



field. No luck. As a last resort I put a plea in Hopscotch and a couple of days later there was a thud on the doormat and a mass of wonderfully relevant information arrived from Theo.

The only other person I've met to match Theo for breadth of knowledge was called Keith, and this was when I taught in Newark in 1965. It didn't matter what you were talking about - cars, sport, art, music, DIY, history - Keith could hear a conversation twenty yards away and take it over, giving you the benefit of his expert knowledge and insight. On one occasion we got so fed up with this that a group of us got together to rehearse a conversation on a topic so out of the ordinary that not even Keith could contribute. Someone knew a bit about archery, so we swotted up and one lunchtime we started our conversation. "Now it's funny you should be talking about archery", shouted Keith from the far side of the staff room. "It was the trials for the British Olympic team last weekend and I'm chairman of the selection committee".

By the way, here's another story from the Parr archives I don't think I've ever told you before. A young and inexperienced Parr is teaching and a child arrives with a note for a pupil. Teacher promises to do so and stuffs it in his pocket. Later that morning realises he's forgotten and has a look at it: "Return home immediately and turn the cooker off".

I must offer a round of applause for Keith Thomasson and one hundred issues of For Whom The Die Rolls. In ten years or so Keith has set new standards for zine production and I guess he'll go on winning the Zine Poll by a huge margin for as long as he wishes. FWTDR has a shorter production cycle than Hopscotch, has five times as many games (most of them much more substantial), has 100 pages, and is produced to the highest standards of presentation. Over the six/seven week cycle as a whole I probably put an average of an hour a day into Hopscotch, so I presume Keith puts in a minimum of 20 hours daily. That's without allowing for the parallel website For Whom The Web Rocks, with still more games. Not only is Keith showing no sign of cutting back, issue 100 of FWTDR even came with a free game. Being Keith, Landfall has a laminated board, purpose-made dice, and various German-style bits.

As long as you've no objections to realising just what a shoddy piece of work Hopscotch is you should make a point of seeing FWTDR and encouraging Keith towards the next hundred issues, which with typical attention to detail he's worked out will take another eight and a half years (Keith Thomasson, 14 Stepnells, Marsworth, near Tring, Herts, HP23 4NQ. Keith@Thomasson.com)

Another publication I long ago ran out of words to describe. That's the annual handbook of Martin Draper's Striker United league. 124 pages in exact Rothman-style presentation, so that for each team you have the season's teamlists and formations, goalscorers, scores at half- and full-time. You get club records and career records for all players and it's all quite amazing. In a separate section you also get shots gained and allowed by every side together with strike rates, and details of each team's use of hardness, and the way the offside trap and blanket defence have been employed over the previous season. You can also study strengths of goalkeepers, sweepers, and other players, including a survey of their ages. The new season is Striker's nineteenth, so this is a game that's been established for many years and looks to be good for years to come; not surprisingly, Martin's got a healthy waiting list. By the way, he's just started a Grand Slam tennis league and has a vacancy available. This is a very nice game - simple to play, and you can play at a fairly simple level or put as much into it as you wish. Martin Draper, 124 Lord St, Hoddesdon, Herts, EN11 8NP (01992-420786 striker@ntworld.com)

We've got used to milestones, but there aren't many zines that have notched up 250 issues, and probably none at all that have done it with a single editor without as far as I can recall a single missed issue. I can't think that anyone can match John Marsden's achievement with Ode, produced with total regularity from a dozen addresses across the country, through an assortment of different jobs and the acquisition of a family on the way. I think Ode began life just a little before Hopscotch but despite everything John's always been able to manage a slightly faster schedule than us, and he's had lots of hobby responsibilities in making sure games continue to run smoothly when other zines fold. The main focus has always been Diplomacy and some variants, with a good helping of other classic hobby games such as Railway Rivals and Acquire. It's a classic-style Diplomacy zine with a loyal readership and the highest reputation, and there seems no good reason why John won't still be running Ode a long time from now. John Marsden, 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS.

Counter is an invaluable authority on new games; it appears four times a year and there's so much crammed into its hundred or so pages that it takes me most of each three months to read one issue before the next is looming. Counter grew out Sumo which Mike Siggins set up and ran single-handedly; Mike has a marvellous gift that allows him not only to explain the workings of a game clearly but also to let you know whether it's the sort of game that will appeal to you. Counter is much more a team effort, but the writing editor is Stuart Dagger, who possesses a mean turn of phrase when it suits him - try this extract from a review of a game by Reiner Knizia about the Roman Empire:

"... players trying to gain influence in the various provinces of the empire, which they do by the standard Roman procedure of putting down coloured wooden markers and then counting to see who has the most. It is a great pity that the Northern Universities O-level Latin syllabus in the late fifties didn't include more about this and rather less on digging military ditches, hurling spears and jumping up and down upon my ancestors."

If you want to try a sub the person you should get in touch with is Alan How, 3 Lynsted Close, Bromley, Kent, BR1 3UE (Alan.How@which.net)

In recent years I've written a number of packages of mathematical idea for schools to buy. I print these myself on the copier and sell them for £8.95 a time. They've got a good reputation with purchasers and to try and dissuade people from distributing copies for themselves I've generally produced them on some intensely coloured paper which makes them

difficult to photocopy. For a long time I've used a nice heavyweight purple paper from Viking Direct, but they've now discontinued this. Substitute papers tend to be much less intense in colour, and of much lighter weight as well. If anyone can alert me to a suitable replacement and supplier then I'd like to hear from you.

Andrew Tampion is looking for people interested in forming a new club for boardgamers in the East Midlands - you can contact him at vapidcanary64@yahoo.co.uk

### TringCon

I have to say that TringCon seemed to be a great success; not only did everything go smoothly, but the numbers were well up on recent years. At least eight people signed up during the week itself, and no-one had to drop out at the last minute (thus avoiding one of the more feeble apologies of the past - "I didn't know it was my daughter's birthday.") It was specially pleasing to have several newcomers, including some from outside the postal hobby, and everyone seemed to enjoy themselves, me included.

Time was when catering for 30 might have been a bit daunting, but this was the eleventh time we've done it, and everything fell into place pretty well. The shopping now takes an hour or so the afternoon before rather than dominating the preceding month, and I go up to the hall the previous night and do some setting up which took about 20 minutes this time instead of the 1½ hours it once did. On the Saturday morning I act the gracious host, leaving Jill to manage the small task of preparing food for 30. Since this invariably happens without apparent difficulty I can only assume this is much easier than it sounds, but as usual everyone seems pretty satisfied with the quality and the quantity - in the early years we provided lunch and people had to look after themselves for tea, but these days I provide some bits and pieces to make it look a little more than simply recycled lunch.

The cost has remained at £10 for the whole day for several years now, and a number of people asked if this is enough. There was certainly no difficulty this year, as the economies of scale worked for us twice over. For some years now we've paid £120 for the hire of the Hall, so when there are only 20 a lot more of your £10 goes towards the Hall than when there are 30 of us. Secondly, the costs of the catering decrease as the numbers rise. With 20 people we usually have to pay about £75 for food (about £3.75 a head), but with 30 of us we paid a fraction under £100 this year (under £3.35). You'll see that 20 is the break-even point, but this year we had a good surplus which covers the deposit to book the Hall for 2004 and a donation of £50 to the Histiocytosis X Research Fund.

I suppose it's natural to ask each time September approaches whether it's worth all the effort, but to see so many people enjoying themselves so much gives a resounding enough answer. To make sure I have a little encouragement several people take the precaution of paying up in advance for next year, so places in 2004 are already booked - as is the Hall - for Mike Eggleton (£10), John Harrington (£10), Annie Shillabeer (£10), Keith Thomasson (£10), Rob Thomasson (£6), Dave Thornton (£10). As always, TringCon XII will be on the last Saturday in September (the 25th).

