

"Diplomacy is the art of saying "Nice doggie" until you can find a rock." -- Will Rogers

"Don't look back, something might be following you." -- Anon

September, 2007

September is always a busy time for me. School starts, and having four kids attending school and being on the school board takes up a lot of time. Soccer season starts and with three children playing, being on the board of the league, in charge of the fields and coaching, that takes up even more time. Knowing this I had a plan. I'd get all the orders before the end of August, do the preliminary work, and finish Tinamou 68 during the last weekend before school. We were planning a trip to a getaway in the mountains for a four day weekend and there would be time in the evenings to get it all done and out before the rush started. Ha.

Saturday afternoon we were sitting on the porch looking out over the pond when we noticed some dark clouds coming in. Coming in fast. Really fast. Really dark. We started to grab our stuff and before we could make it in the door the first raindrops were hitting us. For ten minutes we were lashed by the strongest rain I've ever seen. It was going straight sideways. It was coming down so hard I couldn't see the more than a few feet. In 10 minutes it was gone. So was our power. We walked out to check on the damage. The canoe had been torn loose from the dock and deposited on the shore. Entirely on the shore, long way in and all the way out of the water. We never did find one of the life jackets. As the power was out I started down the driveway to see if it was a local problem. The driveway here is a mile and a third. There were four trees down, and three of them hit the lines, one, with four trunks, was totally uprooted and down across the road with the lines under it. We weren't going anywhere. We found out later that the microburst that hit us ripped the roof off of a local restaurant and dropped trees all over the area putting the power out for thousands. For us, it meant that it wasn't until Monday afternoon that the power line crew could get to us and cut us out. Even then we didn't get power back because the lines on the main road were ultra-high voltage (they serve the ski area next door) and their standard fuses wouldn't work on them, so they had to come back the next day with parts. No prizes for guessing how much work I got done on Tinamou that weekend.

Dave's presidential platform. Not that I'm running or would want the job, but if you want me to vote for you, here's a few things to consider.

- 1) The environment. Get serious about it. Mandate improved gas mileage. Real improvements with regular benchmarks, not this 40% improvement by 2022 garbage that the Senate passed that has no intermediate benchmarks so they can pound their

chests and spout off but the automakers don't have to make any changes for 15 years. Restore the everglades. Don't allow drilling in national parks. Provide some real incentives for personal use of alternate energy sources like solar, hydro and wind. Make a national challenge of it, the new race to the Moon, wean us off fossil fuels.

- 2) Get us out of Iraq. I was against going and I'm definitely against staying. It's not worth the lives, and there are a lot of better things that could be done with the money.
- 3) Fix social security by the simple expedient of not spending the money being collected for it on anything else. That might not resolve the whole issue, but it would go a long way towards it.
- 4) Reign in the ridiculous unfunded mandates in education. Education costs are driving local property taxes through the roof and a good chunk of that comes from having to meet federal mandates that aren't helping education, and where the federal government is failing to meet it's obligations. We get federal rules and federal promises of money to fund them. The rules stay, the money never shows.
- 5) Do something about the spiralling costs of health care. Look at the costs, figure out where the double digit increases are coming from, and put a cap on them. Someone's getting rich out of this, and driving our schools and business into the bankruptcy. It's a bigger threat to our national security than Al Queda ever dreamed of being.
- 6) Kill the tax breaks and loopholes. The rich are getting richer, the gap is ever growing, yet the tax burden lands on the middle class. Sorry, but from my point of view, Trickle Down is so much crap and just increases the striation of our society.
- 7) Lots more things that bug me, but that would be a good start so I'll stop here for now.

Welcome to Tinamou #68, produced by Dave Partridge, 15 Woodland Drive, Brookline NH, 03033 (email: rebhuhn_of_rocketmail.com). Tinamou now appears on the web in conjunction with TAP. The web page has everything you'll find here including maps. Go to Jim's index page <http://www.diplom.org/DipPouch/Postal/Zines/TAP> and check it out, your comments and suggestions are welcome!

Deadline for all games: Mon, October 29, 2007

Gunboat with press: Five signed up so far.

Perestroika Diplomacy: Add an economic twist to the classic game. Centers generate revenue, armies and fleets must be maintained, and treasuries can be sacked! Rules are available on request. **NEED JUST ONE MORE!**
Signed up: Art Schleinkofer, Harold Reynolds, Karl Schmit, Graham Wilson, Sean O'Donnell, Larry Cronin

Standard Diplomacy:
Signed up: Sean O'Donnell, Brendan Whyte

Just the results please: Don't really know what to call this one as I just came up with it. Perhaps it's been tried before. The twist for this variant is that each season only the ending unit positions are published, not the orders. You'll know who went where, but not who helped whom, or what may have been tried unsuccessfully.
Signed up: Doug Kent, Graham Wilson, Art Schleinkofer

Industrial Waste:
A game for 3-4 players. Manage your factory and build your products, but beware, increased production means more waste, and if you aren't careful you'll find that working in a sludge pit affects your productivity and the bottom line.

Railway Rivals: Anyone have a favorite map they want?

Outpost: Sign up for the next game to start when the current one finishes
Signed up: Eric Brosius, Chris Hassler, Andy York

Snowball fighting: Current game is over. Anyone interested in another go? **I've had someone express interest in the game. Anyone who's interested please let me know and I'll start this right away if I've got enough.**

Golden Strider: It is to running what Breaking Away is to bike riding. See Tom's szine off-the-shelf at <http://www.olympus.net/personal/thowell/o-t-s/index.html> for some games in progress.
Signed up: Tom Howell, Dennis Menear

Settlers of Catan: 4 Players only, will be run just like a FTF game with fast turn around.
Signed up: Michael Scott, Gina Teh

Sopwith: (Next game once Snoopy finishes.)
Signed up: Brendan Whyte

Puerto Rico:
Signed up: Richard Weiss

Wooden Ships & Iron Men
Signed up: Bob Dowrey

Bambusicola (2069KP):Tokyo and Kanto Plain Round 3

PLEASE NOTE: There is apparently more than one version of this map in use. We are using Brendan Whyte's version, which is available on the Tinamou website at

http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/tokyo_kp.pdf
http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/tokyo_kp.gif

Player	Email	Company	Start	Colour
Brad Martin	westfront of westnet.com.au	Yellow Engines in Nippon	Shinagawa (33)	Brown
Brendan Whyte	obiwonfive of hotmail.com	National Iron Pullman Overland Freight Federation	Shinagawa (33)	Yellow
Peter Robbins	peter of hollowell.plus.com	Nip-On Nip-Off	Tokyo (35)	Black
Conrad von Metzke	Metzke of san.rr.com	YokoThomas and Friends	Shinagawa (33)	Violet
Andrew Glynn	andrew6261 of shaw.ca	TSR	Ueno (34)	Blue
Michael Pargman	Michael.pargman of tele2.se	Stop All Your Obtrusive Nitpicking Accusations Right Away	Ueno (34)	Green

