



Liaisons Dangereuses 66

Editor; Lenard Lakofka, 644 West Briar Place, Chicago, 60657
Game openings for novice players only @ \$7 which includes a subscription.
Subscription rate 9 for \$2

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312-929-7057

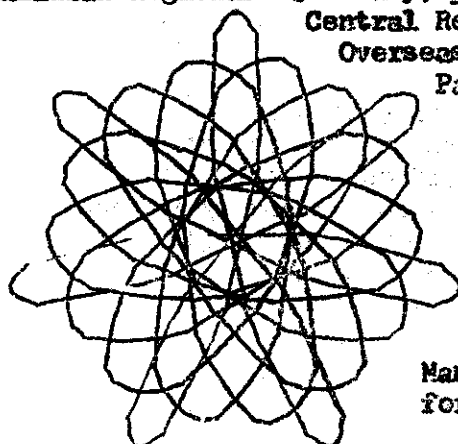
January 21, 1976
Calls between Midnight
and 7AM are never
acceptable.

So why is it late this time?

I have had an especially busy Christmas/Inventory period at work with 60-70 hour weeks being the rule and not the exception. Inventory is now over (January 17) and things will get back to normal.

In my spare time, what little I have, I have been finishing the IDA Publisher's Handbook. This is now DONE and will be going to Walt Buchanan for photo-offset printing in a few days. I am sorry for the delay in LD.

As you may know the IDA elections are over. The results are;
Vice President/Treasurer; Lenard Lakofka 54, Robert Sacks 40
Editor; Gordon Anderson 9; Scott Rosenberg 87
Ombudsman; Steven Brooks 13; John Leeder 83
Membership Secretary; Stephen Tihor 72, opposed 21
At-Large Secretaries; (2nd ballot) Matthew Diller 55; Raymond Heuer 51; Joel Klein 76
Atlantic Regional Secretary; Gil Neiger 27, opposed 15
Canadian Regional Secretary; Robert Correll 11, opposed 0
Central Regional Secretary; John Baker 13, David Weitz 7
Overseas Regional Secretary; Walter Luc Haas 3, opposed 0
Pacific Regional Secretary; 3rd ballot David Kalccek 9,
Bruce Schlickbernd 6



The records and accounts of the IDA will be transferred to me shortly. I have received quite a few checks so far and must await my ability to sign the IDA endorsement on their account before depositing them. PLEASE make the checks payable to the INTERNATIONAL DIPLOMACY ASSOCIATION, and not to me!

Many thanks to everyone who voted for me and to Bob Sacks for his regards and the well run campaign.

I guess that everyone thought the election went very well but then to a challenge to their correctness! It comes from none other than Gordon Anderson who claims that Gil Neiger did not print his campaign statement. Anderson has mailed me a copy of this alleged statement and if it were printed it is safe to say that the margin between Anderson and Rosenberg would not have been 70 votes!

Also from Anderson we find a claim that Gordon gave Allan Colbaron the '75 Diplomacy Tournament prize money, an omech no less! I have spoken to Allan and he denies this claim.

There could also be a problem with the "DipCon" title and the state of "DipCon".

All-in-all our 1976 Ombudsman will have his hands full! There may be some help in the form of a joint suit by the prize winners at the '75 Convention to gain their prizes. It will be interesting to watch.

Conventions in reply to Lew Pulsipher's in DIPLOMACY WORLD 2-4

I can not fully agree with Lew Pulsipher's comments on Conventions in DIPLOMACY WORLD 2-4. This is due to a basic difference in philosophy on the future of the hobby. I am of the belief that Diplomacy/Wargaming Conventions will take on the scope of the large chess or bridge tournaments in the years to come. Others, of whom I believe Lew is one, are of the opinion that Diplomacy/Wargaming Conventions are always going to be amateur events held in gyms, small halls, basements and college classrooms. If one agrees that there will be a long term/permanent amateur status in Diplomacy/Wargaming then one does not expect anything grand in the way of a convention. If, on the other hand, one believes that our little hobby is going somewhere then nothing less than a major convention, with numerous regional events, is the obvious alternative.

Players, as well as convention organizers, have philosophies on what a convention should be like. To some players the ideal convention is one with lots of games and small to non-existent entrance fees. Such a convention could be held in an empty lot as long as the wind didn't blow everything away. To other players an ideal convention is an adult meeting of the minds in competition for some type of trophy/prize. These latter players are seeking a more structured event for which they would be willing to pay a little bit more in the way of an entry fee. Both groups are interested in playing the games for fun and praise and both are interested in meeting new and old friends. Each type of convention will tend to draw a majority of players with a similar philosophy although some players of each type will attend any convention in their own area.

