

DIPLOMACY WORLD

ISSUE 93, SPRING 2005

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Diplomacy World is available free on the Internet, as a web zine or as a downloadable pdf file. Go to <http://www.diplomacyworld.org> or join the Yahoo Group diplomacyworld to see web version and get notifications of each issue as it is published.

Contributions for the next issue (articles, convention reports, art, cartoons, jokes, or anything else related to the game of Diplomacy, should be sent to Jim Burgess, burgess@theworld.org or Tim Haffey, diplomacyworld@aol.com by June 1, 2005.

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Editorial by Tim Haffey

I am thinking about trying to make Diplomacy World a subscription service on the internet. Members would have to sign up to receive their copy of Diplomacy World and would have to pay a fee to be a member. In addition to a subscription to Diplomacy World, members would be entitled to other things yet to be determined. I am just wondering what other readers would think of this idea. The money could be used to provide funds to purchase awards for various events that DW might put on or participate in, like the hobby awards we are currently voting on or, assist individuals to go to various tournaments around the country. For the wealthy globe trotters among us it is no big deal but, for those of us living on pensions, it is. Send comments to trhaffey@yahoo.com

Odds and Ends around the Diplomacy World

DW Grand Diplomacy Tournament Well, I got zero response on this, so I guess we will forget it.

US Orphan Game Custodian Michael Lowrey, mlowrey@infionline.net is the US Orphan Game Custodian. If your postal Diplomacy or variant game is delayed by a GM who has not provided results in months, contact Michael, and he will try to resolve the problem by checking with the GM, and if necessary placing the game with another GM. If you are not on the web, send me your message and I will forward it to Michael. Diplomacy World, 810 53rd Ave., Oakland, CA. 94601

Who Do You Trust? actually saw the light of day starting January 1, 2005. It also includes a subzine called The Articus Archives that reports on the goings on in the North American Hobby Zines Archive. And, yes, Big Cat Mama is still alive and well.

Bordman Number Custodian. I Finally found out who the BNC and The MNC is. They are both one and the same, none other than the publisher of "off-the-shelf", Tom Howell. His address is 365 Storm King Road, Port Angeles, WA 98363.

Fred Davis' backup of the former North American Variant Bank is still in existence. While the original NAVB and the UKVB were merged two years ago under the aegis of Stephen Agar, he still maintains a file of about 200 Dip variants, including all of his own designs, and that a catalog of what he has on file is available. He feels that some people would not want to write to England for copies of variants, so they can obtain them from him. Or, at least, look at his Catalog to see what he has in stock. Copies of this Catalog are available for \$1.00. Send request to Fred Davis, Jr., 3210 Wheaton Way, Apt. K, Ellicott City, MD, 21043-4254. <<Editor's Note: I actually bought his index and he has a lot of neat variants if you are into them. You should check it out. I am going to get the Youngtown Variant to run in "Who Do You Trust". The index is 12 pages long in single spaced entries.>>

Here are some websites for Tournaments.

<http://www.geocities.com/ftfgrandprix/> - A lot of European tournaments and stuff.

<http://www.wdcindc.org>, the Official webpage of the World Diplomacy Convention XV.

<http://www.diplomacyfed.org> North American Diplomacy Federation

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YE OLD MAILBAG

trhaffey <trhaffey@aol.com> wrote:

As the co-editor of Diplomacy World I want to ask a question. I did download DW92 and opened it up and I noticed it had 52 pages. I printed it out on my printer and it looked like a small book. Even if it is printed on both sides it is 27+ pages.

Do you think we are putting in too much stuff and making the issues too big. Especially for the postal market. Maybe David or Stephen have a comment on this.

Anyone who wants to jump in, let me know.

-

"Adam Silverman" adam.silverman@gmail.com

Re: Diplomacy world too big?

I don't think it's too big for a web zine, but it would be really nice if you could make the pdf with a table of contents so that you can jump around between sections without having to scroll. You may need the full version of acrobat to do this though, I'm not sure. Alternatively, instead of having it as one pdf, set it up as a bunch with weblinks off the main page (or just use html text instead of pdfs).

But let me just say... it's looking really good, keep up the great work everyone who's been putting it together. I personally really enjoy reading it!

-Adam

"Jim Burgess" <jfburgess@gmail.com>

Re: Diplomacy World to big?

The last issue was 55 pages, an odd number, about the same length, and I wanted to avoid an odd number this time around.

I would offer my personal note that I actually expended some effort to get it DOWN to about 50 pages. I think 50 pages is a good target size for DW. I did as much formatting as I was going to do, but you could do more formatting on it if you want. It really does take me about a day (as in about 8 hours) to convert what you gave me to this. I'm not complaining, just noting that if you're going to do more it will take you even more time. I thought there was another article in the pipeline, but when I hunted around I couldn't find it.

Jim-Bob

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-
"Christopher Campbell" 802box@adelphia.net

Report on Montpelier games Jan 16 & 17

Here's the results from this past weekend's games.

Sunday, Jan 16, 2005:

	01	02	03	04	05	06	07	08	09
Austria, David Campbell	5	6	5	1	1	0			
England, Bob Holt	4	5	5	4	2	0			
France, Chris Campbell	4	5	6	6	6	7	7	8	9
Germany, Dawn Terrill	6	6	4	5	7	7	8	7	6
Italy, Bill Parker	4	5	6	6	5	3	2	0	
Russia, Michel Gilbert	5	5	5	6	7	9	10	11	14
Turkey, Nathan Campbell	4	4	6	7	5	6	6	6	5

Four-way Draw: FGRT

It is worth noting that in this game, two of the three new players (Dawn and Michel) were in the draw, and Michel had at least a shot at a solo had a draw not been called. Dawn, Michel and Dave Campbell had some coaching from Doug Massey, Gregg Harry, and David Maletsky, respectively, until about '03, and then they were on their own.

We had 12 players on this day, and there was a pick-up game of Wilsonian Diplomacy including some of the eliminated players about four hours after the first game got underway. It ended in an ignominious seven-way draw.

Monday, Jan. 17:

	01	02	03	04	05	06	07	08	09	10
Austria, Gregg Harry	4	2	0							
England, Carl Ellis	4	3	2	2	1	1	1	1	0	
France, Nathan Campbell	5	5	7	7	7	7	7	8	9	11
Germany, Chris Campbell	6	6	7	7	7	7	7	8	4	0
Italy, David Maletsky	4	6	7	9	10	9	9	10	10	11
Russia, Ryan Groesbeck	5	7	7	8	9	9	8	9	11	12
Turkey, Bob Holt	4	4	3	1	0					

Three-way draw: FIR

This game featured an early Key Lepanto opening by David Maletsky and Gregg which turned into a brutal take-down of Austria when Russia decided to cooperate with Italy. The game dynamic was pretty much Italy-Russia against France-Germany (despite some early Russo-German cooperation). However, Italy and Russia were able to take out Austria and Turkey faster than Germany and France could eliminate a very stubborn Carl Ellis. A stalemate line formed in the Med between Italy and France, but the north proved more fluid, as Germany miscalculated and guessed wrong about Russian movement. A Russian fleet got into the North Sea and that was the beginning of the end for Germany. David Maletsky refused to make any kind of aggressive movement after

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deciding he couldn't solo, giving Russia and France complete freedom (and considerable instruction) to take apart Germany to whittle the Board from four to the final three players.