Player	Segment 3A (2)	Segment 3B (6)	Segment 3C (3)	Score
Brad Martin YEN	(S12) – Ashikaga[+3] - Q12	(Q12) – Kiryu[+3]; (V23) - - T24 - - Tachikawa[+3]; (V9) - V8	(V8) - - - V5	13 +9 = 22
Brendan Whyte NIPOFF	(S27) - - Yokohama	(T27) - - Kamakura[+3] - - Yokosuka[+3] - W31 (buy ferry [-1 YT]); (Shinagawa) - Tokyo	(Tokyo) - - - Y23	44 +6 -6(ferry) = 44
Peter Robbins NoNo	(X19) - W19 - W18	(W18) - W17 - Kuki - - - R14	(Chiba) - - - F76	32
Conrad von Metzke YokoThomas	(33) - 35; (P14) - Fukaya	(Fukaya) - O13 - - Isesaki[+3] - - Maebashi[+3]	(T28) – Kamakura[-1 NIPOFF]; (Hirastsuka) - P29 – O30	35 +6 +3 (builds) = 44
Andrew Glynn TSR	(F60) - - Mito[+3]	(Koka) - - - - Ashikaga	(Mito) - I62; (F60) - G60; (Ueno) - Shinagawa	47 +3 = 50
Michael Pargman Sayonara	(M15) - - K14	(Ueno 34) - Shinagawa(33) -W25 - - -U26[-3 YT]	(K14) – Takasaki[+6]; U26 - T26 - Machida	27 +6 – 3(builds) = 30

Die Rolls for Round 4: 6, 2, 2

Breaking Away: Keep Pedalin' Orville:

Pitino makes his break, but it's hard to get real separation from the pack when you're pulling a Brick behind you. Calhoun and Boeheim make their own small move, but they've got a bit stick dragging along behind them as well. There's a small peloton in the middle and we at least make it into double digits on the replacement cards. Can the Big East hold on for the win? I haven't figured all the possibilities myself, but I know where I'd lay my bets.

Square	RIDERS	CARD
107	PITINO	7
106		
...		
101		
100	BRICK	3
99		
...		
94		
93	CALHOUN	3
92	BOEHEIM	4
91	LUMBER	5
90		
...		
86		
85	SOBCHAK	3
84	THE DUDE, WESTLEY	4
83		
82	BODINE, WELSH(1)	3
81	EARNHARDT, ORE	5
	*****SPRINT FINISH LINE*****	
80	CHARLIE, DICKHEAD, STEWART	7
79	INIGO, ABEL	10
78	BAKER	12
77		
76	FEZZIK, BUTTERCUP	3
75	SPENCER	5
74	WHEAT	6
73	DONNY	7

Big East Basketball Coaches (Jim Burgess) 17 points

Team Manager: Louie Carnesecca

A	18	Rick Pitino	8	4	5	7
B	3	Tim Welsh	8	6	3	
C	3	Jim Calhoun	10	3	3	
D	8	Jim Boeheim	3	3	4	

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Anti-Nihilists (Karl Schmit) 2 points

Team Captain: The Big Lebowski

A	12	Walter Sobchak	3	15	16	3
B	3	Donny	5	6	7	
C	3	The Dude	4	12	4	
D		Brandt	Pints so far			3

Mutton, Lettuce and Tomato (Rick Desper) 16 points

Team Coach: Miracle Max

A	3	Westley, aka The Man in Black, aka the Dread Pirate Roberts	3	3	4	4
B	16	Inigo Montoya, aka the Spaniard	6	5	10	

C	9	Fezzik, aka the Giant, aka the Brute Squad	6	3	3	
D	12	Buttercup, aka the Princess Bride	8	4	3	

The Phoenician Alphabeticists (Brendan Whyte) 13 points

A	10	Abel	6	8	7	10
B	7	Baker	3	3	12	
C	5	Charlie	3	3	7	
D	5	Dickhead	3	3	7	

Front Bumpers (Mike Barno) 17 points

A	6	Dale Earnhardt	1	11	5	5
B	5	Jimmy Spencer	6	5	5	
C	6	Geoff Bodine	7	4	3	
D	3	Tony Stewart	3	3	7	

Wandering Otter Orbiting League (Tom Howell) 13 points

A	18	Brick	15	3	6	3
B	4	Lumber	8	3	5	
C	3	Wheat	8	16	6	
D	16	Ore	16	3	5	

Press:

(Jim-Bob to Tom): Yes, that fragmentation is fine. I'm going to try to form a new peloton in front of Tim Welsh, come on up, boys!

GM – JB: That's Tim Welsh in front of the peloton actually.

Max -> Pitino: I'm presuming you've broken away. I still hate you.

(Rick Pitino to Brick): By my calculations, I just barely beat you out, as planned. I think that is assured now. But is it enough?

(Louie to Otters): I told my team to grab up some of those little points, it may be what beats you.

(Big East to the Pack): Eat our dust!!!

Max -> WOOL: I think there's something about Mr. "Me Do Math for MONEY" that you don't quite seem to grasp. He'll answer your question, once an appropriate sum has been deposited in his Swiss bank account.

OK, he'll settle for PayPal.

Down Under (2067VA):Victoria Round 8

Player	Email	Company	Start	Colour
Richard Weiss	Rcweiss of cox.net	VD (Victoriana Designs)	Melbourne	Pink
Michael Pargman	Michael.pargman of tele2.se	POVERTY (Proud of Victorian Electric Railway This Year)	Melbourne	Green
Brad Martin	Westfront of westnet.com.au	GOLD (Good Old Locomotives Deliver)	Ballarat	Brown
Brendan Whyte	obiwonfive of hotmail.com	NKCRC (Ned Kelly's Cattle-Rustling Caboose)	Bendigo	Black
Andrew Glynn	Andrew6261 of shaw.ca	TSR (Trans State Rail)	Bendigo	Blue

Player	Round 7 builds	Score
Richard Weiss VD	(R26) – R27 – Wangaratta - T28 - - T30 – BRIGHT [+3]; (Warragul) – D76; (Traralgon) - - E81 – Sale	66 – 10(track) + 3(cities) + 2(rivals) + 57(races) = 118
Michael Pargman POVERTY	(W24) - X24 - X25 - W26 - Mansfield; (X20) - Y20; (X25) - Y26[-3 TSR]; Melbourne - Ringwood	44 – 7(track) + 6(rivals) + 39(races) = 82
Brad Martin GOLD	(Ringwood) - - B75 ; (O16) - N16 - - Swan Hill; (W16) - Maryborough ; (E75) - F74 [-1 POVERTY][-1 VD]	86 – 7(track) + 54(races) = 133
Brendan Whyte NKCRC	(T16) - - R15 - Q16 - Boort - O15 - - M16 - Swan Hill[-2 GOLD]; (R15)- Charlton; V23 - Seymour	32 – 10(track) + 5(races) = 27
Andrew Glynn TSR	(V23) - - X24 - X25 - Y26[-7 POVERTY]; (V14) - - X15 - X16 [-1 VD][-1 POVERTY]; (R17) - - - Charlton [-2 NKCRC]	28 – 10(track) - 8(rivals) + 45(races) = 55

Build allowance for Round 8: 8 points (not counting payments to rivals)

Races for Round 7, results:

