

Passchendaele 333

THE LAW AS IT SHOULD BE

One evening after attending the theater, two gentlemen were walking down the avenue when they observed a rather well dressed and attractive lady walking just ahead of them. One of the men turned to the other and remarked, "I'd give \$50. to spend the night with that woman." To their surprise the young lady overheard the remark, and turning around, said, "I'll take you up on that." She had a neat appearance and a pleasant voice, so after bidding his companion good night, the man accompanied the lady to her apartment, where they immediately went to bed.

The following morning the man presented her with \$25. as he prepared to leave, but she demanded the rest of the money, stating, "If you don't give me the \$25., I'll sue you for it." He laughed, saying, "I'd like to see you get it on these grounds."

The next day he was surprised when he received a summons ordering his appearance in court as defendant in a law suit. He hurried to his lawyer and explained the details of the case. His lawyer said, "She can't possibly get a judgement against you on such grounds, but it will be interesting to see how her case will be presented."

After the usual preliminaries, the lady's lawyer addressed the court in the following terms: "Your Honour, my client, this lady here, is the owner of a piece of property, a garden spot surrounded by a profuse growth of shrubbery, which property she agreed to rent to the defendant for a specified length of time for the sum of \$50. The defendant took possession of the property, used it extensively for the purpose for which it was rented, but upon vacating the premises paid only \$25., one-half the amount agreed upon. The rent was not excessive since it is restricted property and we ask judgement be granted against the defendant to assure payment of the balance."

The defendant's lawyer was impressed and amused at the way his opponent had presented the case. His defense, therefore, was somewhat altered from the way he had originally planned to present it. "Your Honour, my client agrees that the young lady has a fine piece of property, that she did rent such property for a time, and a degree of pleasure was derived from the transaction. However, my client found a well on the property around which he placed his own stones, sunk a shaft and created a pump, all labour being performed personally by him. We claim these improvements to the property were sufficient to affect the unpaid amount and that the plaintiff was adequately compensated for rental of said property. We, therefore, ask the judgement not be granted."

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Subscriptions to this 'zine are available for 10/\$6.50. There are openings in Jena, a reg-Dip game. Alain Martina, Steve Bergstrom, Dave Davies, and Ian Eskloff are signed up. The game-fee is \$5.00. I'm in no hurry to start this game.

Steve Barrigan, 1394 Highgate Rd., apt. 6, Ottawa, Ont. K2C 2Y6 (1-613-829-7289) is the guest-GM for 1980HL.

The standby list includes Bob Acheson, Barry Richey, Steve Hutton, Steve Bergstrom, Alan Hoffman, David Carter, Garry Fairbairn (one game), Deane Spordakos and Peter Ashley.

The young lady's lawyer came back thus: "Your Honour, my client agrees that the defendant did find a well on her property and that he did make improvements such as my opponent has described; however, had the defendant not known the well existed, he would never have rented the property. Also, upon evacuating the premises, the defendant removed the stones, pulled out the shaft and took the pump with him. In doing so, he not only dragged his equipment through the shrubbery, but also left the hole much larger than it was prior to his occupancy, making it easily accessible to little children. We therefore ask that the judgement be granted."

AND SHE GOT IT

The above is an item that I found in my office at work. I wouldn't be surprised if some of you had already heard or read about it somewhere else, but I doubt if those of you who have are many. The source is anonymous. Without further ado, here cometh a 15-month old article from my files...

ETHICS IN HOBBY DISPUTES

(Mark L. Berch)

Most discussions of ethics deal with game situations, either player-player or GM-player. However, this is not the only area where ethical standards would be of value. General hobby disputes sometimes need them more. Most game disputes do not draw in people other than the people in the game, and perhaps the Outbidman and BNC. Personality disputes in the hobby, however, can draw in many other people, and can last long after the original matter is merely history. The "it's only a game, and anything goes" reasoning can ameliorate things somewhat in a game dispute, but it doesn't apply in other types of disputes.

I have come across a number of these, in my readings of old dippy trines, as an oney locker in some present ones (in an attempt to settle a few), and as a participant in a few cases. What follows are solely my personal opinions; I do not represent them as for any generally accepted hobby standards. And I do not guarantee that I always follow them of myself.

