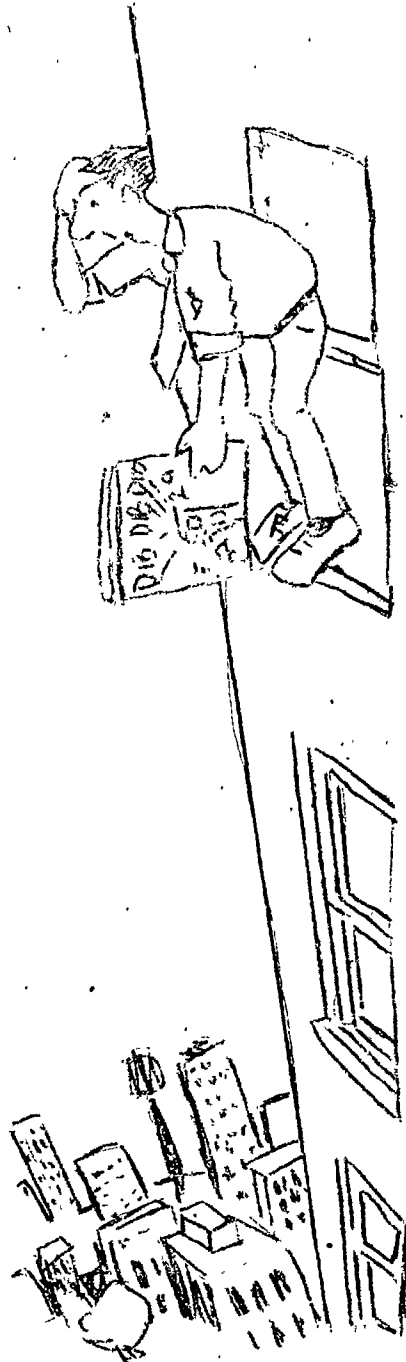


DIB DIB DIB

ISSUE 29

"But, Sir,
you can't
go without
your
DIB
DIB
DIB,"



Nick,
Sent Tony his
C.G.S money back,
about 2 weeks
ago.

Tom

This is issue 29 of Dib Dib Dib. Hah! At last I managed to start off by saying it straight no 'this is a megazine' type rubbish... no more 'this is a gameszine/Diplomacy zine' sort of crap (even though it is - er, a gameszine that is), no, just a plain ol' straight up an' down statement: This is issue 29 of Dib. Anyway, apart from all that, it costs 35p per issue (even though you might think it is worth more) and comes to you from Tom Tweedy of 29 Stanley Hill Avenue, Amersham, Bucks, HP7 9BD. Tel. 02403 4513

EDITORIAL

God, I am NOT depressed, I am not pickled out of the old cerebral matter, I did not lose £5000 on the twirl of a G-string last night, my hair is perfect (Mike Allaway please note), I do not bear any resemblance whatsoever to Pete Puke (Clive Booth please note), YET I am an editor (...yes, I AM an editor). Am I alone with my normality.

The hardest part of any bit of writing, whether it's an editorial, an article, letter, whatever, is the starting of the thing. Well, at least it is for me. Once I begin I start to get into the swing of things; the thoughts flow more easily. This doesn't mean my writing gets any better, oh no it just means I don't notice personally how bad it's going to get and so I don't stop. Things sort of get rushed along - thank goodness - sorting themselves out. And now that I have started all I can really say is that this, like last issue, will very much be a rambling editorial. Like last issue I've just too many things that I want/have to say. I've changed the subject of this editorial so far two or three times, when each time something more important cropped up. Now I feel there's so much to say, I'll just have to ramble on hoping to hell I remember everything that needs to be said.

