

OPEN 12/26/82  
12 DIP,  
SUBMARINE.

TACKY NO. 16  
December 24, 1982

GAMES:

Aces High No. 1 - Turn 2 . . . . .	Insert
Air Force/Dauntless No. 1 . . . . .	Insert?
A Mighty Fortress 80-OS-1 . . . . .	12-27-82
A Mighty Fortress 82-OS-2 . . . . .	12-27-82
A Mighty Fortress Jihad! . . . . .	12-27-82
Diplomacy 81KJ - Spring '06 . . . . .	2
Diplomacy 82CR - Spring '02 . . . . .	3
Diplomacy 82-IO - Spring '01 . . . . .	4
Ironbottom Sound No. 1 - Turn 5 Combat . . . . .	Insert
Ironbottom Sound No. 2 - Turn 1 Movement . . . . .	Insert
Ironclads No. 1 - Set Up . . . . .	Insert
Midway No. 1 . . . . .	Insert
Wooden Ships No. 1 - Turn 19 . . . . .	Insert
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DUE DATES:

Midway No. 1 -- Friday, December 31, 1982  
Aces High, Air Force, Ironclads, Ironbottom Sound & WSIM --  
Monday, January 17, 1983  
Diplomacy & A Mighty Fortress -- Friday, January 21, 1983

SCOTT, OSMANSON, THORNSSEN, VieBROOKS -- YOU HAVE A GAME START IN  
WOODEN SHIPS NO. 5 -- SEE PAGE 9

TO ALL: PLEASE CHECK GAME OPENINGS SECTIONS VERY CLOSELY --  
SEVERAL GAMES START NEXT ISSUE AND RECONFIRMATIONS AND COUNTRY  
PREFERENCE LISTS REQUIRED BY MONDAY, JANUARY 17, 1983.

STANDBY NEEDED FOR A MIGHTY FORTRESS 82-OS-2 -- WRITE IF WILLING -- ONE N.M.R. AS OF 12-23-82!

**December 17, 1982**

Published by Lu Henry, 6056 Waverly, Dearborn Heights, MI 48127, Telephone: (313) 561-1232, as a lame attempt at a multi-player p.b.m. gamezine. Subscription cost is three issues for \$1.00; no gamefees are charged and you get what you pay for. This month the Tacky award goes to all game companies who merchandise games in two inch boxes which contain a minimum of 1 3/4 inches of air.

[illegible]

CHANGES OF ADDRESS

Schroeder, Irwin; 1203 Shoreline Drive; San Mateo, CA  
Jones, Jeff; 1760 Sawyer Road; Traverse City, MI 49684  
Vie Brooks, Jr., Russ; 549-551 Puthoff; Hamilton, Ohio 45013  
Rod, Dave; 960 Sowell; Seguin, Texas 78155  
Vigor, Dave; 3035 Jacob; Hamtramck, MI 48212 (the kielbasa capitol  
of the world)  
Gertram, Brent; P.O. Box 365; Lindsay, Oklahoma 73052

[illegible]

## GAME OPENINGS

AIR FORCE/DAUNTLESS: I'll run one of the following scenarios starting in January 1983; the other will go on the back burner.

Spanish Civil War--Republican I-16's take on JU-87's (going after a road column) escorted by ME-109 C's and D's (E's with some armament mods appropriate to C's and D's)

Early Korea--P51D's escort A26's (on a dam busting mission) with opposition by a variety of North Korean late WWII Russian aircraft

ENTERED: Ron Prizner, Bill Retoff, Earl Ryan, Dave McCarty, and  
Dick Snitzer; ONE OPENING; please reconfirm and indicate  
scenario preference (also if you will only play in one or  
the other).

AFTER THE HOLOCAUST: I'll begin this in January with three players (dropping the Far West position) if all of you are agreeable. Please reconfirm with preference list and willingness to go with 3 player game. You are: DeMeis, Thornsens, Schroeder.

DIPLOMACY: WE SEEM TO HAVE SEVEN. Montonaro, McCabe, Vigor, Bertram, Touchette, Egli and Sesler. Please reconfirm with country preference list. I'll open another game after this one so just in case any of these bail out, other interested players should send preference lists.

