



13 Nov 74

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.

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¢ an issue. A copy will also be deposited with the Postal Diplomacy Archives in Lebanon IN. This issue is Pandemonium Publication #567, edited and published by Rod Walker, 4069 Jackdaw St., San Diego CA 92103.

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 Buchanan. 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 IDA'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			
	X	X	X	X	X	
	X	X	X	X	X	
	X	X	X	X	X	
	X	X	X	X	X	
	X	X	X	X	X	
	X	X	X	X	X	
	X	X	X	X	X	
	X	X	X	X	X	

- 1963A. 5-man game
- 1963B.
- 1963C. LASFS game; partly FTF.
- 1964: A-B
- C. Variant. (The "Eric Blake" hoax.)
- D.
- E. LASFS game, partly FTF, no record (?).
- 1965: A-I.
- J. Team game (1965Jt).
- K-M.
- N. Team game (1965Nt).
- O. 5-man game.
- P-U.
- V. Spring Raid used.
- 1966: A-D.
- E-F. Spring Raid used.
- G. 6-man, no GM, partly FTF (?).
- H-I.

BR/CP/OD/RG/SB/ /

		X		X	
X	X	X		X	
				X	
X	X	X	X	X	
X	X	X	X	X	
				X	
				X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
		X			
X	X	X	X	(x)	
		X			
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
		X			
X	X	X	X	X	
X			X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	

- 1966: J. anonymous game.  
 K. Spring Raid used.  
 L-O.  
 P. Bogus game (the "Jose Revillagigedo" fake).  
 Q. FTF game.  
 R.  
 S. Team game (1966St).  
 T.  
 U. Team game (1966Ut).  
 V. Anonymous game.  
 W. FTF in part.  
 X. Abandoned 1909.  
 Y. Abandoned \_\_\_\_.  
 Z, AA-AC.  
 AD. Team game.  
 AE.  
 AF. Team game.  
 AG-AI.  
 AJ. Cancelled.  
 AK-AM.  
 AN. Anonymous game.  
 AO.  
 AP. 5-man game.  
 AQ. SB lacks data, but will rate.  
 AR. 5-man game.  
 AS-AV.  
 AW-AX. Cancelled.  
 AY. Team game  
 AZ.  
 BA. Cancelled  
 BB-BD.  
 BE. 5-man game.  
 BF. Cancelled.  
 BG.  
 BH. Team game.  
 BI-BL.  
 BM. CP & OD: Reinsel irregularly removed.  
 BN-BO.  
 BP. FTF in part.  
 1967: A-B.  
 C-D. Team games.  
 E.  
 F. FTF.  
 G. 5-man game.  
 H-J.  
 K-L. Player (Boardman) included w/out permission.  
 M. 5-man game.  
 N-P.  
 Q-S. Team games.  
 T-W.  
 X. Team game.  
 Y-Z, AA-AC.  
 AD. Abandoned.  
 AE-AH.  
 AI. Team game.

BR/CP/OD/RG/SB/						
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
				X		
X	X	X	X	X		
X	X	X	X	X		
X		X	X	X		
X	X	X	X			
X	X	X	X	X		
X	X	X	X			
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X			
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		
X	X	X	X	X		

- 1967: AJ-AL.  
AM. Variant.  
AN. Cancelled.  
AO-AU.  
AV. In progress.  
AW.  
AX. Partial team game.  
AY. Cancelled.  
AZ, BA-BC.  
BD-BE. GM played; Key Rule in BD.  
BF. FTF (?), no data.
- 1968: A-P.  
Q. Abandoned.  
R-T.  
U. Abandoned.  
V-Z, AA.  
AB.  
AC. Changing/Guard used.  
AD-AK.  
AL. Gross GM errors; GM played under name of pre-pubescent son Chris Tretick.  
AM. Abandoned.  
AN-AO.  
AP-AU. Abandoned; 7-game tournament.  
AV.  
AW. Cancelled.  
AX.  
AY. Gross GM errors, GM played [see NUMENOR 8].  
AZ, BA-BC.  
BD. Local ("telephone") game.  
BE-BR. Abandoned.  
BS-BT.  
BU. GM in game.  
BV-BX. Abandoned; BX cancelled.  
BZ, CA-CD  
CE. Abandoned.  
CF.  
CG. Jerry & Despina White drew.  
CH-CI.  
CJ. Abandoned.  
CK-CM.  
CN-CO. Abandoned (CO cancelled).  
CP.  
CQ. GM played, Key Rule used.  
CR-CS. Abandoned.  
CT. Cancelled.  
CU. FTF game.  
CW. <sup>CV.</sup>  
CX-CY. Abandoned (CX cancelled).
- 1969: A. In progress.  
B-H.  
I. GM played.  
J. Abandoned.  
K-M.

