



MEL #88

Melikaphkaz

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This is Melikaphkaz #88, produced for SFPA by Lon Atkins, 6250 Buckingham Parkway #109, Culver City, CA 90230. The phone here is (213) 641-5996. A Zugzwang Publication. Late May, 1982. Calligraphy by P.L.
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Hello, SFPA. It's time for another mailing, so here I am at the last hour trying to put together a zine. Times are busy. That real estate situation I nattered about last ish has gotten its feet in sync and is marching ahead rapidly. I guess it took the catalyst of me finding a place I couldn't pass up to get things moving, but there's been fine cooperation since I did.

Mid-April came and Rexon went public. We sold the entire offering; even the oversubscription allowance. So I started checking out local condos again. Lucky me. The place I described last time: the loft, roof deck, 12.9% interest -- was still available. It was the last unsold unit in the building. So I let Kathy and Russ know I was ready to move -- and so were they. They'd found a good deal on a loan.

So here I am, tons of paperwork later, with a 90% chance of everything going through. If it does, by the first week of June I'll be a property owner again. I'm of two minds about that possibility. On one hand I'm delighted: the benefits described last time still attract me. More room. Tax shelter. Dawn's own room. The opportunity to feel good about carpentry again. A fireplace. A loft study. The roof deck where I'm gonna put a barbeque. 2 1/2 baths.

The negatives are risk-related. The economy is tough and I'm putting all my reserves into this deal. Rexon's sales are down, partly because of the economy (I'm sure) and partly because we're introducing a new product that obsoletes a part of our line and perhaps the announce was a bit premature. Sales of the to-be-replaced product are suddenly waaaay down. So if anything goes wrong, I could take a big loss.

And, on yet another hand, there's the fact that one has to gamble sometimes. This is a great time to buy, for if the gamble pays off and the economy starts to chug again... I'll be sitting on an appreciating property. My dreams are full of symbolic examination of this situation. On the balance, I'm optimistic.

The new condo will eat up a lot of my free time for several months after I move in, just as the negotiations have during the past month to six weeks. Writing doesn't seem to be the kind of leisure activity I need in this period of restless waiting. A couple of other diversions are happening, which I'll describe later. I forecast six months of lessened SFPAC for ole Lonzo.

We had another SFPAC visit California recently. Mike Rogers was out on business and stayed to spend a few days seeing the area. He stopped in at chez Atkins on a weekend when Dawn was here, so we had to go up to work and show Mike the games. I think Mike enjoyed them. He even found a bug in Yahtzee-Plus.

We visited A Change of Hobbitt, of course, and Mike judged it as superb. (And, judging by the huge stack of publications he carried away, also impoverishing.) Then we visited the Santa Monica pier, eating lunch at the famous Moby's Dock and watching Dawn later ride the carousel. But the high point, of course, was Uncle Lon's Magnificent and Justly Reknowned Barbeque Chicken.

Somewhere in this zine you'll find an annotated chess game. I didn't do it because Mike Rogers is reprinting my Santa Monica chess tables game tale, but for the benefit of the chessplayers at Rexon. (But why waste original material?)

Rexon has a chess tourney going. It sneaked up on me. While I was isolated in the software building writing computer games there was a new fad developing in the main building: lunch hour chess games. The players eventually decided to start a tournament.

I found out when the organizer called me. He had been told by a former CMC person, I discovered, that I was a chessplayer. Further, that I absolutely had to be in the tournament. So I signed up.

At the organizational meeting I brought along a set, not knowing whether games were to start immediately. They weren't. We discussed the possible ways to run the tourney and wound up with a quad system. Then I played a little speed chess and blew their minds.

The crew, it turns out, are mostly beginners. They're enthusiastic, though. So I took the time to explain why I was making those "funny" moves. I notice that chess books are appearing on peoples desks. The sudden awareness that there's more depth to chess than skittles 'n coffe house play has stimulated, not discouraged, local interest. I'm enjoying the role of senior statesman.