81-KJ -- DIPLOMACYAutumn '05 Retreats:

France: retreats f spa(n.c.) to por

Winter '05 Builds/Removals:

ENG: build 1 - a lon

FRA: remove 1 - remove a gas

GER: remove 1 - remove a bur

ITA: build 1 - a ven

RUS: build 1 - a mos

SPRING '06:

ENG (Kowalik): a lon-gas (f eng c, f mao c [dislodged, may retreat nao, iri]; f bre s a lon-gas [impossible as convoy has disrupted]; a ruh-bur (a pic s); f bel h; f nth h; f hel h

FRA (Bruyn): f por h

GER (Grove): a par h

ITA (Gorski): a bud h (a tri s, a ser s); a ven s a tri; a gre-smy (f aeg c); f ion-emd; f wmd-mao (f spa(s.c.) s); a mar-gas

RUS (Dubinsky): f ska h; a ber h; a boh-tyo (a mun s); a tyo-pie; a rum-bud (a vie s, a gal s); a ukr-rum; a sev-arm; f bul(e.c.)-bla; a con-smy; a mos-sev

WOODEN SHIPS AND IRON MEN NO. 2

(Heinowski v. Osborne)

The queens cut and run as Debbie Osborne resigns. Congratulations to Steve on his victory in WSIM.

PRESS: Deb to Steve--Another time, mon ami, when I have studied more.

\*\*\*\*\*

**JUST AMONG FRIENDS**

It is with sincere regret that we note the passing of Al Pearson's Just Among Friends. Caused by a job switch and resulting time demands, the loss of JAF will be felt in the hobby. Good luck to Al with the new job and I'm sure all of us will be pleased to see that Al will remain in the hobby as an active player, if not as a pubber-g.m.



82-10 -- DIPLOMACY  
Spring '01

AUS (Dubinsky): a bud-ser; a vie-bud; f tri-alb  
 ENG (Anderson): f lon-nth; f edi-nwg; a lpl-yor  
 FRA (Sesler): a par-bur (a mar s); f bre-mao  
 GER (Butland): a mun-bur; f kie-den; a ber-kie  
 ITA (Kowalik): a ven-pie; a rom-ven; f nap-tyr  
 RUS (Becker): a war-ukr; f sev-bla; f stp(s.c.)-bot; a mos-stp  
 TUR (Slossar): f ank-bla; a con-bul; a smy-con

## PRESS:

Rus to Eng: Your letter is no offer for peace. It is a dare, a challenge! Come on, I dare you to cross this line |.  
 O.K. Knock this stick off my shoulder X . . . Biff,  
 Socko, Struggle. . . It's called Diplomacy.

Eng to World: Let's be friends.

((G.M. to Rus)) The | was no problem; the stick on the shoulder was. I thought about " ^ é ñ or Ñ, even ` or ´ but in your case X seemed more appropriate.

IF ANY OF YOU AREN'T TOO WITH IT, 82-10 IS THE BOARDMAN NUMBER FOR THE NEW DIPLOMACY GAME.

ACES HIGH/BLUE MAX NO. 1

Turn 2

In this mutual trench strafing/bombing mission, both the British (Ron Bottner and Jim Frediani) and the Germans (Ron Prizner and Chris Wendel) are in position to spot troop counters. Both sides seem to concentrate on the left side of board. Combat between aircraft is a distinct possibility this turnaround although Ron Bottner claims his SE5A is merely on a leaf collecting mission. ((My, how British of him--a souvenir for Melissa back in Essex of autumn in France.))

GAME OPENINGS CONTINUED

MACHIAVELLI: We still need one to restart the Jihad game (have Scott, Palter, Miller, and Reynolds. NOW FOR THE GOOD NEWS! In the new game we have Beck, Gorski, Miller, Osborne, Palter, DeMeis, Touchette and Rod. We'll use the Balance of Power scenario and seem to have enough. Reconfirm with preferred position lists.

CONTINUED ON PAGE 10

WOODEN SHIPS AND IRON MEN NO. 3

## DEMONSTRATION GAME

(Caruso & Heinowski v. Osmanson & Wendel)

### Turn 3 Combat and Turn 4 Movement

I. Turn 3 Boarding Party Formation:

Noted.

## II. Turn 3 Combat:

[illegible]

### III. Turn 3 Melee, Turn 3 Loading of Guns, & Turn 4 Unfouling:

No melee, loading of guns noted, none fouled.

