

# Everything

---

EVERYTHING #69

FALL 1986

---

This is the official publication of the Boardman Number Custodian.

BNC: Steve Heinowski  
12034 Pyle S. Ave. Road  
Oberlin, OH 44074

Published by: Dave Kleiman

---

## BNC Closing Comments

It has come time for me to release the reins here and quietly fade into the background. I spent two years as publisher of Everything and two years as BNC, and that is enough. I have had my accomplishments and failures. Among my successes I count the close working ties to the USGS and a successful navigation of this office to a post-flood calm. Among my failures I cite inattention to record keeping. This is one reason Steve Heinowski was given the task of searching for lost games. If you were angered by Steve searching for a game that had been reported then please blame me, and do your best to provide Steve with the information. Some game finishes do get by me. I now retire my burnt out self and turn it over to Steve. It is time for new blood and a fresh wind. Farewell and Thank You.

Bill Quinn, retiring BNC

## BNC Comments

First, I would like to thank Bill for the confidence he has shown in me and hope that throughout my tenure his trust will be an unfounded one.

I wish to ask all GMs to look over this issue of Everything to make sure that one of your game starts/finishes has not fallen through the cracks during the transfer of the custodianship. If it has, let me know.

Next, the question has arisen as to whether I will reconsider the (ir)regularity of a past BNC decision. Let me save us all a lot of hassle: I will not.

Some GMs do not trade with Everything. You are, of course, free not to do so. I do, however, ask that if this is the case, you at least enclose a whole 'zine when reporting an end or start of a game - since you have to write me anyhow. There is no other reliable way to keep tabs on the games' status then to see a 'zine.

Yes, I know this is getting long-winded, but I do want to thank those people who have helped me and/or Jim in locating lost games.

Steve Heinowski, new BNC

## Publisher Comments

First, I would like to apologize for the tardiness of this particular issue. No excuses. Just lack of dedication to get the job done. Everything's quarterly schedule calls for an issue around September 15, December 15, March 15, and June 15. Second, I would like to remind all that this is the SNC's publication, and that all subscriptions or trades should be sent to Steve.

I would like to thank Bill for a job well done, and wish Steve the best of success.

## Corrections

84CC listed in #68 should list GM/Zines as Signey Archives (Plecek) and Dip & Brew (Graessle).

84CC listed in #68 should have been 84AU. 84CC is in this issue.

## Game starts

1986AD (Carter) Sleepless Knights	Jason Norris	P.N. Goudreau	Jerry Falkner	Frank Easton	Hugh Polley	Blair Churchill	Nelson Heintzman
1986AE (Holley) Rebel	Rick Davis	Tom Hurst	Michael Gonsalves	Tom Boyd	Dwayne Shreve	Larry Botimer	Stan Johnson
1986AF (Boardman) Graustark	John Brannick	Peter La Rocco	Paul Schembani	Marc Hurwitz	Jerry Rosen	Jim McCarthy	Bob Bragdon
1986AG (Hyatt) The Home Office	Greg Ellis	Melinda Holley	Vince Springer	Hugh Christie	Stan Johnson	David Lang	Russ Wallace
1986AH (Gaughan) Perelandra	Jim Diehl	Hugh Christie	Will Woodard	Steve Langley	Rob Wittmann	John Crosby	Ben Schilling
1986AI (Gardner) Not New York	Larry Botimer	Jeff Zarke	Nelson Heintzman	Kent Tobin	Jessie Porter	Robert Acheson	Rich Deizer
1986AJ (Hill) The Archair Diplomat	Kenna Fowler	John Vogel	James Connelly	Steve Ross	Phil Lindner	Ron Hallacker	Michael Schlesinger
1986AK (Lischett) Cheesecake	Russ Rusnak	Melinda Holley	Richard Wilson	Steve Langley	Dale Bakken	Jim Diehl	Mark Luedi
1986AL (Barants) Boast	D.J. Ditter	Joe Clement	Larry Botimer	M. Brockington	Mike Schnelker	Tom Tiffany	John Crosby
1986AN (Boardman) Graustark	Keith Portner	Marc Hurwitz	Herb Barants	Arthur Ticossi	Peter Martin	Dan Dolan	Scott Skallie
1986AO (Carter) Sleepless Knights	Frank Easton	Evans Givan	Doug Williams	Paul Watson	Steve Mortimer	Rob Lowes	Paul Hammond
1986AQ (Wefnowski) Ter-ran	Dave Ditter	Kirk Carroll	Larry Botimer	Russ Wallace	Melinda Holley	Gary Behman	Don Clipperton
1986AP (Smyth) Fol St Fie	Steve Bennigan	Alan Stewart	Steve Swigger	Hugh Polley	Robert Acheson	Fred Weidenmeyer	Blair Cussack
1986AQ (Byrne) Whitestonia/Kathy's Corner	Melinda Holley	Dale Bakken	George Graessle	Bob Olson	Dave Grabar	Larry Botimer	Edi Birsan
1986AR (Stille) Pauillac's Forum	Lin Morrisett	Pete Gaughan	Russ Wallace	Evans Givan	Derwood Bowen	Jim Diehl	Melinda Holley

