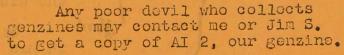
I wonder if anyone understood what I was trying to say in lastish of GAIOOT (No. 3, 67 disty). Thanks to skillful typoing and/or word that was left out it was probably unintelligible. Thanks are due to Jim S. who typed the issue. Of course, He's not being paid so I shouldn't grotch. ((Yeah! (I'm typing this ish too). I vow there will be not typos in it! —Schu))

If anyone wonders/cares why GALOOT hasn't seen light of day for two weeks, & why it wasn't in disty 65. it was due to:

(a)\* Slowness on the part of Pomona's post office.
(b) Working on a genzine when I should have worked on GALOOT.

(c) Apathy (no pun intended) on my part.



WHAT I SEE IN THE NEWSPAPER...

In the "Calendar" section of the valley Tribune, February 6, appeared a fairly long review of the Ring tri-

"The biggest thing since Batman."
"A work of extraordinary imag-

ination..."

"How does one describe it?"
"Like Sherlock Holmes, Franny &
Zooey, Winnie-the-Pooh, Alice and
Tames Bond, Frodo lives!"

Such are only quotes from the article, but they give the general atmosphere of it. Of interest to any Tolkien fan (of which I am one...).

Also in the Tribu e (Feb. 5)
I saw a long letter from Bjo in
"Mike Connelly's Hollywood Reporter."

galoot

GAIOOT 4 is Mongoose Pub No. 12 from Jim Keith, 2834 Santez Dr., Pomona, Calif. 91766.





It explained how animal trainers are actually kind to their show-pets. Oh well, but also Connelly went fairly wild over the letter; declaring it "one of the most interesting letters I've ever read."

Something which should be of interest is the discussion of Hugo Candidates. By the way, Jim S. has volunteered to take AXE & DRAGON much to the dismay of everyone.

Gil Lamont and I keep shouting in his ear "AXE & DRAGON is not Hugo material!" While Jim just sits there with a glazed look. Occasionally

with a glazed look. Occasionally he mumbles something about "... but ... I ... was... Framed....,"
With background music by Russ Brooker to the tune of \_\_\_ Who says it's not Hugo material!!"