To tell the truth, my game is terribly rusty. My reflexes are shot. Those first few games, as terribly powerful they must have seemed to the victims, were faltering examples of a sleepy talent. Then, when I played Aricio (the local "best") my game came back together. My moves were all incisive. That's the real reason that I annotated: so I'd have a copy around in my fanzine collection, that ultimate diary. This isn't the time for me to renew my tournament chess proclivities on the official level, but it may be the time to skittle again. With great pleasure.

So what else is happening. Well, there's always the computer game front. I wrote a bowling game that appears to be a remarkably good simulation of the real thing -- in the sense that timing and coordination along multiple axes are required to do well. The game accomodates multiple players, computes handicap, etc. It's a popular lunch hour sport in the software building.

The real jewel, though, is Dawn's Horse Racing Game. It took off from where the original version left off. Runs 125 races a season. Has ten "classics", including the Kentucky Derby, Preakness and Belmont. Produces a multitude of reports: on earnings, results, parameters, stables, classics, etc. So far there are five stables established, "owned" by Lonzo Maverick, Soccy Smith, Pancho, Garfield Davis and Prof. Moriarity. Two seasons are complete, and though one triple crown winner has been produced (Pride 'O Bama), the top horse on composite performance stats is a familiar one to Catnip readers: Outlaw Star.

The game grew out of Dawn's continued fascination with the original version. (I guess those visits to Santa Anita helped.) She chose that

game consistently above all others, though she played through most of the range. I noticed that she annotated the skimpy reports available and kept records of results (not available). One weekend I broached the topic of a few enhancements. I knew I could do a few things quickly that might make a difference in the game.

Our discussion led to whole new vistas. For one thing, Dawn had identified specific stables. In the old game these could not compete; horses of a given stable had to run against each other. And it was a time-consuming process to move horses from one stable to another. Plus, there was no purse associated with a race. And the limit was five horses per race. I saw how restricted my creation was to a fan thereof.

So the new game was born. All horses reside in one pool. There are currently 82 horses. Stables can be established and they get \$50,000 plus one free horse. Other horses must be purchased. The price of horses varies with their innate abilities ("Performance Factor", better known as "P/F") and their results. But the winnings of their horses are the only source of income for the stables. As of today, Soccy Smith's Union Stables has far and away the best track record: over a million bucks in earnings.

There is one top horse that can't be bought: Spoiler. Spoiler will always be an "unclaimed horse". He keeps the stables honest. From the looks of things, despite Spoiler's \$2000,000-plus winnings, I may have to introduce a second "independent" horse. But if I do, it won't be so good a runner as Spoiler. Gotta preserve a balance.

There're still a bunch of reports to do, and I do plan to revamp the racing algo to show higher performance, but these will be slow in coming. The first race on the new version came two months after that first discussion. But the anticipation, sustained with a bit of work and a bit of work later, maintains my interest. I just try to have one clear improvement ready each time Dawn is here.

Heinlein. Yes, I bought the new Heinlein book, FRIDAY. Bought it on that visit to Change of Hobbit when Dawn and I were showing off the local establishments to Mike. I wasn't sure of the book, but I bought it on a hunch.

Plunging into the novel at my first opportunity, I made short work of its 368 pages. Reads bigger too, up until about twenty pages from the end. Then it just stops in its tracks, rolls over, and starts enjoying residuals. It's classic Heinlein from the STARSHIP TROOPER era in its tone. I loved it.

The strongest thing FRIDAY has to offer is that formula Heinlein synthesis of action and philosophy. There's nothing new in the book: Heinlein's said it all before. But he's saying it again with vigor and crisp metaphor. It's pure nostalgia. It's fun. It adds to the shelf another rereadable Heinlein standard.

There are some drawbacks. First you have to get past the rape seen. Seen through what Heinlein thinks are female eyes. I'm not female and I've never been raped, but then (I must suppose) neither has Heinlein. I feel justified in not accepting his version of the thought process.

