

The
Carolina
Command
&
Commentary



Issue 107/October 1997

PM

The Carolina Command and Commentary

Editor

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Game Starts:

Diplomacy: Have four, need three.

Gunboat: Have two, need five.

Winter 1898: Have two, need five.

Acquire: Have one, need three

Outpost: Have four, need two or more

Destroyer Captain: Continual openings.

Subscriptions: \$.75 per issue, \$1.25 overseas.

Gamefees: \$5 per game for Dip & Gunboat, otherwise free.

Current Standby List: Lutterbie, Kent, Holley, Taylor, Sheron, Wilson, Partridge, Scholl, Conlon, Easton, Milewski, Lurz, Davis, Whyte

The Carolina Command and Commentary is available from Michael Lowrey, 6503-D Fourwinds Drive, Charlotte, NC 28212. Phone and fax: (704) 563-9226. Call before you fax !!
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Random Notes

Another month, another CCC (issue 107 actually). I'll make this brief so as to allow more space for the letters. The bad news: I don't have a job come the end of the semester/year. Also *Zine Register* is delayed as I don't have enough outside reviews (so right so reviews, damn it!). The good news: I get back to you on that. OK, World DipCon et al in Chapel Hill late May.

How's about a letter column where all the letters came with a foreign stamp on the envelope? (Well, it would have if it weren't for email...)

Tim Lurz

I read with interest the Capital Gains article. I am going back to the States for a couple of weeks in October and I wanted to purchase some citrus acreage. But I did some asking around and buying farmland has become a real pain in the ass. Environment reports, water reports, etc. Forget it, I'll just buy a house. But then it won't be my primary residence so I get screwed that way too. Oh well...

When I go back home I will ask the guy who gave me that leather pea jacket we discussed earlier who gave it to him. If I remember correctly it was from a guy who served in the Navy in WWI. If I can get his name maybe I can track down his service record and see if he served aboard any ships that saw action against German U-boats. Question: Is there an on-line source that would let do that kind of research? I used to be able to do it for old military discharge certificates. They had info all the way back to the Civil War. It would be nice if I could do it via on-line.

»I'm honestly am not familiar with this. Let me know what you find out.

Denis Jones

Remember I moaned about overpaid foreign footballers coming to play in the English league? Well the lot of Middlesborough managed an FA Cup Final — they lost, a Coca-Cola Cup final — they lost, and relegation from the Premiership.

Continued on page 11

Drake Class Armored Cruisers

About the turn of the century, a strange high breed large ship was under construction by the world's navies called the armored cruiser. Often as large as battleships, armored cruisers were faster (up to 5 knots), more lightly armed, and carried armor only slightly thinner than that of battleships. Armored cruisers were suppose to fill a number of functions, including acting as the main naval force on colonial stations, and scouting for and even serving as a fast wing of a country's battle fleet. Indeed, the line between what constituted a battleship and an armored cruiser was rather fuzzy at times.

No navy, of course, would have a greater need for armored cruisers than the Royal Navy. It is not surprising then when a large number of these ship were built (55 were launched between 1890 and 1907) including the *Drake* class of four ships.

The *Drakes* were, for their day, among the largest, fastest, and most powerful ships in existence. The idea was to take the previous armored cruiser class, the *Cressys*, and expand them to allow a two knot increase in speed and more fighting power. The ships were approved under the 1898/99 program, at large expense.

Drake and her sisters measured 533 feet, 6 inches overall in length, with a beam of 71 feet, 4 inches, and a mean draught of 26 feet. Displacement was 14,150 tons. The designed maximum speed was 23 knots on 30,000 shaft horsepower. This, for its day, staggering power was provided by a mere 43 Belleville boilers. A two shaft arrangement was used.

The *Drakes* main armament was two 9.2 inch guns mounted singly in turrets fore and aft. Sixteen 6 inch guns were also fitted, eight a side in double story casemates. (*Drake* and likely *Leviathan* and *King Alfred* would trade in about 1917 the lower level of 6 inchers for four guns of the same size mounted in shielded positions on the deck.) Two 18-inch torpedo tubes were fitted under the waterline.

Construction of these large ships began in 1899. The *Drake* herself, was built by Pembroke Dockyard, and launched on march 5, 1901 and completed on January 13, 1903. She was beaten to completion by the *Good Hope*, built by Fairfield, which went down the ways on February 21, 1901

and was finished on November 8, 1902. The *King Alfred* was built by Vickers, launched on October 28, 1901, and ready for service by December 22, 1903. The *Leviathan* was constructed by John Brown, launched in July 3, 1901 and commissioned on June 16, 1903.