## IV. Turn 4 Sail Determination and Movement:

<u>No.</u>	<u>Sails</u>	<u>From</u>	<u>Move</u>	<u>To</u>	<u>Damage</u>	<u>Notes</u>
BRITISH:						
Osmanson:						
1220	BS	Q 24-1	(1)	Q 23-1	2H 1C 2G(R) 21R	Drifts
1221	BS	O 25-3	1	P 25-3		
1222	BS	N 25-2	-0-	N 25-2		Will drift
1223	BS	L 26-2	-0-	L 26-2		Will drift
1224	BS	J 27-2	-0-	J 27-2		Will drift
1225	BS	H 28-2	-0-	H 28-2		Will drift
1303	FS	E 30-3	2	G 31-3		
Wendel:						
1226	BS	Off 2	BB1	Off 2		
1227	BS	S 32-2	R1L	T 32-2	1C 1G(R) 6R	
1228	BS	Q 33-2	R1L	R 33-2		
1229	BS	O 34-2	R1L	P 34-2		
1230	BS	M 35-2	1	N 34-2		
1231	BS	Off 1	BB1	Off 1		
1302	BS	R 30-3	L	R 29-2	2H 2C 1G(R) 16R	Drifts
FRENCH:						
Caruso:						
2101	FS	AA20-1	L2	Y 19-6		
2102	FS	V 14-5	2	T 15-5		
2103	FS	W 16-6	L2	U 17-5		
2104	BS	AA22-6	1L1	Y 22-5		
2201	FS	V 12-6	L2R	T 13-6		

WOODEN SHIPS AND IRON MEN NO. 3 CONTINUED:

<u>No.</u>	<u>Sails</u>	<u>From</u>	<u>Move</u>	<u>To</u>	<u>Damage</u>	<u>Notes</u>
Heinowski:						
2105	BS	X 21-1	L1	W 21-6	2R	
2106	BS	AA25-1	1	AA24-1		
3101	BS	AA30-1	1	AA29-1		
2202	BS	Y 23-6	1	X 22-6		
2203	BS	Z 27-1	L	Z 26-6		Drifts
2301	BS	BB31-1	1L	BB30-6		

V. Turn 4 Grapple and Ungrapple:

None.

VI. Press:

El Henri to St. George: Don't you ever allow any of your other captains to speak? British oppressor.

Lo Henri to Le Lu: Did you notice how clever Wendel's commutation was? Then did you notice how superb his moves were? He gave you another FS target. At this rate, we won't have to work. Full Sails "HELP" indeed!

La Henri to St. George: Your days are numbered.

French to British: We will accept your surrender and allow you to keep your respect and your skin.

St. George to Le Lu: Your Frogs can shoot. I will have to change ships.

British to French: Careful, your sportsmanship is showing.

VII. Answers to Players' Questions:

Captured ships do count double point value for the purpose of reaching victory conditions.

VIII. Player and Neutral Commentary:

Caruso: I anticipated wrong. I guessed Osmanon would go FS and move L4; instead he basically sits where he is and only moves up 1. There's an old saying that he who hesitates is lost. There is also a saying about jumping into a lion's den. I guess he played it conservative. Whatever, I will not have to readjust to the situation. Nothing big.

The damage was a welcome sight but not unexpected. Wendel's move was unexpected though. He gives Steve yet another FS target to cripple. Wendel has tipped his hand. His strategy is to try

WOODEN SHIPS AND IRON MEN NO. 3 CONTINUED:

to cross our rear, and given his moves it appears it will be ineffective. He will be down two ships mobilitywise.

Since neither side has moved as the other has anticipated; guessing their next moves is impossible. Therefore, it is best I set my objective ahead of time and move towards it. That objective -- sink every Limey ship I can shoot at.

Wendel: The full sails of our ships really drew the fire! I guess at least it made them use their initial broadside. Anyway, it sure convinced me to go to battle sails. This will lengthen the amount of turns it will take me to engage the the French. But if they continue to back sails to prevent me from turning their setern, they will slowly drift down the wind. This may make it easier to turn their sterns. We shall see . . . .

