

FINAL STANDINGS FOR DIPCON XV AT ORIGINS '82

In the first column is the position, then player's name, followed by the country played and the size of draw (i.e. E-4 means England in a 4-way draw) for the first round. This is followed by the second round figures, and then the final score. W is win, S is survived, but not in draw, and X is eliminated

1.	Konrad Baumeister	T-W	E-4	95.59	51.	David Emdee	E-3	R-X	33.08
2.	Russell Blau	R-2	I-4	81.56	52.	Bob Bragdon	A-3	R-X	33.07
3.	Dave Lauerman	E-2	F-4	81.54	53.	William Highfield	T-4	F-X	32.19
4.	Eric Ozog	G-5	F-W	79.18	54.	Scott Marley	R-S	G-4	32.13
5.	John KAdor	R-2	A-4	76.23	55.	Darren Kadish	R-4	G-X	31.08
	Jack Brawler	G-2	E-4	76.23	56.	Ralph Ehrenpreis	A-4	---	31.08
7.	Ed Wrobel	E-2	F-4	76.21	57.	John Daniel	E-4	---	30.11
8.	Doug Beyerlein	A-3	E-3	76.20	58.	James Calabrese	T-4	---	30.09
9.	John Caruso	E-2	T-4	76.18		Greg Cantor	T-4	---	30.09
10.	Bruce Linsey	I-2	A-4	72.23	60.	Steve Hutton	E-4	I-X	26.05
11.	Ronald Hall	T-4	E-3	71.20	61.	Dan Wilson	F-4	A-X	26.04
12.	Roy Smith	R-4	F-3	69.23	62.	Eric Verheiden	R-X	A-4	25.07
13.	Robert Goldsmith	E-W	T-S	66.24		Andrew Lutz	F-5	G-6	25.07
14.	Ken Halpern	I-4	F-3	66.18		Steven Knight	E-X	I-4	25.07
15.	Scott Hanson	F-2	G-5	65.23	65.	Tom Swider	G-4	E-X	25.04
16.	David Spector	A-S	E-W	60.21	66.	Don Ditter	G-4	R-S	24.08
17.	Shaun Kelly	T-3	I-5	60.19	67.	Jeff Goodsill	F-4	G-X	24.03
18.	James Townsend*	A-X	F-W	60.18	68.	Ben Zablocki	A-5	G-X	23.14
19.	Allen Wells	F-2	T-6	60.13	69.	Jeff Bohner	E-5	---	21.09
20.	Ron Brown (Canada)	I-3	E-5	60.12		Steve Ralston	G-6	I-6	21.09
21.	M.P. Barno	F-4	T-3	59.12	71.	Victor Ricci	G-5	---	19.07
22.	Al Pearson	E-3	A-5	58.17	72.	John Ferguson	R-5	T-S	15.04
	Randy Ellis	I-5	E-3	58.17	73.	Arye Gittelman	R-5	A-S	15.02
24.	Steve Arnawoodian	F-3	T-5	57.17	74.	Brian Lorber	F-S	A-6	14.18
25.	Larry Neubauer	E-5	R-3	56.15	75.	Jim Yerkey	A-6	R-S	14.17
26.	Timothy Binder	G-2	R-S	56.15	76.	Mike Golbe	F-6	---	14.10
27.	Bill Thompson	I-2	G-X	56.12	77.	Tom Mainardi	I-6	G-S	12.13
	Stuart Lancaster	E-4	F-4	56.12	78.	Lee Kendter Sr	F-S	E-6	11.07
29.	Bill Quinn	R-4	E-5	55.19		Kevin Davis	E-6	---	11.07
30.	Charles Kaplan	T-5	A-4	54.22	80.	Fred Losi	G-S	F-6	10.07
31.	Mark Franceschini	F-3	G-5	54.17	81.	Carl Russel	F-6	I-X	10.05
32.	John Daly	R-4	A-5	52.18		James Alan	G-6	I-X	10.05
33.	Daniel Stafford	G-4	T-4	51.16	83.	Kathy Byrne	A-6	I-S	8.13
34.	Eric Kane	E-X	F-2	50.12	84.	Don Wicks	R-6	G-X	7.03
	Robert Sergeant	G-3	I-5	50.12		Jim Bragg	E-6	---	7.03
36.	Carl Willner	G-5	T-3	50.11	86.	Charles Rosenberg	T-S	R-6	6.04
37.	John Checchia	G-2	R-S	48.13					
38.	Glen Taylor	R-4	E-4	48.08					
39.	David Perlmutter	I-6	F-3	47.16					
40.	Dick Martin	---	E-2	46.17					
	Julie Martin	---	A-2	46.17					
42.	Fred Townsend	F-2	I-S	46.14					
43.	David Ruzic	T-2	R-X	46.13					
44.	David Coughlan	F-X	G-2	42.09					
45.	Richard Rowe	R-6	F-4	41.15					
46.	Ben Schilling	E-3	F-X	41.12					
47.	W. Porter Wightman	R-3	G-X	41.10					
48.	Chip Charnley	T-3	I-X	35.09					
	Ned Nichols	I-S	A-3	35.09					
49.	Sean Vessey	A-X	G-3	35.08					
50.	Mark Larzelere	E-S	T-3	33.14					

Also Surviving were Richard Brachman and Randy Cohen at 0.14; Randy Moran and Philip Lahue at 0.11; Bill Washburn, 0.09; Fraunke Peterson (Germany) and Tom McMullen, 0.07; Tom Zablocki, Ed Lace, Dave Carter (Canada) and Michael Dolan, 0.06; Winston Weiser, Peter Okajima, Dan Matthias, Mark Nicholson, and Steve Schmalz, 0.05; Troy Lawry and Louis Newman, 0.04; Lee Kendter Jr, Alan Rowland, Mark Levine, Russel Rice and Mike Cannon, 0.03; Derek Molliner, John Dowling, Dale Rush, Brian Edwards, Marc Hurwitz and Jack Furst, 0.02; Lanny Myers, Nathaniel Gifford, Bernard Tretick, John Harms, James

Cox, David Bixler, Greg Haskew, Patrick Frye, Graig Kurumada at 0.01. Also playing, but with 0.00 points were John Chickering, Jose Ballina (Mexico), Raymond Thorne, Dani Reiter, Marion Bates, Alan Siegel, Don Darrow, Geoff Hill, Frank Jones, Alan Dudderar, Richard Creed Jr, Brad Wilson, Doug Moyer, Alex Martin, George Griffith, D. Scott Pyle, David Hooten, Patrick JonkeJohn Brandes, John Pittman, Nick Pinter, Paul Hopkins, Martin Hayes, William McCauley, Dan Connole, Tom Deutsch, Steven Brooks, Thomas Himmel, Ilan Gittlen, Bob Arnett, Richard Shrank, Roy Henricks, Wylie Wilson, Bill Fecke and Joseph Hall

In addition, certificates were given in each round for the person with the most number of SC's held a game's end. These winners were:

Round 1

England - Robert Goldsmith
Austria - Ben Zablocki
France - Fred Townsend
Germany - Jack Brawner
Italy - Bruce Linsey
Russia - John Kador
Turkey - Konrad Baumeister

Round 2

Austria - Julie Martin, Brian Lorber
England - Dave Spector
France - James Townsend, Eric Ozog
Germany - Scott Hansen
Italy - Kathy Byrne, Shaun Kelly
Russia - Randy Moran
Turkey - Mark Larzelere, Dan Stafford,
John Caruso

It might be interesting to have a look at some past dipCons. DipCon XIV was held in conjunction with Pacificon over the July 4th weekend and had a radically different setup. It was held at a hotel (actually at two of them, some distance apart). Since it wasn't at a school campus, the room was available 24 hours a day. Games were organized as soon as 7 people showed up (with the restriction that you couldn't play in 2 consecutive games with the same person), and there was no time limit, so that all games could run to their natural conclusion --- obviously a big plus. Of course, there are drawbacks to such a system. Running a con in a hotel means much bigger room rates --- none of the \$19/nite for a double that we had this year. With games running continuously, its very hard to scheduld anything else other than a tournament ones things get started, since it will conflict with those whose games are still running. And all sorts of problems can occur if players are free to assign themselves to games however they choose. The tournament Director was Jim Bumpas, but there was no GM at all (Bumpas played), so that players had to resolve all problems thmeselves. The net proceeds were all distributed to the players who finished in the top 10%, in the form of credits which could be spent on games. The scoring system was very heavily weighted toward the "Strong Second" philosophy. Coming in first was 16, second was 9, 2-way draw was 10, three way draw was 6, a 4-way draw was three. Thus, if a game was stalemated at a 4-way draw, the players were better off reporting it as a win plus a tie for second-third-fourth ---- every player was better off with such a system, and that happened more than once, so there were quite a few wins. The Top 12 finishers were Ron Brown (Calif), Brian Larson, Dan Mathias, Michael Foster, Jim Bumpas, Tom Graessle, Vaughn Heppner, Warren Miller, Bill Radonich, Gene Russel, Scott Marley and Jack Wells. A Special top-board was played with those having the best scores as of 9 AM Sunday Morn, for bonus points; this game ended as a 6-way draw, the same as it did in 1979.

