



## Aussie World Champion...

A HUGE congratulations to current two-time Australian Champion Andrew Goff on winning the World Champion Title in Ohio this June. Goffy has been the strongest ANZ player for a couple of years now, having mastered the psychology of the game and grown into a battle hardened veteran...

From all accounts Goffy travelled to the USA with one object in mind, the World Champions Title, and executed brilliantly.



The ANZ hobby and Goffy owe a debt of gratitude to Sean Colman for his company's very generous sponsorship of the Australian Champion participating in the World Championship. Long may this continue.

At the Ohio World Championships the bid by Sydney to host the 2011 event was accepted. Now begins the exciting work of preparing our hobby for a huge, world class tournament.

The year has seen three tournaments held down under. The NZ Championship, the Qld Championship and the Melbourne Open. Shane Cubis from NSW has emerged as the leader of the Bismark Cup.

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## World DipCon 2009

by Andrew Goff

*[Ed: This is a brief summary of Goffy's victory at the 2009 World Championship in Ohio. His full review has been run in Diplomacy World at <http://www.diplomacyworld.net/pdf/dw106.pdf> ]*

Hi All, Yes, I won. It feels pretty good. There were some celebrations.

Yes, I achieved three solos, but this is not as good as it sounds as the system hugely encouraged brinkmanship from smaller powers and the long games made this easier (there were 7 solos at the tournament). I feel particularly sorry for Dan Lester who also had two solos.

The quality of opposition was "odd". There were many very good players (one of my boards was dubbed "the board of death"), but also a lot of inexperienced or out of practice players. And a few rank newbies too. I would say that this was the same for everyone so the good players tended to fill the top ten places... didn't affect the results just the size of the games.

Compared to Australia? It would have been 1x18, 1x16 and 1x14 centre result.

**Game 1:** England 2 centres in a loss. (Did not count) An EFG where G stabbed F in 1902. I then stabbed G. We patched things up only to get hit by an IA alliance. Germany then stabbed to get in a three way draw. IA kept rolling until Italy stabbed for an 18.

**Game 2:** France 20 centres. E bounces Holland in F1901. EF alliance FTW. E player pissed off everyone else on the board so much that they rolled over to me rather than

him and I just kept going. Would have agreed drawn on 16 if not for the system meaning the minor powers wanting to be "in the draw".

**Game 3:** Germany 21 centres.  
"The Board Of Death"

Good players everywhere. Ally with F and we take down talented E slowly. I stab R (also talented) and FG roll the board back. R tries slowing down the clock and the game, letting F into Italy instead of me in the north. F Gets very very pissed off at R trying to stop us playing the next round as he had also been in a 12 hour game the night before. Some anger involved. I grab for everything I can and he essentially says "take it and screw them". An 18 of the lowest possible quality on a board of the highest quality. Maybe worth 14 in Aus. Irregularities in a draw vote also create a sour moment :(

**Game 4:** Austria 18 centres.

Tired after 3 long games. Dehydrating from talking and at times fighting a blood nose. In distant 2nd place; one American described it as the "9th inning Grand Slam from three runs down". G is insane, EF try to kill him so AIR ally and take out T (Laurent Joly) and "save" Germany. F only has two fleets so we slowly push back and then crack the line. I get as far as Bur, Hol, and Gas then stab everyone and go from 11 to 18 in one year. An 18 anywhere in the world.

Then Sean presented a very good bid which was unanimously accepted and there was an award ceremony and I went back to the hotel room nursing the World Champion of all hangovers.

Sean used my new title to get me into the first class lounge at LAX. That's hot.

Happy to answer any questions on or off the list... trying to keep my ego somewhat in check, though must admit a certain Queen song is on repeat in my head just at the moment.

-Goffy

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## World DipCon 2011 Sydney

**Fri 30<sup>th</sup> Sep – Mon 3<sup>rd</sup> Oct 2011**

### Silver Anniversary

Diplomacy has a long and active history in Australia and 2011 will mark the 25<sup>th</sup> anniversary of organised tournament play. The game was very popular through the 1980s and 1990s with many zines, tournaments, postal games and now legendary characters.

