

Spring 1979

Issue #79

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(Publisher - Melinda Ann Holley, PO Box 2793, Huntington WV 25727)

STATE OF THE BNC

First, let me thank all of you who took the time to fill out my questionnaire; I appreciated both the effort and the honesty I found therein. With no further ado, let me announce my successor as Don Williams, 1521 West Avenue J-8, #163, Lancaster, Calif. 93534. Please do not inundate Don with 'things' just yet; I intend to turn this over to him on or around 7/1/89, there being a whole slew of material to pack up!! On the other hand, if there are materials you'd like him to see, might as well break him in. I will function normally (for me anyway) so send your # requests here -- I will let Don tell you a little about himself next issue.

FINANCIAL STATEMENT (Spring 1989)

Contributions: Behnen(3.50), Slossar(5.00), Holley(3.00), Gaughan(2.00)
 Plant(1.00), Del Grande(2.00), Gardner(10.00), Nash(1.00),
 Hyatt(1.00), Hill(3.00), Kendter(1.00), Lischett(5.00), Galt(5.00)
 Williams(5.00)

Everything Subs: Behnen(1.50), Meinel(5.00)

Everything Back Issues: Behnen(4.50)

Expenses: Everything 78	87.19
Certified	4.00
postcards	1.50
Stamps	25.00

Operational balance as of 1/1/89	\$83.14
Income	58.50
Expenses	<u>117.69</u>

Operational balance as of 4/1/89	\$23.95*
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* Note that though there is a low operational balance there are no plans to increase the Everything sub rate due to the money held in reserve as noted in E77.

Special note: Lee Kendter Jr. wishes to convert his sub to a trade; this amount, \$3.50, will be reflected in the next financial statement.

LITIGATION

Canadian Set of Boardman Numbers

I was approached several months ago by Doug Acheson and Randy Grigsby regarding reserving a special block of BNs for games started in Canadian zines.

(Background)

First, for my standpoint: when I came into this job my predecessors had occasionally 'reserved' specific numbers for GMS upon request. My policy in that regard was that if someone wanted to reserve a number it had to be in the block(s) set aside for the North American hobby and not a royal pain to bookkeep.

Second, there seems to be some resurgence of 'Canadian identity' in the past year that would like to identify those things of Canadian origin; in this case, rating games solely considered Canadian by the definition given above. It is indeed very difficult for a person attempting this chore to sort through all the games to find the Can. ones.

On the other hand, I am solely against the separation attempts whether they be of Can origin or U.S. origin and this is the first step towards that goal.

I did look into the various debates on this subject (along with a few more direct contacts) and found that those preferring separation were a rather small minority. The general consensus seemed to me to be either in favor of a specific set of numbers or indifference on the whole. As such I will issue for one year (though admittedly my predecessor will have to finish) 'C-' numbers to games started in a zine based in Canada. I will most certainly not commit my predecessor to this policy for any further length of time. After a one-year trial basis, he should review all the pros and cons, if any are presented, and either continue or discontinue the policy at that point in time.

REPORT from THE ORPHAN GAME SERVICES

USOS) 1986AR (from the Fuelletonist's Forum) has been acted upon and found to have insufficient interest to continued. (BNC) This game will be declared abandoned if I do not get some response to the contrary by next issue.

1987N (from Random Thought) - see above, including the BNC comment

OGP) No report of any activity was reported to me by the publishing deadline date.

THE STATISTICAL ANALYSIS ... !RETURNS!

Yes, folk(s), just when you thought it was safe to open up your Everything to bland and boring end-game reports, the dreaded SA has returned ... but DON'T blame Melinda, and DON'T(!) blame me, it is you the totally unconcerned reader who have started to bombard us with request. Yes, friends, just the other day a letter came flooding in, so don't blame us, blame C-A-L W-H-I-T-E for this discussion on the 'kiss of death'.

Just what is the dreaded 'kiss of death'? Is it drawing Austria to Behnen's Russia and Caruso(K)'s Italy? Is it telling your best potential ally that you 'knew' his mother in the biblical sense? No, the 'kiss of death' is doing something in the game that garentees your demise no matter what, and in this case we look at Germany, 1901. Germany can achieve 6 SCs by F01, and Cal was wondering whether such a move automatically causes the rest of the board to gang up on him ... ie will a quick serge from the starting gate influence the rest of the game.

First then the stats, which include finished games where Germany had 6 SCs in Fall 01, how Germany fared, and the final result.

1980AL	WIN	G
1981CW	3W-draw	EGT
1981KI	out F03	R
1981KJ	out F06	R
1982CZ	out F05	T
1982HW	WIN	G
1982HZ	2W-draw	GF
1982IB	out F06	EFI
1982IH	3W-draw	AEG
1982IS	2W-draw	EG
1983E	survived	T
1983W	out F06	E
1983AH	2W-draw	FG
1983AL	survived	I
1983AR	4W-draw	EFGT
1983AS	WIN	G
1983AZ	survived	R
1983HJ	out F07	F
1983HQ	WIN	G
1984D	survived	I
1984T	3W-draw	AIG
1984CB	out F07	AR
1984IX	survived	I
1985S	WIN	G

We can then see that Germany got 5 Wins, 3 2Ws, 3 3Ws, 1 4W, 5 survivals, and 7 eliminations. So what, you ask? Right, in itself this means nothing, so let's compare it to 24 German finishes from E78, as a random base group. (For this comparison we have: 80AI, 80HN, 80KG, 82CG, 83G, 83H, 83HC, 84V, 84IQ, 85Z, 85AY, 85CD, 85CT, 86R, 86AE, 86AG, 86AI, 86CF, 87CG, 86CH, 86HH, 86HM, 87K, and 87CF.) In the base group there were 3 Wins, 2 2Ws, 2 3Ws, 1 4W, 2 survivals, and 14 eliminations.

The Dreaded SA - continued ...

	Germany with 6	Germany with 5 or less
Win	5	3
2W	3	2
3W	3	2
4W	1	1
survive	5	2
eliminated	7	14

Well, that ought to just about speak for itself. A 6SC Germany in FO1, while it may become the target of choice due to its size, most likely won't be so. In fact, gaining 6 almost doubles your chances of everything from draws to wins alike, so if you're sitting there thinking, 'should I be a greedy SOB and go for that 6th SC?', don't be a wimp, go for it! You may join that rare breed that has actually won ~~a~~ Germany, too.

Side note: Yes, no true statistician can compile facts without stumbling on a few side notes. Our first is the gang-up theory. In only one occasion can it be said that the board rally-ed together and blew away a 6SC Germany (81KI), so either our Germany's were good diplomats, or there ain't that much to fear. Also, if you look real close you will see that a 6SC Germany resulted in a win for -someone- 63% of the time, as compare to 1988 stats which showed that wins generally accounted for only 39% of the games played. What is it about a 6SC Germany that boosts the win ratio by 50%??? Who knows, but know this: if you're in a game with a 6SC Germany, look around ... chances are very, very good someone's going to walk away with it all ...

THE WINNER'S CIRCLE

1984Q*	Greg Farr	T
1984JK*	Steve Courtemanche	F
1986AT	Gary Behnen	F
1986CE	J. Wolfe	T
1987J	Melinda Holley	R
1987AK	Garrett Schenck	G
1987AY	John Crosby	R
1987CK	Gary Behnen	R
1987HB	Gary Behnen	R
1987IS	Steve St Clair	R

* - denotes a 'local' game by definition

Wins by Country

A) 0
E) 0
F) 2
G) 1
I) 0
R) 5
T) 2

YE OLDE THIRD PARTY COMPLAINT

I saw in a recent HOL that there was a question regarding what I loosely call the sub garentee/transfer fund. So being (a question that is) allow me to inform you(all?). This fund was set up initially to cover the costs involved in sending all the \$\$\$ data that this job has accumulated over the last 20+ years -- sending boxes of heavy paper via certified mail ain't cheap. It was also designed to cover the subscription obligation of Everything should something ever happen to me personally or the BNC job/Everything as a whole. (Yes, folks, people actually do sub to this thing and I for one would not accept anything less than a garentee to honor that sub one way or the other) One consequence of this fund was the lowering of the price of an issue of Everything. If you've been around for a while you might have noted that I took over the thing with a sub rate of \$1.00 each, and then dropped the rate to \$0.75 once our financial situation improved to the point where it could be done without endangering the publication of the zine. True, I would love to contribute tons of \$\$\$ to this hobby, but if Bill picked me to be a philanthropist BNC, boy, did he get a wrong number. We do, however, function, and as the financial situation improved so did the projects we ran.