MidCon is getting close. Dates are November 14th-16th and the venue is the Thistle Birmingham City Hotel. Details from Jeremy Tullett, 7 Midland Place, Derby, DE1 2RR. Or you can look up [www.midcon.org.uk](http://www.midcon.org.uk)

The very last convention of the year, and the first of 2004 is Hogmanay-Con: information from Tanya Fox, 16 Blacket Place, Edinburgh, EH9 1RL (tanyafoxgal@hotmail.com)

I don't get much chance to play games at TringCon, but I wasn't going to miss the opportunity to have another go at Coloretto. If I were asked to give an identikit picture of my ideal game it would be a card game, small enough to fit in the pocket, have simple and accessible rules, play in an hour or so, demand players to make decisions at every point, require players to exercise judgment rather than memory, and have a decent balance between luck and skill.

Coloretto matches this list in every way. It's a perfect information game where every card played is visible and none are held in the hand. There are only two options - you must draw a card and either play it to a pile on the table, or you pick up one of the existing piles. By picking up a pile you gain scoring cards (and as the hand goes on, you find that some may actually score against you) and prevent opponents from getting them. On the other hand, you're put out of the play for the rest of the hand and powerless to do anything but hope that the opponents find that staying in has meant they acquire a load of rubbish.

This really is a game you can learn to play in a couple of minutes. With five, a hand takes about 15 minutes, but it also plays with three or four, and this is likely to cut the time to nearer 10. Simon picked up my copy for me on a recent trip to Germany where it costs about a fiver, though you'll need to pay a bit more in a British shop.

I don't think I remembered to mention that Martin Burroughs has some vacancies in his football game Premier League. This has been running for several years now, and if you're interested then Martin would like to hear from you (Martin Burroughs, 15 New Earth St, Oldham, Lancs, OL4 5ES (0161-626-1580; e-mail martinburroughs@tiscali.co.uk)

### Plot Counterplot

Game 7	Month 1 (4)	J Harrington	4B	A Owen	4B	J Walker	4D
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In Round 2 you have 8 seeds to plant.

Run For Gold

<b>Race 6</b>	Denis Arnold	4/1*	5/2	6/8	8/4	BUR	7/7	<u>6/6</u>	sq	14
(still lap 1)	Adam Huby	3/3*	5/7	6/2	7/8	8/1	1/7	<u>TUC</u>	sq	9
	Geoff Kendall	5/5*	6/7	7/1	8/7	STA	BUR	<u>BOX</u>	sq	11
	Dennis Menear	4/6	5/6	6/1	7/3	8/2	3/4*	<u>5/8</u>	sq	7
	Arthur Owen	3/5	5/3	7/5*	8/6	BOX		<u>STU</u>	sq	15
	Jed Stone	4/4	5/1	6/4	7/6	1/8*	TUC*	<u>STA</u> <u>3/8</u>	sq	11
	John Walker	5/4	6/3	7/2	8/8	8/5	2/7*	<u>3/2</u>	sq	8

Key: In your card holdings \* shows cards just played and hence no longer available to you, underlined shows replacements received. In the replacement section cards underlined are those which are available in the coming turn (3/6 = movement 3, spike number 6).

Replacements: 4/5 3/1 7/4 4/2 3/7 6/5 4/3 4/7 3/6 2/8 8/3 4/8 STU 7/5 2/7 1/8 TUC 5/5 4/1 3/3 3/4

Spell Merchants

.....**Game 11** (target 57 points) It couldn't be tighter - any one of four players could win next time, and I've no idea who.

Session A spells were: (multi-ingredient spell needed for Round 1; single- or multi-ingredient in Round 2)

- Round 1: Spell (g) ingredients totalling more than 10 Prizes: (kk) 14,5,2
- Round 2: Spell (h) all ingredients odd Prizes: (hh) 15,10,3

Session B spells were (single- or multi-ingredient acceptable in both cases):

- Round 3: Spell (i) no ingredient numbered 1, 2, or 3 Prizes: (cc) 18,9,2
- Round 4: Spell (b) only one type of ingredient Prizes: (ee) 16,6,2

Session C spells were (multi-ingredient, none repeated, necessary in Rd 5; single- or multi-ingredient acceptable in in 6):

- Round 5: Spell (d) ingredients numbered consecutively Prizes: (jj) 20,10,4
- Round 6: Spell (a) all ingredients different Prizes: (aa) 25,10,5

Session D spells were (single- or multi-ingredient spells acceptable in in both cases):

- Round 7: Spell (k) no ingredient numbered 4, 5, or 6 Prizes: (bb) 10,4,1
- Round 8: Spell (e) ingredients totalling a multiple of 3 Prizes: (ii) 25,12,4

Start	Name	Round 7 Spell	Pts	Round 8 Spell	Pts	Ingredients now	End
51	Mick Haytack	Restock 1566	-4	3	4	1 2 3 4 5 66	51
47	Adam Huby	Restock 256	-4	6	4	22 55	47
18	Arthur Owen	Restock 345	-4	Restock 2345	-8	1 2222 33 44 55	6
19	Jed Stone	Restock 666	-8	456	12	1 2222 3 4444 5 66	23
15	John Walker	333	10	12224445	25	11111 2 4	50

Session E spells are (multi-ingredient spell needed for Round 9; single- or multi-ingredient in Round 10):

- Round 9: Spell (c) exactly two types of ingredient Prizes: (ll) 18,8,4
- Round 10: Spell (i) all ingredients even Prizes: (ff) 21,12,3

Nrich Central

The biggest number of entrants for years - seventeen effective entries, with a total of 11058 and an average was 650.47 and target number thus 651 (just one more than last time). Paul Mercer and John Walker cancel each other out, leaving BART HUBY the winner after his narrow failure last time.

Linda Chilton	624	Arthur Owen	649	Eryl Jones	655
Chris Chilton	638	Paul Mercer	652	Rob Thomasson	656
Glen Chilton	640	John Walker	652	Dennis Menear	657
John Coshall	643	BART HUBY	653	Adam Huby	659
Geoff Kendall	645	Kim Head	654	Martin Butcher	662
Allan Stagg	647	Denis Arnold	655		
Jed Stone	648	Mick Haytack	655		

Anyone can play; it's worth your while to do so, since all you have to do is submit a positive whole number between 1 and 999 (inclusive) and the winner gets their copy of Hopscotch free - there's a single prize of £1, all of which is added to the credit of whoever plays the lowest unduplicated number which is greater than the average of all the submitted numbers excluding the highest and lowest. Winners are advised to check they actually get credited with the £1, as it's by no means unknown for me to forget. (Victorious traders get the £1 in stamps.)

The Golden Strider

Race 18, turn 14 (steeplechase, 70 sq)	Cards (Value/Turn Acquired)	D	M	B	R	S	P	O
Adam Huby	8/8 10/10* 10/11 1/12 0/13 0/14	1	9	0	0	53	1	0
Mark Stretch	1/7* 8/10 0/11 10/12 1/13 1/14	0	1	0	1	46	2=	0
Rex Walford	10/9* 4/10 10/11 10/12 6/13 1/14	1	9	0	1	46	2=	2
Allan Stagg	10/9* 10/10 0/11 10/12 10/13 1/14	0	10	0	1	46	2=	3
Arthur Owen	5/9* 1/10 1/11 9/12 1/13 6/14	0	3	2	6	43	5=	0
Jed Stone	8/8* 8/9 8/11 8/12 8/13 2/14	0	8	0	2	43	5=	2
Rob Thomasson	0/8 2/10 5/11 6/12 10/13* 8/14	0	6	4	3	42	7	0
Martyn Hathaway	2/9* 10/10 2/11 0/12 0/13 0/14	1	1	0	0	33	8	0
Mark Weseman	0/9* 1/10 2/11 0/12 0/13 0/14	0	0	0	0	32	9	0

No trips to report.