### Diplomacy Association of Australia and New Zealand

DAA was established in 1989 and the DAANZ in 1999 to support the local game. The Australian hobby has the oldest complete record of tournament results in the world. The unique Master Point system dates back to the late 1980s.

### Past World DipCons

Australia has twice hosted World DipCon, in 1992 and 2002 both times in Canberra. Aussies **Steve Gould** and **Rob Stephenson** respectively won World Champion Titles.

### In the 2000s

Since 2002 hobby participation receded from the Golden Years peak. Currently there are seven FTF tournaments being held each year and more than 60 players included in the Bismark Cup competition for the best overall tournament player.

### Rugby World Cup

The Rugby world Cup will be held in New Zealand from 10<sup>th</sup> September to 24<sup>th</sup> October 2011. World DipCon XXI will be positioned in the middle of that event to allow international players the option of attending earlier preliminary games or the later finals.

### How can I help?

- Play Diplomacy and teach your friends to play Diplomacy!
- Are you able to billet players?
- Spread the word ...

**AND PUT THE DATES INTO YOUR DIARY!!**

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# NZ Championship 2009

by Shane Cubis

## Friday 20<sup>th</sup> Feb

The plan to stab Will "Always Bet On" Black as early and often as possible got off to a great start when Thorin "Marilyn" Munro and I insisted he drive us thru McDonald's, placed our orders then told him we hadn't exchanged any Australian dollars for Kiwi ones. As I devoured my very cosmopolitan The Boss burger in the car park, I decided my first impression of New Zealand was that it was a lot like Wollongong...or Southern Sydney. This impression didn't change a great deal over the next few days. On reflection, it was kind of like going on holiday in your own city. Which isn't necessarily a bad thing.

An hour or so of peak-hour rainy driving later, I was being sassed by a bitter old bottle-shop lady who, upon being handed my credit card, asked, "Sign or pun?" I told her I wanted to sign, she told me the card wouldn't work "here" (I didn't know if she meant their primitive shop or their nation), I gave her another card, which worked, and she told me the first one would've worked if I'd used the "pun". I would've felt racially vilified, but she also made Will feel like some toffee-nosed, skivvy-wearing, hifalutin snob for asking if they sold dip.

Having recovered from the bottlo hate-crimes, we picked up some pizza and headed back to Black Central for an evening of boardgames with a couple of Will's squash mates and Grant "Man Of" Steel. *Tichu* was the main event, but there was also time for *Tigris & Euphrates* and *Balloon Cup*. Will got his own back for the Macca's stab by smashing me 3-0, and gloating like I've never seen a man gloat before. I was getting my own back with *Lost Cities*, but decided it was time to retire to bed, since we had to get up in three hours, and the Corona was making the *LC* cards leap about in my vision.

## Saturday

After returning to Black Central twice (once for the box of boardgames, once for a *Diplomacy* set - a third return for a power cord was decided against), we stopped by Josh "This Is Bat Country" Guilbert's place, to find he was as under-the-weather as Will and I were (Thorin had wisely monitored his beer and sleep intake, and seemed in much higher spirits than any of us). Subway, McDonald's and coffee got us all back into the swing of things, and we entered the BATTLECRY convention to check out the *real* nerds. You know, the ones who

engage in any game-related activity that you don't. They're the ones.

The first thing Grant's gregarious son Oli asked me was how I thought I'd go in the tournament. He interrupted my politic answer to say his dad was three-times NZ champion. To which I replied, "I'm gonna smash your dad."

In the first game, I drew France and Will drew England. We quickly decided an alliance based on lack of sleep was a genius idea, and went to it. There were never any hassles between us, which meant we could both dreamily cruise through the game. I wound up on eight centres, thanks to some headbutting with Craig "Kiwi Colman" Purcell in Italy, but things bogged down in the south after that. The game drew just as the lunch turn approached...so we went and got lunch.

