

NÚMENOR 19

10 December 1979

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INTRODUCTORY ESSAY

And Now for Something Completely Different

By and large, Diplomacy fandom is content to play games. That's what the hobby is for, after all. It should be pointed out in passing that Diplomacy, like any game, attracts its share of people who become very ego-involved. Well, we all have egos, but there are times when the involvement excludes rationality, the general good of the hobby, and the needs of other egos.

Be that as it may, the hobby mostly runs itself in an anarchistic way which defies attempts to forge it into the sort of managed uniformity which tends to operate in (for example) the chess or bridge hobbies.

Naturally! The hobby doesn't need to be managed in that way. People put out 'zines, others play in games, and everybody's happy, right? Wrong. For more than a decade we've had seemingly endless debates about how to improve the hobby, how to organize the hobby, and so on. These debates, and the actions they led to, have not been fruitless in this sense: we have learned a lot from them.

Nevertheless, above and beyond the vicissitudes of hobby politics, one feature has remained a steadfast part of hobby life. This is the complex of service projects. These projects have continued to provide needed services, along with a sense of continuity and stability. They do not make the hobby work...the GMs and players do that...but they make it work better.

What is a service project? Simple: somebody saw a need to do something and went ahead and started doing it. That's how most of them started. It might be providing numbers for postal games to help identify them, or archives to preserve hobby history, or an agency to help find homes for orphan games. Simple problem solving is at the root of most projects.

As the hobby got bigger, the projects did likewise. And they began to pass from person to person as those who originally did them found they could no longer do so. Many projects became as much defined by the traditions behind them as by the problems they sought to solve. They became institutions.

As independent institutions, the service projects depended upon the personalities, capacities, and whims of individuals. I do not mean that unkindly; it's true of myself as much as anyone else. But this fact has impaled the hobby on a dilemma.

First, it's generally conceded that the independence of each project is an essential feature of it. The custodian must be able to run with the ball without constant meddling, harassment, and obstruction from outside. Further his independence was one way to insure that a group or local interest did not use the inherent power of the project in an attempt to manipulate the hobby. Such an attempt might hurt the hobby, or the project, or both. I believe we may all agree that independence has proved effective for the purposes just stated.

Second, independence is not an unmixed blessing. The custodian of a project is responsible to no one (in most cases). If he does a lousy job, if he does only part of the job, if he does nothing or drops out, there is no remedy for the situation which all will admit is valid. We have been lucky at a few critical junctures that a project was passed from hand to hand without serious damage.

Our basic problem is to balance independence with accountability in service projects. Many people have felt that the answer somehow lay with a hobby-wide organization...but none has ever been proposed nor formed whose competence all would accept. I suggest that we may have set the right course, but tried the wrong tack.

No aspersion nor indictment is meant here of any past nor present organization. Each one has addressed itself to various problems...not just the projects...with more or less success. This analysis and the following proposal are really only addressed to one area of concern. There is here no intent to undercut, attack, criticize, nor replace any existing organization.

In that context, we may divide the people in the hobby into five groups (if we exclude the aforementioned sorts with egos too large to permit them to cooperate with others with any degree of consideration and compromise).

1. The workers, the people who do the jobs, the service projects, devoting their time and often their money voluntarily. They may hope for some recognition, a pat on the back, a vote of thanks, perhaps even some help with the expenses, but they neither expect nor demand it.

2. The GMs and publishers. They are also workers, even if what they do carries certain unique satisfactions. They have help with the costs, in the form of game fees and subscriptions. Even so, they devote time and money to the task: more than the return might seem to justify. Well, it's a hobby, isn't it? Yes, but a good GM or publisher is a pearl of great price.

3. The players who can and do help with the above work. They are often unsung contributory heroes. They would run projects or 'zines or games themselves, many of them, if they had the opportunity or facilities. Others just like to help, God bless them all.

4. The players who lack time, opportunity, or inclination to help with the work itself, but would still like to help. This usually takes the form of financial aid: contributions, dues, whatever. They naturally like to feel that they are putting their money into something worthwhile.

