

PUBLISHED MONTHLY IN COLUMBUS OHIO

VOL I NO.4 MARCH 1983



A Language for Children

DOOR OPEN AT 8: AM

OPEN MEETING AT: 9:AM

MINUTES OF LAST MEETING

ELECTION INFORMATION - Bill Zipf

REPORT ON CIN-DAY USERS MEETING Paul Powers

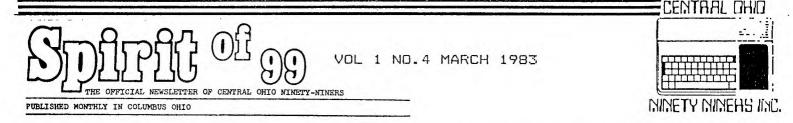
TREASURERS REPORT - Art Morgan

HARDWARE DEMO

CLASS ON BEGINNER GRAPHICS - Roger Wills (30 min.)

OPEN FORUM:

TRADE BLOCK OPENS DOWNSTAIRS AFTER MEETING



The Spirit of 99 is the official newsletter of Central Ohio Ninety-Niners Inc.

& is published monthly in Columbus Ohio.

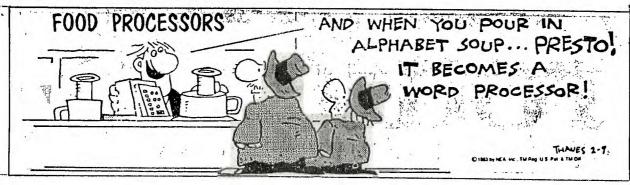
Please address all letters to Spirit of 99 1456 Grandview Avenue Columbus Ohio 43212 c/o ("department")

Ads are \$2.50/25 words or 2X3.5 business card (no typesetting) write for rates & sizes of larger ads. Members personal ads are printed at No Charge. (limit 25 words please). We reserve the right to edit all copy for space and or content.

MEETINGS ARE HELD 2nd SATURDAY OF EACH MONTH AT 23 WEST 2nd AVENUE. PARKING IS AVAILABLE.

MEETINGS ARE FROM 9AM (door open at 8AM) TIL NOON. BABYSITTING IS PROVIDED AT 75 CENTS A HEAD TILL NOON.

HOWEVER I MUST KNOW BY THE PRECEEDING FRIDAY IF YOU ARE ATTENDING WITH CHILDREN SO I CAN MAKE ARRANGEMENTS...CALL BETWEEN 9AM &1:30FM ON THE PRECEEDING FRIDAY ONLY 486 7262 THANX PAT



This months cover depicting childrens curiosity with the friendly 99/4A and finding a language as easy as LOGO for them to understand.

ASPIC (Amateur's Special Purpose Instructional Code) from November '82' 99er magazine. (continued feb '83')..By Kathleen Martin Phd. and Andrew Berner Phd. University of Texas.

Having tried to work with my four year old daughter with basic learning exercises such as A B C's and 1 2 3's...I thought it might be time to try to teach her some simple Basic.

The problem immediately posed itself to me...Simple Dasic?...sorry...Basic cannot be made simple enough for 4th & 5th Graders...How could I even try explaining it to a 4 year old? Then ready to give up for a couple of years and just let her RUN programs...and type her 20 word vocabulary...I remembered the November '82' 99er article...Why not? It is certainly worth a try. Aspic is a language intended to facilitate programming for children by eliminating the more technical dimensions of Basic... and by using logic closer to a childs thought process.

I keyed in the program...typed RUN and...it ran. On my screen was a question mark! (Totally understandable to any child)...The computer wants something!

Megan looked at me...then at the screen...and said ""I'll go and play till you .ix it dad"". I quickly explained that nothing was wrong and proceeded with showing her how the MAKE command worked. We have not progressed at the speed of light but she does understand that She is MAKE-ing some shapes on the computer. I feel this is progress.

After awhile as all children do Megan got tired and left for SESAME STREET.

I took the opportunity to explore further the use of ASPIC... Keyed in a sample program... typed RUN... Went and got several V8's

...and returned in time to see a ""square proven"" on my monitor.

The speed...or lack of it is in fact my ONLY complaint about ASPIC. I would like to make it run faster and have more sound capability.

I recommend obtaining the ASPIC program (written in Basic) from someone.

rather than key it in...Also write or copy the commands and user instructions from the article.

Good Programing...Pat S.

NOTICE: MARCH 23 OHIO CENTER IRCC COMPUTER
HARDWARE EXPOSITION CALL 221-5500
FOR MORE INFORMATION.

