

GRAUSTARK

#55

"Winter 1904 / Spring 1905"

4 July 1965

1965A

ALLIED COUNTER-ATTACK STOPPED DEAD BY RUSSIAN DEFENSES IN LIVONIA

In "Winter 1904" the following establishments and removals were ordered:

ENGLAND: Establishes A Edi. RUSSIA: Removes A Gal, F Rur.
GERMANY: Establishes A Bor, A Kio. TURKEY: Establishes F Smy.

All players were informed of these moves, and a deadline of 3 July was set. The "Spring 1905" moves are:

ENGLAND: B Bar S A St.P; A St.P & F Bot S GERMAN A Kio-Liv; F Don-North Sea;
A Edi-Norway; F Norwegian Sea C A Edi-Norway; A Wal holds.

FRANCE: A Mar-Pie; F Wes-Tyr; F Bre-Mid; F Gas-Spa; A Par-Bur; A Tun holds.

GERMANY: A Kio-Liv; F Bal C A Kio-Liv; A Bor S A Mar; A Mar S A Tyr;
A Tyr S ITALIAN F Adri-Ven.

ITALY: No moves received.

AUSTRIA-HUNGARY: No moves received.

RUSSIA: A Bud-Vie; A Boh S A Bud-Vie; F Liv S A Sil-Pru; A Sil-Pru; A Mos & A War
S F Liv.

TURKEY: A Tri S RUSSIAN A Bud-Vie; F Ion-Nap; A Apu S F Ion-Nap; F Tyr S F Ion-Nap;
F Alb-Adri; F Smy-Aeg.

Underlined moves are not possible. The Austro-Hungarian army in Vienna and the Italian fleet in Naples are dislodged and, since no moves were received for those countries, annihilated. The Italian army in Tuscany and fleet in the Adriatic remain in their present positions. Austria-Hungary, for which Paul Harley has made no moves since "Spring 1902", is thus completely wiped out, ending permanently the participation in postal Diplomacy of this totally unreliable spoilsport.

The deadline for "Fall 1905" moves is Saturday 17 July 1965. Players are asked, if possible, to submit conditional establishments or removals for their "Winter 1905" moves.

GRAUSTARK, the bulleting of postal Diplomacy games 1965A and 1965JT (see p. 7) is published by John Boardman, 592 16th Street, Brooklyn, New York 11212. Subscriptions are 10 issues for \$1.00. RURITANIA, the bulletin of game 1963B, is published at the same address and rate.

Have you played an interesting Diplomacy game over the board lately? Send in the moves, and they will be published in GRAUSTARK.

Now postal Diplomacy games are in process of organization. See p. 7 for details.

RULES OF POSTAL DIPLOMACY

In response to requests from several Diplomacy players, an enlarged version of the rules of postal Diplomacy is made available to players and prospective players. These rules are based on the set which appeared in GRAUSTARK #17, but have been revised to meet suggestions made by other Gamesmasters and players, and in the light of situations which have arisen in games. These rules will be followed in all games in GRAUSTARK and HURITANIA, and are for the sake of uniformity recommended to other Gamesmasters. The editor wishes to thank particularly John McCallum for his suggestions.