5. The players who just play and don't care. They have no interest in helping, one way or another. No blame attaches here; that's just the way it is all over.

So far, so good. Now: in discussing hobby problems, Robert Sacks has said to me often, not in these words but in essence, that those who do the work should make the decisions. Many of us (especially those who do the work) would agree. Splendid: why not make that approach the cornerstone of a solution to the problem of services? The custodians themselves should organize. In this way they may balance their independence with a degree of accountability, not to outside interlopers, but to their peers. Combine that with a method of involving all other types of people in the hobby: give them a chance to participate at a level they wish. Then you have....

Well, what do you have? You might have what is proposed in the next several pages. This is being sent to those who are doing the hobby's work, the project custodians. That is because by its own terms you, and only you, can make the proposal a reality. By my count there are just over a dozen people who qualify as project custodians. If a project is left out, it can of course be added...but I've wracked my brain pretty thoroughly on this.

BUT.

This isn't the final, OK? It's a draft. I want to work with each of you in polishing it and making it better. In doing so, I would like to ask each of you to keep in mind certain guiding principles:

(1) Simplicity. A certain degree of complexity was necessary, but the grand design is (I hope) fairly simple. This is achieved by keeping the focus (the problem

to be solved) narrow.

(2) Fairness. Nothing works if we don't all get along together. This proposal attempts to be fair to various hobby interests and groups...and also assumes that they will strive to be fair to each other. You may have a personal antipathy toward one or more individuals named in Appendix B. Great...but I don't want to hear about it. I have my own prejudices in that regard, which are also irrelevant.

(3) Speaking of which: We must at the outset assume the good will and good intentions of all those involved. There is too much unreasonable paranoia in the hobby...one hears all the time that so-and-so is just out to take things over or is out to "get" somebody or whatever. Personality conflicts and grudges are also part of the daily scene. Let's look at it this way: we, the service project custodians, constitute our own interest group and it's high time we worked together with that in mind.

(4) Balance. We must preserve the independence of each project, and at the same time create a system whereby we are in some degree accountable for what we do or don't do. Paradoxically, this accountability may actually protect our independence. If it is firmly established with our peers, the organization can become a buffer against outside attacks, and such things should decrease. On the other hand, this will hopefully be replaced by a firm and friendly pressure to do a proper job.

(5) Timetable. If this idea in general appeals to enough custodians, and if we can get details ironed out, it would be a good idea to have at least the Steering Committee functioning by DipCon XIII.

(6) Name. Obviously stolen from the CDO. I prefer "NA" to "US" because it leaves the Canadians in rather than out. Many of our services cover both nations.

I hope you will respond to this...even if only to tell me that it's terrible and it stinks and it won't work and you'll die before you have anything to do with it. I think it's a spiffy idea, but I've been wrong before, so I can take it.

CHARTER OF THE NORTH AMERICAN DIPLOMACY FEDERATION

I. PURPOSES AND MEMBERSHIP

1. The North American Diplomacy Federation (NADF) exists solely and entirely for the purpose of promoting the hobby of Postal Diplomacy.

2. The NADF will promote the hobby primarily by coordinating, monitoring, and assisting service projects, and by providing new services where needed.

3. For all general purposes, any person involved in Postal Diplomacy, in any capacity, may be considered a member of NADF if he wishes to be. In this sense membership entails no obligations. A member may choose to assume obligations, or he may enter into a class of membership or position which entails predetermined obligations.

4. There are five classes of membership:

- a. Steering Committee Members (see Article II).
- b. Gamesmaster/Publisher Members (see Article III).
- c. Working Members (see Article V).
- d. Supporting Members (see Article VI).
- e. General Members (see Article VII).

II. THE STEERING COMMITTEE

1. The Steering Committee will consist of custodians of hobby service projects. The Steering Committee has the power to:

- a. Adopt and enforce its own rules of procedure.
- b. Amend this Charter by a 2/3 majority vote.
- c. Set general NADF policy.
- d. Call for votes (binding or advisory) by any class(es) of NADF

membership on any question(s), save where otherwise provided in this Charter.

e. Authorize expenditure of NADF funds.

f. Elect its own administrative officers. As a minimum, there must be a President, Vice-President, and Treasurer. They will perform duties traditionally associated with these offices. These may be persons already members of the Steering Committee; if not, each such officer is a voting member of the Committee during his tenure in office.