SALES · SERVICE - RENTALS

### BEXLEY OFFICE MACHINES

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J. Robert Swaney

Ph. 235-6661

In part 1 you learned how to place a red rectangle on a yellow screen using call screen to define the screen color and call char to define the shape of each element of the rectangle (either a horizontal or verticle line) and call hchar or call vchar to draw the rectangle using repeating horizontal and vertical lines. Now let's say you want to put a man on the screen and be able to move him Since your kids like joysticks we will use call joyst to achieve this. Screen color character shape (man) & color (hue) are presented on lines 110-130. He will appear initially at row 13 column 15. Now comes the tricky part moving the man without either leaving his shadow behind or having dozens of men filling the screen. Lines 170-180 define the move -ment of the man from input given by movement of the joystick (see T.I. REFERENCE GUIDE on call joyst). line 180 allows for no joystick movement. lines 190 and 200 are to stop the program from crashing if the man goes off the screen (computer will say BAD VALUE in 210). Now i've told you most of the program see if you can figure the rest out. You'll have to think very clearly to fully understand this program but it will enable you to modify other programs for joysticks so that your kids don't ruin your keyboard.



50 REM \*\*\*\* WALKING MAN BY ROGER WILLS 100 CALL CLEAR 110 CALL SCREEN(16) 120 CALL CHAR(104,"18187E1818242424") 130 CALL COLOR(10,15,16) 140 XOLD=15 150 YOLD=13 CALL JOYST (1, DX, DY) XNEW=XOLD+DX/4 160 170 YNEW=YOLD+DY/4 180 (DX=0)\*(DY=0)THEN 210 185 IF 190 XNEW=INT(32\*((XNEW-1)/32-INT((YNEW-1 )/32)))+1 200 YNEW=INT(24\*((YNEW-1)/24-INT((YNEW-1 )/24)))+1205 CALL HCHAR (YOLD, XOLD, 32) 210 CALL HCHAR (YNEW, XNEW, 104 220 XOLD=XNEW CALL HCHAR (YNEW, XNEW, 104) 230 YOLD=YNEW 240 GOTO 160 250 REM 592 BYTES USED\*\*\*13952 BYTES LEFT\*\*\*(ED)

## Bexley Candy Shoppe

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#### THE NEW LITERACY

Excerpts from Science Digest March '83'

At last year's World Future Society assembly on telecommunications a 16 year -old suggested that youngsters already fluent in the language of the future are amused by their elders' tentative tortured attempts to make contact. The message is clear; It's their world...It belongs to them... The era is here the ability to read and write will not define literacy. it may soon mean being able to access manipulate and store information in a computer.

As other generations have assumed we feel our definition of literacy is the ultimate... However the change of time has proven us wrong.

We can trace modern notions of literacy from their beginings in Twelfth-century England...Oral tradition predominated. Literacy meant being able to compose & ecite in Latin...Making record meant to bear oral witness...Writing was considered a special skill not always linked with the ability to read... Words were dictated to a scribe who might well not have been able to compose.

The first plateau was at the introduction of the printing press in the fifteenth century which produced books & newspapers. The English Literati soon stiffened the requirements to not only reading but also reading the RIGHT materials to separate the TRULY literate from the great unwashed.

Even the library has not always been held in high regard by the literary elite Free libraries for the common man were viciously criticized. They felt the common man would not use them to improve himself...rather that he would indulge in wanton reading of fiction...Said one such Librarian...students who read novels to any great extent never made much progress in after life.

Attitudes such as this may be constructive in their irony to critics of Video games...saying they are a corrupting influence on todays school children...

Historically literacy developed in a series of identifiable stages. Starting in the hands of the specialists then to institutions as it becomes the medium of Business Culture and Politics...eventually even the masses are considered ...andicapped without it.

At first Computers were only for a FRIESTLY class that could read & write computer languages. All users depended on this group of plugged—in clergy. As languages evolved closer to the english language more people were able to use them. The stage is now at a point where the computer is simpler and inexpensive. The masses can use it without having to understand how it works. And so without being a part of the computer literate elite we can now belong. It is no more necessary than knowing how your family car engine operates. Last year about \$2 billion was spent on video game cartridges and \$5.5 billion in quarters dropped into arcade video games. Without becoming computer experts people who play the games may be intuitively learning the strengths and limitations of computer logic.