But once past that minor boggle, things start to flow very smoothly. The cultural panorama is deftly painted. The tactical action is sharply defined. The standard Heinlein props are vividly present: the "wise old man" especially. The philosophy is kept to incisive comments, minus the long flowing multi-page atrocities of certain other recent efforts.

As with most Heinlein novels, there's little real resolution. Heinlein may focus on individuals, but he isn't writing about them. He's writing about societies. The individuals are the means of manifesting these societies. It is Heinlein's first great secret that he can apprehend and describe the fundamental organic processes of society. It distinguishes him from most other writers of science fiction, who postulate but never feel. His second secret, that he propells his novels via the adventures of an individual, rescues him from the disaster of excessive pontification. It's good to see him remember these points.

Nevertheless, FRIDAY is not completely satisfying. It is written to spec, so to speak. I didn't perceive this strongly until the end of the first sustained plot segment. As with (say) CITIZEN OF THE GALAXY, this book is split into distinct plot segments linked by common characters. (One character, to be real honest.) In FRIDAY, however, the plot descends rather than intensifies. The first segment, which occupies the vast bulk of the novel, has no resolution whatsoever. It relies on the high identification with Friday to carry the book successfully into the second segment. This works, but it does so at the price of scuttling the momentum. All the societal tension Heinlein has manufactured goes by the by.

The way the book just... stops! I thought maybe Heinlein had it dictated by his publishers that he'd write a new book in the old style. He sure succeeded. Flaws and all, I ate this one up like candy. It has the classic Heinlein magic. Despite the cheap binding on this fifteen buck hardback, it finds a cozy spot on my bookshelf. (To be fair I should mention that the crummy binding is offset by the good quality of the paper. Of the two, I prefer good paper.)

I read another book. (Gee!! Two books in two months!!) It's titled EVIDENCE. The author is John Weisman, a former Rolling Stone film critic and writer around the revolution. Today he's with TV Guide in Washington. As far as I know, this is his first novel. It's brilliant.

I can't but contrast it with FRIDAY. On every scale of literary judgment it is the superior work. But it isn't the entertainment that Heinlein's book is, and it doesn't have the broader insight. EVIDENCE is brilliantly written; a hard driving style that seems almost unfinished until you get into it a ways and recognize the craft. It focuses on the human condition, albeit in narrow focus. The failing of the book is that it doesn't find ways to extend its ideas past individual circumstance.

Dave Hulan would call EVIDENCE a downer, and I agree. It's a depressing book to read. It's an introspective novel. The protagonist is fixed in literary amber. He is beautifully described, excruciatingly examined. Other characters are foils -- none of them gel. They are all, despite their very vivid depiction, simply adjuncts.

Yet Weisman writes with such utter convincing brutality that one can't help but recognize a powerful talent. The book is done in first person, which helps to explain its impact but also explains how, in the hands of even a talented novice, the supporting roles fail to capture the reader. I offer Gene Wolfe's THE SHADOW OF THE TORTURER as a fine example of how first person exposition can create an entire other world.

But EVIDENCE is a very very fine book, and as I run out of time I recommend it to SFPA. It's ugly, but it's powerful. There's a lot to think about beyond the plot and the plot trappings.

::::: REXON CHESS TOURNEY :::::::::::::: 19 MAY 1982 :::::::::::::::

White: Aricio Lorenzo

Black: Lon Atkins

1. P-K4 P-QB4 --- The "Sicilian Defense". It hopes, by creating asymmetrical positions, to create tactical chances for both sides.
2. P-Q4 PxP
3. QxP N-QB3 --- White doesn't have to retake immediately. He can play N-KB3 and capture with the Knight. Now his Queen is chased and time is lost.
4. Q-R4 P-KN3
5. P-QR3 B-N2 --- This formation of NP and Bishop is called a "fianchetto". It puts the Bishop on the "long diagonal" striking across the center of the board. The Bishop is very strong here.
6. P-QB3 N-B3
7. N-Q2 O-O --- That "O-O" means "castles". Black has now completed his basic development. Let's stop and look carefully at the position.
8. P-KN3 ...