Osmanson: I still think that my idea of . . . (censored) . . . but I committed to . . . (censored) . . ., if anything is left to do so with. For the record ((hmm, this is like reading Battles and Leaders wherein Joe Johnston explains that Jeff Davis and not he was a schmuck)) I was well aware of the rake which I received but needed to get where I ended.

Neutral Commentary: "Some say the divil is dead, the divil is dead, the divil is dead, and buried in Killarney; more say he rose again, rose again, rose again, more say he rose again & joined the British army."

Not much to say. The door to the rear of the French fleet remains closed. 1302 and 1220 are reduced to drifting up wind and soon will be subject to rake by ships of a larger class while the bulk of the French line seems bent on defeating Bill's squadron in detail as it sorts itself out. The British are sorely in need of a critical hit or two to redress the present imbalance in loss of mobility now and in the future as they sail into the French I (soon to be an L).

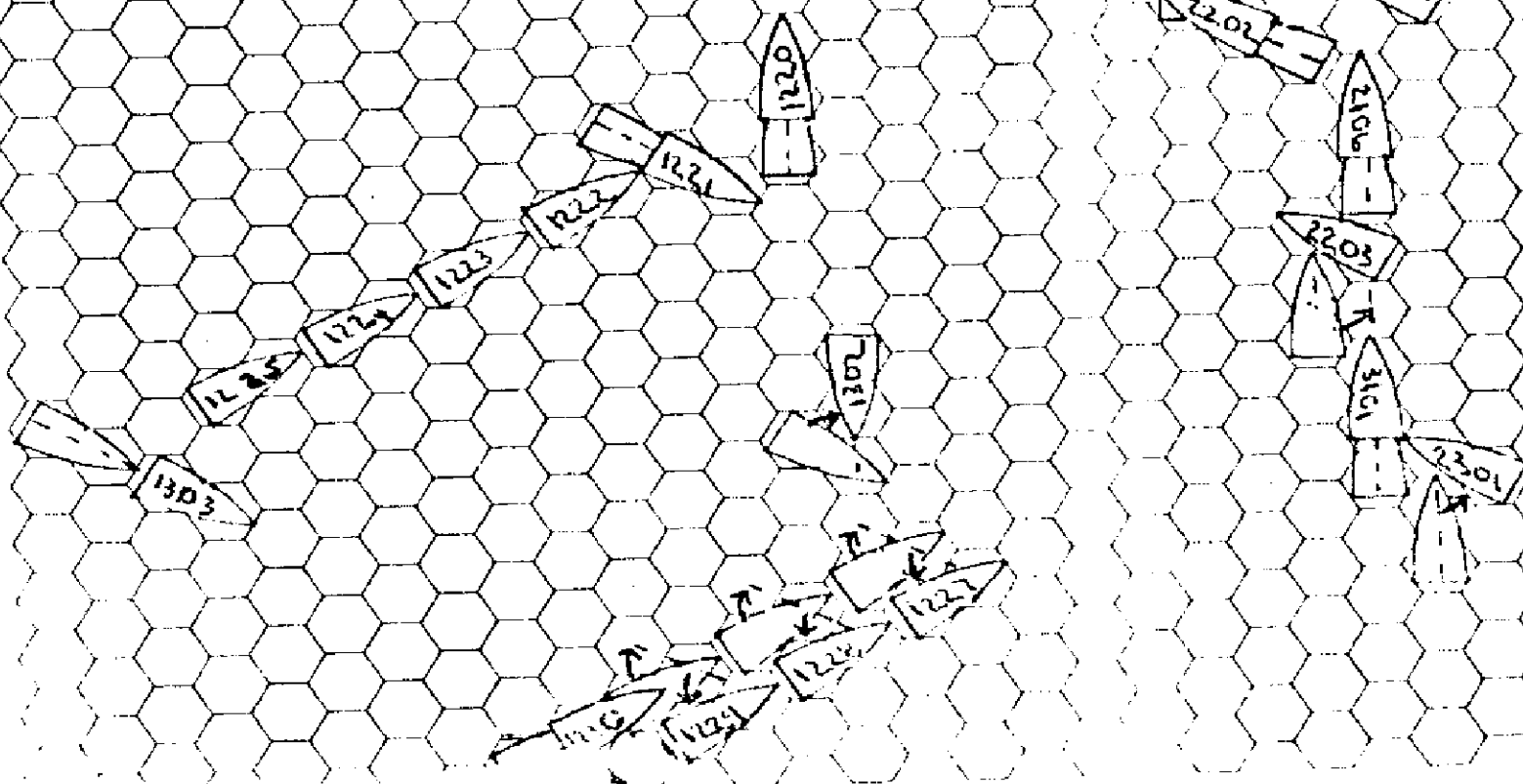
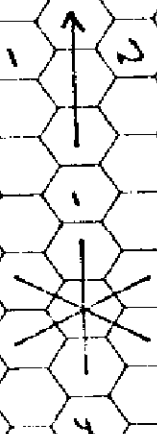
1302 is not a fireship; if it were it could not maneuver at all as it would be crewless. Note that with the drift rate of a ship of frigate class, it will drift one hex every turn while 1220 will drift every other turn. At present these ships are moving chicanes; more of a present hindrance to thier brethren; soon perhaps to the enemy.