2. The hobby service projects mentioned above are listed in this article. The head of each such project is referred to as a "custodian" regardless of his actual title. Additional projects may be authorized by majority vote of the Steering Committee, at which time it must specify the duties (in general), conditions under which the custodian would be replaced, and how such replacement would take place. The custodian of any such project automatically becomes a voting member of the Committee. (This has the effect of amending this article without a 2/3 vote. Once added, however, a project may not be deleted without a 2/3 vote.)

- a. The Boardman Number Custodian.
- b. The Miller Number Custodian.
- c. Editor, DIPLOMACY WORLD.
- d. The Hobby Archivist.
- e. Director, Hobby Reprint Project.
- f. Director, Novice Project.
- g. Director, Orphan Games Project.
- h. Director, Variant Orphan Rescue Service.
- i. Custodian, North American Variant Bank-West.
- j. Custodian, North American Variant Bank-East.
- k. Custodian, North American Variant Bank-North.
- l. Editor, Annual Hobby Handbook.
- m. Chairman, Postal Diplomacy Rating Commission.
- n. Chairman, DipCon Society Committee of One/Two/Three.
- o. Director, Annual DipCon Diplomacy Tournament.
- p. Hobby Ombudsman.
- q. Editor, NADF official gazette.
- r. President, International Variants Association.
- s. Director, Need-a-Game Project.
- t. Variant Editor, DIPLOMACY WORLD.

3. Voting on the Steering Committee is by member, not by project, so that no person may have more than one vote.

4. Service projects are independent institutions. Each project custodian will determine the parameters and duties of his own job, based on tradition and the current needs of the hobby. The Steering Committee may not force any of its members to adopt new policies nor change an existing policy.

5. If a custodian resigns, he may name another person to succeed him (unless this procedure conflicts with that required in the specific instance: see Appendix B and #2 above). He may also request the Steering Committee to appoint a successor. If so, this will be done within 90 days of the request.

6. A project custodian will be deemed to have resigned and to have requested the Steering Committee to appoint his successor if he ceases to perform his function. The following guidelines will apply:

a. Each project custodian should have on file with the Committee President a brief statement of the duties of his office as he intends to perform them. If not, the expectation of performance will be determined in accordance with hobby tradition and current needs.

b. Each custodian should file a periodic brief report of his activities during the preceding period. The recommended frequency is quarterly.

c. "Ceases to perform his function" above is defined as failure, over a

reasonable length of time, to do the work connected with the project, as judged by the Committee against the requirements of the job (a. above) and reports of work done (b. above).

7. Custodians may apply to the Steering Committee for funding. Such requests must be accompanied by a detailed accounting of expenditures (and income, if any). As a general rule, the Steering Committee will reimburse funds rather than grant funding in advance of need. The Committee may, however, authorize reimbursement in advance and then make payment after the work is completed. Funds authorized in advance on a work-completion basis must be paid as arranged. If funds promised in advance are not available, each member of the Steering Committee who voted in favor of the expenditure will become responsible individually for a share of the expense equal to the total amount divided by the number of favorable votes.

8. A custodian, even if appointed by the Steering Committee, is not required to be a member if he wishes otherwise. However, only custodians may be members (except as provided in 1.f above).

9. The Steering Committee is not obligated by this Charter, nor by any of its past actions, to fund any service project, nor to fund it to any specified degree. However, first priority for any NADF funds on hand must be funding such projects. In any event, custodians must be prepared to assume the costs of their projects if no funds are available.

III. GAMESMASTER/PUBLISHER MEMBERS

1. Any active Publisher, Gamesmaster (GM), or Guest Gamesmaster (GGM) may be a GM/P member by:

- a. Declaring his membership.
- b. Adopting the NADF Code of Ethics (see Appendix A).
- c. Publishing the Code at least once a year in his 'zine and indicating he will abide by it. GGMs without access to publishing facilities may meet this requirement by the statement annually that he accepts the Code.

