

# ETHIL THE FROG #40

7 November, 1973

Circulation: \*87\*

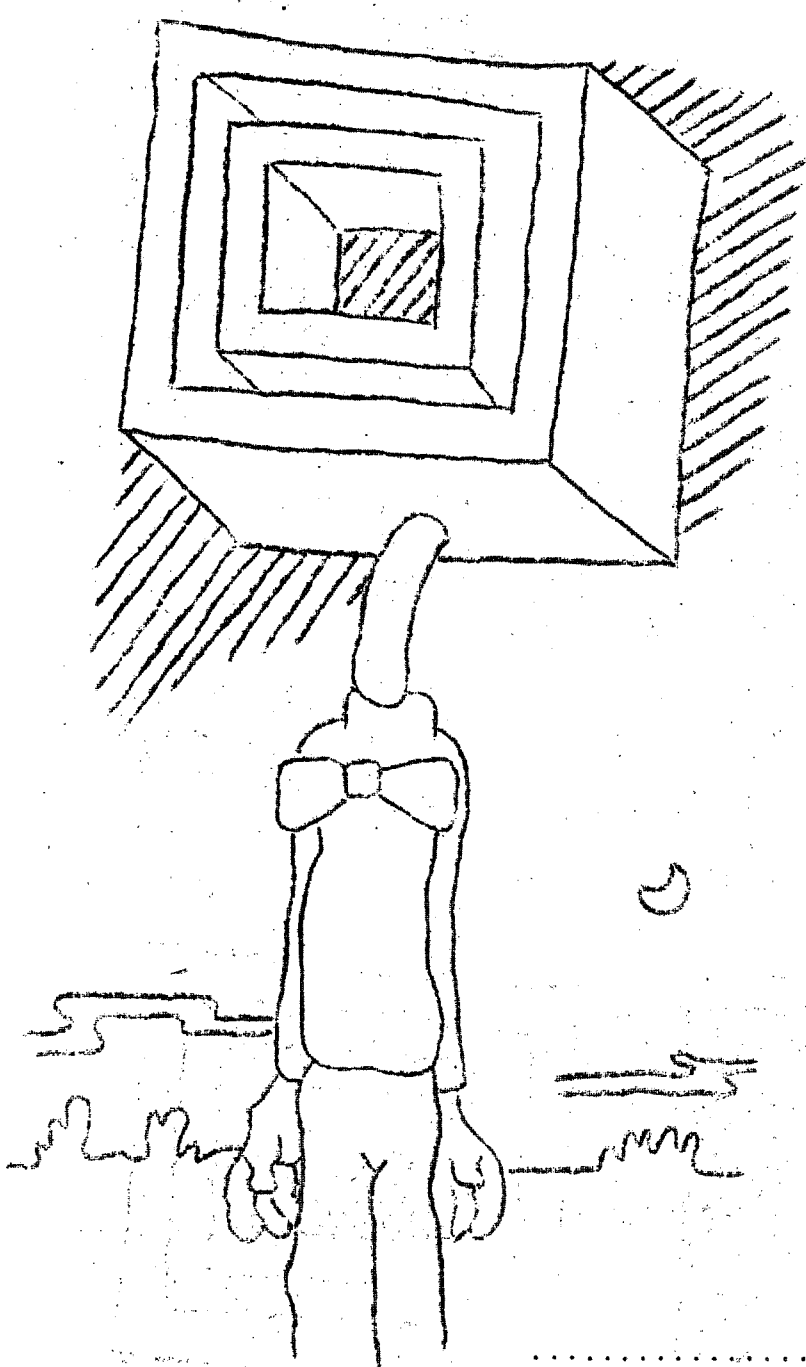
Edited by John Piggott, Jesus College, Cambridge, CB5 8BL, U.K., and duplicated by Ian Maule. Available for money or trade. This is Tapeworm Publication Nr 48.

Subscription rates:  
In U.K.; 10/60p, 17/£1.01  
U.S.A. & Canada; 4/\$1(40p)  
Mainland Europe; 5/\$1(40p)  
Australasia; 3/\$1(40p)  
Surface mail rate to anywhere in the world is 8/\$1(40p).

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Illustration this time is by Jay Kinney.

Contributions to these pages, both written and artistic, are still solicited.



Hell - I can't seem to find those tapes...