Thanks to all who came. We had great food and drink, the majority of which was brought by other players, and some really enjoyable games. I want to especially thank those players who agreed to sit out the main game on Sunday--Doug Massey, David Maletsky, Gregg Harry, Carl Ellis and Evan Ellis.

To visit your group on the web, go to:

<http://groups.yahoo.com/group/MADip-L/>

"David Maletsky" dmaletsky@adelphia.net

Draws in North America

In our discussions in Portland we talked about the origin of the Draw bias in North America and the discussion about both the postal origins, cultural bias and he like.

In doing some research on a statistical article that Alex Bennett is writing I remembered some similar statistical articles in the old (dear I say ancient) IDA Handbooks of 1974 and 1975 that I was very much involved with.

In the 1974 book there is an article "Objectives Other than Winning in Diplomacy where it is stated amongst other things "The draw, of course, is the only objective other than victory which is recognized by the rulebook." as well as taking positions somewhat against draws which do not include all players (DIAS) or systems that rate 2nd place. The author of this article is Allan Calhamer.

It is three pages long and would not be a bad reprint for DW. I am not up to the task this morning of retyping it, but I can send it to you all if you really want it.

"Yann Clouet" yannclouet@free.fr

Tour de France 2005

I'm working on including swiss as well but shhhh it's a secret ;-).

More seriously as far as I understand it, it is desired by all Belgium TD to be part of Tour De France. We discussed with them the possibility of creating a "Tour de Belgique" now that there is 3 Belgium tournaments in the calendar, and they said they preferred for this year to remain in "Tour de France".

2005 "Tour de France" should have around 12 legs. First one is "Grenoble" (in "the alps", not so far from the Swiss border) on the week-end of 19 March.

Edi Birsan a écrit :

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In that case, here are the results of "Tour de France", open to foreigners. :-)

>How is it that the 'Tour de France' includes Belgium? Isn't it more properly an English or German supply center? maybe it should be called the 'Tour de Grande France'

Edi who unlike many non Europeans recalls that Belgium is occasionally an independent country.)

GP 2004 is now finished.

Yann Clouet defends his title.

So do "The Belgian Champions", who win GP Team competition for the third year in a row.

Registration for Teams for GP 2005 is now opened.

Portland Diplomacy Tournament

There's a dip tourny in Portland Apr 22-24 for anyone interested in travelling. Very cheap to get there, and they run an excellent tournament.

Date: Tue, 22 Feb 2005 22:25:00 -0800

From: "Nathan Barnes" <nbarnes99@hotmail.com>

Subject: Cascade Summit April 22nd - 24th

Here we are once again. Just 60 days until Portland Hosts the newest incarnation of the Piggyback Tournament.

We've changed the name, but the quality is still the same! Riding high on the success of DipCon 37, where we had 6 great boards of talented players, we're hoping to have a good showing this year as well.

This event promises to bring together the best talent in the NorthWest. Check out the attendee list on the Seattle site to see who's already signed up!

We will have 24 hours access to the room, one meal will be provided as part of the \$35 entry fee, and it's nearby all the sorts of goods and services that players need.

More details will follow as the event nears, but we look forward to hosting a fantastic event.

The Cascade Summit will have 4 rounds and will award best countries, Best stab, and a few other surprises.

The scoring system the melding of draw-based and center count that was used at WACCon 2005. It works to disproportionately award those who work

Toward the solo, while discouraging large draws for those that follow

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the systems guidelines.

All rounds play until completion, but we will not delay the next round because of a late game. There will be a top board, but no other rounds will be seeded. Countries will be assigned randomly. Timing will be central dropdead Australian format.

Again, details are at <http://www.diplom.org/Face/Seattle/calendar.html> Until the Portland site is re-vamped.

If you plan on attending, please let me know and I'll add you to the list, and feel free to write with any questions.

Thanks much!

Your Hosts,
Piggyback Society for Northwest Diplomacy Board Members
Nathan Barnes
Brad Rosman
Jeff Dwornicki
Mike Hall
Buz Eddy
Edward Hawthorne
Ben Cheng
Brad Rosman

FROM THE ARCHIVES

Have you ever wonder what the shortest game on record was? Well. This must be it Game 1978BS.

CLAW & FANG #94

Page 9

9/10/78

GM: Lee Bardwell, 169 Homestead Blvd., Mill Valley, CA 94941

FALL 1901:DETANTE AT LAST! PEACE ASSURED!

The proposal for the seven way draw between Austria, England, France, Germany, Italy, Russia and Turkey has been accepted. The wrap up is presented below:

WRAP UP OF 1978BS

	00 01	
AUSTRIA	3 3	George Franklin (Drew S01)
ENGLAND	3 3	Jim Smith. (Drew S01)
FRANCE	3 3	Robert Blair (Drew S01)
GERMANY	3 3	James Thompson (Drew S01)
ITALY	3 3	Mike Holmes (Drew \$01)
RUSSIA	4 4	David Simpson (Drew S01)
TURKEY	3 3	John Brown (Drew S01)

DAVID SIMPSON (Russia): Since I ended this game with more centers than anyone else, I am very

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happy with my performance. I think this game stands as a testament ~ to what an experienced player like my~self can do when given a strong country like Russia.

BOB BLAIR (France): When I discovered that I had dtawn France, I eagerly rushed to my stat book, only to find out that, shudder, France has only the second best chance for a win. At this point it became clear that a win was out of the question, so I decided to devote all my efforts to achieving a draw. Thus my, I think, brilliant Spring 01 moves of A Par, A Mar, and F Bre H. Apparently the other players saw the fallacy of attacking my strong stalemate line, and agreed to my draw proposal.

JAMES THOMPSON (Germany): Seeing the strength of the field I was up against, my original hope was to come in a strong second behind the six way draw of A-E-F-I-R-T. Needless to say, I was pleasantly surprised when the seven way draw was accepted. I am very proud of this, my first postal Diplomacy win.

MIKE HOLMES (Italy): This game opened with me attempting to get an Austrian/French-German-Itallian alliance against Switzerland. For a while, it appeared that we would succeed, as we had the Swiss surrounded on four sides. Unfortunately, when Germany failed to garrison Munich it became clear that the draw was my best course of action. Thanks to Lee for a fast moving, enjoyable game.