<p>Race 1: NSW (X1) – Mildura (11)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">TSR</td> <td style="width: 10%;">20[-2 VD]</td> <td style="width: 10%; text-align: right;">18</td> </tr> <tr> <td>VD</td> <td>[+2 TSR]</td> <td style="text-align: right;">2</td> </tr> </table> <p>Race 2: Port (X4) – Geelong (55)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">TSR – Melbourne (5)</td> <td style="width: 10%;">20[-3 NKCRC]</td> <td style="width: 10%; text-align: right;">17</td> </tr> <tr> <td>GOLD – Melbourne (4)</td> <td>10</td> <td style="text-align: right;">10</td> </tr> <tr> <td>NKCRC – Melbourne (6)</td> <td>[+2 POVERTY][+3 TSR]</td> <td style="text-align: right;">5</td> </tr> <tr> <td>POVERTY (5) - Melbourne</td> <td>[-2 NKCRC]</td> <td style="text-align: right;">-2</td> </tr> </table> <p>Race 3: Sale (64) – Hamilton (22)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">POVERTY (27)</td> <td style="width: 10%;">20[-2 VD][+3 VD]</td> <td style="width: 10%; text-align: right;">21</td> </tr> <tr> <td>VD (32)</td> <td>10[-3 POVERTY][+2 POVERTY]</td> <td style="text-align: right;">9</td> </tr> </table> <p>Race 4: Dandenong (54) – Traralgon (63)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">POVERTY (7)</td> <td style="width: 10%;">20</td> <td style="width: 10%; text-align: right;">20</td> </tr> <tr> <td>VD (7)</td> <td>10</td> <td style="text-align: right;">10</td> </tr> </table>	TSR	20[-2 VD]	18	VD	[+2 TSR]	2	TSR – Melbourne (5)	20[-3 NKCRC]	17	GOLD – Melbourne (4)	10	10	NKCRC – Melbourne (6)	[+2 POVERTY][+3 TSR]	5	POVERTY (5) - Melbourne	[-2 NKCRC]	-2	POVERTY (27)	20[-2 VD][+3 VD]	21	VD (32)	10[-3 POVERTY][+2 POVERTY]	9	POVERTY (7)	20	20	VD (7)	10	10	<p>Race 5: Robinvale/Ouyen/Nhill (12) – Bendigo (36)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">TSR – Robinvale (14)</td> <td style="width: 10%;">15</td> <td style="width: 10%; text-align: right;">15</td> </tr> <tr> <td>GOLD – Nhill (17)</td> <td>15</td> <td style="text-align: right;">15</td> </tr> <tr> <td>NKCRC – Nhill (16)</td> <td></td> <td style="text-align: right;">0</td> </tr> </table> <p>Race 6: Ararat (31) – Shepparton (42)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">VD (15)</td> <td style="width: 10%;">15[-1 GOLD][+4 GOLD][+ 5 TSR]</td> <td style="width: 10%; text-align: right;">23</td> </tr> <tr> <td>GOLD (16)</td> <td>15[-4 VD][+1 VD]</td> <td style="text-align: right;">12</td> </tr> <tr> <td>TSR (18)</td> <td>[-5 VD]</td> <td style="text-align: right;">-5</td> </tr> </table> <p>Race 7: Echuca (41) – Portland (21)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">GOLD (28)</td> <td style="width: 10%;">20[-3 VD]</td> <td style="width: 10%; text-align: right;">17</td> </tr> <tr> <td>VD (26)</td> <td>10[+3 GOLD]</td> <td style="text-align: right;">13</td> </tr> </table>	TSR – Robinvale (14)	15	15	GOLD – Nhill (17)	15	15	NKCRC – Nhill (16)		0	VD (15)	15[-1 GOLD][+4 GOLD][+ 5 TSR]	23	GOLD (16)	15[-4 VD][+1 VD]	12	TSR (18)	[-5 VD]	-5	GOLD (28)	20[-3 VD]	17	VD (26)	10[+3 GOLD]	13
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Races for Round 8:

8) Horsham (16) – Warrnambool(23)	9) Donald/Charlton(14) – Warragul(61)	10) Castlemaine(34) – Ringwood(53)
11) Wodonga(45) – Seymour(51)	12) Colac(24) – Maryborough(33)	13) Mansfield(46) – Wheat (X6)
14) Cudgewa(66) – NSW Rail(X2)		

Dyson (Outpost) Turn 11

- MMC puts the Scientists up for bid and the bidding is fast and furious. Bartertown is finally the winner for 81 (Re17, Wa7, Wa7, Wa7, Wa7, Wa6, 30 DL Discount).
- MMC now puts an Outpost up for auction and wins it for 101 (MWa, Ti11, Ti11, Ti10, Ti9, Wa5, 15He Discount, 10Ep Discount). He buys a Pop (Wa7) to man the new Ti factory.
- TIGER starts the bidding on the Robots and wins it for 50 (MWa, Ti10, Ti10). He buys a robot (Re12) and puts his last Ti factory into production.
- KS starts the bidding on the first Ecoplants which he wins for 38 (Wa10, Wa8, Wa8, Wa7, Or5).
- KS opens the bidding on an Outpost at 113 and wins it (MTi, MTi, 15He Discount, 10Ep Discount). He buys 3 Pop (Wa8, Wa9) to man all his factories (and one spare).
- HDBC buys three Pop (Or1+Wa4+Wa5+Wa5+Wa7+Wa8) and mans all his factories.
- Bartertown opens the bidding on the remaining Ecoplants which Golden Orb wins for 37 (Wa6, Wa5, Wa6, Wa7, Ti13).
- Bartertown buys a research factory (Wa10, Wa8, Re14) and transfers pop to man it.
- Nebulaworks and Golden Orb now pass.

	Company	Player	Factories	Upgrades	VPs
1	KS	Karl Schmit	Or, Or, Wa, Wa, Wa, Ti, Ti, Ti, Ti, Ti, pop	He, No, We, Ep, Ou	29
2	MMC	Eric Brosius	Or, Or, Wa, Wa, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti	No, He, Ep, We, Ou	27
3	TIGER	Michael Lowrey	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti, Re	No, He, La, Ro	25
4	Golden Orb	Cary Nichols	Or, Or, Wa, Wa, Wa, Wa, Ti	DL, We, No, He, We, Ep	17
5	Bartertown	Andy York	Or, Or, Wa, Wa, Wa, Wa, Re, Re	DL, DL, DL, La, Sc	17
6	HDBC	Kevin Wilson	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti	He, We, Ou	17
7	Nebulaworks	Chris Hassler	Or, Or, Wa, Wa, Wa, Wa	DL, DL, No, We, Sc	13

TIGER = Titanic InterGalactic Engineering and Recovery, MMC = Mud Mining Corp, HDBC = Heavenly Bodies Development Corp. Nebulaworks, HDBC, MMC take MegaWater cards.
 MMC, KS and TIGER take MegaTitanium cards

Just arrived: Laboratory, Scientists (x2), Orbital Lab (x2), Outpost

Upgrade	Available	Remaining	Minimum Bid
Data Library	0	0	15
Heavy Equipment	0	0	30
Warehouse	0	0	25
Nodule	0	0	25
Scientists	2	1/2	40
Orbital Lab	2	3/4	50
Robots	0	4/5	50
Laboratory	1	2/3	80
Ecoplants	0	2/3	30
Outpost	2	1/2	100

There will be at least 5 of each upgrade. The first two upgrades to receive another roll will have 6. The ## in the **Remaining** column therefore reflects the min/max number of that upgrade remaining.

Persephone, Standard Diplomacy

Country	Player	Address
Austria	Graham Wilson	44 Bonnyview Drive Toronto, Ontario M8Y 3G6 grahamaw at rogers.com
England	Karl Muller	3154 East Lydius Street Schenectady, NY 12303-5035 pegandkarl at mindspring.com
France	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA wiedem at planet.eon.net

Germany	John Power	18 Tilton Court Baltimore, MD 21236 natjohn2 at comcast.net
Italy	Matt Sundstrom	1760 Robincrest Ln. S. Glenview, IL 60025 mattandzoe at earthlink.net
Russia	Cary Nichols	756532-938 South FM1673 Snyder, TX 79549-8812
Turkey	Robert Dowrey	76 Potter Avenue Orchard Park, NY 14127 Dowreyhome at adelphia.net

Germany's tenure in Norway is short lived as he leaves it to rout the last remnants of the Tsar's forces out of St. Petersburg with Austrian support. England fills in behind overpowering the Swedish expeditionary force as the Dutch fleet lays up for the winter. England also return to Belgium with Italian support.