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1. The rules of across-the-board Diplomacy will be followed as far as is practicable.
2. The Gamesmaster shall set such entry fee as he may consider practicable. The Gamesmaster undertakes to publish a move-by-move account of the game at stated regular intervals, and to mail this bulletin to the players by first-class air mail or surface mail, whichever will reach the individual player more quickly. A player's subscription shall last as long as does the game in which he is enrolled, but a player who has lost all his supply centers need not be mailed the bulletin by air mail.
3. All correspondence relating to the game, among players or between players and the Gamesmaster, ought to be by air mail where a saving of time is effected thereby.
4. The Gamesmaster shall announce a deadline date for entries. Upon this date, or upon such earlier date as he shall receive a full slate of entries for the game, he shall assign by lot one country to each player. (But by agreement among the Gamesmaster and the players, players may be allowed to pick their own countries for a game.) He shall then publish an issue of his bulletin for the game, labelled "Winter 1900", informing the players which country each of them will play, and giving the name, address, and country of each of the other players.
5. Three weeks will be allotted to the players for the first ("Spring 1901") move, and two weeks for each subsequent move. The Gamesmaster shall set deadlines, by which time all players' moves must be received by him.
6. The Gamesmaster shall compare the moves sent to him, and determine which are valid and which are invalid under the rules of Diplomacy. Decisions of the Gamesmaster are final for the game in which they are made. The decision of the Gamesmaster shall be final unless a rule has been specifically violated. In such a case, the game shall be set back to the last move prior to the error, and resumed from there. The Gamesmaster shall be responsible for his own failings, but not for those of the players or the post office.
7. Moves may be made by telephone, provided that the player also moving sends a confirmatory letter which must be received by the Gamesmaster within a week of the call.
8. If any retreats are occasioned by the "Spring" moves, and more than one alternative exists, the Gamesmaster at his discretion may either ask the player who must retreat to send his retreat to the Gamesmaster by immediate return air mail or by telephone, and must then send it on to the other players by one of these means; OR he may ask players to send in "Fall" moves conditional upon the various possibilities of retreat open to the retreating player.
9. The Gamesmaster shall follow the same procedure as in Rule 8 for retreats occasioned by "Fall" moves, or he may publish a "Winter" issue of the bulletin to give retreats along with new establishments and removals. Players may send in conditional establishments, removals, and retreats if they so desire, and "Winter" establishments or removals may be made conditional on "Fall" retreats. At his discretion the Gamesmaster may, instead of publishing a "Winter" issue, inform all players in writing of the retreats, establishments, and removals, and set a deadline for the next "Spring" moves. The two weeks allotted for moves may be extended if the Gamesmaster feels it necessary in view of such correspondence between himself and the players.
10. A player who does not send in his move during the required period creates

This is
O At
P Great
E Intervals
R This
A Appears
T To
I Inflamm
O Optic
N Nerves

a situation in which civil government has collapsed in his country. (See p. 6 of the Diplomacy rulebook.) Such collapse will last only during the move or moves in which this player does not participate, and does not affect his right to make subsequent moves. If a player has not sent in a "Spring" or "Fall" move, any of his units which are dislodged are annihilated. If he fails to send in a retreat, the unit which would have retreated is annihilated instead. If he fails to send in an establishment, he may establish no new units until the next "Winter". If he fails to send in a removal, his units are removed by the Gamesmaster in accordance with the Diplomacy rulebook.

11. The Gamesmaster reserves the right to publish "Winter" issues of the bulletin ahead of the deadline if all retreats, establishments, and removals have been sent to him. If only one alternative is open on a retreat, "Spring" or "Fall", the Gamesmaster may make that move for the player.

12. Players may make alliances among themselves. If allies submit moves in the same envelope, these moves must be signed by all allies. This does not prejudice the right of any ally to send in a different set of moves on his own. In the event that one player submits more than one set of moves, the set with the latest postmark will apply. It is advised that in such circumstances the player indicate to the Gamesmaster that his previous moves be ignored in favor of the enclosed ones.

13. A player who sends to the Gamesmaster moves purporting to come from another player, without enclosing that other player's signed assent, shall be summarily dropped from all postal Diplomacy games in which he is engaged. However, players may make use of such deceptions in contacts among themselves, in accordance with immemorial international tradition. (E. g., Esp, 1870.) In short, players may practice deceptions among themselves but not with the Gamesmaster.

14. VARIANT: Team Diplomacy. See GRAUSTARK #54, p. 5, for rules.

EXAMPLES

I. Italy and Austria-Hungary make a formal alliance in "Spring 1901". The Gamesmaster receives the following moves in a single envelope:

ITALY: A Rom-Tus
F Nap-Ion
A Ven-Pio

AUSTRIA-HUNGARY: F Tri-Alb
A Bud-Sor
A Vic-Bud

The moves are signed by both players. One day later, the Gamesmaster receives another letter from Italy alone, with the moves to the right.

ITALY: F Nap-Ion
A Ven-Tri
A Rom-Ven

RULING: The moves submitted by the allies would have been valid had there been no second communication from Italy. However, the second letter, having the later postmark, will be taken as Italy's actual moves. Accordingly, the Italians occupy Trieste.

II. At the end of a "Spring" move, the only retreat occasioned is that of a Russian fleet in Sweden, which may move either to Finland or to the Gulf of Bothnia. The Gamesmaster may follow whichever of these two alternatives seems best to him:

A. He may ask the Russian player by air mail whether he wishes to remove the fleet. Upon receiving the reply "F Swe-Fin" he informs the other players by air mail, and sets a date for the "Fall" moves.