JOHN BROWN (Turkey): It has always been my contention that a good player can win without stabbing, and I think this game proves my point.

GEORGE FRANKLIN (Austria) and JIM SMITH (England) were too embarrassed to comment.

LEE BARDWELL (GM): There must be a~ lesson to be learned from this game, although hell if I know what it is. One think for sure, though, is that like Jerry Epperson said, GM does not stand for GameMaster, it stands for "Gone Mad"!

Editor's Note: I took the time and effort to research the Claw & Fang Issues about this game. I note that there is no mention of this game in any previous issues as forming up or starting.

Answer to Crossword Puzzle from issue 92

A	U	S	T	R	I	A	*	*
S	H	O	O	E	D	*	H	I
*	*	F	U	R	O	R	E	S
*	J	U	G	U	L	A	R	*
D	O	N	H	O	R	T	O	N
O	R	*	*	T	O	*	N	O
*	D	E	T	E	C	T	*	*
N	A	N	A	*	K	O	E	D
U	N	D	O	*	S	O	L	O

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WAC Con 2005 Final Standings

By "Nathan Barnes" nbarnes99@hotmail.com

WAC Con 2005 was a tremendous success. Thanks to the marvelous attendance and quality of players, this event was truly a pleasure to host, and Mark and I feel privileged to have been involved with it at all.

We had a top board that determined the winner, Mr. Andrew Neumann. Watching some of the competition between these players was great, and being able to have a few drinks and spend some quality time in a slick venue was fantastic as well.

A special thanks to Yann and other travelers that endured delayed flights and unexpected bumps on their way to Seattle. We're glad you went the extra mile.

From Edi Birsan's 7 centers stab for a solo in Round 1 to the intensity of the top board, there are truly too many good stories for me to choose from. I look forward to re-hashing and sharing them with those that couldn't make it soon.

We hope we can see everyone again next year

Final Ranking:

1	Eric Mead	29.76	2nd
2	Chris Martin	29.31	3rd
3	Andrew Neumann	29.08	1st
4	Yann Clouet	28.65	4th
5	Riaz Virani	26.82	5th
6	Dave Maletsky	25.93	6th
7	Edi Birsan	25.19	7th
8	Brad Basden	24.68	
9	Mary Kuhner	23.59	
10	Jeff Dwornicki	22.87	
11	Jon Saul	22.85	
12	Matt Shields	22.07	
13	Andy Marshall	21.69	
14	JT Fest	20.51	
15	Nathan Barnes	19.13	
16	Manus Hand	19.08	
17	Melissa Nicholson	18.62	
18	Doug Scott	17.41	
19	Brad Rosman	17.12	
20	Andy Bartolone	16.27	
21	Adam Silverman	15.60	
22	Jake Mannix	15.21	
23	Ken LeMere	14.36	

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24	Stephen Weingarten	13.49
25	Len Tenant	13.06
26	Rick Desper	11.83
27	Eric Yarnell	11.60
28	Mark Zoffell	10.96
29	Ben Cheng	10.41
30	Rob O'Connor	9.40
31	Rob Zoffel	5.37
32	Buz Eddy	4.67
33	Brian Murdock	4.62
34	Jeff Sacharev	4.49
35	Janusz Ostrycharz	2.28
36	Ben Ferguson	2.09
37	Bob Grimm	1.16

Best Countries:

Melissa Nicholson	Austria	6.93	Mary Kuhner	England	9.25
Yann Clouet	France	9.64	Edi Birsan	Germany	15.34
Dave Maletsky	Italy	8.14	Andrew Neumann	Russia	10.90
Yann Clouet	Turkey	10.41			

Best Stab: Edi Birsan

MVP: Yann Clouet

People's Choice: Janusz Ostrycharz

Care Bear: Brad Basden

Thanks again for the great time. It couldn't have happened without the players.

Nathan and Mark

-

Diplomacy: The Challenge of Playing Germany

Part 1: Early Strategic and Diplomatic Views from Berlin

by Timothy R. Haffey, Sr.

Germany. The country preferred by many players but, also, despised by many others. Germany has the potential for winning many games but, as in a game I was just knocked out of, it also has the potential for leaving the game quickly. Germany is in the center of the board and could go any directions it wants. But, not really. Germany is tied to the Western Theater and would be destroyed rather quickly if it tried to move into the Center of the Board, that is to say toward Russia or Austria, to early.

This article is a primer on Germany's diplomacy and strategic options for the new player or for the experienced player who doesn't feel he can win with Germany or just doesn't feel comfortable playing Germany.

Diplomatic Concerns at the Start

Every game is affected and driven by the seven players around the board, The first thing you should do in any game is try to judge what kind of player each player is or might be. If you know the players personally or, have played with them in other games before, this may be easier than if they

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are complete strangers. This is one reason I do not like Judge games; Judge games make it very difficult to judge the other players personalities. Even so, they may carry a reputation with them. Ask each player what they think of the others. You may get some interesting answers. In one game I was playing by email, I was Germany and I asked the Italian if he knew anything about the French player or the Russian player that I might find interesting. He replied by asking me if I knew they were cousins. Oh yeah.... I used this information to form an alliance with England that lasted for most of the game. He forced a three way draw. The important thing here is to be sure you talk with every player immediately. During these discussions there are certain spaces that are of great concern to Germany in the first year.

1. What's happening in Galicia?

If there is a bounce, it most likely means that the Austrians are committed to using Army Vienna in that struggle. Germany should attempt to influence what is happening in Galicia because he does not want to see Russia move to Galicia. Germany wants Galicia to remain open either via the bounce or by neither Russia or Austria moving there. Germany wants to use Austria as a distraction from Germany and therefore does not want Austria eliminated too soon. Russia's taking of Galicia in Spring 01 is bad news for Austria and therefore Germany needs to convince Russia not to move there. Germany can ask him not to in exchange for a non-aggression pact in Sil/Boh/Pru but you can usually get that anyway. So, promise him Sweden without you bouncing him if he does not move to Galicia. Then, at the same time convince Austria to cover Trieste by moving A Vie-Tri to block an Italian move A Ven-Tri. Germany can try to convince Russia that Austria is not going to move to Gal and he should not either. His reward would be Sweden. At the same time Germany needs to convince Austria to not move to Galicia either. Try to convince him he needs to protect Tri by moving A Vie-Tri. Italy also needs to be asked not to move to Tri but it does not really matter that much as he will be bounced anyway. The end result is to give Austria two builds in 01. After that you should not be too concerned with Austria. He can fend for himself and hopefully be eliminated in a few years.

2. What's happening in the Black Sea?

A bounce in the Black Sea is often a sign of distrust between Russia and Turkey. Germany should do everything it can to sow this distrust as the last thing he wants to see is a Russian/Turkish alliance. Such an alliance frees the Russian to build up his forces in the North and perhaps takes Norway and moves into the Baltic. Not good for Germany.