BR/CP/OD/RG/SB/ / /

		X			
X	X	X	X	X	
X	X	X	X	X	
	X	X	X	X	
X	X	X	X	X	
X			X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X		
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X		
X	X	X	X	X	
X	X	X	X	X	
				X	
X			X	X	
X	X	X	X	X	
		X		X	
X	X	X	X		
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X		
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X		X	
X	X	X	X	X	
X	X	X	X	X	
				X	
X	X	X	X	X	

- 1969: N. 5-man game.  
 O-P.  
 Q. Cancelled  
 R-Z.  
 AA. Abandoned?  
 AB-AD.  
 AE. Used Changing/Guard.  
 AF.  
 AG-AW. Abandoned.  
 AX. In progress  
 AY.  
 AZ. 5 of 7 players dropped w/o replacement.  
 BA.  
 BB. Abandoned  
 BC.  
 BD. GM (Fong) played.  
 BE-BI.  
 BJ. FTF game.  
 BK-BM.  
 BN. Cancelled.  
 BO.  
 BP. Abandoned  
 BQ. FTF game.  
 BR. 5-man game.  
 BS. "Telephone" (local) game.  
 BT. FTF game.  
 BU. "Telephone" (local) game.  
 BV.  
 BW. "Telephone" (local) game.  
 BX. 5 of 7 players dropped w/o replacement.  
 BY-BZ, CA-CB.  
 CC. Cancelled.  
 CD.  
 CE. 5 of 7 players dropped w/o replacement.  
 CF. In progress.  
 CG.  
 CH.  
 CI-CL.  
 CM. Abandoned.  
 CN. In progress  
 CO. Cancelled  
 CP.  
 CQ-CS. Abandoned.
- 1970: A-B.  
 C. Country w/12 centers allowed to lapse into CD, although GM had replacement policy.  
 D-F.  
 G. Abandoned.  
 H. "Telephone" (local) game.  
 I. Local game.  
 J.  
 K. In progress.  
 L. Abandoned.  
 M-N.  
 O-V. Abandoned.

BR/	CP/	OD/	RG/	SB/	
X	X	X	X	X	
				X	
				X	
X	X	X	X	X	
X	X	X	X	X	
		X		X	
X	X	X	X	X	
				X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
	(X)		(X)	(X)	
X	X	X	X	X	
		X			
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	

- 1970: W-X,  
 Y.  
 Z. Abandoned.  
 AA. Abandoned.  
 AB. Abandoned.  
 AC-AD.  
 AE. In progress  
 AF.  
 AG. Local game.  
 AH. Abandoned.  
 AI-AK.  
 AL-AM. Abandoned.  
 AN. Abandoned.  
 AO.  
 AP. In progress.  
 AQ.  
 AR-AS.  
 AT-AU.  
 AV. Abandoned.  
 AW-AZ, BA-BB.  
 BC-BI. Abandoned.  
 BJ. In progress. (All but OD rate as finished.)  
 BK-BN.  
 BO. 5-man game.  
 BP-BQ.  
 BR. Cancelled.  
 BS.  
 BT-BU. Gross GM irregularities.
- 1971: A-B.  
 C. In progress? (CP, RG, SB rate as finished)  
 D.  
 E. 5-man game.  
 F-G.  
 H. Cancelled.  
 I. In progress.  
 J. Abandoned.  
 K.  
 L-N. In progress.  
 O. BR: no data.  
 P-S.  
 T. Abandoned.  
 U. Abandoned.  
 V. In progress.  
 W.  
 X. Abandoned.  
 Y. GM irregularities.  
 Z. Abandoned?  
 AA. GM played (Feron).  
 AB. In progress.  
 AC-AD.  
 AE-AK. Cancelled.  
 AL.  
 AM-AN. Abandoned.  
 AO-AQ.  
 AR. Abandoned.