B. He may inform the other players in the "Spring" issue of the bulletin that they may send in alternative sets of moves, depending upon whether Russia orders the retreat "F Swe-Fin" or "F Swe-Bot". If Russia orders "F Swe-Fin", then only the moves conditional upon this retreat shall be published in the "Fall" bulletin.

III. At the end of a "Fall" move, a Turkish army in Albania is forced by the Italians to retreat to either Trieste or Serbia. In that "Winter" Austria-Hungary may establish a new unit. This Austro-Hungarian "Winter" move may be submitted in the fol-

lowing manner:

- "If Turkey retreats A Alb-Sor, then establish an army in Trieste.
- If Turkey retreats A Alb-Tri, then establish an army in Budapest."
- IV. In Fall 1901, England orders the following moves: "A Edi-Norway; F Norwegian Sea C A Edi-Norway; F North Sea-Bol. If one supply center is taken, build F Edi. If two supply centers are taken, build F Edi and F Lon."

RULING: This is perfectly correct. If all players submit their "Fall" moves in this fashion, particularly towards the beginnings and endings of games when the situation on the board is relatively simple, the play can be expedited considerably. A "Fall-Winter" issue of the bulletin may be published, and the next moves will be those of the following "Spring".

V. At the end of the "Spring 1903" moves, Germany has armies in Munich, Warsaw, Prussia, and Holland, and fleets in Bothnia and Livonia. No German moves are received in "Fall 1903", and England occupies the German supply center of Denmark. At the same time, A Russian attack dislodges the German army in Warsaw. Germany is left in possession only of its home supply centers, and Holland.

RULING: Since the German army in Warsaw is dislodged, and no German moves were received, this army is annihilated.

VI. After the situation described in Example V, no German removal orders are received.

RULING: Germany has 5 units on the board, and only 4 supply centers. The fleet in Bothnia is furthest from home and is therefore removed by the Gamemaster.

THE DIPLOMATIC POUCH

JOHN SMYTHE, Apt. 401, 818 1/2 Forrest Avenue, Evanston, Ill. If you wish to print the usual condescending note by the victor here is my formula for victory.

(Smythe just won postal Diplomacy game 1964B in FREDONIA.)

This short outline of my very complicated formula, that is the result of two years' research using three IBM "brains", will perhaps be of interest to those who find that victory in Mail Game Diplomacy is an elusive goal. Those individuals whose elementary math is weak will be able to follow the discussion by using matrix algebra and/or vector analysis, etc. I hope that all would-be conquerors and the mentally unbalanced will find some use for the following.

The formula can be broken into four parts. The first being, be sure to go to bed at a reasonable hour, for do not forget; early to bed, early to rise makes a man healthy, wealthy (in supply centers), and wise (you know when to stab your "friends"). The math notation for the statement is:

dy/dx = (ax + by + cz)^a - (mx + b) (1)

Second, participate in the religion of your choice or non-choice and especially read the Bible, for did not the authors say, "do unto others before they do unto you."

Or:
$$y = \frac{x^{\infty} - x^2(y+z)e^4}{y^2 + 9y + 27} - z$$
 (2)

Third, do not beat your wife, for she might inform on you.

x = ny + bz (3)

Finally, wave the flag, for who can betray his country and sleep well. (I have adjusted the last part somewhat, for every once in a while you might have to play with an alien -- or even worse, a Canadian.)

z = (a + b)^o - x (4)

So, if you use my highly successful system, here's to victory in Mail Game Diplomacy for you all.