For conventions to grow, to become self sustaining, to gain an adult (at least semi-adult) following it is necessary for them to be done in a professional manner. This means competent advertising, planning and staffing of the event, a large comfortable location and money. Trying to run a large convention without front money is impossible.

I have run/participated in five conventions. Three in Lake Geneva and two in Chicago. In each of these efforts there has been growth in the convention as a media and subsequent growth in the hobby attitude toward such events. Until "DipCon" V in Chicago in 1972 there were no 'hotel' conventions. I and my partner worked to bring a new status and an air of respectability to the Convention. We brought the Diplomacy Convention out of the school house and made an event out of it. Many of the minimum standards now set for Diplomacy Conventions were due to the Chicago Shows and our pioneering efforts.

It is also true that the Chicago Shows have taken a financial bath. However the reason for this catastrophe at the ticket office is a coupling of a convention with a trade show. Moneys were spent, and lost, on misdirected public advertising and industry ads. With proper use of 'in house' advertising a profitable hotel convention is a certainty.

In 1976 advertising for a convention should continue in the Diplomacy Press and key wargaming publications. Subsequent conventions will have ads in local newspapers, the GRI flyer, and all Diplomacy Publications. Tying a Diplomacy Tournament to a major wargaming convention helps both of them. The more solvent, and well planned the convention the larger the prizes. The fact that DipCon VIII winners have not been paid off does not mean that future conventions can not offer and pay out large prizes. Such moneys could go into the ISE, for example.

I agree with Lew that a convention should contain seminars and other social events. In years past we've had a tournament, an IDA meeting, and a lot of wide-eyed drunks running around the hotel until 4AM! Social contact is almost solely restricted to non-convention hours and thus much of the quality and quantity of possible social contact is destroyed. A convention should be a multi-faceted event designed to bring people together over more than just the gaming table. The IDA General Meeting conducts business but the convention must be fun. I have missed meeting and talking with a great number of people due to the tight schedule of tournament rounds and the IDA General Meeting.

In the bill now before the Council Lew's convention Site committee lays down a great many rules and regulations for selecting the site of IDA General Meeting. It must be remembered that the IDA can only suggest to a convention host how things should be done. Lew would like the IDA to almost control much of what is done at each IDA General Meeting Site and how it is done. This clearly is playing with the host's money and is unfair to that host. A few years ago the IDA meeting site went to whomever would offer to take it. Let's not kill the Golden Goose by regulating a convention host to death!

Lew points out parallels between the Science Fiction Community and Diplomacy. Anyone who has attended a SciFi brawl knows that there is no comparison! What may work or hold true for Science Fiction Conventions, or Bridge or Chess Tournaments may not work for Diplomacy/Wargaming.

Lew writes as if he knows all of the answers--I assure you that he does not!

Magazine Notes:

In CLAW & FANG #61 (Don Horton, 16 Jordan Ct., Sacramento Calif. 95826) there is the first part on an article on rating a multiplayer boardgame (by Arnold Vagts). It asks such probing questions as "What would Jeff's (score) be in Game 3?" There is a recipe for "Two Great Bar Cookies" (How many grams of CHOs?) and a report on the Fangmaster's trip to France. Interesting.

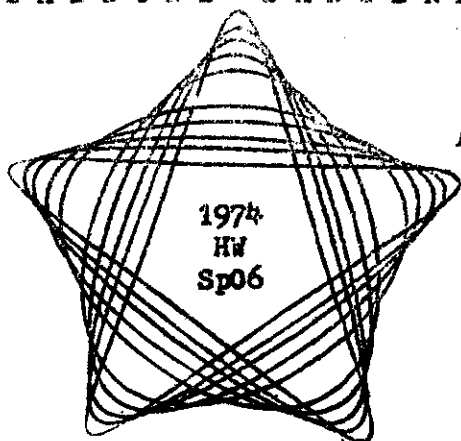
COMMAND #1 (Dennis Agosta, PO Box 247 Blacksburg Virginia 24060) did not contain as many articles as we would have liked to see. But it is just beginning. #2 should be better. The photo-offset quality is mediocre, alas.

The Pocket Armenian (one of our favorite zines--we loves it we does--Scott Rosenberg, 182-31 Radnor Rd., Jamaica NY 11432) #26 has many interesting articles this time including Matt Diller's article on being organized (giggle); Robert Sacks, Bureaucrat (by Scott---right on!); The KU KLUX KLANSMAN KLAS in D&D by Adam Kasahof (The levels are; Redneck, Bigot, Racist, Archie Bunker, Grand Imperial Dragon, Royal Dragon, Wizard, Grand Wizard, Lester Maddox and George Wallace!); plus games and other items of interest. Recommended.