Because of the vast size and speed of these ships — 3,000 tones more than the *Cressys* — the *Drakes* were typically used as cruiser squadron flagships. The *King Alfred*, for example, was flagship of the CinC of the China station from 1906 to 1910 while the *Drake* was flagship of the 1st Cruiser Squadron. In service they proved to be good seaboats and exceptional steamers, often topping their designed speed in service and capable of maintaining high power for long periods of time. In one famous battle trial, a *Drake* defeated a newer and better armed *Black Prince* class cruiser because she was a more stable ship.

In 1913, however, all four ships were placed in reserve. The following year, all four were recalled to service as part of the Test Mobilization. With the outbreak of war, the ships formed the 6th Cruiser Squadron, Grand Fleet.

Here their histories diverge. The *Good Hope* was assigned almost immediately to the South Atlantic station as the flagship of Rear Admiral Sir Christopher Cradock. On November 1, *Good Hope* and the armored cruiser *Monmoth* were destroyed with all hands by the crack German armored cruisers *Scharnhorst* and *Gneisenau* under Vice Admiral von Spee. The British squadron's annihilation resulted from offering battle under unfavorable conditions (the British were looking into the sun) with a very inexperienced crew of reservists.

After serving in the North Atlantic for awhile, the *Leviathan* became the flagship of the North America and West Indies Squadron. By 1915 *King Alfred* and *Drake* were serving on patrol duties in the North Atlantic. With the American entry into the war, they were shifted to escorting troopships to Europe. On October 2, 1917, the *Drake* was torpedoed by *U 79* off Rathlin island, (Northern) Ireland. She drifted into the bay and eventually sank with only light casualties. *Leviathan* and *King Alfred* were taken out of service and sold for scrap soon after the end of the war.

— Michael Lowrey

Diplomacy House Rules

The below listed house rules supersede all previously published house rules.

1. Preference lists for gamestarts will be accepted, but not published. A player can also specify people he/she does not want to play with, but then is not guaranteed a spot in the game.

2. CCC uses the 1982 Avalon Hill Rules. Abbreviations for CCC will consist of the first three letters of a province name. I will accept any abbreviation that is not ambiguous; the following is a list of suggested ones for touchy situations:

Bot — Gulf of Bothnia, Naf — North Africa, Lyo — Gulf of Lyon, Nth — North Sea, Nat — North Atlantic, Nwy — Norway, Nwg — Norwegian Sea, Tyn — Tyrrhenian Sea, Tyl — Tyrolia

The following abbreviations will also be used:

A — Army, F — Fleet, H — Holds, C — Convoys, S — Supports, U — Unordered, d — dislodged, r — retreats to, ann — annihilated, ec — east coast, nc — north coast, sc — south coast, OTM — ordered to move, OTB — off the board, NSO — no such order, NSU — no such unit, NMR — No move received, NRR — No build received, NVR — No vote receive, NRR — No retreat received

3. Summer/Fall and Winter/Spring seasons will always be played together, unless a request for a season separation is made by 33% or more of the players. The GM also reserves the right to make a separation in certain circumstances, but will not automatically separate Winter 1901 from Spring 1902. Conditional orders will always be accepted.

4. Orders for a game should include name of game, date, game season, and country played. I'll use the latest set of orders received and will accept orders by phone or email. Orders will be accepted for future seasons and perpetual orders will be accepted; general orders will not be accepted.

5. Orders which fail will be underlined. A player who NMRs will have a standby player called for

that position. If a second consecutive NMR occurs, a player will forfeit his position, game fee and remaining subscription. There will always be a standby player called; no Civil Disorders will occur in this zine.

6. Errors in the adjudication must be brought to the GM's attention before the next deadline or they stand. The written adjudication takes precedence over the map. A player who has not received the adjudication by 2 weeks after the deadline should contact me to see what happened. The player bears all responsibility for NMRs which occur as a result of the postal service losing the zine or his/her orders.

7. Spring 1901 orders will be due the deadline after the gamestart announcement. This period will be extend by an additional deadline at a single player's request. If a player does not submit orders by the original deadline a standby will be called to submit orders just as in any other season and the deadline will be extended.

