



STRAT-O-MATIC REVIEW

Devoted exclusively to the
Strat-O-Matic Game Fans, with
the consent of the Strat-O-
Matic Game Co.

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Rifle-Armed Bench Will Gun Down Runners

Catcher Throwing Ratings Added

The legion of fans of the Strat-O-Matic Baseball game have issued the call and the game company has answered!

The one item missing, according to many S-O-M Baseball owners, was a special rating for catcher's throwing. A rating in addition to his fielding rating.

With the new baseball cards the game company has answered the request and, as you will soon find out, catcher's throwing ratings have been added and receivers such as Johnny Bench, Thurman Munson, etc., will now be even more valuable.

The new ratings will work as follows, reports the game company: Each catcher will receive, in addition to his fielding rating, a throwing rating ranging from "-4" [the very best] down to "+2" [the very worst]. A catcher such as Bench will be a "-4". Munson, Ray Fosse and Carlton Fisk are examples of receivers who received "-3" ratings. Weak-armed Bob Montgomery, however, drew a "+2" throwing rating.

The stealing ratings for runners remains the same, but if a runner is being held the reduction works as follows now: AA-A -- -3; B-C -- -4; D-E -- -5. So, if the runner is being held, first you take the reduction and then subtract [in the case of a Johnny Bench] or add [in the case of Bob Montgomery] for a catcher's throwing on a steal attempt. If Bench was holding an AA or A stealer you would subtract 3 for holding and 4 for Bench's arm. An AA, for instance, would be reduced to a 1-10 stealing opportunity with Bench the catcher, plus be held at first. [AA is 1-17 stealing, minus 3 for being held and minus 4 for Bench's arm, thus 1-10]. Bob Montgomery, because of a +2 throwing rating, would have to contend with a 1-16 stealer even though the runner is being held [1-17, -3 for being held, +2 for throwing rating, = 16].

If a runner is not being held, then only the catcher's throwing rating comes into play on a steal attempt. A AA stealer, not being held, would be a 1-13 against Bench, but a 1-19 against Bob Montgomery.

'70 Stars Outshine Others In Grid Replay

Imagine having Gale Sayers, Robert Holmes, Leroy Kelly and Joe Namath, all from the 1968 season, in the same football backfield. Plus add in receivers such as John Mackey and Bob Hayes. What a lineup! Unbeatable!

Well it turned out the awesome lineup just described wasn't exactly unbeatable. In fact, in head-to-head competition against all-star teams from years 1970 and 1972, the '68 'Stars were dimmed, finishing in third place in a three-team league setup.

The idea of an all-star league was Mark Shannon's, who also envisioned the many runs to daylight by the Sayers-Holmes combo. "We each chose a year and picked our players from all the teams from that year. Our rosters included three quarterbacks, six running backs and seven receivers. The best specialists were chosen. For defense, the best card was chosen. Naturally, all defensive players were '6's'. All offensive linemen were '3's', with a few exceptions such as tight ends and split ends. Before each game, the coach would select two quarterbacks, four running backs and five receivers to play. The extra players were considered ineligible for the game. In the case of good players in two different years [example, '70 and '72 Fran Tarkenton], the better year was taken."

Joining Shannon in the unique grid replay were Everett Sumner, who took the '70 All-Stars and guided them to first place, and Bernie Stone, who finished second with the '72 'Stars. "I thought I was going to be king with my star backfield, but to my surprise passing ruled the league," said Shannon after the 14-game replay was history.

"The league was won by the 1970 All-Stars. The main reason for their dominance was John Brodie, the league's MVP. Other key players were Cecil Turner who returned seven kickoffs for touchdowns and Duane Thomas.

"Naturally, in a league of this sort we were not looking for realism or accurate statistics. There were many cases, however, of realism: '70 Thomas 5.4 [5.3 real-life], '70 Jurgenson 58.9 [59.9], '72 Hubbard 5.0 [5.0], '68 Perkins 4.1 [4.4] and '70 Landry 9.2 [10.0]. There were also disappointments. My dream backfield never clicked. Although Sayers did reasonably well, Holmes was a big disappointment. He started lousy and got worse, finally ending with a 2.9 average [5.0 real-life]. Greg Landry was another disappointment. His completion percentage was only 46.3 [61.0] and his interception ratio was 10.3 [3.8]. Ironically, Landry was one of the reasons that Everett picked the '70 team. There were also some inflated stats, most notably Garo Yepremian kicking an amazing 48 out of 61 field goals.

"Our conclusions on this league were that it was exciting and frustrating, frustrating because every play could be a touchdown. The teams were strong in every department. If you want a change of pace from 'everyday' teams, try a league like this."

FINAL STANDINGS AND STATISTICS

	Won-Lost-Ties	PF	PA
'70 All-Stars [Everett Sumner]	8 5 1	334	335
'72 All-Stars [Bernie Stone]	6 6 2	428	408
'68 All-Stars [Mark Shannon]	5 8 1	407	432

Passing	Att-Comp	Pct.	Yards	TD	Int.	tk/lb	Int.	Pct.
Brodie, '70	224-124	55.4	1551	7	8	18/140	3.6	
Tarkenton, '72	340-176	51.8	1989	14	15	24/204	4.4	
Namath, '68	250-109	43.6	1822	15	18	20/178	7.2	

Rushing	Att-Yards	Avg.	TD	Receiving	No.	Yards	Avg.	TD
Morris, '72	171-986	5.8	6	Chester, '72	44	370	8.4	3
Thomas, '70	129-703	5.4	5	Mackey, '68	38	552	14.5	5
Sayers, '68	136-625	4.6	5	Washington, '70	37	496	13.4	1

<u>Rushing</u>	<u>Att-Yards</u>	<u>Avg.</u>	<u>TD</u>
Kelly, '68	147-591	4.0	3
Hubbard, '72	95-474	5.0	3
Harris, '72	100-374	3.7	4
Perkins, '68	90-366	4.1	3
Landry, '70	23-212	9.2	2

<u>Receiving</u>	<u>No.</u>	<u>Yards</u>	<u>Avg.</u>	<u>TD</u>
Wells, '70	33	597	18.1	2
Jackson, '72	32	607	19.0	2
Sanders, '70	32	249	7.8	3
Alworth, '70	31	384	12.4	2
Sellers, '72	28	584	20.9	4

<u>KD Returns</u>	<u>No.</u>	<u>Yards</u>	<u>Avg.</u>	<u>TD</u>
Turner, '70	27	1113	41.2	7
McCauley, '72	43	1377	32.0	3
Pearson, '68	46	1465	31.8	3

<u>Punting</u>	<u>No.</u>	<u>Yards</u>	<u>Avg.</u>
Lewis, '70	60	2840	47.3
Wilson, '72	72	3361	46.7
Eischeid, '68	74	3435	46.4

<u>Punt Returns</u>	<u>No.</u>	<u>Yards</u>	<u>Avg.</u>	<u>TD</u>
Atkinson, '68	20	474	23.7	4
Hayes, '68	23	463	20.1	3
Ellis, '72	23	333	14.5	0

<u>Scoring</u>	<u>Pts.</u>
Yepremian, '72	182
Mann, '70	130
Stenerud, '68	123

<u>Defense</u>	<u>Tot. Yds.</u>	<u>TD</u>	<u>R-Yds.</u>	<u>R-TD</u>	<u>P-Yds.</u>	<u>P-TD</u>
1970	3989	28	1771	15	2218	13
1972	4263	28	1697	8	2566	20
1968	4640	30	2219	18	2421	12

<u>Offense</u>	<u>Tot. Yds.</u>	<u>TD</u>	<u>R-Yds.</u>	<u>R-TD</u>	<u>P-Yds.</u>	<u>P-TD</u>
1970	4082	23	1547	13	2535	10
1972	5218	29	2110	15	2412	14
1968	4138	34	1830	13	2308	21

'Orphan' Team Carmichael Kingpin

The "orphan" of the Carmichael California Strat-O-Matic Football Association found a home after all. Abandoned by its original coach, the Lancers were taken over by Don Hoff and guided to a share of first place in the eight-team draft league that used the 1973 grid cards.