1983AS (Courtessandone) High Inertia	Russ Wallace	Francine Byrne	Don Williams	Stan Johnson	Michael Gonzales	Mark Sharon	Nike Goodman
1986AT (Williams) Flick of the Wrist	Melinda Holley	Greg Stewart	Gary Sehnen	Pete Gaughan	Bob Olson	Marshall Linder	Francine Byrne
1986AU (Lischett) Cheesecake	Ron Softzer	Ken Iverson	Melinda Holley	Gary Barnen	Don Williams	Ray Scott	David Randalls
1986AV (Boardman) Graustark	Eric Knapp	John Rigley	Bill Drakent	Ian Campbell	Warren Ball	Lawrence Chafetz	Richard Merley

## Game Finishes

1979HZ Beholder (Holley) to F'02, Passchendaele (Cuernier) to F'06, For 51 Fie (Saydn).

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	
A: 5	5	5	5	5	5	3	2	1	0	0	0	0	0	0	0	0	0	0	0	Trevor Baillie (drop S'03), Mike Carroll (drop F'03), Deane Sperakos (drop S'06), Ron Kelly (drop S'09), Doug Karnes (out F'10), Dave Graber (res F'05), Barry Hickey (out F'08), Ron (RM) Brown (res P05), Dave Carter (sur F'19), Andy Lischett (win F'19), John Michalski (????), Al Rodriguez (drop S'05), Al Hoffman (drop F'05), Robert Acheson (drop F'06), Gerry Paulson (drop F'14), Mische Sandberg (drop W'14), Michael Gabriel (drop F'18), Jim Diehl (sur F'19), Steve Columbo (out F'03), Fred Hyatt (res F'07), Steve Hutton (res S'12), Ed Innes (drop F'14), Bryon Ronald (drop S'17), Don Tinker (sur F'19).
E: 4	8	5	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
F: 8	6	7	7	8	8	8	8	8	10	10	9	10	9	9	10	10	8	7		
G: 5	6	8	9	10	12	12	13	12	10	11	11	10	11	11	12	12	16	20		
I: 4	5	4	4	3	3	4	5	5	5	5	5	5	5	4	3	3	2	3		
R: 4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
T: 4	4	5	5	6	5	7	6	7	9	8	9	9	8	10	9	9	8	4		

1982CE Retaliation (Lee).

	01	02	03	04	05	06	07	
A: 4	2	2	1	1	1	1		Steve Mixsell (drop S'02), Bob Olson (sur S'08).
E: 4	3	4	2	1	1	1		Brad Wilson (sur S'08).
F: 5	5	5	7	10	10	14		Dave Perlmutter (draw S'08).
G: 4	5	3	3	0	0	0		Mikey Rolling (out F'08).
I: 5	5	5	5	5	3	2		Chuck Kaplan (sur S'08).
R: 6	8	9	9	9	12	13		Tom Hurst (draw S'08).
T: 1	6	6	7	8	5	3		Eric Kane (sur S'08).

19830 Eshain Nacha (Mills) to S'09, Yes, Virginia... (Surgess) to S'10, Tar-ran (Hminowski).

	01	02	03	04	05	06	07	08	09	10	11	12	
A:	5	6	6	7	7	4	3	2	0	0	0	0	John Long (res S'07), Earl Anderson (drop S'08), Gary Coughlan (out F'09).
E:	5	5	4	5	6	8	8	9	9	9	7	7	Ron Brown (draw S'13).
F:	5	5	6	5	8	8	9	9	10	10	10	10	Bill Placek (drop W'09), Dave Dittler (draw S'13).
G:	5	5	4	2	1	0	0	0	0	0	0	0	Steve Annwoodian (out F'08).
I:	3	4	4	4	4	6	5	7	8	8	9	9	Jake Walters (draw S'13).
R:	5	6	7	6	4	3	3	2	0	0	0	0	John Crosby (out F'09).
T:	5	3	3	4	4	5	4	5	7	7	8	8	John Horn(res F'06), Pete Kurucz (res F'07), Dave Carter (draw S'13).

1983M Unknown (Unknown).