8. Proposals to end the game before an 18-center win will be accepted anytime after Spring 1905. One negative vote is enough to kill any proposal, and a NVR will count as a yes. Any result will be allowed, except a concession or draw involving a player who is no longer in the game. Votes will be anonymous, and I will not publish a player's vote for any reason. I will publish the number of votes cast yea or nay. The GM also reserves the right to end a game which has a demonstrable stalemate line or which has not changed supply center distribution in three game-years.

9. Press is encouraged, but cannot be conditional. Black press is prohibited; grey press is allowed. The GM reserves the right to edit press for content or length.

10. Attempted deception of the GM will not be tolerated. It also will not succeed, as I am all-knowing and all powerful...

—MPL

Konrad Adenauer (97W) Fall 1901

<i>Austria</i>	Ed Rothenheber	11757 Love Tree Ct	Columbia MD 21044
<i>England</i>	Kevin Wilson	373 Gateford Dr	Ballwin MO 63021
<i>France</i>	Matthew Matz	4805 Cara Ct	Chester Springs PA 19425
<i>Germany</i>	Timothy Scholl	2336 B Street	Lincoln NE 68502
<i>Italy</i>	David Partridge	15 Elmer Dr	Nashua NH 03062
<i>Russia</i>	Pat Conlon	PO Box 1413	Mammoth Lakes CA 93546
<i>Turkey</i>	Doug Hooper	1653 Allens Ferry Rd	Smithville TN 37166

Supply Center Chart

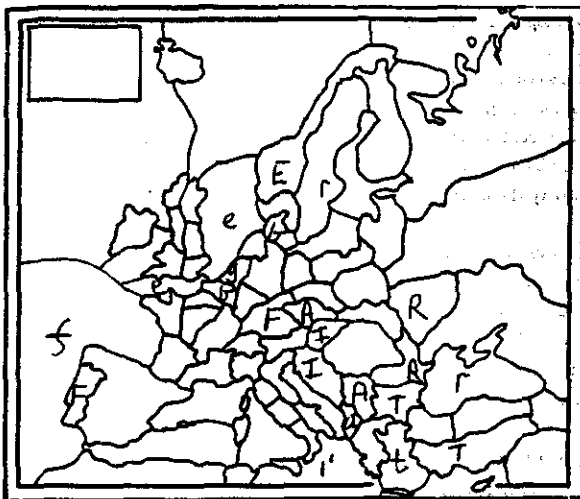
<i>Austria</i>	(2)	bud, ser, tri, vie	Remove one
<i>England</i>	(4)	edi, lon, lpl, nwy	Build one
<i>France</i>	(5)	bre, mar, mun, par, por	Build two
<i>Germany</i>	(5)	bel, ber, den, hol, kie, mun	Build two
<i>Italy</i>	(5)	nap, rom, tri, ven, vie	Build two
<i>Russia</i>	(6)	mos, rum, sev, stp, swe, war	Build two
<i>Turkey</i>	(4)	ank, bul, con, smy	Build one

GM: Michael Lowrey 6503 - D Fourwinds Drive Charlotte NC 28212 (704) 563-9226

Deadline: Winter 1901/Spring 1902 orders are due November 23.

Notes: Winter 1901 will be separated at three requests. Press is on page 10.

<i>Austria</i>	<u>E Alb-Gre</u> , A Ser S F Alb-Gre, A Vie-Boh
<i>England</i>	A Yor-Nwy, F Nth C A Yor-Nwy, F Lon-Eng
<i>France</i>	A Spa-Por, A Bur-Mun, F Bre-Mid
<i>Germany</i>	F Hol S A Ruh-Bel, A Ruh-Bel, A Kie-Den
<i>Italy</i>	F Tyl-Vie, A Ven-Tri, F Ion S Turkish A Bul-Gre
<i>Russia</i>	F Bot-Swe, A War-Ukr, A Ukr-Rum, F Rum-Bla
<i>Turkey</i>	<u>A Bul-Gre</u> , A Ank-Smy, F Con-Aeg



Drake Turn Fourteen

GM: Michael Lowrey 6503-D Fourwinds Drive Charlotte NC 28212 (704) 563-9226

Deadline: Turn Fifteen orders are due November 23.

