turn of the game, and will never be bypassed. Autumn will appear as a separate season only when there are more than three adjustments to be made; otherwise, Autumn will be bypassed, with any Autumn adjustments appearing with the Winter orders (which are then made conditional upon those adjustments). Winter will appear as a separate season only when there are more than three adjustments (including any Autumn adjustments, should Autumn have been bypassed) to be made; otherwise, Winter adjustments will be included with the following Spring's orders (made conditional upon those Winter adjustments).

15. Carpetbagger will be published and distributed on every third Monday. Through issue #10, every person active in at least one Carpetbagger-sponsored game will receive a gift of \$1. should Carpetbagger be distributed more than 24 hours late.

16. Deadlines will be every third Friday, and will be strictly enforced.

17. As a college student living in a dormitory, the gamesmaster/publisher is, unfortunately, unable to accept phone calls. Telegrams and smoke signals are also discouraged.

18. Only the player for a nation, or a temporary substitute, is authorized to make orders for that nation. Sealed orders are therefore of no benefit.

19. Future orders, made conditional upon the outcome of current moves, are acceptable and welcome, if they are specific and complete.

20. Certified mail and special delivery letters are discouraged, both by high costs and by the gamesmaster/publisher. Orders received with postage due will be accepted, but the player will be required to reimburse the gamesmaster/publisher promptly.

21. Orders must be legible, and will be accepted on post cards or nearly anything else. They must contain the game number (Boardman number or, if that is unavailable, 'zine number), game year and season, country being commanded, the date upon which the orders were written, and the signature of the player; orders without a signature will not be accepted.

22. Normally, abbrev. are not used in Car.; where used they will be self-explan., I hope.

23. Notation: Underlined orders fail; "A" = army; "F" = fleet; "-" = attacks; "C" = convoy; "S" = support; "H" = hold; "R" = retreats to.

24. Press releases are encouraged, although the gamesmaster/publisher reserves the right to edit them for reasons of taste and/or length. The author must be identified, both when the press release is submitted, and when the press release is published.

25. Other publishers are enthusiastically encouraged to trade with Carpetbagger. The trading relationship will be a "one printed page for one printed page" relationship.

Each issue of Carpetbagger will be mailed to the "trader", and each issue of the trader's publication(s) will be mailed to Carpetbagger. At the end of each six-month period, the number of printed pages that have been exchanged will be tallied.

Should the trader have mailed more printed pages to Carpetbagger than he has received, then the trader will have the options to:

(on to the next page...)

a) receive additional copies of Carpetbagger issues (of the trader's choice) so that the exchange of printed pages balances, or

b) charge Carpetbagger 1¢ for each printed page that has been mailed to Carpetbagger in excess of the sum of Carpetbagger pages, or

c) charge Carpetbagger at a previously negotiated rate.

Should Carpetbagger have mailed more printed pages to the trader than it received from him, 1¢ for each of the excess pages will be charged.

26. The gamefee for any Carpetbagger-sponsored game is \$8. A player who pays this fee, and who plays through to the elimination of his country or to the conclusion of the game may request \$4 of his original gamefee returned.

27. The gamefee pays for the services of the gamesmaster/publisher and a subscription to Carpetbagger for the duration of the game. When a player's country is eliminated, that player at any time may ask for the return of the \$4 to which he is entitled; he may, if he wants to, choose not to submit an immediate request for his \$4, in which case he can continue to receive Carpetbagger for as long as he wants (until the game ends) at no cost. When the game concludes, all of the original players who still receive Carpetbagger, either because they were never eliminated or because they never submitted a request for their \$4 after having been eliminated, must have their subscriptions terminated.

28. A player may resign at any time.

In "temporarily resigning", a player announces his intent to return to the game within fifteen weeks (five issues of Carpetbagger), and he names a temporary substitute to replace him; the player must give the gamesmaster/publisher two weeks' notice of such an act, and needs to obtain permission from the gamesmaster/publisher; the temporary substitute must have been receiving (and must continue to receive) Carpetbagger, and cannot share the same telephone area code with any of the other active players. Should a player, after temporarily resigning, fail to return to the game after fifteen weeks, he forfeits his right to \$4 of his original gamefee, and the gamesmaster/publisher calls upon another person to take command of the nation in question.

A player may also completely "resign" from a game. To resign, a player must give the gamesmaster/publisher two weeks' notice, and he must name a substitute to replace him; that substitute must have been receiving (and must continue to receive) Carpetbagger, cannot share the same telephone area code with any of the other active players, and must be approved by the gamesmaster/publisher. After resigning from a game, the ex-player's subscription to Carpetbagger is terminated, and \$2 of his original gamefee is immediately returned, along with the gamesmaster/publisher's sincere thanks.