The mode of report used is as follows: after your name are the cards you hold (including new replacements), with the card just played asterisked; 4/1 shows a 4 card given after the round 1 movement - remember that all cards must be played within seven turns of being received. The columns D, M, B, R, S, P, and O show the deduction made from your card due to overtaking costs incurred last turn, amounts used for movement and for banking, replacement, square occupied, position, and the overtaking restitution which has to be made next turn (which will be zero for all runners for the first two turns). The basic positional bonus is 1 for 2nd/3rd, 2 for 4th to 6th.

In the case of an NMR the card at the extreme left of your holding will be played, using all available points for movement and banking none.

Do not forget the seven-round rule; remaining x/8 cards must be played next time. Do please be sure you take overtaking and barrier costs into account when ordering.

Adam Huby seems to have this race sewn up, so let's open a waiting list for another race. I suggest a conventional race this time; we need at least half a dozen players and Martin Butcher is already on the list. It's very simple and very hard to play; you simply have to decide which of various movement cards to employ, and how much of the value you use for moving and how much to bank as stamina. Obviously it's the movement quota that's directly productive, but each point used as stamina returns twice its value as potential movement in subsequent turns.

The Hopscotch United League

Division One

A C HARLEQUINS	Christie 57	1	ASTRO AZTECS	Minute 56,75	2
PIPPIN'S TIGERS	Seven 46	1	LITTLEOVER CLOGGERS		0
SINGSING SCRUBBERS	Eta 2; Empat 24,61	3	DROPOUT CITY	Grandiose 1,19,70,89	4
UNITED NATIONS		0	CASABLANCA		0
WORKSOP T	McTavish 19,59; Ardingly 46,71	4	NEMESIS		0

Division Two

BATTLES OF WORLD WAR I	Vardar 27; Lodz 57	2	CLIFTONVILLE UTD	Godwin 86	1
LATHKILL COTTAGERS		0	HORSHAM JOGGERS	Maurice 57	1
LIVERPOOL TR	Barbel 26,85; Helmchoz 27	3	GANDALF'S WIZARDS	Bulatz 18; Eaglehawk 82	2
RAINBOW ROVERS	Osprey 3,6,37	3	DELIRIUM TREMENS	Shank 57; Coltrane 87	2
XANTH CRUSADERS	Cerise 20; Flame 47	2	JOKERS WILD		0

Division Three

ATHLETICO CHIPPING SODBURY	Tapas 69	1	ATH PUDDLESWORTH	Kermit 17; Baby 44	2
TAU CETI HYPERSPACERS	Eriador 18,67,76	3	CASSIO MARAUDERS	Stead 25	1
TOOT & SPONGE	Vulture 16,35	2	BOYS DE BOULOGNE	Flopsy 20; Ozade 74	2
WASHINGTON REDSKINS	Woodhead 30	1	BAKED ALASKAS	Barry 10,12	2
WESSEX WEASELS	Manson 62	1	MAN UTD	Rowley 9,53,59,82; Cole 15; Irwin 78	6

Division Four

A C MARANELLO	2	BYZANTIUM PILLAGERS	0	NEWCASTLE VETERANS	4	EVERTON	0
TIDDLEY PUSH	2	EDINBURGH CITY	0	TYRINGE VIKINGS	1	CLEVELAND BROWNS	1
UPYER CELTS	0	LUDDITES	0				

Division Five

CASTLE ADAMANT	2*	CINCINNATI	3	RUSH NECROMANCERS	2	HAPPY HORNETS	1
SOUTHERN SUPREMES	1*	GAMMA HACKERS	3	SUNDERLAND IC	2*	CONINGTON THURSDAY	0
WOOLPIT THISTLE	1	MILL HILL SUBURBIA	1				

Division Six

AIR FORCE	0	BLANTYRE	0	PLUM DUFFS	2	HAMPHILL RANGERS	2*
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SURREY SAUCES 3 EPSOM EGOTISTS 0 TYNE PIRATES 6 BUCKS FIZZERS 0  
 UPTON BEAD FACTORY 1 LUFBRA JOCKS 0

..... FA Cup, round 1

A C HARLEQUINS walked over		BUCKS FIZZERS	
A C MARANELLO Hawthorn 26, 83; Farina 57	3	MINCE TARTS	0
ATHLETICO CHIPPING SODBURY Pesce 22,50	2	POST-SENILITY 31m,70m	2
ATH PUDDLESWORTH walked over		XANTH CRUSADERS	
BAKED ALASKAS	0	CASSIO MARAUDERS Isla 15; Stead 54	2
BOYS DE B Ozade 15; Flopsy 60; NSong 81	3	NEMESIS	0
BYZANTIUM PILLAGERS Hornsby 2p	1	BATTLES OF WWI Gumbinnen 11; Pola 16; Namur 24; Lodz 26; Isonzo 56	5
CASABLANCA Marshtwo 10; Cann 23,61; Wigmore 30	4	EPSOM EGOTISTS	0
CASTLE ADAMANT	0	LITTLEOVER CLOGGERS Durkin 9; Lollipop 25; Collins 26; Holly 55	4
CLIFTONVILLE UTD Godwin 63	1	BLANTYRE	0
CONINGTON THURS Edmonds 17; Gerloch 38	2	UPTON BEAD FACTORY Lara 81p	1
DROPOUT CITY Grandiose 15,34,48,83	4	TOOT & SPONGE Vulture 13	1
EVERTON Deleuze 34	1	MANCHESTER UTD Rowley 20,66,67; Butt 50; Pearson 72	5
GAMMA HACKERS	0	TYRINGE VIKINGS	0
HAMPHILL diCanio 10,65,66; City 62; Lowlife 81	5	PLUM DUFFS Fluff 53	1
HAPPY HORNET WANDERERS	0	PIPPIN'S T Perch 32,54; Seven 53; Hendon 90	4
HORSHAM J Hall 4; Craigie 22; McSkimming 59	3	CLEVELAND BROWNS Miller 66	1
LATHKILL COTTAGERS Pansy 6,47,76; Lily 11,51; Cheese 38; Snowdrop 42	7	TAU CETI HYPERSPACERS	0
LIVERPOOL TRAWLERS Barbel 50	1	ASTRO AZTECS	0
MILL HILL SUBURBIA	0	EDINBURGH CITY	0
NEWCASTLE VETERANS walked over		NON-LEAGUE 3	
RAINBOW ROVERS Maggini 12; Osprey 50	2	WASHINGTON REDSKINS	0
RUSH NECROMANCERS	0	LUDDITES	0
SINGSING Eta 3; Empat 37,86; Whiteside 81	4	AIR FORCE	0
SOUTHERN SUPREMES	0	LUFBRA JOCKS Tash 69	1
SUNDERLD IC Audley 6; Berkeley 30; Kinkladze 69	3	TYNE PIRATES	0
TIDDLEY PUSH Umesh 11,30	2	GANDALF'S WIZARDS Bulatz 53; Berkeley 54; Easingwhere 70	3
UNITED NATIONS Guff 18; Highplaces 80	2	SURREY SAUCES	0
UPYER C Dimmock 34,45; Dryer 40,55; Waite 41	5	WOOLPITTHISTLE	0
WESSEX WEASELS	0	DELIRIUM TREMENS Anderson 43	1
WORKSOP TOWN Highway 32; Ardingly 81	2	JOKERS WILD	0
NON-LEAGUE 4 walked over by		CINCINNATI	

..... SuperCup, round 1, first leg (shots shown in brackets)

