



Rating hither,
Rating thither,
No one knowing
Why or whither....

8 Feb 75

LAPUTA is an occasional publication by and for the Postal Diplomacy Rating Commission, a voluntary association of postal Diplomacy ratingsmasters. It is automatically sent to members of the Commission. Interested parties may subscribe (on a delayed basis) @ 15¢ an issue. A copy will also be deposited with the Postal Diplomacy Archives in Lebanon IN and with the Boardman Number Custodian. This issue is Pandemonium Publication #587, edited and published by Rod Walker, 4069 Jackdaw St., San Diego CA 92103. Pro tempore.

Alpha. I am moving. After 20 February 1975, please address all mail to me at 1273 Crest Dr., Encinitas CA 92024.

Beta. The games rated in "A Ratings Survey" by the DA have finally been published. They are as follows:

1963B; 1964 A-B, D; 1965 A-I, K-M, P-U; 1966 A-D, H-I, L-O, R, T, Z, AA-AC, AE, AG-AI, AK-AM, AO, AQ, AS-AV, AZ, BB-BD, BG, BI-BO; 1967 A-B, E, H-J, N-P, T-W, Y-Z, AA-AC, AE-AH, AJ-AL, AO-AU, AW, AZ, BA-BC [BA-BB no data, but will rate], BE; 1968 A-P, R-T, V-Z, AA-AL, AN-AO, AV, AX-AZ, BA-BD, BS-BU, BY-BZ, CA-CD, CF-CI, CK-CM, CP-CQ, CW; 1969 A-H, K-M, O-P, R-Z, AB-AD, AF, AY-AZ, BA, BC-BI, BK-BM, BO, BS, BU-BZ, CA-CB, CD-CE, CG-CL, CP; 1970 A-F, H-J, M-N, W-X, AA, AC-AD, AF-AG, AI-AK, AO, AQ, AT-AU, AW-AZ, BA-BB, BK-BN, BP-BQ, BS-BT; 1971 A-B, D, F-G, K-L, O-S, W, AC-AD, AL, AO-AQ, AT, AZ, BA, BC, BE-BK [oh, not BG], BS, BU-BV, CC-CD, CJ-CO, CR, DB, DE, DH-DI, DL-DR, DU, DX-DY, EB-EC, EE-EH, EL-EN; 1972 A-C, E-K, N-P, U, X, Z, AD-AF, AI-AL, AN-AP, AR, AV-AZ, BA, BF, BH, BP, BR, BU-BV, BX, CD, CG, CJ-CK, CL, CN-CP, CR-CT, CV, CY, DD-DK, DU, EA, EC-ED, EO, EU, FL, FO, FX-FY, GD, GJ-GK; 1973 C, G, J, M, O, AL, AO, BE, BI, BQ, BV-BW, CA-CC, DH, DX, FB, FY, GK; 1974 R.

The DA claims knowledge of a game called 1967BG. Anybody know about such a game?

Games which the DA may also rate, once it gets game charts: 1964E; 1965 V; 1966 E-F, K; 1967 BD; 1969I; 1970BU, AE; 1971 Y, AA.

Please update your copy of LAPUTA 6 to reflect this data.

Gamma. I have heard from the Boardman Number Custodian regarding my list of local games in LAPUTA 10. He advises we should add 1973HI. He also advises we should add 1966W [however, this game was also partly FTF, which further disqualifies it in all rating systems].

Doug advises he has no information on whether the following games are actually local: 1973PX, 1973GH, and 1974P. Anyone?

Finally, Doug rates we should delete the following games from that list. I have some comments.

1970AF. This game was local. As GM, I should know. The players were all students at UCSD. Not only that, but most of the negotiations were FTF and took place in my office. As Boardman Number custodian, I neglected to classify the game as local, which is my fault. But it was.

1971CC. This was a local carbon-copy game in Los Angeles, although Conrad von Metzke, in EVERYTHING 6, did not note it. I assigned the Boardman Number, and understood at the time from Arv. Wagle that the game was local.