The Lancers wound up tied with coach Darrell Hoff's (Don's brother) Dazzlers for first place, each with 10-4 won-and-lost records. In a playoff game, the Lancers dimmed the Dazzlers, 34-23.

Each of the coaches in the league drafted 30 players from the entire NFL. And at the outset the Lancers were given little chance to win honors because the league appeared so balanced. The early retirement of the Lancers' coach further dimmed prospects, but then Don Hoff took the reins and guided the Lancers home in front. Incidentally, Don's other team--the Hum-Diddies--wound up in a tie for fourth place with a 7-7 record.

Here are the standings and statistical leaders for the CSOMFA:

<u>Standings</u>	<u>Won</u>	<u>Lost</u>	<u>Tied</u>	<u>Scoring</u>	<u>Pts.</u>
1. Lancers (Don Hoff)	10	4	0	Yepremian (Demons)	150
Dazzlers (Darrell Hoff)	10	4	0	Howfield (Lancers)	138
3. Demons (Dean Dieble)	8	5	1		
4. Chokes (Dave Marks)	7	7	0	<u>Punting</u>	<u>Avg.</u>
Hum-Diddies (Don Hoff)	7	7	0	Chapple (Chokes)	44.5
6. Duffers (Doug Hoff)	5	9	0	Blanchard (H-Diddies)	44.3
7. Meeks (Dave Stebbins)	4	9	1	Wilson (Demons)	44.3
8. Blips (Bill Thompson)	4	10	0		
				<u>Receiving</u>	<u>No.</u>
				Sanders (Lancers)	64
				H. Jackson (Blips)	61
				C. Hill (Meeks)	56
				Kwalick (Duffers)	54
					<u>Yds.</u>
					623
					860
					388
					479
				<u>Interceptions</u>	<u>No.</u>
				Bass (Lancers)	10
				J. Johnson (H-Diddies)	10
				Atkinson (H-Diddies)	10

Rushing	Att.	Yds.	Avg.
Harris (Dazzlers)	266	1384	5.3
R. Johnson (H-Diddies)	236	1349	5.7
Simpson (Demons)	236	1298	5.4
Hubbard (Lancers)	215	1067	5.0
Csonka (Demons)	208	1035	5.0
Morris (Blips)	199	1000	5.0

Passing	Att.	Comp.	Pct.	Yds.	TD
Griese (Dazzlers)	304	166	55.0	2535	10
Snead (Meeks)	162	94	58.0	1281	9
Namath (Lancers)	309	142	49.0	2151	15
Tarkenton (Demons)	359	184	51.0	2441	9

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Football Fumble Recovery Chart

Last month the Review mentioned a football playing tip that dealt with fumble recovery returns. Steve Enke of Stanton, CA, has also devised a fumble recovery chart--one that's based on actual fumble returns in the 1972 NFL season.

Only thing we find missing from the chart is the loss of yardage on a return--which is unlikely to happen anyway since once the ball is recovered it would be only natural for the recoverer to head toward his opponent's goal rather than his own--and a possible fumble back. Nevertheless, the chart seems another good addition to your scrapbook of Strat-O-Matic playing tips.

Roll two die:

2 -- Short Gain	8 -- + 0 Yards
3 -- + 3 Yards	9 -- + 0 Yards
4 -- + 6 Yards	10 -- + 2 Yards
5 -- + 0 Yards	11 -- + 9 Yards
6 -- + 0 Yards	12 -- Touchdown
7 -- + 0 Yards	

Coming Next Month...

. . .A look at the new Strat-O-Matic Baseball cards, through the eyes of Review co-editor Mike Allison. . .Mike Gilbert returns with another Old-Timer analysis, this time the 1946 Boston Red Sox and the 1962 New York Mets will be examined. . .the all-time Greater-Kalamazoo Strat-O-Matic League's leaders will be revealed in both the hitting and pitching departments. . .Craig Thompson of Indianapolis, IN, tells what happened when he guided the 1971 Oakland A's through a 161-game full-season replay. . .Mike Applegate reports the results of the AWA Football League's recent season, complete with statistics, standings and playoff and Super Bowl happenings. . .The Lafayette, CA, S-O-M League will share the football spotlight. . .the results of a 40-game Strat-O-Matic Basketball season will be presented. . .the no-hitter column, missing this month, will resume once again. . .an injury chart for batters and pitchers, designed to reflect the number of games missed in real-life will also be yours to check over. . .plus more questions and answers, playing tips and much, much more will be coming your way in the March issue of the Strat-O-Matic Review.

HERE'S LOOKING AT YOU....

The Review is looking for pictures (with summaries) of S-O-M game players--both guys and girls. How about a recent photo and something about yourself?

Readers Roll 'Em

REVIEW IS UNFAIR

We would like to bring to the Review readers' attention to what we feel are unfair practices on your part.

To satisfy the apparant "split" between the readers who favor "playing tips" and those who favor "league news", your magazine had kept up a ratio of 7-7 (in pages), between the two. However, in the last few issues this has changed drastically in favor of replays, which we feel is a waste of potentially valuable space.

Let us be as modest as possible. We know that there is plenty of "playing tip" material available of quality that is equivalent to some of your popular "playing tips". Such as a three-dice X-Chart (baseball), a HR distance chart and our exclusive P.A.R. rating for batters, which has quite a bit of merit in relation to baseball statistics.

We would like to submit our grievances concerning the pure waste of space the Review has. Examples of this are obvious. The difference between the amount of space used for the address labels of the April, 1973 issue and Dec., 1973 issue are unreal. More than 70 per cent more space was used in Dec., 1973--certainly enough to print our P.A.R.

We have one more aspect to "expose". This is probably the most important one of all! You knew that the Game Co. intended to include throwing ratings for catchers a long time ago, at least since the middle of July, 1973, and yet not one sentence came right out and said this! Now when a dated publication can't even take advantage of a "scoop" that would interest 94 per cent of its readers, that's pretty bad.

Despite the things we said, we wait very anxiously near the end of each month for the Review. You two must be geniuses to have thought of this magazine.

We hope that some reform will come out of all this.

Gene Milener
Dave Leonard
Oneonta, NY

Editor's note: We would be more than happy to run a story on the P.A.R. system--if it was readable. The rating system sent to us was not, because of large blotted out areas, writing in the margins, etc. Try us again, but only type it and make sure it's clear.

As far as catchers' throwing ratings, the game company revealed to us last summer that they planned on adding them to the baseball game. But, until recently, no details were available as to exactly how this was to be done (see the front page of this issue for a story on catcher's throwing ratings and some examples of the rating). When the new cards were prepared, then the throwing ratings were added. Until that time we had no idea how the new rating would affect certain individual catchers.

HAPPY ABOUT OLD-TIMERS

I would like to thank the game company for issuing more Old-Timer teams, because I play them about 75 per cent of the time. Despite this, I would still like for the teams of the 60s to be reprinted. Could the game company not start with the 1962 season and start selling each set for one year at a time? For example, in 1974 the 1973 teams will be for sale for \$8.50 (or thereabouts) before the regular season begins and \$9.50 after the season begins. During this same period of time (from March until the end of the year) the 1962 season could be sold for, say, \$20.00.

In 1975 the '74 cards and '63 teams could be sold and so on through each year. This may or may not put more work on the game company, but I'm sure it would pay off financially if continued up until the 1970 season. To me this seems like a good idea and I think that it is worth considering.

Also, I like the idea of all-time all-star teams of the 16 original teams. Certain limitations could be put on the selection of players, such as at least 8-10 years service to the club. Use the best season for each player, except for those that already have cards for that year, such as Babe Ruth. I don't want 1927 as his best year, I want 1921.

Billy Thompson, Thayer, MO

Editor's note: The biggest argument against reissuing complete card sets of the early '60s, as we've mentioned before, is that it's financially unfeasible. The cost of reprinting such sets would be enormous and unless thousands and thousands of people placed orders financially it would be a failure.

OLD-TIMERS WELCOME ADDITION

I am extremely glad to see that the game company is coming out with new Old-Timer cards. They are sorely needed and I hope that S-O-M continues to make new sets annually.