Game two followed in suitable style. This time I'd picked England out of the box, and was hoping to have a similarly cruisy game. Wasn't to be, unfortunately, with Will buggerising around in Scandinavia, and Erwann "Frenchman In France" Sbai and Craig buggerising around in France and Germany. It was actually one of the most fluid and dynamic games I've been in, with everyone lying to each other on alternating turns. Eventually I went from three centres back up to five (Norway and Sweden), built armies in London and Edinburgh, and did pretty much nothing else for the rest of the game. We drew just after Will moved his fleet into the Barents so he could build another northern fleet. I'm reasonably sure they were coming for me...

The plan had been to play Round Three the next day, but we realised we wouldn't have the numbers. After what seemed like far too much negotiation and discussion (how UNLIKE the DAANZ), we opted to have some beer and dinner, then reassemble at Josh's place for an evening game. Craig, Will, Thorin and I went to some pub I've forgotten the name of. Rallied around a table on stools, where I decided a view of the dames at the bar was preferable to a big screen showing basketball, we downed delicious local pints and discussed topics ranging from romance to life to *Diplomacy*. Craig very generously bought rounds AND our dinner...not that that would help him on the board.

The third game saw me residing in Turkey, which wasn't a good sign. It'd been one of the few eliminations in both previous games, but I was determined to make it work. I tried my

usual trick of being friends with everyone until they killed each other, with the usual limited success. Craig in Austria started to disappear, became my puppet, got back up to an equal number of centres as me (five) and continued acting as puppet...though not a very biddable one. I was also working happily with Will in Italy and Josh in Russia - who I swapped centres with a few times. He said, over the board, that he'd happily ally with me in any future game...but things changed.

I could tell we were going to draw. Everyone looked tired, people were nervously checking their mobiles for messages from the wife, and the beer was running out. So, on the last turn, I took three centres from three people to wind up on eight centres. I dub this move "The Chatterton Manoeuvre", although I don't think Brett's ever done it that successfully. I felt sorta guilty about such a metagame move, but when Grant read out the results and I'd won the tournament by less than two points, I felt better about things.

### **Sunday**

The next day we returned to BATTLECRY for a social game, cos Adam "Never Ever Ever Attack Shane Cubis Ever Ever Again" Schofield had turned up to play, and we were all still in the mood. I was in Austria this time, working with Thorin in Russia and *trying* to clean out Will in Turkey, with limited success (I got Bulgaria). I spent most of the game telling Adam to piss off out of my territory, but was still enjoying myself. For the first time in the weekend, two of us got up to double-digits in the centre count. I was focussed on the southern game, and pretty much letting Thorin tell me what to do with my Munich and Kiel units. He sensed we were about to draw, and told me for the last turn, he was gonna convoy my Denmark unit to Edi. I thought that sounded fun, and wasn't really thinking about how strung out and reliant on the Russian my soldiers were.

Thorin had the same idea I'd had the night before - except he did a MUCH better job, grabbing five centres in one fell swoop to get to 15. Given the option of agreeing to an unearned solo, or playing on, we decided to play on, despite our weariness. We banded together and fought well, but he had us over a barrel. London and Liverpool were a given, and Belgium fell soon after. Never have I been more happy that a game didn't count in a tournament...

That evening, Thorin and I joined our charming

hosts Will and Roberta for dinner at a Japanese restaurant - once of those ones where you order heaps of little dishes and they keep 'em coming. Choc-full of chicken, eggplant, oysters, beef, rice, salted beans and various other things, we retired to a delightful dessert emporium, where I enjoyed an Italian Denso (hot, thick chocolate in a glass with cream on top). Back at Black Central, there was time for more gaming - *Race For The Galaxy* got a couple of runs, and takes my vote as the most enjoyable non-*Dip* game I played all weekend. It's like *San Juan*, but in SPACE!

Three hours of sleep later, we were off to the airport once more. Since I had to go straight from Sydney airport to work, and then go see The Bloodhound Gang that night, I planned to sleep on the plane. This plan was resounding thwarted by the bloke behind me, who kept farting with the most vile stench known to man. I have no idea what was in his arse, but I reckon Will put him there, as revenge for the McDonald's stab on the first day.

### **Conclusion**

It was excellent to spend my second-ever overseas jaunt in Auckland. I learnt two things about the Kiwis - they're very generous and welcoming, and they can't play *Diplomacy*.