3. What's happening in Belgium?

If France appears to have its sights on Belgium, it means a potential three builds for France. For Germany this means a well armed ally against England or, less likely, a move on Italy. Or, an equally well armed enemy looking to attack Germany. The fact that France gets three builds can be used as an argument with England, who only has one build, to ally with Germany. If England gets Belgium, that creates a greater sense of balance in the west and gives Germany some peace of mind. If England takes Belgium, it should be with German support to establish a friendly feeling between E/G. If France gets Belgium it should also be with the support of Germany. France will either build fleets to attack England or Armies to attack Germany. I always prefer an alliance with France but usually end up getting one with England, if I am not the target of both. In my opinion, Germany should never try to take Belgium for itself in 01. This makes Germany the strong man in the West and scares the hell out of England. Neither France or Russia will be too happy about it either.

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Germany should start a little slower than that. For Germany, taking Belgium in 01 can create three enemies and no allies in the west. Not good for Germany.

What is happening in Tyrolia?

Germany's concern with Tyrolia is simply that he does not want anyone to move there in Spring 01. This threatens Mun and forces Germany to move a unit, usually Ruhr, back into Mun. He should negotiate with Italy and Austria to get them to agree not to move there. That is about all you can do. If Austria follows your advice and moves A Vie-Tri, or even Gal, that will take care of itself. Italy is a little bit more questionable. Usually, even if Italy does move to Tyr, it is against Austria that Italy is aiming, not Germany. But, the threat is there and must be covered. The importance of this is it may pull Germany out of the Belgium situation discussed above.

What about Burgundy?

Germany should do everything it can to get France not to move to Burgundy for the same reasons Germany does not want I/A to move to Tyrolia. It threatens Mun and forces Germany to cover it.

What about Sweden?

Aw, Germany's hammer on Russia. As discussed in the Galicia section, this can be used to encourage Russia to stay out of Galicia for at least Spring 01, giving Austria a chance to last a little longer than if Russia got into Galicia. But, this should be a last resort effort by Germany. You really don't want to get the Russia mad at you early on. Finding a Russian fleet in the Baltic Sea in F 02 is an unpleasant surprise. Germany should bear in mind that Russia in Sweden is more of a concern to England than to Germany. Actually I favor the move of the fleet to Holland rather to Denmark anyway. It makes my influence in Belgium more dramatic. So, you can tell Russia you will bounce him in Sweden if he moves to Galicia but move to Holland and give him some relief. In poker, it is called a bluff.

Strategic Concerns at the Start

Edi Birsan said it well in his article on Italy. *"Strategy is distinct from diplomacy in that it is generally separated from the personalities of the players and focuses instead on the balance (or imbalance) of the countries' positions. In initial discussions, players will often slip in strategic views of the game, trying to pull you along various lines of thinking that are advantageous to them."*

For Germany, who occupies the center of the board and has no less than five possible enemies or allies. the key decision strategically is, do you move to East or West.? Strategy is just as important to Germany as to any other country.. Adopting the wrong strategy can cause Germany to leave the game very quickly. Always try to stay more or less equal with your neighbors until the opportunity to expand presents itself.

Alliances: Germany must have one.

Germany must almost always ally with France or England. Or, possibly Russian against England. But, Germany should not jump out and try to establish the alliance. Let everyone know you are open to an alliance and then see who you can help. With Russia, it is all about Sweden. Let him have it and he will feel beholden to you, maybe. With France/England, it is all about Belgium and associated areas. (Burgundy, Holland, Ruhr)

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Second tier alliances are very important and should be cultivated early on. Like Italy against France, Russia against England. so that when either France or England is gone, you have an ally to turn to if your ally turns on you.

For example, suppose you support England into Belgium and get an English/German alliance going against France. After France is eliminated Germany needs a new ally ready to go if England turns on him. So, Germany should be talking to Italy to attack France and grab something in the South around Spain to prevent England from getting everything and be in position to assist Germany in case of a stab. At the same time Germany can be working with Russia in the North to take Norway away from England. Now you see the importance of keeping Austria in the game a while. If Austria is gone too soon, Russia will be coming in your back door.

Long Term Alliance Pairs

However, if the English/Germany alliance holds, it makes a good game long alliance even if it does put Germany at a bit of a disadvantage.

A game long alliance with France can work well also unless France gets stalemated in the Med, which is easy to do. It will be Italy or possibly Turkey holding him back and must explore the idea of working with whoever is the power holding France to stab France. Otherwise, he will stab you simply because he has nowhere else to go. I view the French/German alliance more risky than the English/German alliance because France can start building armies and move them against Germany very quickly. In some cases, before Germany can get back to his centers to protect them. England has to convoy his armies into Germany and gives Germany an extra move or so to cover himself.

Both of these work only if Germany is a land power, mostly armies, and England or France is a sea power, mostly fleets. When you see either one building armies, no matter what their reason I recommend you stab them first. But don't throw either one of these alliances away if it is working well. They are powerful.

Austria: While I think Germany should look to E/F for his alliances he should not ignore the other countries. Austria and Germany can ally early on with a non-aggression pack. This is not hard to come by as Austria has other things to be concerned with.

Italy: Likewise Germany wants to get agreement from Italy not to go to Tyrolia, especially in Spring 01. Germany should also cultivate Italy as a potential ally for later on against France, or even Austria or Turkey, depending on who is pushing toward Germany.

Russia: Russia is a tough one for Germany because Russia knows that as soon as things are played out in the West and Germany is the strongman there, Germany will be coming after him. So, Russia usually goes after Germany as soon as the Balkans question is settled. Assuming he is still alive.

Turkey: Germany's greatest desire should be that Turkey will attack Russia. This will hold Russia in the South and delays any attack on Germany. If Turkey allies with Russia, Germany is in trouble. Russia will be able to spare future builds to move on Germany, either in the North or the Center.

The German strategy should be to cultivate an alliance in the West and do everything possible to create a hostile atmosphere in the Balkans. Get Russia, Turkey, Austria and Italy all fighting each other. Next issue we will look at some Germany openings.

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More Mail (Postal):

From Fred C. Davis:

Hey, the current issue of DW is called #92. But the last issue in my files is called #90, Summer 2004. Am I missing an issue or is this a misnumbering?

