

All God's chillun got rating systems, or got sick of rating systems. or got to get on the rating systems. Here's to the man with the brass ring through his nose.

13 Nov 74

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

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THIS ISSUE does only one thing. It sets out in checklist form the work already done by Len Lakofka in compiling a comparative list of the games we do and do not rate. Len has done a fantastic job putting this together. He informs me that he did in fact start out with a checklist but wound up with a listing (save space y'know). So we are going back, now, to the format he originally had (sort of). Some corrections have been made on the basis of materials sent me by Mssrs. Beyerlein and Bu-I am leaving spaces to include other systems. Each member of the Commission will receive 2 copies, so that you can mark them up as our discussions proceed, assuming that they result in changes in favor of achieving unanimity (which is a goal everyone appears to wish to obtain). We don't have figures for the Averaged Calhamer Point Count (now known as TDA's "Ratings Survey"), nor Jeff Key's proposed system, nor Bob Lipton's proposed system.

Key: The systems indicated in column are:

BR -- BROBDINGNAG Rating System (Power)

CP -- Calhamer Point Count Rating List (Buchanan)

OD -- ODD Rating System (Beyerlein)
RG -- Rogue's Gallery (Lakofka)

SB -- Stars & Bars (Walker)

An "X" in the column means the indicated system rates the indicated game. A blank is "not rated" or "unknown". Where possible and where it appeared necessary. I have provided annotations. This is apt to be pretty long.

	*
BR/CP/OD/RG/SB/	
X	1963A. 5-man game
XXXXX	1963B.
	1963C. LASFS game; partly FTF.
	1
$ X \times X \times X $	1964: A-B
	C. Variant (The "Eric Blake" hoax.)
	D.
	E. LASFS game, partly FTF, no record (?).
 	1 15 Mara Same, barery 111, no 100010 (1)
$ X \times X \times X $	1965: A-I.
	J. Team game (1965Jt).
XXXXX	K-M.
	N. Team game (1965Nt).
	
 	0. 5-man game.
$ X \times X \times X $	P-U.
X X	Y. Spring Raid used.
XXXX	
XXXXX	1966: A-D.
	E-F. Spring Raid used.
	G. 6-man, no GM, partly FTF (?).
XXXXXX	H-I.
	and the second s

BR/CP/	OD/RG	/SB		1
				1966: J. anonymous game.
	<u> </u>	X		K. Spring Raid used.
XX	<u> </u>	X		L=0.
 		1		P. Bogus game (the "Jose Revillagigedo" fake).
lulut	$\times \times$	Š		Q. FTF game. R.
XX	\sim	~		S. Team game (1966St).
XX	XX	X		T.
	^	1		U. Team game (1966Ut).
				V. Anonymous game.
				W. FTF in part.
		X		X. Abandoned 1909.
1		X		Y. Abandoned
XX	XX	IXI		Z, AA-AC.
 	. . -	1		AD. Team game.
XX	XX	 X		AE. Team game.
1-1-	., .,	 		AG-AI.
XX	XX	X	 	AJ. Cancelled.
XX	$\times \times$	X		AK-AM.
 ^ ^ 	^ ^	1	 	AN. Anonymous game.
	XX	X		₫ AO.
	X			AP. 5-man game.
	XX	(×)		AG. SB lacks data, but will rate.
	<u> </u>			AR. 5-man game.
XX	XX	X		AS-AV.
		-		AW-AX. Cancelled. AY. Team game
XX	xx	1	 	AZ.
XX	* 	X		BA. Cancelled
XX	xx	\mathbf{x}		BB-BD.
	$\hat{\mathbf{x}}$			BE. 5-man game.
				BF. Cancelled.
XX	XX	X		BG.
				BH. Team game.
		X		BI-BL. BM. CP & OD: Reinsel irregularly removed.
X		X	 	BM. CP & OD: Reinsel irregularly removed. BN-BO.
XX	× ×	X		BP. FTF in part.
 	. 	+	 	-1
XX	XX	X	 	1967: A-B.
1	<u> </u>	100	 	C-D. Team games.
XX	XX	 X -	} -	F. FTF.
 		+	┝╌┼╌	G. 5-man game.
XX	xx	X	 	H-J.
1 4 1 X 1	$\Delta + \mathbf{x}$	+*	┝╍┾╌	K-L. Player (Boardman) included w/out permission.
1-1-1		+		M. 5-man game.
XX	XX	X		N-P.
				Q-S. Team games.
XX	XX	X		T-W•_
1-1-1		1		X. Team game.
XX	$\mathbf{x} \mathbf{x}$	X		Y-Z, AA-AC.
1010	$\times \times$	Image: Image	 	AD. Abandoned.
XX	-^+×	 X	 	AE-AH. AI. Teum game.
		<u>+</u>		UTB TOOM Beime a