1. If a dispute begins in private, an attempt to resolve it should be made in private. By "in private" I mean outside a "zine." In a sense, publishers are cursed by their easy access to the print media. If they want to say something, in a few hours it can be in a hundred envelopes. Others have to get it published by someone else, who might well say: "Have you really tried to work this out?" It is much easier to resolve a misunderstanding before the first words appear in print, because that tends to lock people into positions. I personally consider the failure to try to solve such matters by letter or phone call to be a breach of hobby ethics.

2. Never write a letter in the heat of anger. I consider this for myself to be an iron-bound rule, for any kind of letter. It is almost impossible to be persuasive when you are extremely angry, and you probably won't even realize that fact.

3. Stick to the facts. If other matters are to be brought into the attack, their relevance must be directly explained. Using the attack as a vehicle for venting all the complaints you have against the person is not going to sit well with the reader, and will distract the reader from your central complaint.

4. Avoid unduly inflammatory language. This is one of the most common of all tactical errors. Sure, it feels good to call the other guy an "asshole" ((or a hobby demon?)) but what good will that do? Think about it - have you ever read such an attack and said to yourself, "Of course! He's an asshole! Why didn't I think of that? Oh, what a persuasive observation!" Calling someone else names makes it much more difficult to resolve a matter. Further, it weakens your case. It permits your opponent to switch from the central issues to the side issue of your language. Indeed, if you are a victim of this, your best bet is to begin by chiding your opponent for his exaggerated language. This will plant doubts as to his credibility in the mind of the reader. Furthermore, on those rare occasions when you do use such language, it will have more meaning if you have not "devalued" the currency by using the language often.

5. Send your victim a copy of what you said about him, even if you hate to spend the 20¢ ((or 30¢)). Alas, this courtesy is all too often neglected. People are entitled to defend themselves, and it is infuriating to discover that others are reading things about you that you haven't seen. If someone neglects to send me a copy, I am sure to mention it so that the other person will appear to be the cad that he is. This is the responsibility of the publisher, but if the writer is not a publisher, he should make sure that the pubber will do this - or else do it himself.

6. Once private attempts to resolve something are underway, do not go into print unless it is clear that this is absolutely hopeless, and even then you should tell him first. Obviously, this does not apply if the other guy has already gone to print. Such a step will damage, or even torpedo, any chances of settling things privately.

7. Avoid exaggeration. It's not fair to the other guy, and it shouldn't be necessary. Use direct, rather than indirect quotes. If the other guy says, "Silly", then you should say "Silly" - not "He called me foolish" or whatever.

8. Consider having the dispute arbitrated. Smyth and Guerrier are the ombudsmen, though they might not take your dispute. However, anyone mutually acceptable is fine. Suggest a few names and let him pick one. I sometimes get letters asking me to take sides or to assist someone in a dispute. I will often suggest arbitration, in part as a probe of the person's attitudes. If they refuse, I will suspect that either they know that their position is weak, or they are not really interested in settling the matter but would rather just slug it out. A mediator or arbitrator must be willing to spend some time on the dispute, and the other parties should understand the groundrules. This I might add is an excellent way to resolve a matter without "loss of face".

9. Pick your forum properly. Your "zine and his (if appropriate) are always OK. But there are many "zines that want no part of feuds, so do not press your letters on them to publish. Brutus Bulletin is usually an excellent choice, since personality disputes are part of its very character, and those who get BB for the most part like to read this sort of material.

I am not against such disputes, or the airing of them in the hobby's "zines. Indeed, I rather enjoy them most of the time. But if certain groundrules were kept to, these would not result in the bitterness and protractedness that often accompanies such disputes. I know of one dispute that has run for over 10 years, and people have left the hobby because of them. "Fighting Fair" keeps things in reasonable bounds, and reminds people that, after all, this is just a hobby.

((I only have a few corrective observations to make: (1) Brutus Bulletin is no more, and (2) I no longer am the CDO Ombudsman (I just might print an article on that one day...)).

((Given the fact that the article was written in October 1980, however, Mark can hardly be faulted for the obsolescence of these two points; in point of fact, this article has stood the test of time and is still remarkably applicable to today's hobby disputes... I can think of a couple of persons who could improve by just reading the above article...))

THE GAMES:

1976GX, Winter 1919/Spring 1920.