<<Editor: Summer 2004 was issue # 90, Fall 2004 was #91, and Issue #92 is the Winter issue. So, I guess you are missing an issue.>>

Dear Tim:

Thank you for your interest in the NAVB-East. I'm inclosing a copy of the Catalog, which is an Alphabetical list of what I still have in file. The price for anything listed is 10 cents/page, but I don't charge anything extra for postage. I regret that this Catalog does not show how many pages are in each Variant design. (The original ARDA Catalog by Rod Walker showed this, but I didn't have the energy to add this info, when I prepared my own Catalog. I can only show a price for an item if it is ordered, which I would do.)*

<<Editor: I ordered a variant catalog from Mr. Davis and asked about the Youngstown variant.>>

As for the Youngstown Variant, there were many versions of this, from YV II to YV VI, but it seems that Youngstown VI was settled on as the most playable back in 1978. I note that I set a price of \$1.50 for the entire YV Variant Package, so I won't change that. So, if you wish to order the entire Youngstown Package, that will be the price. Please note that a lot of people have made suggestions for alterations to the map, so I guess you may offer some changes from YV VI if you wish, but the map which I will be enclosing will be for the YV VI version, as that seems to be the only really good one in the Package. I do have a copy of Walker's original ARDA Catalogue, which shows the number of pages for the Rules & the Maps for each game, so I can easily calculate the cost of any design recorded up to 1989. For the newer games, I'll have to physically count them to give you a price.

On a different subject, I sent Jim Burgess a letter last week giving him my opinion on the most recent issue of D.W. I'd intended to make a p/c for you, but in my haste to put it in the mail I forgot to do so. I said that I was disappointed in the format of putting D.W. #92 inside a purple folder, as this won't fit in my filing system. I asked him whether this was to be the way future issues of D.W. will be sent out. I also said I didn't like the way the big D.W. title was placed at the top of every page. I also said that I thought that most of the type was too small for my poor eyes, but I realized that it was necessary to use this small type in order to get everything into 52 pages. I guess Jim won't be sending you a copy of my letter. If you'd care to comment on my comments feel free to do so.

<<Editor: Well Fred, please be advised that Jim and I do not prepare the postal version, that is done by David Partridge, 15 Woodland Drive, Brookline, NH 03033, USA. You will have to ask him why he did it that way. As for the heading on each page, that is a part of the automatic heading feature of my word processor, but I will fix that. Let me know what you think of my new heading>>

Looking forward to hearing from you. Keep up the good work in producing D.W. My criticisms were meant only as constructive, not destructive. Good luck in resuming publishing. hope you can fill a section of Youngtown.

Best regards,
Fred C. Davis

DIPLOMACY WORLD

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DUNDRACON

18 - 19 Feb 2005

Sat, 19 Feb 2005 18:59:40 -0800

"Edi Birsan" edi@mgames.com

Round One at DundraCon

Well Round one was a major surprise for all us in that we had FOUR Boards including one board of raw newbies, one veteran board, one intermediate board and one novice board. 28 people! not bad

Round two which is still going on has two boards with a Veteran Board and an Intermediate board though we have 4 newbies scattered in there.

Tomorrow is the final round and it will probably be three boards. That means that we may be in a situation where the Bay Area is supporting FOUR tournaments each with 33-50 people each. Not bad.

The scoring system being used is:

1 point if you survive past 1905 and are then eliminated.

Survivors get 1 point per center with a minium of 6 points

Top center count gets 1 point per center bonus over the #2 person

All those in a Draw divide 6 points

If a solo then the solo gets the 6 points plus 3.

We have for the Best Countries (Outsanding play for Turkey) instead of plaques we have key chains with engraved dog tags with Diplomacy on one side and on the other side "Best England" tc. The plaques are in the color of the countries with the exception of England which is purple (what it is on the British set by the way). prizes for tomorrow will be a surprise...

Edi (assistant TD) for Larry Grien the TD who is still at the site.

Edi Birsan

For information on the World Diplomacy Championships

July 29-31, 2005 in Washington DC go to

www.WDCinDC.org

"Edi Birsan" edi@mgames.com

Sun, 20 Feb 2005 17:48:58 -0800

DunDraCon Ranking Results

DunDraCon 2005, (San Francisco Bay Area) - Rankings

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Rank	Name	Points	Rank	Name	Score
1	Andrew Newmann	25	18	Sarah Irons	11
2	Wyn Robertson	24	19	Brian DeWitt	9
3	Kevin Yin	22.2	20	Ian Tucker	8.2
4	Jake Mannix	19	21	Steve Ross	8
5	Jerry Humfeld*	18.2	22	Zack Phillips	7.2
6	Ron Bracken*	17.2	23	Manuel Costa+	7
6	Doug Andrews*	17.2	23	Arthur Wallis+	7
6	Brad Leaser *	17.2	25	Alex Graham ++	6
9	Larry Grein	15.2	25	Lawrence Frazee++	6
10	Kurt Horner	15	25	Jerod Wilber++	6
11	Joshua Shank**	14.2	25	Scott Hann++	6
11	Elliot Olson**	14.2	29	Ron Silva +++	0
13	Siobhan Granvold	13.2	29	Justin Pyron+++	0
14	Mike Wickham	13	29	Phil Niedermann+++	0
15	Aaron Wilber***	12	29	Louis Abronson+++	0
15	Ryan Lee ***	12	29	Robert Duke+++	0
15	Rudy Kraft ***	12			

* Tied for 6th Place, ** Tied for 11th Place, *** Tied for 15th Place, + Tied for 23rd Place, ++Tied for 25th Place, +++ Tied for 29th Place.

Best Country Awards:

Austria - Ron Bracken

England - Brad Leaser

France - Wyn Robertson

Turkey - Kurt Horner

Germany - Jake Mannix

Italy - Doug Andrews

Russia - Andrew Neumann

Some 33 players scored amongst which were 9 who learned at the site or who were only playing their first few games.