R	R/CI	/01	/PG	:/qF	ı,	<i>I</i>	
			X		f	1967: AJ-AL.	
-	` ^	 ^	1~	╁	╂╼╾┼	AM. Variant.	
<u> </u>		 	+	├	╅╾┼	AN. Cancelled.	
X	╅	╁╾	X	X	1 - 1	AO~AU.	
10	+~	1	 x	1	+ +	AV. In progress.	
X	X	tv	\forall	 	╂┸┸┼	AW.	
1	+~	1-	十二	1-	1 1	AX. Partial team game.	
	1	<u> </u>	1	X	 -	AY. Cancelled.	
X	文	X	×		†	AZ, BA-BC.	
						BD-BE. GM played: Key Rule in BD.	
				Γ	I	BF. FTF (?), no data.	
×	X	Y	X	\ \rac{1}{2}			
	+	1	1		╂╌╌╂	1968: A-P.	
+	+_	1	-	 		Q. Abandoned.	
X	+x	_ <u>X</u>	X	X		R-T.	
	╁╾	 	-	-	┞	U. Abandoned.	
13	+	₩Ş	X	X		V-Z, AA.	
	₩	Ŷ		X	 -	AB.	
+3			X			AC. Changing/Guard used.	
X	7	X	X	X	-	AD-AK.	
X	X	X	X		1	AL. Gross GM errors; GM played under name of pr	re-
_	 	 	 		-	pubescent son Chris Tretick.	
×	×	 _ _ _	x	-	╌┼	AM. Abandoned.	
-	+~-	-	├^-	 	 		
X	x	-	X	1		AP-AU. Abandoned: 7-game tournament.	
	12	-X-	1	X.	-	AV. AW. Cancelled.	
X	T	X	1	X		AX.	
			x		-		
+0			x		-	AY. Gross GM errors, GM played [see NUMENOR 8]	•.
1	+	Ŷ	^_	\	-	BD. Local ("telephone") game.	
			†	$\hat{}$		BE-BR. Abandoned.	
X	X	×	×	V		BS-BT.	
X			X			BU. GM in game.	
						BV-BX. Abandoned: BX cancelled.	7
X	X	×	×	V		BZ, CA-CD	
						CE. Abandoned.	
X	X	X	X	X		CF. CF.	
	X		X	$\hat{\mathbf{X}}$		CG. Jerry & Despina White drew.	
X	X	X	X	X		CH-C1.	
X			L_{-}			CJ. Abandoned.	
X	X	X	X	X		CK-CM.	
<u></u>						CN-CO. Abandoned (CO cancelled).	
X	X	X	X	X		CP.	
X						CQ. GM played, Key Rule used.	
?						CR-CS. Abandoned.	
?						CT. Cancelled.	
?	· ·					CU. FTF game.	
区	X	*	V	X		CW 6	
						CX-CY. Abandoned (CX cancelled).	
ì				T		1969: A. In progress.	
X	X	X	X	X		B-H.	
				1		I. GM played.	
						J. Abandoned.	
X	X	X	X	X		K-M.	
استنسان	اسبر برجوجه	······································					

RR.	/CP.	/OD	/RG	/SB	/ /	<i>f</i> .
		X	110	ررن		
7	X	X	X	$\overline{\mathbf{x}}$		
X	X	X	X	X	 	
	X.	X	X	X		
XX	X	X	X	×		
- X	 	×	×	×		
_	X	-	-	\		
X	Х	×	X	X		
X	X	_	X			
LX.	X	X	×	×		
X	-		X	X		
\sim		X		X		
X			X			
	 ^	 	-	^	-	
X	X	×	X	Y		
X	X	Х	X.	N		
		<u> </u>			ļļ	
-	<u> </u>	 		X		
X	 	 	12	X		
1			┢	 ``		
×	-	 	×	X		
Ŷ	X	V		Ŷ	┝─┤	
	⇈	X		X		
X	X	X				
X	X	X	X	X		-
X	X	×	╁╼	×		-
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X			X			
X	X		文	X		
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10	├	X	X	X		
1	╁	╀┻	┿	╁		
1	†	 	+	+	 	-
X			_	<u> </u>		-
X	X	LX	1	X	<u> </u>	Щ
1x	\ \ V	Y	1	x		
-	 X	╁┷	 ×	⇈	 	<u> </u>
X	+-	 	+	x	-	-
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X		Î				
<u></u>		 		X		<u> </u>
X	X	1 X	X	łχ	<u> </u>	₩-
1	1	1	1.	ł	1	1