David Hood	Hickory Instellar Colonial Kingpins (HICK)
Keith Oschman	Galactic Unicorn
Vince Lutterbie	Vince's Winches
David Partridge	Barsoom Project
Pat Conlon	Spacehog

1. *HICK* buys three Titanium factories (Mi17, Mi17, Ti12, Ti11, Ti9, Ti8, Wa7, Wa7, Or2) and four population (Ti10, Ti10, discount).
2. The *Barsoom Project* opens the bidding on and gets the last Orbital Lab for 53 (Ti11, Ti10, Ti10, Ti9, Ti7).
3. *Vince's Winches* passes.
4. *Spacehog* buys a New Chemical plant (Re10, Ti13, Ti12, Ti11, Ti8, Wa6) and transfers population from water to man the new plant.
5. *Galatic Unicorn* bids 50 and gets Robots (Wa9, Wa9, Wa8, Wa7, Wa6, Wa6, Wa5). Buys a Robot (wa10) and puts it into Ore production.

Factories/Upgrades

<u>Outpost</u>	<u>Factories</u>	<u>Upgrades</u>	<u>VP</u>
<i>HICK</i>	OrF, OrF, 2xWaF, 9xTiF	HE, No, 2xEP, OL, OL, Ou	44
<i>Barsoom Project</i>	OrF, OrF, WaF, WaF, 5xTiF	DL, Wh, HE, No, EP, OL	24
<i>Spacehog</i>	2xOrF, WaF, WaF, 3xTiF, ReF, NcF	DL, Wh, HE, OL, La	20
<i>Vince's Winches</i>	OrF, OrF, 4xWaF, NCF	DL, DL, No, Sc, Sc, Ro	18
<i>Galatic Unicorn</i>	OrF, OrF, WaF, WaF, WaF, WaF	Wh, Wh, HE, No, Ro	13

Purchase Order: HICK, Barsoom, Spacehog, Vince's, Unicorn

Colony Upgrade Cards Available: Planetary Cruiser (160), Outpost (100), Ecoplants (50), Laboratory (100), Robots (50),

Not Yet Delivered: 4 Moon Bases, 3 Planetary Cruisers, 4 Space Stations, 2 Outposts, 2 Laboratories, 1 Robot, 2 Scientists

Notes: Minimum bids are listed in parenthesis.

Press: Unicorn-Spacehog: "Pool our bets" sounds good to me (what've I got to lose?) but, as usual, in this game, I'm clueless as to how to go about it — there doesn't seem to be any artillery listed in the Colony Upgrade Cards...

Spacehog-Barsoom: HICK is still catchable.

MPL-Spacehog: By whom? He's ahead by at least 20VP and is out producing everyone — with an average draw — by at least 64.

Your production cards are:

Eduard Shevardadze (97E) Spring 1904

<i>Austria</i>	Eric Mikulaninec	2529 North Halsted, Apt N-1 Chicago IL 60614
<i>England</i>	Steve Cooley	23927 Ranney House Ct Valencia CA 91355
<i>France</i>	Matthew Matz	4805 Cara Ct Chester Springs PA 19425
<i>Germany</i>	Jim O'Kelley	664 West Irving Park Rd, Unit I6 Chicago IL 60613
<i>Italy</i>	Rob Hensley	1314 Joni Dr Louisville KY 40216
<i>Russia</i>	Randy Davis	5982 South Cedar St Freeland WA 98249
<i>Turkey</i>	Stephen Mayer	9454 Hawksmoor Ln Sarasota FL 34228

Supply Center Chart

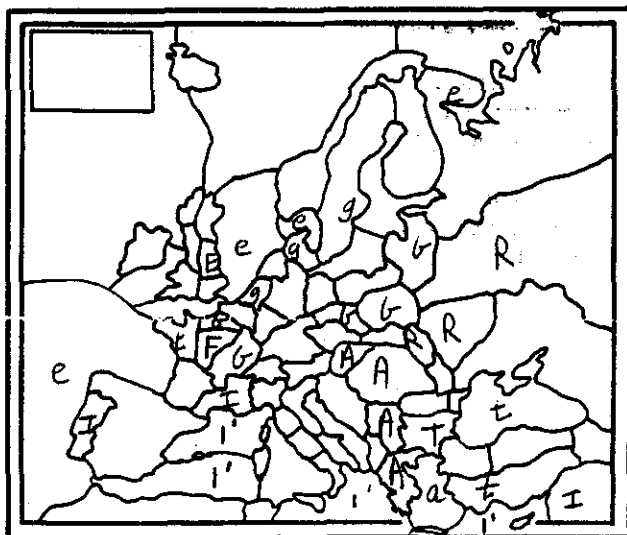
<i>Austria</i>	(5)	bud, gre, ser, tri, vie
<i>England</i>	(6)	bre, edi, lon, lpl, nwy, stp
<i>France</i>	(1)	par
<i>Germany</i>	(8)	bel, ber, den, hol, kie, mun, swe, war
<i>Italy</i>	(7)	mar, nap, por, rom, spa, tun, ven
<i>Russia</i>	(3)	mos, rum, sev
<i>Turkey</i>	(4)	ank, bul, con, smy