Unfortunately dear readers I can not possibly tell you how much \$\$\$ will be sent to my successor since I have no idea at this point: (1) how much it will cost to transfer the thing to him and (2) whether any \$\$\$ will need to be pulled out (if any) to cover Spring operations. I can say what I know which is that there is \$300.00 in this fund, and if that can't cover both our sub obligation and the transfer costs we have an inflation rate worse than Mexico in its heyday. I was planning to do this next issue, but ... I will anyway, when I make the final transfer.

BNC sidenote: People, I do hope that for the future BNC, if you have a question, just ask him. That's what we are here for. Of course if you want to start fueds or sew dissention, third party complaints are the way to go. If, however, all you want is a simple answer to a simple question, just ask ...

PUBLISHER'S COMMENTS

I'd like to congratulate Don Williams on being selected as the new BNC. I know Don will do an excellent job. Don, I will be available to assist you in the production of EVERYTHING as long as you want me. Steve, thanks for the offer and for allowing me to be a part of your stewardship.

A SURVEY OF GAMEMASTERS and GAMEMASTERING - 1988

The following comprises the results of the general GM and gamemastering survey put out in the Fall for Everything. I won't go into any long intro here as the survey itself is long enough, so onto the results:

The survey was completed by 44 past and present GMs; do note that at times the respondents did not answer every question, so our total answers may not always match. Those completing the survey, who had no qualms about using their names were: Jim Burgess, John Boardman, Herb Barrents, John Barnes, John Caruso, Kathy Caruso, Steve Courtemanche, Fred Davis, Don DelGrande, Stephen Dorneman, Greg Ellis, Charles Fargo, Randy Grigsby, Pete Guaghan, Paul Gardner, Bobby Grier, Steve Heinowski, Melinda Holley, David Hood, Lee Kendter Jr., Andy Lischett, Dick Martin, Dave McCrumb, Jim Meinel, Mark Nelson, Rory Noble, Cathy Ozog, Bob Olsen, Bruce Poppe, Geoffrey Richards, Russ Rusnak, Robert Sacks, Tom Swider, Kevin Tighe, Cal While, Don Williams, Earl Whiskeyman, and 7 who did not wish their name used, of which, one of those was one whose name I could not read (sigh).

THE GAMES -

How long, in years, have you been GMing the game of Diplomacy?

1+ year	6	10 years	3
2 years	4	11 years	0
3 years	4	12 years	2
4 years	5	13 years	1
5 years	2	14 years	1
6 years	7	15 years	0
7 years	1	16 years	2
8 years	3	17 years	1
9 years	1	25 years	1

How many regular games of Diplomacy do you run?

0 - 6	4 - 9	8 - 2
1 - 3	5 - 3	13 - 1
2 - 6	6 - 3	15 - 1
3 - 8	7 - 1	39 - 1 ((BNC: guess who?))

Would you prefer to run more games 5
less games 5
no more/ no less 34

Have you ever run a game on a computer net - PBEM?
yes - 2 no - 42

Do you GM games other than Diplomacy?
yes - 24 no - 20

GM SURVEY - continued

Do you GM variants?

yes - 25

no - 19

Do you currently or have you run an orphan game?

yes - 31

no - 13

Would you accept an orphan game at this time?

yes - 22

no - 22

((BNC: some names include - Barrents, Burgess, Caruso K, Dorneman, Gardner, Grigsby, Hood, Heinowski, Holley, Kendter Jr., Nelson, Richard, Rusnak, White, Williams))

When assigning positions do you:

assign randomly - 6

use pref lists - 31

other - varies (2) players' choice (4) mixed in same game (1)

Do you have a gamefee (estimated to nearest \$1)

\$0 - 14

5 - 9

9 - 1

1 - 0

6 - 3

10 - 2

2 - 3

7 - 1

12 - 1

3 - 3

8 - 2

15 - 1

4 - 1

25 - 1

DEADLINES

In terms of weeks (estimated) how far apart are your deadlines?

1 - 0

4 - 22*

6 - 3

2 - 1

5 - 12

8 - 1

3 - 5

((BNC: monthly-s were considered to be 4-wk for survey purposes))

Would you delay a game at a player's request?

yes - 5

no - 3

depends - 36

Would you accept a late move if you had not adjudicated the game?

yes - 29

no - 15

Would you accept a late move if you had not published the zine?

yes - 9

no - 34

depends - 1

Do you employ any type of NMR insurance?

collect call list - 9

W.A.P. - 2

general orders - 1

NMR-fee - 1

advance orders - 1

none - 30

Will you accept orders over the phone?

yes - 40

no - 3

depends - 1

GM SURVEY - continued

Who is responsible for phoned in orders?

GM - 5	player - 34	N/A - 3
	depends - 1	

Would you delay a game if the majority of the players missed their moves?

yes - 10	no - 25	depends - 8
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How many players must request a separation of combined seasons (W/Spr)?

1 - 12	2 - 10	3 - 2
4 - 1	$\frac{1}{2}$ - 5	1/3 - 3
majority - 2	varies - 3	not applicable/allowed - 5

Would you send the results of a game early if all the moves were in?

yes - 2	no - 40
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MISSED MOVES

Do you use standby players?

yes - 37	no - 1	varies - 6
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If a player NMRs in S01 will you:

run the turn normally with the NMRed units holding	(11)
use neutral orders	(06)
delay the turn and call for a replacement	(24)
delay the turn only if more than one player NMRs	(01)
reschedule the deadline, then run the turn normally	(01)
delay the game until there are 7 orders on file	(01)

Do you use the CD rule or call a SB for every position, regardless how small?

use the CD rule	(09)
use standby players for all positions	(26)
use CD if the country has 2 or less units	(03)
varies	(06)

How many consecutive moves must a player miss before you replace him?

1	(00)
2	(41)
3	(02)
N/A	(01)

How many non-consecutive moves must a player miss before you replace him?

2	(01)
3	(06)
4	(02)
5	(02)
N/A	(33)

If a player called as a SB doesn't get the position, would you call him again in the same game?

yes	(20)
no	

GM SURVEY - continued

- no (11)
- yes, but only for the same country (12)
- stand players used but not called by name (01)

- Do you employ the use of neutral orders:
 - in 1901 (07)
 - past 1901 (00)
 - never (37)

- Do you employ the use of permanent, or standing, orders?
 - yes (09)
 - no (33)

- Do you employ the use of general orders?
 - yes (07)
 - no (34)

- Do you understand the terms: 'neutral', 'standing', or 'general' orders?
 - yes (37)
 - no (07)

((BNC: Everybody seemed to understand 'neutral' orders, the confusion among the respondents was with 'standing' and 'general'.

'Standing' orders are a set of moves submitted by the player that are to be used for every following turn; if effect then, the one set of orders stays on file until the game ends or the player changes his mind ...

'General' orders are where a player tells the GM something like, "Attack Russia" and the GM solicits orders from a third party, generally local to the GM, and the third party after viewing the game board writes the player's turn, following the general order -- in this case, 'to attack Russia'. Note: I really was surprised no one questioned the 'regularity' of this during my term ... oh well ...