2. GM/P members may collectively adopt their own rules of procedure and elect administrative officers if they deem it necessary. The NADF Code of Ethics (Appendix A) is reserved to their control. They may amend that document by a majority vote; provided, that such vote must be taken not less than three months after the amendment is proposed and further provided, that GM/P members must print the proposed amendment in their 'zines and allow discussion by their players.

3. The Hobby Ombudsman is elected by the GM/P members. He should himself be a GM/P member, but this is not required. His term of office may be indefinite, or specified at the time of his election. In either event, the Ombudsman may be reelected to his post. An Associate Ombudsman will also be elected.

4. If either position (Ombudsman or Associate Ombudsman) falls vacant, it will be filled only by an election. The Steering Committee will appoint one of its members, who is not a candidate for the position, to conduct the election.

5. The Ombudsman will hear and resolve disputes involving GM ethics, houserules, and similar subjects. He may delegate this authority, on an individual case basis, to any other GM/P member(s). If the Ombudsman is involved in the dispute, the Associate Ombudsman will hear and/or delegate the case. If both the Ombudsman and the Associate Ombudsman are involved, the President of the Steering Committee will appoint a Temporary Ombudsman for that case only.

6. The Steering Committee may refer questions, through the Ombudsman, to the GM/P members for an advisory vote. The Committee is not bound by the vote, but will use the result to guide further action.

7. The Steering Committee may propose dues for GM/P members. Such dues would become binding only if accepted by a majority vote of the GM/P members.

IV. CHARTER QUESTIONS

1. The President of the Steering Committee will rule on all questions of Charter interpretation. His ruling will stand unless challenged within 30 days of its being communicated to the members of the Committee.

2. If challenged, the President will poll the Committee. He must announce the results of the poll and how each member who voted cast his vote. In order to remain valid, his ruling must be sustained by a majority of the members of the Committee voting in the poll. The majority required is 2/3. A minimum of 30 days must be allowed for voting.

3. If a challenged Presidential ruling is not sustained, it is referred to the Ombudsman. The Ombudsman will prepare a statement of the issue, including statements by the President and the Committee member who challenged the ruling. He will then submit the issue to vote by the GM/P members. They will vote, by a majority of those casting a ballot, either to sustain or overturn the President's ruling. The majority in this case is 51%. This vote will be binding upon the Steering Committee.

V. WORKING MEMBERS

1. Working members are individuals who assist custodians with their work. Each custodian is responsible for reporting to the Steering Committee the names of all working members assisting them, together with the nature and amount of their help. This should normally be done with the periodical reports recommended in II.6b.

2. If the Steering Committee is appointing a custodian under the provisions of II.2 or II.5, it is required to choose a Steering Committee member, a GM/P member, or a working member. An individual who is not at least a working member may be selected as a custodian only with the concurrence of 2/3 of the Committee members voting on the issue.

VI. SUPPORTING MEMBERS

1. Supporting members are members who assist the NADF financially. The Steering Committee may establish a certain minimum donation, which may be referred to as "dues". If dues are established, the Steering Committee will specify available membership benefits. These may include, but are not limited to, receipt of a NADF periodical, reduced rates and fees for NADF items and activities, and participation in NADF functions. GM/P members may establish reduced game fees and/or subscription rates for supporting members if they wish.

2. Not less often than once a year, the Steering Committee must poll the supporting membership. This poll may ask advisory opinions on specific matters under consideration or it may seek more general information on the supporting members' attitudes, needs, and ideas for hobby improvement. It may of course do both.

3. The Treasurer will keep a current list of the names and addresses of all supporting members. Such membership will be valid from 1 January to 31 December and is annually renewable. The Steering Committee may set different periods of membership for donations of various sizes. The Treasurer will cause the membership list to be published not later than 1 March of each year. It will include the names and addresses of all Steering Committee, GM/P, working, and supporting members. Each person named on the list will receive a copy of it. The Treasurer will also append thereto an itemized budget for the preceding year.