BOYS DE BOULOGNE [6] Lays 42	1	TAU CETI [7] Draper 14; Oblivion 20; Perrnprth 35	3
CASABLANCA [28] Marsh 5,55; Cann 51,86	4	CLIFTONVILLE UTD [12] Godwin 61	1
GANDALF'S WIZARDS [17] Berkeley 28; Bulatz 36,46; Eaglehawk 44	4	WESSEX WEASELS [3]	0
HORSHAM JOGGERNAUTS [1]	0	LITTLEOVER CL [22] Collins 9,77; Holly 76	3
JOKERS WILD [0]	0	MANCHESTER UTD [28] Rowley 23,40	2
RAINBOW ROVERS [6] Maggini 16; Osprey 59	2	ASTRO AZTECS [2]	0
TOOT & SPONGE [2]	0	PIPPIN'S TIGERS [10] Perch 6,36,80	3
WORKSOP TOWN [5]	0	DROPOUT CITY [12] Dynamic 85	1

(Byes to : A C Harlequins, Ath Pudds, Battles WWI, Lathkill, Liverpool Tr, Nemesis, Singsing, UN)

..... SuperVase, round 1, first leg (shots shown in brackets)

BYZANTIUM PILLAGERS [3]	0	UPTON BEAD FACTORY [3] Younis 66	1
CONINGTON THURSDAY [6]	0	BLANTYRE [0]	0
EVERTON [8] Kafka 60	1	UPYER CELTS [9] Dryer 74	1
GAMMA HACKERS [1]	0	HAPPY HORNETS [3] Goerge 26	1
LUFBRA JOCKS [5] Finn 3; Lochead 45,48	3	NEWCASTLE VETERANS [7] Hiawatha 49	1
TIDDLEY PUSH [11] Storm 34,67	2	EDINBURGH CITY [0]	0
TYNE PIRATES [1]	0	TYRINGE VIKINGS [1]	0
WOOLPIT THISTLE [6] Alva 32; Scourie 74	2	CINCINNATI [3] Clemence 27	1

(Byes to : A C Maranello, Air Force, Castle Ad, Epsom, Hamphill, Luddites, Plum Duffs, Sunderland 1C)

A new season's as good a time as any to remind you about ordering formats and deadlines and explain my reasons. I'm happy to accept e-mailed orders for all games except United. There are several reasons for this policy, but most of them are covered by the way I need to do the GMing. The other games are all far smaller, with fewer players, and I can GM them pretty quickly (sometimes I even do so correctly). I'll GM them a day or two before the deadline if orders are in, but basically it's normally no problem to forget about them till the deadline. However, GMing United is a totally different kettle of fish. Sixty sets of orders each need to be checked and logged, and the only way I can do this is to process them as they come in, spread over three weeks or so. Right from the start of the game I discovered that the earlier you can get orders to me the more helpful it is, hence the idea of the early VP.

Conversely, the more orders pile up against the early VP deadline the more difficulty for me. Till relatively recently there'd be perhaps fifteen sets coming in during early deadline week; these days there seem to be thirty or so, and perhaps twenty arriving on the Thursday and Friday. Since it takes at least five minutes to process even the simplest set of orders and ten or more where are any complications, this is far more than I'd prefer. It means I'm spending two or three hours at a critical time doing nothing more than get things ready for the actual adjudication involved in doing the auction and playing the games. And here we come to the first of the several difficulties e-mail gives me:

- E-mail's a much quicker way of transmitting orders, so it tempts people to do their orders later, which doesn't help me one bit
- Secondly, it seems to be terribly vulnerable to all sorts of snags and delays, most particularly at my end when the Pipex service goes wrong - in the lead up to this issue alone there have been three times I haven't been able to log on for 24 hours, and there have been occasions where the whole Pipex e-mail operation has ceased for as much as three days.
- Thirdly, there's another way in which e-mail makes it easier for you but harder for me. When I tried an experiment I was snowed under by later amendment of orders - managers deciding to change their formations, use more or less hardness and GPPs, do last minute deals, etc. All of these meant that the value of getting orders early was destroyed, since the orders had first to be unprocessed and then processed for a second time. Of course I've never objected to managers who do need to adjust orders, but when you've actually got to write out amendments and find a stamp it focusses the managerial mind much more effectively.
- Fourthly, and as important as the other reasons, is that I found I was receiving orders in non-standard formats and was having to spend extra time locating information in unexpected formats and places. Virtually everyone who designs their own forms seems to interpret the request for 'virtually identical' order formats in Rule K.2.1 far more liberally than I intended.

Longer delivery times and increased costs mean I do accept e-mail from managers outside Europe and this works fairly well, though the manager does need to take some care that the instructions don't get garbled in transmission - David McCrumb and Dennis Menear have proved that it's perfectly possible to generate a plaintext e-mail to do the job without using any extra software.

And please note that I say on the front page of every issue that I'd prefer not to receive attachments and that you should check with me before sending any. I also point out that I don't use any package beyond Word 6, so it's no good sending me something that needs Word 2010 or any kind of spreadsheet. If this strikes you as being primitive and Luddite, Keith Thomasson produces the best looking zine in the hobby with Word 6 and he refuses to accept any attachments whatsoever.

From all of this you'll see that I'm not looking to change my existing guidelines, and that I'd be helped by as many managers as possible getting orders to me not only by deadline A, but earlier still if possible. If you do wish to use electronic means you can try faxing me on 070-920-24173 but I have to warn you that you'll find this has disadvantages. You have to pay for the service, and one or two people have found difficulty in using it. The YAC service means the fax reaches me as an e-mail, so it's subject to all the e-mail transmission problems and more; I've always said you should allow an extra two or three days rather than treat it as a last-minute fallback.

E-mail is appropriate when you want to ask for rule clarifications, draw errors to my attention, etc, and I'm very happy to use it for these purposes.

I am of course happy to discuss this whole issue, but I warn you that you're going to need some strong arguments if you want me to change my policy.

..... Early VP Littleover and Gamma were awarded the early VP but not entry to the auction. Orders arrived in time for d/IB (i.e. were not in time for the early VP) from ACS. NMRs from: Xanth Crusaders, Bucks Fizzers.

..... Comings and goings, etc I'm a sort of semi-assistant manager for Gery McLaughlin at Plum Duffs at the moment. Mike Head is on the waiting list.

..... Changes of address Please delete the address in the handbook for David McCrumb (Tyninge Vikings) and replace it with Dave.McCrumb@DanaherMotion.com

..... New apprentices Elliott MF, Ovet FW (A C Harlequins) Masala DF (ACS) Juan Twothree MF, Terry Firma DF (Astro) Carter MF (Baked A) Buggins DF, Muggins MF (Bucks) William Green DF (Cleveland) Going GK, Kilo DF, Echo MF (Epsom) Jimmy SW, Andy DF, Holder MF, Jimbo FW (Horsham) Avalon FW (Gamma) Baretta DF, Rio SW, Duff MF, Pisano FW (Jokers) Pimpernel SW, Celandine FW, Groundsel FW, Plantain FW (Lathkill) Steve Finnan DF (Liverpool Tr) Quail SW, Starling MF, Thrush DF, Treecreeper MF, Toad FW (Nemesis) Peterborough DF, Bristol Rovers DF, Bristol City FW (Southern) Helford FW, St Mawes MF, Mylar MF, Flushing FW, Restronguet DF (Tau Ceti) Claremorris DF, Ennis FW (Tyninge) R S Tingofficer MF, R D Kissme FW (Worksop Town)

.....**New schoolboys** Sagwala FW (ACS) Encarnacion DF (Byzantium) Phil Dawson SW (Cleveland) Iggy (Dropout) Golf FW (Epsom) Soler SW (Jokers) Sorrel MF (delete Hemp) (Lathkill) Falmouth SW (Tau Ceti)

.....**Transfer deals** Bez Intentions from Astro Aztecs to UN; 500k from UN to Astro Aztecs. Campbell, Perry, 530k from Cincinnati to Hamphill Rangers; Lowlife from Hamphill Rangers to Cincinnati. Ariston from Castle Adamant to Tyringe Vikings; Tobercury from Tyringe Vikings to Castle Adamant.