What I would like to see next is an additional Hall-of-Fame series. This could include such new greats as Hank Greenberg, Hack Wilson, Ralph Kiner, Charley Gehringer and many more. It could also contain some players who the game already has, but their best years are not included, such as Ed Mathews, Mickey Mantle, Jackie Robinson, etc.

I would also like to put in a plug for the Continental Football League. It's a mail league that has 26 members and is run extremely well by Ed Grant, the founder, and this year's commissioner, John Delray. The members are very fair and I think you should print more about it.

Charles Reubens
Rochester, NY

COMMENTS DISTURB READER

I'd like to comment on a letter in the Readers Roll 'Em section of the December Review, sent in by Michael Morrell. For the most part I have no gripe with the letter, but that last paragraph seems stupid, so much that I can't resist commenting on it. In it he said, "If you were to put in more replays using actual teams and eliminate some of the letters and questions submitted by 'morons' who...can't read the S-O-M instructions...". Everyone can't be rightwing, even in S-O-M. Like a bird, it takes two wings to fly. Cut off the left wing and the bird dies. S-O-M is the same way. Without constructive criticism S-O-M would go nowhere.

Also, I think Steve Schumacher's Odd Play Chart has merit and would like to see some leagues adopt it. It covers some of the areas that S-O-M up until now did not cover. Now

all we need is some way to figure a player's mental state.

Jeff Even

STATE OF NO-HITTERS

After reading the Dec. Review, I see you finally printed my no-hitters, after I sent them in eight months ago. By that time I forgot about them and didn't expect to see them appear in the Review.

What crossed my mind was, who selects these articles and no-hitters that we (the readers) read. I enjoy no-hitters when they include statistics and describe action (split numbers and X-chart happenings) that occur in the game. But others are brief and uninteresting, such as the small writeup of mine.

S-O-M Basketball is tremendous. I played a seven-game series between the Milwaukee Bucks and Golden State Warriors. The series went the full seven games, with the Bucks winning. The fourth game was the best as Golden State beat Milwaukee in overtime, 111-110. Every drop of the dice could have been a win or a loss for both teams. Kareem Abdul-Jabbar had 34 points for the Bucks.

Robert McMullin
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Lansdale, PA

Editor's note: Regarding no-hitters and the descriptions of each found in the Review, they're like the sportscaster who read the baseball scores as "2-0, 3-2, 5-4 and 7-2". No team names were mentioned, just the scores. The same is true of the no-hitters. If the readers send in details, like we ask for, they're included in the writeup. If not, there's not much we can do. There was not a reference to split numbers, X-chart happenings, etc. for any of your no-hitters. They were just listed.

HAT OFF TO LOUIS BLOSS

I am writing in reference to Louis Bloss's article (Dec.) entitled "A View On S-O-M Expansion," which I considered to be a very interesting and thought-provoking guest column. Louis brought out some good points concerning all three S-O-M games.

Mr. Bloss mentions the unlimited possibilities available for use in the baseball game. He has finally brought out the true worth of the baseball game--its versatility. It will adapt to almost

any kind of draft, league, or rule change.

The article also contains Mr. Bloss's comments on the chances of an ABA addition to the basketball game next year. I agree that the chances are slim for the entire ABA due to lack of interest (and publicity). But what is to prevent the availability of a small set containing the top half dozen ABA teams? Or an All-Star set containing two divisional all-star teams? Many of us would like to be able to play the Nets, Colonels, Pacers, etc.--the ABA's best--against the NBA. We'd also appreciate having Mel Daniels, Dan Issel, Dr. J, the Big A, and others available to buy. I'm sure more than enough would be bought to make it worth the time and cost.

The same goes for the football Old-Timers, I think. Louis says that it would be difficult to get up the teams, with support from an editor's note. And I agree. It would be difficult, but certainly not impossible. I feel that many S-O-M fans would buy the football Old-Timer teams, or an All-Star packet from the '60s similar to the one mentioned above for basketball.

Even though I must disagree with Louis on the matchups of past and modern football teams and the CFL teams, which definitely would not work, my hat is off to Louis Bloss for a fine article.

David Lewis
Monticello, FL

FOOTBALL CHANGES

I am writing basically to let my opinions be known in a few areas that I feel may need some change or improvement in S-O-M Football. The baseball game is getting close to perfection, with only stealing and catchers a little in need of improvement.

The football game has a few additional problems not really involving the mechanics of the game. First, several teams are in need of additional players. This year's teams were not affected too much by this problem, but it has bothered me for several years and I can see it getting worse next year. For example, in real life this year, the Steelers have been forced by injuries to play three

quarterbacks, Bradshaw, Hanratty and Gilliam. They have all started a few games and I believe at one point in the season had all thrown about the same number of passes. S-O-M's policy of only two quarterbacks a team will definitely change the Steelers if all three don't receive cards. Other prime examples from this season are the Jets' Namath, Woodall and Demory; the 49ers' Brodie, Spurrier and Reed. I don't know what the solution might be. An extra player set could be formed, the players could simply be added to the team, or the players could be added while keeping the regular number of men having cards on the team (sacrificing depth and accuracy at the other positions). I would prefer to just see the players added, even though one team might have more quarterbacks, or running backs, or receivers than another.

The other area that I feel deserves improvement is in the solitaire football defense. It just isn't complex enough to be very useful. I have improved the defense for my personal use, but I would still like to see the game company come out with one that the entire S-O-M world could accept as standard. It would have to be more specific, no more looking under third-and-three-or-more when you have 10 or more yards to go. It should also vary depending on the team it's defending. Assuming that a running team like Chicago should be playing defensively the same way as a passing team like New Orleans is the difference in many games, especially advanced. A defense could be put out as an additional item, like the scoresheets or nameless players are.

I hope that these two points lead to some discussion among Review readers, and possibly action by the company itself.

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How To Rate S-O-M Hitters

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I began a subscription to the Strat-O-Matic Review this fall and I'm surprised and delighted to notice the concern with statistics and hitter rating systems. Specifically, I refer to Russ Miller's system in the September issue.

I note, however, that in his system he makes no provision for extra bases on split cards (i.e. "Home Run 1-14, Double 15-20"). I thought I'd put in my two cents worth and send along a system I developed a few years ago. It may already have been published, but here it is anyway.

In the system, hits on 2 and 12 count 1 point, 3 and 11 count 2, etc. I suggest multiplying these "Miller Values" (MVs) by 20 (for the 20 split cards). Each MV would then be the value for the individual card for a given number. A "1-20" hit, or clean hit, would be the MV times 20, or what I'll abbreviate here to save time as the NP (Number's Points). Thus:

Number	MV	NP
2 or 12	1	20
3 or 11	2	40
4 or 10	3	60
5 or 9	4	80
6 or 8	5	100
7	6	120

Adding up all the NP's, we see that there are 720 points in one column, or 2160 on a hitter's card (if it has no walks--but I'll get to that later).

To find the batting average strictly for the hitter's card: All up all clear hits according to the above NP values. [That is, a clear hit on a 7 is worth 120 points, etc.] If a hit is not a clear hit (i.e. Single*1-12, lineout 3b 13-20) use the following formula:

X times MV, where X is the last card on which the single drops in. So, if it is a Single*1-2 on a 6, we have 12 times 5 = 60. This means that a Single*1-12 on a 6 is worth 60 points, or 60 Hit Points (henceforth called HP). This is exactly the same as if it were a clear hit on a 4.

After adding up all points in which the batter gets a hit, add up all points in which the batter gets an at-bat, that is, both hits and outs. Walks count as a null result, neither a hit nor an at-bat. We don't even need to add up their points for this average.

Now we have a number of points for when the batter gets a hit and one for when he gets an at-bat (this, we'll call Total Points, TP). So divide his Hit Points by his Total Points to give his Card's Average, CA. $CA = HP/TP$. This would be his batting average if only he never got on the pitcher's card.

So far this is very abstract. It comes in handy under two main situations: (1) When you want to compare a "1, 7 and 8" type hitter to a "3, 4, 5 and 6" type hitter. (2) When you want to compare a hitter with many walks on his card to a hitter who has few; not only with batting average but with extra base hits.