Hobbywise we've had a couple of black clouds on the horizon over the past month. In the latest Last Stand Pete Northcott writes, in a very depressed editorial, that there was some possibility of him winding down the zine. The main reason seems to be that he's fed up with the amount of players going into Anarchy in his games. I can see his reason here, but I rang him and pointed out that Dib has much the same problem, and shouldn't worry too much about it. Like Dib, LS gathers novice players to its lists: with Dib it's through the CGS with LS via a flyer in the Novice Package. There is a high dropout rate with regards to novices, which is to be expected, naturally. Certainly though it's no reason to get hung up on and fold a zine - someone has to 'weed' them out. And the harsh fact of the matter is, if they want to drop out of an excellent zine like Pete's due to lack of interest, then the hobby is probably well shot of them anyway. I hope Pete changes his mind about actually folding, and if he has to wind LS down because of any other commitments, then I hope he does so to the extent of keeping a few pages going until such time as he can build the zine up again to its former glory.

The other bad news, according to Mike Benyon in the latest DSM, is that Tony Marchese has folded Shellshock. This seems a bit sudden to me can it be true? I hope not. I don't know the reasons why, but if Tony has folded, it'll be a sad loss to the hobby as SS was one of the best RYODA'd zines around.

I dunno what can be happening? Perhaps it's this time of year a time when editors start noticing the Spring. I must admit, I've wondered myself at times just what the hell I'm doing sitting in front of the bloody typewriter when the sun has been shining, the birds twittering, and the butterflies doing ... whatever butterflies ever have a mind to do. But for some idiotic reason, I keep plugging on. As do others. A strange type of breed, the editor.

Talking of strange types, I see Clive Booth has managed to push a struggling Chimaera past the 100 issue mark. My congratulations go out to Clive, even though I TRIED to ignore it. And must admit, it's an amazing feat (it's amazing

that he got past 20!) - just goes to show you how faithful subscribers are. Also, it is good to see these old'uns make their century - gives them something to tell their grandchildren. I wonder if Dib will ever make it? Somehow I doubt it, but one never knows.

Actually, this brings me neatly on to a subject that Sandy Peters brought up (see Lettercol) with regards to Dib's future. It's strange but I hadn't really thought about Dib's future before. About as close as I ever came to it was when I started getting Dib confused with other zines. What I mean by this is, when I first started producing Dib I wanted it to be a fun-type zine to play in. A zine where people could write in about any subject which they felt was either, humorous, or interesting, without them feeling they might be ridiculed, pulled apart, or even ignored. Why make it serious, I thought, it's only a 'GAME' - which as I see it, equals 'fun'. No way did I want it to become another GH or NMR! (much as I like both these zines), because I didn't want it to become that large. Unfortunately things didn't go according to plan. After a while, without me realising, the games started mounting up, a couple of articles were printed and Sopwith stats started appearing. The zine was getting BIGGER. And all the time I didn't know! In fact before I knew it I was actually comparing Dib's content against other zines and wondering if I was giving enough service..... "Oh this has Diplomacy articles in it that has film/book reviews in it" etc. Why wasn't Dib like that? The fact of the matter was, I didn't want Dib to be like that. It was a trap I very nearly fell into - and one where I think some editors might already have fallen into. If ever you are thinking of doing a zine, this is the one thing, if nothing else, you must watch out for - Piggott's Law of fanzines, comes into play again - DO ONLY WHAT YOU WANT TO DO WITH YOUR ZINE and don't feel you have to match yours up to others.

So, Dib is staying a fun-type zine (or 'silly' as some misunderstanding people call it), with me typing up what I feel I need to type up. This will mean there will be nothing like film reviews nestling within the pages, or even many articles. Unless a subscriber contributes the article. Unless a subscriber does a game review. I want Dib to be a place the subscribers can use, with me editing out the unnecessary bits. My only choice is what things I want to appear in Dib: editorial, hobby chat, letters, contributions, couple of hobby orientated adverts, some stats, and games. This being the case, this brings me on to an introduction of another game I wish to run (if I can). With still the future of Dib unknown, other than it won't be competing with, or end up becoming another type of GH or NMR!. But then you probably knew all that. Good 'cos I didn't. Anyway...