Microcomputers are showing up in classrooms everywhere. It's the children & their parents not the educators who are pushing for the change. Changes that are already showing up on the job market...Help wanted ads requiring some computer literacy DOUBLED between 1977 & 1982..Travel agencies; Secretary-typist a list too great to mention here. All evidence in the evolution of literacy. The older skills will not die...The printing press & the telephone did not bring about the demise of handwriting or postal services...electronic calculator has not done away with the need to understand math...however we should neither salute the new literacy or develop technophobia. (fear of computers). Whatever evolves will take place in stages giving us all a chance to adjust. I shall end here & suggest a more in depth reading of the article itself as it appears in Science Digest March 1983.

\*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\*

JUST IN!!! TI99/2...\$85.00

```
>>>>>> BIGGIES' BITS <<<<<<<<
             PRINTing TRICKS
By Jim Peterson
CLEAR
50 PRINT :: "Judging from some published":: " programs I've seen some":: "
don't know these"::::::
60 FOR DELAY=1 TO 1000
                                                                                                                                         people
70 NEXT DELAY
    NEXT DELAY
CALL CLEAR
PRINT "PRINT AND SKIP 2 LINES":::
O PRINT "PRINT AND SKIP 4 LINES":::::
O PRINT "PRINT"
O PRINT ::"SKIP 2 LINES AND PRINT"
O PRINT "DON'T SKIP";
100 PRINT
       PRINT " DIDN'T SKIP";
       PRINT
       PRINT
                 "LEFT", "CENTER"
::"", "START", "", "IN", "", "CENTER"
       PRINT
                RUN to see results...
       REM
      END
                ***** CREATING CASSETTE DATA FILES *****
REPRINTED IN PART FROM PIONEER VALLEY USERS GROUP
CAN BE USED AS A SUBROUTINE IN MANY PROGRAMS
656 BYTES USED...13888 BYTES REMAINING
      REM
       REM
      REM
       REM
                LIBRARY FILE
      REM
 150 CALL
                CLEAR
                                                                                                      Berry's World
160 OPEN #1:"CS1", INTERNAL, FIXED 192, OUTPUT 170 FOR I=1 TO 100
      READ TITLES, AUTHORS, CRDATE
IF TITLES="THE END" THEN 220
       PRINT
                  #1:TITLE$, AUTHOR$, CRDATE
                                                                                                                                     · V
       NEXT
       PRINT #1: "THE END", "MR. NOBODY", 2000
      CLOSE #1
DATA "BASIC FUN", "LIPSCOMB/ZUANICH", 1982
DATA "BASIC COOKBOOK", "TRACTON", 1982
DATA "30 BASIC PROG...", "CHANCE", 1981
DATA "THE END", "NOBODY", 2001
                 ENTER YOUR OWN DATA
       REM
       END
 100 CALL CLEAR
 110 REM RETRIEVE LIBRARY DATA SUBROUTINE
120 PRINT ::" BIGGIES' LIBRARY FILES"::::::
130 REM LINE 110 YOUR OWN FILE NAME
140 OPEN #1:"CS1", INTERNAL, FIXED 192, INPUT
              CALL CLEAR
I=1 TO 100
 150 REM
       FOR
 170 INPUT #1:TITLE$, AUTHOR$, CRDATE
180 IF TITLE$="THE END" THEN 210
       PRINT : TITLES, AUTHORS, CRDATE NEXT I
                                                                                                         We don't communicate anymore!
 200 NEXT I
210 CLOSE #1
 220 END
 10 CALL
      CALL CLEAR
PRINT " PERHAPS SOME PROGRAMERS":: "DO NOT REALIZE HOW RND CAN":: "BE USED
  IN STATEMENTS":::::
      REM
FOR DELAY=1 TO 1000
NEXT DELAY
       CALL CLEAR
       FOR A=1
                     TO
                           16
      CALL COLOR (A, A, A)
      NEXT A
  100 RANDOMIZE
        CALL HCHAR(INT(24*RND)+1, INT(28*RND)+3, INT(121*RND)+32, INT(10*RND)+1)
CALL VCHAR(INT(24*RND)+1, INT(28*RND)+3, INT(121*RND)+32, INT(10*RND)+1)
CALL SOUND(INT(500*RND)+100, INT(1000*RND)+110,5)
```

20 REM 40 CALL

90

150

160

170

180

190

200

100

110

120 130

140

180 190 200

210

30 30 240

290

160

190

20

50

60 70

30

90

110 120 130

140

145

150

CALL

GOTO

REM END

110

SCREEN(INT(15\*RND)+2)