For instance, there was a question in the October Review asking why Johnny Blanchard had a "better card" than Mickey Mantle for hitting home runs, and you answered that Mantle's was better counting walks. Using this system, Blanchard has 300 points worth of Home Run Points (you guessed it, another abbreviation, this time HRP). He had 1940 total points (if I remember his card right). This works out to a "Card Home Run Average" (CHRA) of .154. Mantle has only 282 HRP, but also only 1560 TP or a CHRA of .181.

Other examples following on the next page:

Babe Ruth 1927	TP	HP	HRP	Walk	PTS	ON BASE PTS (Hits plus Walks)
1 - Col.	280	0	0	440	440	
2 - Col.	720	600	312	0	600	
3 - Col.	380	40	0	340	380	
	1380	640	312	780	1420	

TED WILLIAMS 1941	TP	HP	HRP	Walk	PTS	ON BASE PTS
1 - Col.	540	420	195	180	600	
2 - Col.	620	326	0	100	426	
3 - Col.	160	0	0	520	520	
	1320	746	195	800	1526	

Averages	CA	CHRA	CARD'S ON BASE %
Babe Ruth	.464	.226	.658
Ted Williams	.562	.148	.715

I have started to work up a system for pitchers like this one, but there are more variables because of the X-Chart. If pitchers were rated the same way, we could tell what the average would be in a contest between a specific pitcher and a specific hitter. We can do this now if we know what the defense is like, rating the hits on the X-Chart (and the clean hits on the card) the same way we did the hits on the hitter's card. Without going through the arithmetic, we find:

WALTER JOHNSON 1913	TP*	HP	(for an all-2 defense, except pitcher)
1 - Col.	720	19.0	
2 - Col.	720	23.1**	
3 - Col.	720	116.0	
	2160	158.1	

* Walter Johnson is unusual in that he has no walks on his card. Other pitchers would have fewer points than this.

** The fraction is caused because "2" first and third basemen have two hits in 18 chances on the X-Chart, not 20, the hit points for them are 2/18 times MV times 20.

Suppose Babe Ruth hit against Walter Johnson for a full season:

Babe Ruth	TP	HP	HRP	CA = .226
	1380	640	312	
Walter Johnson	2160	158.1	0	CHRA = .088
	3540	798.1	312	

This works out so that, over a full season, Walter Johnson would hold Babe Ruth to a .226 batting average; however, the Babe would hit 48 home runs in his full 540 at-bats. If the defense behind Johnson were all 4's, the Babe's average would go up to .259.

Rating The Old-Timer Teams

This month the Old-Timer picture focuses in on the 1946 St. Louis Cardinals and the 1957 Milwaukee Braves. Mike Gilbert is, of course, the one who brings these monthly Old-Timer ratings your way.

Remember, all ratings are taken as an average on a straight curve from all the Old-Timer teams, except for pitchers (both starters and relievers) and bench, which Mike has based on opinion. The rating scale used is as follows: 1 -- Poor; 2 -- Fair; 3 -- Good; 4 -- Excellent. Note also that the first column in each category refers to team average and the second (in parentheses) to individual average.

1946 St. Louis Cardinals

Average	- 2.0	[.280]
Stealing	- 1.7	[E+ .88]
Running	- 3.2	[1-13.7]

Lineup to think about

1: Schoendienst	2B-3
2. Moore	CF-1

Power - 1.5 [7.5 HRs]
 Fielding - 3.4 [2.0]
 Starters - 2.5 --
 Relief - 1.8 --
 Bench - 1.8 --
 Totals - 18.0

3. Slaughter RF-1
 4. Musial 1B-2
 5. Kurowski 3B-2
 6. Sisler LF-4
 7. Marion SS-1
 8. Garagiola C-2

10

Comments: This team needs help badly. Remember to keep someone respectable behind Musial. Do not steal with Schoendienst unless he hasn't been held on base recently. Never steal with Slaughter if he bats before Musial. If I had my way and Slaughter doubled, I would steal first before Musial was walked. Use Pollet, Brecheen, Dickson and Brazle to start and pray for relief.

1957 Milwaukee Braves

Average - 3.1 [.287]
 Stealing - 2.6 [0+.25]
 Running - 1.9 [1-12.2]
 Power - 4.6 [19.2 HRs]
 Fielding - 1.8 [2.5]
 Starters - 1.8 --
 Relief - 3.3 --
 Bench - 3.4 --
 Totals - 21.9

Lineup to think about

1. Bruton CF-2
 2. Schoendienst 2B-1
 3. Mathews 3B-2
 4. Aaron RF-2
 5. Covington LF-4
 6. Adcock 1B-4
 7. Logan SS-3
 8. Crandall C-2

Comments: This is a home run team and should be played like one. Don't steal or take an extra base if it involves risk. Don't take out Adcock or Covington unless you are sure that the game is won. Use Spahn, Burdette, Buhl, Conley and Trowbridge as starters and Conley, Trowbridge and McMahon in relief. Be careful of McMahon's walks.

Next month: The 1946 Boston Red Sox and the 1962 New York Mets, the latter continued by many to be the most hapless and hopeless baseball team of all time. See what lineup Mike Gilbert suggests for the "Miserable Mets" and comments he has to offer.

Hinsdale League Old-Timer Replays

Mike Gilbert has come by his title as "Old-Timer expert" through a thorough study of all the teams and, more importantly, through constant use of the teams in replays.

Gilbert and friends--Joe Buckie, Kurt Scharfe and Fred Burzos--have played a number of replays with Old-Timer teams in the Hinsdale, IL, Strat-O-Matic League. Gilbert is the oldest S-O-M buff, going back to 1965 when he started rolling dice, with Scharfe and Burzos vets since 1967 and Buckie since 1969.

The foursome has finished, since 1970, four Old-Timer, eight-team baseball seasons and an eight-team, 14-game football league. The quartet has varied team alignments on occasion in its experimentations, often with very interesting results.

Here is a look at what the Hinsdale League (which we assume the moving of Gilbert to Wisconsin recently has broken up) has been doing since 1970:

HINSDALE LEAGUE NO. 1

Statistics from this first league were spotty, due to lost games. Nevertheless, the division winners were never in doubt. All teams were Old-Timers with no additional players.

EASTERN DIVISION		Won	Lost	GB	Pct.
1935 Chicago Cubs [Kurt]		87	56	--	.569
1924 Wash. Senators [Fred]		75	79	12½	.487
1957 Milwaukee Braves [Mike]		67	85	24½	.440

1946 Boston Red Sox [Joe] 64 90 28% .416

WESTERN DIVISION

1927 N.Y. Yankees [Joe] 89 55 -- .618
 1931 Philadelphia A's [Mike] 77 77 12 .500
 1934 St. Louis Cards [Kurt] 76 77 12% .494
 1953 Brooklyn Dodgers [Fred] 69 83 24 .454

Leaders:

BA - Bob Meusel .388	Hits - Johnny Pesky 232
RBI - G. Hartnett 167	SB - Sam Rice 59
2B - Bob Meusel 63	ERA - Walter Johnson 1.88
3B - Earl Combs 25	Won - Walter Johnson 31
HR - Babe Ruth 59	SO - Lefty Grove 259

HINSDALE LEAGUE No. 2

The "Bums" were an experimental team--with fantastic pitching and light hitting (as close as possible to .200) but "1" Fielding ratings. Notice what happened to the Bums (which included such players as '69 Mickey Stanley, '65 John Kennedy, '67 Tom Tresh, '67 Ken Berry and '68 George Scott).

