

*S 2000
P U T A
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Duo to current trends of inflation, scores on all rating systems will be multiplied by 1.17.
LAPUTA is an occasional publication by and for the postal Diplomacy Rating Commission, a voluntary association of curators of postal Diplomacy rating systems. It is automatically sent to members of the Commission. Interested parties may subscribe (on a delayed basis) \$15.00 an issue. A copy will also be deposited with the Postal Diplomacy Archives in Lebanon IN. This issue is Pandemonium Publication #576, edited and published by Rod Walker, 4069 Jackdaw St., San Diego CA 92103.

14 December 1974

This issue is an attempt to get us down to the nitty-gritty of things. I realize we do not yet have a constitution, but I would guess that we will by the time we get down to a vote on anything specific.

There are many issues which will ultimately need covering. I would like to work on one topic per issue of LAPUTA. Looking over our present game listings, I have tried to extract a preliminary list of discussion/debate/vote topics. What I have come up with is as follows:

1. Local games.
2. Games in which the GM also played.
3. Games beginning with fewer than 7 players.
4. Games using variations of the rules:
 - a. Departures from the Rules in general (i.e., Changing the Guard, &c.).
 - b. Departure from current Rulebook (i.e., using Coastal Crawl after 1971).
5. Replacement policies:
 - a. Games using no replacements.
 - b. Change of replacement policy in mid-game.
 - c. Failure to use advertised replacement policy.
 - d. Organizing a game for a certain class or category of players and using replacements not in that class/category.
6. Cancelled or abandoned games.
7. Games terminated due to time limit.
8. Games with players related or married to:
 - a. Each other.
 - b. The GameMaster.
9. Gross GM errors or interferrance with the game.
10. Rating of replacement players.

I'm sure there are many others, but these seem to be the most obvious and those which affect the largest number of games. The last one relates to individuals rather than games, of course.

Local Games

I have selected this issue first because it affects the largest single number of games (except maybe #6) and is perhaps the most straightforward (except perhaps #9). Well, we have to start somewhere, gang....

Issue #1. The question of local games contains 3 separate issues, as follows:

I. What constitutes a local game? The following definitions have been used or have occurred to me as possible. We should decide which of them (one or more) we will use--drawing either from my list below or from other definitions which the members may submit:

- a. All players live in the same city.
- b. All players live in the same county.
- c. The game was played FTF or delayed FTF.
- d. There is habitual personal contact between the players (e.g., regardless of where they live, they all go to the same school).
- e. An evening telephone call between any 2 players costs no more than a given nominal fee (e.g., 35¢).

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- f. All players live in the same city.
g. If 4 or more players in a game would be considered "local" with respect to each other, the game is "local". (Or 5 or more, or whatever we might decide is the limit--the reason I bring this up is that there is one game which had 6 local players and one outsider.)

II. Is a local game rateable? So far as I know, Walt, Jeff, Len, Doug, and myself would answer "no"...I am not sure on the other Jeff (Koy). But our attitude here might depend on what a "local" game is, which is why it is important to get a definition first.

III. What games are "local"? If local games are not rateable, then we need to know which ones are. A good many games have been declared local, but I gather there is some dispute regarding some of them. It is my understanding that the following games are presently considered local:

1963C 1964E 1966G 1966EP 1967F 1967BF 1968BD 1968GU 1969PJ 1969BQ 1969BS 1969BW
1969BU 1969BW 1969CS 1970H 1970I 1970AF 1970AO 1971CC 1971EL 1971EM 1972F 1972S
1972AA 1972BF 1972GC 1972GD 1972GX 1973AO 1973BY 1973EW 1973CA 1973CB 1973CG 1973DX
1974R

In addition, the following games not completed as of 1974 are proposed to be local games:
1972EF 1972EX 1973BB 1973BR 1973BY 1973CF 1973DX 1973EW 1973EM 1973GB 1974P

Corrections to this list would be much appreciated.

Procedure: I propose to operate in the following manner. First, we should make public announcement that we are working on this issue. I would like to request that each of you announce this in your publication(s). You should note that we are going to define a "local game", determine whether we regard local games as part of the Standard Rating Base, and determine whether certain games fall within this category. Please also include the above list of games which may be affected.

Interested parties should write to you, or to all of us, or to me as Chairman. I will undertake to publish arguments so long as time and funds are available (in other words, the shorter the better). Writers may address themselves to:

- a. A definition of a "local" game,
- b. Whether local games should be rated, or
- c. Whether any of the games listed is in fact a local game.

Deadline for receipt of material on local games is Friday, 31 January 1975.

After that time, once the public input is in, I will publish a LAPUTA on the first issue. I hope we will all be exchanging views on these subjects during the interim. Once it appears that we have talked the subject out, and if a vote is appropriate, and if by then we know what the margin of vote ought to be, I will call for a vote.

It may not appear that I am in much haste. It seems to me we ought to take as much time as a full discussion and a full public input will require. Once we arrive at a decision, we ought to be certain we are right.

As an afterthought, going back to the 3 issues listed above, it seems to me that the appropriate vote to make a determination may be:

I --- Simple majority.

II --- More than a majority (e.g., unanimous, or unanimous minus 1, or whatever).

III --- Simple majority.

Comments on all this?