THE TURNS

- Do you:
 - play each season out, one season, one turn (03)
 - use the American system/W-Spr, S-Fall (28)
 - use the European system/Fall-W, Spr-S (03)
 - varies with each game (10)

- Would you use A/B moves where one player submits two orders & another player says which of the two to use.
 - yes - 06
 - no - 34
 - maybe - 03
 - unsure - 01

- Would you allow two or more players to submit a move on the same sheet of paper?
 - yes - 28
 - no - 15
 - maybe - 01

GM SURVEY - continued

If a player submits a 'final' order would you allow him to change it?
 yes - 44 no - 00

Would you accept condition orders on: ((only 'yes' votes noted))
 The status of a S.S. player (39)
 Builds/removals (41)
 Retreats (43)
 ((Unlisted consideration = GM errs being corrected)) (01)

PROPOSALS

Do you allow voted concessions?
 yes - 43 no - 00 varies - 01

Do you use DIAS or do you use draws that are selective-omitted active players?
 DIAS - 04 Selective - 34 varies - 03
 ?* - 03

((BNC: Three people did not know what DIAS stood for. DIAS stands for 'Draws include all Survivors. It is the rulebook definition for draws, but as you can see it is seldom used in the hobby today.))

Which do you adjudicate first?
 The voted proposal (35)
 The turn itself (07)
 Varies (02)

((BNC: Several people did not understand why this was important. It is important as (1) a game could end in a win before a draw could pass or (2) depending on which is first, it determines whether a S.B. player can vote on his first call.))

If two or more proposals pass on the same turn, would you:
 Call for a revote (04)
 Take the smallest proposal (W over a 2W) (19)
 Take the largest proposal (2W over a win) (09)
 Combine all proposals and pass with all mentioned countries (03)
 Take the first printed draw/concession (01)
 Take none of the draw/concessions (02)
 Varies (01)
 Doesn't apply to my GMing (01)
 Unsure (04)

How do you process a 'no-vote-recieved', but a regular turn submitted
 For - 14 Against - 23 Neither - 02
 Varies - 04

How do you process a complete NMR when considering a voted proposal?
 For - 23 Against - 12 Neither - 05
 Varies - 03 $\frac{1}{2}$ & $\frac{1}{2}$ - 01

For a vote to pass, must it be Unanimous or Majority to pass?
 Unanimous - 42 Majority - 01 Depends - 01

GM SURVEY - continued

How do you list the vote's result?

Just list whether a vote passes or fails	(25)
List the number of votes for and against each proposal	(15)
List each player and how they voted	(03)
Varies	(01)

If you do not normally publish how a player votes, would you do so at his request?

Yes - 18	No - 21	Varies - 01
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Would you allow an eliminated player to be included in a draw vote?

Yes - 04	No - 40
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PLAYER REMOVAL

Which of the following would you consider to be grounds for player removal from a game you are GMing:

Failure to send a game fee.		
Yes - 25	No - 13	N/A - 6
Failure to sub to the zine carrying the game.		
Yes - 23	No - 16	N/A - 5
Failure to submit moves (NMRing).		
Yes - 43	No - 01	
Deception of the GM in his role as GM.		
Yes - 39	No - 04	Abstain - 01
An unsuccessful attempt to deceive the GM.		
Yes - 29	No - 10	Maybe - 05
Gross interference in the processing of the game.		
Yes - 23	No - 13	Maybe - 08
Abusive language or actions against the GM		
Yes - 08	No - 31	Maybe - 05
Lying to an ombudsman about a disputed matter		
Yes - 23	No - 14	Varies - 02
Maybe - 04	N/A - 01	

Other considerations: ... a bounced check ... a threat of a criminal act ...

GM REMOVAL

If the players in one of your games wished to move to a new GM, would you:

Consider it if it was a unanimous request	(10)
Consider it if it was a majority request	(22)
Not consider it at all	(04)
Send the matter to the orphan games' director	(01)
Discuss first, then by player vote	(02)
Varies with the game	(03)

If you were unable to GM for an extended period of time, would you:

Put the games on hiatus	(06)
Assign a temporary GM	(08)

GM SURVEY & continued

Try to rehouse your games	(16)
Assign a temporary GM, then try to rehouse if your retrun was unlikely	(09)
Have the players vote on what to do	(03)
Give the games to the orphan director	(01)
Unsure	(01)

OMBUDSMAN

Would you allow a decission you made, but one disputed by a player, to be refered to an ombudsman?

Yes - 40	No - 03	Maybe - 01
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If you and a player went to an ombudsman and he ruled against you, would you automatically abide by the ombudsman's decission?

Yes - 39	No - 02	N/A - 03
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ORDER WRITING PROBLEMS

Would you accept as ligitimate the following orders:

A player lists 'F Nth CA yor-nwy', but fails to list 'A yor-nwy', will you accept the latter move.

Yes - 27	No - 16
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A player fails to list a retreat for a unit, but orders the retreated, from its correct position, in the next season, will you accept the move?

Yes - 23	No - 10
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Same as the above, except substitute 'build' for 'retreated unit'?

Yes - 18	No - 23	Unsure - 01
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If a player omits the units designation and list only the area (mar-pie), will you accept the move?

Yes - 33	No - 08	Maybe - 02
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If a player mislabels a unit (F mar instead of A mar), will you accept the move?

Yes - 24	No - 17	Varies - 01
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If a player supports another player's move, but fails to list the country-designation in the move will you accept the order?

Yes - 27	No - 13	Unsure - 02
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If a player orders a unit twice, will you accept:

The first order	(03)
The second order	(00)
Depends on the situation	(03)
Neither order	(32)
Would call for confirmation	(01)

GM SURVEY - continued

If a player submits an ambiguous order, would you:

- | | |
|--|------|
| Attempt to determine the correct meaning | (23) |
| Not process the order | (17) |
| Try to follow logic (of the game board) | (02) |
| Varies | (01) |

(BNC: Haha ... Several people found my example of 'a ven-tro' was not a good example of ambiguous, citing among other things, missed costal designation and 'north'; I drew that example from a case where the GM processed the move as 'a ven-tyo', when in actuality the player meant 'a ven-tri' ... oh well ...)

GENERAL OPINIONS

Statements are rated, 1 through 5, where '1' is strongly agree; due note some respondents used '3' as an abstention or 'don't care'

I enjoy the Diplomacy Hobby

1 - 21 2 - 06 3 - 03 4 - 06 5 - 05

I enjoy GMing more than playing the game itself

1 - 03 2 - 15 3 - 12 4 - 07 5 - 04

I feel that the fees assessed to the various aspects of running a game (gamefees, subs, etc) are too low.

1 - 02 2 - 08 3 - 12 4 - 11 5 - 04

I feel that extensive HRS are a drag on the play of the game.

1 - 13 2 - 08 3 - 09 4 - 05 5 - 06

I feel that the BNC guidelines for determining regularity are too restrictive.

1 - 06 2 - 03 3 - 16 4 - 11 5 - 04

On the whole I feel my GMing is better than the hobby average

1 - 06 2 - 09 3 - 14 4 - 09 5 - 02

I believe that a survey such as this has some value

1 - 09 2 - 11 3 - 09 4 - 05 5 - 05 ...who knows - 2

What do you feel is the biggest problem facing the Diplomacy hobby today ... and if you have a solution, please explain.

(Barrents) The constant ego battle. Just let them die by not writing about them. Getting new blood.

(Barnes) Individuals who cannot or will not allow others the right to hold different opinions without Harassment. I have no answer, wish I did. If you replace the phrase 'Diplomacy Hobby' with the name of almost any other group or organization my answer would remain the same, and I have no better solution ...

(Courtemanche S) The ongoing bad blood between Bruce Linsey factions and Kathy Caruso factions. Stop repeating the same old things over and over again. If you can't or won't prove something, why bring it up?