Press:

Turkey – Italy: Thanks for the courtesy of a reply. It's more than I have come to expect. By the way, you're welcome.

Fall 1906 Moves

COUNTRY	MOVES
Austria	A LVN S G F NWY – STP, A MOS S UKR – SEV, A UKR – SEV, A RUM S UKR – SEV, A GAL S RUM, A SER – BUL, F TRI H
England	F PIC – BEL, A PAR S I A BUR, F CLY - NWG F NTH S F NWG – NWY, F NWG - NWY F LON S F NTH
Germany	F NWY – STP, A SWE – NWY, F DEN H, A BEL – HOL, A RUH S BEL – HOL, A KIE – MUN, A BER S KIE - MUN
Italy	F MAO – ENG, A BUR S E F PIC – BEL, A MAR S A BUR, A VEN H, F ION – GRE, F AEG S F ION – GRE, F APU - ION
Russia	A STP - NWY
Turkey	F BLK – SEV, A SEV – MOS, F EAS – SYR, F GRE – ALB, A BUL H, A CON S A BUL

Winter 190 retreats

Turkey: A Sev – Arm, OTB

Winter 1906

Austria 8	TRI, BUD, VIE, SER, GRE, MOS, WAR, SEV, RUM	BUILD 1
England 7	LON, EDI, LVP, NWY, BRE, PAR, BEL	BUILD 1
Germany 7	BER, MUN, KIE, HOL, DEN, SWE, STP, BEL	EVEN
Italy 8	VEN, NAP, ROM, TUN, MAR, SPA, POR, GRE	BUILD 1
Russia	STP	OUT
Turkey 4	CON, ANK, SMY, RUM, BUL, SEV	DISBAND 1, 2

**Carrier Pigeon (2003E), Spring 1911
Postal Negotiations Only**

The noose tightens around France in the north as Austrian armies and English fleets fill in all the gaps. Russia moves

west too, stopping to winter in Denmark. Is this part of the plan?

Country	Player	Address
Austria	Cary Nichols	756532-938 South FM1673 Snyder, TX 79549-8812
England	Robert Dowrey	76 Potter Avenue Orchard Park, NY 14127
France	Karl Schmit	1509 O'Keefe Rd De Pere, WI 54115
Germany	Hank Alme	506 Paige Loop Los Alamos, NM 87544
Italy	John Power	18 Tilton Court Baltimore, MD 21236
Russia	Doug Kent	11111 Woodmeadow Pkwy #2327 Dallas, TX 75228
Turkey	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA

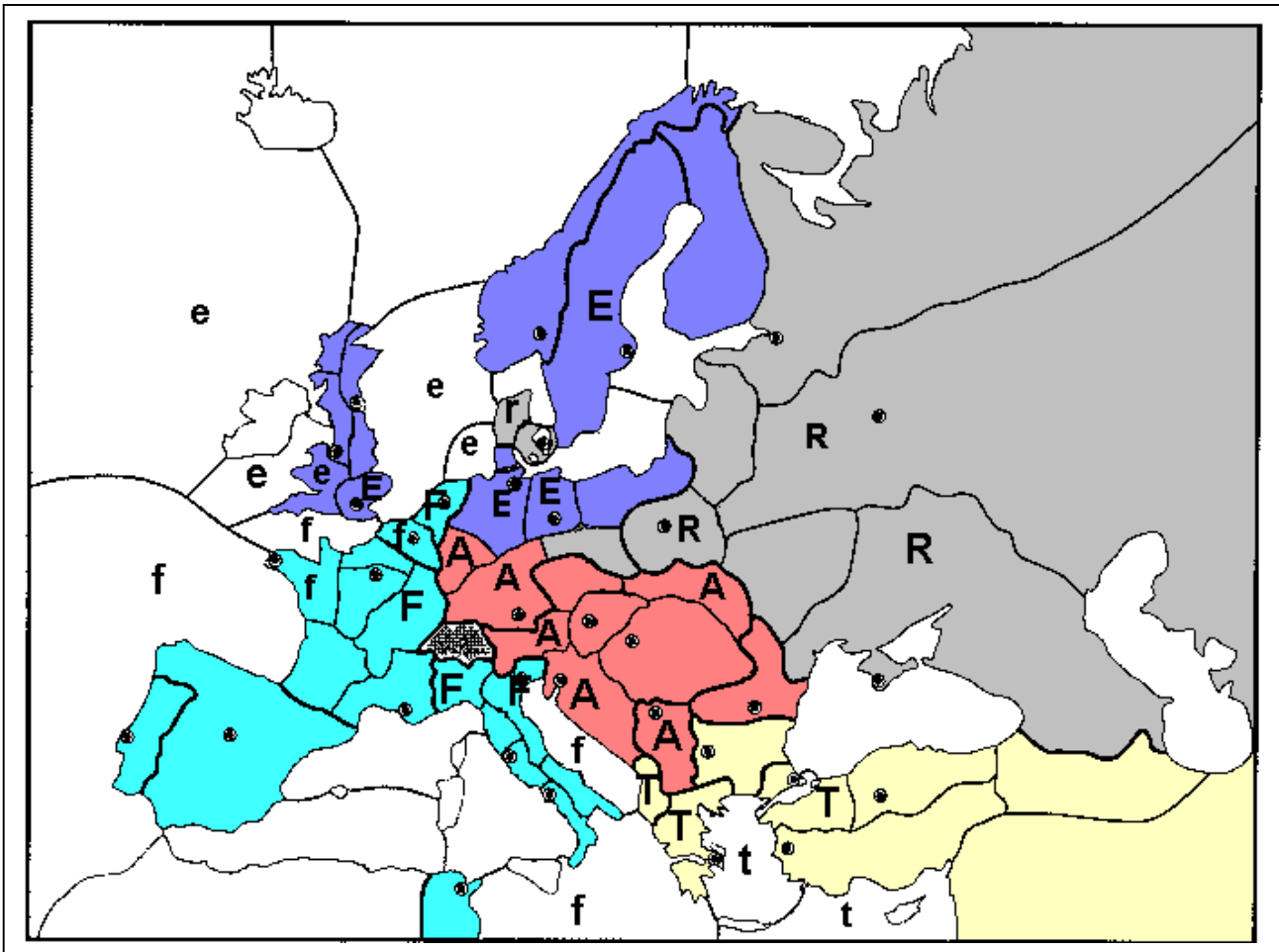
Fall 1911 Moves

COUNTRY	MOVES
Austria	A UKR – GAL, A TYO – VEN, A TRI S A TYO – VEN, A SER S A TRI, A MUN – RUH, A BOH - MUN
England	F CLY – NAT, F NAT – IRI, F WAL – ENG, A LON H, A SWE H, F NTH H, F SKA S F NTH (NSU), A KIE H, A BER S A KIE, F HEL UNORDERED
Turkey	A CON H, F AEG S F EAS – ION, E EAS – ION, A ALB S A A TRI, A GRE S A ALB
France	F WES – MAO, F ION H, F ADR S F ION, A PIE S VEN, A VEN H, A HOL – KIE, A RUH – BUR, F ENG – NTH, F BEL S F ENG – NTH, F BRE S F WES - MAO
Russia	F BAL – DEN, A MOS – SEV, A WAR – MOS, A SIL - WAR