FUNCTION 4 TO STOP

A=1

```
Sub Octave sub routine
 00 REM THIS PROGRAM WILL PLAY AND PRINT THE FREQUENCIES FOR TWO ADDITIONAL OCTAVES OF BASS NOTES ON THE TI 99/4A. USE THEM AS SHOWN IN LINE 160. JIM PETER
100 REM
SON
     DEF R(X) = INT(X+.5)
110
120
     F=1652
     FOR J=1
                TO 25
140 READ NS
150 PRINT N$;" =";R(F),
160 CALL SOUND(500,22000,30,22000,30,F,30,-4,0)
170 F=F/1.059463094
180 IF J<>12 THEN 200
190 RESTORE
     NEXT J
200
210 DATA A,B flat,B,C,C#,D,E flat,E,F,F#,G,A flat,A
100 REM
 1.03 FOR MORE OR LESS TREMOLO. ST. JAMES INFIRMARY BLUES - JIM PETERSON 10 FOR J=1 TO 60 STEP 2
110 FOR J=1
120 READ A.B
130 FOR L=1
                  TO A
             SOUND (-22, E.O)
     CALL
140
```

THIS PROGRAM PLAYS TREMOLD NOTES. CHANGE VALUE IN LINE 150 TO 1.01 OR 150 CALL SOUND(-99, B\*1.02, 0) NEXT 160 170 NEXT DATA 2,330,2,294,4,330,4,294,4,330,4,294,4,262,8,220 DATA 2,330,2,294,6,330,2,294,4,330,4,262,12,247 DATA 2,294,2,262,4,294,4,262,4,294,2,330,2,294,4,262,8,220 DATA 4,262,4,262,4,220,4,262,4,247,16,220 180 190 DATA 200 DATA 210

WORLD'S SHORTEST TIC-TAC-TOE PROGRAM, BY RUSS WALTER IN THE SECRET GUID 100 REM

E TO COMPUTERS VOL. C2 TICK-TACK-TOE"::

"THE BOARD IS NUMBERED:"::
120 PRINT "1 2 3"::"8 9 4"::"7 6 5"::"I
MOVE TO 9"::"WHERE DO YOU MOVE TO?"

INPUT 140 DEF FNM(X)=X-4+4\*SGN(8.5-X)

150 C=FNM(S+1) 160 GOSUB 230

C=FNM(S+6) 170

180 IF S/2=INT(S/2)THEN 280

190 GOSUB 230 200 PRINT "I MOVE TO":FNM(S+4) 210 PRINT "THE GAME IS A DRAW"

220 230 STOP

230 PŘÍNT "I MOVE TO":C 240 PRINT "WHERE DO YOU MOVE TO?"

250 INPUT H

H<>FNM(C+4)THEN 280 IF 260

RETURN ?7O

280 FRINT "I MOVE TO"; FNM(C+4); "AND WIN"

290 END

# Bexley Copy Shop



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**BILL SCHUBERT** 

!!!!!!WARNING!!!!!!! TEXAS INSTRUMENTS HAS DISCOVERED A FROBLEM WITH THE 99-/4A...THIS WAS A LAB TEST...IF YOU HAVE A MALFUNCTIONING TRANS -FORMER YOU CAN RE-CEIVE A SEVERE SHOCK FROM EITHER THE JOY FORT OR THE CARTRIDGE PORT OF YOUR COM-PUTER. SYMPTOMS ARE SMELL/SMOKE/SCREEN GOES DARK...ALL OR ANY OF THE ABOVE. WHAT TO DO!!!!!! CALL 800 858 1802 OR 800 858 4069 OR 800 858 3550 FOR FREE REPLACEMENT TO ELIMINATE POSS-IBLY MALFUNCTIONING TRANSFORMER.

TI-99/2 BASIC COMPUTER srp \$99.95 includes 4.2K bytes of user RAM expandable to 36.2K elastomeric typewriter like keyboard built-in RF modulator and audio cassette interface (cable included) AC adapter users manual PEEK POKE and USER for BASIC supported assembly language Built-in Hex-bus interface cassette demo tape.

Available are two Tolug in L shaped S/S software cartridges Learn to program & Learn to program Basic srp \$19.95ea. Scheduled for 2nd quarter 1983 delivery. No color...No sound... No sprites... No lower case... No speech... NO FOOLIN' FASTER THAN AN IBM PERSONAL AT DNE SIXTEENTH THE COST!!! \*\*\*\* \*\*\*\* \*\*\*\* NEXT COMPACT COMPUTER (CC-40) SRP \$249.59 Available 1st quarter 1983...integrated up-

er & lower case LCD display (31 character window/80 col scrollable line) runs on 4 alkaline AA bateries optional AC adapter 34k ROM BASIC interpreter and operating system typewriterlike (staggered QWERT Y) KEYBOARD W//SEPAR-ATELY GROUPED NUMER-IC KEYPAD ... 6K Bytes 'expandable to 18K of User addressable con -stant Memory...display contrast control Programed w/Enhanced Basic or TMS7000 assembly (w/Editor Assembler) cartridge srp \$124.95 two ways to program ss/Software srp \$59.95 ea OR the NEW WAFERTAFE media. connects to Hex-bus HX 1000 plain paper 4 color printer/plotter srp \$199.95 HX-3000 RS232 srp \$99.95 and finally HX-2000 Wafertape Digital tape drive Max cap. 48K bytes srp \$139.95