WANTED: DM FOR DUNGEONS & DRAGONS: Yep, I've finally succumbed. I'm thinking of starting up a D&D campaign in Dib. Various people have written in asking to play something like this over the past year or so, and that, along with the interest my son has started showing for the game, has made me make up my mind that I should give it a try. So, what I'm looking for is someone to do something on the lines of Dave Tant's old 'Pits of Cil' campaign that used to run in Chimaera. Starting off with a dungeon for 1st level characters, and carrying on from there. The DM for it has to be reliable (I mean, not taking it on if he's bogged down with exams, etc) certainly helpful (because a few beginners might want to try) and should preferably have access to (though it's not really necessary) a typewriter to type up the campaign report. On the waiting list so far I have Clive Booth, and supposedly, but I think definitely, George North. Anyone that thinks he can take on this huge job (and believe me, it IS a lot of work) will earn my undying gratitude, will get the gamefee to cover his costs, and will receive his copies of Dib entirely free. If interested, whether playing it or DMing it, please let me know, if you can, for next issue.

And just to finish off. I think I'd better clear up a misunderstanding pretty quick (even though it IS getting me more subscribers). When I said I was starting the Spots of News magazine, I thought I made it quite clear that it was a Dalmatian hobby magazine and NOT a games magazine. You may not believe this, but I've actually had people asking for the postal rules for the exciting new game "Dalmatian Breeding". I wouldn't mind but I was sorely tempted to produce

(Cont. from Page 3)

some. Perhaps it would even rival Richard Walkerdine's popular 'Finchly Central' game.

THE PTN 1978 CEREAL POLL

God help us all...

Yes, the results of this very important Poll have finally been published in that excuse for a spacefiller, PTN. And yes, Pete Mearns, its editor (ho ho ho), defiler of our nice clean and wholesome hobby, certainly has a lot of explaining to do like: "How come Bran Flakes didn't bloody well win?" And stuff like that! Okay, I can't put it off any longer ... here's the results.

Pos.	Name	Pts.	Avge	Pref	B.S.
1.	Cornflakes	92.0	6.13	=73rd	36
2.	Weetabix	91.4	7.62	45th	24
3.	Rice Krispies	68.5	6.23	32nd	36
4.	Shredded Wheat	58.8	5.35	34th	18
5.	Bran Flakes	55.1	6.12	=73rd	12
6.	Special K	54.5	7.79	9th	24
7.	Alpen	49.5	6.19	=73rd	38
8.	Shreddies	48.5	6.06	77	28
9.	Sugar Puffs	47.0	4.7	6th	40
10.	Frosties	43.0	6.14	4th	35
11.	Porridge	42.0	7.0	=73rd	34
12.	Crunchy Nut C'flks	38.0	5.43	5th	36
13.	Ricicles	31.0	6.2	92nd	19
		--			
18.	Co-Co Pops	24.0	4.0	2nd	12
19.	Puffa Puffa Rice	18.1	4.53	10th	3

Well that's it - good, eh? The Abbreviations are:-

Pts: total points awarded; Avge: average vote; Pref: position using the preference maise (so it says here); and B.S.: brainstorm factor - the number Pete thought of at the time: This is a lie of course as Pete can't really think of a number because mental arithmetic is not his forte.

DIB'S GALLERY

((THREE profiles this issue. Can I afford this many free issues of my mag, I wonder. Still, nice to see people introducing themselves even though a couple of the introductions ARE a bit suspect.))

"I don't know if it is 'the done thing' to be in Dib's Gallery so early but here am I, naked in print.

NAME: Lynda Louise Foster.

"I am of mixed parentage. One male and one female. ((A good start)) But seriously, ((Oh...)) I was born in Egypt in 1964. I started playing Diplomacy two years ago during a wet holiday in Norfolk, and have been frequently beaten by my brother, Mark. I have yet to start my first postal game via the CGS.

Besides playing Diplomacy and other wargames, I am one of the founder members of The British Institute of Ferret Research and Appreciation (BIFRA). ((You gotta be kidding? This sounds like something Martin Allen invented to torture me.)) Our main aim is to get more than ten members. If anyone is interested in joining our merry little band please get in touch. The only requisite to membership is ownership of a ferret and a donation to our funds (£5 plus a donation to the Conservative Party): ((Ah, a worthy cause))

I am employed by Tameside Municipal Borough as a Refuse Collection Officer. This involves counting Refuse Disposal Vehicles as they arrive/leave the Refuse Collection Depot, and at other times acting as secretary to the Senior RCO. And probably due to all this this I am unable to join the Young Conservatives. Ah well, I'll sub to Dib instead!"