### **NZ Championship 2009 Results**

- 1 Shane Cubis NSW 60.812
- 2 Will Black AKL 58.277
- 3 Erwann Sbai FRA 53.686
- 4 Thorin Munro NSW 43.167
- 5 Craig Purcell WAI 32.331
- 6 Grant Steel AKL 28.527
- 7 Josh Guilbert AKL 23.200

Refer to [www.daanz.org.au](http://www.daanz.org.au) for full results.

## PS: From Will Black...

Who's Flying? A review of the Balloon Cup Championship...

Balloon Cup is a great two player game in which you control your balloon to beat your opponent in 3 out of 5 balloon races.

Round 1..

Saw Shane Cubis Vs Will Black...

Shane was new to the cup but had showed promise in the lead up with the maneuvering of balloon at the start of the Grey race.... He was struggling though and was beaten quite badly, I raised the cup and a beer. With a tune as well.... :-> Race two saw the Cubis machine really lose steam.... I raised the cup and a beer.. With a tune as well.... :-> Race three was a clean sweep and more jumping and jiving....

Round 2..

Saw Josh Guilbert Vs Will Black..

Josh had showed his promise in the trial balloon races and was looking to get the form into the tournament.

It was a tight tussle and the ease of my win last night had not made this one easy. In fact Josh won the first two races and I was struggling to keep in the running. Going into the last races we both had a chance but Josh picked up the last cup and was off with the big cup.

Round 3.

Saw Grant Steel Vs Will Black

Grant "Man of " Steel , is usually racing trains but decided to give this balloon caper a try. Grant started slow going down 2-nil but picked up the pace and was really getting it. The yellow was the last race and all of them were coming out.

I was maneuvering but did not have the fuel to push to the finish.

So. we finished with a three way tie...

1= Will Black  
1= Josh Guilbert  
1= Grant Steel  
4 Shane Cubis

Look forward to the next Cup. Hopefully more

rounds will separate us, but for the meantime, back to cleaning the basket.

**"That game was utter bullshit." Shane said.**

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## Easter Power Grid

*by Bill Brown*

The long running Easter Victorian Diplomacy Championship was cancelled and to scratch the local gaming itch Bill organised the inaugural Easter Power Grid tournament. It attracted a healthy field and looks like it has the potential to become a regular fixture. After all someone needs to keep the power on in Victoria ☺

Round 1

Game: Purple

Shane Beck 18 cities, \$14, 10 points  
James Bounsall 18, 8, 7  
Erin Harberle 17, 67, 5  
Bill Brown 17, 27, 3

Game: Yellow

Rob Shankly 17, 7, 10  
Rob Stephenson 14, 15, 7  
John Wildes 14, 5, 5  
Gerald Squelart 12, 2, 3

Round 2

Game: Red

Shane Beck 15, 47, 10  
John Wildes 13, 14, 7  
James Bounsall 12, 46, 5  
Rob Stephenson 11, 97, 3

Game: Black

Gerald Squelart 18, 47, 10  
Bill Brown 16, 6, 7  
Rob Shankly 15, 20, 5  
Erin Harberle 15, 2, 3

Total:

1 Shane Beck 20  
2 Rob Shankly 13  
3 Gerald Squelart 13  
4 James Bounsall 12  
5 John Wildes 12  
6 Bill Brown 10  
7 Rob Stephenson 10  
8 Erin Harberle 8

Well done Shane, a clear winner on the day. Thankyou all for participating. Hopefully we can make this an annual event.

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## Queensland Championship

by Thorin Munro

This write-up is from second hand information so I'll keep it brief.

A small field assembled on the Saturday and one board formed. From all accounts Shane Cubis built a big Russian position before agreeing to the draw with Kit Burke not too far behind. The second game was a short draw with Shane and Kit equal leaders.

Into Sunday Shane held a slight lead over Kit and they drew England and Russia respectively. Both locked it up tightly on their border whilst Tony Collins, who had sat out the previous days games, today grew a sizeable Austria. The draw agreed leaving Shane the Queensland Champion for 2009 and picking up his second title in quick succession.