EASTERN DIVISION	Won	Lost	GB	Pct.	HOFs Added
1924 Wash. Senators [Fred]	94	60	--	.610	Hubbell, Cobb
1941 N.Y. Yankees [Joe]	90	64	4	.575	Musial, Young
1927 N.Y. Yankees [Mike]	88	66	6	.570	Lajoie, Mathewson
--- Bums [Kurt, Joe, Fred, Mike]	22	132	72	.143	Koufax, Feller, Spahn

WESTERN DIVISION

1922 N.Y. Giants [Joe]	92	62	--	.597	DiMaggio, Johnson
1931 Philadelphia A's [Mike]	91	69	1	.591	Keeler, Alexander
1948 Cleveland Indians [Kurt]	80	72	12	.520	Sisler, Plank
1950 N.Y. Yankees [Fred]	59	95	33	.384	Walsh, Waddell

Leaders:

BA - Cobb .448	3B - Cobb 32	SB - Cobb 185
RBI - Gehrig 148	HR - Ruth 52	ERA - Alexander 1.55
2B - DiMaggio ('41) 44	Hits - Cobb 257	Won - Johnson 38
		SO - Waddell 353

HINSDALE LEAGUE NO. 3

One HOF was added to each team. The '27 Yankees bounced back in this one as Babe Ruth clouted 66 home runs and knocked in 194 runs.

EASTERN DIVISION	Won	Lost	GB	Pct.	HOF added
1931 Philadelphia A's [Joe]	83	71	--	.540	Alexander
1922 N.Y. Giants [Mike]	75	79	8	.487	Mathewson
1953 Brooklyn Dodgers [Fred]	75	79	8	.487	Williams
1970 Cincinnati Reds [Kurt]	55	99	28	.357	Keeler

WESTERN DIVISION

1927 N.Y. Yankees [Fred]	98	56	--	.636	Hornsby
1941 N.Y. Yankees [Joe]	90	62	7	.585	Musial
1934 St. Louis Cards [Mike]	87	67	11	.565	Cobb
1924 Wash. Senators [Kurt]	61	93	37	.397	Young

Leaders:

BA - DiMaggio .437	3B - Stengel 24	SB - Cobb 157
RBI - Ruth 194	HR - Ruth 66	ERA - Alexander 1.84
2B - Furillo 55	Hits - Combs 261	Won - Alexander 34
		SO - Diz Dean 263

Notice also, a modern-day team [1970 Cincinnati Reds] was added. As you can see it was outclassed by the Old-Timers. Next month, the Review will present Hinsdale League No. 4 in baseball, plus a football league, which consisted of teams from 1968 to 1971. The baseball league will prove interesting because of a major trade made between the 1931 A's and the 1961 New York Yankees, and the superlative year enjoyed by Roger Maris who, because of the trade, joins the '31 A's.

Here's White Sox Replay By Cawley

Editor's note: Last month Tim Cawley inquired as to the fate of his baseball replay in the Readers Roll 'Em section. We, in turn, mentioned reasons for why many articles never appear in the Review. It turns out now that Cawley's replay, which we thought never reached us had been filed in the wrong folder. A complete check of the files turned his article up. Now that the "Dr. Livingstone" of the Strat-O-Matic world has been found, the Review staff owes an apology to Mr. Cawley. It also turns out, the replay--of the Chicago White Sox's 1971 season--is a very good one. Cawley, who lives in Downers Grove, IL, played the full 162-game schedule with the Sox. Playing at a casual and relaxed pace, it took him 13 months to complete the replay. "I played with no limit on injuries and it was reflected on Bill Melton's stats (he missed 15 games with injuries) as well as a few others," relates Cawley.

"Some player's stats were a little off, but the success of the replay was better shown in the team totals. I also made up the following players: Ron Lolich, Bob Spence, Tony Muser, Ed Stroud, Chuck Brinkman, Ken Hotman, Lee Maye, Stan Perzanowski, Jim Magnuson, Jim O'Toole, Joe Jacquez and Steve Huntz--although Huntz was the only one with a good number of at-bats and Magnuson the only one with a good number of innings pitched."

Season record: Chicago White Sox		Won	Lost	Pct.	
[real-life results]		81 [79]	81 [83]	.500	[.488]
Batting	GAMES	AT-BATS	HITS	HR	AVERAGE
Alvarado	99 [99]	264 [264]	48 [57]	1 [0]	.182 [.219]
Andrews	109 [109]	330 [330]	92 [93]	8 [12]	.279 [.282]
Egan	87 [85]	245 [251]	47 [60]	5 [10]	.193 [.239]
Herrmann	101 [101]	297 [294]	62 [63]	8 [11]	.209 [.214]
Hershberger	75 [74]	176 [177]	44 [46]	3 [2]	.250 [.260]
Huntz	34 [35]	86 [86]	18 [18]	1 [2]	.209 [.209]
Johnstone	124 [124]	388 [388]	110 [101]	17 [16]	.284 [.260]
Kelly	68 [67]	206 [213]	59 [62]	4 [3]	.286 [.291]
C. May	141 [141]	500 [500]	152 [147]	14 [7]	.304 [.294]
McKinney	115 [114]	367 [369]	110 [100]	8 [8]	.300 [.271]
Melton	144 [150]	524 [543]	161 [146]	34 [33]	.307 [.269]
Morales	81 [84]	177 [185]	35 [45]	1 [2]	.198 [.243]
Reichardt	139 [138]	487 [486]	121 [138]	19 [19]	.248 [.278]
Richard	87 [87]	260 [260]	78 [60]	2 [2]	.300 [.231]
Williams	114 [114]	361 [361]	108 [106]	6 [8]	.299 [.294]
Totals	162 [162]	5005 [5382]	1311 [1346]	132 [138]	.262 [.250]

Hit by pitcher: 54 [51]

Pitching	WON - LOST	INNINGS	HITS	WALKS	STRIKEOUTS
Bradley	16-18 [15-15]	286 [286]	293 [273]	68 [74]	181 [206]
Eddy	1-1 [0-2]	23 [23]	15 [19]	20 [19]	16 [14]
Forster	3-4 [2-3]	56 [50]	53 [46]	19 [23]	51 [48]
Hinton	1-3 [2-4]	29 [24]	39 [27]	9 [6]	29 [15]
Horlen	6-8 [8-9]	137 [137]	142 [150]	33 [30]	85 [82]
John	8-15 [13-16]	229 [229]	225 [244]	49 [58]	122 [131]
Johnson	10-12 [12-10]	177 [178]	138 [148]	97 [111]	157 [153]
Kealey	4-5 [2-2]	81 [77]	59 [69]	27 [26]	37 [50]
Magnuson	3-1 [2-1]	31 [30]	26 [30]	15 [16]	10 [11]
Romo	5-3 [1-7]	72 [72]	87 [52]	30 [37]	50 [48]
Wood	23-15 [22-13]	334 [334]	230 [272]	53 [62]	232 [210]
Totals	81-81 [79-83]	1456 [1450]	1317 [1348]	485 [468]	973 [976]

Earned run average: 3.03 [3.12]

Hit-batsman: 29 [29]

Guest Columnist

Blasts 'All-World' Feats

Editor's note: Although the following was not originally written as a guest column for the Review, we feel it has many of the same features and, more importantly, touches on a number of subjects of interest to the world of the Strat-O-Matic games and the Review itself. Jim Elliott, the author, now lives in Pomona, CA. He frequently corresponds with the Review. He does his homework when it comes to baseball statistics, and is especially a fan of the Old-Timer teams. He's done miles of research with the Old-Timers and has even gone so far as to prepare some teams of his own. His favorite team, by the way, is the 1950 Boston Red Sox--a team that he prepared himself so he could revel in its hitting and run-producing prowess.

SPOTLIGHT HAPPENINGS TOO MUCH

I would like to comment on something in the Review that has been irritating me lately. I am referring to those "all-world", unusual achievements reported in your "Spotlight" feature each month. Now, I believe that theoretically anything is possible when dice are used in table games, but, practically speaking, some of these fantastic results are impossible without a big "assist" from the table gamester himself, regarding the competitive strategy of the teams involved.

In fact, I think some of these results are nothing more than fictitious fabrications sent in by table-gamers who would like to have their names appear in print. The very idea of the '72 Pirates scoring 35 runs against the '72 Reds in a single game is just ridiculous, not mention unrealistic. I'd have to witness that game to believe it.