NOTATION:

- c - log to the base 3
- a - refers to the country you did not want to play
- b - refers to the country you were suckered into playing
- x - is your wife
- y - is your best friend
- z - is your ex-best friend (he lost to you in the last game)
- t - is the fudge factor

ADJUSTMENT FOR ALIENS:

$$I = H + E + L + P$$

(5)

JOHN A. McCABUM, "A" Qtrs., S. E. 5, Ralston, Alberta: As to your remarks ((in FREDONIA #28)) on the reason for Austria's victory ((in 1964B)) they are undoubtedly correct. However, I feel that France made 2 errors both of which played into Austria's hands. 1. Early in the game when Castora's move ((as England)) failed to get through, France immediately called off its impending Mediterranean attack and fell on her former ally. I think it was a mistake. Had the Anglo-French-German alliance held together the western powers would, I think, have won. Had there been no slip up on Castora's moves, a western victory would have meant an eventual English victory probably; but after that failure to build, it was all to France's advantage to continue the alliance. The west could still win and it is doubtful if England could ever have made up for the lost move so that France would be the strongest power in the western camp. 2. As you mentioned in an earlier letter, during the last several years of play, when Austria became the dominant power in the game, France should have been supporting England and Germany and not attacking them.

...France seems to have a peculiar effect on who-ever plays it. As you state, in FREDONIA, France is co-operating with Austria when, by all reasonable expectations, he ought to be fighting Austria as the major power on the board. In Trantor ((1964D)) France (MacKenzie) seems suddenly to have just stopped playing; prior to doing so he was the strongest player on the board. And France in Wild 'N' Woolly KM ((1965C)) has just held for the last three moves without taking any initiative at all.

CHARLES WELLS, Apt. M-1, 815 Demerius Street, Durham, North Carolina 27701: Your introduction of Team Diplomacy has paralleled some thoughts I have had. I have often wondered just what an alliance whose partners could trust each other completely could do in a game. Also, the fact that a Diplomacy game requires seven players and lasts for hours in person and a year or so by mail makes it hard for would-be players to gain experience in the game.

My solution is two-man Diplomacy. Each player takes three countries and plays them as if he were a separate player for each country. The first player whose three countries gain a total of 23 supply centers wins. Such a game could be played in person with no Gamesmaster in a couple of hours. By mail it obviously requires a Gamesmaster, but the whole thing could be more informal and much faster. It would probably be best to play the game out and then publish it, so that no mimeographing or whatever is done during the course of the game -- everyone communicates by means of carbons.

Such a game should last only a couple of months by mail.

I am so enthusiastic about this idea that I hereby offer to act as Gamesmaster for any two players who wish to play, and to play anyone who can find a Gamesmaster. As Gamesmaster, I would inform the two players by letter of the results of each move and could publish the game upon its completion in the games magazine I plan to start this fall. The players could choose any combination of countries they wished, by mutual consent of course, or they could let me choose them by lot.

It is not necessary to play under the rules of six-handed Diplomacy. The seventh country could be allowed to remain on the board as neutral supply centers, or its units could be allowed to simply hold until eliminated. Of course, to make the game

fair, the seventh country should be located close to the countries of both partners. I am particularly interested in what would happen in a World War II type of game, with one player taking France, England, and Russia, and the other player Germany, Austria-Hungary, and Italy, with Turkey neutral -- note that Turkey is about equally convenient to both Russia and Austria. What would be the allies' strategy in such a case? Go all out against the Axis on the Western Front and let Russia take care of itself? Should the Axis try to fight a two-front war? Indeed, will it be forced to do so, as Germany was in both world wars?

I think it is important in this two-handed Diplomacy for the countries to be played separately. This is, for example, if the game is Allies vs. Axis and England and Russia each gain one unit, then the units must be built one in England and the other in Russia. And the moves are written for each country separately. ((This is how I propose to conduct Team Diplomacy games.))

Some may object that this cuts the heart out of Diplomacy -- i. e., there is ~~some more~~ Diplomacy. Well, that's true. And furthermore it's probably not as good a two-handed game as chess because its tactics are simpler. But I think it has a use anyway -- it enables players to gain much more experience in tactics than otherwise, and a player gets to know much more of the board. I have played in the East so much now I know the area there by heart, but ask me to tell you from memory whether Holland borders on the Ruhr and I probably can't. Not only that, it should be fun, dammit.

NEW DIPLOMACY GAMES NOW OPEN

A new postal Diplomacy game will shortly begin in GRAUSTARK. Openings are still available, at \$2.00 per entry. This will be a postal Diplomacy game of the usual sort, conducted according to the rules on p. 2. Play will begin as soon as a full board of players are enrolled.

In addition to this game, GRAUSTARK is taking registrations for a game of Team Diplomacy. Team Diplomacy is a variation of postal Diplomacy, whose rules are given in GRAUSTARK #54. An entry is \$3.00 for a team of three. In your entry, please specify who is to be the captain of the team.