Well, back to the music of the Wolfe Tones. "Oh rock on, rock on, rock on Rockall; may you never fall into Britain's greedy hands May the natural gas blow up their ass and burn them all to hell."



WOODEN SHIPS AND IRON MEN NO. 3

### TURN 4 MOVEMENT



## WOODEN SHIPS AND IRON MEN NO. 5

GAME START

Although the morning of June 18, 1778, dawned bright and clear, it was a dark day in British naval history. For several weeks the Great Naval Rebellion had been raging. Caused by an over-abundance of floggings and an underabundance of even the usual maggot infested rations normally provided, nearly 1/3 of the "Blue" had revolted against their leaders. This scenario depicts the climactic battle between a loyalist squadron and a squadron of the rebels fought off Kinsale, County Cork (why are all my scenarios in this location?).

Teams: Loyalists--Mike Scott, 1726 Cypress Circle, LaVerne,  
California

Russ VieBrooks, Jr., 549-551 Puthoff,  
Hamilton, Ohio 45013

Rebels--Bill Osmanson, 1015 Union, Morris, Illinois  
60450

Tom Thorsen, 41 4th St., Hicksville, New  
York 11801

- Rules:
- I. All Basic
  - II. All advanced except that wind will remain at all times direction 1; force 3 (normal breeze)
  - III. Optional Rules--Towing, loss of rigging and exploding ships will be used; none of the other optionals
  - IV. Each team may purchase no more than 2 fireships
  - V. Each team may purchase 220 points worth of British Revolutionary Period vessels which they will divide among themselves as they wish. No more than 60% of the ships (by number not by point value) may be class 1's.
  - VI. Set Ups--Loyalists may set up anywhere on the board to the right of (not including) row 00 in a hex numbered 19 or higher or off board if in line ahead fashion trailing another or other of their ships. Rebels may set up anywhere to the left of (not including) row K in a hex numbered 19 or higher or off board if in line ahead fashion trailing another or other of their ships.
  - VII. Sequence of Play--as in WSIM No. 4 (I'll include a copy of the insert for that game).
  - VIII. By the due date, one from each team should submit ship purchases, player assignment of them, and set up locations.

MARCO POLL AWARDS

The awards in the 1982 Marco Poll, which drew 61 voters have been announced. In the category of "Best Zine": 1. Europa Express; 2. Just Among Friends; 3. Voice of Doom; 4. Whitestonia; 5. Diplomacy by Moonlight; 6. Lone Star Diplomat; 7. Appaling Greed; 8. Sleepless Knights; 9. Coat of Arms; 10. Murd'ring Ministers; and with 1 "third best" vote Tacky in 30th place. In the "Best Gamemaster" category: 1. Gary Coughlan; 2. Andy Lischett; 3. Mark Larzelere; 4. Bob Sergeant; 5. Bruce Linsey; 6. John Boardman; 7. John Daly; 8. Michael Conner; 9. Ron (USA) Brown; 10. Doug Bayerlein; and myself in 32nd place with 1 vote each in the "second best" and "third best" ballot spots. In the category of "Best Subzine" the top five finishers were 1. Kathy's Korner; 2. Mos Eisley Spaceport; 3. Benzene; 4. Diplomatic Immunity; and 5. Dipi Master.

I would like to thank my wife for her encouraging vote for Tacky in this poll.