.....**Last session's auction** All these are rookies; age I players who may not be transferred or sold during this season. (10) DF7(I/rookie), Crerand, to Southern Utd for 891k (11) MF8(I/rookie), Cramper, to Singing for 1002k (12) MF9(I/rookie), Charlton, to Mather for 1000k (13) GK7(I/rookie), Walrus, to Nemesis for 809k (14) FW7(I/rookie), Agricola, to Casablanca for 806k (15) SW7(I/rookie), Ibis, to Nemesis for 859k (16) GK7(I/rookie), Pelitory, to Lathkill Cottagers for 515k (17) DF10(I/rookie), Saviour, to Pippin's for 1126k (18) MF12(I/rookie), Alceu, to Jokers Wild for 1420k (19) FW12(I/rookie), Maggie, to T&S for 1509k  
Do remember I'm always happy to receive suggestions for players you'd like to see included.

.....**Agent:** Last season we introduced an agent who'll locate players, and he's available again this season. See Rule G.7 for more information. This session he obtained Tolken, MF(I/rookie) for Nemesis for an agent's fee of 365k.

.....**Sales to non-league** Melville (Sunderland IC) 40k Jupiter2 (Tau Ceti) 80k Boots (Wessex) 20k

.....**Next session's auction** (20) Draper MF/FW7(II) of Tau Ceti (21) Porthtown DF7(II) of Tau Ceti (22) Robinson FW5(III) of Tau Ceti (23) SW4(I)[R] (24) UT15(IV)[G] (25) MF12(II)[J] (26) FW9(III)[L] (27) DF6(III)[K] (28) UT-1(I)[BKL] (29) DF3(A)[N]

.....**Corrections and amendments** (1) please add R U Deff SW/S2 to the Worksop roster, (2) corrections agreed re Southern GPPs and cash, (3) I managed to send two coaches to incorrect clubs last time, so please delete Glyn Young at Cliftonville Utd and Ray Norton at Tyringe Vikings. RN has been replaced at Tyringe by Anthony Froggettclone and cash balances should have been corrected. If there are any clubs which bid for Glyn Young and/or Ray Norton and who still want to employ them please let me know.

.....**Chat group** Thanks to John Harrington there's an electronic forum for managers to discuss rules, tactics, advertise players, etc. Naturally, all managers are welcome to join at <http://www.smartgroups.com/groups/unity>

.....**Press** Pippin's Tigers: Rejuvenate your squad. Looking to swap high age II and age III for high age IV ([R] and [J] of special interest). Contact Anthony on 01932-841789 or e-mail: [unity@melbourne.eclipse.co.uk](mailto:unity@melbourne.eclipse.co.uk)  
Gamma Hackers: Apprentice MF for sale after session II - Richard Bass

.....**Bits and pieces** (1) After 20+ years it's occurred to me that the shot-stopping formulae don't have anything in them that demands GK and SWs must play at whole-number levels. So in future when people use an incorrect number of GPPs etc to raise these players I won't bother trying to make adjustments, the players will simply operate at level 10.25 or whatever.

(2) So I'd better remind you once more that to coach a normal player beyond level 10 costs 2VP rather than 1VP and if the player is a GK or SW the cost is 4VP. These figures are halved for current ex-schoolboys (i.e. those who finished their qualification during the current season). The values are not halved for ordinary apprentices. (Check Rule F if in doubt.) The same applies for temporary strengthening of GK/SW when using GPPs, etc

(3) Early VPs: do not forget that if your orders reach me by d/I A you have an additional VP available for use in that set of orders. Some managers like to specify which player this VP is being used upon, but that's not essential. If you don't claim this VP don't worry, it's automatically credited to you in the next tables. Should you claim an early VP (or any other VP) that you're not entitled to you can expect me to include a note with the next issue.

(4) One manager suggests that Rule G.2.4 relating to the sale of rookies is slightly ambiguous. The intended meaning is something like: "A rookie (whether signed in the draft or via auction) may not be sold or move to another club before the end of the playing season in which he is signed." Anyone feeling they've been using a different interpretation should get in touch.

(5) Several managers have found themselves in dodgy situations this session because their GK/SW combination is actually too strong for the other areas - GK/SW 10/10 counts for 40 points and so DF and MF need to be at least 14 and FW at least 10, which at the start of the season can be tricky if you're trying to bring on a few apprentices. I'm wondering if it would matter very much if we were to relax the balance rule requirement when GK/SW are too strong. (I've no intention of allowing any relaxation in the other direction.) Comments welcome.

(6) Only two non-league teams turned up for the Cup - if I remember right, we once had 34.

(7) Here are the squad details for Athletico Chipping Sodbury: Vindaloo GK Stir Fry SW Crepe DF/MF Tapas DF Muesli MF/FW Galette FW Roquefort MF Gelato DF Sfatini GK(S2) Cupoli DF Agnello MF/FW Pesce MF/FW Masala DF(A) Sagwala FW(S1)

(8) In the SuperCup and SuperVase games I publish the number of shots to each side, thus enabling every manager to bemoan his luck. David McCrumb points out that in the recent women's World Cup match the USA had about three or four times as many shots as Germany, but still lost 3-0, so it's not only in your matches that these things happen.

.....**Next session is!!:** League matches 2 and 3 F A Cup, round 1 replays SuperCup and SuperVase, preliminary round, second leg Home advantage 6 Hardness 2 6 8 12 15 Providing orders reach me by d/I A you are entitled to the early VP.