GM SURVEY - continued

- (Burgess) Excessive feuding - unavoidable given the nature of the game and hobby. Requires personal moral imperative that some people do not possess. Just a little Golden Rule would be nice.
- (Caruso K) Bruce Linsey, his mass mailings and harassment of people - not to mention his influence with their jobs & family. Also his mouthpiece Mark Berch - in my day he was a 'yes' man. Get rid of the drakside and let the rest of us play & enjoy our games!
- (Caruso J) Bruce Linsey handing out a novice publication, publishers publication, and running a poll. He should have no contact with new players/GMs, at least not in an official manner such as novice and pubber circulations.
- (Dorneman) Feuding - personalities being aired in various forms to no good purpose. My answer? Try not to give space to obvious feuds - ignore them and maybe they'll go away.
- (Davis) The biggest problem is the existence of a small group of people who want to take over the hobby and have everything done their way. When they don't get their way they attack anyone standing in their way with vile and incorrect statements. It seems that they are trying to split the hobby into two opposing groups, whereas for the past 24 years the hobby had had a tradition of mutual operation and tolerance. This small group is headed by Robert Sacks, and includes a few other people from the Mid-Atlantic region. The only solution I can offer would be for the rest of the hobby to totally ignore the claims and charges coming out of publications of Mr. Sacks and a few of his friends. In other words, don't participate in any feud; just ignore him. Feuding would eventually kill the hobby, or result in a definite split of the hobby into two separate organizations.
- (Del Grande) The biggest problem is 'hobby politics' (aka megadiplomacy) Everybody believes the hobby should be run in a certain way. The answer? There is none - it is the differences among us that make the hobby what it is, a place to get together and play Diplomacy.
- (Fargo) The number of people who spend all of their time bitching about each other rather than enjoying the many friendships they can make. It appears the more prominent you become, the more likely you are a target to someone who sees you as a threat. Most of these individuals can be very pleasant and helpful on a one-to-one basis - but when egos clash. Alas, no answer.
- (Gardner) Locating new players and getting them a wide range of zines and hobby mail within a few months of their first hobby contact.
- (Grier) Feuds. Members of this hobby grow tired of being asked to choose between this or that and begin to miss out on the fun.
- (Heinowski) Immaturity of a select few members of the hobby and the fact that immaturity and a desire to inflict the rest of the hobby with that immaturity have a direct correlation. It grows old real quick!
- (Lischett) Slow GMs. Players have a hard time maintaining interest in a game when the results are consistently weeks or even months late.
- (Martin) Bruce Linsey, certainly the most tiresome liar currently active in dipdom. Solution: (have him) find some other hobby to terrorize.
- (Meinel) Immature people in the hobby of all ages. Kinda like life. You deal with it as you see best. The hobby's job/mission/purpose is to run games for players. Everything else -- ratings, articles, entertainment -- are secondary. The more we stray away from that, the more chance you're going to have 'problems' people complain about. Running games and the apparatus that supports that (orphan placing, ombudsman) are the only meaningful components of the hobby.

GM SURVEY - continued

- (McCrumb) I think the biggest problem is getting novice players to good GMs that will not fold a game in the middle. This is very discouraging and the frequently don't try again.
- (Noble) I think that all the feuding and name calling keeps a lot of people from getting into the hobby and makes things less enjoyable for people already in the hobby.
- (Olson) Not enough new blood, too few fresh ideas, too many old farts like me.
- (Poppe) The in-fighting in the hobby. For myself, I'm having fun doing what I'm doing, and I suggest the rest of the hobby ought to be doing the same.
- (Richard) All the so-called feuds and back-biting. It is a hobby and should not involve the nasty letter-writing campaigns that seem to be occurring. It is a game and people need to remember that and stop taking themselves so seriously.
- (Rusnak) Lack of enthusiasm for the hobby.
- (Sacks) The darkside who have been terrorizing the hobby for years.
- (Swider) ECOMANIACS! Solution: 1) Do it for yourself, not for others. 2) Get the facts straight first. 3) Have other hobbies.
- (Tighe) Marriage - it's so time consuming! Chasty will produce bigger, thicker, zines.
- (Whiskeyman) The problem is the same one I faced when I first started - a tendency among players to start a game and drop out at the first set-back. Very few players who start a game finish the game.
- (White C) Petty politics. I enjoy the peripheral activities in the hobby as much as the next person, of course there will be personality clashes and differences of opinion but to focus so much attention on this garbage is self-destructive.
- (BNC: At this point we have those respondents who preferred not to have their names used in this survey. I have decided to only list those comments, from these people, that have not been discussed in the above, and to omit that material which mentions another persons name.)

- (-----) The use of pseudonyms for the purpose of forgery or fraud and those people who stand up for this type of conduct.
- A noisy minority of rampant militants.
 - A loss of creativity in hobby members
 - Lack of adequate communication, especially between non-publishing players. Also a lack of new game sources and a general lack of direction for publishers.

QUESTIONS THAT SHOULD HAVE BEEN ASKED, BUT WEREN'T

- (opinion section) I feel the game of diplomacy belongs more to the GM than the player (respondant evaluated this as a '5')
- (opinion section) Why is the number of gamestarts declining in the late 80s (respondant had no answer)
- (opinion section) The GM should discourage letter passing among the players. (respondant had no rating)
- (opinion section) The GM should try to encourage the players to have fun (respondant estimated rating at '1')
- (turn section) Game results should be mailed as soon as possible or held until the parent zine is ready to mail (respondant preferred the former)
- (deadline section) how to correct an err adjudication if caught (a) before the next turn, (b) after the next turn. Possible solutions: (1) delay the turn, (2) send out corrections, (3) err stands, (4) replay the turn
- (opinion section) The BNC should act as dipcom's policeman? (respondant estimated as '5')
- (removal section) If someone NMRs out of a game would you allow him to sign up in another one.

GM SURVEY - continued

(games section) What type of zine do you house your games in (warehouse, informal, entertainment ...)

(player removal) If the players (one or more) want another player in the game removed, would you do it
(respondant's reply: NO)

(deadline section) Have you ever been more than one week late in getting your game results out? one month?
(respondant's reply: no - no)

(missed moves section) How do you choose standby players to insert in a game?
(respondant's reply: I choose players I believe will contribute to the game.)

(deadlines) Would you give out the the new positions over the phone after the deadline has passed and you aren't taking any more orders?

(opinion) Why do you GM?
(respondant's reply: to give something back to the hobby.

BNC: This concludes our survey. If anyone out there would care to comment on anything listed/discussed/or otherwise seen in this survey you may do so with the next issue. I know a few people expressed a desire to do this, but I declined both doing it myself and having someone else doing it because I personally detest those publishers who can't print something without adding their own 2¢ I prefer to let the thing stand, and then comment about it.

** I am sure those people who had questions that weren't asked would like to see some of you comment on them, even if the reply-rate wasn't as high as the main survey

Take care all,

(Note: Publishers are encouraged to reprint and comment upon the survey.)

PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION 1989

It's that time of year again.... a little late but hey, better late than never. As some of you may or may not know, the delay in the 1989 PDORA was caused by my relocating to Pa. Please note my new address.

This year, I John Caruso will go it alone with the PDORA. Simon has bowed out due to other commitments. With his help the last 2 years, we managed to raise over \$1,000 for Dipdome needy services. This year, going it alone, I'd like to take in more than last year. I realize without Simon's help that all of the workload will fall on me and subsequently, the amount raised may not be as much as last years. Be that as it may, I'm going for it. Thankfully, there's a couple hundred dollars left over from last year, so the services shouldn't be effected. Remember tho, all I am is the worker. In order to raise ANY \$\$\$, we need you! Its with your help that the PDORA is a success.

OFFERS: The PDORA needs items to auction off. Some examples of things auctioned off in the past are game starts, subs, back issues to zines, records a video, photographs, stamps, coins, games, even personally crafted horoscopes and many many other items. Strange and unusual items are always welcome. But DON'T send the item to me, just what is available, a suggested minimum bid (if any), and any postage requirements. The cutoff date for supplying the info on the available item to me is MAY 14, 1989.

BIDS: When all the offers are in I will create a booklet and have it sent to all of those who request it, and ask pubbers to circulate it. People will be asked to send their "pledged" bids to me by July 21, 1989. DON'T send me money on the July 21 cutoff date. Only successful bids will be asked to send money.

MONEY: If your bid is successful, you will be asked to send money to me, John Caruso. After the money is rec'd, the donator will be notified, and given a reasonable amount of time, you should have the item you bid on approximately 1 month after you send in the money. Checks, money orders and postal money orders (made out in US dollars) are all acceptable. Cash is not advisable, given our USPS reliability.

DIVIDING THE FUNDS: As in the past, I will be using a committee of 5 people, geographically dispersed, to help in dividing the funds. THERE WILL BE NO FUNDS DEDUCTED FOR MY EXPENSES. These will all come out of my own pocket. All of my personal contribution to the auction.