,			_	_		
BR		\sqrt{OD}	/RG	<u>/SB</u>		
X	X	[X	X	X		1970: W-X
				X		Y
	1			V		Z. Abandoned.
X	X	X	Y			AA.
	 ^		_			AB. Abandoned.
-	٠.	 		—		
X	X	X	X	LX.		AC-AD.
						AE. In progress
X	X		X			AF.
,		X		X		AG. Local game.
	Ī					AH. Abandoned.
X	X	X	×	X		AI-AK.
	- ^`		-63-	X		AL-AM. Abandoned.
				-	 [AN. Abandoned.
X	Х	X	X	X		AO.
<u> </u>	_	Α_	Χ	 		
						AP. In progress.
X	X	X	X	X		AQ में अप के असे के रे करूर केंग्र . व कें ते हैं तेल अते हैं में तर
		L				AR-AS.
X.	X	X	X	X		AT-AU.
						AV. Abandoned.
X	X	X	X	X		AW-AZ. BA-BB.
750	(X)		75	(X)		BJ. In progress. (All but on rate as fini
	X	X	×			BK-BN.
-	_	1	_	-^-	 	
-		1->-		_	 	BO. 5-man game.
K	X	X	X	<u> </u>		BP-BQ.
		<u> </u>				BR. Cancelled.
X	X	L X	X	X		BS.
				,		BT-BU. Gross GM irregularities.
X	X	X	X	X		1071 . A B
						1971: A-B.
	(x)			(x)		C. In progress? (CP, 2G, SB vate as f
X	X	X	X	X		<i>D</i> •
<u> </u>						E. 5-man game.
X	X	X	X	X		F-G.
			<u> </u>			H. Cancelled.
						I. In progress.
_						J. Abandoned.
X	X	X	X	∇		K.
- ^ `	 	 ^`	^	┝╱┤	 	L-N. In progress.
	J	X	X	\vdash	 	
X	X	\		×		O. BR: no data.
<u> </u>	_	_ X	X	X_	┠ ╸ ╾╸ ╏┍ ╌╺┉ [┋]	P-S.
<u> </u>	ļ	 _				T. Abandoned.
						U. Abandoned.
			<u> </u>	X		
						V. In progress.
	X	X	X	× X		
	X	X	X			V. In progress.
	X	X	X			V. In progress. W. X. Abandoned.
	X	X	X			V. In progress.W.X. Abandoned.Y. GM irregularies.
	X	X	X			V. In progress.W.X. Abandoned.Y. GM irregularies.Z. Abandoned?
	X	X	X			 V. In progress. W. X. Abandoned. Y. GM irregularies. Z. Abandoned? AA. GM played (Feron).
				X		 V. In progress. W. X. Abandoned. Y. GM irregularies. Z. Abandoned? AA. GM played (Feron). AB. In progress.
×		X	X			<pre>V. In progress. W. X. Abandoned. Y. GM irregularies. Z. Abandoned? AA. GM played (Feron). AB. In progress. AC-AD.</pre>
	X		X	X		V. In progress. W. X. Abandoned. Y. GM irregularies. Z. Abandoned? AA. GM played (Feron). AB. In progress. AC-AD. AE-AK. Cancelled.
X	X			X		V. In progress. W. X. Abandoned. Y. GM irregularies. Z. Abandoned? AA. GM played (Feron). AB. In progress. AC-AD. AE-AK. Gancelled. AL.
	X	×	X	X		V. In progress. W. X. Abandoned. Y. GM irregularies. Z. Abandoned? AA. GM played (Feron). AB. In progress. AC-AD. AE-AK. Cancelled.
X	X	X	×	X		V. In progress. W. X. Abandoned. Y. GM irregularies. Z. Abandoned? AA. GM played (Feron). AB. In progress. AC-AD. AE-AK. Gancelled. AL. AM-AN. Abandoned.
	X	X	X	X		V. In progress. W. X. Abandoned. Y. GM irregularies. Z. Abandoned? AA. GM played (Feron). AB. In progress. AC-AD. AE-AK. Gancelled. AL.