1973CA-CC. In EVERYTHINGS 10, 13, and 16, the BNC declared that these games were local, which seems to be confirmed by the player lists. Doug, do you have further information?

1973BY. When this number was assigned in EVERYTHING 9, Conrad said it was a local game. Is this not true, Doug? Please advise.

Omega. OK, on to the main issue, local games. I would gather that no member of the Commission regards games as rateable if they are local; that is, "local" games do not qualify as "postal". However, it seems to be appropriate to take a formal vote on this, and that will be the first item on the enclosed ballot. Although our Constitution is still up in the air, we will use the voting criterion which everyone seems to have accepted; namely, two negative votes will defeat the question of excluding "local" games from the SRB.

The next question is, what are "local" games? I have received no outside input on this question, other than a note from John Mirassou stating that local games are games in which the players all live in the same area. I have had no outside input forwarded to me from other members of the Commission. I have input from the members, however.

Doug Beyerlein: This problem of local games is a bigger mess than it first may appear. In assigning Boardman Numbers for new games, I have been asking for addresses of the players to help determine in some cases whether or not I should give the game a local designation. Where some confusion still exists I have written to the GM asking for more exact information. Typically I hear that all players live within a 30-mile radius or something like that. In one game all the players live on Long Island except for one in New York City. Is the game then local? I would like to see a definition of local that can be used without having to go to the trouble of finding out if every player lives within a 35¢ call or if there is habitual personal contact. But I agree that a definition is needed. ** A second problem with the rating or not of quasi-local games is how does one handle a game that started as local and then accepted replacement players into the game who were definitely not local? Does the game then become non-local and thus rateable? A can of worms if I ever saw one. ** Anyway, as Custodian, I am the one who has to sift through the facts of the situation and then make at least an initial decision whether to call the game local. In all cases I will try to present all of the background data, but I suspect that in most cases you as ratingskeepers will default the decision to the Custodian. But as far as I am concerned, the sooner this problem is hashed out the better it will be for all of us.

Rod Walker: This is an amplification of Doug's comments. He does not exaggerate the difficulty of the problem. I can recall one game in which 6 players lived in one town, and the 7th in another state. There are going to be shadowy areas no matter what we do. Hopefully, we can make a start and go from there, making decisions as doubtful cases arise-- such as Doug's example from the NYC area. My own inclination is that the game is definitely local, but....

Len Lakofka: If the several players have access to one another via phone (same area code) or via FIF play then the game is "local", meaning that phone contact (at an inexpensive rate) or physical contact is possible among ALL of the parties. Obviously this is fraught with danger. We could have cases where "home" address will not show true ability to contact the others--e.g., we could have players in New Jersey, New York, and New England who might all work (go to school) in New York City's area code. The same is true of southern Wisconsin, Chicago, and the Gary-Hammond area of Indiana. ** We must find a definition, however, and we know there can be exceptions. If all the players have access to phones within the same telephone area code the game will be defined as being "local". ** "Local" games are not rateable, yet we have overlooked (perhaps on purpose) persons with access to a WATS line. If a person has access to phones at work the entire country becomes "local" to him! Yet I think we are defining games in which a group of friends who are in frequent live and/or phone

contact are playing and it is those games we find "unrateable".

Rod Walker: Again, a reemphasis. Len has hit the nail on the head-- we are not going to be able to ferret out every "local" game that was. We can hope to arrive at a reasonable definition and to detect most instances. But no doubt some games which were actually "local" will remain in the rating lists. It also seems to me that in the future some effort may be made to disguise the fact that this or that game is local. However, if we advertise our need for precise information widely enough, players who did poorly in such games can be counted on to "spill the beans" to one of us.

Walt Buchanan sends along his definition of a "local game" from H.A. #76; this is, essentially: "games where the players may negotiate without resorting to long distance phone calls".