DipCon XIII was held in conjunction with MichiCon IX on a college campus in Rochester, Michigan, with the tournament having both rounds on Saturday, June 7 1980. The scoring system was the original Calhamer system, now very slightly revised. The winner gets 18, all other zero. If no winner, you get one point for each SC held, unless the leader has more than 8, in which case, you got 8 points less the number of centers you trailed the leader, with a minimum of 1 point for survival. A 2-point bonus was given to anyone with an undisputed lead for first. Both rounds being on the same day allowed people to enter some other events on Sunday, but had the drawback that the break between games took place at about 3 PM --- a poor time to catch a meal, especially since the second round ended fairly late in the evening.

The tournament was run by a team of Harley Jordan, Herb Barents, Fred Davis and Allan Calhamer, and used strict 15 minute seasons. The second round was seeded as was done this year. The top dozen finishers were Carl Eichelberger, Tedd Trimbath Russell Blau, Jim Yerkey, Bill Becker, Matt Roswurm, Bill Yeaton, David Brent, Jack Brawner, Lowell White, Robert Sergeant, and Cal White.

DipXon XII was held with Origins '79 at Weidner College in Chester PA in late June, and was a three-round tournament, with 2 rounds Sat and one Sunday. With the time requirements of 3 rounds, and not being permitted to start before 10 AM, all games were curtailed at 1907, making wins virtually impossible, so that a reduced victory criterion of 12 centers was used. We had exactly 7 winners over the first two rounds but alas, one of them did not show up on Sunday, so that the top board couldn't be an all-winners game. This used the original form of the Berch system: 60 points to the winner, or shared equally by those in the draw, with no bonuses/penalties, plus the 0.01 point per center. The complaints about this were that the gap between a win and a two-way draw was too large, the gap between 6 and 5 way draws (and also the 5-4 gap) was too small, and that not all those in a draw should share equally ---- all of which resulted in changes made for this year. John Boyer was the Tournament director; his staff included Rod Walker, Fred Hyatt and myself. The top 12 finishers were Ben Zablocki, Peter Stassun, Matt Roswurm, Scott Walker, Jack Brawner, Steven Hokason, Fred Townsend, Mark Elliot, Michael Rollin, Karl Schuetz, Walter Blank, Robert Sergeant.

There were 11 other DipCons, and perhaps their stories will be told at another time, just as this con may rate a paragraph in some future history. But this should give you a good idea of the considerable variety involved. Not only were none of the past 4 DipCons the same, they really weren't even similar. Each had a distinctive character, and no doubt DipCon XVI will have a few twists of its own.

The Case For a Secret Scoring System

by Steve Langley

The point of Tournament Diplomacy is not to determine who is best at playing the "scoring system" but who is the best diplomat, or should be. Unfortunately, human nature says differently. The win is the thing, and to win, you don't necessarily play Diplomacy, you play whatever will get you the highest score. Because of this "human" tendency among Tournament Diplomacy players, there are many fine diplomats who choose not to bother with tournament play. They, purists as it were, would rather play Diplomacy.

One way to bring the reality more into line with the ideal would be to make playing the "scoring system" impossible, or at least very difficult. Keeping the scoring system and the player's intermediate and final scores a secret until after the completion of all play is the most obvious technique to accomplish this goal.

It has been argued that the scoring system can not and should not be kept a secret. Perhaps not. Player scores, however, can and should be kept a secret. Come the final round of play, no one needs to know who is the top player of the top board, or even who is playing on the top board, other than the people running the show. Without that information, the situation of "getting the leader" can not arise, and we can all get down to playing Diplomacy.

Gender. Alas, we had only three women players.

Time Playing Diplomacy. How long have people been playing? In years:

Less than	1 - 7	6 - 12	11 - 4	17 - 1
	1 - 14	7 - 6	12 - 4	18 - 2
	2 - 15	8 - 7	13 - 1	19 - 0
	3 - 24	9 - 5	14 - 4	20 - 2
	4 - 15	10 - 10	15 - 5	
	5 - 11		16 - 1	

The median falls exactly between 4 and 5 years, so the average is probably 5 years. I was surprised to see so few people with less than 2 years experience.

How many tournaments prior to this one, using a criterion of 4 or more boards in the first round. The numbers are surprising:

0 - 76	3 - 8	6 - 4
1 - 30	4 - 12	7 or more - 5
2 - 14	5 - 6	

As you can see, just over half of the players had never played in a decent size tournament before. This is an important statistic. Those who run tournaments usually have been to quite a few, so their viewpoint may be different. I deliberately put a lot of detail into the player handout because I figured a lot of people will be new to all this. I wonder, tho, why that number who've never attended a con is so high. Is it 1) A lot of people have bought the game recently, and are now finding their way to a tournament. This tends to be somewhat contradicted by the figures of the previous question, showing that the average player started playing 5 years ago. 2) Better publicity "found" a lot of people who don't normally get information about Diplomacy tournaments. This is quite possible. Origins has a formidable publicity reach, and Atlanticon has a very large mailing list that they use. Plus, we on the Committee put out a lot of publicity, both in the postal hobby, and via game clubs, etc. 3) People have not liked previous tournaments they've attended, so, while there is a steady stream of "new blood", relatively few come back for a second tournament. In that case, we get a lot of first-timers. This too is possible.

Games of Face to Face Diplomacy Played. For many, this was just an estimate.

0-8	21-30: 16	Lots/Many - 9
1-5: 20	31-50: 15	
6-10: 30	51-99: 4	
11-20: 26	100 or more: 22	

The Lots/many category is probably really in the larger end. The median here falls squarely in the 11-20 range. If we compare that with the question above on time played, we see the median player as playing 3-4 FTF games per year (of course, if I had actually asked that question, I probably would have gotten a totally different answer!) Thus, it appears that, using the 5 or fewer games as the definition of a novice, that only 20% of those playing are novices. Half the players fall into the 6-30 games category. There's a major fraction of people who have played over 30 games, but I suspect that by the time one reaches 30 games, one has probably learned about as much about the game as one is going to learn. These people, incidently, are a testament to the staying power of the game of Diplomacy. I suspect that very few boardgames get played so many times by a significant number of players

Club Membership. 27% were members of a wargaming club; 73% were not.

Do you play other wargames to a significant degree? 71% said yes, 29% said no. I would have expected "no" to have been lower. Apparently a lot of people either never go beyond Diplomacy, or, having discovered dippy, forsake all others.

Would you prefer 2 longer rounds or 3 shorter ones? 56% preferred the 2 round, 44% wanted 3 rounds. This is a rather even split. Theoretically, weaker players should prefer three rounds, since it gives them 3 shots at a good game, rather than just 2.

Playing the game thru e.g. 1911 isn't of much use if you don't expect to get beyond 1905. I looked at those who played in both rounds but drew in neither, and see that they favored 2 rounds by a 15-11 margin. At the other end, I looked at those with 50 or more points, and they favor 2 rounds, 20-12. The stronger player should prefer the longer game to extend his gains in early game.

Where will you finish? Players were asked whether they expected to finish in the top half of those playing both rounds. 67% said yes, only 33% said no. One might call this a "Optimism Factor". Players were asked if they expected to be in the top 25%. There, 38% said yes, 62% said no. This gives an Optimism factor of 38-25=13%, quite similar to the above 17%. The "25%" question had the lowest number of people answering (only 122, as compared to 154 for some of the questions) --- perhaps people were just not sure.

Postal? 51% of the players said they were involved in the postal hobby; 49% were not. This rate is probably much higher than the typical large non-DipCon tournament, because DipCon gets such extensive publicity in the postal hobby. With over 80 postal players attending DipCon in one capacity or another (some didn't play, such as the staff), DipCon XV must sure be one of the largest postal-gatherings of all time, who knows, perhaps the largest. For what its worth, 2/3 of those who said they were not involved in the postal hobby said they were interested in learning more about the postal hobby.

Second vs 4-way draw? 65% of the players stated that coming in second to another's win should be given more points than participating in a 4-way draw; 35% felt the reverse. This was somewhat of a surprise to me -- I selected "4" for this question (rather than 3 or 5) because I figured about half the players would prefer each result here.

Secret Scoring system? 72% percent of the responses said that the players should be told the scoring system, 28% said they should not. This lopsided margin may reflect the fact that virtually all major tournaments have used open, rather than secret scoring systems. On the other hand, if over half of the players have not played before, this can't be too big a factor.

Well, there you have it. Make of it what you will. One might say that the "typical player" was a 23 year old male, has been playing Diplomacy 4 or 5 years, playing in either his first or second tournament, has played around 15 face to face games, isn't a member of a gameclub but does play other wargames, expected to finish in the top half, but not the top quarter, thinks coming in second should get more points than a 4-way draw, and wants to be told what the scoring system is.