Non players wanting more info and interested

John Holmes jdholmes@igc.org <<mailto:jdholmes@igc.org>>

Todd Rane Thompson toddranethompson@yahoo.com

<<mailto:toddranethompson@yahoo.com>>

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Supply Center summary

Austria 26 3.25

England 52 6.5

France 58 7.25

Germany 28 3.5

Italy 22 2.75

Russia 23 2.88

Turkey 51 6.38

Edi Birsan

For information on the World Diplomacy Championships

July 29-31, 2005 in Washington DC go to

www.WDCinDC.org

"Edi Birsan" <edi@mgames.com>

Date: Sun, 20 Feb 2005 17:49:48 -0800

Subject: DunDraCon Table Results

Diplomacy tournament Table Results

Individual games

Round 1, game 1 ended 1906 Austria Jerod Wilber 6 survive England Aaron Wilber 9 Two Way Draw France Mike Wickham 7 survive Germany Phil Niedermann 0 out 04 Italy Elliot Olson 4 survive Russia Justin Pyron 0 out 05 Turkey Rudy Kraft 9 Two Way Draw	Round 1, game 2 ended 1907 Austria Joshua Shank 5 5 way draw England Brad Leaser 12 5 way draw France Siobhan Granvold 4 5 way draw Germany Zack Phillips 0 out 04 Italy Doug Andrews 5 5 way draw Russia Sarah Irons 0 out 07 Turkey Larry Grien 8 5 way draw
Round 1 game 3 ended 1906 Austria Alex Graham 4 Survive England Jerry Humfeld 6 Survive France Andrew Neumann 10 Two Way Draw Germany Kevin Yin 3 Survive Italy Ian Tucker 0 out 05 Russia Ron Bracken 0 out 04 Turkey Kurt Horner 11 Two Way Draw	Round 1 game 4 ended 1906 Austria Joshua Shank 5 6 way draw England Ryan Lee 9 6 way draw France Manuel Costa 5 6 way draw Germany Arthur Wallis 3 6 way draw Italy Wyn Robertson 6 6 way draw Russia Steve Ross 7 6 way draw Turkey Robert Duke 0 out 04
Round 2 game 1 ended 1908 Austria Joshua Shank 1 survive England Andrew Neumann 1 survive France Wyn Robertson 13 Three Way Draw Germany Jake Mannix 11 Three Way Draw Italy Alex Graham 0 out 04 Russia Siobhan Granvold 0 out 08 Turkey Sara Irons 8 Three Way Draw	Round 2 game 2 ended 1906 Austria Ron Bracken 1 5 Way Draw England Elliot Olson 7 5 way draw France Kevin Yin 13 5 way draw Germany Robert Duke 0 out 05 Italy Steve Ross 0 out 05 Russia Ian Tucker 2 5 way draw Turkey Jerry Humfeld 11 5 way draw

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Round 3 board 1 ended 1905 Austria Jake Mannix 1 survive England Doug Andrews 8 Three Way Draw France Larry Grein 6 survive Germany Ron Silva 0 out 03 Italy Brean DeWitt 7 Three Way Draw Russia Andrew Neumann 9 Three Way Draw Turkey Siobgan Granvold 3 survive	Round 3 board 2 ended 1905 Austria Scott Hann 5 survive England Ron Bracken 7 Two Way Draw France Louis Abronson 0 out 05 Germany Edi Birsan 11 Two Way Draw Italy Mike Wickham 5 survive Russia Elliot Olson 5 survive Turkey Lawrence Franzee 1 survive
---	---

Editor: Analysis of eight games.

Solo - 0

Draws - 2 way - Three England/Turkey, France/Turkey, England/Germany

Draws - 3 way - Two France/Germany/Turkey, England/Italy/Russia

Draws - 4 way - None

Draws - 5 way - Two A/E/F/G/T, A/E/F/R/T

Draws 6 way - One A/E/F/G/I/R

Of the 2 way and 3 way games, (5 games) Austria was not in any of them. England was in 3, France was in 2, Germany in 3, Italy was in 1. Russia was in 1, and Turkey was in 3. The longest game went until 1908.

"Edi Birsan" <edi@mgames.com>

Sun, 20 Feb 2005 17:55:54 -0800

DunDraCon 2005 Scoring System

The system used for scoring was:

if you are eliminated after 1905 +1 point

if you survive to the end of the game you get 1 point per supply center with a minimum of 6

if you are in the draw (unanimous open voting) then 6 points divided by draw participants

if you have the top center count +1 per center difference over the second player

if you win the game with a solo you get all the 6 draw points + 3 more

The best two scores counted

Awards were for Champion and Best Country (or for Turkey: Outstanding play of Turkey)

As a unique prize experiment, for the best country awards we had engraved dog tags in the color of the country put on special key chains, which was well received.

For the Champion we had a desk name plaque made up: DunDraCon 2005 Diplomacy Champion

Round 1 started at 10AM and had a time end at 3PM

Round 2 started at 4PM and had a time draw at 10PM, however all games were voted ended before then

Round 3 started at 10AM and would have had a time draw at 3PM but games

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were voted ended before then.

"Edi Birsan" <edi@mgames.com>
Sun, 20 Feb 2005 18:14:33 -0800

DunDraCon Newbie errors and issues

We had some new creative geography right up there with the last years order of Army Rumania to Kosovo (meaning Serbia). This years contributions Fleet Algeria to Trieste (meaning Fleet Albania to Trieste)
Fleet Greece to Iogean (meaning Fleet Greece to Ionian)

The classic problems were again encountered by newbies:

1. Spain does not border on North Africa
2. Berlin does not border on Denmark
3. Fleet Kiel can go to the Baltic
4. Fleet Ankara can not support Constantinople to Smyrna
5. A unit that is being supported to defend, loses that support if it is ordered to move

Aside from simply reading the map to understand the connection were border wide not black line point the most common adjudication problem encountered by new players were all around the support order and it being cut or not being cut when it relates to supporting an attack on a province that is attacking you.

In explaining the game rules we use the phrases, A unit cannot cut support for an attack on itself and A unit that is dislodged has no effect on the province from which it was dislodged

The adjudication problem that seemed to confuse the most was the following:

Turkey

Fleet Ankara Supports Fleet Constantinople
Fleet Constantinople supports Fleet Greece to Bulgaria sc
Fleet Greece to Bulgaria sc

Russia

Fleet Black Sea supports Army Bulgaria to Constaninople
Army Bulgaria to Constantinople
Army Serbia to Greece

What happens in the above case is that the attack on Cons fails and fails to cut the support for the attack of Greece on Bulgaria. So Bulgaria is dislodged. Serbia walks into Greece since Greece gets into Bulgaria and Bulgaria can actually then retreat to Serbia.

As a tactical concept the new player had a hard time taking into account that a unit that can retreat can retreat to one of your own

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open supply centers. There were numerous cases of this going on in the newbie board.

Time management was pretty good with the players not having any real problem with the split time...negotiation time and then order writing. As usual in each game the same players were nearly always late regardless of the number of units or the amount time allowed.

