



## Editorial

### Innovation

A lot has changed in society in the last twenty years—values, demographics, technology, the economy, and so on. Change brings different circumstances, sometimes good; sometimes bad. Generally, I think it's safe to say, people don't like change. At the very least, it disrupts the normal routine of things. But, in many instances, the only way to survive such change is to adapt, and adapting means to do things differently. This is most readily seen in business. Borders, Blockbuster Video, Kodak, Hummer—where are they today? Gone. They waited too long to adapt. Innovation is the way to stay viable, whether it's a nation, a business...or a hobby.

And *our* hobby is too conservative, and, in some cases, *way* too conservative. But the hobby is only people, collectors, too many of whom simply want the hobby to do things the way they've always done those things because...that's the way they've always been done.—in spite of the fact that those things don't work anymore. Just look at the current state of the hobby.

To be fair, the hobby *has* changed, in a few instances, but far too many good ideas continue to be voted down in the annual RMS business meetings, which is why it's not surprising that most innovations in the hobby come from *outside* RMS, usually from the various regional clubs. Look at the following “recent” innovations that have appeared in the hobby:

**-Club web sites** (Sierra-Diablo MC was the first, established in May 1999; the RMS web site was established later the same year)

**-Convention web sites** (RMS has had the Convention Central page on its site almost from the site's inception in 1999)

**-On-line rosters** (Sierra-Diablo MC was the first (and only, as far as I know). It's had its roster posted on-line for many years. RMS declined the idea.)

**-Facebook pages** (Tri-State MC had its Facebook page up since 2014; Liberty Bell has had a Yahoo site up since 2003.)

**-e-bulletins** (Sierra-Diablo started these at least as early as 2008; initially, I believe, the bulletin was posted on the Sierra-Diablo web site for on-line viewing, then the club decided to just e-mail the bulletins; RMS followed suit sometime later.)

**-On-line convention auctions** (Sierra-Diablo was the first, putting up the entire AMCAL 2016 auction on line)

**-ebay-funded conventions** (Angelus MC first began using ebay sales to fund AMCAL in 2011)

**-On-line chat room** (RMS was the first c. 2002; it was eventually discontinued due to lack of interest)

**-Back issue bulletins on-line** (Sierra-Diablo started this at least as early as 2008; RMS started soon after [since I did both])

**-Bulletin auctions** (Sierra-Diablo has had theirs since 1985; RMS tried its own starting c. 2002, but later discontinued it due to a lack of collector interest)

**-Reduced dues for e-bulletin recipients** (Sierra-Diablo MC was the first in 2009; RMS declined the idea)

**-Full-color hard copy bulletins** (Sierra-Diablo began issuing full-color hard copy bulletins in 1999; eventually discontinued in favor of full-color e-bulletins)

You'll notice that all but two of these are internet-related. Members not on-line can gripe and groan, but that's where the world is today. There *have* been some innovations, mostly small, which don't involve the internet. For example:

**-Southeastern MC** was the first to initiate 'Trading Tables rather than room-hopping; Southeastern was also the first to have live TV coverage of its swapfest.

**-Sierra Diablo MC** was the first to have no regular meetings, showing that a club didn't necessarily have to fold due to poor meeting attendance. It was also the first to develop customized software to handle auction bidding.

And, there have been some innovations coming from individual collectors, not on behalf of any club, such as:

**One collector**, years ago, (I wasn't able to identify him) was the first to put out a self-executing CD listing (Pre-War Navy Ships with photos).

**Loren Moore, CA**, is in the process of developing an on-line cover library. He's already scanned 40,000 covers!