An editorial

It is now over seven months since XI folded, and although Colin Hemming, its editor, promised to make arrangements for the continuation of the LIMA game running therein, he has not done so. As Colin seems to have just about disappeared from postal Diplomacy, I suggest it is high time this game was declared an orphan and arrangements made for its reactivation under another publisher.

The players involved are myself, Andy Davidson, Graham Jeffery, Michel Feron, Jeremy Elsmore and Jeff Oliver. All but Jeff are still active in Diplomacy and presumably will wish to **continue** playing their original positions. As Jeff has dropped out of postal play we will presumably need a replacement player to take over his country, Italy. It's a good position, with (I think) nine supply centres owned. John Lettice has already offered his services as gamesmaster if we can get all the players together again.

Okay then - if the five remaining active players would be good enough to tell me whether they wish to restart play, and if anyone wants to take over the Italian position (unless, of course, Jeff wants it back) would tell me also, hopefully we should be able to organise a restart of this game fairly soon. I can provide anyone keen to take over Italy with a xerox copy of the rules, if they haven't a copy; I believe Michel Feron plans to reissue the rules in his Logenbeek series, too, in a while.

Some may think I am being heavy-handed in organising this takeover; but quite frankly I think Colin's had his chance at restarting the thing and fluffed it. The game belongs to the players as well as the GM, and players generally want to play... If, as I suspect, Jeff Oliver's Monochrome Supplement is defunct, reactivation with another GM should be organised there, too. Hartley?

## PLANNING THE OFFENSIVE

2 - A sample France

by Len Lakofka

In our last discussion, a game plan for Italy was given through 1902, with ramifications and objectives through 1904-1905. It is the object of this series to discuss each of the seven countries from both a tactical and strategic point of view, with a constant eye on the entire board. In this second article, let's look at a game plan that begins to go wrong, and see what can be done to correct it.

Here are your initial negotiations with the major Powers:

---GERMANY. An aggressive plan of attack upon England, in which France will have the naval majority and Germany the land power. A blitz of England is planned with a treaty in effect through 1904.

---ENGLAND. Neutralisation of the Channel and support for a British expeditionary force into Belgium.

---ITALY. Neutralisation of pie, tys, wms and naf through 1902. Also, you are pushing for an Austro-Italian alliance (Lepanto) versus Turkey.

---AUSTRIA. You are influencing Austria to go East, and have signed a mutual defence versus Italy.

---TURKEY. You are feeding Turkey the lie that you want Russia checked so that he will not interfere with your ally England in the North. Your influence is poor in this respect and you make no outright statements of intent.

---RUSSIA. To cover all fronts you sign mutual defence pacts with Russia in the event of a German or English attack.

In Spring 1901, everything seems to be going to plan:

A: a vie-gal, a bud-ser, f tri-alb.  
 I: f nap-ion, a ven hold, a rom-apu.  
 T: f ank-bla, a con-bul, a smy-arm!  
 R: a war-gal, f sev-bla, a mos-ukr, f stp(s)-gob.  
 G: a mun-ruh, f kie-den, a ber-kie.  
 E: f lon-nth, f edi-nrg, a lpl-yor.  
 F: f bre-mao, a par-gas, a mar-bur.

The Fall 1901 negotiations see no major change in your game plans of having a 2:2 battle in the East while you and Germany destroy England before going East yourselves. The moves are no great surprise and the East is to your liking:

A: a vie-gal, f alb-gre s by a ser.  
 I: a apu-tun c by f ion, a ven holds.  
 T: a arm-sev, f ank-bla, a bul-rum.  
 R: a ukr-rum s by f sev, a war-gal, f gob-swe.  
 G: f den hold, a kie-hol, a ruh s (french) a bur-bel!  
 E: a yor-bel c by f nth, f nrg-nwy.  
 F: a bur-bel, f mao-iri!, a gas-spa.

The builds are: Italy, f nap; Turkey, f smy; Austria, a tri & a bud; Russia, a mos; Germany, f kie & a mun; England, f lpl; and you, f bre & f mar. The Turkish fleet in Smyrna is not completely to your liking, but you can live with it.

So far, all systems are go. England is now off balance, but you have shown the firmness of your German alliance. But, as we shall see, that was a slight error. Your Eastern negotiations become more vague and that should be a hint. Your f mar has made Italy very cool.

In Spring 1902 things begin to go wrong.