4. If the Steering Committee is appointing a custodian under the provisions of II.2 or II.5, and if a Steering Committee, GM/P, or working member is not selected, the person appointed must then be a supporting member. Any other person may be selected only upon the unanimous vote of the Committee members casting a ballot or with the concurrence of 2/3 of the Steering Committee members and 2/3 of the GM/P members.

VII. GENERAL MEMBERS

1. Any person associated with the postal Diplomacy hobby may be a general member if he declares himself to be. Neither the member nor the NADF is obligated to any action by such a declaration.
2. A general member may attend any open public meeting sponsored by NADF.
3. The Steering Committee may, at its discretion, poll the general membership on matters of hobby-wide interest, using the medium of the hobby press.

VIII. COUNCIL

1. The Steering Committee may designate any five of its members to act as the NADF Council. If this is done, all powers of the Steering Committee devolve upon the Council, with the following provisions:
 - a. All Council business must be conducted in writing and copies must be sent to all Steering Committee members.
 - b. Any member of the Council or the Committee may request that an item of business be considered by the full Committee. This request is binding.
2. If a Council is designated, it may be for a definite or indefinite term, but in no case less than one year. If the Council has an indefinite term, its term of office may be ended upon the motion of any Committee member and an affirmative majority vote by those Committee members casting a ballot. Such motion may not be made until the Council has served at least one year, but may be made at any time thereafter.
3. The Council may fill its own vacancies from among the Steering Committee membership.

IX. ADOPTION AND AMENDMENT

1. This Charter becomes effective when adopted by a majority of the individuals named in Appendix B (this will be 7 or 8, depending on whether there are 13 or 14 active custodians).
2. Article VIII becomes effective 6 months from the date this Charter is effective.
3. Only members of the Steering Committee may propose amendments (exceptions: see III.2). An amendment is adopted if it receives an affirmative vote of 2/3 of the members of the Steering Committee. An amendment may also be adopted by an absolute majority vote in separate polls of the Steering Committee, GM/P, working, and supporting members.
4. All votes specified in the Charter require the named majority to be that proportion of all those eligible to vote unless "of those voting" or "of those casting a ballot" is indicated.

APPENDIX A — A CODE OF ETHICS FOR GAMESMASTERS (Slightly adapted from the CDO Code)

1. I will try to adjudicate games in an error-free manner. If an error does occur, I will try to correct it as quickly as possible. I will try to use good judgement in weighing the harm done to the individual player against the harm done to the game as a whole.
2. If a difference of opinion between a player and myself cannot be resolved by discussion between us, I will submit the matter to the Ombudsman rather than arbitrarily deciding in my own favor.
3. I will be as punctual as possible in sending game results to the players (or to the publisher, in the case of a guest GM), bearing in mind that I am a hobbyist rather than a professional, and punctuality may sometimes be affected by personal factors. If I habitually have a delay of more than a few days between deadline and

mailing, I will make this known to prospective players before they enter my games. If at any time I find myself no longer able to maintain my habitual standard of punctuality, to the point where games are seriously affected, I will turn the games over to another GM rather than carrying on in an inferior fashion.

4. If any of my normal GMing practices differ from those recommended in this Code, I will make them known to prospective players before they enter my games. I will maintain a set of house rules and policy outlines and will provide them to players on their first entry into a game GMed by me. (If I am a guest GM and do not have my own HRs, I will follow those of the 'zine in which my games are carried; if I am a publisher of GMed games, I will insure that players in such games are provided with HRs.) If I change or augment my HRs or policies during the course of a game, I will inform all players about what I am doing before any player is seriously affected. I will not make a major change to my HRs without the consent of my players.

5. I will keep in touch with the mainstream of the hobby by cooperating with hobby institutions: for example, sending copies of my 'zine to the Archivist, obtaining Boardman (or Miller) Numbers for my games, and providing complete and accurate game statistics to the appropriate Custodian upon the game's end. I will provide current information for hobby census purposes. I will try to insure that information on my game openings (or lack of them) is current with the Need-a-Game Director.