But, the one that really got me was that 17-inning no-hitter by Vida Blue, which found its way into your no-hitters feature recently. No current day pitcher, except possibly Wilbur Wood, has the stamina to pitch that many competitive innings of continuous baseball in one day. I know for a fact that Vida Blue couldn't do it. I can still recall a game between the A's and the Angels in 1971 [Blue's great year] in which the A's just barely beat the curfew to eke out a 1-0 victory over the Angels in 20 innings. Blue started that game against Rudy May of the Angels. Although he hadn't given up any runs and had allowed the Angels only seven hits, Blue was taken out of the game after pitching just 11 innings. Rollie Fingers, Bob Locker and Darold Knowles finished up for the A's, with Knowles getting the win. Well, I've made my point. I think table games (regardless of the sport) should strive for realism in a competitive, true sense, as much as possible. These unrealistic, "all-world" accomplishments should find their way into the nearest waste basket, not into your fine magazine each month.

REFLECTIONS ON THE OLD-TIMER POLL

Next, I would like to say a few words about the results of the recent Old-Timer poll. Of the teams which were eventually selected by the game company to be created next, five were also on my list (the only deviation being that I preferred the 1911 Giants to the 1905 Giants). I was also hopeful that, being as this is probably the last Old-Timer baseball set, the game company would make it an eight-team set. In this case, I would have like to have the '15 Red Sox (to get a pitching card of Babe Ruth) and the '19 Reds (to replay that controversial 1919 World Series). Probably the two teams from the new set that I will derive the most pleasure from are the 1911 A's and the 1919 White Sox. Until I checked my Baseball Encyclopedia, I had no idea that the A's had so many .300 hitters on their roster (I think they will get six .300 hitters, plus one .290, which is very impressive for the "deadball" era).

BIG JOB TO PRODUCE OLD-TIMERS

Probably many of your readers take for granted the creation of Old-Timer teams, as if the game company simply waves a "magic wand" and quickly produces 15 or 20 new Old-Timer teams. A new team, from its beginning until the finished

product, is a long, time-consuming task, one that requires a great deal of research and preparation before it's ready for the printing stage and its birth.

Even those who clamor for 1960s card sets probably have little conception of how awesome printing costs can be. When I was considering having two of my creations, the 1950 Boston Red Sox and the 1956 Cincinnati Reds, professionally printed, I sought bids from several local printers. And, the lowest bid I could find would have forced me to fork over about \$40 per team--and that only entitled me to 100 complete sets of each team in basic black ink (colored ink would have cost me \$100 for both teams combined in the same quantities). If it would cost me that much for just two teams in a limited order quantity, imagine what it would cost for a complete set of 20 teams in a normal order quantity for just one season. It could blow your mind--and I still haven't mentioned storage costs, something I wouldn't have had to worry about too much with only 200 total copies, but which could become a real problem for the game company with thousands of copies of each team in stock. I really don't think the demand for these original card sets would warrant such a huge investment on the part of the game company at this time.

NEW REVIEW LOOK COMMENDED

Finally, I would like to commend you for the new, improved "look" of the Review lately. It's obvious you have a much better printer now than ever before and I like the idea of colored pages (perhaps you could rotate colors each month. . . blue, brown, green and pink, as well as yellow. I also was delighted to receive the December issue of the Review on Nov. 20, instead of in the middle of the following month, as had been the case in previous months. This, to my recollection, was the earliest I had ever received the Review--even when you used to send all of the issues first-class for everyone, I seldom received my copy before the 26th of the preceding month--so you can imagine how happy I was to get it by the 20th.

Questions & Answers

Editor's note: Questions regarding individual (i.e. fielding) ratings and team ratings, which are adjudged by the game company after the most careful scrutiny, will not be answered unless a mistake has been made in the rating. Many questions come into the Review asking why a certain rating was given. The game company, if it gave out reasons for such ratings, would have to disclose its entire card-making formula--which in turn would jeopardize the future of the company. So, if your question doesn't appear within three months after being sent to the Review, the rating questioned is correct. We plan, in future months, to have Steve Barkan of the game company explain how the ratings are arrived at, although he will not go into great detail with individual ratings.

QUESTION: Since pitchers won't come to bat with the American League's used of the designated hitter, how will it be possible for pitchers to be injured?

ANSWER: The game company has added a provision to take care of injuries for AL hurlers. Whenever a 6-12 is rolled, a possible injury occurs for a pitcher. Of course, this affects only the American League.

QUESTION: Archie Clark's card in basketball says he played in 39 games. Is this correct?

ANSWER: Yes. Archie Clark was a holdout much of last season, thus the reason for so few games played.

QUESTION: On Whitey Lockman's card for the 1954 Giants, there is no running rating. What should it be?

ANSWER: The running rating should be 1-13.

QUESTION: What happens if a short pass is intercepted (+15 yards) and the ball on the two-yard line, and the defense elects to return the theft? Do you start three yards out of the end zone?

ANSWER: On a situation such as this, the play should be ruled a touchback, the team making the interception should get the ball on its own 20 and an interception return would not be possible.

QUESTION: When [what year] did Strat-O-Matic begin printing the blue ink [advanced side] on the baseball cards?

ANSWER: The two-sided baseball cards [blue side for the advanced game] first were printed in 1972 [based on the 1971 real-life season].

QUESTION: How does the Greater-Kalamazoo Strat-O-Matic League [GKSML] set up its baseball schedule, regarding games per team, per series, etc.?

ANSWER: The GKSML plays a 154-game schedule with eight teams. Each team plays the others a total of 22 games, or 11 home and 11 away. Series' vary from two to as many as five games, with a sprinkling of doubleheaders [the twin bills appearing more the latter part of the season so as to put additional pressure on the pitching staffs]. A regular calendar schedule is followed, beginning with the first week of April and running until the final week in September. Each manager is issued a number [1-8] and beside each date on a master schedule [each manager has one of his own] are the number listings, indicating what teams play each other.

QUESTION: On the Saints' 1973 football cards, Jim Strong's end run card shows +4 yardage for guessed right and 0 yardage for guessed wrong on dice roll No. 8. Is this right?

ANSWER: According to the Strat-O-Matic game company, yes.

QUESTION: On Happy Feller's kickoff card, No. 10 dice roll says "9-yard line end zone". Should this be -9-yards deep in end zone or at the 9-yard line?

ANSWER: The kickoff should be to the 9-yard line. The end zone part should be ignored.

QUESTION: Suppose a pitcher has an endurance factor of "7". In the seventh inning he walks the first two batters and the third batter is hit by a pitch. Has the pitcher reached his point of weakness?

ANSWER: No, a hit-batsman does not figure into this. A third walk or a hit would be needed before the point of weakness has been reached.

QUESTION: Why does the game company print teams with 20 players and then an additional set of four more players?

ANSWER: Twenty players was selected as a representative number for a team. For most teams usually 20 players can be found with an adequate number of at-bats or innings pitched. After 20, however, it's rather difficult to come up with representative players. Some people like to replay seasons, thus four extra players are printed.

Advertisements

Rates per issue, beginning with March, 1974, will be as follows: First 30 words--50¢; 31-50 words--70¢; 51-70 words--\$1.00; 71-100 words--\$1.50; 101-120 words--\$1.80; 121-150 words--\$2.00; 151-175 words--\$2.50; 176-200 words--\$3.00. When you send in ads, specify either WANTED, FOR SALE or LEAGUE FORMING, and name card sets by the year upon which they were based. Note: only advertisements regarding Strat-O-Matic products, related merchandise and leagues will be accepted. No other brand names may be mentioned or advertised. Also, no advertisement concerning photocopied Strat-O-Matic player cards or related products will be accepted. Ads, to be included in the next issue of the Review, must be in by the third of the month. Those accepting bids for items should try and give everyone reasonable amount of time to respond. The mail is notoriously slow to some areas, thus people often respond later to ads. So, don't be too quick to close bidding.