R: a war-gal, a mos-ukr, a ukr-rum s by f sev, f swe holds.  
 T: f bla-con!, a arm-smy, f smy-aeg, a bul s (russian) a ukr-rum!  
 A: f gre-aeg, a bud-rum s by a ser, a tri-alb, a vie-gal.  
 I: a ven-tri!?, a tun-naf?, f nap-tys, f ion-adr!?  
 E: f lpl-wal, f nth-eng, a yor-lpl, f nwy-nth.  
 G: f kie-ska s by f den, a hol, a ruh & a mun hold.  
 F: f iri-wal, f bre-eng, a bel hold, a spa-por, f mar-spa(s).

The surprise is not so much the Russo-Turkish alliance - that was forced due to the Austro-Italian attack. The surprise is the erratic Italian behaviour. Who is he attacking? It seems like everyone at once! Notice

also that the Franco-Prussian move is not as good, tactically, as it could be. Germany is simply being too chicken. At least one army should have been shifted. Your own attack is weak. f bre-eng s by f iri would have been better, as it allows for convoys, or the direct disruption of the North Sea.

What do you do now? You get on the phone to Italy! His erratic behaviour must be caused by someone - who is it? The odds are that it is Turkey! Note that Turkey did not prevent the Lepanto continuation of f ion-ems, f nap-ion. He prevented the Austrian part of the Lepanto f gre-aeg! Italy is attacking Austria AND is going west at the same time. A logical attack on Austria - from a tactical point of view - is: a ven-tri, f ion-adr, but f nap-ion, a tun holds. In the Tyrrhenian Sea or North Africa his pieces are wasted.

What is the tactical and strategic solution to this problem? Do you just muddle through with the same Western game plan, or not? The answer to this question will come if you consider what is best for the other Powers! At the moment, the game is beginning to move to a Russian or Turkish game plan. You have lost control. It is in Turkey's interest to over-run Austria and then go into Italy. It is in Russia's interest to over-run Austria, but then he would have to face you and Germany. England would like to see Russia become strong - but not in Scandinavia! Germany has a few armies spare and can go East to check rapid Russian growth. You can defend against Italy and still make some headway versus England.

The long and the short seems to be that Turkey is apt to make the best progress. When you do go East, you'll hit both Russia and Turkey, and Italy will be a thorn in your side. What can be done to reverse the problem at once and still keep France in a good diplomatic position?

The plan must be to check Italy, because he is erratic, and to sacrifice the country in the way of all your progress - Germany! An alliance with Germany has no assets for you at the moment. It is better to release England and go East at once, crushing the entire centre of the board.

Therefore, Fall 1902 should be:

- R: a rum s (turkey) a bul, f swe-den, f sev s a rum, a war-gal s by a ukr.
- T: f smy-aeg s by f con, a bul hold, a arm-smý.
- A: f gre-ion!, a alb-tri s by a bud & a vie, a ser hold.
- I: f adr s a tri, a tri hold (dislodged), f tys-wms, a naf hold.
- G: a mun hold, a ruh hold, a hol hold (dislodged), f ska-nth s by f den.
- E: a yor-hol c by f nth, f lpl-wal, f nwy hold.
- F: f iri-mao, f spa(s)-wms, a por-spa, a bel s (english) a yor-hol, f bre-pic.

Builds are a par, a war & a lon.

Notice that Austria is still quite alive; which is good for the time being. Italy will go quickly now that she is being hit from two sides. This new game plan of corner powers versus centre powers has a better percentage for France than had the alliance with Germany. A change in plans must always be made if the need arises.

In a recent Everything, Conrad von Metzke gave a list of titles of the world's diplomacy zines, together with the sources of the names. This was fairly interesting; unfortunately, however, the list suffered from incompleteness, since Conrad didn't know the derivations of several titles. Prominent among this class was (you guessed it) Ethil the Frog.

It has come to my attention that several other unfortunates in the microcosm of postal Diplomacy suffer from this same abysmal ignorance. In order to give these poor lost souls a faint hope of salvation, I have decided to correct this situation. In future, no reader of this glorious publication will be able to claim they don't know what the title means.

So. "Ethil the Frog" is the name of the newspaper which first printed the truth about Doug and Dinsdale Piranha. I trust I shall hear no more carping about how esoteric my zine's title is.