England (Steve Barrigan): F KIE S A BER; F Nth=HEL; F BAR S A STP; F BOT C A FIN-Lvn; A STP S A FIN-Lvn; F BAL C A DEN-Prug; A BER S A DEN-Prug; A DEN-Prug; A FIN-Lvn.

France (Eric Kitchner): Builds A PAR. A PIE-Tyo; A RUM S A Bur-MUN; F Mid-WES; F TYN-Nap; F TUN-ION; A Bur-MUN; F Lyo-TUS; A Par-BUR.

Italy (David Grabar): F ADR S A Ven-TRI; A Rom-VEN; A Ven-TRI.

Russia (Steve Hutton): Builds A WAR. A MOS S A LVN; A LVN S A PRU; A TYO S A TRI-Ven; A SER-Tri; F Ion-NAP; F Eas-ION; A APU S F Ion-NAP; F AEG S F Eas-ION; F Gre-ALB; A SIL-Ber; A PRU S A SIL-Ber; A WAR S A LVN; A Tri-Ven (ret - BUD, VIE, OTB); A Mun S A SIL-Ber (ret - BOH, OTB).

The deadline for Fall 1920 is February 19, 1982. Thanks to Al Hoffman for his unneeded French standby orders.

1978Q, Winter 1911/Spring 1912. IS IT THE BEGINNING OF THE END?

Austria (Oded Klinger): NMR! A VIE H; A TYO H; A BUD H;

Prussia (Bob Acheson): Builds F BRE, F MAR. F NAP S F Tyn-ROM; F Tyn-ROM; F WES S F Lyo-TYN; F TUN S F Lyo-TYN; F ENG-Bel; F Lyo-TYN; F PIE H; A TIS-Ven; F Bre-MID; F Mar-LYO.

Germany (Randolph Smyth): Builds A KIE, A BER. F BAL C A Kie-PRU; A MOS H; F STP(NC) H; A BOH S A SIL-GAL; A LVN S A MOS; A WAR S A SIL-GAL; F BEL-Eng; A SIL-GAL; A MUN S A BOH; A Kie-PRU; A Ber-SIL.

Italy (Steve Colombo): F Rom S Turkish F APU-Nap (no such F APU, no such order, annihilated); A VEN S Austrian A TYO.

Russia (Peter Ashley): A Mos ret - SEV. Even. A SEV-Ukr.

Turkey (Steve Bergstrom): NMR! ON removes F APU. A UKR H; F AEG H; A ALB H; F ION H; A RUM H; F EAS H; A Gal H (ANNIHILATED).

The deadline for Fall 1912 is February 19, 1982. The standby for Austria is Al Hoffman; for Turkey, Garry Fairbairn.

1979HZ, Winter 1904/Spring 1905. GERMANY BEGINS HER GREAT LEAP FORWARD.

Austria (Deane Spardakos): NMR! Plays one short. A TRI H; A VIE H; A SER H; A RUM H.

England (David Grabar): Removes A STP. F Nth-YOR; F Ska-NTH; A LPL-Wal; F NAP-Lol.

France (Ron Brown): NMR! A LON H; F WAL H; F MID H; F ENG H; F IRI H; A BEL H; A BUR H.

Germany (Andy Lischett): Builds F KIE, A BER. F Bal-SWE; A Swe-FIN; F DEN S F Bal-SWE; A HOL H; A MUN H; A SEV S Austrian A RUM; A MOS S A SEV; F Kie-HEL; A Ber-SIL.

1979HZ continued from p. 4.

Italy (Al Rodriguez): NMR! F Ion ret - OTB. Plays one short. APU H; A VEN H; A ALB H.
Turkey (Steve Hutton): A GRE S A BUL; A BUL S A GRE; F AEG S A GRE; F ION S A GRE;
F BLA S A BUL.

The deadline for Fall 1905 is February 19, 1982. The standbys are:

- (1) Austria: Barry Hickey
- (2) France: David Carter
- (3) Italy: Al Hoffman

1979KH, Fall 1907.

Austria (Andy Lischett): F GRE-Bul(sc); A Alb-TRI; A SER S A RUM; A RUM H; A Boh-MUN;

England (Steve Hutton): A APU-RUM; F POR S F Wes-MID; F Wes-MID; F Nvy-STP(NG);

F TUN S Turkish F AEG-Ion (no such order); A FIN-SLF Nvy-STP(NG);

F ENG S F Edt-NTH; A Bel-HOL; F Edt-NTH.