Wanted

WANTED: To buy or borrow, 1966-67 roster sheets. Will pay your price. All letters answered. Write to Steven Smith, 874 E. Pumping Station Rd., Quakertown, PA 18951

WANTED: To join a play-by-mail Football league. Two teams will be used. One for my friend and one for me. We will be the opposing team against each. 1973-74; basic or advanced, preferably advanced. Write to: Billy Thompson, Route 2, Box 127, Thayer, MO 65791

WANTED: Baseball teams and individual cards for 1960 through 1971. I will pay well for any pre-1965 teams or cards. Send offers to: Larry Wolf, 7602 Redding, Houston, TX 77036

WANTED: 1969 and 1970 American League baseball season. The cards must be in good condition with absolutely no writing on them. Additional players must be included also. If possible, I would like the roster sheets. The earliest arrival and the lowest bid will be the one accepted. Jack Busick, 5009 Ross Rd., Baltimore, MD 21214

WANTED: I need complete sets of baseball cards for following seasons: 1960, 1961, 1962, 1966, 1967. Also complete Football sets for 1967, 1970, 1971. Will pay your price for very good or better sets. Write: Bob Ehrhard, 300 Broadway, Apt. B-18, Dobbs Ferry, NY 10522

WANTED: The following football teams: 1970 Dolphins. 1969 Colts, Patriots, Browns, Raiders, Cowboys, Redskins, Cardinals, New York Giants, Vikings, Lions, Bears, 49ers, Rams, Atlanta, New Orleans. 1968 Dolphins, Colts, Jets, Browns, Steelers, Houston, Bengals, Kansas City, Raiders, 49ers, Cowboys, Vikings, Bears, Packers, Rams. Also, all 1967 football teams needed. I will pay up to \$3 per team. Lowest offers accepted. State the price you want and the condition of the cards. Write: Paul Howard, 4554 Date St., La Mesa, CA 92041

WANTED: 1968 Colts, Jets, Cowboys and Rams. I will pay \$2 for each of these teams. Contact: Lee Cohen, 28 Red Spring Lane, Glen Cove, NY 11542

WANTED: Complete 1968 football teams. Must be in good condition. Lowest bid accepted. Robert Hellstrom, 315 Wright III, Carbondale, IL 62901

WANTED: 1967 football Jets. Will pay \$5. Also, I want all other 1967 teams. Will pay \$2.25 or lowest offer. Chris Ranken, 133 Rockland Drive, West Lafayette, IN 47906

WANTED: All pre-1971 Houston Oilers Football teams. Send information on what teams you have, plus price and condition to: Craig Becker, 9000 Dorella Lane, Austin, TX 78746

WANTED: Reds' teams '60, '62, '63, '64, '65, '66, '67 and '69 and '70 Reds' additional players. Will pay well, especially if teams are in good condition. Send price and condition to: Gary Kurmis, 60 Townsend St., Rochester, NY 14621

WANTED: Football sets--1968, \$10.25; 1969, \$9.25; 1970, \$8.25. Baseball sets--same years, 50¢ less. Excellent condition. Also, 1964, 1963 baseball sets (\$14, \$15, respectively) or Yankees, Reds, Twins, Dodgers, Cubs from those years. Good condition. Will pay postage. Write: Joe DeLaRosa, PSC Box 343, APD New York 09611

WANTED: 1967 Vikings, Bears, Packers, Browns; 1968 Chiefs, Cowboys. Lowest bid will be accepted. Send to: Ed Robertaccio, 2502-37 St., Astoria, NY 11103

WANTED: 1967 AFL in good to excellent condition. Will pay your price and postage. I will also accept individual teams from that year, especially Kansas City and New York. Randy Brough, 31 Province St., Laconia, NH 03246

WANTED: Reviews from March and April, 1971, and March, April, May, June and July, 1972. Also wanted, complete baseball card sets for 1968 and 1969 [with extra players]. Lowest bids win, or bid for the whole thing. Bidding closes Jan. 15. Write: Martin Nathan, 6 Tatnuck Terrace, Worcester, MA 01602

WANTED: All White Sox teams except 1970, '71, '72. Will pay \$1.25 per team. Fairly good condition. Mike Warren, 412, S. 28th St., South Bend, IN 46615

WANTED: 1967 Jets, Raiders, Colts, Rams, Bears, Chiefs, Saints, Cowboys; 1968 Jets, Chiefs, Bengals. Send to: Peter Kratz Jr., 25-61 37 St., Astoria, New York, NY 11103

WANTED: Complete baseball sets. 1960 through 1968. American and National. Must be in good condition. Send price, condition and year to: Willie Frasure, 29480 Kearsley, Millbury, OH 43447

WANTED: Any baseball set, team or single player based on 1970 or before. Will also buy any A's teams 1969 and before. Will pay very well for any Hank Aarons, 1970 or before. Send to: Al Michaud, 115 Pleasant St., No. Pembroke, MA 02358

WANTED: 1968 National and American Leagues, one or both. Also the 1971 extra players. Send price(s), condition and your name and address. All letters answered. I'll pay the postage for replies and teams. Write to: Steven Smith, 874 E. Pumping Station Rd., Quakertown, PA 18851

WANTED: 1969 Mike Kekich. Write: Cliff Blau, 13 Lambert Rd., White Plains, NY 10605

For Sale

FOR SALE: 1969 Yanks, '71 Cards, '70 Giants, '41 Yanks, '65 Dodgers and '50 Yanks. Write: Cliff Clau, 13 Lambert Rd., White Plains, NY 10605

FOR SALE: 1969 S-O-M Football cards. Every team but Saints. Set will go to highest bidder. Also, starting S-O-M record book. Send records to: Mike Topoozian, 24 Eastbrook Rd., Parsippany, NJ 02054

FOR SALE: Bids accepted on 1970 baseball set, including 96 additional players. Also, have copies of S-O-M Review [Jan. 1972-July, 1973]. Randall Linss, Box 295, Cole Camp, MO 65325

FOR SALE: S-O-M Review Vol. 1-1 to Vol. II-7. Will not sell separate. \$6.65. Tyler Chow, 1203 Dolan, Memphis, TN 38116 Buyer must pay postage.

FOR SALE: I have the 1971 Tigers, Yankees, Orioles, Royals, A's. They are in good condition. I will sell them for 60¢ a team. Jon Boardon, 5 Joseph Ave., Lee, MA 01238

FOR SALE: 1950 Phillies, 1960 Yanks, 1964 Yanks (2), Orioles, Cards. 1966 White Sox, Indians, Orioles. 1967 Pirates, Cards, Red Sox, Twins. 1968 Orioles, Tigers (2), Twins, Indians, Red Sox, A's and White Sox in American League; Cards (2), Mets (2), Astros, Braves, Reds, Cubs, Phillies, Pirates, Giants in National League. 1969, all plus Mets, Orioles. 1970, Yanks, Twins, A's, Angels, Orioles, Pirates, Cubs, Cards, Astros, Braves, Reds, Giants, Dodgers. 1971, all except Yanks, plus Expos, Cards, Cubs, Braves, Giants, Reds, Padres, Dodgers. 1972, Mets, Giants and '71 all--with game. Two nameless teams, extra players 1966-68, '69 assorted players, plus '67, '68, '70 and '71. 1969 Packers, Chiefs,

Raiders. 1970 49ers. I need 1966 Red Sox, Angels, Cubs and pre-1965 teams. Anyone interested in joining league using teams based on '73 ['74 set] season. Write: Mark Rubin, 68 Lewis Road, Swampscott, MA 01907 [617-593-4158]

League Forming

LEAGUE FORMING: The ISA, a draft baseball league using the 1973 baseball cards, is now organizing. We need eight managers and will draft from the American League. Write to: Paul Sace, 108 Payne St., Clarion, PA 16214

LEAGUE FORMING: Starting in April, the Canado-American Strat-O-Matic League, a 162-games, replay league, using the 1973 original National League teams with additional players. The games will be played by mail, and with the advanced version of S-O-M. If you are a dependable player, and if you like to keep statistics, send: name, age, address, experience and list the 12 NL teams in order of preference. Write to: Richard Campbell, 41 St.-Charles, Noranda, P. Que., Canada

LEAGUE FORMING: Play-by-mail draft basketball league. Must own all teams--\$1.00 entry fee. Send 50 picks. Here's a chance to select your favorite team. Roger Fahey, 13-31 146 St., New York, NY 11357

LEAGUE FORMING: The North American Baseball Association (NABA), a S-O-M PBM league, needs two (2) top-notch, experienced managers to manage the California Angels and Chicago White Sox in the 1974 season. The league combines both an actual teams' league with a draft league through the use of a graduating draft system. A franchise fee of \$8.50 covers three trophies, weekly newsletters, postage, etc. A highly-competitive league; prefers managers over 20 years old. Send a brief biography and telephone number to Jeff Dingo, 330 East Cedar St., Livingston, NJ 07039 All letters answered.