Any service out there (US or Canadian) which needs funding (donations) is eligible to apply. Applying doesn't guarantee funding, but if your service is legitimate, viable one, your chances are excellent. In the past, Simon and I even accepted "non-legitimate" services requesting funding and left it up to the committee. That will again be the case this year.

In addition, in the past, Simon and I did not allow any polls to seek any funding (not that any asked- but they'd have been rejected outright if they had asked). This year, I'm changing that. I still (personally) don't believe polls should be subsidized by an auction trying to help services, but I'm willing to leave the final decision up to the committee. So any funding requests (within reason) from any poll will be accepted.

None of the committee members may receive any PDORA money for any services e/she may be running. Nor can I receive any funding from the PDORA for any services I may be running. (Running meaning actually running the job. Not a nice custodian, associate or successor to be)

LUFS: Publicity is what makes the auction a success. I'm asking all publishers to please reprint this announcement, or simply mention it in your zine. And if anyone wants a copy of the booklet and they don't want to take the chance that their favorite zine may not publish it, just send a SASE to me and I'll make sure you have 1 in your hot little hands.

JOHN CARUSO 636 Astor St Norristown, Pa. 19401

Take care and have fun....



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Toronto

CAN-CON '89 PREREGISTRATION FORM

Here it is! After much negotiations and table pounding, your executive of the CDO (specifically me) has secured 5 townhouses accommodating 30 people and splendid facilities for your gaming pleasure at the just discovered University of Toronto Scarborough Campus. Here they have air-conditioning in the conference room being booked plus air-conditioned lounge and negotiation areas. To keep with the policy of seeking a relaxing, rustic area for this vacation, we have again found a ravine setting with tennis courts, squash courts, saunas and ready access to Toronto Transit to get to that Jays/Yankee game on Saturday. Now, I've got to get some feed back from you pretty quickly as the campus residence officer wants some definitive numbers to charge me by. Right Penny? Anyways, on with this form.

Name:
Address:
City, Province/State:
Postal Code/Zip, (Country):

Save one of those rooms for me for Friday & Saturday nights at . . .

. . . \$27.00/night/person

Now for some questions.

```

I am coming with my spouse'. . . . . ( )
I am bringing our kids . . . . . ( )
I/we would like to have breakfast . . . . . ( )
                                lunch . . . . . ( )
                                dinner . . . . . ( )

```

(I would seriously recommend taking advantage of the breakfast at \$3.75+PST)

```
I/we would like to go to the Jays/Yankee game . . . . . ( )
I would take advantage of a bridge tournament . . . . . ( )
I/we would like to go out for dinner Saturday night . . ( )
```

NAMES OF THOSE ATTENDING:

IMPORTANT Please make cheques out to Douglas Acheson and mail to the address at bottom of this sheet.

Some further thoughts. There will be four scheduled gaming sessions: Fri. afternoon, Sat. morning & evening/afternoon and Sun. morning. Each session will cost \$8/per for those who don't pre-register.

95 DUNDONALD ST. BARRIE, ONT. L4M 3T4

Play **Diplomacy.** Jouez
By Mail Par la Poste

The game of Diplomacy has been played by mail since 1963. As a postal game, Diplomacy takes on intriguing possibilities. Generally, deadlines between moves are set at four to six weeks, allowing players the time to negotiate with each other. A game may therefore take two to three years to complete. However, the quality of play is generally superior in postal games, as players have time to plan their moves carefully.

In a typical postal game, the players may reside anywhere in North America, and sometimes in Europe. The games themselves are run by experienced hobbyists who assemble the required number of players, assign countries, adjudicate player moves, report results and set new deadlines. These "Game Masters" usually publish the results in amateur newsletters which might carry several games, as well as hobby news, articles on strategy, history, travel, or just about anything of interest to the publisher. A small fee, typically ranging between \$2.00 and \$5.00, is charged to enter a game. Normally, subscription to the newsletter is also required, at a price ranging between 50¢ and 80¢ per issue.

The Canadian Diplomacy Organization (CDO) is a volunteer group which co-ordinates the activities of Game Masters in Canada. The CDO can supply those interested in postal Diplomacy with a list of current Canadian and American publications and Game Masters. Membership in the CDO is automatic upon subscription to any Canadian newsletter. No fees are charged for CDO services.

For more information about postal Diplomacy, write to:

"Diplomacy" se joue par la poste depuis 1963. Joué de cette façon, le jeu devient encore plus fascinant. En règle générale, l'intervalle alloué entre chaque tour est de quatre à six semaines, pour permettre aux joueurs de négocier entre eux. À ce rythme, une partie peut durer deux ou trois ans. Toutefois, la qualité du jeu en est habituellement rehaussée puisque chaque joueur a le temps d'élaborer sa stratégie avec soin.

Les participants d'un jeu postal type viennent des quatre coins de l'Amérique du Nord, voire même d'Europe. Les parties sont organisées par des joueurs chevronnés qui s'occupent de former les équipes, de distribuer les pays, d'arbitrer le jeu, de rendre compte des résultats et d'établir les échéanciers. Ces "Grands Maîtres" transmettent habituellement les résultats des parties par l'entremise des bulletins amateurs. Ces publications contiennent souvent les résultats de plusieurs parties différentes, en plus d'articles traitant spécialement du hobby et des stratégies de jeu, ou plus généralement de l'histoire, des voyages ou de tout autre sujet qu'affectionnent les éditeurs. En général, les organisateurs perçoivent un frais de participation qui se situe entre deux et cinq dollars, et les joueurs doivent s'abonner au bulletin. Chaque numéro peut coûter entre 50 et 80 cents.

L'Organisation canadienne de "Diplomacy" (OCD) est une association bénévole qui coordonne les activités des Grands Maîtres au Canada. L'OCD peut faire parvenir aux intéressés une liste des publications et des Grands Maîtres présentement actifs au Canada et aux États-Unis. Tous les abonnés à un bulletin canadien font automatiquement partie de l'OCD, dont les services sont offerts à titre gratuit.

Pour de plus amples renseignements au sujet de la version postale de "Diplomacy", écrivez à:

**Canadian
Diplomacy
Organization**



**L'Organisation
Canadienne
de Diplomatie**

c/o Doug Acheson, 95 Dundonald St., Barrie, Ontario L4M 3T4

or for information about a novice gaming zine write ...

TYROMANIA, c/o Cal White, 1 Turnberry Ave., Toronto, Ontario M6N 1P6

for information about the International Diplomacy

Gaming Convention, CAN-CON (to be held in Toronto in '89), contact ...

CDO c/o Doug Acheson, 95 Dundonald St., Barrie, Ontario L4M 3T4

Welcome aboard and good gaming!

1989 PRE-REGISTRATION FORM FOR DIPCON XXII

-21-

WORLD DIPCON

PO BOX 8416
SAN DIEGO, CALIFORNIA 92102
UNITED STATES OF AMERICA

NAME: _____ EVENING PHONE: _____

MAILING ADDRESS: _____

PERMANENT ADDRESS: _____

AGE: _____ TOTAL AMOUNT ENCLOSED (US\$22.00 per person) _____ NAMES OF OTHERS: _____

PLEASE CHECK THE ACTIVITIES YOU ARE INTERESTED IN: _____ REGULAR DIPLOMACY INDIVIDUAL TOURNAMENT _____ REGULAR DIPLOMACY
TEAM TOURNAMENT _____ VARIANT DIPLOMACY TOURNAMENT _____ COMPUTER DIPLOMACY TOURNAMENT _____ GUNBOAT DIPLOMACY TOURNAMENT
_____ NOVICE REGULAR DIPLOMACY _____ KREMLIN GAME TOURNAMENT _____ (OTHER: SPECIFY): _____

EXPECTED DATE/TIME OF ARRIVAL: _____ EXPECTED DATE/TIME OF DEPARTURE: _____

ARE YOU INTERESTED IN CAR POOLING OR SHARE-A-RIDE? _____

WILL YOU NEED HELP LOCATING A HOTEL/MOTEL? _____

Comments, Suggestions, Questions: _____

PRE-REGISTRATION CLOSING JUNE 17, 1989

89A - Rebel (Holley)