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Deadline: Fall 1904 orders are due November 23.

Notes: Press is on page 9.

<i>Austria</i>	A Tyl-Vie, A Vie-Bud, A Bud-Ser, A Ser-Gre, F Aeg S A Ser-Gre
<i>England</i>	A Lon-Yor, F Eng-Nth, F Nwy-Ska, <u>F Stp(nc)-Nwy</u> , <u>A Bre-Par</u> , <u>F Mid-Spa(sc)</u>
<i>France</i>	Remove A Gas. A Par H
<i>Germany</i>	Build F Kie. F Kie-Hol, F Bal-Den, <u>F Swe-Nwy</u> , A Bel-Pic, A Mun-Bur, <u>A War S Austrian A Vie-Gal (nso)</u> , A Sil S A War, A Lvn S A War
<i>Italy</i>	Build A Nap. F Eas C A Nap-Syr, F Ion C A Nap-Syr, A Nap-Syr, <u>F Wes-Mid</u> , A Por H, A Spa-Mar, <u>F Lyo-Spa(sc)</u>
<i>Russia</i>	Remove F Rum. <u>A Gal-War</u> , A Ukr S A Gal-War, A Mos S A Gal-War
<i>Turkey</i>	Build F Ank. F Ank-Bla, A Bul-Rum, A Con-Bul, F Smy H



Arleigh Burke (96J) Fall 1909

<i>Austria</i>	Pat Conlon	PO Box 1413 Mammoth Lakes CA 93546
<i>England</i>	Paul Milewski	7 Mallard Drive Amelia OH 45102
<i>Germany</i>	Melinda Holley	1823 Enslow Blvd Huntington WV 25701
<i>Italy</i>	Stephen Mayer	9454 Hawkmoor Lane Sarasota FL 34238
<i>Turkey</i>	Steve Cooley	23927 Ranney House Ct Valencia CA 91355

Supply Center Chart

<i>Austria</i>	(3/4)	bud?, mos, ser, sev	Even or remove one
<i>England</i>	(12)	bei, bre, edi, hol, lon, lpl, mar, nwy, par, por, spa, stp	Build one
<i>Germany</i>	(6/5)	ber, den, kie, mun, swe, war	Remove one or even
<i>Italy</i>	(3)	nap, por, rom, ven	Remove one
<i>Turkey</i>	(10)	ank, bul, con, gre, rum, scr, sev, smy, tri, tun, vie	

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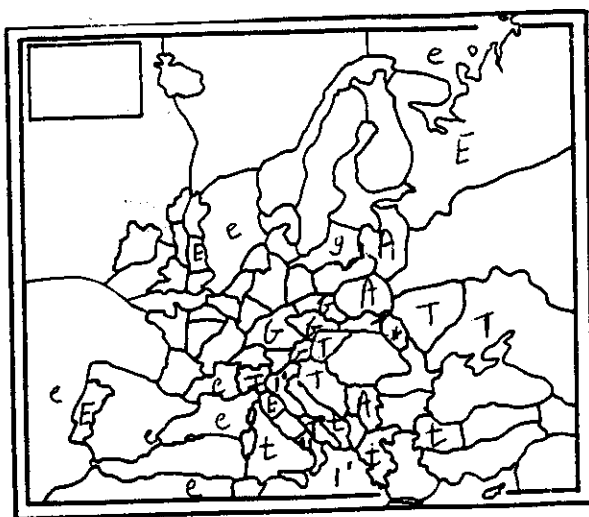
Deadline: Winter 1909/Spring 1910 orders are due November 23.

Old Proposal: ET draw (2 to 1)

New Proposal: ET, EGT, AEGIT draws Please vote. Not voting = yes.

Notes: The ownership of Budapest, and Austrian and German builds, depend on the German retreat. Press is on page 9.