(why stop now? ...)

29. Any player will be dropped from a game who misses three seasons in which he had units to order. When a player is dropped from a game, he forfeits his right to a \$4 refund, and he loses his subscription to Carpetbagger.

30. Subscribers to Carpetbagger are encouraged to volunteer for the stand-by "pool". When a player is dropped from a game, the gamesmaster/publisher will call on a stand-by from the pool to replace him. It costs nothing for a stand-by to become an active player in a game; indeed, the promoted stand-by needs to pay for his subscription to Carpetbagger no longer, for he will receive Carpetbagger at no cost as an active player.

31. Since much of the gamefee pays for Carpetbagger itself, traders, as they already receive Carpetbagger, will only be charged a gamefee of \$4. A trader who pays this fee, and who plays through to the elimination of his country or to the conclusion of the game, may request \$2 of his gamefee returned. A trader who resigns from a game may request \$1 of his gamefee returned.

A MINITORIAL BY THE EDITOR:

In my opinion, the greatest single obstacle to the enjoyment of postal Diplomacy games is the unreliability of some players. Everyone knows that the undependable player slows down games, infuriates his gamesmasters, hurts any fellow players unlucky enough to become his allies, and destroys the balance of the game itself. Yet, what has anybody done about the problem?

Houserule #26 is designed as an attempt to solve this entire problem. If it is interpreted as I have intended, then dependable players will be encouraged to play in Carpetbagger-sponsored games, while unreliable players will be strongly discouraged. The result will be, hopefully, smooth running, pleasant games.

Houserule #26 (and #31, too) revolutionizes, to some degree, the concept of what a gamefee buys. In Carpetbagger when a person pays his \$8 gamefee, only \$4 is really going to buy a position in a postal game; the other \$4 insures that the game will not include any spoilers, and once the game is over, the money will be returned. I hope that, when you think of Carpetbagger, you think not, "Oh, that is the 'zine with the outrageous gamefees!!"; rather, I hope that you will think, "Oh, that is the 'zine where, for a \$4 gamefee, a person can enter a game in which he need not worry about unreliable fellow players."

In conclusion, let me invite your thoughts. Issue #2 of Carpetbagger will be partly devoted to discussion of the more controversial aspects of my houserules. Let me again emphasize that everything about Carpetbagger is dedicated to the dependable postal player.

DIPLOMACY ARTICLE REJECTS

"Most publishers will print any articles that are submitted to them. The articles of this column achieved the rare status of having been rejected by at least one publisher."

Note-- "Diplomacy Article Rejects" will be a regular feature of Carpetbagger for some time to come. Right now, on my desk I have 17 articles that are ready for this column; surprisingly, all of them have been authored by me. Oh, well

This issue's feature is a fine specimen, the first reject penned by its author in what has now become a long tradition of bombs. Here is Stephen Bell, with...

The Bell Variation of the Fake Phone Call

History demonstrates that a postal Diplomacy game can often be easily won by the use of a single, clever ploy. Most people know me as a very modest person, so when I say that the most effective ploy of them all is the "Bell Variation of the Fake Phone Call", you can be sure that it is the truth.

Rather than to give a dry, matter-of-fact explanation of my strategem, in this article I want to describe the Bell Variation in action.

In postal game 1970FN, I was playing as Austria. By 1902 it was apparent that Turkey and Russia were allied against me, but as most of Russia's forces were to the north I was barely able to hold my own. Italy, thus far neutral, held the key to my survival or defeat.

To insure that the player for Italy would not join my enemies, I called for the help of my neighbor and friend, Ambrose Honeycutt. Ambrose is an amateur impressionist. I promised that, by cooperating in my scheme, he would get nationwide exposure, so Ambrose eagerly said that he would be glad to oblige.

Five seconds later, when I opened my back door in response to his knock, Ambrose staggered in. "Joo-dee-Joo-dee-Joo-dee," he repeated as he greeted me.

"Good to see you, Ambrose."

"Well I want you to know that I'm just as pleased as punch!!!!" he rattled in a rapid, nasal voice. He bounded to the sofa and collapsed.

"Ambrose, you've played Diplomacy before?" He nodded. "Well, I'm in a real predicament in one of my postal games." I explained the situation.

"Ambrose, for Austria to survive, Italy must not become an ally of Turkey, yet I'm fearful that they have already signed a pact. What I want you to do, Ambrose, is simply to phone Italy and read this speech." I handed him a sheet; it was filled with the insults that I wanted Italy to hear. "However, Ambrose, when you read it, I want you to mimic Turkey's voice. Can you do it???"

Ambrose stood up, rising to a post not unlike that of John Wayne. "You've...got...the...right...man...Steve!"