France (David Carter): F SPA(SC)-Mar; A PLE-Mar.

Germany (Ron Kelly): NMR! F SWE H; F DEN H; A BRE H; A MOS H; A LVN H; F KIE H; F HEL H;
A Mun H (ret - OTB, BUR, RUM, BER, SIL, BOH).

Italy (Mike Carroll): NMR! A VIE H; F NAP H; F MAR H.

Turkey (Bob Acheson): A BUL S F BLA-Rum; F BLA-Rum; A SEV S F BLA-Rum; F TYN-Nap;

F AEG S A BUL.

The deadline for Winter 1907/Spring 1908 is February 19, 1982. The standby for
Germany is Al Hoffman. The standby for Italy is Peter Ashley.

Winter 1907 S.C. Chart:

Austria: Budg, Ser, Tri, Gre, Rum, Mun, (6). Even.

England: Home, Nvy, StP, Bel, Tun, Ven, Dps, Hol, Rom, Por (11). Build 2.

France: Spa, (1). Remove 1.

Germany: Ber, Kie, Den, Swe, Mos, War, Par, Bre, (8). Even or build 1 depending

on the retreat, as played one short.

Italy: Nap, Mar, Vna, (3). Even.

Turkey: Home, Bul, Sev (5). Even.

1980HI, Fall 1904 in limbo.

The deadline for this game has been postponed by player request. The new deadline

for Fall 1904 is February 19, 1982.

Dan Palter is still the player of record for England. Thanks for standing by,

Steve Bergstrom.

The GM for this game is Steve Barrigan, 1394 Highgate Dr., apt. 6, Ottawa, Ont.

K2C 2Y6 (1-613-829-7289).

I have decided to start using a new notation system for all my games (Or rather,

expand my new notation system from the few games where it was used to all other games).

The only real addition to the "old" system are the capital letters, which indicate

the units' positions at the end of a turn. Thus, "A GRE-Alb" indicates that, (1), the

move fails, and, (2), that the unit is still in Greece. In contrast, "A Gre-ALB" means

that the move succeeds and that the unit is now in Albania, while "A Gre-Alb" indicates

that the move failed and that the unit is in neither Greece nor Albania (In this case,

the unit has been dislodged and the retreat options would be typed in block letters).

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continued from p. 5.

The system can be expanded to note the units' positions implied by a support or convoy order. Thus:

F NTH G A LON-Nwy indicates that F Nth convoyed A Lon, (without getting dislodged) but that at the end of the convoy the army failed to land (e.g., another unit opposed its move) and remains in London.

Similarly, F Nth G A LON-Nwy indicates that the fleet was dislodged and failed to perform its assigned convoy duty.

A BER S A Sil-NWE indicates the position of two units: A Ber (which supported the move of A Sil), and A Mun (which made its move).

And so on. Since my old system was much akin to this one, I am sure that no one will have any trouble adapting. The new system is superior in that it eliminates several ambiguities and will help the players spot typos.

Prize Game Commentary

by Randolph Smyth

Spring 1901.

Austria (Steve Hutton): A Bud-SER; A Vie-GAL; F Tri-ALB.

England (Paul Rautenberg): F Edi-NRG; F Lon-NTH; A Lpl-EDI.

France (Hugh Polley): F Bre-MLD; A Par-BUR; A MAR S A Par-BUR.

Germany (Bob Acheson): F Kle-DEN; A Ber-KIE; A Mun-RUH.

Italy (Steve Bergstrom): A Rom-VEN; A Ven-TYO; F Nap-ION.

Russia (Dan Palter): NMR! F STP(SC)H; F Sev-H; A MOS H; A WAR-H.

Turkey (Al Hoffman): F Ank-BLA; A Con-BUL; A Smy-ARM.

Commentary:

Interesting, first of all, that of the seven people Francois has lined up for the game, I only know three (Hutton, Polley, Acheson) and the U.S. players are no more than names at the moment. All three Canadians at least are good experienced players, so the center of the board isn't about to fold up - I'm looking forward to an interesting game.