## L E T T E R S

RICHARD SHARP Your policy on joint orders interested me, as I've been doubtful about this subject ever since I started GMing. Some observations may be of passing interest.

(1) "If you don't trust your ally, why organise joint orders at all?" Because you don't trust him, I thought.

(2) Basically I agree with your principle that one should not be able to make one's orders conditional on another country's. (I know I've been doing it, but I thought it was being generally allowed, and who am I to handicap myself when people want me to cheat?)

(3) If one accepts your theory, joint orders become entirely useless. In fact, if one player is allowed to fiddle the other player's orders, joint orders are less safe than ordinary ones. In effect, a player whose orders are tampered with has signed something he's never seen.

(4) Although the sending of 'anti-stab' orders may be illegal, there is no way under the present rules that a GM can bar the reverse practise: that is, sending a set of individual orders marked '1st set' and marking the joint orders '2nd set', so that if the latter arrive they become valid.

(5) It therefore seems to me that there is a loophole in your policy which would in effect allow conditional orders to be sent. That is: A and B send in individual orders (attacking each other) marked 'First set'. A then prepares two copies of a set of joint orders marked '2nd set', signs one and sends it to the GM, leaves the other unsigned and sends it to B. B signs that, and sends it to the GM, who now has two sets of the same joint orders bearing the appropriate signatures. But if A fails to send his joint orders in, then A's signature on B's joint orders is lacking, B's second set is invalid, his first set is used and he has protected himself against a stab. Equally, if either player changes any order, the GM will have two conflicting sets and will be unable to decide which to use.

(( Hang on in there, you've got it wrong, I'm sure. If a set of joint orders are submitted and signed only by one party, then surely the orders in that set for the signing player's units are valid, and those for the other (non-signing) player's units are invalid and not followed. This is basically the same sort of situation as sometimes happens where a player consults the wrong issue of a magazine in writing his orders and requests movements for units he doesn't possess. You can't declare a player's orders totally invalid just because he orders about a couple of units that don't belong to him.

(( However, here's a problem: what if a set of obviously joint orders are submitted, signed by neither party? If the GM can't figure out who sent them, he'd have to declare them invalid; in fact, a strong case could be made for declaring them invalid even if one could tell who sent them on the basis of postmarks, etc.

(( This whole business of joint orders is a pain in the ass. It might well be simpler if we ruled that they were illegal under any circumstances. Personally I've never found the things of much use; racking my brains, I can think of only two instances in my career as a postal player when I've had recourse to joint orders, and in both cases this was merely a device so that I could stab the other party. It was successful once, and unsuccessful the other time... ))

I am becoming increasingly convinced that there is a need for a democratic association of GMs to sort these things out - at present the situation is absurd, with different rules governing play in each zine. Look at THIRD AGE, for instance. Such a set-up would be valuable, in my view... but how many would wear it? About four, I reckon.

(( Do I hear someone mention the IDA???)

(( I'll leave Will Haven to comment more fully, just interpolating the observation that while standardisation may be desirable in certain instances, this is not necessarily true for all cases. Certainly there should be a standard for variant rule interpretations, but idiosyncracies of house rules are one of the things which make this anarchic body of independent zines preferable to a single organisation... ))

PETE BIRKS Of late, a lot of people have been knocking Mike Sherrad for his lack of literary ability. These people (yourself, Don Turnbull, Richard Sharp) have been particularly rude in some of your comments, and if I had been in Mike's position I would have been very hurt indeed. For

example, you gave Mike the Black Spot (a good-humoured award, admittedly) for criticising Ethil the Frog, and for stammering. It seems perfectly all right for you to criticise Our 'Enry, though, and to make fun of somebody stammering is the most unfunny thing I can think of.

Other such comments have been on FUTURE WAR. The only things that have been shown to be at fault with this game have been the missile rules and the atomic bomb rules. Richard pointed this out, not privately, but in his zine Dolchstoss. Mike then changed this rule, and clarified a few others. This could now be a perfectly playable and balanced game for all you lot know, but you carry on slating it.

Mike produces a very readable zine. He GMs remarkably well, and deserves a lot more praise than you, or many other people, seem prepared to give him. All right, you are going to say it's all in good fun, and you mean no harm, but look back on some of the things you have said, and wonder if you would have liked that said about you. Why not try encouraging newcomers to the Dippyazine field, instead of kicking dirt in their face? At least Richard Sharp's criticisms were constructive.