The opening moves of a game are used to accomplish two things: establish a Pawn formation and develop major pieces. Because Pawns can't move backwards, the formation that's set up early has a tremendous influence on the rest of the game. Notice here that once the central exchange was accomplished, Black has moved only one Pawn -- to set up the fianchetto. Black has concentrated on development, which he accomplished quickly.

White's position is not well developed. He moved his Queen twice and Pawns five times. His one Knight move blocked a Bishop from moving. His King is still stuck in the center. White has wasted time and Black will soon seize the initiative. Black will open up the center so that his better-developed pieces can attack.

A note about fianchettos: they cost time. They also create a Pawn weakness that must be filled with a Bishop. In this case, White never gets an opportunity to complete the fianchetto and the "hole" in his Kingside is exploited. Watch.

8. P-Q4
9. N-K2 N-K4 --- Black strikes at the center with the Pawn advance, then gets a Knight into action. The threat is ...N-Q6+ and then NxBP+.
10. N-Q4 PxP
11. Q-B2 N-Q6+ --- White must choose between moving his King and foregoing castling or exchanging his KB and never filling the fianchetto weakness.
12. BxN PxB
13. QxP P-K4 --- If White's attacked Knight moves, he loses his Queen. The Knight is "pinned". Note that Black never moved his center Pawns until they had targets. He could afford this luxury because White wasted time in the opening.
14. P-KB3 PxN
15. PxP R-K1+ --- White has tried to "build a nest" for his King. Castling wasn't attractive because of the Pawn weakness; nevertheless, it was best because the extra Pawn move just wastes more time. Time is extremely critical in chess.
16. K-B2 ...

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This is a good time to examine the position again. The second phase is over: Black has converted his lead into development into a material advantage. An initiative, such as a lead in development, must be used if it is to remain. Had Black not attacked the center, but instead had continued to develop, White would have had time to organize his position.

Because Black still holds a lead in development, he will continue to press. Note that White's QN still blocks the Bishop. The Bishop blocks the QR. White is playing, in effect, minus a Rook and Bishop.

The object of Black's attack is now White's King. The key point is White's QP. Once it is captured, Black will have two roads into the White position. (He already has one: the King file.)

16. ... B-B4 --- Black chases the White Queen and develops another piece at the same time.
17. Q-B4 R-QB1 Black has chased the White Queen away and taken
18. Q-R4 P-QN4 --- the QP with check. White has had no opportunity
19. Q-Q1 QxP+ to free his Queen-side pieces.
20. K-N2 Q-Q6 --- Threatening ...R-K7+.
21. R-K1 RxR White can't exchange off both Black Rooks. The
22. QxR R-K1 --- roads to the King are occupied by attackers.
23. Q-N1 R-K7+
24. K-R1 B-R3 --- Threatening ...BxN and then ...QxP+.
25. Q-B1 N-N5 --- Threatening ...RxP+ and then ...B-K6+.
26. PxN B-K3

Resigns --- White captured the Knight to prevent ...RxP+, but then Black threatened to occupy another road to the White King: the long diagonal. When Aricio resigned, correctly, there was nothing to be done about the threat of ...B-Q4. A sample continuation might be: 27. N-B3 BxB, 28. RxB B-Q4, 29. R-B3 BxN+, 30. QxB Q-Q8+ and mate next move.

This game illustrates how quickly an early lead in development can be turned into a devastating attack when combined with a vulnerability in the opponent's King protection.

To get an idea of how much difference a couple of moves can make, go back and see what the position would have looked like if those two pointless Pawn moves were traded for development. 1. P-K4 P-QB4, 2. P-Q4 PxP, 3. QxP N-QB3, 4. Q-R4 P-KN3. And now... 5. N-KB3 B-N2, 6. B-QN5 N-B3, 7. O-O O-O.

A whole different story, isn't it?