What follows is a listing of the issues involved in "local" games, so far as I can determine them. These will also appear on the ballot, and the same voting procedure will apply: two negative votes will suffice to keep an item from being part of our official definition of a local game.

1. Proximity. The players live, work, or go to school in the same locale, such that they can negotiate FTF or via local telephone calls.

2. Metropole. The players live, work, or go to school in the same metropolitan district (such as Washington-Baltimore, New York-Long Island-Newark, Chicago-Gary, Greater Los Angeles, &c.).

3. Area Code. The players live within the same area code (or work, or go to school).

4. Timing. If all the players are "local" with respect to each other for the whole game, the game is of course local. However, what if this situation pertains only to part of the game...in the situation Doug mentions or one in which the game starts out not being local but winds up a local game because the GM depends on local replacement players? If a partially local game is local, what time period suffices to make it so? Any time at all? A majority of the game? What? I will list the most probable choices on the ballot. Please vote "yes" or "no" on each one--they are not mutually exclusive. All time limits which receive the ABO vote will be used--which, in effect, means the shortest one will be the standard.

5. Numbers. If all 7 players are local, then the game is. However, what if 6 of the 7 are? What about 5? I will include a listing of possible combinations of local/nonlocal players down to 4/3 on the ballot. Again, vote for each one you would accept as "local".

6. Specific Games. Refer to the list in LAPUTA. Add 1973HT. Delete (for the moment) 1973BY, DX, GH, and 1974P. Vote "yes" or "no" on the ballot, and if you vote "yes", please indicate any games on the list which you regard as exceptions. A game which is "excepted" by 2 or more members is deleted from the "local" list.

7. FIF games. These are also, in a sense, "local", although they are not postal games by reason of having been played in whole or in part FTF. My current list of such games includes: 1963C; 1964E; 1966G, Q, W, BP; 1967F, BF; 1968CU; 1969BJ, BQ, BT; 1973CA. Please note ballot section, list exceptions, and let me know if you have any additions.

Side Note: I am abandoning my previous usage of the "3-year rule". In both of my rating systems, a player is the player of record if he is either the original player or played the country for not fewer than a majority of the seasons the entire game lasted (there can thus be two players of record). (Lest anyone suggest I am doing this out of some personal interest, let me observe that this ruling negates one of my own wins.)

choity...

YES NO

- ___ ___ 1. Local games should be excluded from the SRB.
- ___ ___ 2. A game with 7 local players by the "Proximity" rule is local.
- ___ ___ 3. A game with 7 local players by the "Metropole" rule is local.
- ___ ___ 4. Same, the "Area Code" rule.
- ___ ___ 5. A game is local if it is "local" for part of its duration.
- ___ ___ 5a. At any time during the game.
- ___ ___ 5b. For 3 or more game-years.
- ___ ___ 5c. For 1/3 of the game or more.
- ___ ___ 5d. For a majority of the game's seasons.
- ___ ___ 5e. If the game begins as a local game.
- ___ ___ 5f. If the game ends as a local game.
- ___ ___ 6. A game is local if a portion of its players are "local" with respect to each other.
- ___ ___ 6a. 6 of the 7.
- ___ ___ 6b. 5 of the 7.
- ___ ___ 6c. 4 of the 7.
- ___ ___ 7. The games listed as "local" in LAPUTA 10, plus 1973HT, minus 1973BY, DX, GH, and 1974P, are local games.
Exceptions:
- ___ ___ 7a. I regard the following as local:
 ___ 1973BY ___ 1973DX ___ 1973GH ___ 1974P
- ___ ___ 8. The games listed in LAPUTA 13 as FTF games are FTF/local games and should be excluded from the SRB.
Exceptions:

Other games known to me as "local" or "FTF" are:

(Date)

(Signature)

Please return to Rod Walker by 28 February 1975. Mail to: 1273 Crest Dr., Encinitas CA 92024. If mailed before 20 February, mail to my old address.