(( I find it very significant, Pete, that you and not Mike wrote this letter. Being a publisher in this hobby makes one the centre of a certain amount of attention, and in any field the person at the centre is bound to attract a bit of flak - it's a fact of life. This must be obvious from a random sampling of Ethil and other zines; in recent issues of Ethil, for example, I have aimed swipes at Bellicus, Mad Policy, 1901 and all that, Bolshevik Star, et cetera as well as Our 'Enry. Mike clearly knew the kind of thing he'd be in for before he started his mag, and, in the words of Harry S. Truman, if he didn't want the heat he'd have stayed out of the kitchen.

(( As a matter of fact, my criticism of Our 'Enry in Ethil 34 was written after Mike had taken a few pot-shots at Ethil - get your facts right! Or are you suggesting I should turn the other cheek when attacked?

(( My original criticism of FUTURE WAR, again in Ethil 34, was taking it as an example of bad variant designing. I still stand by this view - it should not have been printed with such glaring rules anomalies. There are others I could have picked - I chose FUTURE WAR because it was topical and because Richard Sharp had already provided me, through Dolchstoss, with some data on the mistakes therein. I don't see that this decision necessarily implies that I'm biased against Mike Sherrad.

(( GM's remarkably well, you say? (Aside - Mike, I'm sorry to have to drag all this up, but I'm sure you'll understand...) Well, if you don't remember it I'm sure John Lettice will fill you in with the full story about the great Ronald Kelly balls-up; I can give you a few examples of the mistakes Mike's made in adjudicating; I could tell you I stopped sending Mike press because I got fed up with silly non-jokes being shoved into my releases, often in the middle of sentences; you could examine the atrocious orthography of the early issues, or the poor typing (Mike still doesn't seem to have realised that when you type a comma you should separate it from the next word by a space); I could bore you to tears telling you about the cruddy appearance of some of the early issues, despite the sophisticated reproductive process used; I could demonstrate the aura of amateurishness, of 'don't-care-what-it-turns-out-like' about it... need I go on?

(( And reading through the above, I find I think it'll hurt Mike more than anything else I've ever said about him. Was that your intention, Pete?

(( But mind you, Our 'Enry is improving. The sixth issue I quite enjoyed, in fact, and I wrote a short note to Mike saying so. It seemed that he'd spent a lot more time over producing it; it seemed more considered, as if Mike cared what sort of zine he produced. This is good, promising even more improvement in the future as Mike gets more practised at editing.

(( There seems to be a ridiculous idea circulating around fandom (and you, Pete, seem to have contracted a rather acute case of it) that we've all got to be really nice and polite to each other, filling our zines with sycophantic rave recommendations of each other's publications. This seems to me to be both dishonest and, ultimately, self-defeating - can you think of anything more boring than being jolly-D friends with everyone? Yecch! By all means, let's avoid feuds and the kind of badmouthing that split U.S. diplomacy apart some years ago; but the kind of basically light-hearted carping that goes on in British zines is fun to participate in and, I trust, fun to read. You, Pete, seem to object when I gave Mike the Black Spot - I suggest you ask Les Pimley or Brian Yare what an awful fate I consigned Mike to...

(( You criticise me for mentioning that Mike stammers. I notice you are conspicuously silent on the point of Andy Davidson's snoring, however. One might wonder why... in my opinion, a loud, raucous snore is a far worse social stigma than a stammer; the company of a grampus (for Davidson is no less) is relished by none and cursed by many, especially at night. It is all in fun, of course, and Davidson certainly took it that way; I see no reason to doubt that Mike took my mention of his stammer in the spirit in which it was intended. After all, if he hasn't become inured to people making fun of his stammer after 18 years...

(( Again, this kind of thing is risked by anyone who aspires to become a public figure in any microcosm, not least our own. I may as well reveal to the world that Geoff Corker snores as well, Jeff Oliver affects a most repulsive-smelling pipe which I believed at first to be filled with farmyard compost; others grind their teeth (hi, Colin Bennett), twitch, hide behind thick beards (but what are they hiding from?) and so on.