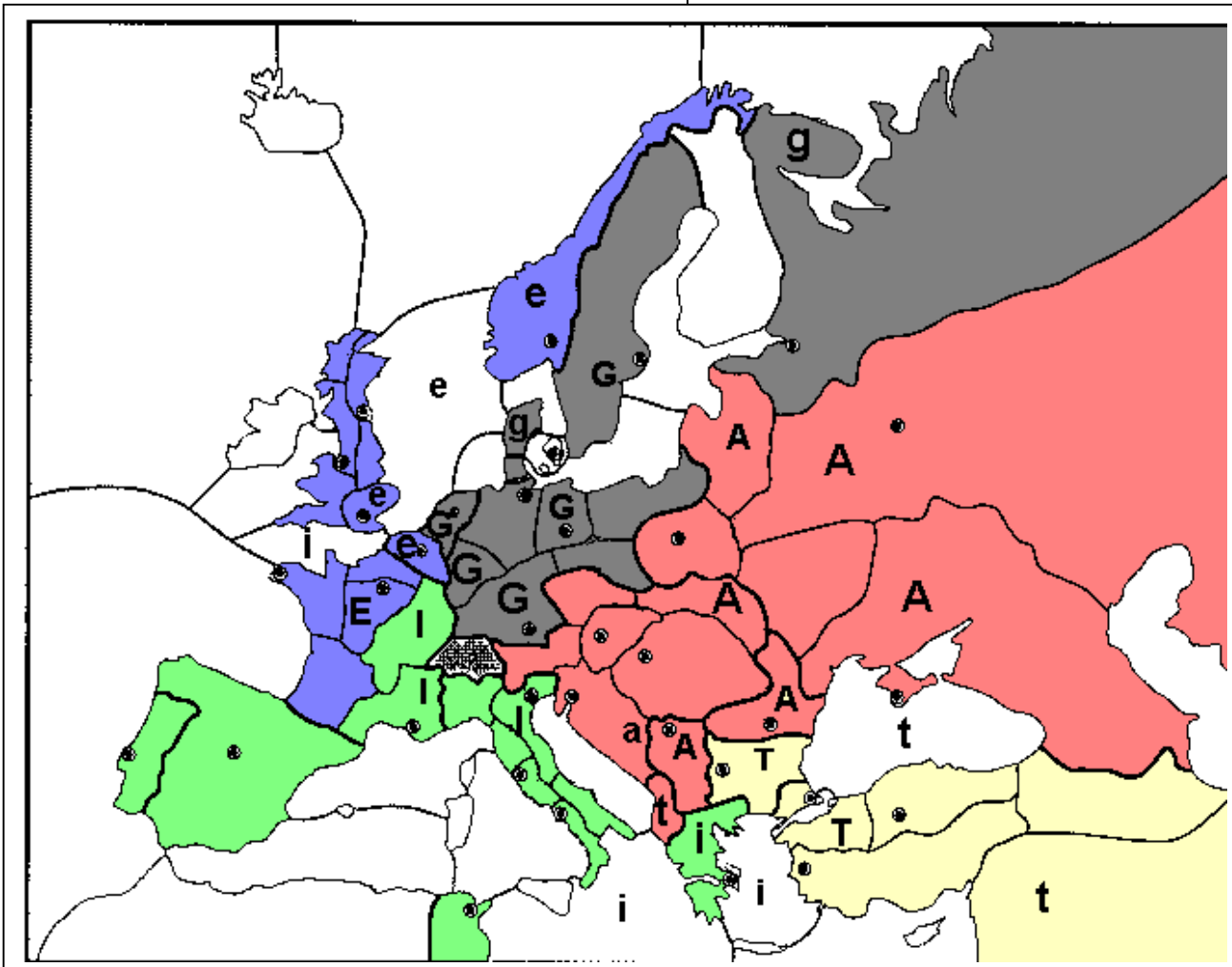
Carrier Pigeon Winter 1911 Adjustments

Austria 6	BUD, VIE, SER, RUM, TRI, MUN	EVEN
England 7	LON, EDI, LVP, DEN, KIE, BER, SWE, NWY	REMOVE 1
France 11	BRE, PAR, SPA, POR, MAR, NAP, VEN, TUN, ROM, BEL, HOL	EVEN
Russia 5	SEV, WAR, MOS, STP, DEN	BUILD 1
Turkey 5	CON, ANK, SMY, BUL, GRE	EVEN

CARRIER PIGEON



PERSEPHONE



Pioneers: Settlers of Catan (6 player expansion)

About Development cards: To clarify my long winded explanation last time, you can not play the card the turn you buy it (your turn), but you CAN play in on ANY subsequent turn.

Turn 3

Player	Roll	Resources	Actions
Mike	3	Mike receives a Brick, Brendan Brick & Ore, Al Grain & Ore	Mike builds roads from E9-D9-D10
Brad	9	Brad receives a Brick, Brendan Brick, David Grain, Al 2 Brick & Grain, Paraic Brick	Plays a Knight, moving the robber to D5(9Brick) and steals an Ore from Paraic. Builds a road from F3-G3. Al builds a road from G7-G6. Paraic builds a road from C3-C2.
Brendan	3	Mike receives a Brick, Brendan Brick & Ore, Al Grain & Ore	Brendan trades a brick to David for a wool. Trades 3 wool for a lumber and builds a road A8-A9. David builds a road from E3-E2. Al builds a city at B9. Mike builds a settlement at D10.
David	2	David receives a Brick. Brendan and Mike get an Ore each	David builds a settlement at E2.
Al	6	Al receives 2 Lumber, Brendan Lumber & Wool, Brad Wool	Al passes.
Paraic	4	Paraic receives Grain, Michael 2 Grain, Brad 2 Grain	Paraic passes. David buys a Dev Card
Mike	8	Mike receives a Brick, David Ore & Wool, Paraic Ore & Wool	Mike passes

Resources

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Al Tabor	Green	1		1	2			4
Paraic Reddington	Red	2	2			1		3
Michael Scott	Purple	1		1				4
Brad Martin	Blue	4	1			1	1 Soldier	3
Brendan Whyte	Yellow		1	1	1	3		3
David Hooton	Brown	1	1			2	2 Unknown	3

Trade offers: Paraic offers a Wool for an Ore.

Rolls for Turn 4:

Brad: 10 Brendan: 11 David: 9 Al: 8 Paraic: 7 Mike: 10 Brad: 5

W. R. Grace (Industrial Waste) Turn 5.2

5.2.a)

- **Eric** spends \$5M to innovate his Raw Materials
- **Brad** plays growth to move his factory to 16.
- **Dennis** plays growth to move his factory to 15.
- **Graham** plays Waste Disposal with Advisor to reduce his waste by 6 to 1.

5.2.b)

- **Eric** plays his Waste Disposal to reduce his waste to 6.
- **Brad** spends \$5M to innovate his Waste Disposal
- **Dennis** plays Waste Disposal to reduce his waste to 7.
- **Graham** auctions his Raw Materials. Eric bids \$5M. Brad and Dennis pass. Graham pays the bank \$6M for the 5RM.

5.2.c)

- **Eric** discards his Bribery card.
- **Brad** puts his Raw Materials up for bid. Dennis and Graham pass. Eric bids \$5M. Brad takes the money.
- **Dennis** process an order, using 4RM, generating \$15M and 4 waste.
- **Graham** passes

5.2.d)

- **Eric, Brad & Graham** spend \$5M in end of turn costs.
- **Dennis** spends \$4M in end of turn costs.