2005 DundraCon

BayArea Diplomacy Association

Director/organizer - Larry Grein

Reporter - Edi Birsan

NADF(E)master points Rankings

Player.....-1-.....-2-.....-3/4-.....Score....NADF(E)master points

Andrew Neumann.....D3f.....L1e.....D1r.....25.....57.97(23).....64.52(19)
Wyn Robertson.....D4i.....D1f.....----.....24.....0.0(-).....4.03(279)
Kevin Yin.....L3g.....D2f.....----.....22.2.....4.60(245).....6.39(193)
Jake Mannix.....----.....D1g.....L1a.....19.....150.72(2).....153.54(2)
Jerry Humfeld.....L3e.....D2t.....----.....18.2.....0.0(-).....7.78(428)
Ron Bracken.....L3r.....D2a.....D2e.....17.2.....4.15(272).....9.77(142)
Doug Andrews.....D2i.....----.....D1e.....17.2.....0.0(-).....4.27(265)
Brad Leaser.....D2e.....----.....----.....17.2......74(516).....2.35(381)
Larry Grein.....D2t.....----.....L1f.....15.2.....38.33(38).....40.11(37)
Kurt Horner.....D3t.....----.....----.....15.....0.0(-).....3.83(285)
Joshua Shank.....D2a.....L1a.....----.....14.2.....29.76(51).....33.03(45)
Elliot Olson.....L1i.....D2e.....L2r.....14.2.....0.0(-).....1.99(412)
Siobhan Granvold.....D2f.....L1r.....L1t.....13.2.....8.20(161).....10.14(139)
Mike Wickham.....L1f.....----.....L2i.....13.....0.0(-)......37(601)
Aaron Wilber.....D1e.....----.....----.....12.....0.0(-).....3.81(286)
Ryan Lee.....D4e.....----.....----.....12.....0.0(-).....1.37(459)
Rudy Kraft.....D1t.....----.....----.....12......16(771).....3.30(316)
Sarah Irons.....L2r.....D1t.....----.....11.....13.81(105).....16.58(91)
Brian DeWitt.....----.....----.....D1i.....9.....0.0(-).....2.66(364)
Ian Tucker.....L3i.....D2r.....----.....8.2.....0.0(-).....1.84(421)
Steve Ross.....D4r.....L2i.....----.....8.....4.19(270).....5.97(204)
Zack Phillips.....L2g.....----.....----.....7.2.....0.0(-)......18(754)
Manuel Costa.....D4f.....----.....----.....7.....0.0(-).....1.37(458)
Arthur Wallis.....D4g.....----.....----.....7.....0.0(-).....1.40(453)
Alex Graham.....L3a.....L1i.....----.....6.....0.0(-)......41(589)
Lawrence Frazee.....----.....----.....L2t.....6.....0.0(-)......17(771)
Jared Wilber.....L1a.....----.....----.....6.....1.85(412).....2.05(405)
Scott Hann.....----.....----.....L2a.....6.....0.0(-)......20(709)
Ron Silva.....----.....----.....L1g.....0.....0.0(-)......18(753)
Justin Pyron.....L1r.....----.....----.....0.....0.0(-)......16(780)
Phil Niedermann.....L1g.....----.....----.....0.....0.0(-)......18(752)
Louis Abronson.....----.....----.....L2f.....0.....0.0(-)......15(798)
Robert Duke.....L4t.....L2g.....----.....0.....0.0(-)......35(605)
Joshua Shank.....D4a
Edi Birsan.....D2g

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The game indicators are D(draw) or L(loss), then board number, then country

The explanation of masterpoints is on the second site listed below either in the masterpoint section of "This Week in North American Diplomacy" or on the masterpoint pages on the site map. Joshua Shank achieved NADF(E) Master in this event.

The table with NADF Rating changes will appear on the site under tournament reports and on the Northern California page.

This is the second NADF Grand Prix event of the year, and Neumann remains the only Grand Prix event winner of 2005.

NADF website is <http://www.diplomacyfed.org/>

NADF Buz Eddy Special Features site is <http://www.diplom.org/NADF/index.htm>

buzeddy@aol.com

Tue, 22 Feb 2005 10:30:06 EST

DundraCon NADF Report addendum

Missed one.

Edi Birsan.....D2g.....unscored..... 131.63(4) 135.47(3)

NADF website is <http://www.diplomacyfed.org/>

NADF Buz Eddy Special Features site is <http://www.diplom.org/NADF/index.htm>

Diplomacy Hoosier Archives

Gents,

I'm forwarding this message to you because you are a Dip publisher, or have been, or may have admin responsibilities for a web site which may have links to the popular culture library. Yes, I know this message is a bit dated. However, Nancy Down is still the proper contact at the Popular Culture Library, which contains a large selection of Postal Diplomacy material.

Thanks.

Tom Howell

> > ----- Original Message -----

Date: Mon, 04 Oct 2004 14:28:12 -0400

From: Richelle Burkey <rburkey@bgnet.bgsu.edu>

Dear Mr. Howell:

How are you? I hope well! Effective October 15, 2004 I will no longer be a part of the Browne Popular Culture Library. I ask that you please remove my name from all websites associated with

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the diplomacy zine culture.

If you need to speak to someone, please contact the interim head > librarian Nancy Down at 419-372-6054 or by e-mail at ndown@bgnet.bgsu.edu

Thank you so much for your contributions to the collection of diplomacy > zines! I wish you all the best with your hobby!

>

Sincerely,
Richelle Burkey

The Ray and Pat Browne Library for Popular Culture Studies
William T. Jerome Library, 4th Floor
Bowling Green State University
Bowling Green, OH 43403
Phone: 419-372-2322
E-mail: rburkey@bgnet.bgsu.edu

Wheresoever you go, go with all your heart.

Confucius

Dr. Nancy Down
Interim Head of Browne Popular Culture Library
(419) 372-6054
ndown@bgnet.bgsu.edu

At 11:02 AM 2/21/2005,
Jim Burgess wrote:

Hi all, while that is true, I've had some contact (brief) with Nancy >(and with Richelle more extensively before she left). Here is the situation as I understand it.... they have been going through state school budget cuts and they have no money to maintain the Diplomacy >archives. I've not seen them, but I gather they are a bit of a mess. They will still (for active szines being published) write you an annual donation letter (I do take this off on my taxes at szine face value) for issues sent. They do NOT really want other donations. They did not replace Richelle's position and they have no staff to organize >or otherwise deal with donations. In the past, I've also donated cash to Bowling Green for this, but I think you'd have to donate a substantial amount to get them to organize the collection.

Tom, as long as you are writing this group, allow me to state my hope.... I would like someone in the Dip hobby to go visit the library in person and assess the state of the situation, perhaps talk to the librarians in person and assess what might be required to create an accessible archive. I will probably do this myself some day, but someday is a long time. I address szines to them at:

>

Diplomacy Hoosier Archives
Popular Culture Studies Library
William T. Jerome Library, 4th Floor
Bowling Green State University
Bowling Green, OH 43403

Just so they have some hope of ending up in the same box.

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Thanks!
Jim-Bob

Date: Mon, 21 Feb 2005 12:11:39 -0500
From: "Nancy Down" <ndown@bgnet.bgsu.edu>

Hi,

I just want to update and clear up any misunderstandings about the diplomacy zines collection. An expanded version of Richelle's position was filled this past summer. Katherine Najacht has been added full time to our staff. And her job responsibilities include gifts. Our special collections cataloger Patty Falk has started cataloging our zine collection this past year. We are starting with the general zines (which are used more by undergraduates) and then will move to the dip zines. Patty thinks this might not be until next year. But we do have plans to catalog the dip zines and organize the collection. By cataloging them I feel we will provide the best access for researchers. The titles will show up in our online catalog, in OhioLink, and in OCLC (which is an international database). We would also have a link on our webpage describing the dip zine collection and its history. We will accept new gifts (old or new), but we will not be able to catalog them for at least a year.