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	
A:	3	4	0	0	0	3	3	3	0	0	0	0	0	0	0	Brian Johnston (drop S'02), Andre Torres (out F'03).
E:	4	5	6	5	6	8	8	8	8	9	10	11	12	14		Paul Watson (sur F'15).
F:	5	6	5	4	5**	5	7**	7	7	9	5	4	3	1		Dave Weatherhead (drop S'04), Gerry Paulson (drop S'08), Mark Keller (drop S'11), Jeff Panches (drop S'14), Joe Stark (sur F'15).
G:	5	3	1	0	0	0	0	0	0	0	0	0	0	0	0	Pat Conlon (out F'04).
I:	5	5	7	8	4	3	2	2	2	2	1	1	0	0		Bob Acheson (out F'14).
R:	6	8	9	11	11	10	10	10	10*	10	7	6	5	4	1	Mike Gabriel (sur F'15).
T:	4	5	6	6	7	7	7	7	7	7	9	13	15	18		Nelson Haintzaan (win F'15).

1983Y Midlife Crisis (Rautenberg) to F'13. This Buds for You (Fleming).

	01	02	03	04	05	06	07	08	09	10	11	12	13	
A:	5	3	5	6	5	4	3	3	3	3	2	2	2	Nelson Heintzman (draw S'14).
E:	5	3	2	3	2	1	1	0	0	0	0	0	0	Pat Conlon (res W'03), Jim Makuc (out F'08).
F:	4	5	5	5	5	5	4	3	2	0	0	0	0	David Schaubert (drop S'04), Konrad Baumwister (out F'11).
G:	5	6	7	6	6	7	8	10	11	13	17	16	15	Pat Frye (drop F'05), Dale Sakken (draw S'14).
J:	4	4	5	3	5	5	5	4	4	2	2	2	3	Russ Rusnak (draw S'14).
R:	7	8	8	8	11	11	12	13	13	14	13	14	14	Nancy Irwin (draw S'14).
T:	3	1	0	0	0	0	0	0	0	0	0	0	0	Jim Burgess (out F'03).

'983AJ Graustark (Boardman).

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	
A:	5	8	7*	8**	3**	3*	3*	8	9*	9	9	8	8	5	5	5	5	5	5	Russ Rusnak (sur F'19).
E:	4	5	7	7	8	5	7	7	7	7	7	7	8*	9*	10	10	11	8	4	Robert J. Baker (sur F'19).
F:	6*	6	6	4	4	5	4	2	2	2	2	2	2	1	1	1	0	0	0	John Jordan (out F'17).
G:	6	7	7	8	7	8	7	7	7	7	7	8	7	9**	9	11**	11	15	19	Tom Ripper (win F'19).
I:	4	5	5	6	6	7	8	9	9	9	9	10	9	9*	9	9	7	7	5	David Ezrie (cas F'14), Ed Wrobel(s F'19).
R:	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Lawrence Chazettez (out F'04).
T:	4*	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	David Greene (out F'05).

## 1983CN Winsome Losses (Winsome).

	01	02	03	04	05	06	07	08	09	10	11	
A:	6	6	7	8	8	11	12	13	13	16	19	Mike Mazzer (win F'11).
S:	4	5	8	9	9	8	7	8	7	5	3	Joe Stark (sur F'11).
F:	1*	2	1	1	1	1	1	1	0	0	0	James Hall (out F'09).
G:	5	6	4	4	3	0	0	0	0	0	0	Ben Schilling (out F'06).
I:	4	4	5	2	2	1	1	0	0	0	0	Steve Knight (drop F'05), Robyn Finley (out F'08).
R:	4	3	2	1	2	2	2	1	2*	1	0	Roland Louie (drop S'04), Lynn Torkelson (drop S'10), CD (out F'10).
T:	5	7	7	9	9	11	11	11	12	12	13	Cathy Cuning (sur F'11).

## 1983CR Murdering Ministers (Brown).

	01	02	03	04	05	06	07	
A:	5	3	0	0	0	0	0	Bill Hugh (out F'03).
E:	5	3	4	4	5	3	1	John Masters (drop F'02), Al Rodriguez (sur F'07).
F:	4	5	6	5	3	2	1	Jerry Jones (drop F'05), Dan Gorham (sur F'07).
G:	5	7	8	10	11	13	19	Dan Kuszinski (win F'07).
I:	4	5	5	5	4	3	3	Tim Haffey (drop S'05), Stan Johnson (sur F'07).
R:	5	4	4	1	1	1	1	Brian Sherin (drop S'05), CD (sur F'07).
T:	4	6	7	9	10	10	9	Bill Schweutz (sur F'07).

NOTE: Local game.