	P	W	D	L	F	A	W	D	L	F	A	PT	VP	EK	GP	DP	Name	
1	Worksop Town	1	1	0	0	4	0	0	0	0	0	2	3½	2682	25	0	MTaylor	
2	Dropout City	1	0	0	0	0	0	1	0	0	4	3	2	4½	-899	10	BHuby	
3	Astro Aztecs	1	0	0	0	0	0	1	0	0	2	1	2	2½	486	32	SCooper	
4	Pippin's Tig	1	1	0	0	1	0	0	0	0	0	2	3½	27	20	1	AMelbourne	
5	Casablanca	1	0	0	0	0	0	0	1	0	0	0	1	3	1318	46	0	JCosshall
5	United Nations	1	0	1	0	0	0	0	0	0	0	0	1	3½	2443	36	0	FMain
7	Singing Scr	1	0	0	1	3	4	0	0	0	0	0	0	3½	1902	31	1	PParr
8	A C Harlequins	1	0	0	1	1	2	0	0	0	0	0	0	2½	1568	24	0	MDraper
9	Littleover Cl	1	0	0	0	0	0	0	0	1	0	1	0	2	1586	24	1	JTucker
t	Nemesis	1	0	0	0	0	0	0	0	1	0	4	0	1	-508	24	0	HMelbourne
1	Xanth Crus	1	1	0	0	2	0	0	0	0	0	0	2	2	222	8	0	NHathaway
2	Liverpool Tr	1	1	0	0	3	2	0	0	0	0	0	2	3	-87	29	0	AHuby
2	Rainbow Rov	1	1	0	0	3	2	0	0	0	0	0	2	4	1430	36	2	GUrwin
4	Battles WWI	1	1	0	0	2	1	0	0	0	0	0	2	3	254	24	2	GKendall
5	Horsham Joggs	1	0	0	0	0	0	1	0	0	1	0	2	3½	1171	27	1	JKlanczski
6	Delirium Tr	1	0	0	0	0	0	0	0	1	2	3	0	2	1885	33	1	RbenIsrael
6	Gandalif's Wiz	1	0	0	0	0	0	0	0	1	2	3	0	2½	499	18	3	DThornton
8	Cliftonville	1	0	0	0	0	0	0	0	1	1	2	0	2½	-258	8	0	JWalker
9	Lathkill Cott	1	0	0	1	0	1	0	0	0	0	0	0	3½	-356	0	5	AMacAlister
t	Jokers Wild	1	0	0	0	0	0	0	0	1	0	2	0	1	358	40	0	SCompton
1	Manchester U	1	0	0	0	0	0	1	0	0	6	1	2	3	748	36	2	MHaytack
2	Tau Ceti Hyp	1	1	0	0	3	1	0	0	0	0	0	2	2½	-254	18	1	KO'Brien
3	Ath Puddswth	1	0	0	0	0	0	1	0	0	2	1	2	3½	708	24	0	GSmith
3	Baked Alaskas	1	0	0	0	0	0	1	0	0	2	1	2	3½	1341	40	1	CChillon
5	Boys de Boul	1	0	0	0	0	0	0	1	0	2	2	1	2½	35	36	3	MParnaby
5	Toot & Sponge	1	0	1	0	2	2	0	0	0	0	0	1	1½	-669	24	3	PLoveland
7	ACS	1	0	0	1	1	2	0	0	0	0	0	0	1	211	8	0	MHathaway
7	Washgtn Redsk	1	0	0	1	1	2	0	0	0	0	0	0	1	3219	32	0	PStanton
9	Cassio Mar	1	0	0	0	0	0	0	0	1	1	3	0	2	732	40	0	HWilcox
t	Wessex Weasls	1	0	0	1	1	6	0	0	0	0	0	0	2	3807	48	3	ESimpson
1	Newcastle V	1	1	0	0	4	0	0	0	0	0	0	2	2½	685	46	2	RThomasson
2	AC Maranello	1	1	0	0	2	0	0	0	0	0	0	2	4	-659	24	0	MStretch
2	Tiddley Push	1	1	0	0	2	0	0	0	0	0	0	2	2½	163	45	0	SDevereux
4	Cleveland Br	1	0	0	0	0	0	0	1	0	1	1	1	2	-159	33	1	EJones
4	Tyringe Vik	1	0	1	0	1	1	0	0	0	0	0	1	3	1667	32	0	DMcCrumb
6	Luddites	1	0	0	0	0	0	0	1	0	0	0	1	1½	505	32	2	JHarringt
6	Uyzer Celts	1	0	1	0	0	0	0	0	0	0	0	1	3	-681	71	0	DArnold
8	Byzantium P	1	0	0	0	0	0	0	0	1	0	2	0	1	-80	16	3	SBrooks
8	Edinburgh C	1	0	0	0	0	0	0	0	1	0	2	0	1	-493	32	0	DCarter
t	Everton	1	0	0	0	0	0	0	0	1	0	4	0	1	112	31	3	CTyler
1	Gamma Hackers	1	0	0	0	0	0	1	0	0	3	1	2	2	402	24	6	RBass
2	Sunderland IC	1	1	0	0	2	0	0	0	0	0	0	2	4	1177	8	0	RvVaalen
3	Cincinnati	1	0	0	0	0	0	1	0	0	3	2	2	2½	9	20	3	MFinch
4	Rush Necros	1	1	0	0	2	1	0	0	0	0	0	2	2½	271	24	2	AOWen
5	Mill Hill Sub	1	0	0	0	0	0	0	1	0	1	1	1	1½	438	8	2	GThomas
5	Woolpit Thist	1	0	1	0	1	1	0	0	0	0	0	1	3	623	36	2	PMercer
7	Castle Adamnt	1	0	0	1	2	3	0	0	0	0	0	0	1	988	24	1	DMenear
8	Happy Hornets	1	0	0	0	0	0	0	0	1	1	2	0	1	539	28	3	CAllum
9	Southern Supr	1	0	0	1	1	3	0	0	0	0	0	1	1	-515	24	0	KHead
t	Conington Thu	1	0	0	0	0	0	0	0	1	0	2	0	2	-707	48	5	RWalford
1	Tyne Pirates	1	1	0	0	6	0	0	0	0	0	0	2	2½	-630	32	0	SRobertson
2	Surrey Sauces	1	1	0	0	3	0	0	0	0	0	0	2	2	-65	32	2	IOWen
3	UBF	1	1	0	0	1	0	0	0	0	0	0	2	2	-90	20	0	PRusling
4	Hamphill Rang	1	0	0	0	0	0	0	1	0	2	2	1	3½	958	40	2	GBeaty
4	Plum Duffs	1	0	1	0	2	2	0	0	0	0	0	1	1½	-468	16	5	GMcLaughlin
6	Air Force	1	0	1	0	0	0	0	0	0	0	0	1	2	-468	30	1	SGrainger
6	Blantyre	1	0	0	0	0	0	0	1	0	0	0	1	2½	-503	16	0	SKingsbury
8	Lufbra Jocks	1	0	0	0	0	0	0	0	1	0	1	0	2½	-29	24	3	CWorthngtn
9	Epsom Egotists	1	0	0	0	0	0	0	0	1	0	3	0	2½	189	8	0	MWassall
t	Bucks Fizzers	1	0	0	0	0	0	0	0	1	0	6	0	1	1052	32	0	RRose

Middleman

.....Game 37, Round 6 and last (Standard, within 30 rule applies) Victory for Kim.  
 Kim Head (411) plays 99 cards score now 411  
 Eryl Jones (168) plays 92 cards score now 168  
 Jed Stone (253) plays 96 cards score now 540

.....Game 38, Round 2 (Standard, within 30 rule applies) John sneaks into the lead.  
 John Walker (0) plays 50 cards 1 1 \* 3 4 6 7 9 9 score now 145  
 Arthur Owen (143) plays 39 cards 1 2 4 6 6 7 8 9 score now 143  
 Jed Stone (0) plays 56 cards 2 3 4 5 6 7 8 9 score now 0

.....Waiting list and Gamestart There are no fewer than four people on the waiting list - Eryl Jones, Kim Head, Martin Butcher, Jed Stone. We can start Game 39 with Eryl, Kim, and Martin; please send me your card choices - rules are below.

.....Rules: You choose any 12 cards numbered from 0-9 inclusive. Each round you must form a two-digit number (0 may not be used in the tens position). You must, if possible, play within 30 (i.e. less than 30) of the number you made in the preceding round - but if you cannot play within 30 you may make any number you wish from your cards. Whoever plays the middle number scores the sum of all three. The winner is the player with the middlest score.

.....  
Tribute

.....Game 56, Round 6 (Hyperbuta - highest score wins) Neck and neck between Kim and Eryl.  
 Kim Head plays 1 to Jed Stone's 6 points: KH -1 JS +1  
 Eryl Jones plays 8 to Kim Head's 2 points: EJ +1 KH -1  
 Jed Stone plays 9 to Eryl Jones' 2 points: JS +1 EJ -1  
 Stakes undoubled. Scores now: KH +7 EJ +7 JS -14  
 Cards left: KH: 4 5 EJ: 2 4 JS: 5 9  
 Doubles / triples left: none

.....Game 57, Round 3 (Highest score wins) Not quiet any longer.  
 Arthur Owen plays 2 to John Walker's 9 points: AO -8 JW +8  
 Jed Stone plays 5 to Arthur Owen's 8 points: JS -8 AO +8  
 John Walker plays 9 to Jed Stone's 5 points: JW +8 JS -8  
 Stakes doubled three times by John. Scores now: AO -2 JS -12 JW +14  
 Cards left: AO: 2 5 5 6 7 9 JS: 5 5 7 7 9 JW: 0 1 1 9 9 9  
 Doubles left: AO: 2 JS: 0 JW: 0.

Well, it's never been done before and I actually had to look at the rules to check, but it's quite legal for a player to double more than once in a round. Now John's discovered the technique we'll have to see if it's quite as devastating as it looks.

.....Waiting list: Eryl Jones, Kim Head, Martin Butcher, Jed Stone. There should be a new gamestart next time.

The Hoopscotch 50-50 Club

There were 20 entrants again; the prize of £10.00 goes to LINDA CHILTON.