((Yes, why not, it's the next best thing. And with credentials like that, what other choice do I have but to take your money and accept you into the Dib fold (I think you'll be in good company!). Thanks for the profile, Lynda, you earn yourself a free issue.))

oo000oo

((But speak of the devil....))

NAME: Martin Allen OBE (rumoured to be in the post)

"Had a relatively normal childhood until the age of five. It was at this age that his mental structure was perversely distorted after being locked in the Co-Op lift with a social worker. It was after the callous subjection to the horror of socialism that he built up a misguided belief that he was human.

Struggling against a wave of social injustice, petty prejudices and Jehova's witnesses he gradually won the respect of his milkman by ordering an extra carton of double cream every week. However, he soon realised that he was lacking something - girls with huge bank accounts. At first he blamed his clashing socks but then somebody told him that garlic aftershave and bearskin trousers were out of fashion. It was then that he changed his image. He spent \$\$\$'s sprucing himself up only to find that still nobody wanted him.

Disheartened he turned to crime - he began to steal leaflets from estate agents and refusing to say thank you to old ladies after they helped him to cross the road. He took to drugs and began taking two lumps of sugar in his tea. He openly admitted to buying Madness records and to supporting Aston Villa, regularly attending mass rallies to watch them boot a pig's bladder around.

He became a close friend of a pound of stewing steak and attempted to seduce a lamp post in the street. It was at this low point in his life that he joined the Conservative Party, and became a millionaire tycoon in two weeks. During this time he married Miss World, climbed Everest and solved the Rubik's cube. He is now married with 15 children (can you blame him?)."

((Yes, well, I don't think there's anything I can really add to this little lot (thank God). This is about as close as we'll ever come to knowing the REAL Martin Allen I suppose - which is probably better for us all in the long run, don't you think? Yes, leave well enough alone, that's what I say. Martin Allen who?))

oo000oo

NAME: Richard Morris.

"I'm 28, married with at least 2 children (the 3rd may have arrived by the time you read this). For a job I play with computers (I'm a Senior Systems Analyst with ASDA), playing with computers occupies much of my spare time too, as I'm the proud owner of a BBC micro.

My introduction to the hobby was as a member of the 'Guildford Mob', though I had always been a keen games player. Apart from myself the other main members of the Guildford mob were Steve Doubleday, Ken Bain, Brian Creese, Richard Bairstow, and Richard Walkerdine (plus various assorted wives etc). At that time Steve was still running Galimaufry which was my first zine. We used to meet every Thursday to play D&D, after a couple of years we were still meeting every week but the events were much more a social gathering, and we were playing all sorts of games. I introduced Railway Rivals to the mob, and as soon as I started running a game in Galimaufry Steve folded it! But not to be outdone, Ken and Brian started up NMR! and I've been running RR in it from the first issue.

RESULTS OF THE GLADYS AWARDS '83

1: Best Diplomacy GM

1st : Richard Hucknall
2nd : Richard Walkerdine
3rd : Ken Bain
4th :=John Marsden
4th :=Dave Thorby
6th : John Wilman
7th : Clive Booth
8th : John Dodds
9th : Geoff Challenger
10th: Shaun Derrick
11th:=Peter Northcott
11th:=Tom Tweedy
13th: Rob Chapman
14th: Jeremy Tullett
15th: Steve Froud
16th:=Pete Birks
16th:=Glover Rogerson

2: Best Diplomacy Zine

1st : Fall of Eagles
2nd : Last Stand
3rd : Ode
4th : Home of the Brave
5th : Mad Policy
6th : Watch Your Back
7th : Zine to be Believed
8th : NMR!
9th : Perspiring Dreams
10th: Dib Dib Dib
11th: Walamalasia Gazette
12th: Greatest Hits
13th: The Road Goes Ever On
14th: The Acolyte
15th: Putty Riffo
16th: Pyrrhic Victory
17th: Bohemian Rhapsody