WHAT ABOUT THE 4A????? A HEX-BUS ADAPTER... (PHP-1300) srp \$59. 95 will allow you to hook up any and all Hex-bus peripherals IS last best??????? The Milton Bradley Expander speaks & Listens for itself plugs in the joy port 64 position membrane keypad... 3 axis analog joy stick additional connector for a 2nd joystick headset & microphone price range \$75.-\$100. (see Feb 99er for details) . . . . . . (ED)





99 DWNERS OF BUVERS!!!

OHIO; 4321	12 SIGNEDCONNI	(CENTRAL OHIO NINETY	NINERS INC.)	
*****		MEMBERSHIP INFORMATION		******
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( )LOGO ( )P	ILOT ( )FORTH ( )OTH	1ER		
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()RS232 ()	X-RAM MEMORY ( )TV	( )B/W MONITOR ( )COL	OR MONITOR ( )P	RINTER
( ) MODEM ( )	p-CODE CARD ( )HEX-E	BUS ADAPTER ( )WAFERT	APE DRIVE ( )TH	ERMAL PRINTER
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Excerpt from July '82' Byte (computers for humanity)

\_This article submitted by Faul Powers could explain why you may have such a nard time getting support from T.I.....

"IBM's documents tell all. IBM apparently learned from Texas Instruments' poorly planned marketing of the 99/4A. Interestingly so did Texas Instruments: I talked to some 99/4A programmers and T.I. is now trying to retreat from the position it took when the unit first came out of ignoring hobbyists. At that time T.I. worked very hard at keeping you out side the machine. There was no editor or assembler and T.I. told you nothing about the hardware interface. T.I. had rightly concluded that the hobbyists and hackers were a tiny part of the market and wrongly concluded that they were therefore unimportant. As a result the young computer hackers worked with other machines...Apple...Atari ...S-100 Bus...and TRS-80...and wrote programs and developed hardware add-ons for those computers. Since well over half the really good stuff for microcomputers has come from Hobbyists and Hackers...T.I. found itself cut off from the mainstream." (Interesting)....?? ED.

A RETURN POST CARD FOR COMPUTER INSURANCE IS ATTACHED TO YOUR NEWSLETTER IF

WE ARE RECEIVING NEWSLETTERS FROM GERMANY...BOSTON...CANADA...Some of their contents will be reprinted in our newsletter so that everyone may share them.

\*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\*

#### -SPECIFICATIONS-

System Unit
16-bit, 8088 microprocessor
64K byte RAM, expandable to 256K bytes
4K byte graphics display memory
5-slot expansion bus
Keyboard
Specialty designed low profile
Popular typewriter layout
97 keys, including 12 function keys
Separate numeric keyped and cursor control
clusters
Tactile response, for quick positive entry
Upper- and lower-case letters
Display Units
12-inch monochrome (green phosphor) or
13-inch full-color, 25 lines x 80 columns
High resolution, 720 x 300 pixels
Mass Storage
Built-in 320s byte diskette standaria

Additional internal storage of JZDK byte diskette, or 5 or 10 Mbyte Wirichester disks

optional

Communications Options
300 3673 of 250 1200 1200 1673 internal modem
TTY, 3780
3270 1540 and SNA cluster (Fall 1983)
3270 1540 and SNA cluster (Fall 1983)
Operating Systems
MS\*\*-DOS, French Research \*\* CP/M-866, and
Concurrent CP/M-86\*\*, UCSD p-System\*\*
Languages
BASIL, COBOL, FORTRAN, Pascal
Applications Software
Over 100 programs available from the most
popular software vendors such as Microsoft, Ashton-Tate, Micro-Pro, IUS, Sorcim,
Peachtree, BPI, Lifeboat and others.
Printers (Available Spring 1983)
150-cps TI 150 Series for most applications
FOOTNOTES MS DOS if a trademark of Microsoft
Corporation 127 M 45 and Concurrent 12 M 48 are
trademarks of Linguage and the University of
California.



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