Each issue those involved contribute £1, with 50% going to the winner and the remainder goes to three charities. These are (i) for research into Histocytosis X, an awful disease that killed a hobby member and former pupil of mine. Clive Mewse, in his early thirties. The other beneficiaries are (ii) the Brittle Bone Society, in tribute to Ian Curry, a Hoopscotch player of long-standing, who died shortly before his thirtieth birthday; and also (iii) the Leonard Cheshire Foundation.

Anyone can join; it makes life much easier if you can send me a separate cheque; it helps still more if you put 5050 on the back of the cheque. You'll automatically be entered into each draw as long as your money lasts.

After this session's draw, the current 50-50 credit ratings are Chris Chilton £0, Neville Cooper £6, Jill Parr £3, Alan Parr £3, Ellis Simpson £5, Geoff Kendall £2, Martyn Hathaway £6, Bart Huby £1, Dave Thornton £3, Martin Draper £4, Mick Haytack £4, Frank Main £4, Kim Head £1, Stuart Cooper £1, Jed Stone £2, Adam Huby £7, John Coshall £4, Richard Smith £7, Rob Thomasson £2, Linda Chilton £0.

Do please check your level carefully; it's very easy for me to muddle things up. Publicity from other editors is always much appreciated. Please let me have entries/top-ups by deadline A (any which arrive close to d/I A may not be processed till the following issue - this may particularly apply to players indicated by \*\*\*).

We're still just on the twenty mark, so top-ups and new players will be particularly welcome. I've always said that if we drop noticeably below twenty players the scheme doesn't look very viable, so newcomers are even more welcome than usual.

No space, so the Railway Rivals report is enclosed for players only.

David Watts writes: I've recently been having fun with the 1881 Surname Atlas CD Rom from Archersoftware. It maps the distribution of 400,000 Surnames in Gt Britain, both actual numbers and per 100,000 in that area. It does it both by county and by Poor Law Unions (divisions within a County). Some examples (per 100,000), selected at random:

- Owen** Most in Anglesey; also Caernarvon & Merioneth, & most of W&N Wales except Flint. Few elsewhere.
- Jones** Most in Anglesey, Caernarvon & Merioneth. Few in Pembs, or England except Shrops & Hereford.
- Parr** Most in Notts, Cambs, Lancs, Devon, Radnor. Also Midlands & E Anglia. Few in Scotland except SW.
- Arnold** Herts, Cambs, Dorset, Wiltshire. Also rest of S & Midlands. Few N. of Mersey-Tees, or Cornwall.
- Watts** Wilts; also Somerset to Norfolk, and S+W Wales coast. Few N. of a line Cardigan to the Wash.

The CD also does Christian names! I think the RRP is £15 (mine was a special offer @ £12). I can get & send copies to anyone interested for £12, post included.

I've just reprinted copies of my 1968 academic article "Changes in Location of the S.Wales Iron & Steel Industry, 1860-1930". I've added 4 pages with 8 photographs: now 20 pages. In the unlikely event that anyone's interested, it's £1 post free.

.....  
PENAL Round 2 GM - Denis Arnold

Firstly, welcome to Martin, Mike and Allan - we now have 18 players!! Others can still join the game (this time you'll start with 14 points).

It was interesting to see 16 of you choosing the same Footwear, and 14 the same Weapon. Other categories were more varied, including 11 different Sounds. Not altogether surprisingly, Snakes & Ladders got the votes but Scrabble, in 2<sup>nd</sup> place, got the points.

PENAL	Round 2						GM - Denis Arnold			
	NAME	BIRD	WEAPON	FOOTWEAR	BOARDGAME	CAR PART	SOUND	B/fwd	New	Total
Simon Robertson	Starling 2	Sword 3+3	Shoe 3	Scrabble 3	Silencer 3	Shout		16	17	33
Peter Stanton	Swallow 2	Sword 3+3	Shoe 3	Shark	Solenoid	Scream 3		19	14	33
Ian Winstanley	Swallow 2	Sword 3+3	Shoe 3	Snakes & L.	Seat	Scream 3		19	14	33
Rob Thomasson	Sparrow	Sword 3+3	Shoe 3	Scrabble 3	Steer Whl. 1	Scream 3		14	16	30
Geoff Kendall	Swallow 2	Sword 3+3	Shoe 3	Scrabble 3	Start.Motor	Splat		16	14	30
Jed Stone	Sparrow	Sword 3+3	Shoe 3	Scrabble 3	Silencer 3	Splash		14	15	29
John Walker	Sparrow	Sword 3+3	Shoe 3	Settlers	Steer Whl. 1	Scream 3		16	13	29
Mick Haytack	Swan	Sword 3+3	Shoe 3	Speed Circuit	Spark Plug	Squawk		19	9	28
Martin Butcher	Starling 2	Sword 3+3	Shoe 3	Samurai	Silencer 3	Scream 3 (NEW)		10	17	27
Richard Smith	Starling 2	Sword 3+3	Shoe 3	Snakes & L.	Steer Whl. 1	Screech 1		14	13	27
Alan Parr	Swift	Sword 3+3	Shoe 3	Snakes & L.	Shock Abs.	Ssshhh		16	9	25
Bart Huby	Swift	Sword 3+3	Shoe 3	Settlers	Steer Whl. 1	Shriek		14	10	24
Cecil Worthington	Sparrow	Sword 3+3	Shoe 3	Snakes & L.	Steer Whl. 1	Screech 1		12	11	23
Mike Parnaby	Swallow 2	Sword 3+3	Shoe 3	Snakes & L.	Steer Whl. 1	Swish (NEW)		10	12	22
Dennis Mennear	Sparrow	Stiletto +2	Shoe 3	Stratego	Shock Abs.	Silence		17	5	22
Arthur Owen	Swallow 2	Shotgun 1	Shoe 3	Snakes & L.	Spark Plug	Screech 1		12	7	19
Allan Stagg	Starling 2	Shotgun 1	Slippers 1	Settlers	Steer Whl. 1	Ssshhh (NEW)		10	5	15
Chris Chilton	Starling 2	Shotgun 1	Sandal 1	Snakes & L.	Seat	Siren		10	4	14
EXPLODE VOTES	Sparrow		7							
	Swallow		3							
	Seagull		2							
	Starling		4							
	Songbird		1							
	Swift		1							
PROD VOTES			10	6	1		1			

For Round 3, the letter is C and the categories are -

1. Drink
2. Furniture
3. UK Castle
4. Vegetable
5. Building Material
6. County.

Vote to explode a word under category 4 (Vegetable).

Vote for a category to be prodded.

In category 5 (Building Material), all will score according to the number chosen for each.

In category 1 (Dnck), the most popular will score 1 point, the 2<sup>nd</sup>-most popular will score 3 points.

# THE WALKER TOUCH

# ISSUE 27

**BOBSLEIGH** – Owen 1 never recovered from the bump on corner three and was then unable to build up any speed from the cautious line, moving from first to third. Menear 1 took one slight risk at corner 4 which unfortunately didn't pay off, the rest of his run was steady enough to maintain his position. Blue Cow built up a lot of speed then clung on for dear life. The big bump at the end wasn't enough to prevent him recording the best time of the day at catapulting him into the lead. Robert suffered from sticking to lines that were successful last time out. Menear 2 is still impressively competing with the first string bobs. Head 1 needed to and took a lot of risks, which paid off with him equalling the best run of the day. Bishbob expended a lot of effort on the start followed by a nice steady run. Owen 2 stuck to the middle of the course, therefore was never in danger but also never likely to set the world alight. Smiggin Holes took risks in the right places, even the big bump at the end couldn't detract from an excellent run. Alfred started well but lost his way after a big hit on corner 3. Ritasueandbob2 used an innovative start, combining permanent and temporary start improvements. Combined with a steady run this pushed them well up the table.

