

SUMMARY OF WAR GAME #1 April 14 & 15, 1984

The first annual Empty Jug War Game was held on Palm Sunday weekend. The weather was heavy overcast with brief periods of mist Saturday, a few heavy showers Saturday night, and overcast and misty again on Sunday. Temperatures stayed in the 40's throughout.

The teams were:

LAKE TEAM	JUG TEAM
Woody	Art Trivelpiece
Hutchinson	BiH Hitchcock
Tom Rosencrance	John Maglavitti
Vince McGinnis	Tim Huss
Joe McGinnis	Donnie Madden
Pat McGinnis	Davie Jenkins
Stevie McGinnis	Frankie
Craig Case	(Jenkins)
Joe Stemrich	Jim Cashman
Gordon Erlich	Paul McGinnis

Dian Hutchinson, Karen Trivelpiece, Wayne Trivelpiece, Dottie Madden, Dave Jenkins and Phil Killam were the judges.

Preparations

Things got underway Friday night with a group party at the Lake. Chief Judge Killam was almost successful in his attempt to drink an entire fifth of tequilla, but he got side tracked by a variety of beers and wines. He did manage to fall down and destroy the porch steps though.

The big question of course was the weather. The radio called for heavy showers or steady rain all weekend, and no one was looking forward to that. Saturday morning dawned with heavily overcast skies but no rain, and those conditions held for 90% of the game.

Things went according to plan through the building of the outposts, except the walk over from the base camps took too long and left too little time for construction. The lake team managed to pitch two 9 x 11 cabin tents and string up tarp fighting walls in front of them, forming a fairly well defended fighting position. They located this position close to one edge of their 25 yard radius safety zone

though, so the Jug team was able to wound a couple of Lakers defending it.

The Jug team chose to only put up a pup tent and a tarp lean-to, which did not provide much cover, but their 25 yard radius was rather large, and so it was all but impossible for the Lake team to hit them in there.

Highlights of the game

When the game began at noon, Paul McGinnis raced out and set a booby trap in front of the Lake Team's outpost. However he chose it's position poorly, for after an hour of Lakers walking around without seeing it or tripping it, one of the judges tripped it harmlessly.

The lake team got a late start due to the distance they had to walk coming back in from the outpost building trip. However, by 1:00 the first fire fight of the game was underway on the gas line at the power line junction.

Everyone has their own stories to tell, but a few of those which I recall include:

1. Lakers Vince, Stevie & Joe Stemrich's unsuccessful stand against 2:lodds on the gas line just below the enemy outpost.
2. Hitchcock & Huss attacking the Lake's outpost as Tom, Pat, Craig & Woody were bringing in a mule. Craig dashed into the outpost carrying the mule, it was placed safely in the tent, then Hitchcock & Huss were both killed.
3. Donnie & Jim running into Woody, Pat & Craig on top of Ross's mountain and killing all three of them in a fierce fire fight.
4. Woody & Craig's stealthy excursion deep into enemy territory in the dark to booby trap the road along the upper field, only to have a dead Paul trip it on his way in.
5. The doomed mule run atmidnight when point man Vince was ruthlessly massacredby the entire Jug team. They

could have killed three more Lakers & two mules if they had pursued the wounded & retreating Patrick.

6. The Saturday morning trap which Art & Tim walked into, when after killing Vince Art stood on the power line taunting Tommy as three Lakers came running right up behind him and cut him down, then proceeded to eliminate Tim as well.

Things learned & changes for next time

Many things were learned during the course of the game, and although the game was a real success, we intend to make some changes which will make the next one even better.

Some changes were made even during the course of this game. As more and more people killed, mostly by briers, it became apparent to the judges that the 90 minute penalty time for KIA's was too long. They got on the radio and announced a change to 30 minutes for KIA's and 15 for WIA's. That was a good decision, but there still was the problem of having to walk as far as a mile to get back to serve the penalty time.

Next time there will be no judges at the base camps. Instead there will be a single "HOSPITAL" site located on the gas line at the edge of the hill just west of where the logger's road crosses it. This is about equal distance between the two outposts. This hospital will consist of a large GP tent, a cooking fire, places to sit & lie down, and all kinds of things that we need to make it a good comfortable resting place.

The new rule will be that all KIA's must proceed directly from the place of their demise to the gasline, then up the gasline to the hospital. They will be required to carry a white flag tied to their gun and held over their shoulder so they can easily be identified as dead. They will not be allowed to walk on any trails so they won't be as likely to trip booby traps.

Both teams dead will report to this same hospital. master score sheets for both teams will be there, but judges will keep the scores secret.

After serving his 30 minute penalty for being killed, he will be given fresh balloons by the judges and then he will have to walk back to his outpost under a white flag. Once inside the outpost he can take off the white flag and get back into the game.