A) Scott Beckett E) Bill Hunter F) Arthur Shulman G) Jim Diehl I) Jim Nickel R) Ben Schilling T) Audrey Jaxon

89B - Perelandra (Gaughan)

A) Richard Pinelli E) Jim Diehl F) Tim Start G) Karl Hoffman I) Gary Behnen R) Guy Hall T) John Crosby

89C - Diplomacy Today (Plant)

A) Erik Wingren E) Ron Shigeta F) Stephen Malelu G) Scott Quinn I) Jon Pitchford R) Regan Carey T) Jon Knight

89D - Protocol (Klien)

A) Ray Setzer E) Tim Hurst F) Rick Schirtzinger G) Scott Beckett I) Marco Isopi R) Frank Rozanc T) William Lydick

89E - Life of Monty (Del Grande)

A) Melinda Holley E) Michael Hopcroft F) Brian Bajuk G) Edward Allen I) Thomasine Bowen R) Tom Slaughter T) Stephen Dorneman

89F - Dippy (Benes)

A) Jim Diehl E) Kevin Bayless F) Tom Slaughter G) Karl Hoffman I) Terry Lachcik R) Paul Gardner T) Frank Kuzniar

89G - Graustark (Boardman)

A) Terry Parfeniuk E) Warren Ball F) John Brennick G) Peter Martin I) Lawrence Chafetz R) Paul Gardner T) John Jordan III

89H - Electronic Protocol (Klien)

A) Charles Hughes E) John Murray F) James Aurand G) Tito Levante I) Bruce Bowers R) Colin Merritt T) Roger Mahrting

89I - Dipadeedoodah! (Reynolds)

A) John Reid E) Bob Marsicek F) George Mann G) Melinda Holley I) Jim Diehl R) Scott Beckett T) Bob Sweeney

89J - Been There, Done That (Nash)

A) Jim Nickel E) Bill Hunter F) Tim Moore G) George Rifle I) Vince Lutterbie R) Jimmy Williams T) Karl Hoffman

89K - The Home Office (Hyatt)

A) Bill Hunter E) Stan Johnson F) Doug Acheson G) Vince Lutterbie I) Jim Diehl R) Bob Slossar T) Scott Beckett

89L - The Boob Report (Burgess)

A) Glenn Petroski E) Paul Rautenberg F) Lane Hess G) Phil Reynolds I) Brad Wilson T) Ron Nash T) William Haden Hawthorth III

89M - Rebel (Holley)

A) Mit Hurst E) Tim Beauchemin F) Martin Sparkes G) Richard Palm I) Randy Davis R) Richard Bender T) Jim Green

89N - Rebel (Holley)

A) Marc Hanna E) Stephen Carter F) Rick Davis G) Jack Garrett I) Bill Hunter R) Thomas Manning T) Dwayne Shreve

89D - The Armchair Diplomat (Blau)

A) Steve Carter E) James Daniels F) Bill Hunter G) Vince Leamons I) Steve Smith R) Tom Heinze T) Mike Morris

89P - The Armchair Diplomat (Welter)

A) Tom Nash E) Jon Vavrus F) Bob Aube G) Pete Jackson I) Michael Wade R) Harry Milliken T) Kirby Garrett

89Q - The Armchair Diplomat (Smith)

A) Pete Jackson E) Mickey Preston F) David Schultz G) Mike Mozurkenich I) Bill Gallagher R) Susan Welter T) Don Picard

89R - Get Them Dots Now! (Kendler, Jr.)

A) Vince Lutterbie E) Robert Barozic F) Russell Rowe G) Arthur Shulman I) Jimmy Williams R) George Rifle T) David Anderson

89S - Terrain (Heinowski)

A) Frank Wranovix E) Martin Snow F) Paul Boban G) Scott Malynn I) Ian Skelton R) Rich McKee T) Gary Behnen

89T - Cheesecake (Lischett)

A) Bob Hartwig E) Bruce Reiff F) James Woodson G) John Kandra I) Todd Katschke R) George Rifle T) Jim Diehl

89U - Cheesecake (Lischett)

A) Tom Swider E) Jay Chaiser F) Frank Wranovix G) Marc Hanna I) Tom Hayden R) Larry Botimer T) George Mann

89V - Boast (Barante)

A) John Heck E) David Belassone F) Marc Peters G) Karl Hoffman I) Paul Milewski R) John Crosby T) Chuck McGinness

89W - Cheesecake (Lischett)

A) Ed Avila E) Ray Scott F) Craig Cowley G) Gary Behnen I) Eric Klien R) Richard Weiss T) Al Tomaszewski

89X - Cheesecake (Lischett)

A) James Wall E) Paul Milewski F) Doug Hopkins G) Brad Wilson I) Don Sjervan R) Scott Bates T) Alan Levin

89Y - The Assassin's Blade (Gait)

A) Nancy Calhoun E) Kurt Crake F) Robert Struppach G) Tony Douzette I) Robert Strumwasser R) Andrew Tillett T) Kate Robison

89Z - Fiat Bellum (Williams)

A) Ian Skelton E) Derek Levison F) Eric Klien G) Mike Rustilnik I) Tim Moore R) Glenn Petroski T) James Woodson

89AA - Electronic Protocol (Klien)

A) Lewis Carter Butler E) Bruce Bowers F) Kevin Sweet G) Raymond Setzer I) Tim Moore R) Bob Odear T) Mark Wandell

89AB - Electronic Protocol (Klien)

A) Mike Williams E) Robert Henderson F) Keith Mortensen
G) Lewis Carter Butler I) Edward Fischer R) Pete Glen Berger
T) Donald Daybell

89AC - The Home Office (Hyatt)

A) Greg Wilson E) Bill Hunter F) David Lang G) Bernie
Oaklyn I) Randy Grigsby R) Scot Fort T) Jim Diehl

89AD - Dark Mirror (Jaxon)

A) Jim Diehl E) Pat Conlon F) Matt Derry G) John Dunkelberg
I) Melinda Holley R) Karl Hoffman T) Scott Cox

89CA - Backstretch (D. Acheson)

A) Melinda Holley E) Mark Hunt F) Gary Simnot G) Bernie
Oaklyn I) Pierre Touchette R) Brian Wilson T) Glenn
McMaster

89CB - ? (Touchette)

A) Jacques Beland E) Ronald Gravel F) Alain Descamps
G) Bruce McIntyre I) Michel Pinchette R) Martin Boyer
T) Andre Gilbert

89CC - Passchendaele (Currier)

A) Melinda Holley E) Eric Klein F) Robert Acheson G) Steve
Bergstrom I) Garth Russell R) Patrick Conlon T) Pierre
Touchette

89AL - This game was listed as missing last issue; and I find it with good cause. It would appear somewhere back in Bill's tenure as BMC a game got listed twice. 89AL was really the recorded game of 85CJ. It should then be purged from the records as the completed game has been filed under the second number (85CJ).