	Push	Low	Low	Std	Esy	Esy	Com	Sst	High	Time	Overall
Best Line		2	3	6	2	4	4+6	5	2		
Blue Cow	PR2	T123	T123	S4	T34	T34	S4	S25	T56		
	4.98	4.97	4.96	4.97	4.98	4.97	4.98	4.98	5.01	44.80	1,29.78
Menear 1	PR2	S24	S24	S25	T34	S4	S25	S25	S34		
	4.98	4.98	4.98	4.98	4.99	4.99	4.99	4.99	4.99	44.87	1,29.81
Owen 1	R3	S34	S3	S3	S34	S34	S345	S234	S345		
	4.98	4.98	4.98	5.00	5.00	5.00	5.00	5.00	5.00	44.96	1,29.85
Head 1	R3	T23	T34	T345	T34	T34	T2345	T34	T45		
	4.98	4.97	4.96	4.97	4.98	4.97	4.97	4.99	5.01	44.80	1,29.95
Robert	R3	T3	T123456	S123456	T3	T3	S5	S3	S4		
	4.98	4.99	4.98	4.98	4.99	5.00	5.00	5.02	5.03	44.97	1,29.96
Menear 2	R1	S24	S3	S25	T34	S4	S25	S25	S45		
	4.99	4.99	4.99	4.99	5.00	5.00	5.00	5.00	5.01	44.97	1,29.98
Bishbob	PR6	S13	S13	S25	S34	S34	S235	S3	S5		
	4.98	4.98	4.98	4.98	4.98	4.98	4.98	4.99	5.01	44.86	1,30.02
Ritasueandbob2	PR2R2	S2	S2	S25	S34	S34	S235	S3	S5		
	4.98	4.98	4.98	4.98	4.98	4.98	4.98	4.99	5.01	44.86	1,30.09
Owen 2	R1	S234	S34	S34	S34	S34	S4	S34	S4		
	4.99	4.99	4.99	5.00	5.00	5.00	5.01	5.01	5.02	45.01	1,30.11
Smiggin Holes	PR2	S2	S2	S4	T34	T34	S14	S25	S5		
	4.98	4.98	4.98	4.99	5.00	4.99	5.00	5.00	5.03	44.95	1,30.16
Alfred	R1	S34	S34	T3	S4	T3	T34	T3	S45		
	4.99	4.99	4.99	5.02	5.04	5.05	5.06	5.08	5.09	45.31	1,30.54

	Safe Line	Tight Line
Numbers correspond	No effect	1 hundredth gain.
1 away	No effect	1 hundredth penalty
2 away	1 hundredth penalty	2 hundredth penalty
3 away	2 hundredth penalty	3 hundredth penalty + add 1 away to next corner
4 away	3 hundredth penalty + add 1 away to next corner	5 hundredth penalty + add 2 away to next corner
5 away	5 hundredth penalty + add 2 away to next corner	Crash
6 or more away	Crash	Crash

**H S & J** Not a good turn for Arthur.

Name	Turn 9			Board position		
	Hop	Step	Jump	Hop	Step	Jump
Denis Arnold	41	27	73	4	5	1
Richard Smith	95	-8	65	1	8	2
Mike Taylor	45	15	52	2	6	5
Alan Parr	30	38	62	7	1	3
Arthur Owen	11	-20	18	9	9	9
Frank Main	37	30	19	5	3	8
Jed Stone	45	30	49	2	3	6
Jonathan Edwards	13	38	58	8	1	4
Phillips Idowu	32	-2	36	6	7	7

**WORLD RECORD 9.94** – All runners decide on the Respond tactic, apart from Richard who reserves his energy until 70 metres and Matthew who coasts in relaxed. The tactical decisions adjust the 10 metre times to: Dennis 0.985 Frank 0.986 Arthur 0.983 Richard 0.988 Jed 0.981 Matthew 0.964  
The field keep in formation to 50 and 60 metres  
50: Dennis 5.185 Frank 5.207 Arthur 5.211 Richard 5.266 Jed 5.342 Matthew 5.412  
60: Dennis 6.17 Frank 6.193 Arthur 6.194 Richard 6.254 Jed 6.375 Matthew 6.375  
Between 60 and 70 Arthur overtakes Frank  
70: Dennis 7.155 Arthur 7.177 Frank 7.179 Richard 7.24 Jed 7.304 Matthew 7.338  
Frank loses 1 hundredth from being overtaken but jolts him into bursting for the line. Richard actions his plan and uses the energy he has conserved. Their 10 metre times adjust to 0.963 and 0.898.  
Richard is now travelling the fastest and overtakes both Frank and Arthur. The now annoyed Frank goes back ahead of Arthur. Dennis having missed all the action behind him suddenly realises he's in a race as Richard catches him. Having lost two places Arthur directs all his energy into catching up.  
At 80: Dennis 8.14 Richard 8.14 Frank 8.142 Arthur 8.16 Jed 8.285 Matthew 8.301

Arthur and Frank suffer the 1 hundredth overtaking penalty. Arthur is now bursting along with Frank. Adjusted 10 metre times are now: Frank 0.923 Arthur 0.943.  
Everyone changes position in the next 10 metres. Richard who has fought his way up the field proudly takes the lead, Frank and Arthur follow Richard past Dennis, even Matthew gets into the race overtaking Jed. Dennis and Jed tighten slightly losing 1 hundredth. Dennis sees the gold medal disappear but sets off desperate to get on the podium. Jed is determined not to finish last fires up his afterburners  
90: Richard 9.038 Frank 9.065 Arthur 9.103 Dennis 9.125 Matthew 9.264 Jed 9.266  
New 10 metre times Frank 0.823 Arthur 0.843 Dennis 0.895 Jed 0.891  
Can Richard hold off the now lightning fast Frank and Arthur? After his brilliant start will Dennis end up with a medal? Who will win the battle at the other end?  
At the line Frank storms in first to a new world record time of 9.888, Richard (9.936) holds off Arthur (9.946). Dennis stays in forth in a more than respectable 10.02. Jed does manage to catch Matthew, finishing in 10.157 to Matthew's 10.227.

In summary an excellent race with an exciting conclusion. Maybe with the benefit of hindsight I think two players opted for the wrong tactics. Although a little disappointing it was quite understandable Matthew NMR'd throughout. It has been so long since he'd put his name down he probably didn't realise he was playing. From a GM point of view it gave me an opportunity to test the NMR rule which worked excellently. You should all be pleased to know that everyone achieved the last Olympic qualifying standard, which was 10.27. A thing that struck me while writing the report was the possibility of adding a new round at 90 metres. Something along the lines of players keeping/losing their form, from being under pressure. Dipping for the line could also be incorporated. Game end statements welcome.

**Powerplay** – The Bulls and Cyclones contest a hard fought draw. For technical reasons there was no replay, this has therefore been held over. Injuries did not count in this game but are carried forward from the last match, which means The Cyclones DF7 is still unavailable. Please note for the next set of orders two teams should be submitted in case of a replay. If the result of the replay is a draw the team who scored the first goal in the replay will go through. If a player forgets the strongest team will be used in GK, DF, DF, FW, FW, FW order. The highest rated player in each category will be selected first.

Waiting for the winner will be The Ice Men, who dominated the game against The Blues. Unfortunately for Howard his star player will not be available for the final.

Arthur	Banbury Bulls	FW5	TFW1	BDF9	DF7	FW7	GK10
Richard	The Cyclones	BDF6	DF4	FW8	FW5	GK10	FW4
		R	R	A	A	-	-
Howard	The Ice Men	FW6	GK11	<del>BDF9</del>	FW7	TFW1	DF6
Ian	Perisher Blues	FW5	GK11	BDF7	FW5	FW6	DF5
		H		H	H	I	H

**Eat me** – Having been static on the waiting list for sometime I suddenly get interest from three players. So we are likely to have an eight player game. I will adjust Allan's original six player rules which will be printed next issue.

Waiting list.

Eat me (an Allan Stagg game) Allan Stagg, Arthur Owen, Denis Arnold, Jed Stone, Frank Main, Martin Butcher, Mike Head & Richard Smith. Game will start next issue.

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