3: Best Games Zine

1st : Hopscotch
2nd : The Acolyte
3rd : Don't Shoot Me
4th : Pyrrhic Victory
5th : Blackmail
6th : Chimaera
7th : Ripping Yarns
8th : RGR
9th :=NMR!
9th :=Take That You Fiend
11th: Zeeby
12th:=Cut and Thrust
12th:=Dib Dib Dib
14th: Snorwood Gazette
15th: Shellshock
16th: Bohemian Rhapsody

4: Best for Hobbynews

1st : Ode
2nd : Zeeby
3rd : Greatest Hits
4th : NMR!
5th : Home of the Brave
6th : Mad Policy
7th : Hopscotch
8th : Dib Dib Dib
9th : Pyrrhic Victory
10th: Perspiring Dreams
11th: Watch Your Back
12th: Shellshock
13th:=Ripping Yarns
13th:=Panzerkreuser
15th: Bohemian Rhapsody
16th: The Acolyte

5: Best Lettercolumn

1st : Dib Dib Dib
2nd : Greatest Hits
3rd : Mad Policy
4th : Denver Glont
5th : NMR!
6th : The Acolyte
7th : Ode
8th : Perspiring Dreams
9th : Thing on the Mat
10th: Home of the Brave
11th: Last Stand
12th: Watch Your Back
13th: Pyrrhic Victory
14th: The Drooling God
15th:=Putty Riffo
15th:=Bohemian Rhapsody
17th: Shellshock

6: Best Looking Zine

1st : Pyrrhic Victory
2nd : Ripping Yarns
3rd : Twenty Years On
4th : Don't Shoot Me
5th :=Shellshock
5th :=Putty Riffo
7th : The Acolyte
8th : Dib Dib Dib
9th : Denver Glont
10th: Home of the Brave
11th: Perspiring Dreams
12th: Mad Policy
13th:=Greatest Hits
13th:=Howay the Lads
15th:=Hopscotch
15th:=Watch Your Back
17th: Blackmail

7: Best New Zine

1st :=Mercurious Aulicus
1st :=The Road Goes Ever On
3rd : The Drooling God
4th :=Zeeby
4th :=Take that you Fiend
6th : Lokasenna
7th : Cut and Thrust
8th : Panzerkreuser
9th : Foiled Again
10th: War and Peace
11th: En Gardian
12th: Psycopath
13th: The Church Mouse
14th: Stick the Knife in

8: Best Non-Diplomacy GM

1st : Pete Tamlyn
2nd : Alan Parr
3rd : Mike Allaway
4th :=Steve Froud
4th :=John Marsden
6th : Mike Woodhouse
7th : David Watts
8th : Richard Morris
9th : Keith Loveys
10th: Derek Wilson
11th: Ian Lee
12th:=Kim Dent
12th:=Mike Benyon
14th: Tom Tweedy
15th: Geoff Challenger
16th: Shaun Derrick
17th: Bob Mulholland
18th: John Wilman

9: Best Postal Game

1st : Diplomacy
2nd : En Garde
3rd : Middle Sea
4th : 1829
5th :=United
5th :=Railway Rivals
7th : Cricketboss
8th : Soccerleague
9th : Finchley Central
10th: Sopwith
11th: Bourse
12th: Win, Place & Show
13th: Kingmaker
14th: Snit's Revenge

ZINE POLL 83

Don't forget to send your votes in. This is a chance for you, the subscribers, to show which of the zines you like, and which you dislike. You may not personally find the results that important, but the results ARE interesting for others, the more votes the merrier. Can we reach the 150 voter mark this year I wonder? We'll see. Richard says that things seem to be going fine up to the present moment. Anyway, the rules for voting are:-