<i>Austria</i>	A Bud-Ser, <u>A Lvn-Mos</u> , A War H
<i>England</i>	<u>A Stp-Lvn</u> , F Bar H, F Nwy-Nth, A Mar-Tus, F Lyo C A Mar-Tus, F Spa (sc)-Mar, F Mid-Spa (sc), A Por H, F Wes-Naf, F Eng-Mid, A Wal-Yor
<i>Germany</i>	A War r Sil, <u>A Tyl S English A Mar-Pie (nso)</u> , A Mun S A Tyl, A Boh S A Tyl, <u>A Gal-War (d, bud, qtb)</u> , A Sil S A Gal-War, <u>F Bal-Lvn</u>
<i>Italy</i>	<u>F Ion-Apu</u> , <u>F Nap S F Ion-Apu</u> , A Pie S F Ven, F Ven H
<i>Turkey</i>	A Gal r Rum, F Ion r Gre, <u>F Tyn-Nap</u> , <u>F Gre-Ion</u> , F Bla-Con, <u>F Adr-Ven</u> , A Ukr S Austrian A War, <u>A Sev-Mos</u> , A Tri S A Vie, A Vie S A Rum-Gal, A Rum-Gal, <u>A Apu S F Adr-Ven</u>



Dispatches From the Front

Arleigh Burke

Austria-Turkey: Hey there, Mr. AvalonCon Tournament Winner, moving to Sev was not very nice.

Austria-Italy/Germany: If the Turk didn't vacate Sev and support me in War, you can order my units for the remainder of their existence.

England-Turkey: Frankly, I think the mutually beneficial arrangement between England and Germany better withstands close scrutiny than your nurturing the Austrian corpse, which although surprisingly animated, you have already partially cannibalized.

Constantinople-GM: I can't look! Who got Tunis?

GM-Constantinople: You held it, to stay even...

Constantinople-Budapest: Pat I only won because you weren't there to warn them!

Apulia-Rome: I'm having a wonderful visit. I only hope you'll be hospitable to my friends.

Eduard Shevardadze

Austria-World: Everyone tune in on November 8th as the UNC Tarheels defeat Florida State on the way to their first football NCAA championship.

GM-World: Go Heels!

France-All: The end is near.

Germany-Russia and Turkey: The only thing worse than a bad poet is two bad poets. Especially when the bad poets don't know it. You guys put the 'ick' in iambic pentameter.

Jim-Steve: No, Melinda isn't playing here, but you sure are doing your best to impersonate her.

England-Germany, Italy: You two are hereby dubbed "the Paranoia Twins". Funny thing is, I'm the one guzzling the Mylanta.

London-Berlin: Admit it! You're really Lou Holtz!

London-TV Critics: I watch little TV, save hockey and college sports. I don't even like looking at Drew Carey.

London-Berlin: Drafting you? More like holding on for dear life with my eyes shut!

Tegetthoff End Game Statement

David Partridge (Japanese/Victor): Well, I figured that saturating the waters with torpedoes in the early rounds would be a good idea, but I never expected quite this much success. I did try to aim them so that he had to do some maneuvering to get around them. Hope we aren't discouraging him with these short games!

Bonefish Turn Nine

Ed Rothenheber	Plays G1	Passes
David Hood	Plays E5	Passes
Vince "The Drill" Lutterbie	Plays H6	Buys 1 Imperial, 1 Luxor
Pat Conlon	Plays I4	Pass

	A	C	F	I	L	T	W	\$
Size	2	4	8	2	2	8	5	—
Price	300	600	700	400	200	600	600	—
Bank	0	14	15	23	14	5	15	—
P. Conlon	8	4	4	-	-	3	3	0
D. Hood	-	3	-	-	5	7	7	0
V. Lutterbie	8	-	-	1	6	10	-	200
E. Rothenheber	9	4	6	1	-	-	-	0

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Deadline: Turn ten orders are due November 23.

Order: Hood, Lutterbie, Conlon, Rothenheber

Notes: And strangely, there were no merges. Maybe this time...

Konrad Adenauer Press:

Russia-Austria: Press is cheap. Letters are good. Backing up what's in your letters is the real deal. You are still behind. But don't give up. The others are just itching to break a promise or two.

Italy-Austria: Sorry my friend, unless you blocked me, in which case I'm REALLY sorry!