MAILING COMMENTS

THE SOUTHERNER (GHLIIIDE) * A very solid mailing. We seem to be unstoppable. Sure, hand-deliver my mlg 107 at the DSC. It wouldn't get my way any sooner by mail. I typically receive SFPA mlg 10 to 14 days after deadline. What's typical in the Southern states, gang?

THE NEW PORT NEWS (Brooks) * I rather enjoyed "The Electric Grandmother" (it aired here on a commercial channel). I thought it did a good job of catching the spirit of Bradbury -- not an easy thing to do. #### I doubt if it's possible to get decent guacamole many places outside of California and the Southwest (in the USA, that is). Certainly what I've seen of Mexican food east of the Mississippi is far inferior to the western variety. Good guacamole is fabulous stuff. But that means more than green goo. It means fresh avocado (mashed), chopped onions, tomato bits, cilantro, minced jalapeno. I add a bit of lemon juice and a dab of sour cream to mine. Come west some day & I'll show you really good Mexican cuisine.

THE SACRIFICE WAS WORTH IT (Donna B.) * Hi! Have fun on the cruise!

JEWELS AND BINOCULARS (McGOVERN) * My birthday is October 15. ### Interesting idea about the theory of evolution. Maybe it should be reexamined; maybe all theories of creation should be taught in a special category. But, wait! Is evolution really a theory of creation? Depends on how you look at it. Evolution doesn't touch the issue of creation of life itself. It merely postulates that life, once started, began to evolve. It says that life can adapt to circumstances genetically. It suggests that evidence exists for this viewpoint; can be found by tracing related species through fossil remains. It says nothing more, though certain of its advocates may. To me, it seems that creationism asserts a lot more than this.

WAITIN' ON YOU (McGOVERN) * Highly enjoyable little zine. You've got a larger collection than do I, though I see you are missing several. Bootlegs here have dried up too. Still to be found, but rarer and not so wide a selection. Saves me money, though.

NO WILL WHATSOEVER (Pickersgill) * Sharp points in yr comments to Clint on variety and substance in reading diet. We should all try books that stretch our mind, on occasion, just to make sure that our minds aren't contracting. By the way, have you tried Hoban's THE LION OF BOAZ-JACHIN AND JACHIN-BOAZ...? Fine stuff. ### Correct. The fans who are widely known, regardless of subgroup, are those who have made the effort to reach out. It can be a demanding effort. When I was first in fandom I did a genzine with copy runs of 200, joined lots of apas, etc. This was fine for a while, but I reached the point where I didn't have the time or the money any more. I made a decision to limit my major activity to SFPA, and that's the way it's been since. Fandom is one of my favorite hobbies and I've enjoyed it just as much by participating in specific areas as I did when I was trying to cover the world. Maybe more. I knew I was getting out of the "mainstream" of fandom, but I was staying where most of my fannish friends were. Likewise, I don't expect general fandom to know anything much about my fanac these days. But I'm quite content with that, and I never did expect a Hugo.

STUMPED FOR A TITLE (Batty) * Errr... which cover? If you mean the penguins, that came from a trade journal. Art unsigned, so I have no idea who to credit it to. I'm just the rip-off artist. It's that way with a lot of my covers these days. But, remember, I credit when I know. ### Thanks for explaining that "five handed" Hearts variation that Steven is considering for the tourney. Alas, I like it even less than the true five-player variant. Seems like it allows a lot of pile-on-the-low-man. Seems like it plays havoc with the seating arrangement and pass sequence. And who is this "Diana Moon Glampers" on the rules committee? Will winners really be determined by a cut for high card round? Owell...

LAPIS LAZULI (Dolbear) * You didn't like the atmosphere of SFPA in the "early 50's"?? ### There's no medical reason for a vasectomy impacting performance or desire. Certainly mind had a positive effect on me, freeing me from any worry. This seems to be the opinion of most of those I know who've undergone the operation. Maybe the guy in question viewed it negatively, or maybe he wasn't so very inclined to start with. ### The advantage of the Ruy Lopez to a beginner is that it's very sound and the main lines for white are clear. White can conduct an almost mechanical attack. The QP openings, unless you're talking about a Colle or Stonewall, have the disadvantage of multiple pawn formations and different plans for each formation. ### Clever idea with the glasses frames.