RUNESTONE (John Leeder, 208 Haysboro Cr. SW, Calgary, Alta., Canada T2V 3G3) 100-102 contains information on variants, lots of news ("Odds and Ends"), Games, The ODD MOD Rating System (we has only got a 494.6 sob), and other items. Also from John is the zine "Due Process" on the proceeding of the IDA Judicial Committee. Other items of interest are often contained.

John Baker (the new Central Regional Secretary) has produced his own zine on IDA happenings. (It would be clearer if you stuck to long run purple masters.) It is an excellent first effort showing that he deserved your vote.

EREWON 93 (Rod Walker, 1273 Crest Drive, Encinitas California 92024) has all



Austria, Vorheider/2/ A BUD NS A VIE
 England, Vagts/9/
 A LVN + A STP (S) A MOS H, F NTH(C) a lon-NOL, A RUHR
 (S) a den-KIEL, f pru-BAL, F ECH H
 France, Horton /6/NMR, NSO
 F TYRR, F TUN, A PIED, A TUS, F WES, A SPA
 Germany, Tilson/5/
 f pru-bal/no such unit/, a tyc-MUN, a war-BURG,
 A WAR U, F BER U, a boh-SIL
 Italy, Birsan/3/
 F ROM(S) A NAP, A VEN(S) FROM, A NAP(S) F ROM

Rurkey, Pitsch/9/

F AEG(S) F ION, FICH(S) A APU, A UKR(S) GER A WAR, A TRI-A APU(S)
 Ita A VEN, A SEV(S) A UKR, f smy-EMD, A rum-GAL, a arm-SMY
 the Deadline for the Fall of 1906 is by 4PM on Tuesday February 10, 1976

1975 S the Spring of 1905

Austria, Allen/8/
 A CON(S)+ F AEG(S) a smy-SMY, a bud-TRI, a boh-MUN a mun-KIEL A RUMH, A VIE-doh
 England, Treco/8/
 F HELGO(S) f ech-NTH, A BRE(S) FRE A GAS, A LVP-ecin, A RUHR-keil, f wal-LON,
 F DEN-kiel, A PAR-burg
 France, Mathias/1/ A GAS(S) ITA a war-BURG
 Italy, Foster/7/
 A SPA(S) FRE A GAS, f rom-TYRR, f lyon-WES, a war-BURG, a pied-MAR, F MAO-bre,
 f tun-NAP
 Russia, Weeks/10/
 A SIL(S) A BER, A PRU(S) A SIL, A BER(S) AUS a mun-KIEL, F nth(S)
 A SWE-den/d..../, F EDIN(S) f nth, F ARM(S) a smy-ANK, f stpnc-NWY, A SEV H
 The deadline for the Fall of 1905 is by 4PM on Tuesday February 10, 1976

1975 CF the Fall of 1904

Austria, Kador/5/1220 E W Highway #1711A, Silver Spring Md. 20910
 /owns; bud, tri, rum, ser, ~~4-5-1~~
 a ukr/4/rusa MOS-war/mso/d..../, (a vie/r/boh), a boh-SIL, F AER-tri, A TRI-vie
 a rum-BUD
 England, Bremner/4/owns; ~~1-1-1~~, ~~1-1-1~~, nwy, den, SWE, BER 4-3+1 (no room to build)
 F HWY(S) f both-SWE, a edin u/D+A/, a lvp-cly/fantom unit/, f kiel-BER,
 France, Rowland/7/owns; bre, par, mar, spa, port, lon, tun, EDIN, LVP 9-7+2
 A LVP(S) a york-EDIN, f lyon-TYRR, A PIED-ven, f ech-NTH, F TUK(S) f lyon-TYRR,
 f ma0-WES
 Germany, Weitz/7/owns; mun, ~~1-1-1~~, kiel, war, bel, hol, ~~1-1-1~~, VIE 6-7-1
 A GAL(S) a war-UKR, a tyc-MUN, A VIE-tri, a den-KIEL, a bel-RUHR, f nth-HELGO
 Italy, Thompson/3/owns; ven, rom, nap 3-3 even
 A ROM(S) A VEN H, F NAP-tyrr
 Russia, Meyers/2/ owns; mos, stp 2-2 even
 A MOS(S) GER a war-UKR, A STP-mwy
 Turkey, Michal/6/owns; con, ank, smy, bul, sev, gro 6-6 even
 F GRE(S) f end-ION, f ion-APU, F BLA-sev, A SEV-mos, f ond-ION, A BUL H
 The Deadline for the Winter of 1904 is by 4PM on Tuesday February 3, 1976