### Queensland Championship 2009 Results

- 1 Shane Cubis NSW 35
- 2 Kit Burke QLD 28
- 3 Russell Lamb QLD 23
- 4 Alex Blakeley QLD 21
- 5 Hugh Pearse QLD 20
- 6 Dean Thomas QLD 14
- 7 Tim Woodhams QLD 13
- 8 Tony Collins QLD 10

Refer to [www.daanz.org.au](http://www.daanz.org.au) for full results.

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## Melbourne Open 2009

by Thorin Munro

This was the second running of the Melbourne Diplomacy Open largely an initiative of Grant Szuveges, who also happens to be the President of the Melbourne Chess Club, capably supported by Tristan Lee and Bill Brown.

The event was held at the MCC, an amazing chess playing den, just around the corner from Fitzroy's swinging Brunswick Street! The MCC was a huge attraction for me to make the trip to Melbourne for the tournament, having once played a pretty mean game of chess.

Overall it was the toughest tournament I've ever played.

Factor in doing the Sydney-Melbourne-Sydney train trips on Friday and Sunday nights (an experience I don't intend to repeat even though

the logistics work very well), Saturday night on Brunswick St with Shane, Tristan and Jimmy "the entertainer" and three very difficult games.

I was extremely surprised to end on top. There were players who made some excellent results but chose to play less than 3 games. Steve Lytton had a very consistent tournament and I would have been reasonably satisfied if he'd pipped me... and Tristan went into the final game with two excellent results on the board, no doubt he's got his Diplo-mojo back.

As it turned out, my first game smash and grab as Austria, taking 9sc and the draw after 1903 and board top bonus gave me a good enough start. The next two games were energy sapping grinds, first holding on as Germany against Bill and Guy's A-I roller (Guy board topped, congrats!) and then the final game struggle, hanging on to 4sc Russia by skin of teeth. Not a lot of flash and glory. Lotsa talking and guts.

Great job by Grant (and Bill and Tristan) to get us all into the Melbourne Chess Club and playing Diplomacy and an array of other games. I even played a few chess games, ending 3/3 (vs Darren Koch, Frank Meerbach and Steve Lytton... all good fun).

Austrians had an outstanding tourney, 8-10sc each game from memory. Turkey and Russia got pounded every time...



### Shane Cubis said...

"It was a bastard-tough tournament, and I wanted to throttle various people at various points. Fortunately, I was the only one to get physically throttled, by a Mr Lee, T. I didn't get to say a proper farewell, mainly due to Jimmy necking another Corona before heroically driving me to the airport (where my flight was delayed an hour - hooray!), but I'd like to publically think Tristan "By The Pool" Lee for giving me a bed, Grant "Never Listens To

Shane" Szuveges for running the thing and laying on a massive spread, and Steve "Steve Lytton" Lytton for buying me a coffee."



### Tristan Lee

"The Melbourne Chess Club was a very decent venue for gaming, and it was also close to the Brunswick St cafes and bars. Grant kindly laid out a huge buffet table - plenty of food for us for morning tea and lunch. Bill and Grant put in a big effort in mobilising players to turn up - thanks."



16 players.  
Format: 3 rounds with rolling starts.  
Scoring: Owls

Thorin Munro and Steve Lytton attained equal scores; Thorin wins by the tie breaker as he had the better 'best game'. Centre counts appear for interest only; the tournament was scored under 'Owls'.

### Melbourne Diplomacy Open 2009

- 1: Thorin Munro (9+7+4 = 20)
- 2: Steve Lytton (8+5+8 = 21)
- 3: Tristan Lee (8+10+1 = 19)
- 4: Shane Cubis
- 5: Guy Mischlewski

- 6: Frank Meerbach \*\*
- 7: Bill Brown \*\*
- 8: James Bounsall \*\*
- 9: Grant Szuveges
- 10: Rohan Keane
- 11: Darren Koch \*
- 12: Rob Hadley \*
- 13: Shane Beck \*
- 14: Rob Wessels \*
- 15: John Wildes \*\*
- 16: Bill Jordan \*\*

\* indicates number of rounds played, if less than 3

The longest game was 1910. No time draws except the last round, which was drawn in 1905, at 7pm on Sunday.