ONE DAMN THING AFTER ANOTHER (Ryan) * Good to see you do a full-scale effort. Seems like if you'd had five bucks in, you could have been a member with this mlg. So, welcome to SFPA! ### If it's any consolation, most of the people I know who quit smoking and stay quit don't care for tobacco any more. (They say.) When I quit for six whole months, there wasn't any craving after the first month. I went back for other reasons. Pressures, etc.

DHARMA BUMS (Beth L.) * Nice cover. ### I like to cruise the radio dial too, but for me it usually happens when I'm stone sober, driving the freeways. That's the time. I'm free to just listen and try out the seemingly hundreds of stations in the Ellay area. When I'm at home there's always too much other distraction to bless much dial twirling.

THE FLAME BURNS BRIGHTER (P.L.) * I've been thinking of reworking the Box Scores program, which was one of my first, to make it more flexible. If I do, I'll be able to answer Larry's question about where we are in twenty-year PPM stats. ## Thanx again for the logos.

A HIGHER ELEVATION (Montgomery)* The Bear will have a powerful team next year and with the press pressures concerned with that 315 win record gone, he should be able to get down to business. I expect a national championship. ### I understand why you want to stay on the wait-list. It's simple: you want to know you will earn the membership. Right!

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 Sorry, but that's it for MC's this mlg. No time to do another two pages even. I did read and enjoy the mailing, and it is with regret that I bypass comments on the many commentable zines. But, on the bright side, I'll be seeing most of you at DSC in just a few short days. That's a happy thought.

-Lon

THE SFPA BOX SCORES: MAILING 106

NAME	AB	HITS	PCT	P(104)	P(105)	P(106)	TOTAL	PPM
ATKINS, L	92	92	1.000	19.	24.	37.	2652.	28.83
BIGGERS, C	47	35	.745	16.	11.	11.	390.5	8.31
BLOOD, S	3	3	1.000	9.	4.	4.	17.	5.67
BROOKS, N	84	84	1.000	8.	6.	8.	1180.5	14.05
BURKE, R	11	11	1.000	22.	39.	32.	232.5	21.14
CARLBERG, S	65	65	1.000	10.	30.	28.3	1390.8	21.40
CARUTHERS-M, P	39	36	.923	12.	15.5	25.	238.5	6.12
CLARK, V	13	13	1.000	22.	35.	33.	311.5	23.96
DAVIS, H	36	30	.833	9.	1.5	4.	184.	5.11
DOLBEAR, D	22	19	.864	6.	19.	18.	298.5	13.57
FRIERSON, M	73	68	.932	0.	6.	8.	1609.5	22.05
HAMMER-JOHNSON, D	16	14	.875	10.	12.	0.	198.	12.38
HICKMAN, L	25	13	.520	0.	4.	0.	280.	11.20
HULAN, D	84	80	.952	27.	19.	1.	2434.	28.98
HUTCHINSON, A	55	55	1.000	10.	31.	44.	1683.	30.60
HYDE, C	15	15	1.000	24.	15.	22.	288.	19.20
JENNINGS, B	45	30	.667	5.5	15.	0.	557.5	12.39
LILLIAN, B	3	3	1.000	19.	20.	21.	60.	20.00
LILLIAN, G	68	68	1.000	59.	49.	65.	3375.	49.63
LYNCH, D	10	10	1.000	24.	21.	15.	165.	16.50
LYNCH, N	23	23	1.000	15.	11.	24.	369.	16.04
MARKSTEIN, D	77	77	1.000	4.	4.	8.	2315.	30.06
MONTGOMERY, L	29	27	.931	43.	40.5	40.	531.5	18.33
MOUDRY, J	36	36	1.000	4.	2.	2.	229.5	6.38
PHILLIPS, S	19	13	.684	20.	6.	8.	131.	6.89
PICKERSGILL, L	17	15	.882	6.	5.	30.	144.	8.47
RAUB, M	13	10	.769	2.	30.	16.	116.	8.92
ROGERS, M	17	17	1.000	8.	19.	8.	249.5	14.68
RYDER, S	24	23	.958	12.	5.	6.	160.	6.67
SCHWARZIN, L	25	22	.880	2.	4.	4.	143.5	5.74
VERHEIDEN, M	56	54	.964	18.	13.	19.	739.5	13.21
WEBER, M	40	38	.950	42.	10.	6.	695.	17.38
WELLS, G	51	41	.804	4.5	0.	6.	195.	3.82