(( I say again, it's all in a spirit of fun. I'm sure Mike has taken it that way - I hope he has, since otherwise he won't last long in Dippydom - and I hope you will, Pete, in future. Mike's probably been so bored by all this that he's fallen asleep. There's no word yet as to whether he snores, though. ))

DON TURNBULL We are in a strange situation regarding new magazines. I cannot help but say that some of the new stuff is frankly awful and not worth anyone's cash. Yet for some reason it seems to be 'unfair' to name the culprits in print, and as soon as you do they try to get back at you by taking your own magazine apart, instead of improving their own product as they should. My policy of dealing with awful new stuff is to ignore it, in print and in fact. To date, no-one seems to have noticed. Maybe Albion will terminate before they catch on. I think you are right - the matter will be put to the test in the long term by the readers, without overt demonstrations of ill-will. After all, I haven't set myself up as a paragon of virtue of good editorship/authorship in Albion, at least not without support from others. If Albion has set something of a 'standard' then I am glad.

On the subject of jokes: frankly, nothing detracts more from the standard of a magazine (except, of course, the lack of legibility, which transcends all the contents) than awful tedious sniggery humour. The publishers of the rags concerned should perhaps remember that they are selling their product as a Diplomacy zine, not as a sort of potted history of fifth-form humour. The implication seems to be that no-one should read the magazine unless they happen to be at that age and (sorry, but there's no way round this) at that level of maturity. If so, then for goodness' sake keep those magazines in the schools, and don't release them on the adult community outside. When Albion finishes, I will decide which magazines I want to get, rather than having them sent to me in the vain hopes of attracting a trade.

Anyone producing a magazine should remember a few cardinal rules:

- 1) Make the thing legible.
  - 2) Spell and punctuate correctly, and stick at least relatively closely to the rules of grammar.
  - 3) Remember that all sorts of people may read the magazine, not just your own friends. Cater for the wider audience.
  - 4) Think how embarrassed you are going to be in a couple of years or so, when you look back and see the tripe you produced.
  - 5) Take notice of feed-back from readers. If they say they like a certain aspect, then play on it. If they don't, drop it.
- Hope that doesn't sound pontifical (if there is such a word).

(( Will Haven, in Son of Bellicus 4, said much the same sort of things, and concluded: "Examine any contemporary science-fiction oriented fanzine, and note the content, format and pictures which adorn its pages: is it too much to expect the same quality in the Diplomacy field?" It could be a mistake to compare SF and Diplomacy zines too closely, since (with a very few exceptions) SF fanzines aren't produced to any sort of deadline, and so are not written and produced in such a rush as are most Diplomacy publications; even so, I think a lot of Dippy editors could benefit from a look at a few SF zines, just to see what can be produced with a modicum of care. Or they could just examine Albion (yes, I know I sound sycophantic, Davidson) which in many ways resembles SF zines more than the Diplomacy press from which it sprung. At the risk of sounding elitist, now, I'll add that editing a fanzine also

requires a certain talent, which either you have or you haven't; and if the latter, then there's not much hope for your zine...

(( As regards the great jokes controversy, I saw the things proliferating all over other zines, assumed people liked them and so put some in Ethil. It would appear that this was an error of judgement on my part - is there anyone in the house who does like the jokes? Speak now, or forever hold thy peace. ))

I liked the press article, though I confess I am less happy about 'in' jokes in press releases. Still, I agree that press is much better reading than game moves unless you are some sort of tactical fanatic (and in that case hexagons are a better bet, as you say).

(( I should think that, even if you are a tactical fanatic, most of the moves one sees from Diplomacy players are a bit inept to be really enjoyable! Still, perhaps our tactics-expert-in-residence, Andy Davidson (self-styled) will take us up on this one... ))

On variants, I agree absolutely. Far too many, and far too little quality or originality. The more I see of new variants, the less enamoured I am about the whole variant scene. Thinks... though perhaps you could make up an interesting game in which the objective of players was to control all the colleges of a major university (to name but one) and the map was one of Cambridge - does the proctorial body still operate, for instance? If so, there could be some great rules... errr, forget it!