"Great! Last night I phoned Turkey so that I could get a tape recording of him. I knew that you'd need a sample of his voice."

I got my tape recorder and switched it on. After a moment of silence the beeps of a touch-tone telephone were heard, followed by a voice.

"Hello, this is Steve Bell."

"Who?"

"Steve Bell ... you know, Austria in 1970FN."

"-click!-"

I turned off the tape recorder and grinned. "I guess that he is still a little mad after I doublecrossed him in 1968EY. Anyways, Ambrose, can you mimic that voice?"

"You bet!" He then began to replay the taped conversation. I went off to type some stencils while he worked at it. An hour later he said that he had finished.

"You've got Turkey's voice down?" I asked.

"Just listen: Who? Who? Who? -click- -click- -click-" he repeated.

"Ambrose, that's perfect! I can't tell you apart from the voice on the tape!"

"I knew that I could do it," he said, returning to his "normal" voice. "Now about this national publicity..."

"Yes, uh, Ambrose, here is Italy's telephone number," I said, quickly changing the subject and astonishing myself by getting away with it. "and here's your speech. You know what you need to do?"

He nodded. "This ought to be a really big shoe!" he affirmed in a voice that sounded remotely familiar to me, until I remembered that he was imitating David Frye.

Ambrose punched the buttons of Italy's phone number and waited for an answer, grinning all the while. Finally there was a response. "Hello?"

Ambrose's grin faded as a look of sheer panic quickly became established on his features. I madly pointed to the speech in his hand. He looked at it several times and opened his mouth thrice, but no sound emerged. Finally he summoned up a meek "Who?" More silence followed, until suddenly his grin returned; he then gave a Tarzan yell, remarkable for its accuracy and its decibel level.

The voice on the other end then uttered a word that I had never before heard outside a movie theatre, and then "-click!-"

Ambrose's grin once again became a frown. "Sorry, Steve, but when the time came I didn't know how to say anything but 'Who?'"

"I understand," I said, burying my face into my hands. "Do you think that you can train yourself to read the words of the speech while imitating Turkey's voice?"

"It will take some time." I returned to my stencils.

Four hours later, Ambrose announced that he had finished. I listened to his read through the speech one time for my benefit.

"Hello, Italy? This is Turkey in 1970FN. If I sound slightly different from when we last spoke, well, I caught a cold a few days ago." I was brilliant to insert that line as a precaution in case the imitation isn't perfect, I thought to myself. Ambrose read on, "Anyways, I want you to know that Russia and I have agreed to destroy you and Austria. Regardless of anything you and I have said in the past, I think that you are really a bum; a totally incompetent player! Frankly, I hope that you do make an alliance with Austria; you will do him more harm than good!"

I had to admit that Ambrose sounded great. "Ambrose, if I were Italy, I'd ally myself with Austria within an hour! Now, before you forget your voice, phone Italy!"

He punched Italy's number, and soon a voice was heard to say, "Hello?"

Ambrose began his speech, "Hello, Italy? This is Turkey in 1970FN. If I sound slightly different from when we last spoke, well, I caught a cold a few days ago. Anyways..." Ambrose was interrupted.

"Whoa, whoa! Just who are you?" Italy demanded.

Ambrose looked a little panicked, but he quickly returned to a phrase that he had used before. "Turkey in 1970FN."

"No, I mean really! Austria, maybe???"

The expression of panic returned to the face of Ambrose. "What?" he finally asked in his own voice.

"I spoke to the real Turkey just an hour ago, and he sure didn't have any cold then! Now, come on, are you Austria? If you are, I wouldn't expect to survive very long."

Ambrose paused, after an eternity acquiring enough strength to whisper, "Who?"

This time I contributed the Tarzan yell.

This issue has been sent to over 150 players, publishers, and complete newcomers. If you number among the latter, and don't know what the hell is going on, Rod Walker (4719 Felton Street, San Diego, California 92116) is the man you need to write. Rod will be happy to send you a copy of his informative zine, Pontevedia, and he is well-equipped to answer any questions that you may have. I, too, will try to help you in any way that I can, if you are bewildered by, and yet interested in, postal Diplomacy.

Stephen Bell
5605 Virgilwood Drive
Greensboro, North Carolina 27409
United States of America

tsi

FIRST CLASS

CARPETBAGGER ORDER FORM

 I wish to trade with Carpetbagger, according to rule #25:
 title-for-title with my 'zine _____
 all-for-all

 I wish to subscribe to Carpetbagger; enclosed is 50¢ for an
initial, 5-issue subscription.