1975 CG: the Winter of 1903

Austria, Bowman A TRI/4/A BUD, A VEN, A NTH
 England, Sergeant F EDIN/6/F BAR, A NTH, F BUN, A HOL, F BLESO
 France, Rittle F MAR/7/A BEL, F WES, F TUN, A BURG, A CAS, A FIED
 Germany, Stephens* a mun/x/ber -1/2/F KEIL, A BER. ~~A TRI~~
 Italy, Leahy nrr, gar -1/5/A TYO, A MUN, F NAP, F LYON, A VEN, ~~F TRI~~
 Russia, Spiegel nrr, gar -1/4/A MOS, A SPP, A UKR, A GAL, ~~F TRI~~
 Turkey, Nix F SMY/6/F BLA, A RUM, A EUL, F ION, A ANK

Farthest from "home" first; if 2 or more equidistant F before A in alpha order
 The Deadline for the Spring of 1904 is by 4PM on February 10, 1976

1975 GR, the Winter of 1902

Austria, Clapper

EVEN/4/A SER, F ALB, A TRI, A VEN
 England, deLewonnette F EDIN/5/A SEP, F BAR, F NTH, F LON
 France, Stephens F BRE/6/F BEL, F ECH, A PIC, A PORT, A BURG
 Germany, Meyers EVEN/5/A BURN, A HOL, A MUN, F DEN, F KIEL
 Italy, Matcus EVEN/3/A APU, F TUN, F TYRN
 Russia, Tillitson EVEN/6/ AFIN, F SWE, F BEL, F SEV, A MOS, A BUD
 Turkey, Gilmer F SMY/5/A CON, F BUL SC, A GNE, A ANK

the deadline for the Spring of 1903 is by 4PM on February 10, 1976

1975 MS, the Fall of 1901

Austria, Campbell owns; home, gre, ser 5-3+2 Charles, 4104 S Florence Ct.,
 A SER(S) f alb-GRE, a bud-TRI Tulsa Okla 74105
 England, Dorchack owns; home, EDIN 4-3+1 Joe, 8801 Willow Rd.,
 F NWG(C) a edin-NWY, F NTH-bel Hickory Hills, Ill. 60457
 France, War owns; home, PORT, SPA 5-3+2 David, 1357 Herricale Host Sq.,
 F mac-PORT, a mac-SPA, A BURG-bel San Jose, Calif 95117
 Germany, Aneling owns; home, HOL, DEN 5-3+2 William, 1414 E 59th St. Rm 747
 F DEN-swe, f kiel-HOL, A SIL-war Chicago, Ill. 60657
 Italy, ~~resigns~~ Walter Sanwald, 1125 Fisher Ave., Superior Wisc. 54880
 owns; home, Tun 4-3+1
 F ION(C) a apu-TUN, A VEN H
 Russia, Thompson owns; home, RUM 5-4+1 BILL, 2251 Pentland Dr.,
 A UKR(S) f sev-RUM, F BOTH-swe, A LVN-war Baltimore, Md. 21234
 Turkey, Anderson owns; NMR RMM owns; home, BUL 4-3+1 Jeff, 3538 Keystone Ave #9
 A BUL-run, A CON_bul, f ank-BLA Los Angeles Calif 90034
 the Deadline for the Winter of 1901 is by 4PM on Tuesday Feb. 3, 1976

1975 IN the Spring of 1901 (all other addresses in LD 55)

Austria, ~~resigns~~ Charles Campbell, 4104 S. Florence Ct., Tulsa, Okla 74105
 Neutral moves made; a vie-BUD, f tri-ALB, a bud-SER
 England, Crockett f edin-NWY, f lon-NTH, a lvp-EDIN
 France, Trewogy A MAR(S) a par-BURG, f mac-MAO
 Germany, Groves a mun-SIL, a ber-FRU, f kiel-DEN
 Italy, Mathias f nap-ION, a von-TYO, a ros-VEN
 Russia, Edwards a stps-BOTH, a mos-LVN, a war-UKR, f sev-BLA
 Turkey, Foster a con-BUL, aay-ARM, f ank-CON
 the Deadline for the fall of 1901 is by 4PM on Tuesday Feb. 10, 1976

Scoring a Diplomatic Tournament

Part of the artificiality of the tournament 'curtailment' system is the prior knowledge of the point at which curtailment will occur. When each player knows that 1908 (e.g.) is the final year (or the game will end at 3:45) he can plan his strategy towards that end. (In a multi-round single elimination event players are forced into best play each game.) A multi-round cumulative-point-total event causes playing style to be radically changed. In games one and two players seek an adequate birth in the standings to give them play for the final round. Thus curtailments scoring is often taken advantage and 'architected' final results occur. Can the architecting be eliminated/reduced? Yes it can, but first we must consider the question of what makes a good showing.