Refer to [www.daanz.org.au](http://www.daanz.org.au) for full results.

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## The Growth Cycle of a Diplomacy Player

by James Leadley

*[Ed: James wrote this article for my old ezine 'Owls Diplomacy News'. Other than being a strong online player and a talented writer, I don't know a whole lot about James. Still, trust you enjoy his article...]*

It's amazing to watch the growth a person undergoes during their playing career at this deceptively simple game called Diplomacy.

"Career" you ask? Why yes I say! When a person undertakes a challenge; be it a sport or work or even a game, and during that challenge finds significant personal growth I would suggest the word "Career" aptly applies. All the long-time players understand this only too well, looking back at their play style and how it has evolved over the years. All the new players with only a year or less at it are wondering if I'm not taking this game just a bit too seriously. Well, let's look at some of the stages a Diplomat progresses through so you can judge for yourself, like all Diplomacy players tend to demand anyway...

### Stage 1 – The Meek Mute

Ah that brand new player to the game! Still getting support orders cut and not understanding the rules on bouncing. Press from other players arrives and an offer of a

DMZ brings further mystery to the game. These players tend to only speak when spoken too, answering questions but never really understanding the full ramifications of the answer. It's a rare stage of development as players quickly move forward in their Diplomacy career. This player is usually gone by Year 3.

### **Stage 2 – The Self-Absorbed Brazen Bastard**

We've all seen a few of these low-level Diplomats running around out there. Completely focused on their immediate personal gain. So direct in their press that no words above a Grade 4 level of education are needed. They'll sell their untrained soul and alliance for a supply center in Spring only to get crushed in Fall and ultimately an early exit from the game. This player is insignificant in world affairs by Year 3, if even bothering to enter orders at all anymore.

### **Stage 3 – The Sneaky Bastard**

It's a mystery why people go straight from Brazen to Sneaky without any pause...but they seem to do exactly this in Diplomacy! Suddenly players, who used to directly state what they want, start being terribly vague about everything. They finally have understood that they must offer something to get something, but they always want their supply center gain first and they invariably fail to follow through with their end of the bargain. This player can occasionally even survive to the end of the game, but not that often.

### **Stage 4 – The Grand Alliance Bastard**

If you've ever had that introduction press offering an immediate Grand Alliance to win the game together then you've dealt with this Diplomat. Having realized that offering to assist someone get a supply center can provide benefits, this higher evolved player is willing to offer even more in hopes to get even more in return. This player never stays in an alliance longer than a couple moves, finding it way too limiting on 'personal growth' in that game. This is a mid-game regular however never seems to be able to translate into an end game power.

### **Stage 5 – The Comparative Shopping Bastard**

Ever felt squeezed to offer more than someone else to secure an alliance? Didn't appreciate the 10 press messages it took to get the deal

done? Got stabbed quickly anyway? Oh I think you've met this Diplomat already! Their still looking to get supply centers first and expose your underside with grand plans to take over the world...right after your gutted like this mornings fresh Salmon! This player is usually completely eliminated before the end of the game, having upset all his neighbors and finding a strong alliance forming against him for some 'unknown to him' reason.

### **Stage 6 – The Ally Today**

Finally each Diplomat makes that breakthrough in understanding. That eureka game where an alliance works so well they just stabbed their partner and cruised to an easy win. From this moment on the Diplomat looks for that solid ally they can kill at the exact moment to propel them to the Solo. They enter into real negotiations on what is best for the alliance, although they tend still tend to stab their partner much too early and suffer terribly for it. Occasional Solo's start happening at this point although there is still much more pain than pleasure at the end of the game.

### **Stage 6 – The Rough Multiple Ally**

By this time Diplomat's tend to gain the ability to manage multiple alliances at the same time. They negotiate different agreements that don't interfere with each other, allowing both partners to stay happy. Much like 'playing the field' in love affairs the agreements usually end in heated global press releases when one partner is spurned and blinding revenge for betrayal is extracted. Surprisingly a drop in performance materializes as alliances against this Diplomat are stronger at the end of the game. However this Diplomat is an end of game regular.