As no games have yet started, the "Bell System (2nd Edition)" becomes the set of houserules that will be in effect for the Carpetbagger sponsored games that will be getting underway soon. However, there is, of course, one problem. A number of people have submitted gamefees under the assumption that the houserules given in issue #1 will be used; perhaps they dislike the Bell System (2nd Edition), and now no longer desire to play. From my point-of-view, the three houserules that have been revised do not significantly affect players in Carpetbagger-sponsored games (traders, yes; players, no), and I would have difficulty in understanding why anybody would want their money back because of these changes, but perhaps others see it differently. Thus, persons are free to request their gamefees returned, should they so desire; however, please notify me soon, for once a game starts (and it appears as if at least one game will be starting soon) gamefees cannot be returned.

Also, one thing needs to be clarified about rule #27. Persons are welcomed to play in more than one Carpetbagger-sponsored game at a time, if they want to (and can afford it). These persons will, of course, receive just one copy of each issue of Carpetbagger, but when one of their games ends, they will only have their subscription to Carpetbagger as a player in the concluded game terminated. If they are still active in at least one other game, they will still possess a subscription to Carpetbagger for those games, and thus they will still receive a copy of each issue of Carpetbagger.

 I wish to submit a gamefee for postal game(s) Carpetbagger "____";
enclosed is the fee.

My country preference list is as follows: (1) _____,

(2) _____, (3) _____, (4) _____,

(5) _____, (6) _____, (7) _____.

The telephone area code for the number I am currently using is: _____

name: _____

address: _____

_____ zip code

IMPORTANT ANNOUNCEMENT! My address has been changed; I now have a post office box (Cheers and a Voice "Wow-wow!"). From now on, all correspondence should be directed to the address printed below, although letters addressed to my old address will be forwarded on, at least for the next month or so.

new address: Stephen Bell
P.O. Box 1787
Davidson, North Carolina 28036

"Printer's Error" -- By P.G. Wodehouse

As o'er my latest book I pored,
Enjoying it immensely,
I suddenly exclaimed "Good Lord!"
And gripped the volume tensely.
"Golly!" I cried. I writhed in pain.
"They've done it to me once again!"
And furrows creased my brow.
I'd written (which I thought quite
good),
"Ruth, ripening into womanhood,
Was now a girl who knocked men flat
And frequently got whistled at,"
And some vile, careless, casual gook
Had spoiled the best thing in the
book

By printing "not"
(Yes, "not," great Scott!)
When I had written "now."

On murder in the first degree
The Law, I knew, is rigid:
Its attitude, if A kills B,
To A is always frigid.
It counts it not a trivial slip
If on behalf of authorship
You liquidate compositors.
This kind of conduct it abhors
And seldom will allow.
Nevertheless, I deemed it best
And in the public interest
To buy a gun, to oil it well,
Inserting what is called a shell,
And go and pot
With sudden shot
This printer who had printed
"not"

When I had written "now."
I tracked the bounder to his den
Through private information:
I said, "Good afternoon," and then
Explained the situation:
"I'm not a fussy man," I said.
"I smile when you put 'rid' for 'red'
And 'bad' for 'bed' and 'had' for 'head'
And 'balge' instead of 'bough.'
When 'wone' appears in lieu of 'wine'
Or if you alter 'Cohn' to 'Schine,'
I never make a row.
I know how easy errors are.
But this time you have gone too far
By printing 'not' when you knew what

I really wrote was 'now.'
Prepare," I said, "to meet your God
Or, as you'd say, your Goo or Bod
Or possibly your Gow."

A few weeks later in court
I came to stand my trial.
The Judge was a decent sort,
He said, "Well, cocky, I'll
Be passing sentence in a jiff,
And so, my poor unhappy stiff,
If you have anything to say,
Now is the moment. Fire away.
You have?"

I said, "And how!
Me lud, the facts I don't dispute.
I did, I own it freely, shoot
This printer through the collar
stud.

What else could I have done, me lud?
He's printed 'not' ..."
The Judge said, "What!!!
When you had written 'now'?
God bless my soul! Gadzooks!"
said he.

"The blighters did that once to me,
A dirty trick, I trow,
I hereby quash and override
The jury's verdict. Gosht!" he cried.
"Give me your hand. Yes, I insist,
You splendid fellow! Case dismissed."
(Cheers, and a Voice "Wow-wow!")

A statue stands against the sky,
Lifelike and rather pretty.
'Twas recently erected by
the P.E.N. committee.
And many a passer-by is stirred,
For on the plinth, if that's the
word,
In golden letters you may read
"This is the man who did the deed.
His hand set to the plough,
He did not sheathe the sword,
but got
A gun at great expense and shot
The human blot who'd printed 'not'
When he had written 'now.'
He acted with no thought of self,
Not for advancement, not for pelf,
But just because it made him hot
To think the man had printed 'not'
When he had written 'now.' "