I believe that three factors should be considered in the scoring;

1. Rank (place) in the individual game
2. Rank among all playing the same country
3. # of Supply Centers held

Allan Calhauer has used items 1+3 combined to yield a result which nets points via item #2. Birsan/Rocamora have used a combined value determined by items 1+3 alone. Both have used an artificial end to the games to produce results.

A three round event, 2 rounds on Saturday and one on Sunday has been used as the tournament schedule for three years. This system forces a curtailment mode onto the players, since two rounds won't fit on Saturday any other way.

I am not opposed to a three round system but the method of judging (Gamesmastering) it should be much more strict. Some boards (individuals) tend to be very lethargic. Those boards/individuals should be penalized!

The senior GM should invoke strict time limits for each season. Each board must adhere to that schedule (or more more rapidly) or be penalized. One way of doing this is to have a time judge who will go to each board and check on progress. He will initial and record the time on each game's master record card and will penalize slow boards/individuals. Some players will attempt to drag out negotiations or will take a very long time to write orders. Under a well run tournament system slowpokes will be penalized. Persons who try to latch on to a player(s) until the end of a time period to prevent his negotiating with other players will also be penalized for unsportsmanlike tactics. It is my opinion that a casual tournament in which the senior GM wanders around and talks to everyone is a poorly run tournament.

If we assume strict and competent gamesmastering of a timed three round event we must determine a scoring method and a penalty system adequate to prevent more 'architected'.

How are the three above factors weighed against each other?

What determines the end of each round?

Should scores be combined or should there be eliminations?

Taking the last question first it should be observed that a system that could be very effective is one in which there is a two round elimination event with a third round to determine the winner(s). Thus round one and two would give cumulative scores that would eliminate all but 7, 14 or 21 players! The # of players in the final round could be determined via, e.g.; $(2/7)N$ rounded to the closest whole multiple of 7. In the last round rank in the first two rounds could be added to final score to yield a winner.

When is the round over? If we use a 25 minute initial negotiation, 2 minutes to write orders and 5 minutes to adjudicate then 15, 2, 5 for Fall 1901 through Fall 1903 we end up with 2 hours and 21 minutes for the first three years. If all subsequent years take 12, 2, 5 a 6 year game last 4 1/2 hours, 7 years 4.9 hours, 8 years 5.53 hours, 9 years 6.16 hours, 19 years in 6.8 hours etc. Thus an 8AM start would yield a 3PM finish for a 10 year game.

7 If, however, curtailment was an unknown factor being determined via a formula like $1906 + (1-4)$ so that curtailment could occur in 1907-08-09 or 10 we would add a new structure to the game. Players could not construct an ending in an open ended

event! Actual score per round could also be determined by a sliding 'winner' scale. So that 12 centers + (1-6) would yield a 'winner'. By eliminating 'absolutes' players would be forced to play with vigor in all 3 rounds of the event!

Then the score is determined by; (e.g.)

$$\frac{14}{R_g} + \frac{7}{R_e} + S = \text{Score}$$

R = Rank in the event
R^c = Rank in the game
S^g = Supply Centers

A Bonus is added for a 'win' or a draw. E.g.: $B = \frac{12}{W}$ W = # of winners

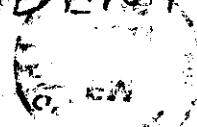
In a curtailed game B could equal $\frac{12}{S} - 2$ where S is # of survivors or the term could be dropped altogether. (Eliminated players are ranked by year of elimination.)

Penalties for delay of game would come directly from the score or the most severe tactic would be to remove the offender from the game.

This is a reasonable system because in recent years players not on the top board or second board in the last round were effectively out of the tournament anyway.

THERE IS NOTHING ON OVALLEAF

MARY HARTMAN
~~FOR~~ PRESIDENT!

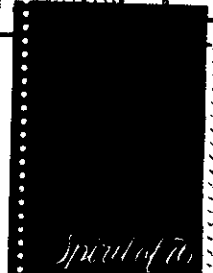


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FIRST CLASS MAIL



ALIENS MUST REPORT
THEIR ADDRESSES
DURING



Rod Walker, T
1273 Crest Dr.,
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Please see page

WHOLE
THING
DEAR!