### **Stage 7 – The Smooth Talker**

A very advanced level of Diplomat, never seeming to upset rational people while gaining various benefits from multiple alliances at exactly the right time of the game. This tends to be the pinnacle of the Diplomats Soloing career as tactical ability meets diplomatic development. Only a natural disaster keeps this player from being a force to reckon with at the end of the game.

### **Stage 8 – The Philosopher**

Strangely Diplomats go past their prime in gamesmanship and begin to perform somewhat worse in games. However this never seems to upset these advanced Diplomats as

they dole out lessons in ethics and brief flashes of tactical genius. They'll always be a player at the end of the game, and they'll be happy to end the game in a multiplayer draw with all those deserving and unfortunate souls.

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So there you have it...the life cycle of a Diplomacy Player! Armed with this knowledge you should be better prepared to manage your future diplomatic relations, for no matter where you are on the cycle it always helps to recognize the experience your potential allies bring to the table!

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## New Family Members

by *Thorin Munro*



HUGE Congratulations to ...

**Rob Stephenson** and his wife on the safe arrival of their third son, **Jack ... Rob's building toward his own Diplomacy team!**



**Will Black and his wife Roberta** on the arrival of their first child, a daughter **Chloe Amelia**. Born on Thursday 21st of May at 2:31, weighing 3kg and 50cm long.



And to **Tristan Lee** on the arrival of **Princess Jasmine**, new in residence at Williamstown Castle on Sunday.

Her Royal Highness is a King Charles Cavalier x Maltese. Her Royal Highness is only getting used to the new castle and is very quiet, but is already very fussy about the food - just like the parents!



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## Diplo Quiz

by Andrew Goff

1. Who is the highest ranked New Zealander in the Masterpoints?
2. Which FIRST NAME has the most 18's?
3. Who has had the most eliminations?
4. Who finished second in tournaments the most in 2008?
5. What result enabled Rohan Keane to become the 5th Master?
6. Who is the highest ranked player in the Masterpoints never to have won a tournament?
7. Name the first person who averaged 10 centres per game in a calendar year (and played more than 10 games in that year).

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## DAANZ AGM 2009

by Tristan Lee

Grant Steel, Thorin Munro and Tristan Lee were re-elected unopposed to the DAANZ Executive.

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## DAANZ Calendar

To get started in the hobby, why not make the effort to participate in an upcoming event. You will meet a bunch of unique characters and enjoy the game played at its best, in person!

Full tournament calendar at:

<http://www.daanz.org.au/dip-tournaments.htm>

## Auckland Diplomacy Championships 2009

29-30 August 2009

**Location:** Onehunga Community Centre, 83 Church Street, Onehunga, Auckland, NZ

**Format:** 3 rounds over 2 days, Start 10am Saturday August 29

**Scoring System:** Detour 98f

**Tournament Director:** Will Black

**Cost:** TBA

Will Black: [wjblack@gmail.com](mailto:wjblack@gmail.com) or Grant

Steel: [moag@ihug.co.nz](mailto:moag@ihug.co.nz)

## Sydney Diplomacy Challenge 2009

Sat 3 - Sun 4 October 2009

Labour Day Weekend

**Location:** Summer Hill Community Centre, Sydney, NSW (131 Smith St)

**Format:** 4 Games over 2 Days, Best 3 games count. (Continuous tournament)

**Scoring System:** Owls

**Tournament Director:** Thorin Munro

## Don Challenge Cup 2009

December 5 - 6 2009

**Location:** Melbourne

**Format:** TBC

**Scoring System:** Cricket or Owls

**Tournament Director:** Andrew Goff

## Australian Diplomacy Championship 2010

Saturday 23rd January 2010 - Monday 25th January 2010

Summer Hill Community Centre, 131 Smith Street, Sydney, NSW, Australia

Contact: Thorin Munro

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## DAANZ eZine Editor

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Sydney, 13<sup>th</sup> July, 2009