ADAMS, P	1	1	1.000	--	--	1.	1.	1.00
BARGER, D	6	6	1.000	13.	3.	1.	30.	5.00
BATTY, W	9	9	1.000	28.	18.	27.	144.5	16.06
BROWN, I	8	5	.625	12.	0.	4.	36.	4.50
COBB, J	1	1	1.000	--	--	12.	12.	12.00
COLLINS, N	8	8	1.000	10.	2.	11.	79.	9.88
HAYES, T	1	1	1.000	--	--	12.	12.	12.00
KOCH, I	25	25	1.000	2.	14.	2.	208.	8.32
MCGOVERN, T	10	10	1.000	18.	11.	28.	152.	15.20
MONTALBANO, J	11	9	.818	--	10.	9.3	73.3	6.66
RYAN, D	1	1	1.000	--	--	13.	13.	13.00
SMITH, K	12	8	.667	--	--	1.3	45.8	3.82
STEWART, L	11	11	1.000	2.	1.	12.	81.5	7.41
WILLIAMS, C	1	1	1.000	--	--	2.	2.	2.00

THE SFPA STATS: MAILING 106

TOTAL MEMBERSHIP AT-BATS = 1233
TOTAL MEMBERSHIP HITS = 1140
TOTAL MEMBERSHIP BATTING AVERAGE = .925
TOTAL MEMBERSHIP PAGES = 23564.3
AVERAGE MEMBERSHIP PPM = 19.1114

SFPA TOP TEN: PAGES PER MAILING

1.	49.6324	GUY LILLIAN
2.	30.6000	ALAN HUTCHINSON
3.	30.0649	DON MARKSTEIN
4.	28.9762	DAVE HULAN
5.	28.8261	LON ATKINS
6.	23.9615	VERN CLARK
7.	22.0479	MEADE FRIERSON
8.	21.3969	STVEN CARLBERG
9.	21.1364	RUSTY BURKE
10.	20.0000	BETH LILLIAN

SFPA TOP TEN: BATTING AVERAGE (TOTAL HITS)

1.	1.000	(92)	LON ATKINS
1.	1.000	(84)	NED BROOKS
1.	1.000	(77)	DON MARKSTEIN
1.	1.000	(68)	GUY LILLIAN
1.	1.000	(65)	STVEN CARLBERG
1.	1.000	(55)	ALAN HUTCHINSON
1.	1.000	(36)	JOE MOUDRY
1.	1.000	(23)	NICKI LYNCH
1.	1.000	(17)	MIKE ROGERS
1.	1.000	(15)	CLINT HYDE
1.	1.000	(13)	VERN CLARK
1.	1.000	(11)	RUSTY BURKE
1.	1.000	(10)	DICK LYNCH
1.	1.000	(3)	SIMBA BLOOD
1.	1.000	(3)	BETH LILLIAN

SFPA TOP TEN: TOTAL PAGES

1.	3375.	GUY LILLIAN
2.	2652.	LON ATKINS
3.	2434.	DAVE HULAN
4.	2315.	DON MARKSTEIN
5.	1683.	ALAN HUTCHINSON
6.	1609.5	MEADE FRIERSON
7.	1390.8	STVEN CARLBERG
8.	1180.5	NED BROOKS
9.	739.5	MARK VERHEIDEN
10.	695.	MIKE WEBER