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"Top Board" -DipCon XV. Transcribed and Typed by Glen Taylor

SPRING 1901

ENGLAND: F Lon-Nth, F Edi-Nwg, A Lpl-Edi. (Konrad Baumeister)
FRANCE: A Par-Pic, A Mar-Spa, F Bre-Mid. (Dave Lauerman)
GERMANY: A Mun-Ruh, F Kie-Den, A Ber-Kie. (Bill Thompson)
AUSTRIA: A Bud-Ser, A Vie-Bud, F Tri-Alb. (John Kador)
ITALY: A Ven H, A Rom-Apu, F Nap-Ion. (Russell Blau)
RUSSIA: A War-Ukr, A Mos-StP, F StP (sc) - Bot, F Sev-Rum. (Tim Binder)
TURKEY: A Con-Bul, F Ank H, A Smy-Con. (Robert Goldsmith)

FALL 1901

ENGLAND: F Nth-Ska, F Nwg CON A Edi-Nwy, A Edi-Nwy. (3) Even
FRANCE: A Pic H, A Spa H, F Mid-Por. (5) Build A Par, F Bre
GERMANY: F Den-Swe, A Ruh-Bel, A Kie-Hol. (6) Build A Mun, A Ber, F Kie
AUSTRIA: A Bud H, A Ser S RUSSIAN F Rum-Bul, F Alb-Gre. (5) Build A VieA Tri
ITALY: A Ven H, A Apu-Tun, F Ion CON A Apu-Tun. (4) Build F Nap
RUSSIA: A StP-Nwy, A Ukr-Rum, F Bot-Swe, F Rum-Bul (ec). (5) Build F Sev
TURKEY: A Bul H, A Con S A Bul, F Ank-Bla. (5) Build A Ank 7

SPRING 1902

ENGLAND: F Ska-Nth, F Nwg-Nwy, A Edi-Yor.
 FRANCE: F Bre-Eng, F Por-Mid, A Spa-Mar, A Par H, A Pic-Bre.
 GERMANY: A Mun-Sil, A Ber-Kie, A Bel H, F Kie-Den, F Den-Ska, A Hol H.
 AUSTRIA: A Bud-Ser, A Ser-Gre, F Gre-Aeg, A Vie H, A Tri S A Bud-Ser.
 ITALY: F Nap-Ion, A Ven H, A Tun H, F Ion-Eas.
 RUSSIA: A Ukr-Rum, A StP-Swe, F Sev S F Rum-Bla, F Rum-Bla, F Bot
 CON A StP-Swe.
 TURKEY: F Bla-Rum, A Ank-Arm, A Con S A Bul, A Bul S F Bla-Rum.

FALL 1902

ENGLAND: F Nwy S F Nth, F Nth S F Nwy, A Yor-Wal. (4) Build F Liverpool
 FRANCE: A Par-Bur, A Bre-Wal, A Mar-Bur, F Eng CON A Bre-Wal, F Mid-
 Iri. (5) Even
 GERMANY: F Ska-Nth, F Den-Bal, A Sil-War, A Kie-Den, A Bel S A Hol,
 A Hol S A Bel. (6) Even
 AUSTRIA: F Aeg S ITALIAN A Tun-Smy, A Gre-Bul, A Ser S A Gre-Bul,
 A Tri-Vie, A Vie-Boh. (6) Buld A Bud
 ITALY: F Ion CON A Tun-Smy, A Ven-Tyo, A Tun-Smy, F Eas CON A Tun-Smy*
 RUSSIA: A Swe-Den, A Ukr-War, F Bot-Bal, F Rum S F Sev/ANN, F Sev S
F Rum. (5) Build A Mos (one unit was Ann)
 TURKEY: F Bla S A Bul-Rum, A Arm-Sev, A Bul-Rum, A Con-Bul. (3) Rem A Con
 (5) Build F Nap*

SPRING 1903

ENGLAND: F Nwy-Ska, F Nth S RUSSIAN A Swe-Den, F Lpl-Wal, A Yor-Lon.
 FRANCE: F Iri-Mid, F Eng-Bel, A Par-Bur, A Mar S A Par-Bur, A Bre-Pic.
 GERMANY: A Bel S A Hol, A Hol S A Bel, A Sil-Mun, A Kie S A Sil-Mun,
F Ska-Nth, F Den S F Ska-Nth. (RUSSIAN)
 AUSTRIA: F Aeg-Con, A Bul S F Sev-Rum, A Ser S A Bul, A Bud S RUSSIAN
 F Sev-Rum, A Vie-Boh, A Boh-Sil.
 ITALY: A Tyo S AUSTRIAN A Vie-Boh, F Nap S F Ion, F Ion S F Nap,
 F Eas S A Smy, A Smy S AUSTRIAN F Aeg-Con.
 RUSSIA: A Ukr S A Mos-Sev, A Swe-Den, A Mos-Sev, F Bot-Bal, F Sev-Rum.
 TURKEY: A Rum-Sev/disl-Gal, F Bla S A Rum-Sev, A Arm-Ank.

FALL 1903

ENGLAND: F Nwy-Ska, F Nth CON A Lon-Den, A Lon-Den, F Wal-Lon. (5) B A Edi
 FRANCE: F Mid-Spa (sc), F Eng S A Bur-Bel, A Pic S A Bur-Bel, A Mar-Bur,
 A Bur-Bel. (6) Build F Mar
 GERMANY: A Kie S A Mun, A Bel-Ruh, A Hol S A Bel-Ruh, F Ska S
F Den-Swe, F Den-Swe/disl-Hel, A Mun H/disl-Ber. (3 --- see below)
 AUSTRIA: F Con S ITALIAN A Smy-Ank, A Bul S F Con, A Ser-Bud, A Bud-Vie,
 A Boh S ITALIAN A Tyo-Mun, A Sil S ITALIAN A Tyo-Mun. (7) B A Vie
 ITALY: A Smy-Ank, F Eas-Smy, F Ion H, F Nap H, A Tyo-Mun. (7 --Declines 2)
 RUSSIA: A Sev S F Rum, A Ukr-War, A Swe S ENGLISH A Lon-Den, F Bal-Kie,
 F Rum S A Sev. (6) Build A Mos
 TURKEY: A Gal-Vie, F Bla S A Ank-Con, A Ank-Con/disl and removed. (O-out)
 Germany(3) Rem FHel F Ska, A Hol

SPRING 1904

ENGLAND: F Nwy-Ska, A Edi-Hol, F Lon S F Nth, F Nth CON A Edi-Hol, A Den
 Holds Peacefully.
 FRANCE: F Spa (sc)-Wes, F Mar-Lyo, A Bel-Ruh, A Bur S A Ruh-Mun, A Pic-
 Bel, F Eng-Mid.
 GERMANY: A Ber S A Ruh-Mun, A Kie S A Ruh-Mun, A Ruh-Mun. 8

... .. support for the government of M. McCrumo.

AUSTRIA: F Con H, A Bul S F Con, A Ser H, A Bud-Gal, A Vie S A Bud-Gal,
 A Boh-Sil, A Sil-Pru.
 ITALY: A Mun S FRENCH A Bur-Ruh/disl-Tyo, F Nap H, F Ion-Trn, F Smy-Eas,
 A Ank S AUSTRIAN F Con.
 RUSSIA: A Mos-War, A Sev-Ukr, A War-Gal, A Swe-Pru, F Rum H, F Bal CON
A Swe-Pru.

FALL 1904

ENGLAND: F Nth S A Den, F Lon-Wal, F Ska S A Den, A Hol-Kie, A Den S A Hol-Kie. (5) Even
 FRANCE: F Mid-Naf, F Wes-Tun, F Lyo-Trn, A Bel-Hol, A Bur S GERMAN A Mun,
 A Ruh S GERMAN A Mun. (6) Even
 GERMANY: A Mun S A Kie, A Ber S A Mun, A Kie S A Mun. (3) Even
 AUSTRIA: A Sil-Pru, A Boh-Sil, A Vie S A Gal, A Gal H, A Ser-Bud, A Bul-Rum,
 F Con-Bla. (7) Even
 RUSSIA: A Ukr S A War, A Swe-Nwy, A Mos-Lvn, A War H, F Rum H, F Bal-Ber*
 ITALY: A Tyo S GERMAN A Mun, F Nap-Trn, F Trn-Tun, F Eas-Ion, "A Ank-
 Ank" (holds). (6) B A Rom
 Russia (6) B F Sev *

SPRING 1905

ENGLAND: F Wal H, F Nth H, F Ska-Nwy, A Hol-Kie, A Den S A Hol-Kie.
 FRANCE: F Naf-Tun, F Wes S F Naf-Tun, F Lyo-Trn, A Bel-Hol, A Ruh S
A Bur-Mun, A Bur-Mun.
 GERMANY: A Mun S A Kie-Ruh, A Ber-Kie, A Kie-Ruh/ANN.
 AUSTRIA: F Bla S A Bul-Rum, A Bul-Rum, A Bud S A Bul-Rum, A Gal S A Pru-
War, A Vie-Tri, A Sil S A Pru-War, A Pru-War.
 ITALY: A Tyo-Tri, A Rom-Ven, F Nap-Trn, F Trn-Ion, F Ion-Aeg, A Ank-Con.
 RUSSIA: A War-Pru, A Ukr-War, A Lvn S A War-Pru, A Nwy-Swe, F Rum S F Sev-
Bla/ANN, F Sev-Bla, F Bal S A War-Pru.