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Build-ing) Rationalization	(Build-ing) Raw Materials	(Build-ing) Waste Reduction	Waste Disposal	Saved Card	V P S
Dennis Menear	3	\$19M	\$0M	3	15	4	4/3	4/3	4/3	11	Raw Materials	33
Graham Wilson	4	\$6M	\$0M	5	18	5	4/3	5/1	2/10	1		35
Eric Brosius	1	\$3M	\$0M	9	17	5	4/3	3/6	5/1	3	Order	28
Brad Martin	2	\$10M	\$0M	0	16	5	5/1	5/1	1/15	7	Bribery	38

Dennis calls on Lady Luck and she answers him and the Accident card remains in the deck. Unfortunately for him she's a fickle lady and decides to leave the Waste Disposals in the deck with it.

Set #1	Set #2	Set #3	Set #4	Set #5
Order	Innovation	Raw Materials	Advisor	Growth
Hiring/Firing	Order	Advisor	Innovation	Waste Removal
Growth	Hiring/Firing	Order	Bribery	Advisor

Discard Pile

Order	Order	Raw Materials	Raw Materials	Raw Materials	Growth	Growth
Growth	Innovation	Innovation	Waste Disposal	Waste Disposal	Waste Disposal	Waste Disposal
Waste Disposal	Advisor	Waste Removal				

Golden Spike (2068TC): Transcontinental V2 Round 7

Player	Email	Company	Start	Colour
Richard Weiss	Rcweiss of cox.net	The I-70	Q49	Pink
Eric Brosius	Eric.brosius of Comcast.net	SPIKE Special Purpose Industrial Kartage Enterprise	Q49	Gold
Conrad von Metzke	Metzke of san.rr.com	PUTT-PUTT	B96	Green
Brendan Whyte	Bwhyte of unimelb.edu.au	R4D4 (Dubai Dubya's Double Dubious Raghead Rail and Rollingstock Racket)	E95	Oil Black
Mike Barno	Mpbarno of lightlink.com	FLAGLER (For Legislation Authorizing Grand Larceny Exploiting Resources)	R48	Blue

City	Hex	Created
1	B96	Start
7	S42	R0
12	E91	R1
17	L41	R2
22	R46	R3
27	C88	Race 12
32	S42	R4
37	S40	R5
42	I3	R4D4
47	G32	R6
52	U34	R7

City	Hex	Created
2	R48	Start
8	X42	R0
13	A94	R1
18	R37	R2
23	A90	R3
28	Y39	Race 12
33	S36	R4
38	Z40	R5
43	H36	R6
48	X36	R7
53	A90	Race 30

City	Hex	Created
3	E95	Start
9	R51	R0
14	U40	R1
19	A90	R2
24	K51	R3
29	S42	Race 14
34	T40	R4
39	K39	R5
44	C84	R6
49	U36	R7

City	Hex	Created
4-5	Q49	Start
10	G96	R0
15	U43	R1
20	F87	R2
25	K38	R3
30	V41	Race 14
35	V42	R4
40	G84	R5
45	Y37	R6
50	E84	R7

City	Hex	Created
6	O46	R0
11	N45	R1
16	X41	R2
21	E88	R3
26	C96	Race 12
31	U4	Flagler
36	Z36	R4
41	Y36	R5
46	C87	R6
51	P31	R7

Race Results for Round 7:

Race 22) City29 – City31: **Impossible, dropped**

Race 26) City28 – City21

I70 (6)	10 [-2 SPIKE]	8
SPIKE (6)	20 [+ I70]	22

Race 27) City 39 – City1 – **Not Connected**

Race 28) City7 – City13

PUTT-PUTT (10+1M)	10 [-2 SPIKE][-3 FLAGLER][+5 SPIKE]	10
FLAGLER JR R4D4 (16+1M)	[+3 PUTT-PUTT][+3 SPIKE]	6
R4D4 JR FLAGLER (16+1M)		
SPIKE (10+1M)	20 [-3 FLAGLER][-5 PUTT-PUTT]	12

Race 29) City12 – City19

PUTT-PUTT (7)	10[-4 R4D4][-2 SPIKE][+1 R4D4][+1 SPIKE]	6
R4D4(7)	20[-2 SPIKE][-1 PUTT-PUTT][+4 PUTT-PUTT][+1 SPIKE]	22
SPIKE(7)	[-4 R4D4][-1 PUTT-PUTT][+2 PUTT-PUTT][+1 R4D4]	-2

Race 30) City15 – City5

Spike puts civic duty before money and stops to build up the city, letting I70 take the race honors

PUTT-PUTT(8+1M)	20[-3 SPIKE][-4 FLAGLER]	13
I70 (11+1M)	10	10
FLAGLER (12+1M)	[+4 PUTT-PUTT]	4
SPIKE(8+1M)	[+3 PUTT-PUTT]	3

Builds for Round 7

Player	Segment 7A (4)	Segment 7B (6)	Segment 7C (3)	Score
Richard Weiss The I-70	(L38) – City39 [+6]; (City27) – D88 -- D90 [-3 R4D4]	(D90) - - - - - D95[-1 PUTT- PUTT][-1 SPIKE][-1 R4D4]; (City38) – Z41*	(T36) - - - Q35	158 +3(new cities) +6(cities) – 1(builds) +18(races) = 186
Eric Brosius SPIKE	(City30) --- City35 [+6]; (City 18) – R36 [-3 I70]	(R36) - - - - - L33	(L33) – J32; (R36) – City 33	194 +6(cities) –2(builds) +35(races) = 233
Conrad von Metzke PUTT-PUTT	(P38) - - - M40 – L39 [-1 I70]	(L39) – City39; (L29) - - - - - City47 [+6]	(L39) - - City17; (City39) – City25	163 + 12(new cities) +6(cities) + 29(races) = 210
Brendan Whyte R4D4	(Z36) - - - - V38 [-1 I70]	(V38) – U39 – U40; (K14) - - - - K12	(K12) – J11 - - J9	154 +6(new cities) +3(builds) + 22(races) = 185
Mike Barno FLAGLER	(T8) --- T7; (T8) – S8	(T7) --- T6 – T5; (S8) – R7 – Q8	(T5) --- U5	216 +3(new cities) + 10(races) = 229

Rolls for Round 8: 4, 6, 3

Races for Round 8:

Race 31) City33 – City12

Race 32) City30 – City44

Race 33) City10 – City36

Race 34) City6 – City24

Race 35) City1 – City41

Bobwhite (RR2070C) USA West (Map C) Turn 2

No surprises here as it's a mad dash for the west coast.