We have a commitment to the Dip zine collection, but feel frustrated ourselves with the amount of material we have waiting to be processed. So we have been trying to prioritize and start working through it (even if it's at a slow pace). So our present plan is the general zines, then the dip zines, then the Star Trek zines. I have been doing some research about the game and the dip zines and hope to write something about the collection to have our website while we are waiting to catalog the collection. We are also redesigning our website.

Please free feel to contact me if you have any questions or concerns.
Nancy

An Item from a previous Diplomacy World

Jim Meinel in [Diplomacy World](#) 65 (Winter 1992) gives the following list:

ZINE NAME	EDITOR	DATE OF FIRST ISSUE
1: Graustark	(John Boardman)	May 12th, 1963
2: Ruritania	(Dave McDaniel)	September 13th, 1963
3: Worldip	(Bruce Pelz)	November 14th, 1963
4: WitDip	(Bruce Pelz)	January 9th, 1964
5: Freedonia	(John Boardman)	May 2nd, 1964
6: Brobdingnag	(Richard Schultz)	May 9th, 1964
7: Trantor	(John Smythe)	August 26th, 1964
8: Wild 'n' Wooly	(Dan Brannan)	October 16th, 1964
9: The Gamesletter	(Don Miller)	February 1965
10: Nostrilla Notes	(Dan Alderson)	March 8th, 1965
11: Costaguana	(Conrad von Metzke)	April 1st, 1965
12: Massif	(John Koning)	April 1965
13: Barad-dur	(Jack Chalker)	July 1965
14: Lusitania	(Bernie Kling)	July 1965
15: Orthanc	(Ron Bounds)	Mid 1965
16: Marsovia	(Bob Ward)	September 1, 1965
17: Lonely Mountain	(Charles Wells)	September 1965
18: STAB	(John Koning)	October 9th, 1965

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<<Editor's Note: Believe it or not Graustark is still be published. I received one the other day, and Costaguana just closed down a while back.>>

THE 2004 DIPLOMACY HOBBY AWARDS

This is the 22nd year of the Diplomacy Hobby Awards and I'm pleased and proud to continue to chair the committee (and act as treasurer for producing plaques for the winners). The rest of the committee currently consists of: Fred Davis, Gary Behnen, Melinda Holley, Jamie Dreier, Paul Kenny, Mark Stretch, and Robert Lesco.

The awards given have varied over the years but currently has these five awards, the first four are awarded by voting from the entire hobby and the last Lifetime Achievement Award is determined by the Hobby Awards Committee. There were 64 voters this year, who appeared to put a great deal of effort into researching and making considered votes. All 32 nominees across the four awards are to be saluted for their efforts on behalf of the hobby.

See the entire ballot at:

<http://devel.diplom.org/DipPouch/Postal/Zines/TAP/2004HobbyAwardsBallot.pdf>

Now to the winners:

The Don Miller Memorial Award for Meritorious Service to the Hobby for 2004 goes to Christian Shelton for developing and running the Dip BOUNCED game playing site.

The Rod Walker Award for Literary Achievement in the Hobby for 2004 goes to Manus Hand for his latest Sherlock Holmes article, "Solution to the Curious Case of the False Start", which appeared in the 2004 Spring Movement issue of *The Diplomatic Pouch*.

The John Koning Memorial Award for the Best Player in the Diplomacy Hobby for 2004 goes to Yann Clouet, who won the 2004 World DipCon in Birmingham, UK.

He has now won this award for the second year in a row, if he wins it again next year (third year in a row) he is retired from further consideration for the award and would join the other past three time winner Gary Behnen in that honor.

The Fred Hyatt Memorial Award for the Best GamesMaster in the Diplomacy Hobby for 2004 goes to Cal White, who has done a lot of the GM work on Dip BOUNCED this year and also is well known as a Postal GM.

The Kathy Byrne Caruso Memorial Award for Lifetime Achievement in the Diplomacy Hobby is awarded irregularly by the committee in honor of Kathy Byrne Caruso, who perhaps was the greatest player in the hobby in the 1980's, who also happened to be a woman. It is named after her since she lost her battle with Cancer and was lost to the hobby forever a few years ago. Our

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continuing condolences go to John Caruso and their families who have to live without Kathy's powerful personality on a daily basis. The Committee did not award this last year and this year decided to give two awards.

The first Kathy Byrne Caruso Memorial Award for Lifetime Achievement in the Diplomacy Hobby is the first one we've given posthumously, to Don Turnbull. Don was editor of the first postal Diplomacy zine in the UK, Albion, back in 1969 and thus started the British postal hobby. He remained active through the 1980's and passed away recently. We will be giving his award to his widow.

The Kathy Byrne Caruso Memorial Award for Lifetime Achievement in the Diplomacy Hobby this year also goes to Buz Eddy. Buz has served the hobby well in a variety of capacities and is presently retiring from his major duties and beginning to pass off the hobby organization he formed to others. Buz primarily is receiving this award for his work on the North American Diplomacy Federation (NADF) organization and web site, but also for all his contributions to the Diplomacy Hobby over the years. He is now in the process of retiring from the NADF and passing off duties to David Maletsky and Doug Scott.

My thanks to all the winners AND all of the nominees, who were really tremendous this year and made the choices really, really tough for all the voters and the committee.

Jim Burgess, Diplomacy Hobby Awards Committee Chairman

OBITUARY: Phil Reynolds (October 16, 1965 – March 13, 2005)

Philip Paul Reynolds, former *Zine Register* publisher and current *Ishkibibble* publisher, died recently at the age of 39 after a long illness. His last issue of *Zine Register* was #29, after which it was passed off to Tim Snyder. *Ishkibibble* had been on hiatus given Phil's illness since December, 2003. Phil's games are presently in the process of being rehoused. Back issues of both of Phil's Diplomacy zines can be seen on line through the Postal Archives at the Diplomatic Pouch:

<http://www.diplom.org/DipPouch/Postal/Zines/ishkibibble/>

The official obituary from Phil's local newspaper -- www.heraldtribune.com:

Philip Paul Reynolds, 39, Sarasota, died March 13, 2005.

He was born Oct. 16, 1965, in Gibson City, Ill., and came to Sarasota 38 years ago from there. He was managing editor for Health Management Technology with Nelson Publishing Co. and a publisher of Dippity Doo-Dah Magazine. He graduated from Pine View High School and was a member of the Sierra Club. Survivors include his mother, Carole C. of Sarasota; and his father and stepmother, Rollie and Judie of Venice. A service will be later. Toale Brothers Funeral Home, Colonial Chapel, is in charge.

Memorial donations may be made to the Philip P. Reynolds Fund, c/o Century Bank, 3600 Tuttle Ave., Sarasota, FL 34239.