FALL 1905

ENGLAND: F Nwy H, F Nth S A Den, F Wal H, A Den S A Kie, A Kie S RUSSIAN
 A Swe-Ber. (6) A Edi
 FRANCE: F Wes-Trn, F Tun S F Wes-Trn, F Lyo S F Wes-Trn, A Bur S A Ruh-
Mun, A Ruh-Mun, A Hol H. (8) F Mar, A Par
 GERMANY: A Mun S A Ber, A Ber S RUSSIAN A Swe-Pru/NSO/ANN. (1) Even
 AUSTRIA: F Bla CON ITALIAN A Con-Sev, A Rum S ITALIAN A Con-Sev, A Bud S
A Gal/NSO, A Gal-Ukr, A Sil S A Pru-War, A Pru-War, A Vie-Boh.*
 ITALY: A Con-Sev, F Aeg-Ion, F Ion-Trn, F Nap S F Ion-Trn, A Ven-Pie,
 A Tyo S GERMAN A Mun. (5) Even
 RUSSIA: A Swe-Ber, A Lvn S A War, A War H, A Ukr-Rum, F Sev S A Ukr-Rum,
 F Bal CON A Swe-Ber. (6) Even
 Austria was (7) - Even

SPRING ~~1905~~
 1906

ENGLAND: F Nwy-StP(nc), F Wal-Lpl, F Nth CON A Edi-Den, A Den-Swe,
 A Kie S FRENCH A Ruh-Mun, A Edi-Den.
 FRANCE: A Hol H, A Ruh-Mun, A Bur S A Ruh-Mun, A Par-Gas, F Lyo-Tus,
 F Trn H, F Tun S F Trn, F Mar-Lyo.
 GERMANY: A Mun-Sil.
 AUSTRIA: "F Con CON A Con-Arm"/NSU/imp, A Rum S A Gal, A Bud S A Rum,
 A Gal S A Sil-War, A Sil-War, A Pru-Lvn/ANN, A Boh S A Gal.
 ITALY: A Tyo-Pie, A Pie-Tus, F Nap-Rom, F Ion-Nap, F Aeg-Ion, "A Con-
Arm"/imp.
 RUSSIA: A Ber S A Lvn-Pru, A Lvn-Pru, A Ukr-Rum, F Sev S A Ukr-
Rum, F Bal S A Lvn-Pru, A War H/disl-Mos. 9

FALL 1906

ENGLAND: F StP (nc) Loyalloy Holds, A Swe Faithfully Holds, F Nth-Nwy, A Den S A Kie, A Kie S FRENCH A Mun/NSO, F Lpl-Cly.(8)B A LonF Edi
 FRANCE: F Tun S F Trn-Ion, F Trn-Ion, F Lyo S F Mar-Pie, F Mar-Pie, A Bur H, A Gas-Mar, A Hol-Ruh, A Mun-Tyo/ANN.(8) B A Par
 GERMANY: A Sil-Mun. (1) Even
 AUSTRIA: F Bla S A Rum-Sev, A Rum-Sev/disl-Ser, A Bud-Rum, A Gal-Ukr, A War-Lvn, A Boh S GERMAN A Sil-Mun. (5) Rem A Lvn
 ITALY: A Tyo S GERMAN A Sil-Mun, A Pie-Tus, F Rom S F Nap-Trn, F Nap-Trn, F Ion S F Nap-Trn/disl-Aeg, A Con-Bul. (7) Build F Nap
 RUSSIA: A Ber S A Pru-Kie, A Pru-Kie, A Ukr-Rum, A Mos S F Sev, F Sev S A Ukr-Rum, F Bal CON A Pru-Kie. (5) Rem F Bal
 SPRING 1907

ENGLAND: F StP (nc) Holds in Peace, F Nwy-Swe, A Swe-Fin, A Den S A Kie, A Kie S RUSSIAN A Ber-Mun, A Lon H, F Edi-Nth, F Cly-Nwg.
 FRANCE: F Ion-Nap, F Tun-Trn, F Pie-Tus/ANN, F Lyo S F Pie-Tus, A Bur S RUSSIAN A Ber-Mun, A Ruh S RUSSIAN A Ber-Mun, A Par-Gas, A Mar-Pie.
 GERMANY: A Mun H/disl-Sil.
 AUSTRIA: F Bla-Sev, A Ukr-Gal, A Bud S A Ser-Rum, A Ser-Rum, A Boh S GERMAN A Mun.
 ITALY: A Tyo-Pie, A Tus S A Tyo-Pie, F Rom S A Tus, F Trn S F Aeg-Ion, F Nap-Apu, F Aeg-Ion, A Bul H.
 RUSSIA: A Ber-Mun, A Pru H, A Mos-Ukr, A Rum-Ser/ANN, F Sev-Bla.
 FALL 1907

ENGLAND: F StP (nc) H, F Nwg H, A Fin-Swe, F Swe-Bal, A Den S A Kie, F Nth H, A Lon H, A Kie S RUSSIAN A Mun.
 FRANCE: A Ruh S RUSSIAN A Mun, A Bur-Mar, A Gas-Mar, A Mar-Spa, F Lyo-Trn, F Tun S F Nap-Ion, F Nap-Ion/ANN.
 GERMANY: A Sil-War.
 AUSTRIA: F Bla S A Rum-Sev, A Rum-Sev, A Bud S A Rum/NSO, A Gal-Ukr, A Boh-Tyo.
 ITALY: A Pie S A Tus, A Tus S A Pie, F Rom S F Apu-Nap, F Apu-Nap, F Ion S F Trn-Tun, F Trn-Tun, A Bul-Gre.
 RUSSIA: A Pru-Ber, A Mun H, A Ukr-War, F Sev-Rum/disl.

1907 (FINAL) SUPPLY CENTER CHART:

ENGLAND:	Lon	Lpl	Edi	Den	Nwy	Kie	StP	Swe.....	8/8	Constant
FRANCE:	Par	Mar	Bre	Spa	Por	Bel	Tun	Hol.....	6/8	Builds 2
GERMANY:	Mun								1/0	OUT.
AUSTRIA:	Bud	Vie	Tri	Ser	Gre	Sev.....			5/5	Constant
ITALY:	Rom	Nap	Ven	Smy	Ank	Con	Bul	<u>Gre</u>	7/8	Builds 1
RUSSIA:	Mos	Sev	War	Ber	Rum	<u>Mun</u>			4/5	Builds 1

With playing time nearly gone, the game was voted an EIAF 4-way draw. This is, I believe, the first major tournament in the past 4 years not to have its top board end in a 5- or 6- way draw

(continued from front page)

and \$38.19 each to Kathy Byrne (US Orpahn Service), Robert Sacks (Known Game Openings) and Bruce Linsey (Novice Project, to be used for the hobby "ad" mentioned at the Sat morning Seminar).

Mention should also be made of the fine job that Atlanticon did in running this Origins. One thing especially appreciated is that we didn't have to turn in the yellow event tickets to get our payment, which means, as a practical matter that we, and not Atlanticon, Inc, got the \$4 from the no-shows. Good show, Wes Coates. /O

KILL THE LEADERS: DIPLOMACY ON THE TOP BOARD

"In the interests of good sportsmanship," the Player's Handout for DipCon XV states, "players are requested to try to maximize their tournament score." As a player on the top board, I realized that maximizing my own score would profit me little. What I needed to do was to minimize the scores of the players ranked above me.

I knew that the second round game would probably end in a four-way draw. I felt sure I would participate. But since three players had scores higher than my own, I had no chance of winning or even placing if these players participated, too. My only chance, then, was to eliminate these players, or to prevent them from participating. My strategy became to eliminate those players, starting with the two players who, by virtue of winning in Round I, towered by 14 points over the median.

Before the game began, these three players huddled and declined to reduce their scores. Thus my strategy became an imperative. I took responsibility for galvanizing the lower-ranked players against the common threat. I individually took each player aside and asked him to mentally divide the game into two parts. The first part of the game would have as its objective the elimination of Konrad Baumeister and Bob Goldsmith, the two leaders. I argued that this elimination would be to the player's best interests. After Konrad and Bob were gone, I argued, part two of the game would begin with all bets off. The bottom line, I argued, would be that everyone, in effect, would be raised by two notches in the rankings. I put it to my four partners that in this objective we had everything to gain and nothing to lose.

The tricky part was in keeping everyone focused on this objective. Fortunately, the country selection was in our favor. The two victors from Round I drew the Wicked Witches. Thus they could not cooperate at all. (In retrospect, Konrad's selection of England was an advantage. England is a very tough nut to crack.) I drew Austria and immediately organized a iron-tight alliance against Turkey. Poor Bob Goldsmith never had a chance. He seemed angry at my attempts to crush him and my unwillingness to take the time to listen to his arguments. He seemed chagrined that I didn't even bother to deceive him. "But, but you're supposed to lie to me! he kept insisting. By 1904--there was nothing he could do--he was gone.

Konrad, on the other hand, was entirely too successful in distracting his neighbors and getting them to bicker with each other. As a result, he not only survived, but actually grew. I admire his skill at deflecting the onslaught. If I had played Germany or France, I conjecture, he might not have been so successful. But then, conceivably, Turkey might have won.

It's possible that Konrad feels that my attempts to mobilize the entire board against him because he merely had more points than anyone else was unsportsmanlike. But if we stipulate the quotation that opens this account, then we must agree that there was no alternative to this very intense balance of power strategy.

In conclusion, I feel that I failed in my diplomatic strategy. I was not successful in persuading the others to keep to our agreements, and Konrad won the tournament as a direct consequence of his participating in the draw on the top board.

The game, as a cursory glance at the moves will reveal, was not a tactically distinguished game. But the recorded moves do not reveal the desperate diplomatic maneuvering that went on. I myself am aware of maybe half of it.

DIPCON XV --- HOW IT CAME ABOUT

A large tournament doesn't just appear out of nowhere --- it requires work in advance. And some errors don't just "happen"; you have to plan them well in advance.