Germany-Italy: German counsel urges the sightseers who have been directed off-course in Tyrolia to return to Italy immediately before the Luftwaffe is engaged.

Germany-France: I have to be sure of your intentions.... I'm feeling a bit crowded all of a sudden...

London to Paris: Please excuse the bounce in the Channel. Looks like we got our plans crossed, mostly due to my problems. Now, though I cannot allow it to be occupied by anyone other than myself. Let's hope we didn't bounce again. It wouldn't be a good way for us to start off.

Turkey-All: Greetings, good luck to all and here's to a good game.

Sultan-Rasputin: Will swap harems next year if you do not attack Paris.

Berlin-World: German Education Director Helmut Schultz has kept all correspondence to foreign countries captive until he can ascertain the nature of "creative spelling and grammar". An apology to all foreign diplomats.... (I've been in Mid-terms folks, sorry for the delay in writing to you all. I should have everything graded this weekend and be back on track.)

Random Notes

Continued from page 2

Now Emerson, a Brazilian who observed there were no barbers who could do Afro hair styles in the northeast of England and who's wife observed it was cold, and Ravenelli, an Italian international who observed no one would pay him what he wanted to leave, are stuck there. They start the season against a collection of talented kids, lower division journeymen (or hard cases) and long serving cretins, known as Carlton Athletic. Just deserts really. Another year of nothing except a good time in the pub before and after the game.

Work-mate question: "How was the match at Oxford?" Denis answer: "Great, we found some really good pubs, had a great time, found a bar billiards table and I lose to a six-year old," "I was asking about the football, you do the rest all the time..."

The English hobby seems to be doing okay, although I am now no longer really active in it. Mind you playing games at least once a week does me for my fill and the ALOS Fantasy football game has enough wheeler dealing for my postal activities.

Also of interest is they have a TV series where famous battles in British history are re-fought by modern military strategists using model soldiers and dice. Sound familiar? Something to look forward to on a Sunday night.

At a recent hobby meet a TV crew turned up to film a game of Diplomacy, to see if it could be turned into a half hour documentary in a series on games. It looks like it's going nowhere... I impressed them with tales of how American conventions worked, especially David's wonderful organization, that I am trying to turn into folk-lore.

»I've told David you might be coming in May. He found your interest and offer to serve as host to "Brits on the piss", ah, interesting...

Brendan Whyte

House ownership should be encouraged and speculation in housing discouraged. Singapore has a law that the government can appropriate real estate at 1974 prices at any time, no questions asked. Thus people don't speculate, and everyone rents to own the HDB flats the government pro-

vides. I don't like the idea of flats, nor the buy up idea, but it sure prevents speculation!

Here in NZ the government sold off many state housing units. The owners, previous tenants, often resold the property the same day to a speculator for a huge profit. Old tenant buys nicer house somewhere else, speculator rents out housing for his own profit, far above previous government rent. Result: long term housing shortages and misery for the poor who can't afford to rent now, and will never be able to buy. Speculators make money off other's problems, while taxpayer who funded government housing for the poor loses his money as poor no longer housed.

My solution would be restrictions on absentee ownership. Housing stock bought would have to be used by the owner, or his immediate family or friends, or rented for costs only. No one could own more than a certain number of houses (2 say) and no corporate ownership, except maybe as family trust.

Home ownership should be the aspiration of most of society, because only through ownership is property looked after. Government housing should be based on sweat equity like Habitat for Humanity schemes.

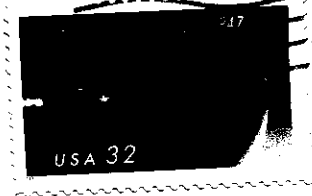
Speculation leads to high prices, unhoused poor (and hence social problems, public health problems, etc) and the rich getting richer at the poor's expense. The commodity is not traded at its actual worth: the cost of materials and land and labour, but at a huge premium. We need more crashes to discourage speculators, who provide no benefit to society, instead raking off value at a cost to the rest of society.

»The value of a product is a function of the labor (and materials) that goes in to it? Brendan, I didn't know you were a believer in Marxism...

A speculator is someone who buys something thinking its price will go up. Now why would someone think that of housing? In the short run, the rent on a house is determined solely by demand (there is only a limited fixed amount of housing available). If I buy a house thinking I can make money by renting it out, that suggests that I'm buying an underpriced asset. The root problem is likely to be an overall lack of new home construction in the long run, often the result of antigrowth government policies.

—MPL

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