## 1984F Jipoy (Benes)

	01	02	03	04	05	06	07	08	09	10	11	12	13	
A:	4	4	3	2	0	0	0	0	0	0	0	0	0	Tom Slaughter (out F'05).
E:	4	5	2	2	0	0	0	0	0	0	0	0	0	Jack Frost (drop W'02), Ken Iverson (drop F'03), Ron Kelly (out F'05).
F:	5	6	7	9	10	10	9	9	11	15	16	16	18	Phil Redmond (drop S'07), John Stewart (win F'13).
G:	5	5	8	7	7	7	7	7	5	3	0	0	0	Neil Kiersz (drop S'08), CD (out F'11).
I:	5	5	5	4	4	4	3	3	3	3	4	5	7	Mes Erni (drop S'04), Joel Klein (sur F'13).
R:	4	4	3	2	3	3	2	2	2	2	4	5	4	David Bruss (res W'03), Dan Winsberg (sur F'13).
T:	4	4	5	9	10	10	13	13	13	11	13	8	5	Daniel Mellick (res S'09), Tom Johnson (drop S'11), Larry Bottner (sur F'13).

## 1984Z Macabre (Coldiron).

	01	02	03	04	05	06	07	08	09	09	
A:	5	7	5	4	5	5	5	5	5	5	Shelton Fugate (res W'03), Rick Morrow (drop W'04), Keith Kline (res S'05), James Kovacs (sur F'09).
S:	4	5	5	3	3	2	2	3	1		Mark Harris (res S'08), Stan Plummer (sur F'09).
F:	5	5	5	7	7	8	8	5	5		Steven Kretzler (sur F'09).
G:	4	6	8	9	9	9	9	12	13		Don McCooley (draw F'09).
I:	4	3	5	5	3	2	2	1	0		Joe Kehn (drop S'04), Terry Tallan (drop F'06), Jeff Zarse (out F'08).
R:	5	4	2	2	2	1	1	0	0		Tom Boyd (drop W'05), Conrad Minshall (out W'07).
T:	4	2	3	4	5	6	7	8	9		Joseph Flores (res S'02), Ron Galacia (drop F'04), Dan Stafford (draw F'09).

1984AJ Fq? Si File (Search).

	01	02	03	04	05	06	07	
A:	4	5	7	7	9	9	11	Lynn Torkelson (draw F'08).
E:	4	6	3	2	0	0	0	Ron Galacia (drop F'03), Robert Acheson (out F'05).
F:	5	5	6	8	4	2	0	Fred Heidemeyer (out F'07).
G:	5	0	0	0	0	0	0	Mische Sandberg (out F'02).
I:	3	3	2	2	2	2	2	Hugh Polley (sur F'08).
M:	7	9	10	10	12	14	8	Mark Peterson (draw F'08).
T:	4	5	6	7	7	7	8	Curtiss Matern (draw F'08).

1964AK Dippy (Bones).

	01	02	03	04	05	06	07	08	09	10	11	
A:	1	1	1	1	2	2	0	0	0	0	0	Jack Frost (res F'11), Ken Iverson (drop W'01), Ronald Kelly (out F'07).
E:	3	3	3	2	1	0	0	0	0	0	0	Tom Slaughter (drop F'05), Nick Vlahos (out F'06).
F:	6	6	6	6	6	9	12	14	16	16	16	Jack Schneider (drop W'02), John Stewart (draw F'12).
G:	6	6	6	6	7	4	2	1	0	0	0	Thomas Luttrell (drop S'06), CD (out F'09).
I:	5	5	5	5	6	6	3	1	1	1	1	Terry Lachcik (sur F'12).
R:	5	6	6	6	4	5	5	5	4	4	3	Nail Kiersz (drop S'07), Joel Klein (sur F'12).
T:	4	6	7	8	8	8	9	11	13	13	14	Phil Redmond (drop W'05), David Schamhorst (draw F'12).

NOTE: Irregular standby policy: 4 center Germany in civil disorder.

1984A. Sidney Archives (Placek), Rebel (Holley).

	01	02	03	04	05	06	
A:	5	3	2	2	3	4	Robert Balinski (drop F'02), Bill Davis (drop F'04), Stan Plummer (sur F'07).
E:	5	6	7*	9	9	11	Pat Noble (res M'03), Kathy Byrne (draw F'07).
F:	6	6	8	8	9	11	George Graessle (draw F'07).
G:	4	4	3	3	2	1	Kurt Schulz (drop F'02), Chris Down (drop M'03), Steve Blunda (sur F'07).
I:	3	5	4	3	1	0	Steve Arnewoodfan (cut F'05).
R:	6	6	8*	4	3	1	Greg Doyle (drop M'03), Richard Geiles (res M'03), Tom Hurst (sur F'07).
T:	4	5	5	6	7	7	Roger Glenfield (sur F'07).

1984AQ The Diplomat (Kleiman)

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17		
A:	5	7	6	8	9	11	12	11	12	11	10	10	10	10	10	10	10	10	Rad Gilbert (sun F'17).
B:	4	5	5	8	8	8	8	8	8	8	8	9	9	7	6	4	0	0	Brian DeLaurentis (drop F'03), Steve Cartier (out F'17).
F:	5	5	5	6	6	7	7	9	8	9	10	9	9	11	12	13	13	13	Mary Simmons (win F'17).
G:	5	6	6	4	4	2	1	0	0	0	0	0	0	0	0	0	0	0	Brian Kukurs (drop F'04), Steve Oycus (out F'06).
H:	4	6	5	5	6	5	5	6	6	6	6	6	6	5	6	6	6	6	Ken Hager (sun F'17).
I:	4	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	Jeff Sherer (drop F'05), CO (out F'06).
J:	4	3	3	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	John Crosby (out F'02).