We got off to a very inauspicious start. At DipCon XIV in July 1981, it was not possible to hold a meeting of the DipCon Society because of scheduling difficulties. I met with Herb Barents (which could be considered a DS meeting) and we decided that the simplest approach would be to go with the same committee as last year --- Berch, Barents and Fred Davis.

Choosing a location was the easiest job of all. It was the East Coast's turn and Origins, traditionally the biggest wargaming convention of all, would be in Baltimore. Herb and I met with Don Greenwood of Avalon Hill, and he assured us that UMBC would provide excellent facilities.

The next decision to be made was of the overall schedule; in particular, should we go with a) three rounds, b) two rounds, both on Sat, or c) two rounds, one Saturday, one Sunday. All three have been used at various times in the past. Altho Herb favored b), which had worked well at MichiCon in 1980, Fred and I favored c). There had been a lot of complaints at DipCon XII in 1979 about how the short rounds (games ending in 1908) prevented games from reaching a natural conclusion. Players (particularly the successful ones!) found this frustrating, so I wanted to provide, perhaps for the first time, a 2-round tourney with plenty of time. The Seminar/Panel discussion was patterned loosely after a similar one done at DipCon IX in 1976. This would provide a time and place for the whole hobby to gather (if they wanted), since a tournament is very fragmenting, and not very social. I was also hoping that this would give people the chance to air grievances, ask questions about the game and hobby, and perhaps draw a few of those who were merely curious into giving us a try.

Once we had agreed on an overall schedule, we wrote to Atlanticon to reserve space --- this was in Oct 1981. That seems absurdly early, but we didn't want to take any chances. Around this time, Fred wrote out a draft of a contract with Atlanticon, Inc., setting forth the responsibilities of both sides. We wanted to avoid some misunderstandings and difficulties which had occurred in the past (tho not with Atlanticon) I rewrote part of it, and then Fred made some final adjustments --- this was a pattern of cooperative work which occurred several times. Atlanticon signed, and the contract worked out fine. Around this time we also agreed on a division of labor. Herb would chair the DipCon Society meeting, and be in charge of any bids which might come in for DipCon XVI in 1983. Fred took care of all contacts with Atlanticon, and I would be the Tournament Director, with primary responsibility for running the tournament, and for organizing the panel for Saturday morning.

In planning the DipCon activities, and the tournament in particular, I resolved that every piece of mail that I received in any way connected with it would be answered. I also decided to keep the hobby informed about what was happening, by means of a special zine, Farrago, which would be distributed to those interested free of cost. #1 dealt with a staffing matter, and #2, in Nov 1981 was a general press release to the Postal hobby, describing our decisions so far. The staff would be myself, Fred Davis, Rod Walker and Herb Barents for the tournament. The overall schedule was given, and other various matters set forth. The next step was to select a scoring system. #2 set a deadline of Dec 25 to get to me any scoring system which someone wanted considered. Farrago #3 then gave my scoring system and one created by Allan Calhamer (inventor of the game of Diplomacy). Each system was a slight modification of a system used earlier (at DipCon XII for mine, at DipCon XIII for Allan's). Each of us included some commentary on our own system. Also discussed was adjudicated wins, leveling, Top Board Bonus, and keeping the scoring system secret. Comments were solicited. #4 then had the correspondence between Allan and myself on the relative merits of the two systems, which brought out rather well, I thought, the differences between our own philosophies on how a game's results should be evaluated. Topics included the legitimacy of draws, putting relatives together on a board, what type of player the system is designed to score, and other topics. Comments from other people also appeared. Incidentally, these

two issues (which, so far as I know, contain the most extensive discussion ever published on tournament scoring systems) come to 11 pages of 11x14 size, and can be purchased from me for \$1.50 the pair. After this, the Committee voted to use the Berch Tournament Scoring system.

Around this time, Rod Walker came up with the idea of having a souvenir booklet for Origins, something which had never been done before, and is what you are reading now. We wanted more than just the winners to have something tangible from DipCon. Farrago #5 was a description of the Panel Discussion. I hoped that this could be an open forum as well, where people could ask questions, air gripes, and discuss the game and hobby in any aspect that they chose. This was sent to several people who I wanted to appear on the panel, and nearly all of them accepted.

Farrago #6 was the final press release, as things were pretty much in final form by March 1982. This was mailed to dozens of postal publishers, and to anyone who asked for information about DipCon. This included a description of the scoring system and news of the booklet, plus a listing of all the activities. It also announced another innovation --- the player survey. So far as I am aware, this was the first time anyone tried to get this kind of information. It also gave specifics of the DipCon Society meeting and of the Panel Discussion. Around this time #7 was put out. This was a short (one side) description, mostly of the tournament, and was designed to be put on the bulletin board of a gaming store or appear as an article in a gaming club newsletter.

Farrago #8 dealt with some miscel matters of tournament procedure and final refinements in the scoring system, including how best to deal with civil disorder, bumping procedures when relatives would be together on a board in round 2. #9 was a final news update, with some late breaking items. #10 went to some hobby custodians, asking them what needs they had for funds from the potential DipCon receipts.

In this way, the postal hobby was kept informed of what decisions were being made, and people had the opportunity to input their opinions if they so desired --- and they often did. Each of us sent copies of letters to the other three, so that if some glaring error was being made, the others would have the opportunity to catch it very quickly. This is, of course, not the only way a DipCon can be organized, but it worked for us. I would estimate that I have already written at least 50 letters with regard to DipCon (most with multiple copies), and it was the biggest hobby project that I have ever undertaken. And I know for a fact that Fred and Herb also put in a great deal of time into this as well. We hoped that it showed!

ASK THE TOURNAMENT DIRECTOR

A number of questions came up (some over and over again) during the planning months and during the weekend. I'd like to answer these for all of you who may have wondered, plus a few questions which weren't asked but which you might have asked about anyhow.

1. Why was there a bonus for the top board? This was done because the players on this board faced the toughest competition. As it turned out, the top board had two winners, and the rest all had 2-way draws ---- all very good results. It would be much harder to get a 4-way draw on that board than, say, on the 10th board, so we felt it should provide some compensation. No bonus was used in 1979, and even people on the second board said then that there should have been a bonus for the top board, which was referred to by the winner (Ben Zablocki, who played on the second board) as a death trap.

2. Adjudicate the following: A Rome S A Piedmont-Venice, A Piedmont-Vienna. A Pie-Vienna is of course illegal, and the support order, so the player claimed, showed his true intent. The problem was, he didn't write something "badly written" like "A Pie-V", but actually wrote Vienna out completely. Thus, we ruled that the order could not be treated as "badly written", but rather was "mistaken" and so had to be followed, so that A Pie did not move. There was nothing abiguous about the

order per se.

3. Why was the second round seeded? For two reasons. For the top players, their reward for doing well in the first round was the chance to get into a game which likely had all good players. I know for myself, if I were a player, that would be my real motive --- not so much the points, but the chance to get into a game with other successful players. The reasoning works even more strongly for the weak players. In a mixed game they often, nay, usually get creamed, often very quickly. The prospect of the same thing happening to them in the second round may dissuade them from even coming back on Sunday. But if they know that they'll be in a game with others of like skill, they may give it another shot. It's been my experience that in chess and bridge, while the most education game comes from playing someone a little better than you are, the most enjoyable game comes from playing with people of equal skill.

4. How were player departures handled? In one case, I believe, an eliminated player was allowed to take over another position in the same game; in another, a fresh player from another board was used --- in both cases with unanimous consent of the players. In several cases, we were asked to provide replacement players, but had none to play, alas, and those positions were put into CD.

5. Adjudicate this: A Nor-Swe, F N/S - Nor, both by the English player. The players had agreed that A Nor-Swe was unambiguous (there was no army in North Africa) and had no objection. But some felt that since the F Nth could go to either Nwg or Nwy, the second order was ambiguous. The English player argued that the success of the first move defined "Nor" as Norway --- Nor couldn't be both unambiguous and ambiguous within the same set of orders. We permitted the fleet to move to Nwy, along with the usual stern warning about carelessness. Both decision here and in #2 above were fairly close choices (particularly the latter, #5), and we recognize that not everyone would agree.

6. Why did you have the provision for adjudicated win? And why not an adjudicated (shortened) draw as well? I, and the other members of the committee agreed, that if the ONLY thing a player needed for a win was more time, then he should be credited with the win. But time must be all he needs --- not even one successful guess, and not even one staunch ally --- either of which he could lose. The adjudicated draw or shared win requires not only time, but also the steadfastness of alliance. This was used at GenCon '81 in a tournament run by Robert Sacks. The problem was that alliances would spring forth after the game was over which existed only for the purpose of the scoring system. The two largest powers, who may have been at war the entire game, once it is over, suddenly decide they want a two-way draw, and show they can enforce it. There is nothing a GM can do about this --- the players can always argue that they had a secret alliance.

7. How did these adjudicated wins work out? In practice, the player was asked to write out his orders, and I then looked at them and tried to outguess what moves had been made by the major power. Two players tied to show this, but neither one of them was even particularly close. In both cases, a single season of play was sufficient to show them that their plan could not succeed.