The one sour (?) note is the inactivity and apparent drop out of Russia, which will naturally work to the benefit of his neighbours. Turkey in particular has made Spring moves which will give him a second center (Sev) in 1901 unless Russia re-activates. Austria would also be in excellent position to build three in 1901 by trying A Gal-Rum, though Turkey might try to deny him a third with either A Bul-Gre or A Bul-Rum - it would then be a guessing game which attempt Austria should support with A Ser. In fact, though, the Austrian is unlikely to even try for all three neutrals since he seems to have a hostile Italy at his back. It looks like there will be a couple of centers still up for grabs in the southeast in 1902.

Particularly if Turkey and Austria ally, the western powers will have to play catch-up ball to counter the easy gains possible in the southeast without Russia. Across the entire board, there isn't a single move in Spring which could be called unusual, and nobody seems to have made an enemy yet.

Germany will have to watch both France's A Bur and Italy's A Tyo, but three neutrals are up for grabs (with Swe open) if he cares to risk Munich. France is also in line for three simply by moving A Bur-Bel - but either France or Germany could be disappointed if England tries for a second build (Bel/Hol/Den)!

the unit has been dislodged and the retreat -6-

The west can keep pace with the east, especially if Germany can send a build or two eastward next year, but co-operation is more important there. England and Germany could be satisfied with the eastern target, but the direction chosen by France will be critical.

Of course, Dan Palter may feel obligated to submit moves for his Russian position even if he lacks the interest to engage in diplomacy. That could throw everything off, and Turkey's apparent advantage (for instance) could backfire if his Fall moves are inappropriate to an active Russia.

Predictions for post-Fall: Austria, England, Germany, Italy, Turkey all build two; France should be able to take three; while poor Russia loses Sev and is reduced to his other three home centers. An inactive Russia will be a magnet to all neighbours for the next couple of game-years, but this makes their moves somewhat predictable. France and Italy, denied a direct shot at the spoils, are therefore the powers to watch. Their desperation for the centers necessary to stay in strong contention may provoke some interesting battles.

1979AC Commentary, Fall 1910.

The English stab appears to have shattered the western alliance once again, giving the eastern powers a chance to remain strong contenders. Nevertheless, the timing could not have been better; with the French firmly committed to the Mediterranean and unable to make its weight felt in the north for the time being and with little hope herself of substantial expansion against Turkey, Germany was a prime target to England. Especially as the Germans have never been appreciably friendly to neither England nor any of the eastern powers and now must wage a two-front war.

With the Austrian come-back in Italy and the resurgence of Turkish power, England might have to be careful, though: even with its current superiority in firepower in the north, England might be overcaught by Turkey and Austria if Germany rotates her units 180° to the north - giving the east the edge they need to regain the supremacy they lost long ago. Unless...

Unless, that is, England has an agreement with A/T, or, as is more likely, Turkey alone. It is quite possible that Turkey may have persuaded England to ally against Germany, which would then be "sandwiched" between powers each twice its own size. With 17 centers between themselves, E/T might have come to the conclusion that - with some clever manipulation (Turkey stringing Austria along, and England relying on French neutrality in the north) - they have a winning alliance. Once Germany out of the way, Turkey could stab Austria while England takes France's exposed northern flank on - or probably, they may well decide on a quicker time-table, relying on the vulnerability of their opponents to a sandwich attack to gain a couple of centers (at least) by surprise in 1911. In this event, my predictions for post-1911 would have to be: England and Turkey gain two or three, Germany loses one or two, while poor France and poor Austria end up with two centers less apiece.

This would explain why England has chosen to antagonize Austria instead of keeping the pressure on Turkey - surely England wouldn't have done so without some assurance from Turkey. It's also likely that Turkey learned of Austria's A Tri-Via during its negotiations and relayed the information to England: this would explain why England moved to Bud instead of Vis, which is closer to Germany and is therefore more useful in the post-stab situation.

Regardless of the diplomatic going-ons, Turkey has apparently decided to keep all options open, trading StP for War (probably OKed by England) and otherwise sealing all other fronts off. It currently has the options that go with power, to wit:

(1) continue backing Austria and keeping the French at bay, and share the German spoils. With careful manoeuvring, Turkey might take Munich and Berlin and then select either (2) or (3), or yet work on a stalemate line and obtain a four-way E/F/A/T draw. Not the most profitable option as of yet, but certainly the safest.