## 1984CC Probozz (Richmond).

	3'	02	03	04	05	06	07	08	09	10	11	12	
A:	4	5	4	2	2	0	0	0	0	0	0	0	Kurt Schulz (drop F'01), Pat Jenson (out F'06).
E:	4	3	3	4	3	2	1	1	2	2	2	2	Joel Peecher (sur F'12).
F:	5	5	5	5	5	8	9	7	7	6	4	0	Aaron Waters(drop S'02), Owen Riley(res F'07), Jim Peterson(out F'12).
G:	6	6	6	5	3	2	1	0	0	0	0	0	Robert Wood (drop S'05), Lu Henry (out F'08).
I:	4	4	4	5	5	5	4	4	3	1	0	0	Neil Kiersz (drop F'08), Paul Rautenberg (out F'11).
R:	5	7	7	7	8	10	11	14	13	14	16	23	Doug Baker (win F'12).
T:	5	4	5	6	7	7	8	8	9	11	12	9	Mark Harris (res F'10), Howard Christie (sur F'12).

## 1994H1 Castaguana (von Neckze).

	01	02	03	04	05	06	07	08	09	10	
A:	8	8	8	9	10	10	9	7	2	0	David Pierce (out F'10).
E:	4	4	3	3	1	0	0	0	0	0	Matt Johnston (drop S'05), CO (out F'06).
F:	5	5	7	8	9	10	11	13	16	17	Matt Fleming (draw F'10).
G:	5	7*	9*	10*	11	13*	14	14	16	17	John Walker (res M'05), Paul Rautenberg (res S'10), John Walker (draw F'10).
I:	4	4	2	1	1	1	0	0	0	0	Ken Peel (drop S'04), CO (out F'07).
R:	3	2	1	0	0	0	0	0	0	0	Steve Cartier (out F'04).
T:	5	4	4	3	2	0	0	0	0	0	James Stevens (drop M'03), Keith Sherwood (out F'06).

NOTE: Fleming & Rautenberg at same address S'06 through S'10.

## 1984IC Graustark (Boardman).

	01	02	03	04	05	06	07	08	
A:	3	0	0	0	0	0	0	0	John Schartz (out F'02).
E:	4	5	5	5	6	7	7	8	Evan Lofagone (draw S'09).
F:	4	3	2	2	1	0	0	0	Lawrence Chafetz (out F'06).
G:	6	7	8	9	11	11	11	10	Vincent Hanna (draw S'09).
I:	4	5	5	6	8	10*	10	10	Douglas Clarke (draw S'09).
R:	6	8	10	9	6	6	6	5	Paul Schenberl (draw S'05).
T:	5	6	4	3	2	0	0	0	Ted London (drop F'03), Michael Quirk (out F'06).

NOTE: Local game.

## 1985N The Diplomat (Kleiman).

	01	02	03	04	05	06	07	
A:	4	4	3	4	4	4	6	Jeff Zarse (sur F'08).
E:	4	3	3	1	0	0	0	Merk Schwendman (out F'05).
F:	5	6	6	7	7	8	8	Craig Willis (draw F'08).
G:	5	6	6	6	6	6	7	Kathy Byrne (draw F'08).
I:	4	6	7	6	7	5	3	Nelson Heinzean (sur F'08).
R:	5	4	3	4	4	4	4	Whitt Pond (sur F'08).
T:	5	5	6	6	6	7	6	Len Kay (drop S'06), Matt Fleming (sur F'08).

19351 Libertarian (Bumpas to F'03, Kozlowski to S'06), Yes, Virginia...(Burgess).

	01	02	03	04	05	06	
	--	--	--	--	--	--	
A:	5	4	2	1	1	0	Paul Gardner (out F'06).
E:	4	6	6	7	7	5	Rick Kohman (sur F'06).
F:	3	3	3	2	0	0	Dan Gorham (out F'05).
G:	5	5	5	5	4	5	Jeff Close (sur F'06).
I:	3	4	4	2	4	3	Mark Trifkovic (res W'01), Ken Gestfenn (sur F'06).
R:	5	5	8	10	11	12	Mike Schannon (draw W'06).
T:	4	5	6	7	7	9	Robert Cheek (draw W'06).