8. Did you break any of the Tournament Rules? Yes, and that caused us later to break a second. After 15 boards were assigned for the second round, I had 7 players left over, none of whom had played in the first round. Unfortunately, this group included two people who had recently married (Dick and Julie Martin), and the Rules would not permit them to be on a board together. The alternative to was say that the board was not in the tournament, which seemed rather drastic, especially since 5 of the 7 players, including both Martins, had preregistered. I decided that the lesser of two evils was to let the game be formed. The players were all told about this, and the Martin's country assignment was Austria and England. As it turned out, they drew at 17-17. A friend of the person who otherwise would have won best Austria protested, saying that the game was improper, and that Best Austria certificates be given both players. We discussed this and decided to do just that. 14

9. What other kinds of problems did players bring up? We had a few complaints about stalling at the end of the second round. There were two complaints about Bernie Oaklyn giving advice to a player (James Alan) in another game. One player objected to be placed in a game with Oaklyn. Several players had to be persuaded that units of different countries could not trade places even if they both wanted to. One table couldn't agree on how long to take for dinner break. In short, nothing really major.

10. What problems were there with the Player Handout? The only one I know of was that I should have explained that "Best Country" means country with most centers (this is the way its always defined at Tournaments, but it should have been made explicit). I had distributed an earlier draft of this handout to about a dozen people in the postal hobby, and they had caught some small errors.

11. What was the most distasteful thing you had to do? After 22 boards had been filled, we had 3 players left over. There was no way we could fill a 23rd board. Altho none of these players had pre-registered, still, it was very painful to have to tell them they would be unable to play.

12. What disasters didn't occur? We had no tie between 10th and 11th (there were only 10 plaques). The air conditioning worked. In the second round, every board landed up with someone owning a set. We didn't have 6 people left over at the end' of board assignments for round 2. None of the forms, certificates, etc were lost. The players were cooperative and patient when bottlenecks developed.

13. Why were no points given for coming in second? This is a question of values and philosophy. Some view coming in second as a (partial) success, second in a field of seven. Others view it as a failure ---- if someone else has won, then you have lost. This argument is as old as the game itself; I even devoted a theme issue of my zine DIPLOMACY DIGEST to this debate. Any scoring system must either address the question, or eliminate the draw altogether. In this case, I wanted wins to mean something, to be something that had to be worked for. I could have given, say, 28 points for coming in second to another's win. In doing so, I as GM would be bribing some player to let someone else win. And that kind of win doesn't seem quite right. People should win by overcoming the efforts of other players to stop the win --- and not by finding someone who will settle for a 28-point bribe. I recognize that there is another side to this, but that's the reason the Berch Tournament Scoring System, for one, does not reward coming in second.

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Response and Reaction

Here's what other people have had to say:

"Very nice tournament. Really - not just the gaming - the panel discussion (from what I heard from Kathy Byrne and others) was excellent, the DipCon Society meeting was well run & tournament was exceptionally efficient, despite the number of participants" (John Caruso)

"Thanks again for the very well-run tournament. I really enjoyed myself and look forward to next year's DipCon." (Ron Brown)

"Despite having a very big turnout for the Dip tourney, you were still able to run a very efficient show. The games ran well without forced (and abrupt) time limits. ... Personally, I like it when the scoring system is not revealed since the glitches a particular system has will not interfere with the game. True, it may not be 100% fair to the players, but ... the player who plays consistently well should be amongst the top ranks under most systems. Also, I hope you have not received the wrong impression from myself and others. The "Dipimaster" shirts and the comb were meant as jokes. Most of us like kidding around a little; as Kathy says, people don't kid around with those they don't like. Again, you are to be commended on a swell job! (Tom Swider) ((My hobby nickname is "DipiMaster", and I was really tickled with all those shirts --- Mark))

"This year I liked the way the games had so long to play with no mandatory ends like GenCon. I never understand the rating systems anyway. Does anyone? Does Anyone care?.....I have to say that I really enjoyed playing with people that I don't know because it was the element of the unknown. All of us had been eliminated during the first round so there were a lot of jokes about that."(Gary Coughlan)

"I didn't do much at the tournament - except win best country the second day and have a ball the entire weekend - guess which country I had the second day - you guessed it ITALY!!!!!! Now if I could only learn how to play the other 6 countries !!!!!!! (Kathy Byrne, who is the only person to ever win 3 postal games with Italy)

"Of course, your reading will not be complete without Al Pearson discussing how and why he savagely attacked a 10 year old boy, mentally scarring the child for life" (Steve Arnawoodian) (said in jest)

"You did a superb job at the Con --- thanks for a good time"(Konrad Baumeister).

"I thought the tournament was well run, altho I would like to see a better scoring system. Frankly, I thought draws were overvalued, leading to a certain rigidity in alliances. I would like to see a system which rates wins more highly so that there would be fewer game long alliances leading to draws." (Dave Spector)

"It was the best run tournament I've ever attended. Very smooth"(Fred Townsend)

"Bruce Linsey"s speech ((Saturday morning)) alone was worth the price of the convention" (Brian Lorber)

"....Inthe end, R, I, and AH combined to try to stalemate us, but we broke thru and went on to a two way draw. Gary Coughlan was an excellent ally and had complete trust in me. There were several instances when I could have stabbed him for a possible win, but it is much more enjoyable to share the victory with someone. Besides, it wouldn't have made much of a difference in the standings anyhow." (Eric Kane. Had he stabbed and won, he would have moved from his actual finish of 34th to 18th).

"Thousands upon thousands of loyal, screaming Doomies jammed the arenas at the Origins Convention site in order to to meet your humble editor"(Bruce Linsey)

"Congrats on an excellent Tourny" (Jack Brawler)

"The German player was only 13 years old. I was playing Diplomacy before h was born." (Doug Beyerlein)

"I am sorry I didn't get a chance to talk with all the people who were there... Next time I am on the East Coast I am setting aside some BS time." (Bob Sergeant)

"I wish to deny any connection between the facts that I helped run DipCon and then left the country 3 days later! (Fred Davis)

Placing seventh in a national tourney is heady wine for a near novice. Indeed!- merely to walk among this pantheon of the postal hobby is dizzying- but to be graced by Gary Coughlan's smile, to be privy to Mark Berch's neo-Freudian triple entendre "submit to me"(he certainly is a wry elf), to dine with Fred C. Davis, Jr. at a family steak house, to awe at Robert Sack's style and wit, to marvel at Kathy Byrne's lilting voice, to be considered a fool by Bruce Linsey and John Caruso, to witness Dr. Boardman chuckle over his game fees, to hear The Boss pontificate on real estate values in southern California, to behold Konrad Baumeister's championship demeanor....All this and a generous accumulation of plaque from over-indulging in sucrose-laden delicacies on an extremely low-pH stomach! What greater rewards could Paradise offer? (Edward Wrobel)

POTENTIAL NEW BLOOD FOR THE POSTAL HOBBY

The following persons indicated on the player survey that they were not involved in the postal hobby, but were interested in learning more about it:

Peter Schiff 4900 Morning Glory Ln Rockville Md 20853
Bill Fecke 10300 Collingham Drive Fairfax Va 22023
Ilan Gittlen 2257 Rogene Dr Apt T2 Baltimore MD 21209
Dan Connole 401 South Adams Arlington VA 22204
Martin Hayes 1113 Crestview Drive Annapolis MD 21401
Paul Hopkins 5819 Ruatan St Berwin Heights Md 20740
John Pittman 5810 Broadmoor St Alexandria VA 22310
John Brandes 40 Home Street Gillette NJ 07933
Patrick Jonke 5610 Sharon Dr Glenarm MD 21057
D. Scott Pyle 9916 Cottrell Terrace Silver Spring MD 20903
Alex Martin RD #2 Box 521 Lewisburg PA 17837
Frank Jones 1731 Park Ave #6 Baltimore MD 21217
Geoff Hill Tarbell Hill Cavendish Vt 05142
Alan Siegel 21 Fifth Ave Pelham NY 10803
Dani Reiter 1960 Dundee Rd Rockville Md 20850
Raymond Thorne HHL 1st Signal Battalion APO NY 09227
Jose Ballina 136 Bosque de Moctezuma La Herradura Mexico D.F. 10 Mexico
Richard Maltz 550 College Parkway Rockville Md 20850
Craig Kurumada 4174 Abinadi Rd Salt Lake City UT 84117
David Bixler 8611 63rd Ave College Park MD 20740
James A Cox 31 Enchanted Hills Road #2 Owings Mills MD 21117
John C. Harms 7147 Donnell Pl Forestville Md 20747
Nathaniel Gifford 82 Western Ave Augusta Maine 04330
Jack Furst 22 Pleasant St Potsdam NY 13676
Marc Hurwitz 10901 Baronet Rd Owings Mills Md 21117
Russel Rice 3400 Mohican Rd Bethesda Md 20816
Mark Levine 111 Vaughn's Gap Rd Nashville TN 37205
Louis Newman 10429 Vale Oakton VA 22124
Steve Schmaltz 1410 31st St Columbus GA 31904
Peter Okajima 64-19 Dierede Crescent Forest Hills NY 11374
Winston Weiser 4815 Cormello Dr Baltimore Md 21227
Ed Lace 422 N. Kenwood Ave Baltimore Md 21224
Bill Washburn 122 Nimitz Dr Dayton OH 45431
Philip J. Lahue 12 Maple St Sanford ME 04073
Richard Brackman 28 Gilchrist Rd Great Neck NY 11021
Charles Rosenberg 9103 Allenswood Road Randallstown MD 21133
Don Wicks 7800 Holmes Run Dr Falls Church VA 22024
Carl Russell 21 Morgan Rd Binghamton NY 13903
Fred Losi 63 Chelsea Way Bridgewater NJ 08807
Kevin Davis 87 Bayview Ave Manhasset NY 11030
Mike Golbe 3036 South Elm Ct Fairfax VA 22031
Jeff Goodsill 15 Peck Hill Rd Woodbridge CT 06525
Stephen Knight 809 Timber Lane Nashville TN 37215
James Calabrese 2603 Arrowwood Ln Rolling Meadows Ill 60008
John Daniel 2001 South 5th Street Arlington VA 22204
Ralph Ehrenpreis 405 East 69th St N.Y.C. N.Y. 10021
Darren Kadish 10803 Hudson Rd Owings Mills Md 21117
David Endee 3021-A Hopkins Ct Ft Meade MD 20755
Sean Vessey 2623-102 Windbreak Drive Alexandria VA 22306
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----Attention Publishers! If you are looking to expand your circulation, here are some prospects. Lets see if we can entice some of these people into the postal hobby. 17

WHAT IS POSTAL DIPLOMACY, AND HOW CAN IT BE AVOIDED?