HIDDEN PLAYER WOODEN SHIPS AND IRON MEN - GAME OPENING ELSEWHERE

Mike Scott, 1726 Cypress Circle, La Verne, California 91750, has obtained a guest g.m. for a ten player game on the third day of the Glorious First of June. Featuring a modified, more accurate set up of ships approximately two turns distant prior to combat, the system will provide for ownership of approximately five ships scattered throughout the fleet. Communication within the fleet will be through coded flag signals. There will be some modification in the turn sequence with the possibility of fire during the middle of the movement phase. Game fee will run \$10.00 to \$15.00. Mike also runs a variety of other games in his zine, Mike's Mag, such as Wacht am Rhein, Bloody April, Rail Baron, Russian Civil War, and Conquistador, to name but a few. Write for a sample and enclose \$0.60 so he doesn't lose any more money on his project of bringing good games to some really enjoyable players.

GAME OPENINGS CONTINUED

SUBMARINE: I intend to start this one in February; more information next issue. If you want in this game, let me know.

WOODEN SHIPS AND IRON MEN: WOULD SCOTT, OSMANSON, THORNSSEN AND VIE BROOKS PLEASE LOOK AT THE WOODEN SHIPS AND IRON MEN NO. 5 SECTION ELSEWHERE IN THIS ISSUE--YOU HAVE A GAME START!!! I'll open a new list for WSIM after the first of the year.

COOK. 9.14

POLLS OF THE MONTH

Freshman Class of 1982 -- In former years run by Glenn Overby in Jihad! Now, however, Scott Hanson, publisher of Irksume, who apparently is not fearful of following in the steps of Foldby, has appointed himself custodian of the Freshman Class poll for 1982. He asks you to rate 'zines and subzines which started publication between October 1981 and the present on a scale of "1 = not worth using for puppy training" to "10 = better than an orgasm". Deadline for votes is February 19, 1983. Scott Hanson, 939 18th S.E., Minneapolis, Minnesota 55414.

Games People Play -- This new poll asks you to list your five favorite f.t.f. games, your five favorite p.b.m. games, any games you would like to see available p.b.m. and the 'zine in which you saw the poll advertised. Ballot deadline is February 15, 1983. Jim Williams, 2500 6th Street S.W., Altoona, Iowa 50009.

EVERYTHING NO. 54

The 54th issue of Everything, the statistical publication of the Boardman Number Custodian (he assigns the year-letter designations to Dip games and records their starts and finishes) has hit the streets. Congratulations to Pierre Touchette and the BNC, Don Ditter, on victories. For those who care about these things, there were 53 game finishes or abandonments (18 of which were from something called a Postal Tournament) and 26 game starts, or a net decrease of 9 postal games currently being played. Of the 51 game finishes, 29 ended in outright wins (the position ranking for wins being Eng, Aus, Fra & Rus tied, Tur, Ger and Ita. For those who play for draws, the position rankings were Tur, Ger & Eng tied, Ita, Fra and Aus tied, and Rus. Well, how did I do-- a four center survival, a three player draw, an elim in '08, and a six center survival. Well, I did have 13 centers in the draw.

Don Ditter's new address, by the way, is 63 South Main St., Florida, NY 10921. Local games he reports will now be three or more players within a local telephone call of each other. ((Hmmm, is a local call anything that isn't long distance or anything that doesn't cause a zone charge. All this because some folk actually care about ratings systems.))

*Merry Christmas,  
Happy Hanukkah,  
and Happy New Year  
to all readers and  
their families!!!!*

THE CONFEDERATE RAM "ALBEMARLE" -- PART 1

North Carolina possessed three major ports during the War of the Rebellion, Wilmington (protected by Fort Fisher which was not to fall until January 1865), New Berne (on the Neuse River flowing into Pamlico Sound) and Plymouth (on the Roanoke River flowing into Albemarle Sound) both of which had been captured early in the war.

Following three unsuccessful attempts to recapture New Berne, the Confederates, in the spring of 1864, decided to attempt the recapture of Plymouth. Hoke's division had surrounded the town; however, no assault on the defenses was possible until the river had been cleared of the Union vessels which protected Plymouth with their heavy guns. To clear the river, the Confederate forces planned to employ the Albemarle which had been constructed on the Roanoke River upstream of Plymouth.

