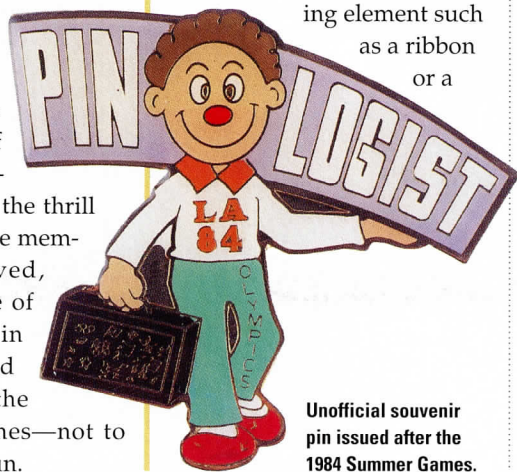


mation through the mail and by fax. They customarily send photocopies of pins, along with detailed descriptions, to facilitate mail trades.

ENJOY!

Growing your collection of Olympic Games pins is so easy that you'll probably have a hatful before you realize it. Many pin enthusiasts use the words "addictive," "seductive," and "all-consuming" when describing their transformation from Olympic Games fan to Olympic Games pinhead. Once you've acquired your first piece of cloisonné or soft enamel, it's hard to stop.

It's not a collection's size that fuels the enthusiasm of most collectors, however, but rather the emotional connections—the bonds of new friendships formed, the thrill of the hunt, the memories preserved, and the sense of participation in the glory and grandeur of the Olympic Games—not to mention the fun.



Unofficial souvenir pin issued after the 1984 Summer Games.

PIN LINGO

To play the game, you've got to speak the language. Although veterans agree that words need never pass between earnest traders—exchanges with foreigners often rely on no more than a smile, gestures, and a handshake—it helps to know the basics.

Pinhead: One who collects pins; the name probably comes from the tradition of displaying them on hats at the Games.

Dealer: Anyone who sells, rather than trades, pins on a large scale.

Trader: A pin that one plans to exchange rather than keep as part of a collection; also, one who trades pins.

Badge: A pin that identifies the bearer's association with an Olympic Games, typically through a distinguishing element such as a ribbon or a

word; *badge* is also the term most Europeans use for *pin*.

Swap: Trade, exchange.

Show: A formal gathering of pin traders and sellers.

Meet: An informal gathering of traders.

Prototype: The first execution of a pin design under consideration for production, usually hand-cut and unstamped; may be quite different from the pin actually produced.

Production pin: The opposite of a prototype; a mass-produced pin.

Primary pin: Any pin featuring the official logo or emblem of an Organizing Committee of the Olympic Games (OCOG).

Commemorative: A pin sold as a souvenir, usually, but not always, authorized by an OCOG.

NOC: A pin authorized and issued by a National Olympic Committee (NOC), frequently bearing a country name or symbol and the Olympic rings; generally given only to

a country's athletes, coaches, and official Olympic staff.

Generic: An undated pin (NOC, media, sponsor) that may be issued for more than one Games.

Sponsor or commercial pin:

A pin issued by a company that has paid a sponsorship fee to an OCOG in exchange for use of the Olympic Games name, logo, and mascot in its advertising.

Guest badge: A type of sponsor pin issued to VIP guests that confers special entertainment perks.

Media pin: A pin issued by a radio or television network, wire service, newspaper, or magazine that provides Olympic Games coverage.

NGB pin: A pin issued by a National Governing Body (NGB); also called a sports pin. NGB pins can also be issued by NGB sponsors.

Medalist's pin: A pin—colored gold, silver, or bronze—produced by the IOC for athletes who medal in an Olympic event.

Bid pin: A pin issued as part of a city's attempt to secure a future Olympic Games.

Session badge: A large pin issued for International Olympic Committee (IOC) meetings that identifies a participant—e.g., a member of the IOC or the media—by the color of ribbon attached to its base.

Participation medal: Also known as a participant's badge; a medallion issued by a host city to every athlete, coach, and staff member who participates in an Olympic Games.

Counterfeit: Also called a knockoff; a fake; a pin that is reproduced illegally, without authorization from the owner (or its licensee) of the mark or the pin, for the purpose of selling or trading it as an original.

Strike: To manufacture a pin.

Rerun or reissue: An authorized reproduction of a pin, usually for commemorative purposes.

Production level: Refers to the quantity of a specific pin manufactured at a given time.

Authorized pin: A pin that is manufactured and distributed by official Olympic Games licensees or sponsors. (Most recent authorized pins have verifying marks on the back.)

Unauthorized pin: Also called "illegal," these pins bear official Olympic words or symbols for which a licensing fee has not been paid.

Unofficial pin: One produced for the Games that does not bear any official Olympic words or symbols; issued by entities that have not paid sponsorship fees to an OCOG.