6. I will use replacement players whenever possible, and in particular will not let games be spoiled by allowing major positions to go unplayed. Wherever possible, I will avoid GMing practices which tend to make games irregular, or unrateable in current rating systems (example: allowing moves prohibited by the Rulebook). I will maintain and publish a current list of stand-by players. I will make every attempt to avoid having a stand-by player, who has already submitted orders for one country in a game, submit orders for a different country in the same game within the next two game-years.

7. In general, I will try to deal fairly and honestly with players at all times; I will try to be impartial in my adjudications and my handling of games. I will try not to give one player an advantage not available to other players, where this can be prevented. I will give players the benefit of doubt where differences of opinion arise. I will try to maintain good communication between myself and my players, in particular explaining to them reasons for GM actions where they are not readily apparent

APPENDIX B — HOBBY PROJECTS (current a/o 1 December 1979, together with traditional duties and present status, plus the name of the current custodian). (Note: unless otherwise noted, each custodian traditionally appoints his own successor.)

1. The Boardman Number Custodian (BNC). Assigns Boardman Numbers to all regular postal Diplomacy games, including games which are irregular but not variants (e.g., "telephone" games). Publishes listings of BNs assigned, plus completed game results. Determines and lists any factors involved in each game which may make it irregular. Currently active. Dennis Agosta, through EVERYTHING.

2. The Miller Number Custodian (MNC). Performs same duties as BNC, but with variant games. Determines designator suffix or code to be assigned to each specific variant. Currently active. Greg Costikyan, through LORD OF HOSTS.

3. Editor, DIPLOMACY WORLD. Publishes said 'zine. Content is traditionally centered on postal Diplomacy, hobby news, lists of game openings, and other services. Currently active. Jerry Jones.

4. The Hobby Archivist. Maintains archive copies of all available hobby publications for period of office and also for prior period when possible. Does research and makes copies on a time-available basis. Traditionally publishes an Archive-related 'zine. Currently active. Scott Marley, the Archives, through UTOPIA, LTD.

5. Director, Hobby Reprint Project. Maintains an archive of hobby publications. Publishes reprints of past articles for general hobby distribution. Currently active. Mark Berch, through DIPLOMACY DIGEST.

6. Director, Novice Project. Provides assistance to persons just entering the postal hobby. Traditionally publishes basic information, advice, explanations, lists of game openings, reprints of articles (the "NovicePacket"). Traditionally appointed by the International Diplomacy Association. Currently active. Bruce Linsey.

7. Director, Orphan Games Project (OGP). Determines when games have been abandoned. Assists players in finding a new GM and/or publisher. Traditionally maintains lists of publishers willing to take orphan games and the conditions under which they will do so (e.g., which HRs would be used, possible fees, &c.). Currently active. Ray Heuer, through CARINA.

8. Director, Variant Orphan Rescue Service (VORS). Performs same duties as the OGP Director, but with reference to variant games. Assists in providing maps/rules to the new GM & to replacement players, where necessary. Currently active. Ray Heuer, (?) also through CARINA. (Oh...traditionally responsible to the MNC or to the President of the IVA.)

9. Custodian, North American Variant Bank-West. Maintains an archive of variant games. Maintains research file of all available games in all available editions. Offers on a regular basis the "best" edition of each complete game in file or the latest or most playable version of said game. Provides standard catalogue of all games available on a regular basis. Prepares standard editions of games where necessary. Does research and answers inquiries on a time-available basis. Provides game master copies to NAVB-East and NAVB-North. Currently active. Rod Walker, through ARDA.

10. Custodian, NAVB-East. Maintains an archive of variant games available on a regular basis. Fills orders for same as back-up to NAVB-West. Coordinates on behalf of the NAVBs with overseas variant banks. Conducts research where necessary and when NAVB-West is unable to do so. Currently active. Fred Davis.

11. Custodian, NAVB-North. Maintains an archive of variant games available on a regular basis and with history of requests from Canadian players. Fills orders from Canadian players. Coordinates NAVB affairs with the Canadian Diplomacy Organization. Currently active. John Lipscomb.