Wounded players will also go to the hospital to get healed. As in the previous game, wounded players (one balloon out) can continue playing and go to be healed any time, but to do so they must first make it to either their outpost or base camp, then tie the white flag onto the barrel of their gun before walking to the hospital. They cannot walk directly into the hospital from the field.

The actual combat in this 1st game went very well. There was some complaints about the balloons being too susceptible to twigs & briars, but there were many instances where the BB's bounced off the balloons without breaking them, so believe the balloons worked as well as anything else could. I think the balloons & BB guns are more fun than even the expensive paint pellets would be, because you could fire hundreds of rounds of BB's for the price of one paint pellet, and there was no mistaking a hit.

There were a few instance when people continued to fire after they had lost two balloons, especially if one or both of the balloons broken was on their back. They claimed not to know they had lost the back balloon, but that was not a good excuse because the balloons almost always went out with a 'pop', and a quick sweep of the hand behind you would tell you if they were there or not. Next year we will be enforcing this rule more strictly, and not accepting any excuses. The most important rule in the game is that everyone MUST BE HONEST & HONORABLE! It is very tempting to keep on fighting when you lose that second balloon, or to not check & see if the pop you just heard was one or both of those rear balloons, but damn it you better or you will not be asked back for the next game!

The only change in the balloons for next time then, will be to get shorter balloons, about 15" long, and to get less bright colors (green & brown)

We will drop all the rules about registering items to insure that no litter is left in the woods, and make litter an honor system thing. However we will give \$1000 bonus for each enemy balloon neck (the part you blow into) brought in.

A radio on channel 14 will be kept at the "hospital", will be on a car battery so it can stay on at full power for the entire game, and will be kept monitored by a judge at all times. All players can use this to report violations of the rules, report mules arriving into the outposts and base

camps, and for whatever other purpose is necessary.

One item of the game which everyone agreed needed to be changed was the mule. The big balloons we used were too fragile and too difficult to handle in the wind. Furthermore, the objective of getting the mule out to the outpost, waiting an hour, and bringing it back, and doing this as often as possible made the game more a contest of endurance than it should have been. The farther you were willing to walk and the later at night you kept playing the more likely you were to win.

Next time, instead of balloon mules, we will give each team two cardboard boxes, roughly 18" x 18" x 36", filled with crumpled newspaper and taped shut. The boxes will never be opened, the newspaper is only put inside to help insure no one cheats by folding up the box. These boxes will simulate supply carts. Prior to the start of the game, the judges will hang 3 ft. square bright colored flags from trees at six locations evenly scattered around the combat zone. These locations will be clearly marked on a master map in the hospital where both teams can see it.

Fastened to each flag will be a rubber stamp which we will have made for us at an office supply shop. There will be six stamps: MACHINE GUNS, MORTARS, CLAYMORES, C-RATIONS, MEDICAL SUPPLIES & UNIFORMS. The object of the game will be to take your supply cart out from either your base camp or outpost to one of the locations marked on the map and by the flag, and stamp the side of the supply cart (cardboard box) with the rubber stamp, then return the cart to either your outpost or the base camp. Then, one of your people must carry the box to the "hospital", under a white flag of course, to have a judge sign his or her name under the stamp, verifying it. The white flag will be a sheet draped over the box so any enemy in the hospital will not see how many stamps you have on it. The box is then carried back to the outpost or base camp (either one, regardless of from which it came) under the same white flag. Once inside the safety zone; the cart is ready to go out again.

The premise is to gather as many of thoses supplies (stamps on your box) as you can. They will be scored as follows: the first stamp is worth \$5,000, The second \$10,000, the third 20,000, the forth 40,000, the fifth \$80,000 and the full set of six will be worth \$200,000. Of course each stamp may be counted only once on each box, you cannot go back to the same one twice with the same box. Also, if you do get all six on one of your boxes you should leave it with the judges, you cannot score more than \$200,000 with a single box.

Note that after each stamp is collected the box must be

taken to the hospital for verification before you can go on to get another stamp. Obviously it will be illegal to remove or hide the stamps or flags, they must be left for the other team to use. You can stay and guard them if you so choose, or booby trap around them.

The final change in the game will be the time of play. The outposts can be built any time during the 24 hours preceding the start of the game. The same basic type of outpost will be used, tents & tarps, but you will be able to bring in camping gear, supplies, etc. The outposts will still be combat outposts, and the enemy will be allowed to fire into them from the 25 yd radius safety zone line.

The game itself will begin at 10 AM, but all combatants will be issued their balloons between 9:30 & 9:50 at the hospital. At 9:50 they will all proceed to their outposts, and at 10:00 the gun will sound from the hospital and the game is on.

No-one will be allowed to move a supply cart before 10:30.

The game will end at midnight, and everyone will have to have signed in to the hospital for final scoring by 12:30 AM. The half will be tapped at the hospital at midnight. It is expected that enough players will spend the night so there will be sufficient help to clean up Sunday.