1. Eligibility: Any European zine which is an amateur publication concerned with postal games-playing and which has published at least two issues since January 1st 1983.
2. Voters: To vote for a zine a voter must read it regularly. A voter must vote for at least two zines. Husbands, wives, girl and boyfriends may not vote for their partner's zine. Editors, co-editors, sub-zine editors etc. may not vote for their own zine.
3. Voting Method: Votes should be given to each zine in the range 1 (low) to 10 (high) to one decimal place.
4. Assessment: Results will be calculated by a preference matrix. The average votes method will also be shown, for reference only.
5. Inclusion: A zine must receive votes from at least 8% of the voters in order to be included in the results.
6. Deadline: All votes should be sent to: Richard J. Walkerdine, 144 Stoughton Road, Guildford, Surrey, GU2 6PG. And must be in no later than Thursday, July 28th, 1983.
7. Results: Will be published as soon as I get Mad Policy 87 in early August. Voters who don't receive MP but are interested in the full results can have a copy if they send Richard some stamps and a large addressed envelope.

My own personal favourites (some of the zines I would subscribe to if I didn't trade) I'd list (in order respective of each other): 1st Mad Policy, 2nd Greatest Hits, 3rd Home, 4th NMR!, 5th Last Stand, 6th Watch Your Back, 7th Howay the Lads, 8th The Acolyte, 9th Hopscotch, 10th The Church Mouse, 11th FOE, 12th Chimaera. Whether MP will actually come 'first' in the Poll, GH 'second' etc, is another matter. And normally, because of my fondness for two old timers, FOE and Chimaera, I would place them higher. But, as they are actually winding down their zines, I don't think they'll get a very high placing. Somewhere amongst this little lot may be a space for Dib. I bloody well hope so anyway.

JOTTO Turn 10

Turn ten! I though this would have gone by now. An awful lot of people threatened to take a guess, but chickened out. One player even rung me up to tell me he was taking a guess this time, and then NMR'd. Funny game. Don't think I'll predict anything this time, could. more people NMRing.

IAIN SINGER: 10th (- NMR! -)	
KEITH LOVEYS: 10th (- NMR! -)	ALAN PARR: 10th (1,2,2,0,0,2)
RICHARD BASS: 9th (2,2,1,2,4,4)	ROBERT LOZYSKYJ: 10th (2,2,2,5,1,1)
	GEORGE NORTH: 10th (2,0,1,2,1,1)
NICK MARSHALL: 10th (- NMR! -)	NIC?LAS CLIFTON: 10th (- NMR! -)
TIM BALL: 9th (1,1,4,1,0,1)	RICHARD WALKERDINE: 10th (- NMR! -)
	SIMON CRADDOCK: 10th (- NMR! -)
R.J. LAMPARD: 10th (2,1,2,2,2,2)	LARRY TRASK: 10th (2,2,1,1,2,6)
ALAN SHARPLES: 10th (5,1,2,2,1,2)	

DIB'S SUBSCRIBERS AND TRADES

Mike Allaway, 60 Poynter Court, Gallery Gardens, Northolt, Middx. EB5 5PA.
 Martin Allen, 15 Ragley Crescent, Broom Park, Bromsgrove, Worcs. B60 2BD.
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 Frank Dunn, 32 Gateacre Park Drive, Woolton, Liverpool, L25 1PA.
 John Field, 19 Forest Way, Ashstead, Surrey, KG21 1JW.
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 Martyn Ives, 76 Lumsden Road, Southsea, Hants., PO4 9LR.
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 Nick Kinzett, 11 Daleway Road, Green Lane, Coventry, CV3 6SF.
 R. J. Lampard, 14 Richmond Gardens, Canterbury, Kent, CT2 8ES.
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 Richard Lewis, 15 Wistwood Hayes, Moseley Parklands, Wolverhampton, West Midlands. WV10 8UQ.
 Dr. Mark Lipton, Manchester Royal Infirmary, Oxford Road, Manchester, M13.
 Niall Litton, 48 Lavenham Close, Bury, Lancs., BL9 8DP.
 Keith Loveys, 14 Glamis Crescent, Rowlands Gill, Tyne & Wear, NE39 1AT.
 Robert Lozynskyj, 41 Rokfield House, Hendon, London, NW4 2BH.