Postal is one of the 4 major formats for the game of Diplomacy, the other three being ordinary face to face, telephone, and tournament. Postal isn't better or worse than the others, just different.

The mechanics are as follows. First you subscribe to a postal Diplomacy "zine", which typically runs about \$5 for 10 issues. When you are ready for a game, you ask the editor of the zine to put you on the waiting list, and you pay the gamefee, which is generally in the \$2-\$6 range. When he gets 7 players together, he publishes the gamestart: all 7 names and addresses are given along with country assignments. He also sets a deadline --- a date by which your orders must be received by him. Usually the deadlines are set a month apart, tho a few Gamesmasters use 3-week and a few use 5-week deadlines --- you'll have some choice in the matter. A short period after the deadline, you'll receive the next issue of the zine, with the season's results all adjudicated, and you'll learn who, if anyone, was telling you the truth. A fresh deadline will then be set. Winter and Spring moves are often combined.

The game differs in some significant respects from the ordinary face to face game. The first is time. A typical postal game takes about 2 years from start to finish. And you will probably spend significantly more time on the game than you would on a FTF game. But you don't need that huge block of time. You can sit down for an hour and knock off a few letters --- or just take 5 minutes to write a postcard. You can ponder the board while eating lunch or waiting for a bus, or make a phone call at some odd moment. And if need be, you can ignore the game for a week or two. You have tremendous flexibility.

The second factor is communication. Writing is very different from speech. You cannot rely on body language, tone of voice, etc. If you have a hard time lying to a person's face, or have trouble thinking of a quick response, then postal may be your game. In a letter you have time to choose your words carefully, and you can go into as much detail as you want. You can evaluate carefully what you've been told, rather than desperately trying to remember what exactly your neighbor said. But postal cannot give the back-and-forth-and-back-and-forth interaction that you can get verbally. You do of course have the option of using the phone for some negotiations, tho this can be expensive, and some players do not like to conduct their game that way.

Finally, there is a difference in game dynamics. Success in a postal game requires much more long range planning. In a FTF game, there is usually no time at all to plan 'yond the next two seasons --- not so in postal. More elaborate swindles can sometimes be set up. Triple and quadruple alliances are much harder to do postally --- your two allies can't be sure you're telling both of them the same thing. Because of the extra time available, fewer people will botch writing their orders and fewer people will make simple tactical errors. Tactics tend to be a bit more sophisticated because you'll have to time to carefully weigh the pros and cons of each approach, if you want. Unlike the usual social FTF game, you'll know few if any of the other players --- and they won't know you. And it's easier to stab a total stranger, someone you've never met and won't have to face afterward. The tone of the game is

different as well, since postal games do not have that rushed or frantic quality to them that is seen in FTF or tournament games.

Lastly, there is the matter of cost. Beyond the fees for the game and sub to the zine, letters do cost money, and you are always at the mercy of the USP"S". Orders which never arrive do affect games.

Clearly then this is a matter of taste: What kind of game do you want? There are those who play only postal, just as there are those who will play anything but. However, playing postally is not all that the postal hobby has to offer; indeed, for many people, it isn't even the most important part. Nearly all zines have other material, and some zines devote little or even no space at all to the postal games. One area is "Press" --- various releases from the players which are printed along with the moves. These can be part of your negotiations, comments (often in allegorical form, such as tales of the red fox who ate green bananas instead of the more ripe yellow ones) on the game, various jokes, stories and whatever. Press "wars" sometimes break out, even between allies, and at times the press will be more interesting than the game itself. The zine may also contain articles on the game itself, strategy and tactics, history of the hobby, on personalities in the hobby, or can be on unrelated subject. Zines often specialize in such matters. Thus, Just Among Friends and Whitestonia have a great deal of humor, kidding around and teasing people in the hobby. St George and the Dragon has frequent reviews of Science Fiction in movies and TV, Envoy runs other games such as Kingmaker, Fol Si Fie has had numerous articles on strategy, etc. Many zines have letter columns, and some of them, such as in Europa Express and Voice of Doom are very extensive with dozens of people participating over the course of a year. This is amateur publishing, so the quality of writing is quite variable, but the flip side of it is your writing doesn't have to be real slick to be accepted. Sports, books, accounts of FTF games and related get-togethers, politics, current events, accounts of people's jobs --- its all there, whatever the editor feels like writing himself, or can extract from one of his readers. Many pubbers will even pay for this material by giving you free issues, extensions of your sub, for articles they choose to print.

And finally, the postal hobby is a way of meeting people. A Diplomacy game in your dorm room is likely to have people you already know, and, as fellow college students, people who may be pretty similar to yourself. But in the postal hobby, you can get into a game with, or a hot discussion with, a postal employee in Tennessee or an office manager in Flushing NY, or a Patent Examiner in Virginia or a soldier stationed in Germany or a rather peculiar teenager in Anchorage.

Interested? Here's what to do. Send a Self Addressed Stamped envelope (SASE) to Rod Wiker 1273 Crest Dr Encinitas CA 92024 and ask for a copy of Pontevedria, the monthly listing of Game Openings. Send \$1.00 to Bruce Linsey 24A Quarry Drive Albany NY 12205 and ask for the No-vice Package --- a 35 page booklet with a superlative overview of the game and hobby. Those two steps are essential. You might also want to send \$1 to Mike Mills 26 Laurel Dr Slootsburg NY 10974 and ask for the Zine Directory --- capsule descriptions of all the hobby's zines. And finally --- you know I'm not going to leave myself out --- you can get a sample of my zine by sending me an SASE, and I'll send ya' #60 and a back-issues list!

The DipCon Society Meeting ---- A Personal view

The meeting held on Saturday night was confusing, frustrating, and ultimately, not very productive. This is not the fault of the chairman, Herb Barents, who did as good a job as could be done, and certainly better than I would have.

A major, if not the major problem was that we did not stick to a "14-day" rule. We had originally decided that all amendments would have to be submitted in writing 14 days in advance, but unfortunately it was decided not to stick to that. The result was chaos. One motion was so incomprehensible that it was greeted with general laughter. In another case, the person speaking was unable to articulate exactly what he wanted to say, and resorted to a "well, you know what I mean."

A second problem is that some people treated the meeting as a joke. I refer, for example, to people entering the room in the middle of balloting and raising their hands without knowing even what was being voted on. If someone doesn't think that the proceedings ought to be taken seriously, fine, they should simply not vote, or leave if they wish. I hope that this does not occur again next year.

With regard to the amendments, I was of course disappointed that these did not pass, but I am hopeful that they, or something similar to them, will succeed next year. But to those skeptics, I say this: There is a limit to how much suspicion, and checks-and-balances you can load onto a system, especially when you are dealing with what is basically a volunteer job.

Here is an example. The proposed amendments had a sentence saying that the administrative committee must report its decisions to the editor of the largest-circulation zine in the hobby. This has 2 purposes. First, if the committee is not functioning at all, the hobby has a mechanism for finding out. Second, it reminds the committee that they cannot do everything in secret, that they have an obligation to communicate with the hobby.

One person challenged this with a series of questions. What zine is this anyway? Why were they chosen? Why should it go just to them? Previously, the constitution had written into it ties to the IDA, an organization which is now defunct. If a specific zine were named, the same risk would be involved --- zines do die, after all. But there will always be a largest. That decision is somewhat arbitrary. One could have chosen the oldest zine or the fattest or the winner in this poll or that, or the one with the smallest print, or the greenest paper. The largest circulation zine has historically been Diplomacy World, and DW, more than any other zine in the hobby has consistently publicized DipCon extensively, so it was a logical choice. And as for the last question, the committee is of course free to send it to as many zines as they want, but they have to send it to at least one.

The other major challenge came from Robert Sacks, who, as best I could understand it, wanted to delete sections which he viewed as expanding the powers of the administrative committee. The problem here is that the original document is very vague: "...elected by The DipCon Society to manage the society's affairs..." But that doesn't really spell out what they are supposed to do. The document spelled out specifically their responsibilities, including choosing a tournament director, selecting a scoring system, distributing the proceeds, etc.

At any rate, I hope people keep these considerations in mind when the same issues arise in the 1983 DipCon Society meeting.