GAME FINISHES

BN-?? - Signeg Archives (Placek) to F'11; ? (Graessle)

	01	02	03	04	05	06	07	08	09	10	11	12	13
A:	03	03	00										
E:	04	05	05	06	05	06	06	07	09	09	09*	09	09
F:	05	05	06	07	07	08	08	07	07	07	07	06	05
G:	05	05	03	02	02	02	02	02	00				
I:	05	05	06	07	09	08	07	06	06	06	05	06	06
R:	06	07	07	06	05	03	02	00					
T:	04	04	07	06	06	07	09	11	12	12	13	13	14

	14	15	
A:			Bob Kelly (elim F'03)
E:	08	07	Rick Lee (res F'12); Stan Plummer (surv F'15)
F:	05	04	Bruce Hamilton (drop F'12); Steve Rice (surv F'15)
G:			? Hitchcock (drop F'03); Roger Glenfield (elim F'09)
I:	05	07	Mike Goodman (DRAW F'15)
R:			John Crosby (elim F'08)
T:	16	16	Steve Blunda (DRAW F'15) * = plays 1 short

84Q - Xenographic (Peery) (Local Game)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	
A:	05	05	04	05	04	02	Hector Roybal (drop F'01); Mike Schannon (surv F'06)
E:	04	03	02	01	01	00	Roger McAulay (elim F'06)
F:	05	05	06	04	05	06	Ken Hager (surv F'06)
G:	05	06	06	05	02	01	Ron Galicia (surv F'06)
I:	04	03	03	04	07	04	Ken Gestiehr, Sr. (surv F'06)
R:	06	07	06	05	04	04	Dave Villadsen (surv F'06)
T:	04	05	07	10	11	17	Greg Farr (<u>WIN F'06</u>)

84IL - So I Lied (Catlosh)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	
A:	04	01	00			Ken Katano (elim F'03)
E:	05	06	09	10	12	Ron Spitzer (DRAW F'06)
F:	05	06	06	05	02	Dan Adams (drop S'06); Dale Bakken (surv F'06)
G:	05	03	02	02	02	David Stone (drop S'03); Ken Hager (surv F'06)
I:	04	06	08	08	09	George Grassie (DRAW F'06)
R:	05	07	04	01	01	Newel Stephens (drop F'04); Matt Fleming (surv F'06)
T:	04	05	05	08	08	Pat Hart (DRAW F'06)

84JA - The Messenger (Richards) Local Game

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>
A:	05	05	04	03	04*	04	04	05	05	05
E:	04	04	02	02	02	00				
F:	05	05	06	06	07	09	09	12*	12	13
G:	06	06	07	06	05	05	05	01	01	00
I:	03	03	03	05*	04	05	04	04	04	03
R:	06	05	04	05	05	05	05	06	05	06*
T:	04	05	07	07	07	06	07	06	07	07

* = plays 1 short

A:	Warren Ayers (drop F'03); Ron Notestine (drop M'04); Nick Felella (surv F'10)
E:	Wayne Ayers (drop S'05); Kent Brown (elim F'06)
F:	Steve Courtesanche (<u>WIN F'10</u>)
G:	Lance Anderson (elim F'10)
I:	Eric Morrow (drop S'02); Ted Reiner (surv F'10)
R:	Melinda Holley (surv F'10)
T:	Paul Ivonovskis (surv F'10)

85AA - Excelsior (McIntyre)

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	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	
A:	05	05	05	03	03	04	Michael Ditz (res F'04); Derek Daniels (drop F'06); Paul Milewski (surv W'06)
E:	04	04	05	06	07	07	Bill Shirley (DRAW W'06)
F:	06	05	06	07	07		Ron Krukowski (DRAW W'06)
G:	05	06	06	06	07	07	Charles Arsensault (drop F'06); Pierre Touchette (DRAW W'06)
I:	04	04	03	03	03	02	Steve Dycus (res F'03); Lynn Torkelson (drop F'04); Robert Acheson (surv W'06)
R:	04	04*	04	00			Kevin Brown (drop F'04); Claude Gautron (elim W'04)
T:	05	06	06	08	07	07	Melinda Holley (DRAW W'06)

* = plays 1 short

85AU - Flick of the Wrist/Fiat Bellum (Williams)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>
A:	04	03	05	07	08*	08*	08*	09	10	09	09	09
E:	04	06	06	07	08	09	09	10	11*	12	12	12
F:	05	04	03	02	01	00						
G:	05	06	07	08	08	08	08	07	07	08	08	08
I:	05	06	06	07	08	09	09	08	06	05	05	05
R:	05	04	03	00								
T:	05	05	04	03	01	00						

* = plays 1 short

A: Conrad Minshall (DRAW F'12)
 E: Melinda Holley (DRAW F'12)
 F: Ron Spitzer (elim F'06)
 G: Mark Fassio (DRAW F'12)
 I: George Graessle (res F'10); Kathy Caruso (DRAW F'12)
 R: Terry Tallman (elim F'04)
 T: J. R. Baker (elim F'06)

86C - Cheesecake (Lischett)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>
A:	05	05	01	00							
E:	05	05	07	08	09	11	14	14	15	16	17
F:	05	05	03	03	01	02	02	02	02	02	00
G:	04	05	06	06	07	03	01	01	00		
I:	02	03	04	04	03	03	03	03	03	03	03
R:	05	06	07	07	06	06	06	06	06	05	06
T:	04	05	06	06	08	09	08	08	08	08	08

A: Alan Stewart (drop S'04); Morgan Gurley (elim F'04)
 E: Tom Swider (DRAW F'11)
 F: Bob Haden (drop S'04); Mark Keller (drop F'05); Dick Martin (elim F'10)
 G: Jim Diehl (elim F'09)
 I: Don Swartz (to W'08); Gary Coughlan (surv F'11)
 R: James Hall (DRAW F'11)
 T: Ken Iverson (DRAW F'11)

86E - Cheesecake (Lischett)

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	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>
A:	04	04	04	05	04	01	00				
E:	04	05	06	06	07	06	06	07	05	05	05
F:	05	05	05	05	05	05	03	03	02	02	02
G:	04	05	06	06	06	07	10	10	12	12	12
I:	04	05	06	07	08	12	12	14	15	15	15
R:	06	05	04	03	01	01	01	00			
T:	04	03	03	02	03	02	02	00			

A: Jim Diehl (elim F'07)
E: Randolph Smyth (DRAW F'11)
F: Brad Wilson (DRAW F'11)
G: Ray Scott (DRAW F'11)
I: Paul Rautenberg (to F'02); Steve Langley (DRAW F'11)
R: Bob Acheson (elim F'08)
T: Pat Hart (elim F'08)

86AT - Fiat Bellum (Williams)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>			
A:	05	06	07	07	06	06	05	03	02	Melinda	Holley	(surv F'09)
E:	04	03	02	00						Greg Stewart	(drop F'02);	
										Linda Courtmache	(res W'02);	
										Andy Lischett	(elim F'04)	
F:	06	06	06	07	06	11	12	16*	18	Gary Behnen	(WIN F'09)	
G:	05	05	06	07	06	05	03	01	01	Pete Gaughan	(surv F'09)	
I:	04	04	03	03	04	04	04	04	04	Bob Olsen	(surv F'09)	
R:	05	07	07	07	07	05	06	05	04	Marshal Linder	(drop S'05);	
										Dan Stafford	(drop F'06);	
										Rick Kohman	(surv F'09)	
T:	04	03	03	03	03	03	04	05	05	Francine Byrne	(drop F'03);	
										Steve Langley	(surv F'09)	

* = played 1 short

86CE - Sleepless Knights (Hickey)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>		
A:	03*	00									R. Wheat	(drop W'01);
											Pierre Touchette	(elim F'02)
E:	05	05	06	07	07	08	08	10	10	10	Glen McMaster	(surv F'10)
F:	05	06	07	09	09	09	09	07	08	04	J. C. Hodgins	(surv F'10)
G:	05	04	01	01	00						Alain Martine	(elim F'05)
I:	05	06	05	02	00						D. Williams	(elim F'05)
R:	06	07	08*	06	08	07	05	04	02	00	Les Casey	(elim F'09)
T:	05	06	07	09	10	10	12	13	14	20	Tom Plachta	(WIN F'10)

* = plays 1 short

86HK - The Home Office (Hyatt)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	
A:	04	04	03	02	01	00			Bob Slossar (drop S'05); CD (elim F'06)
E:	04	04	04	06	07	08	08	09	Chris Hoffer (drop F'05); Ron Cameron (DRAW F'08)
F:	05	06	08	10	09	08	07	07	Don Peterson (drop F'05); David Ditter (DRAW F'08)
G:	04	03	01	00					John Crosby (drop F'03); CD (elim F'04)
I:	04	04	04	03	02	01	00		Vince Springer (drop W'01); Melinda Holley (elim F'07)
R:	06	07	07	06	07	08	09	08	Adam Carr (DRAW F'08)
T:	04	05	06	07	08	09	10	10	Ted Davis (DRAW F'08)