(2) stab Austria, hoping (or knowing?) that England will stab France as well, preventing France from taking advantage of Austria's new weakness in Italy - the "sandwich" attack mentioned above. This might be expanded beautifully in late 1910/early 1911 into nursing France into overreacting to the English stabs, thereby removing several French units from the Mediterranean competition and possibly giving Turkey an edge over England. While risky, this option is potentially also the most profitable.

(3) ally with Germany (if she is amenable) and continue the same policy that's proved unworkable before - but this time, G/A/T might be a better combination than just A/T. This is perhaps the poorest option, though, as Germany will be weak after 1911 and France has enough weight to contain any A/T push in the Mediterranean if left alone by England - a sure thing if E/F see a G/A/T alliance on the board.

With Tunis now reverting to pseudo-neutral status and Germany no longer a worry, the Mediterranean is sure to provide some interesting battles as Austria, France, and Turkey jockey for supremacy. France will probably be keen to retain its hold on Western Italy - and to recapture Rome - while keeping Turkey at bay and possibly reintegrating Tunis into the alliance. Achieving all of this would probably be difficult in the best of circumstances: some diplomacy (to split the A/T alliance) is going to be necessary, however, if France is also to actively protect her northern interests.

Even with the good news on the Italian front, Austria is going to have problems mending its fence on the home front, as it must deal with the English A Bud and might well have to worry about a Turkish stab.

In summary, no alliance is safe and no one completely secure - at this point, it might be a good idea to think about new partners... and new conquests. With the players ushering into their second decade of play, the sneakiest manoeuvres and the toughest negotiations still seem to lie ahead.

LETTERS LETTERS LETTERS LETTERS LETTERS LETTERS LETTERS LETTERS

Steve Colombo, November 28th, 1980:

"First, a Diplomacy joke! Q.: Why does it take Passchendaele so long to be delivered?
A.: Because François sends it by "Cuerrier" pigeon.

"Have you ever heard of an organization called MENSA? My wife received a pamphlet from them recently and I was surprised to discover that an organization like this existed. MENSA is "an international membership society (non-profit) for people with an I.Q. in the top 2% of the general population." The organization has three stated aims:

- (1) to identify and foster intelligence to mankind's benefit,
- (2) to provide members with opportunities for social and intellectual interaction,
- and, (3) to conduct research in psychology and sociology.

"MENSA has members in more than 78 countries with over 50 000 members, more than 1,500 in Canada. MENSA is latin for table "and is intended to present the image of members sitting at a round table as equals."

"In itself MENSA sounds fairly innocuous. While nothing per se is wrong with a special interest group - to base it on intellect is, I believe, a dangerous precedent. Also, in my opinion the pamphlet they use to recruit new members suggests that Mensans view themselves as 'superior' individuals.

"What is wrong with people of high I.Q. joining together? Why should they not be able to form a 'club' - just as Steel workers have a union with social functions? Or doctors, lawyers, engineers and other professional groups have their own exclusive professional organizations? Why, nothing is wrong with that, of course. What is wrong is if a group views itself superior to non-members. I believe MENSA does just that. What leads me to this conclusion is the repeated statement of membership benefits:

- "good conversation is... the most notable feature when Mensans meet"
- "an underlying unity of intellectual energy..."
- "the enlightened, tolerant atmosphere which allows for a broad base of conversation"

"What this implies is that people outside of the top 2%:

- "do not supply good conversation,
- "do not possess intellectual energy,
- "are not enlightened,
- "are not tolerant,
- "cannot provide a broad base of conversation.

"That is horse shit - and so is MENSA.

((While I'd agree that MENSA is a snobbish organization by nature (e.g., only persons with superior intellect may join, much in the same way that only people with so much money could join the "blue blood" organizations of the XIXth and early XXth century), I don't think that the pamphlet you mention implies that Mensans are superior to non-Mensans, either intellectually or any other way.

((I have several Mensan acquaintances, and I think few would disagree that Mensans are only a mere minority within the top 2% bracket: 2% of the Canadian population is 500 000 (and about 280 000 adults), and there are only approximately 1 500 Mensans. That's an insignificant percentage even when you consider only the top 2% in the adult population, and from my experience most Mensans allow for this fact.

((From my discussions with Mensans, my impression is that a substantial number have joined the "club" for one of two reasons (or often both): (1) they are proud of the achievement (being admitted to MENSA), and (2), they have joined MENSA for lack of better things to do, just because MENSA offers a myriad of clubs/activities (e.g., chess, D&D, etc.) that few other organizations offer with such diversity. Few have an holier-than-thou attitude. Few go on the streets looking down at non-Mensans. Many even downplay their affiliation, stating that they are members only if asked directly.