		., ,				
BR	/CP	OD/	/RG	/SB		1
						1971: AS. 5-man game.
X	X	X	X	X		AT.
						AU-AY. In progress.
X	X	X	X	X		AZ, BA.
						BB. In progress.
X	X	X	X	X		BC.
	<u></u>					BD. Cancelled.
X	1X	X	X	X		BE.
<u> </u>	L.,			<u> </u>		BF-BG. In progress.
X	ĮΧ.	X	X	X		BH-BK.
	<u> </u>	<u> </u>	<u> </u>			BL-BR. "Tournament" games.
X	X	X	LX.	X		BS.
						BT. In progress.
LX	×	X	X	X		BU-BV.
	 _					BW-BX. In progress.
L			L			BY. 5-man game.
ــــــــــــــــــــــــــــــــــــــ			<u> </u>			BZ, CA-CB. In progress
X		X.	X	X	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	CC CP: Telephone game.
X	X	X	X	X		CD.
	<u> </u>					CE. In progress.
<u></u>		<u> </u>				CF-CH. Abandoned.
		<u> </u>	<u> </u>			CI. In progress.
				X		CJ-CO. Games ended by time limit.
<u></u>	L	<u> </u>				CP-CQ. In progress.
X	X	X	X	X		CR.
	L	<u> </u>				CS-CY. "Tournament" games.
						CZ, DA. In progress.
X	X.	X	X	X		DB.
	<u> </u>		<u> </u>			DC-DD. Cancelled.
X	1x	X	X	X		DE.
						DF. In progress.
						DG. 5-man game.
X	LX.	X	X	X		DH-DI.
L			<u> </u>	<u> </u>		DJ-DK. Abandoned (GM played, DJ).
						DL. In progress.
X	X	X	X	X.		DM-DQ.
<u></u>	<u></u>	L_	<u> </u>	X.		DR. Ended by protested GM declaration.
<u></u>	<u></u> _	<u> </u>		<u> </u>		DS-DT. In progress.
X	X	X	X.	×		DU.
		 	<u></u>	ļ.,		DV-DW. In progress.
X	X	X	X	X	<u> </u>	DX-DY.
		<u> </u>	<u> </u>	ــــــــــــــــــــــــــــــــــــــ		DZ, EA. In progress.
X	X	LX.	X	X.		EB-EC.
-	 	ـــا	 	1		ED. Abandoned.
X	X	X	X	X		EE-EH.
 		 		 		EI-EK. In progress.
ļ	 	 	 	X		EL. Local game.
	 	 	<u> </u>	 		EM. Cancelled ("7-way draw").
			 	 		EN. GM played.
X	X	X	\times	X		1972: A-C.
		1				D. In progress.
X	X	X	X	X		E.
X			Ý	X		F. CP & OD: local game.
X	X	X	X	X		G.
X		T	X	X		H. CP & OD: local game.
-						

