

# FARRAGO #6

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Mark L. Berch  
492 Naylor Place  
Alexandria, VA 22304

Farrago is a zine occasionally produced by Mark Berch in his role as Tournament Director for the 1982 DipCon Tournament.

This issue is a comprehensive publicity release. As many things are now shaping up into their final form, this is the last such release I will do. Any others will be just updates on this, so please hang onto this issue if you plan any publicity for this in your zine.

## Schedule

Friday Afternoon: Variant Seminar on Slobbovia  
Friday Evening : Youngtown Diplomacy Variant Tournament  
Sat 10-Noon : Diplomacy Seminar/Panel Discussion  
Sat 1 PM : Assembly for Round 1  
Sat 1:30-11 PM : Round 1 (11 PM if needed)  
Sat 9:30 PM : DipCon Society Meeting  
Sunday 9AM : Assembly for Round 2  
Sunday 9:30-3PM : Round 2 (We may have another half-hour)

Friday Activities. These are only tentative at the moment. More information will be provided later. The contact person for this is Glen Taylor 3007 Hewitt Ave #428 Silver Spring Md 20906

Seminar/Panel Discussion. This is frankly an experiment. I hope to have some panel discussion, and then open the floor for questions. The point here is to have some activity where the hobby can meet in one place, where we can put on a bit of show. There will (I hope) be many people there who are just curious as to what we are all about, and what they see may encourage them to give us a try. It will also give those who have questions a chance to ask them. I am still in the process of lining people up for this, so far I have me, Rod Walker, Bruce Linsey and Kathy Byrne.

Scoring system. The Berch Tournament Scoring system has been Selected:

Scoring System. The winner receives 60 points. In a two-way draw, each participant receives 46 points each; for a 3-way, 37 points; for a 4-way, 28 points; 5-way, 19 points; 6-way draw, 10 points; 7-way, none. In any draw, a +4 bonus is given to the drawer with the most Supply Centers, and -4 points for the person with the fewest. In 4, 5, and 6 way draws, there is also a +2 bonus for next-to-largest, -2 for next-to-smallest power. In case of ties, bonuses are shared equally. Finally, 0.01 point is given for each center held at games end (this is a tiebreaker provision).

After Winter 1905, players may vote a winner or a draw, a vote which must be unanimous and signed by all players. A voted winner must have at least as many centers as any one else. A voted draw must specify exactly who is in it, and can include only players who have Supply Centers (at least 1, that is).

In a game called on account of time, a player with fewer than 18 centers will be credited with a win (60 points) if he can demonstrate that he has a forced win. In this evaluation, to be made by a GM, it will be assumed that all other players will be coordinated perfectly against the leader (he has no allies). If any guesses need to be made, it will be assumed that the defense will guess correctly, but if the defense requires an infinite set of guesses, the win will be credited to the leader. If no one can demonstrate a win, the game will be a draw of all survivors.

In the second round, players on the top board will receive a bonus of +6, those on the second board a bonus of +2. Your total score will be the sum over both rounds.

General Tournament Procedures. Assignment will be random in the first round, except to avoid relatives and friends as much as possible. In the second round it will be seeded (Swiss system) with best 7 going to board 1, etc. The exception will be for relatives and those who played together in round 1. On the top 2 boards, players will be given a "level down option." By unanimous secret vote, those whose scores are above the median may have them reset at the median for their board. In round 1, players will set their own pace (and can take a break for dinner) but we will keep track to make sure they don't get too far behind. Round 2 will use strict 30 minute rounds. The tournament staff will be me, Rod Walker, Herb Barents, and Fred Davis. All have experience in running a large tournament.

DipCon Society Meeting. This will begin around 9:30 and will be held in the same large room as the tournament. The purpose of this meeting is to 1) Select a location for DipCon XVI in 1983 and 2) Elect a Committee-of-3 to oversee all aspects of DipCon XVI. The most likely choice for location is Detroit. We try to rotate the location, and it's the Midwest's turn (in 1981, DipCon was in California). Detroit will be the site for Origins '83, and Origins has traditionally been the best "draw". The meeting will be chaired by Herb Barents, and for further information, contact him at 1142 South 96th Ave Zeeland MI 49464.