Player	Company	Start	Colour
Conrad von Metzke	Anacreon	Chicago	Green
David Hooton	US (Union Specific)	Memphis	Purple
Brad Martin	IT (Indian Territory)	Milwaukee	Brown
Peter Robbins	OP (Onion Pacific)	Memphis	Black
Andrew Glynn	TSR (Trans State Rail)	New Orleans	Blue

Player	Segment 2A (5)	Segment 2B (4)	Segment 2C (4)	Score
Conrad von Metzke	(W30) - - - - - W25	(W25) - - - W22 – V21	(V21) – U21 - - U19 – V18	26
David Hooton	(G28) - - - - - G23	(G32) – G22 - - E21 – E20	(E20) – F19 – EL PASO [+3] - - F16	26 + 3 = 29
Brad Martin	(A75) – DULUTH [+6]; (C70) – FARGO [+6]	(C66) - - - - C62	(C62) - - - - C58	26 + 12 = 38
Peter Robbins	(L26) - - - - - L21	(L21) – L20 – K20 - - K18	(K18) – K17; (K18) – SANTA FE [+6]; (L35) - - N36	26 + 6 = 32
Andrew Glynn	(F28) - - - - - F23	(F23) - - F21 – E21 – E10	(E20) – E19 – EL PASO [+3] - - F16	26 + 3 = 29

Dice Rolls for Turn 3: 2, 6, 4

Exxon Valdez (Industrial Waste) Turn 1.1

- Brad chooses set 4 (the first choice of three people).
- Eric opts for set 3 (set 2 was his second choice).
- Graham gets his second choice of set 2 (set 1 was his backup).
- Richard misses out on sets 4 and 2, taking set 1 as his third choice. Set 3 rounded out his list.

Set1 (Richard)	Set2 (Graham)	Set3 (Eric)	Set4 (Brad)
Growth	Advisor	Waste Disposal	Order
Waste Disposal	Innovation	Order	Growth
Innovation	Raw Materials	Innovation	Raw Materials

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Build-ing) Ration-al-ization	(Build-ing) Raw Materials	(Build-ing) Waste Reduc-tion	Waste Disposal	Saved Card	V P S
Brad Martin	1	\$15M	\$0M	5	14	5	5/1	5/1	5/1	0		24
Eric Brosius	2	\$15M	\$0M	5	14	5	5/1	5/1	5/1	0		24
Graham Wilson	3	\$15M	\$0M	5	14	5	5/1	5/1	5/1	0		24
Richard Weiss	4	\$15M	\$0M	5	14	5	5/1	5/1	5/1	0		24

Discard Pile:

Order Innovation Waste Disposal Waste Disposal Waste Disposal Order Bribery

Tinamou Fantasy Football

“If you win we love you, if you don’t, we love your backup” – Frank Defourd

We had one consensus pick, every single player who sent me a full listing ranked Houston as the 28th team! Sorry for the tiny type, but it just doesn’t work out well if it wraps:

RD: NEW IND SD CHI DEN BAL PHI PIT NO SEA CIN NYG STL MIN NYJ JAX KC TEN CAR MIA DAL SF DET TB OAK WAS BUF HOU
 HR: IND NE SD PIT DEN CHI DAL SEA JAX PHI KC NYJ CIN CAR BUF NYG MIA TEN BAL GB WAS MIN NO ATL STL CLE TB HOU
 MM: NE IND SD CHI NO DEN BAL PHI SEA NYJ PIT STL DET DAL TEN CAR CIN JAX MIA ATL NYG SF BUF WAS GB KC OAK HOU
 WG: SEA NE IND CAR SD BAL DAL CHI SF NO CIN DEN PHI GB JAX BUF NYJ TB KC PIT STL DET NYG MIN TEN MIA WAS HOU
 PR: NEW IND SD BAL CHI NO DEN PHI DAL CIN SEA NYJ PIT JAX SF CAR NYG STL ATL KC TEN ARI BUF GB MIN MIA WAS HOU
 DP: BAL PHI NE CHI IND SD NO CIN GB PIT JAX KC CAR MIN BUF DAL NYG NYJ STL MIA DEN WAS TEN SEA SF ATL ARI HOU
 JS: IND NE SD PIT DEN CHI DAL SEA JAX PHI KC NYJ CIN CAR BUF NYG MIA TEN BAL GB WAS MIN NO ATL STL CLE TB HOU
 BD: IND NE NO SD CHI DEN PHI CIN CAR SEA STL BAL DAL PIT TEN JAX BUF NYJ
 KS: NE SD CHI IND BAL PHI CIN SEA NO CAR PIT DAL DEN GB MIN NYJ STL KC
 KM: IND NE NO SD CHI PHI CIN BAL DEN CAR NYJ DAL SEA STL TEN SF BUF JAX

Round 1:

Undisputed picks: **WG: SEA, DP: BAL**

Dispute 1 (die rolls in parens): RD(4), MM(3), PR(5), KS(1) all for NE. **PR gets NE** and -1. RD, MM & KS get +1

Dispute 2 HR(2,5), JS(1), BD(2,1), KM(2,4) all for IND. **HR gets IND** and -1, JS, BD & KM get +1

Dispute 3: BD(6), KM(3) for NO. **BD gets NO** and goes to 0. KM goes to +2

Dispute 4: RD(3), MM(5), JS(2), KS(3) all for SD. **MM gets SD** and -1 going to 0. RD, JS and KS go to +2

JS: PIT

Dispute 5: RD(4), KS(1), KM(3) for CHI. **RD gets CHI** and drops to +1. KS and KM go to +3

Dispute 6: KS(5) and KM(4) for PHI. **KS gets PHI** and drops to +2. KM goes to +4

KM: CIN

End of round 1 (bonuses in parens):

RD(+2): CHI HR(-1): IND MM(0): SD WG(0): SEA PR(-1): NE DP(0): BAL JS(+2): PIT
 BD(0): NO KS(+2): PHI KM(+4): CIN

Round 2:

Undisputed picks: **DP: GB**

Dispute 7: WG, KS for CAR. KS at +2, **KS: CAR**. WG goes to +1

Dispute 8: RD, HR, MM, PR, JS, BD, KM for DEN. KM at +4, **KM: DEN**. Everyone else goes up by 1.

RD: NYG, WG: DAL, BD: STL

Dispute 9: HR, JS for JAX. JS at +3, **JS: JAX**, HR goes to +1

Dispute 10: MM, PR for NYJ. MM at +1, **MM: NYJ**, PR goes to +1

HR: KC, PR: ATL

Final teams (Where the team ranked in the preference lists is in parens):

RD: CHI(4), NYG(12) HR: IND(1), KC(11) MM: SD(3), NYJ(10) WG: SEA(1), DAL(7)

PR: NE(1), ATL(19) DP: BAL(1), GB(9) JS: PIT(4), JAX(9) BD: NO(3), STL(11)

KS: PHI(6), CAR(10) KM: CIN(7), DEN(9)

Confidence Picks

WEEK 1

Date	Sep 6	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 9	Sep 10	Sep 10	
AWAY	NO	ATL	CAR	DEN	KC	MIA	NEW	PHI	PIT	TEN	CHI	DET	TB	NYG	BAL	ARI				
Score	10	3	27	15	3	13	38	13	34	13	3	36	6	35	20	17				
AT																				
HOME	IND	MIN	STL	BUF	HOU	WAS	NYJ	GB	CLE	JAC	SD	OAK	SEA	DAL	CIN	SF				
Score	41	24	13	14	20	16	14	16	7	10	14	21	20	45	27	20				
NAME																				Scores
JF	IND	NE	SD	PIT	DEN	JAC	PHI	SEA	CIN	DAL	WAS	MIN	STL	HOU	SF	OAK				110
Score	16	15	14	13	12	0	0	9	8	7	6	5	0	3	2	0				110
HR	IND	SEA	DAL	SD	PIT	DEN	PHI	JAX	ARI	CIN	OAK	WAS	KC	MIN	CAR	NYJ				98
Score	16	15	14	13	12	11	0	0	0	7	0	5	0	3	2	0				98
DP	NE	PIT	PHI	IND	DAL	SD	CAR	JAX	SEA	WAS	BAL	OAK	MIN	DEN	SF	HOU				102
Score	16	15	0	13	12	11	10	0	8	7	0	0	4	3	2	1				102
WG	SF	SEA	DAL	JAX	MIN	IND	SD	CAR	GB	WAS	NEW	BUF	PIT	CIN	KC	DET				116
Score	16	15	14	0	12	11	10	9	8	7	6	0	4	3	0	1				116
RD	PIT	IND	SD	MIN	JAX	SEA	NEW	PHI	DAL	SF	OAK	STL	DEN	CIN	KC	WAS				102
Score	16	15	14	13	0	11	10	0	8	7	0	0	4	3	0	1				102
KM	DAL	SEA	NEW	PHI	DEN	PIT	STL	SD	IND	DET	MIN	HOU	ARI	MIA	BAL	TEN				104
Score	16	15	14	0	12	11	0	9	8	7	6	5	0	0	0	1				104
PR	Did not play first week, awarded lowest score.																98			
Score																				98