((A semantic analysis of the pamphlet might even reveal that you have inferred (as opposed to MENSA implying) what you said above. The pamphlet you mention used the adjectives, "good", "enlightened", "tolerant", "broad base of conversation"; while I'll agree that the use of these adjectives is rather subjective and perhaps amounts to no more than hard-sell tactics, you must grant the fact that they didn't use the terms, "best", "most enlightened", "most tolerant", and "broadest base of conversation". There is a difference.))

"I have found the perfect way to bug GM's and opposing players, while remaining blameless. Move! Yes, move - to as many different cities and as many different addresses in as short a time as possible. I have moved seven times in the past four years. Do you have any idea how many address books I have used? I know that I have caused the hobby

more trouble than Bernie Oaklyn... but have you ever heard a GM or player tirade against Steve Colombo? No! Never! See Bernie, that is the best way to screw the hobby - and avoid the mess.

"A great number of Dippy players have, are, or will some day attend University. Of those - a significant proportion will go on to graduate studies. I would like to pass along some advice gleaned from my experiences at Thunder Bay's Lakehead University. The most important point to remember when considering enrolment as a graduate student is that you are choosing someone to be your supervisor for at least the next two years. Most often prospective graduate students know little or nothing of the school they will be attending, the staff of the graduate studies department and, most importantly, the person who will be their immediate supervisor.

"The graduate student-supervisor relationship is vital to the student's speedy and successful completion of their thesis, particularly at the Master's degree level. The supervisor must be periodically able and willing to commit large amounts of time to the student. Some important points to remember when looking for a supervisor and University are:

"(1) How many graduate students has the faculty members supervised?

"Do not choose a rookie supervisor unless they are notable high achievers.

A rookie supervisor will be bound to underestimate the amount of time needed, leaving the student without needed guidance at crucial times.

"(2) Will the supervisor be present at the University for the duration of the student's attendance?

"Avoid a supervisor about to go on sabbatical leave, or who may be leaving the school in the next two years. Be blunt - directly question future intentions.

"(3) Choose a high achiever for supervisor.

"Go for a "name". These people have developed their reputations through hard work, and will not be satisfied with a half-assed effort by a student because it will reflect poorly on them. A high achiever will pass on good work habits and attitudes, benefitting the student. Also it will make for an excellent reference when looking for a job after graduation. Above all, be selective - don't just take the first offer, shop around.

"(4) Choose a school with good supporting faculties.

"For example, if interest in biological sciences select a University with good faculties of micro-biology, botany, forestry, chemistry, etc. Not just in the narrow field your interest may lie in.

"(5) Choose the school with good supporting staff.

"All else being equal, select the school with strong members throughout the faculty you are interested in. A good criterion is to look at numbers of publications by staff members. (The same can be said when looking for a supervisor)

"Some humorous situations (in retrospect only) can develop. I have heard of several instances of Professors entering mid-life crisis and developing crushes on students. All else is pushed aside for the new found interest. In other cases, a Professor may take on a graduate student and then, before the student even gets to the school, leave for another job or on sabbatical. Despite the hazards, I found graduate studies highly rewarding and recommend it without reservation - to anyone with lots of patience, that is."

((Perhaps you have forgotten the most important factor, especially for those considering graduate studies in the human sciences - make sure you share your supervisor's particular beliefs and prejudices. - I just can't see a fascist student completing (or even starting) a political science thesis with a marxist supervisor, and vice versa. Of course, the supervisor wouldn't even consider taking the student on if their views

differed that widely, but usually the differences are smaller and become a problem only later, when the supervisor almost forces the student to change points here and there in the thesis.

((Another note: usually "high achievers" are too busy attending conferences and writing articles to do a 100% job supervising students. The classic case would be David Easton in the 1960s, who almost never was in his office or on the University campus he was supposed to work for.))

Randolph Smyth, December 30, 1981.