All these games, the regular postal Diplomacy game and as many Team Diplomacy games as people wish to play, will appear in GRAUSTARK.

PUBLISHER OF ORIGINAL "GRAUSTARK" DIES

Edward H. Dodd, retired chairman of the board of Dodd, Mead & Co., died in Litchfield, Conn., on 20 June, one day after his 96th birthday. Dodd was a friend of George Barr McCutcheon, for whose first novel Graustark he paid \$500. The novel was immensely popular, and went into several reprint editions. Unlike many contemporary publishers, Dodd, Mead & Co. voluntarily paid McCutcheon royalties on the reprints. McCutcheon set the action of the novel in a mythical Balkan kingdom of Graustark. This made the name a natural for a Diplomacy bulletin, and the tradition has been followed by other Diplomacy fanzines:

RURITANIA (Dave McDaniel, John Boardman): An imaginary kingdom created by Anthony Hope for his novels The Prisoner of Zenda (1894) and Rupert of Hentzau (1898).

FREDONIA (John Boardman): A European nation in a Marx Brothers film of the 1930's, Duck Soup.

Brobdingnag (Dick Schultz): The land of the giants in Swift's Gulliver's Travels.

Trentor (John Smythe, John Koning): The capital of the Galactic Empire in Isaac Asimov's "Foundation" novels.

Wild 'N' Woolly (Dan Brannan): A frontier planet of those characteristics in Philip Jose Farmer's "Father Carmody" stories.

Massif (John Koning): ???

Costaguana (Conrad von Metzke): The guano island in Ian Fleming's Doctor No???

Norstrilia (Dan Alderson): The planet "Old North Australia" from several Cordwainer Smith stories, including "Mother Hitton's Littul Kittens".

1965JT

FIRST TEAM DIPLOMACY GAME BEGINS

Two three-man teams have entered the first game of Team Diplomacy, which will be played according to the rules published in the previous issue of GRAUSTARK. The teams and their countries are:

THE SAN DIEGO KANGAROOS

FRANCE: Robert J. Ward (Team Captain),
5383 Auburn Drive, San Diego,
California 92105
AUSTRIA-HUNGARY: Conrad von Metzke,
5327 Hilltop Drive, San Diego
California 92114
ENGLAND: Stephen Caroy

THE SCARBOROUGH TORIES

ITALY: Robert Lake (Team Captain),
66 Colonial Avenue, Scar-
borough, Ontario
GERMANY: Derek Nelson, 18 Granard
Blvd., Scarborough, Ontario
RUSSIA: John Davoy, 55 Bollyny Road,
Scarborough, Ontario

The game will be played according to the rules of six-handed Diplomacy: Turkey and Bulgaria are not part of the playing board. Fleets may move directly from the Black Sea to the Aegean Sea and vice versa. (That is, F Bla-Aeg or F-Aeg-Bla becomes a legal move.)

This game will be given the postal Diplomacy designation 1965JT; the "J" indicates that it is the tenth postal Diplomacy game to be begun in 1965, and the "T" means that it is a game of Team Diplomacy. Each set of allies determines upon its moves in consultation. Each ally signs his own moves, and the moves and press releases of each side are mailed in to the Gamesmaster by the side's captain. The Gamesmaster mails 3 copies of each issue to each team captain. The first team to hold 23 supply centers at the end of a "Fall" move wins.

The deadline for "Spring 1901" moves in 1965JT is SATURDAY 17 JULY 1965. At the discretion of the Gamesmaster, and for the purpose of speeding along the game, the bulletin may be published at such earlier date as all moves are received.

Registrations for additional Team Diplomacy games, at \$3.00 per team of three, are solicited.