DIPCON XV RESULTS AND COMPARISONS Fred Townsend and Mark Berch

Country	Average Points	Wins	2-Draw	3-Draw	4-Draw	5-Draw	6-Draw	Elims
England	21.31	2	4	6	6	4	3	8
France	20.02	2	4	5	7	2	3	8
Turkey	13.63	1	1	5	6	3	0	11
Germany	12.30	0	5	2	4	4	3	16
Austria	10.94	0	1	3	5	3	3	17
Russia	9.46	0	2	2	5	1	3	11
Italy	7.99	0	1	1	3	3	3	13

COMPARATIVE COUNTRY RESULTS - OVERALL ORDER OF FINISH

DipCon XV	E F T G A R I	38 Boards	13% Wins
DipCon XIV	E T F G I A R	44 Boards	43% Wins
DipCon XII	F T E G A I R	36 Boards	17% Wins
Origins '78	E=T F R A G=I	35 Boards	17% Wins
MidCon III	T F E G=I R A	17 Boards	0% Wins
DipCon VIII	F=E A T G R I	17 Boards	0% Wins
Origins '75	T G E F I A=R	17 Boards	6% Wins
"Smaller"	T E=F G I=A R	51 Boards	2% Wins
Postal Results			
DTRS	F R E T G A I	960 Games	64% Wins
CPC	R G=F E T=A I	960 Games	64% Wins

Comments

Fred Townsend

This year there were only 1 % wins. Tournaments usually have fewer wins than postally because of the time restraints and the absence of NMR's. This year, however, the first round of 23 boards had esentially no time limits and only two wins. The reason, I think, is that the scoring system doesn't reward that last stab enough. 50 points for the top of a 2-draw and 60 for a win. Why bother? Another way of looking at this is to compare the total points for a win and draws with the outcome.

	Total Points	Number
Win	60	5
2-Draw	92	9
3-Draw	111	8
4-Draw	112	9
5-Draw	95	4
6-Draw	60	3

(ie 2 X 46)
(3 X 37)
(4 X 28)
(5 X 21)
(6 X 10)

I would reccommend increasing the win points to 75

Comments -- Mark L Berch

Results have been located for 4 major tournaments: DipCon XV, XIV, XII, and Origins '78. The next three tournaments listed (MidCon III was a British tournament held in 1981) were large, but 17 boards is just not statistically significant. Thus, I have amalgamated these results into a 51-board "smaller" tournament *by the* method of averaging the positions, to give a "fifth" tournament. Where equal signs appear, the countries are either exactly equal, or virtually equal.

These tournaments total 204 games, certainly enough to draw some conclusions about relative country strength. The countries break down into three categories: The Strong: E, F, and T; the weak: A, R, and I, and Germany in the middle. This pattern is seen in all 5 tournaments, with the sole exception that G and R have their positions reversed at Origins '78. Within these categories, things are not quite so clear cut. Austria finished better than Russia in 4 out of 5, and finished ahead of Italy in 3 out of five, with one tie. Thus, it would appear safe to say that Austria is the strongest of the three weak countries, i.e. 5th. As Between R and I, Italy finished ahead of R 3 times in 5, so there's not really any trend there to speak of. Russia and Italy share the cellar. At the upper end things are more confused. England beats out France 3 times, with one tie. But E and T seem to be tied, at 2 wins apiece and 1 tie.

Thus, the overall pattern seems to be E and T sharing the lead, with F quite closely behind. Next is Germany, followed by Austria, with R and I sharing the cellar.

The tournaments were in general evaluated by using the scoring system in use at the time. This is not possible with postal games, which don't have a scoring system per se. Thus, the results have been processed thru 2 popular rating systems. CPC, or Calhamer Point Count gives one point to the winner, or divided equally among the drawers. DTRS is described in Diplomacy World #26. It gives 3/4 points to the winner, or divided equally among drawers, plus one point for each center held at games end, with a penalty for being eliminated, especially early elimination.

The two systems unfortunately give somewhat different results, which complicates comparison with Tournament play. This is due in part to the fact that Russia (and to a lesser degree Germany) does very well in CPC because of success in winning, but the countries usually do poorly if they don't win, while France, with fewer wins, also has far fewer eliminations.

Still, in both postal rating systems, Russia is either first or second. In tournament, R is one of the two worst, possibly the worst. This is a rather dramatic difference. It may be due to the fact that there is a real press for time in tournament play, and Russia must deal with 4 neighbors at the start, and even negotiations with Italy are of considerable importance. No other country has 4 important neighbors (Germany can usually deal with Austria (and vice versa) very quickly until midgame) and perhaps this press means that Russia just doesn't have the time available that other countries do for each neighbor.

The other differences are all less dramatic. T, A, and E all do a little better at tournament play --- perhaps each profits some by Russia's fall. At any rate, these differences tend to re-enforce my own view that postal and Tournament Diplomacy games are in reality fairly different games, or, to be more precise, significantly different formats of the same game. It also tends to show that what country you draw is of less importance that you might think, since it can vary so much. Perhaps as there are more tournaments, the picture will become more clear.

As for the separation between the 2-way draw and win, see comments elsewhere by Dave Spector. However, this point spread is only one factor in determining the number of wins. Many players would just rather go thru the entire game with an ally (see comments elsewhere by Eric Kane). And in some games, that 18th center just plain isn't within reach, so there's no point to the stab at all. In 1979, the win was also worth 60, with a 2-way draw worth 30 --- a 30-point gap, about the same as Fred suggests. Players complained that it was too large. 22

The Dip Tourney by Mark Larzelere

For me, the Dip tourney was pretty well run until a problem arose in Rd 2. This game started off pretty routinely, with my German/French alliance attacking England. Austria and Italy were holding Russia and Turkey at a standstill until 1903, when the Austrian player pulled out a gun and blew his brains out. No standby was available, so Austria went into Civil Disorder. Russia and Turkey broke through, and the game eventually ended up in a 2way draw between them in 1908.

The frustrating thing about this game was not only that the guy dropped, but that he did it in a way so disruptive to the tournament. His widow came over and started screaming, the ambulance people and cops kept walking in and out and wanting the players to move, and a crowd of people gathered to watch everything. It was really hard to negotiate with all that going on. France didn't really want to play after that. I managed to talk him into staying with the game, but we just didn't coordinate our moves as well as we had been.

I also wish it hadn't taken them so long to clean up the blood and everything. By '06 I was getting really tired of walking around it. To make things worse, Italy puked, and it really smelled up the place. And on top of that, a little piece of the guy's brain landed on Livonia. I thought it was a Russian army, and didn't realize it wasn't until it started turning brown in 1907. I might have moved more ambitiously against Russia had I known that.

As Germany, I was really disappointed to see all this happen. I mean, I'm sorry the guy died, but the other players have rights, too. When you sign up for a game, you sign up for the duration, and you should have 7 players. I hope in the future they'll either be more careful about who they let into these tournies or have more standbys available. Austria's complete lack of consideration for the other players was disgusting.

SAYING THANK

I was the most visible person in planning and running the tournament, but by no means did I do all the work. I received a substantial amount of assistance from the rest of the staff, especially during registation periods. In addition, Herb Barents had the thankless task of chairing theDipCon Society meeting, and did a good job under difficult circumstances. Fred Davis did most of the work on the charter amendments and on writing the contract with Atlanticon. He also handled all contacts with Atlanticon. This meant, for example, making sure that we had those large round tables that are best for dippy. He also got hold of the plaques for 2nd -10th. Rod was also a huge help, gave us lots of publicity in Diplomacy World and advice based on the many cons he has attended, and came up with the idea for this booklet. Beyond these three, we also got help from people in the postal hobby. Of these people, I want to especially mention John Caruso. He not only gave us extensive and repeated publicity in his zine (Whitestonia), but took an active interest in much that we did, and gave me a steady supply of suggestions and advice. In addition, I want to mention and thank other people in the postal hobby who gave advice and/or assistance for the tournament: Kathy Byrne, Allan Calhmer, John Kador, Steve Langley, Bruce Linsey, Robert Sacks, Allen Wells, and Jim Yerkey. I ALSO want to thank those who were on the panèl Sat morning. And finally, my personal thanks go to John Boyer, who was not directly involved, but who taught me quite a few things when he ran DipCon XII, things I was able to make use of this year.

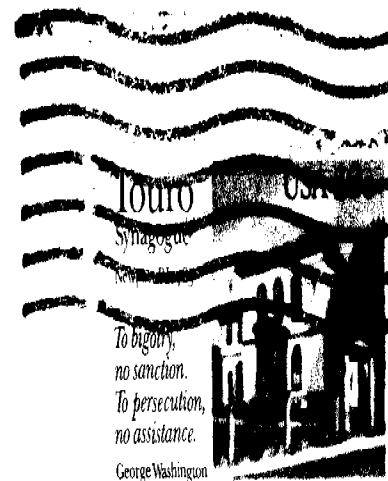
.....And Finally

I'm done, but you're not. I'm am very interested in knowing what you thought of this booklet. It took a lot of time, effort and money (your money, I might add). Was it worth it? What parts did you find most interesting? A waste of space? What should have been included but wasn't? Do you have any suggestions for doing it differently? I might add that the committee planning DipCon XVI is considering doing this again next year, and I will pass on to them constuctive comments. At any rate, send any feedback to me; I'm interested in knowing how this experiment was received!

Mark L Berch
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SEPT, 1982

SPECIAL NOTE: Unless otherwise noted, everything in here is written by the DipiMaster himself, Mark Berch.



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