RR	100	/OD	/20	/SB/	, j	/
X	X	X	X	X		<u>1972</u> : I-J.
X	\	1		X		K.
						L-M. In progress.
X	X	X	X	X		N-P.
						Q-W. In progress.
X	X	X	X	X		X.
	<u> </u>		1			Y. In progress.
Χ	X	X	X	X		Z
	1		T	X		AA. Local game.
			1	1		AB. Abandoned.
						AC. In progress.
$\overline{\mathbf{X}}$	X	X	X	X		AD-AF.
						AG-AH. In progress.
X	X	X	X	12		AI.
						AJ. In progress.
X	X	X	X	X		AK-AL.
						AM. In progress.
X	X	X	X	Y		AN.
	<u> </u>	<u> </u>				AO. In progress.
X	X	X	X	X		AP.
						AQ. In progress.
X	X	X	X	X		AR.
·	<u> </u>]				AS. In progress.
				1		AT. Abandoned.
	 					AU. In progress.
X	X	X	X	X		AV-AW.
						AX-AZ. In progress.
X	X	X	X	X		BA.
						BB-BE. In progress.
X	L	<u> </u>	X	X		BF. CP & OD: local gar
			Ţ			BG. In progress.
X	X	X	X	X		BH.
			Ι			BI-BO. In progress.
X	X	X	X	X		BP.
						BQ. In progress.
X	X	X	X	X		BR.
			}			BS-BT. In progress.
X	X	X	X	X		BU-BV.
						BW. In progress.
X	X	X	X	X		BX.
	نــــا					BY-BZ. In progress.
X	X	X	X	X		CA-CB.
						CC-CF. In progress.
X	X	X	X	X		CG-CH.
						CI-CK. In progress.
X	X	X	X	X		CL.
			Ţ			CM. In progress.
X	X	×	X	X		CN-CP.
			<u> </u>	1		CQ. In progress.
X	X	X	×	X		CR-CT.
-		<u> </u>	 -:-	+~+		CU-CX. In progress.
X	X	X	X	×		CY.
		 ```	 ``	+^-+		CZ, DA-DD. In progress
X	X	X	X	X		DE.
ليك				14.1		DF. In progress.
	Ĺ	L				Dr. III brogress.

	,
BR/CP/OD/RG/SB/	1972: DG.
XXXX	
	DH. In progress.
	DI. No data; gross GM irregularities.
XXXXX	DJ-DK.
	DL-DT. In progress.
XXXXX	DU.
	DV-DZ. EA-EB. In progress.
XXXXX	EC.
├ ──┢──╁┈┼┈╂┈┡	ED. In progress. EE. Abandoned.
 -	
	EF-EN. In progress.
$\times \times \times \times \times$	EO.
	EP-ET. In progress.
XXXX	EU. Abandoned?"7-way draw", 1904.
	EV-EY. In progress. EZ. Abandoned.
	FA. In progress.
	FB-FE. Abandoned.
┠═┋	FF. In progress.
h	FG. Abandoned.
 	
 	FH-FK. In progress.
XXXXX	FL.
	FM-FN. In progress.
XXXX	FO.
	FO. FP-FU. In progress.
	FV-FW. Abandoned.
XXXXX	FX-FY.
 ^ ^ ^ ^ ^ - - - - - 	FZ, GA-GB. In progress.
	GC. Abandoned.
	
	GD. Local game.
	GE-GI. In progress.
XXXX	GJ.
	GK. Local game.
	1973: A-F. In progress
XXXXX	
XXXXX	G. In process
	H-N. In progress.
XXXX	0. 2-player game, 1904-1910.
	P-R. In progress. S. Abandoned.
	S. Abandoned:
	T-Z, AA-AG. In progress.
	AN . Abandoned.
	AI-AN. In progress.
	AO.
	AP-AU. In progress.
} 	AV. Abandoned.
┠╼╋╼┹╂╼╃╼╌╂╼╼╂╌╼╂╾╌╡	
	AW-AZ. BA-BD. In progress.
\times \times \times \times	BE.
 	BF-EH. In progress
XXXXX	BI.
	BJ-BU. In progress
	BV-BW. Local games.
	BX-BZ. In progress.
XXXXX	CA-CC.
 	CD-CN. In progress.
	ON-ord to brogressa

BR	CP	/on	/RG	/sB	/ /	
						1973: CO. Abandoned.
						CP. In progress.
						CQ. Abandoned.
						CR-CU. In progress.
						CV. Abandoned.
						CW-CZ. In progress.
						DA. Abandoned.
<u> </u>	1					DB-DG. In progress.
X	X	X	X	X		DH •
	 					DI-DW. In progress.
-	┼					DX. Local game.
					}	DY-DZ, EA-ED. In progress. EE. No data.
	 -					EF-EO. In progress.
-	 					EP. Abandoned.
	 					EQ-EZ, FA-FZ, GA-GG. In progress.
						GH. 5-man game.
						GI-GZ, HA-HZ, IA-IZ, JA-JC. In progress.
,						
	†	 		X		1974: A-Q. In progress.
-	 			-43-		R. Local game. S-Z. AA-AZ. BA-BZ. CA-CZ. DA-DZ. &c.: in progress.
4	<u> </u>	ئــــا				1 3-m; Ma-Ma; DM-DG; CM-OG; DM-DG; CM-: III Progressie

I have compiled the above list from the following sources:

- Len Lakofka's compilation of 29 September 1974.
 Note from Walt Buchanan, 20 October 1974.
 Letter from Doug Beyerlein, 6 October 1974
- 4. Letter from Jeff Power to Doug Beyerlein, 7 August 1974.

Any errors should be called to my attention. Where a game is not rated by someone, I have tried to indicate the apparent reason, where I have any knowledge of it. Where I have no reason, I'd appreciate getti: a note so I can include a reason in future corrections.

When EVERYTHING 19 comes out, I'll send out a checklist for the completed games noted therein. Corrections to this listing will be sent out as I receive them.

Get yourself some "Snowpaque" or "White-Out" or whatever and you "ll find it easy to make corrections and changes to this listing.