Built on a frame of solid 8" x 10" pine timbers and sheathed with dovetailed 4" planking, the Albemarle was 152 feet in length with a beam of 45 feet. Draft was 8 feet. Built atop the decking was an octagonal shield 60 feet in length covered with iron plating 2 inches thick. The ram itself was constructed of solid oak plated with 2 inches of iron. Power was furnished by two 200 h.p. engines.

In the event, on the evening of April 18, 1864, the Albemarle moved down the Roanoke River, passing over obstructions and piles three miles above town (made possible only because of high water conditions).

After passing several Union shore batteries, the Albemarle was met by two Union vessels, the Miami and the Southfield. The Miami carried six 9" guns, one 24 lb. smoothbore and one 100 lb. Parrott rifle. The steam ferry Southfield carried five 9" guns, one 100 lb. Parrott and one 12 lb. howitzer.

The ensuing battle was described by Gilbert Elliott, the builder of the Albemarle and a volunteer aide to Captain J. W. Cooke, her commander, in Volume IV of Battles and Leaders:

The two ships [the Miami and the Southfield] were lashed together with long spars, and with chains festooned between them. The plan of Captain Flusser, who commanded [the Union vessels], was to run his vessels so as to get the Albemarle between the two, which would have placed the ram at a great disadvantage, if not



IRONBOTTOM SOUND NO. 2

Turn 1 movement ends with ships of both fleets within visibility range of each other. Ranges are too great to allow positive identification of ships or their classes. Definite possibility of combat with this turnaround.

\_\_\_\_\_

IRONBOTTOM SOUND NO. 1

Turn 5 movement saw the Japanese lose 1 ship in the CA or CL class and 2 destroyers from previous turn gunnery effects. American forces lost 3 ships in the DD or DL classes. Turn 5 combat saw all fires extinguished with exception of 1 Japanese DD which continues to burn. Hits observed on large and two small Japanese vessels, also on one medium and two small U.S. vessels. No new fires start.

\_\_\_\_\_

## GAME OPENINGS

STAR SMUGGLER--Ralph Montonaro will run a game of this in these pages. He says it is a space role playing game designed for solitaire use but easily adapted to p.b.m. Need 3-4 players to begin. Write Ralph at 2 Lookout Rd., Greenville, R.I. 02828, for more on this game, etc., etc. No game fee.

"88"--Jeff Jones will run a game of Yaquinto's "88" in these pages. Jeff (who sent us a 15 issue sub) will run this one as a d.y.i. (do yourself in) for either 2 or 4 players. Write to Jeff direct (address on page 1) for more info on this.

[illegible]

IF YOUR GAME ISN'T IN HERE

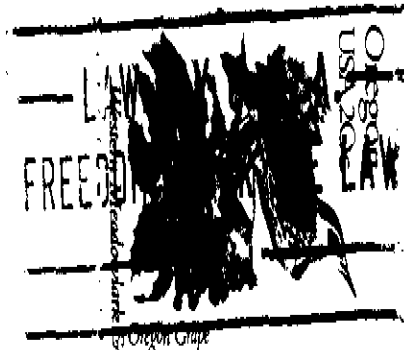
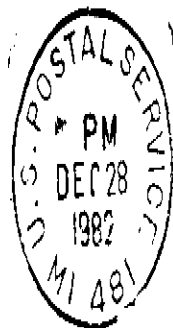
I'm publishing this come hell or high water (it's raining on frozen ground here) on Christmas Eve. If your game isn't in here (A Mighty Fortress, possibly WSIM No. 3, and/or Air Force/Dauntless) either fully published or on an insert basis, it will be done over the Christmas weekend--a nice quiet weekend at home for us--and will be mailed out on or about 12/29/82. AMF No. 1 had problems (as seems to be usual); the others seem to be in relatively good order; just a lack of time with the holiday season, a few parties, food preparation for my wife's party for her ex-fellow employees, and, best of all, some free tickets to the Dead Wings the past few home games, including a 2-0 victory over the Islanders.

TACKY NO. 16

c/o Lu Henry

6056 Waverly

Dearborn Heights, MI 48127 U.S.A.



FIRST CLASS MAIL

FIRST CLASS MAIL

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FIRST CLASS MAIL

ROD WALKER

1273 CREEK DRIVE

ESCONDIDO, CA 92024