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Tournament Awards. Plaques will be given for 1st thru 10th. "Best Country" certificates will be given out, with a separate set for each round. Thus, if someone does extremely well with, e.g. Germany, and you draw G in the second round, you shouldn't feel doomed. And if you do well with E in round 1, you need not worry that some good player at a very low board and weak competition will overcome your accomplishment.

Player Survey. There has never been an attempt to find out just what sort of people enter Diplomacy Tournaments. There will be a small survey on the back of the player information card. I plan to ask age, how many tournaments they've previously played in, whether they play postally, etc. Answers will be strictly optional, but I hope that at least 2/3 of those playing will fill this out.

Sounvineer Booklet. This will be a major innovation. We'd like to give those who attend something tangible afterwards. We hope to include the following:

A. Tournament directors report. This will be the complete standings of the tournament, and my summary of how it all went.

B. Top Board Game. All the moves on the top board will be collected and printed, with some commentary, probably written by me. There are always people who want to watch the game; this way, everyone can. For those less experienced, playing this out can be quite educational. I am looking for a volunteer to type up the moves.

C. DipCon Society Meeting Report. A summary of what was decided.

D. Seminar/Ppel Discussion Report. Some of the highlights of what was discussed.

E. Player survey results. There may be some surprises in this, who knows.

F. Statistical analysis of the tourney results. Which countries did best, etc.

G. Financial Accounting. Where all the money went.

H. Variant Tournament Report

I. Recollections, anecdotes, etc. This could be the most interesting part of the entire thing. An account of a pickup game, some amusing incident, a comment on how the tournament was or could have been run, something someone wanted to say at the seminar but didn't get a chance, an interesting tactical situation, a wistful account of a missed opportunity or a plan which didn't work, etc. I'm looking for things that people want to share with others, and that I think people will find interesting reading. If people have a good time, inevitably they want to talk about it. I do not want long accounts (they can go in dipzines), rather, something in the range of one paragraph to 2/3 of a page. I will urge they be typed on a decent ribbon, and if they are I will probably make a token payment for these of \$1.

J. Reprint of an article on another tournament or convention.

K. Potential new Blood listing. I'll give the addresses of all those who indicated that they don't play postally, but would be interested in learning more about it.

L. A short description of Postal Diplomacy and how it works

Obviously, this is a very ambitious list, and I don't think I can cover all those topics. Much will depend on what I can get. You can figure on A,B,C,E,G,H,K for sure; the rest will depend on what people send me. Volunteers are solicited. Pictures are a possibility but more likely will go in Diplomacy World. J and L, if they appear, will just be fillers to round it out. It will be 11-23 pages long, tho I suppose its possible it will go to 35, and will physically resemble a single or double issue of DIPLOMACY DIGEST. I hope to have it in the mail 6-8 weeks after the Con. Those who played in either round will get it mailed to them automatically. Those who signed up in the tournament but did not play (didn't show up) will get one mailed to them on request. All others will be able to buy it from me (cost will depend on size), while supplies last. I hope that this will leave such a "good taste" in people's mouths that they will look forward to DipCon XVI.

The Convention. "Origins" is typically the largest of all wargaming cons, so its the one to attend. It will be July 23-25 at U. of Maryland Baltimore County Campus (UMBC). This is a very modern facility, built since 1965 and is completely airconditioned. There are 1400

dorm beds at \$19 for 2 nights per person, double occupancy. There are also on campus apartments and motels nearby. You can get there via U.S. Route 40, via air (Baltimore-Wash-Airport) and I think there's a bus from Downtown Baltimore, and from Exit 12 off the Baltimore Beltway. Those coming by car are urged to bring their sets (the game). The con will have large areas for "open gaming". It is run by Atlanticon, a company which has run cons before. For further information and registration forms, write them at Origins 82 P.O. Box 15405 Baltimore Md 21220. The Dip tourney will be \$4, which covers both rounds.

In Conclusion. The committee-of-3 (myself, Herb Barents, and Fred Davis) has been functioning very well and planning is far ahead of where it normally is in late winter. We have a number of innovations (long round 1, the player survey and the panel discussion and especially the booklet). In March, I will be preparing the player handout for the tourney. Anyone who wants an advance copy should let me know (I'm hoping you'll spot the errors before it goes to the printer in June). If you have any comments or suggestions, please contact me (except for those things covered by Glen Taylor or Herb Barents as noted above). We are hoping to put on the most enjoyable DipCon, and the biggest Tournament, in the history of the Hobby, and I hope everyone will make every effort to attend.