19850 The Diplomat (Kleiman).

	01	02	03	04	05	06	07	
	--	--	--	--	--	--	--	
A:	2	1	0	0	0	0	0	Andy Walker (drop S'02), Randy Karwolinski (out F'02).
E:	5	5	6	9	10	14	13	John Crosby (draw S'08).
F:	5	4	3	0	0	0	0	Ken Kohn (res S'02), Steve Cartier (out F'04).
G:	5	6	8	9	8	2	0	Steve Oycus (drop F'06), J.R. Baker (out F'07).
I:	5	6	8	10	10	12	13	Melinda Holley (draw S'08).
R:	7	5	4	0	0	0	0	Boo Sweeney (out F'04).
T:	4	4	5	6	5	5	8	James Early (res W'01), Phil Senn (draw S'08).

1985AG Graustark (Boardman).

	01	02	03	04	05	06	
	--	--	--	--	--	--	
A:	3	1	0	0	0	0	Tom Thomson (out F'03).
E:	4	6	6	8	10**	9	Simon Lack (sur F'06).
F:	5	5	5	3	1	0	Thames Goldman (drop F'04), Michael Quirk (out F'06).
G:	5	4	1	1	1	1	Bill Drakert (sur F'06).
I:	5	5	5	4	1	1	Andrew Hah (drop S'03), Jon Bennett (drop F'04), Marc Murwitz (sur F'06).
R:	7	9	12*	13	16	20	Dennis Walker (win F'06).
T:	4	4	5	5	5	3	John Schwartz (sur F'06).

## Litigation

### JOHNSON vs. AGOSTA

I was originally contacted by Stan Johnson who complained that Dennis Agosta, his GM in 1935H, had violated standard procedure by changing his House Rules significantly after the game was well underway despite Stan's objections. Stan said that it was his desire to rehearse the game and asked for the present Orphan Service Director. Apparently failing in that goal and/or reconciliation with Mr. Agosta, Stan contacted me a second time and requested an investigation into a possible 'irregular' ruling for 1935H due to the GM significantly changing House Rules over the objections of a player after the game had started.

One other aspect of this complaint which caught my attention was the nature of the House Rule change. Mr. Agosta began the game under the familiar procedure which called for retreat orders to be submitted after Spring and Fall moves were known. He changed them to a system where retreat orders are due before the results of a season are known; ie. Summer retreats must be submitted along with Spring orders and Autumn retreats are due with Fall orders. Retreat orders could be made conditional on the result of the season's results. This method of play is known as 'Prophetic Retreats' or the 'British Style' play. My initial feeling was that this requirement on retreat orders is a gross violation of rulebook section 'XI RETREATS' which states:



## XL. RETREATS

After all the orders have been read, the conflicts resolved, and the moves made, any dislodged unit makes its retreat. It must move to a space to which it could ordinarily move if unopposed by other units; that is, to an adjacent space suitable to an army or fleet, as the case may be. The unit may not retreat, however, to any space which is occupied, nor to the space its attacker came

6

from, nor to a space which was left vacant due to a standoff on the move. If no place is available for retreat, the dislodged unit is "disbanded"; that is, its marker is removed from the board.

1. **WRITING RETREATS.** If two or more units must retreat after a move, the retreats are written down immediately by the players concerned, without diplomacy, and simultaneously exposed, as with movement orders.

2. **OTHER RETREAT RULES.** A player may choose to disband a unit rather than retreat it. If two or more units may retreat only to the same space, they are all disbanded, unless only one of the units is ordered to retreat and the others are ordered to be disbanded. In that case, the one unit ordered to retreat may do so. If two or more units are ordered to retreat to the same space, they are all disbanded. If a player fails to order a retreat when necessary, the unit is disbanded. Retreats may neither be conveyed nor reported.

To my interpretation and understanding of 'how the game is supposed to be played' this method violates this rule. Furthermore the permutations of all possible retreats are astronomical. It detracts from the enjoyment of the game by placing an unnecessary burden on the player. Thus there are two points of this complaint which I wish to consider. 1. game 'irregular' because of the change of rules after the game had begun. 2. Is the 'Prophetic Retreat Style' irregular in itself. To assist in the decision making on this complaint I requested the opinions of several notable hobby members. The following answered my request: Mark Berch, Lee Kendter, Fred Davis, Bruce Lindsey, Daphney Langley Steve Heinowski, Rod Walker, Ron J. Brown, Don Ditter, Doug Beyerlein and my predecessor Kathy Byrne. At this time I wish to point out At this time I wish to point out that it is unusual for a BNC to request are sufficient. However in this case the implications of a ruling against the Prophetic Retreat caused me to sample a larger segment.