12. Editor, Annual Hobby Handbook. Publishes an annual hobby handbook of original and reprinted Diplomacy articles, games, and related material. Solicits and edits items from hobby writers. Prints and distributes the final product. Traditionally appointed by the IDA. Currently not active.

13. Chairman, Postal Diplomacy Rating Commission (PDRC). The PDRC consists of all rating system custodians who wish to participate. It determines the status of games under dispute. Determines the Standard Rating Base (SRB), the minimum listing of games which are included in all rating systems. Constitution published in LAPUTA 12 & 14 (Jan and Mar 1975). Traditionally elected by the members of the PDRC. Not currently active (?)--rumor has it that Konrad Baumeister is reviving it. Last acting (Acting) Chairman was Rod Walker, through LAPUTA.

14. Chairman, DipCon Society Committee of One/Two/Three. Conducts affairs of the DCS during each interim period between DipCons. Coordinates the DipCon with the host Con staff to provide facilities for hobby activities. Powers and limits specified in the DipCon Society Charter. Elected by the DCS each year, and partially accountable to the Hobby Archivist. Currently active. Chairman of the Committee of Three (for 1979-1980): Rod Walker.

15. Director, Annual DipCon Diplomacy Tournament. Manages the Diplomacy Tournament at each DipCon. Traditionally determines which rule interpretations and scoring system will be used. Normally appointed by the host Con. Current status unknown. Director for DipCon XII was John Boyer.

16. Hobby Ombudsman. Resolves intra-hobby disputes. Performs other functions requiring a neutral party as requested. For purposes of this Charter, office is defined primarily in Article III. Also traditionally an office of the IDA, and the

Canadian Diplomacy Organization also has an Ombudsman. In the IDA, the office is occupied through 31 December 1979 by Fred Davis.

17. Editor, NADF official genzine. Publishes information and news on NADF activities and programs. Publishes other articles and materials where possible. This position is roughly equivalent to the Editor of DIPLOMACY REVIEW in the IDA, a position occupied through 31 December 1979 by Scott Marley. Would in this instance be elected by the Steering Committee.

18. President, International Variants Association (IVA). Coördinates variant activities. Publishes variant news through DIPLOMACY WORLD. Advises the MNC. Conducts other variant business as necessary, and coördinates selection of the annual variant awards (individuals). Elected by the IVA. Currently active. Robert Sacks. (I may have this wrong; it may be the Secretary of the IVA who is meant here. But Mr. Sacks is the individual meant.)

19. Director, Need-a-Game Project. Coördinates on a hobby-wide basis to determine current game openings, prices, and other information. Publishes listings in DIPLOMACY WORLD and other hobby 'zines. Traditionally works with the Novice Project Director and the President of IVA to insure accuracy, currency, and completeness of listings. Traditionally coördinates with Avalon Hill to insure currency of boxed game insert on postal Diplomacy. Traditionally appointed by the Editor of DIPLOMACY WORLD if he fails to name his own successor. Currently active. Lee Kendter, Sr.

20. Variant Editor, DIPLOMACY WORLD. Selects and edits variant games to be published in D.W. Conducts annual variant awards (games) contest. Maintains an archive of games; traditionally assists and advises the NAVB Custodians. Succession procedure uncertain: same person has held post since it began. Currently active. Lew Pulsipher.

* * *

Well. Thanks for your attention through so much verbiage.

I would include the President of IDA/NA as another Steering Committee member, but IDA's fate is so uncertain that I did not. Should we? In that same line, the CDO doesn't have a head administrative officer, insofar as I know, but we could include him if any.

Please send your comments to me by 1 January 1980. Well, by 31 December, OK? I'll try to bring you all up to date in NUMENOR 20, hopefully in the mail 2 January.

rod walker
1273 crest dr.
encinitas ca 92024



FIRST CLASS MAIL

Scott Marley
12682 Swidler Pl.
Santa Ana CA 92705

FIRST CLASS MAIL