WEEK 2

Date	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 16	Sep 17	
AWAY	ATL	BUF	CIN	GB	HOU	IND	NO	SF	DAL	MIN	SEA	KC	NYJ	OAK	SD	WAS				
Score	7	3	45	35	34	22	14	17	37	17	20	10	13	20	14	20				
AT																				
HOME	JAC	PIT	CLE	NYG	CAR	TEN	TB	STL	MIA	DET	ARI	CHI	BAL	DEN	NEW	PHI				
Score	13	26	51	13	21	20	31	16	20	20	23	20	20	23	38	12				
NAME																				Scores
JF	NE	IND	PIT	DEN	CHI	CAR	SEA	PHI	DAL	CIN	JAC	NYG	BAL	NO	DET	STL				200
Score	16	15	14	13	12	0	0	0	8	0	6	0	4	0	2	0				90
HR	NE	IND	PIT	DEN	CHI	CAR	SEA	PHI	DAL	CIN	JAC	NYJ	GB	MIN	STL	TB				187
Score	16	15	14	13	12	0	0	0	8	0	6	0	4	0	0	1				89
DP	CIN	PIT	IND	DAL	CHI	SEA	NO	GB	NE	CAR	DEN	SF	JAC	DET	PHI	BAL				192

Score	0	15	14	13	12	0	0	9	8	0	6	5	4	3	0	1	90
WG	DEN	CAR	JAC	CHI	BAL	SEA	PHI	CIN	DAL	NE	DET	PIT	IND	SF	GB	NO	206
Score	16	0	14	13	12	0	0	0	8	7	6	5	4	3	2	0	90
RD	PIT	CIN	IND	DEN	PHI	BAL	NYG	CAR	NO	CHI	JAC	SEA	STL	DET	DAL	NEW	175
Score	16	0	14	13	0	11	0	0	0	7	6	0	0	3	2	1	73
KM	IND	CHI	NO	CIN	PIT	DAL	STL	DEN	DET	SEA	BAL	PHI	HOU	GB	NEW	ATL	190
Score	16	15	0	0	12	11	0	9	8	0	6	0	4	3	2	0	86
PR	CIN	IND	DEN	PIT	JAC	BAL	CHI	GB	NO	CAR	PHI	STL	DAL	NE	MIN	ARI	190
Score	0	15	14	13	12	11	10	9	0	0	0	0	4	3	0	1	92

Karl drops PHI for SF, which will take effect in week 5.

WEEK 3

Date	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 23	Sep 24
AWAY TEAM	ARI	BUF	DET	IND	MIA	MIN	SD	SF	STL	CIN	CLE	JAC	CAR	NYG	DAL	TEN	
Score	23	7	21	30	28	10	24	16	3	21	24	23	27	24	34	31	
AT																	
HOME TEAM	BAL	NEW	PHI	HOU	NYJ	KC	GB	PIT	TB	SEA	OAK	DEN	ATL	WAS	CHI	NO	
Score	26	38	56	24	31	13	31	37	24	24	26	14	20	17	10	14	
NAME																	Scores
JF	NE	IND	PIT	SD	CHI	DEN	WAS	SEA	CAR	PHI	KC	BAL	NYJ	TB	NO	OAK	288
Score	16	15	14	0	0	0	0	9	8	7	6	5	4	3	0	1	88
HR	NE	TEN	CHI	CAR	DEN	SD	NYJ	IND	BAL	WAS	CLE	SEA	TB	PIT	KC	PHI	273
Score	16	15	0	13	0	0	10	9	8	0	0	5	4	3	2	1	86
DP	NE	PIT	BAL	OAK	NYJ	IND	DAL	PHI	TB	MIN	DEN	WAS	CAR	TEN	SEA	GB	310
Score	16	15	14	13	12	11	10	9	8	0	0	0	4	3	2	1	118
WG	NE	BAL	DEN	TB	CAR	SEA	NYJ	WAS	NO	IND	KC	GB	PHI	SF	OAK	CHI	307
Score	16	15	0	13	12	11	10	0	0	7	6	5	4	0	2	0	101
RD	NE	PIT	SD	BAL	CAR	NYJ	OAK	WAS	CHI	PHI	MIN	TB	DEN	NO	HOU	SEA	265
Score	16	15	0	13	12	11	10	0	0	7	0	5	0	0	0	1	90
KM	NE	BAL	PIT	IND	NYJ	CAR	PHI	CIN	WAS	SD	OAK	STL	MIN	DEN	TEN	DAL	290
Score	16	15	14	13	12	11	10	0	0	0	6	0	0	0	2	1	100
PR	NE	PIT	CAR	DAL	NYJ	CLE	TEN	WAS	DEN	DET	TB	KC	IND	SEA	BAL	GB	291
Score	16	15	14	13	12	0	10	0	0	0	6	5	4	3	2	1	101

Simple Fantasy Football

DP (5)		JS (5)		WG (5)		RD (2)		HR (4)		KM (3)		BD (0)		MM (2)		KS (3)		PR (3)	
BAL	GB	PIT	JAC	SEA	DAL	CHI	NYG	IND	KC	CIN	DEN	NO	STL	SD	NYJ	PHI	CAR	NE	ATL
BAL	GB	PIT	JAC	SEA	DAL	CHI	NYG	IND	KC	CIN	DEN	NO	STL	SD	NYJ	PHI	CAR	NE	ATL
BAL	GB	PIT	JAC	SEA	DAL	CHI	NYG	IND	KC	CIN	DEN	NO	STL	SD	NYJ	PHI	CAR	NE	ATL

Weekly Winner

Week	DP	JS	WG	RD	HR	KM	BD	KS	PR
1	PIT	PIT	SF	PIT	SEA	SEA	SEA	MIN	KC
2	CIN	NO	DEN	DEN	CHI	PIT	DEN	PHI	DEN
3	CAR	CAR	NE	CAR	IND	NE	NE	NE	CAR

SOPWITH: Snoopy, Turn 16

I've got to wonder if things are not clear about the wind direction as last turn Karl flew into a cloud and took a point of damage and this turn both Brad and Brendan did the same. The arrow represents the direction the clouds will move at the end of the turn. If you are in a cloud at the end of the turn (after it's movement) you will take a point of damage. That's not to say that it is always a bad tactic, I just wanted to make sure we are clear on it.

	Player	Pilot	Start	P1	P2	P3	End	Ammo	Plane	Points
A	Brad Martin	Captain Ralph	K12 (W)	LS	LS	A	J9 (W)	4	11	11
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta	D14 (E)	RS	RS	RS, FA	G13 (W)	14	10	24
D	Karl Schmit	Captain Chaos	L17 (SE)	LS	LS	A	O19 (SE)	16	1	2