First I will take up the broader matter of the 'Prophetic Retreat'. It is my personal opinion that the Prophetic Retreat is Irregular. However on this point I find myself in the minority opinion. Indeed of all those polled only Rod Walker agreed with my opinion that the Prophetic Retreat policy is in itself 'Irregular'. His position concurs with mine. Agosta argues that, 'there is no difference between my rule of requiring retreats to be listed with the moves, and combining Winter and Spring moves... In both cases the effect of separation (spelling) of seasons is accomplished through the use of conditional orders.' However Mr. Walker and I strongly feel that the two instances are different. Mr. Walker writes, 'I strongly agree with your observation that the players have a right to see the final board position before making retreats. In fact, the Rulebook... requires that this be so. It's easy to see why. There are too many possibilities, too many imponderables, to allow for conditional orders. The specific retreat is often dictated by the specific tactical situation. It would not depend just on the situation on that front; the position of many other units might dictate the need for a different retreat ... It is a case of the GM forcing upon the players choices that they ought not have to make. It means that the players will

frequently make retreats which they would not have made had the Rules been observed by the GM.

The same is not true of things like Spring orders conditional on Winter adjustments...at least where that situation does not contain too many alternate possibilities. The same is true of making Fall orders conditional upon Summer retreats, where the situation is not too complex. The...rule is an abomination, an imposition on the players as well as a violation of the letter and the spirit of the Rules. Any game using this rule is, in my opinion, not only 'Irregular' but dangerously close to being a variant."

On the other hand every other person asked stated that they considered the Prophetic Retreat to be acceptable - with some reservations. From Lee Kendter, "This is a stupid way to run a Diplomacy game, to send retreats every turn is almost impossible ... However this policy has been used in the hobby for a long time even though only a few isolated GM's use it. The policy itself is not really irregular if the players know it before hand." Mark Berch writes, "Personally I think Prophetic Retreats are a lousy idea because they make a lot more work for the player. The vast majority of retreat choices never come about. However they are not irregular ... In fairness to the prophetic order people there is a certain 'purity' to their position. When Dennis sends out his adjudications, everyone knows exactly where all the pieces are." The other opinions follow the same line of reasoning i.e. the Prophetic Retreat rule has been used for years and is thus acceptable if known about at gamestart. I reject this 'grandfather acceptance' of the rule. The rule violates the spirit and letter of the Rulebook. You might argue that the North American System violates the Retreat Rule in that it allows time for diplomacy to occur if two or more units must retreat. I agree that due to the limitations of the Postal Service, time between Seasons exists in which negotiations could and probably do occur which influence retreats. However I find this to be more of a modification of the rule to facilitate the translation from Face-to-Face to Postal Play while the Prophetic Retreats rule replaces the Rulebook section XI. Retreats with it's own very different retreat provision. Therefore this is no longer Calhammer's DIPLOMACY but a different game. If we can throw out Rulebook sections and substitute our own rules then what game are we playing? The North American System I believe makes every effort to preserve the letter and spirit of the game; i.e. negotiation. The Prophetic Retreat provision attempts to rewrite the Rulebook. I consider it significant that defenders of the Prophetic Retreat do not quote the Rulebook in their arguments.

In the face of such overwhelming opinion to the contrary I would be foolish to make such a sweeping statement that the Prophetic Retreat Rule is 'Irregular'. The difficulties with such a ruling would be tremendous. Who would be willing to review the records to cull out the affected games? Could it be done? I think not. Therefore I must decline to do what I feel strongly about. Instead I'll have to be content to issue an appeal to Gamesmasters not to employ this rule and for players to refuse to play in games which use this rule. Perhaps if my appeal is heard then the Prophetic Retreat will die a death of neglect.

In considering the question of irregularity due to a radical change of Houserules the range of opinion is diverse. The key elements in the arguments are:

1. If the Prophetic Retreat rule is to be used then it must be known to all players before gamestart.
2. The change of Houserules fundamentally alters the way the game is played.
3. Any major change of Houserules must be acceptable to all players if it occurs after gamestart.

Mr. Agosta implemented the change to accomodate a computer adjudication program that he'd received. The program required Prophetic Retreats. Mr. Johnson complains that, "I'd signed up for Regular Dip.; Not Computer (adjudicated) Dip. A game ... where everyone knows the rules beforehand is a different story. ...Mr. Agosta said he would only introduce the Computer rules if no one strenuously objected. I objected. This is a

to be true since Mr. Agosta did not dispute them. His only defense is, "The retreat rule I am using is used on all these services (Delphi, Source, and Compuserve) ... as is the computer program I am using for adjudication." In my opinion and that of the majority asked that this game 1985H is irregular due to a GM irregularity. Mr. Fred Davis writes, "It is my opinion that once a Regular game has started there should be no significant change in the House Rules without the approval of all of the players. By 'significant change' I do not mean some technical or clerical adjustment to better define or clarify a point, but rather something that directly affects the operation of a game. In this case, the H.R. change definitely affected the way seasons were combined and Retreats were handled. There is also a statement in file from Stan Johnson that (he objected to the change)."