87J - Retaliation (D. Martin)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	
A:	05	06	08	10	10	11	10	Nhan Vu (surv F'07)
E:	04	04	03	03	03	03	01	Al Morrow; Scott Beckett (surv F'07)
F:	05	05	08	08	08	06	04	Thomas Plachta; Marke Weseman (surv F'07)
G:	05	05	03	01	00			Tommy Bruce; Phil Geusz (elim F'05)
I:	03	03	00					Cory Miller (elim F'03)
R:	06	09	11	12	13	14	19	Mike Gurs (res S'02); Melinda Holley (WIN F'07)
T:	04	02	01	00				Michael Boyd (elim F'04)

87S - Out To Pasture (D. Bowen)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	
A:	04	05	07	07	07	08	08	09	Conrad Minshall (res F'05); John Crosby (DRAW F'08)
E:	04	05	05	03	03	05	06	07	Bob Laventure (res S'04); Evans Givan (DRAW F'08)
F:	05	05	05	06*	05	04	03	02	Dan Maenz (drop W'05); ? Merciez (drop F'07); Jim Diehl (surv F'08)
G:	06	06	06	06	06	07	08	08	Michael Gonsalves (DRAW F'08)
I:	03	03	01	01	02*	02*	02*	01	Dan Pelter (drop S'05); Kathy Caruso (surv F'08)
R:	05	04	04	05	05	03	02	02	Morgan Gurley (drop S'07); Michael Hopcroft (drop F'07); Dwayne Shreve (surv F'08)
T:	04	06	06	06	06	05	05	05	Melinda Holley (surv F'08)

* = plays 1 short

87AK - Penguin Dip (Dorneman)

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	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	
A:	04	02	00						Mike Durs (drop W'01); Kathy Caruso (elim F'03)
E:	04	05	02	02	00				Thomas Flachta (drop W'02); Michael Hopcroft (elim F'05)
F:	04	05	06	07	08	10	11	12	Mike Sargent (surv F'08)
G:	06	06	08	08	10	11	13	15	Garret Schenck (WIN F'08)
I:	04	04	05	04	03	01	01	00	Fred Anderson (elim F'08)
R:	05	06	07	06	06	05	01	00	Melinda Holley (elim F'08)
T:	04	06	06	07	07	07	08	07	Eric Anderson (surv F'08)

87AT - Atrocity Exhibition (Olson)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	
A:	03	03	02	02	00			Daphne Langley (drop F'03); Steve Langley (elim F'05)
E:	04	04	04	03	04	05	03	George Graessle (drop W'02); Mark Fassio (surv F'08)
F:	05	06	07	09	05	01	01	Kathy Caruso (surv F'08)
G:	05	06	07	07	09	08	12	Jim Burgess (DRAW F'08)
I:	04	03	02	01	01	01	01	Mike Mazzer (drop S'03); Cathy Ozog (surv F'08)
R:	05	06	06	06	08	10	11	Don (CA) Williams (DRAW F'08)
T:	04	04	06	06	07	09	06	Pete Gaughan (surv F'08)

87AY - Cathy's Ramblings (C. Ozog)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	
A:	04	04	03	02	00	Jack McHugh (drop S'04); Jeff Davis (elim F'05)
E:	03	03	02	02	03	Scott Barbehenn (drop S'02); Robert Greier, Jr. (surv F'05)
F:	06	05	05	05	03	Michael Hopcroft (surv F'05)
G:	04	06	07	06	06	Bob Laventure (drop F'02); Mark Weseman (surv F'05)
I:	04	05	04	04	04	Stephen Dorneman (surv F'05)
R:	06	08	12	14	18	John Crosby (WIN F'05)
T:	04	03	01	01	00	Joe Zizek (drop S'03); David Pierce (elim F'05)

87CK - Perelandra (Gaughan)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	
A:	04	00					Dave Pliant (elim F'02)
E:	04	04	04	02	00		Tom Hise (res F'01); Steve Emmert (elim F'05)
F:	06*	06	07	08	10	09	Melinda Holley (surv F'06)
G:	05	05	02	01	01	01	Tom Hurst (surv F'06)
I:	05	06	08	07	08	05	Rex Martin (surv F'06)
R:	06	07	09	13	13	18	Gary Behnen (WIN F'06)
T:	04*	06	04*	03	02	01	Guy Hall (surv F'06)

* = plays 1 short

87HB - Vortex (Dan Gorham) to F'03; The Appalachian General (McCrumb)

	<u>01</u>	<u>02</u>	<u>03</u>	
A:	03	03	04	Jim Diehl (surv S'04)
E:	04	04	03	Rob Noblin (drop W'03); Anthony Brooks (surv S'04)
F:	04	05	05	Ron Cameron (drop W'02); Ken Gestiehr (surv S'04)
G:	04	05	04	John Saboi (surv S'04)
I:	06	05	04	Melinda Holley (surv S'04)
R:	07	10	14	Gary Behnen (<u>WIN S'04</u>)
T:	04	02	00	Robert Hauser (elim F'03)

87IS - ? (Baty)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	
A:	05	06	08	06	02	Bob Addison (surv F'05)
E:	05	05	07	07	09	Nancy Calhoun (surv F'05)
F:	05	05	04	03	01	John Galt (surv F'05)
G:	05	04	01	01	00	Geoffrey Meissner (res F'01); Pierre Touchette (elim F'05)
I:	04	04	04	02	02	Ronald Welch, Jr. (surv F'05)
R:	06	08	10	15*	20	Steve St. Clair (<u>WIN F'05</u>)
T:	04	02	00			Andy Thomas (elim F'03)

* = plays 1 short

88AZ - The Armchair Diplomat (Heinze)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	
A:	05	06	08	09	09	11	13	14	Bob Aube (DRAW F'08)
E:	05	06	07	08	08	08	06	05	Susan Welter (surv F'08)
F:	04	05	07	07	08	10	11	13	Jeff McKee (DRAW F'08)
G:	06	03	00						Vince Leamons (elim F'03)
I:	03	03	03	01	00				Eric Klien (drop S'01); Brad Miller (elim F'05)
R:	06	08	09	09	09	05	04	02	Mike Morris (surv F'08)
T:	03	02	00						Harry Milliken (elim F'03)

88CU - The Armchair Diplomat (Smith)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	
A:	03	02	00			Michael Chin (elim F'03)
E:	05	04	04	03	00	John J. Low (elim F'05)
F:	05	06	06	07	09	John Rosmann (drop S'04); Jeff McKee (surv F'05)
G:	05	04	03	03	04	Jon McCleery (surv F'05)
I:	04	04	04	02	00	Scott Felske (elim F'05)
R:	07	09	09	11	11	Al Tabor (DRAW F'05)
T:	04	05	07	08	10	Doug Valentine (DRAW F'05)

88CV - The Armchair Diplomat (Blau)

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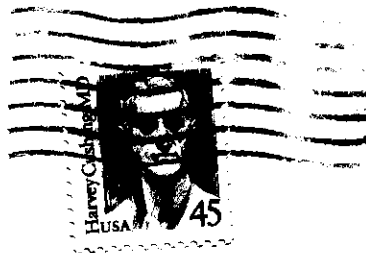
	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	
A:	03	00					Tory DeFec (elim F'02)
E:	03	03	02	01	00		Mark Walsh (drop S'04); CD (elim F'05)
F:	05	06	05	05	02	00	Susan Welter (elim F'06)
G:	05	06	07	06	05	04	Bill Gallagher (surv F'06)
I:	04	07	09	10	14	14	Tom Nash (DRAW F'06)
R:	06	08	08	09	13	16	Steve Smith (DRAW F'06)
T:	04	04	03	03	00		Mickey Preston (res F'02); Mike Morris (elim F'05)

88HC - Electronic Protocol (Klien)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	
A:	02	00								Charles Hughes (elim F'02)
E:	04	03	01	00						John Alnberg (elim F'04)
F:	05	07	08	10	09	07	08	08	06	Raymont Setzer (surv W'03)
G:	05	06	06	06	07	07	08	07	05	John Murray (surv W'09)
I:	04	05	03	02	01	00				Roger Mahrling (elim W'06)
R:	07	07	09	08	09	11	09	11	13	Dan Kindsvater (DRAW W'09)
T:	05	06	07	08	08	09	09	08	10	Tom Rick O Shea (DRAW W'09)



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