"Passchendaele 37 has just arrived, and the prominence of my name on the first couple of pages urges me to reply, as briefly as I can:

"-I think a careful reading of the original 'Reincarnation' article will show that I referred to a six-month waiting period before anyone would even bother to begin the re-housing process. The first person willing to take the bait thereafter would still have to find GMs willing to take the game in a state of more-than-usual uncertainty. You (or rather, the poor players) may easily be looking at more like 12 months before the last game is re-housed. Perhaps specific figures are the wrong way to discuss the matter - the point is that you will leave a greater-than-usual uncertainty in Passchendaele's wake, which will result in a longer-than-usual delay in the re-housing process. Whether it will be significantly longer is something that can be argued, but you surely haven't done your players any favours.

((If I folded right now, I could relocate at least 50% of my current games within the month (with the remainder finding homes in a 1-3 months period) just by asking those GMs who've indicated willingness to help whenever I fold, even after they knew about the hoax. So much for your "six month waiting period before anyone would even bother to begin the re-housing process." It's a crying shame that you should use your current standing in the hobby to impress those who are new with wild speculations (for instance, as above) and present them as matter-of-facts. I've already given you historical examples (privately) of people who did something similar and then shortly thereafter had no trouble relocating their games, or starting to fold their 'zine, but that doesn't seem to bother you...)

((I can't believe that there could be more uncertainty and more delays than in the folds of Infidel, Gum Grano Salis, Toronto Telegram, and Electra Glide Blues; in the latter case (for instance), it became clear the 'zine had folded after but a few months of absence. Yet, you found it necessary to wait several months before contacting anyone, even after Cal had told you he was folding. Did this not hurt the games? Was not the delay a disservice to the players? I reiterate: while I do not necessarily condemn your record as Orphaned Games Director, I submit that you are not in any position to give lessons on doing players favours or disservices - if you consider waiting periods to be so damaging, you certainly never really did a whole lot to speed up the process during your tenure. Consider yourself told...))

"-You're right, the fold of Passchendaele is inevitable "to my way of thinking". We may wait sixty years until you die at 80 or whatever, but the 'zine will fold. If it takes that long, this will all be forgotten... but there aren't many John Boardmans in the hobby. I'd take an even-money bet that the 'zine will be gone within three years, and over that time span, people will remember.

((I'll take you up on that and will even sweeten the pot for you: I'll wage \$100. at 1-3 odds (in your favour) that by January 1, 1985, one of two things will have happened:

((1. Passchendaele will still be around;

((2. Q, all my games will have come to completion in this 'zine, except for games re-located by players.

((This should suit your betting spirit admirably, as you appear willing to bet that the 'zine will be gone within three years and that this will harm the players. If you lose, you'll owe me \$100. in modern Canadian currency; if you don't, I'll give you \$300.

((Your coining of a three year figure on the "remembrance period" is certainly a wise move - with a hobby personnel turn-over every 18 months or so, there will be nearly no one around to remember that you put your foot in your mouth on this occasion. Shucks...))

"-Finally, your first paragraph implies that I expressed opinions "in sharp contrast" to "satisfaction and relief" that Passchendaele was continuing. I refer you to the second sentence of the "Reincarnation" wherein I indicated enthusiasm about a continued Passchendaele; only the reason for the continuation (or rather, the reason for the lack of Passchendaeles in the meantime) drew my criticism. As I've told you on the phone and in at least one private letter, I am indeed glad that Passchendaele is continuing."

((You said, "This... (the 'zine would not be folding)... was greeted with great enthusiasm until... (emphasis mine)... it came out that he had never intended to fold..."

((You said, "until". Therefore you can hardly fault me for interpreting this mis-written sentence to mean that - once you had discovered the "fold" was just a hoax - you no longer were enthusiastic about the resurrection. Including disclaimers is quite nice, but when you do you should make sure they can't be interpreted either way, especially with the negative tone of the remainder of your editorial.

((I have said frequently in the past that the reason (or rather, reasons) for the absence of the 'zine were not in any way linked to the hoax.

((At any rate, you ought to be grateful for my printing this letter, contrary to what appears to be your habit of "losing" or throwing away stuff when it comes to my correspondence sent in response to what is said about me in Fol Si Fig...))

That's it for this issue. I called upon the following standbys:

1978Q: Austria - Al Hoffman
Turkey - Garry Fairbairn

1979HZ: Austria - Barry Hickey
France - David Carter

Italy - Al Hoffman

1979KH: Germany - Al Hoffman

Italy - Peter Ashley Francois.

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