It would appear that Mr. Agosta changed the way in which his game was being run in a significant manner after the game was underway, and over the objection of one of the players. For these reasons, I believe the BNC would have the authority to declare this game 'Irregular'."

On the other hand three of those polled disagreed. Mr. Bruce Linsey argues that the game should not be 'Irregular' if the answer to the following questions is 'no':

1. Can it be documented that Dennis Agosta stated that he would not use this new rule over a player's objection, but then did so over Stan's objection?
2. Does Dennis disallow conditional orders allowing players to make their retreats conditional on the earlier moves?
3. Does Dennis have a houserule prohibiting such a procedural change in mid-game.

On question 1. I would answer that there is no documentation other than the fact that Mr. Agosta did not dispute Mr. Johnson's claim that he objected. To the other two questions I would answer 'no'.

The two other dissenting voices were Mark Berch and Doug Beyerlein. Their position is best summed up by Mr. Berch's statement, "Changing a houserule without consent is not unheard of. In my opinion to do this against a player protest is crummy GM'ing but is not enough to make a game irregular. This change affects players equally, should not derail anyone's overall strategy and is not a fundamental change in how the game is run." To this I can only answer 'I disagree'.

In summary it is my opinion as the BNC that 1985H is 'irregular' due to the GM significantly changing the procedural houserules over the objection of a player after the game had begun. On the question of the Prophetic Retreat rule I am compelled to recommend that GM's not use it and players refuse to participate in games are using it. If however you wish to offer a game using this rule then be sure that you and all players know what you're getting into. Due to the fact that the rule has been around and used for several years it has thus gained a 'grandfather acceptance' and must be considered regular.

THANK YOU to all who have assisted me in this decision.

If you would like to read the correspondences used in this case then send me \$1.00 to cover postage and copying charges.

**August, 19, 1984**

**Dear Bill**

May back in early 1978, I became the seventh boardman Number One Canada. I was also publishing a magazine called *Electric Blue*, serving as Canadian Representative in the International Dismissal Association (North America) and doing so many more hobby-oriented activities that I still shudder at the work load I was managing. I was eighteen at the time.

[illegible]

After my burnout, the thought of anything great just gave me chills. I didn't want to read any letters because the thought of answering them was so overwhelming. I was so tired of withdrawing to escape something gave me a feeling like drowning in a lot of emotional baggage. I physically withdrew, but honestly, it was a lot of emotional baggage to carry around. My friend sent me far credit and had a hard time to give to Gilla, which caused me some credit rating problems with attorneys. I was so tired. I have started thinking about the body again about what's affecting that sinking feeling.

A close friend of mine receives *Aviation Illustrated* magazine. The General, in a recent issue there was an article by an old friend of mine, Rod Walker. In it he gave a list of a few publishers, including one in Canada, Dave Carter. I contacted Mr. Carter and asked about a few people I remembered from the "second sit-"

day." Of today's active lobbyists, the most fondly remembered name was Randolph Smith's. I wrote Randolph and subscribed for FBI 51 files. A personal letter to him asked some questions about how I was researched in the hobby or if I even was. Randolph wrote back (it was a long letter) and said that he would send me all the things that the Post Office said days to get his letter to me here from an inner chamber... and told me that while he was glad to have been so old I found he believed that there were still some people who were abusing my name.

Now some people might shiver this off, but I am writing them that type. It has been bothering me so much that I am writing this letter. According to Randolph, a significant amount of statistical material was missed, lost or otherwise not included. General people lost credit for some ideas. I can understand some of the more serious gamers being upset at this.

Although I still find it hard to believe that such a small group of people could have been so successful, I have been surprised to find that I have been able to obtain a considerable amount of information, although I have not been able to obtain all the information I requested. I have been able to obtain a considerable amount of information, although I have not been able to obtain all the information I requested. I have been able to obtain a considerable amount of information, although I have not been able to obtain all the information I requested.

One thing I would like to make clear is that I am not trying to place any blame on Dennis' agents. I have no knowledge whatsoever about how good a job Dennis did with the numbers or how long he had them. I was the one who burnt out and blamed everything on his shoulders. That's why I feel I should tread carefully and provide what help I can.

Anybody who would like to write me with any suggestions or comments (or even hate mail) is more than welcome. I am determined to answer all mail.

**• Your's necessarily**

Col White

cc: Any publishers I can find addresses for. If you have a zip and haven't received this letter in the mail, please feel free to reprint. + No Oversight intended! Just a lack of information.

"Everything". Here is the list of publishers, receiving a copy!

Mark Rerch  
Dave Carter  
John Caruso  
Gary Coughlan  
Steve Helms  
Steve Hutton  
Conrad von Metz  
Randolph Smyth  
Alan Stewart

I hope this will receive wide coverage. Please be assured that the offer contained within is sincere.

**Thanking you in advance,**

**Call 444-4444**