DIPLOMACY DIRECTORY: ADDENDA AND CORRIGENDA

Lon Atkins, Box 228, Chapel Hill, N. C. 27514
Bill Bogert, 266 S. Redford Dr., Beverly Hills, Calif.
Frank Clark, 5506 Miske Place, Alexandria, Va.
Ken Davidson, "A" Qtrs., S. E. S., Ralston, Alberta
Owen Hannifen, 330 E. Berendo, Los Angeles, Calif. 90005
Jack Harness, 330 S. Berendo, Los Angeles, Calif. 90005 - 5h5i
Bernie Kling, 237 S. Rodeo Dr., Beverly Hills, Calif.
John Koning, 318 S. Belle Vista, Youngstown, Ohio 44509 - 4a4b4c5e5f5g5h5i
James McDonald, 722 Choctaw, Alva, Okla.
Harold Peck, Apt. C, 5704 Lauretta, San Diego, Calif. 92110 - 5f
Charles N. Reinsel, 120 8th Ave., Clarion, Penn. 13214
James Sanders, Apt. 5W, 147 W. 108th St., New York, N. Y. 10025 - 5a
John W. Smythe Jr., Apt. W-1, 818 1/2 Forrest Ave., Evanston, Ill. - 4a4b5a5c5d5e5f5g5h5i

Bernie Kling, whose address is given above, has just begun a new postal Diplomacy fanzine, Lusitania. For a game in Lusitania he charges only \$1.00; subscriptions are 4 issues for 60¢ or 8 for \$1.10.

John Koning has taken over from John Smythe the publication of Trantor, the bulletin of postal Diplomacy game 1964D.

RURITANIA

#35

"1915"

4 July 1965

KIEL FALLS TO ALLIES

SPRING 1915

FRANCE: F Bro-Mid.

GERMANY: A Nor S F Swe; F Swe S A Norway; A Kio S A Ruh; A Ruh S A Kio; A Par S A Bur; A Bur S A Par; A Liv S F Wal; F Wal S A Liv; F Eng S FRENCH F Bro; F Norwegian Sea S A Norway.

AUSTRIA-HUNGARY: A Gal-Vio; A Gas-Bur; A Mar S A Gas-Bur; A Pio-Spa; A Boh & A Tyr S RUSSIAN A Mun; F Spa-Gas; F Mid-Bro; F North Atlantic-Norwegian Sea; F Lyo C A Pio-Spa; F Gro-Ion.

RUSSIA: A St.P-Norway; A Fin S A St.P-Norway; A Bor-Kio; A War-Gal; A Mun S AUSTRO-HUNGARIAN A Gas-Bur; F Iri-Eng; F North Africa-Mid; F Tun-North Africa.

The Austro-Hungarian fleet in the Tyrrhenian Sea was not ordered in either "Fall 1914" or "Spring 1915", and therefore holds. The Russian armies in Livonia, Prussia, and Silosia are not ordered and therefore hold.

The German army in Burgundy is dislodged, and ordered to retreat to Picardy.

FALL 1915

FRANCE: F Bro holds.

GERMANY: No moves received.

AUSTRIA-HUNGARY: A Bur-Ruh; A Boh & A Tyr S RUSSIAN A Sil-Mun; F Mid-Eng; F Gas-Bro; A Spa-Gas; A Mar S A Spa-Gas; A Vio-Tri; F North Atlantic S RUSSIAN F North Africa-Mid; F Tyr-Wos; F Ion-Tyr.

RUSSIA: A Mun-Kio; A Bor S A Mun-Kio; A Sil-Mun; A St.P-Mos; A Liv-St.P; A Fin-St.P; A Gal-Sil; F North Africa-Mid; F Tun-North Africa; F Iri S AUSTRO-HUNGARIAN F Mid-Eng.

Underlined moves are not possible. The German fleet in the English Channel and the army in Kiel are dislodged and, since no moves were received, annihilated. The remaining German units, and the Austro-Hungarian fleet in the Gulf of Lyon, hold. In "Winter 1915", Russia builds a fleet on the south coast of St. Petersburg. No new German unit can be built, since Germany now holds none of its home supply centers.

The High Combatant Powers now control the following supply centers:

FRANCE: Brost. (1)

GERMANY: Belgium, Denmark, Edinburgh, Holland, Liverpool, London, Norway, Paris, Sweden. (9)

AUSTRIA-HUNGARY: Budapest, Bulgaria, Greece, Marseilles, Naples, Portugal, Rome, Spain, Trieste, Serbia, Venice, Vienna. (12)

RUSSIA: Ankara, Berlin, Constantinople, Kiel, Moscow, Munich, Rumania, St. Petersburg, Sevastopol, Smyrna, Tunis, Warsaw. (12)

This is

- O At
- P Great
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- N Nervous

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The deadline for "Spring 1916" moves is Saturday 17 July 1965.