BR/CP/OD/RG/SB/

X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X		X	X	X	
X	X	X	X	X	
				X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X			X	X	

1971: AS. 5-man game.  
 AT.  
 AU-AY. In progress.  
 AZ, BA.  
 BB. In progress.  
 BC.  
 BD. Cancelled.  
 BE.  
 BF-BG. In progress.  
 BH-BK.  
 BL-BR. "Tournament" games.  
 BS.  
 BT. In progress.  
 BU-BV.  
 BW-BX. In progress.  
 BY. 5-man game.  
 BZ, CA-CB. In progress  
 CC. CP: Telephone game.  
 CD.  
 CE. In progress.  
 CF-CH. Abandoned.  
 CI. In progress.  
 CJ-CO. Games ended by time limit.  
 CP-CQ. In progress.  
 CR.  
 CS-CY. "Tournament" games.  
 CZ, DA. In progress.  
 DB.  
 DC-DD. Cancelled.  
 DE.  
 DF. In progress.  
 DG. 5-man game.  
 DH-DI.  
 DJ-DK. Abandoned (GM played, DJ).  
 DL. In progress.  
 DM-DQ.  
 DR. Ended by protested GM declaration.  
 DS-DT. In progress.  
 DU.  
 DV-DW. In progress.  
 DX-DY.  
 DZ, EA. In progress.  
 EB-EC.  
 ED. Abandoned.  
 EE-EH.  
 EI-EK. In progress.  
 EL. Local game.  
 EM. Cancelled ("7-way draw").  
 EN. GM played.

1972: A-C.  
 D. In progress.  
 E.  
 F. CP & OD: local game.  
 G.  
 H. CP & OD: local game.



BR/	CF/	OD/	RG/	SB/	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
	X	X	X	X	
X	X	X	X	X	
	X	X	X	X	
				X	
X	X	X	X	X	
X	X	X	X	X	
				X	
X	X	X	X	X	

- 1972: DG.  
 DH. In progress.  
 DI. No data; gross GM irregularities.  
 DJ-DK.  
 DL-DT. In progress.  
 DU.  
 DV-DZ, EA-EB. In progress.  
 EC.  
 ED. In progress.  
 EE. Abandoned.  
 EF-EN. In progress.  
 EO.  
 EP-ET. In progress.  
 EU. Abandoned?--"7-way draw", 1904.  
 EV-EY. In progress.  
 EZ. Abandoned.  
 FA. In progress.  
 FB-FE. Abandoned.  
 FF. In progress.  
 FG. Abandoned.  
 FH-FK. In progress.  
 FL.  
 FM-FN. In progress.  
 FO.  
 FP-FU. In progress.  
 FV-FW. Abandoned.  
 FX-FY.  
 FZ, GA-GB. In progress.  
 GC. Abandoned.  
 GD. Local game.  
 GE-GI. In progress.  
 GJ.  
 GK. Local game.
- 1973: A-F. In progress  
 G.  
 H-N. In progress.  
 O. 2-player game, 1904-1910.  
 P-R. In progress.  
 S. Abandoned.  
 T-Z, AA-AG. In progress.  
 AH. Abandoned.  
 AI-AN. In progress.  
 AO.  
 AP-AU. In progress.  
 AV. Abandoned.  
 AW-AZ, BA-BD. In progress.  
 BE.  
 BF-BH. In progress  
 BI.  
 BJ-BU. In progress  
 BV-BW. Local games.  
 BX-BZ. In progress.  
 CA-CC.  
 CD-CN. In progress.