(( It's funny you should bring this up, Don, because a couple of days ago I was in the University Library (for overseas readers, this is one of the six British copyright libraries and theoretically gets a copy of everything published in this country - though they don't take Ethil) trying to extract some notes to write an essay. It's not a very good place to work, though; there are too many distractions, like all those other books, the notices clustered about, and so on. And, as my attention wandered, what did my brain eject but... University Library Diplomacy! It has a six-level board (not to mention the bookstack which must be another ten floors or so, equivalent), lots of interconnecting corridors and blind alleys... "The victory criterion is 400,000 books actually on the board. No player may win unless he has control of the Catalogue and the Floor Plan". Care to run a game in Son, Will? ))

FRED DAVIS I wanted to contribute something to the debate on the IDA. Some comments were made about the number of Regions in the IDA, and could Britain ever consist of more than one Region? Your readers might be interested to know that the three U.S. Regions are divided more by the number of Diplomacy players in each Region rather than any geographical factors. For example, the Midwest Region includes practically all of the interior of the country from Ohio and Alabama to Montana and New Mexico; yet the majority of its members reside in just three states - Ohio, Michigan and Illinois. The Pacific Region is only a thin strip of coastline plus Alaska and Hawaii, but this makes sense because there are more postal Dippy players in California than in any other state. Thus, if enough British members belonged to warrant two British Regions instead of one, there would be no requirement to divide these Regions along standard geographical lines. You might have one region called 'Cambridge & London', with the second consisting of everybody else.

There are currently 5 Regions in the IDA. Although far more than 60% of the members reside in the U.S.A., we have only three of these Regions. If Great Britain and Continental Europe become separate Regions, the U.S. will have only half of the Regional Secretary vote in the IDA. In addition, there are two At-Large secretaries elected by the entire membership. One of these is now a Canadian. As British membership builds up, it is quite possible that from time to time one At-Large Secretary will be British. The Regional Secretaries are elected for terms of only one year, so the possibility of various Regions having an At-Large Secretary will come at frequent intervals. Since all Council business is done by mail, Council members living elsewhere (albeit their postage bills will be lower). Furthermore, I suspect that the big problem will be finding candidates willing to run for office, rather than an inundation of American office-seekers. Anyone in Britain or elsewhere who is willing to work should have little trouble getting elected to office.

The one exception is the office of Treasurer, which, for legal purposes, must be held by someone over the age of 21 residing in the U.S. However,

Mensa solved this problem by having separate national treasuries in both the U.S. and U.K., and also an international treasury. I can see no reason why the IDA could not eventually establish a separate treasury, or sub-treasury if you will, for the British Region, if sufficient membership existed there. This might alleviate fears of an 'American takeover'.

...Wednesday was Hallowe'en, so we spent the evening handing out candy bars to all the little monsters who rang our doorbell. ((!))

.....  
Ethil Gossip Section

The AHIKS convention occurred last weekend, and doubtless we shall be treated to a certain amount of reminiscences in Albion and elsewhere. Ethil's reporter, Lunchtime O'Davidson, tells us how ashen-faced, tight-lipped Farnborough wargaming supremo Bob Stuart, 59, terrorised the entire company at a fish lunch. Grown men such as hardened school toughie Don Turnbull paled visibly as Stuart, drooling with relish, took control of the heads of several trout and lovingly, delicately, extracted the eyes from each head and sucked them up like oysters. "I always fancied a bit of aqueous humour," the fisheater told Ethil in an exclusive interview later. It was not clear whether Bob was referring to the eyes, or the watery joke about the milkman which Don Turnbull had cracked earlier. It all sounds very fishy to your humble editor.

Earlier, O'Davidson had become involved in a fierce altercation with Malcolm 'Dinnae use ma sporran for storing coounters' Watson over the wasting of taxpayers money. We believe the epicene young student had no answer to that one - indeed, the moment is to be treasured as one of the few times in which O'Davidson was at a loss for words.

A week earlier, on October 27, Mick Bullock missed a splendid opportunity to score off me by ignoring the football results. On that day, not only did Halifax beat Cambridge Utd. 1-0, but also Oxford Utd. drew 1-1 with Leyton Orient, and the Orient goalscorer, lucky fellow, was called (would you believe) Mick Bullock... We were assured by an anonymous driver of a green Volkswagen that they are not the same bloke.

"You think MP is bad?" - comment by Richard Walkerdine in his latest issue. My simple comment, of course, is "yes".

There's a very interesting little story I could tell about Richard W. and seven dwarfs. Richard thought he could outwit me in this experience of press releases turned into real life. I'll tell all next time, unless Richard plays the white man and admits in his next issue that I trounced him thoroughly! Go to it, Dick!

Well, that wraps it up for this time. Stay well, and don't forget to write.

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