LEAGUE FORMING: The Mid-Coastal Football League is forming a draft basketball league and we have a couple of openings. If you are

interested, write soon. Please include your age. Write: Emery Kurts, 1380 West Main St. Sp. 59, Santa Maria, CA 93454

LEAGUE FORMING: 10-team, S-O-M Football League expanding to 20 teams for 1974 season. Send team--first, second and third preferences to: George Patton, 1841 Suffolk, Columbus, OH 43221

LEAGUE FORMING: Here is your chance to join play-by-mail draft basketball league. Choose your own players. Must own all teams. Fee is \$1.00. Bi-monthly newsletters. Roger Fahey, 13-31 146th St., Whitestone, NY 11357

LEAGUE FORMING: Attention all veteran Strat-O-Matic Baseball players! The play-by-mail league you have all heard and read about in the Review, the Greater United States Strat-O-Matic Organization (G.U.S.S.O.M.O.) is making plans to start its third successful season. There are five (5) managerial positions still open for dependable people who are willing to devote some time and effort to a well-constructed and well-run play-by-mail baseball league. The five teams that are open at this time are: (1) San Diego, (2) Milwaukee, (3) Cleveland, (4) Chicago White Sox, and (5) Texas. The requirements for joining G.U.S.S.O.M.O., besides being dependable are owning all 24 teams and all of the 96 extra players. If you are interested in joining our league, send a list of those five teams, in the order of your preference, along with a background of yourself and any S-O-M playing experience you may have.

For more information, write to: Jeff Fleischman, 10526 Woodruff Ave., Downey, CA 90241, ONLY if you are very interested in joining a truly well-run league and will remain in the league until its completion! With the combination of our veteran managers and dependable newcomers, G.U.S.S.O.M.O. should be the best and most enviable play-by-mail league around. Please enclose a stamp with your letter.

LEAGUE FORMING: Managers to be in a play-by-mail baseball league. The National League, 1972 cards, only will be used. Send me a list of teams. Write to: Mitch Kaufman, 405 Sandy Lane, Warwick, RI 02889

LEAGUE FORMING: There are still spots open in Peter Ernst's advance game draft baseball play-by-mail league. We will use the new regular edition cards and additional players. Send a summary of yourself and self-addressed envelope with stamp for constitution and newsletters to date. Write: Peter Ernst, 66 Penfield Crescent, Rochester, NY 14625 or call [1-716-586-5460]. Hurry, for draft starts in early March!

LEAGUE FORMING: Play-by-mail league forming. League will consist of all 24 baseball teams in a 1973 replay. We will be using the new cards as soon as they come out. Games will start in April. A newsletter will come out every one-two weeks. There will be an all-star game. We want reliable players only. Entry fee is \$2.50. All letters answered. Send your name, age, address, S-O-M experience, your 24 picks in order of preference and your \$2.50 entry fee to: Mike Topozian, 24 Eastbrook Rd., Parsippany, NJ 07054

LEAGUE FORMING: A new league is forming for new S-O-M Baseball players. We will play the basic game. It will be a draft league, using the 1972 cards. We need seven managers. So write to this address, quick: Joe Matlen, 26623 Graythorne, Farmington Hills, MI 48024

LEAGUE FORMING: National Draft League (NDL), an established play-by-mail advanced baseball draft league, is expanding. A minor league system is being organized, plus there is an opening in the American League; this team has Murcer, Yaz, Hunter, Wood and others on it. The minor league will play a shortened schedule; this is a great way to gain play-by-mail experience. Someone is needed to head up the minor league. Must have access to a copier; would set up schedule plus conduct draft and prepare newsletter. Another way to gain mail experience. You must be willing to buy all the new teams. Some of the big names of the S-O-M world are with us--Norm Bradel, Eric Johns, Mike Borzenski,

Greg Friedman and others. Don't miss any of the action. Write to: John Spellman, 19 Edgemere Drive, Cranston, RI 02905, or call [401] 781-2934

LEAGUE FORMING: Established league needs new managers to fill open teams to replay season with advanced baseball cards based on the 1973 season. Play-by-mail league experience preferred but not necessary. Fee to be assessed later. All letters answered. Please, only conscientious players need apply. Send resume to (include team preference list): Ron Vander Veen, President, ISSSOMBL, 1114 Walwood Dr., Grand Rapids, MI 49505

LEAGUE FORMING: League Forming (baseball) in Philadelphia area, using 1973 cards. All teams but Philadelphia and St. Louis and Boston are still open. Contact by phoning Rich Ivey [215] MU-89592.

LEAGUE FORMING: Good S-O-M Baseball players under 15 years of age needed. We will play basic version and play a 168-game schedule with 12 teams. There will be a \$5.00 entry fee to cover postage and other materials. If interested contact: Dale Woys, Box 17, Pinconning, MI 48650

Baseball Playing Tip

If you want to make it more realistic when it comes to a pitcher "tiring", you may want to try this playing tip used by J.G. Preston and the Metropolitan Baseball Association. In an extra inning game a pitcher may continue to pitch past his endurance rating. Even though he doesn't give up the three walks/hits or reach his endurance in the extra innings, the playing tip limits him to three more innings beyond his listed endurance, then he "tires". For relievers, add two innings.

Thus Roger Nelson, who has a tiring rating of 9 as a starter, could go until the 12th inning (9 + 3) before his endurance is officially reached. In the 12th inning he is "tired" regardless of how many hits and walks he has allowed. This rule prevents pitchers from hurling long distances in extra inning games--something that is seldom done by Major League pitchers.

Strat-O-Matic Spotlight

CANADIAN FOOTBALL LEAGUE HOLDS PARTY

The amazing Canadian Strat-O-Matic Football League, 26 coaches strong, held its mid-season party not long ago and commissioner Allan Ropchan reports it was a success. The bash, held in Edmonton, Canada, where the league is headquartered, was attended by coaches, their wives, girl friends, etc. Add in food, an abundance of drink and a liberal amount of S-O-M Football patter and you've got the ingredients for a successful get together for what is believed to be the largest in-person football league going.

A social committee comprised of Ropchan (who coaches the Kansas City Chiefs) John Murphy (Raiders), Alex Osten (49ers) and Hans Zieter (Broncos) put the shindig together.

The league's now in its third season and heading into its stretch run. In case you missed earlier articles on the league, all members have their own teams (trades are allowed), most of the league members are adults (with a wide variety of occupations) and the governing body consists of commissioner Ropchan, Bernie Taschuk, who's the secretary-treasurer-statistician, and six division commissioners--Alex Osten, Peter Trosko, Stien Jahsen, Ron Ursan, Murphy and Rich Wynn.

Willy Harasimow is called the league's "Godfather" since he was the first to purchase Strat-O-Matic Football. This led to Allan Ropchan accepting it and the league was soon born.

Two of the league's most dedicated members are the traveling twosome of Wayne Kidder of Calgary and John Parrott of Lethbridge who commute 200 miles every second weekend together to join the festivities in Edmonton.

THIS 'N THAT

...Robert McMullin of Lansdale, PA, was one who beat the threat of a paper shortage and also avoided mountains of baseball game result sheets. What he did was take three by five-inch receipt slips and somehow manage to write lineups for both teams and record at-bats, hits and a score by innings. Extra stats, such as for pitchers, were printed on the back side. The idea certainly saves on paper, but it's certainly tough on the eyes, too. ...Franco Harris had a rushing good time for Ronny Eisenman in a game played against the Denver Broncos. Pittsburgh's rookie fullback blasted out 297 yards in 24 carries, and tallied one touchdown in a 39-0 romp over the Broncos. ...While Harris went overboard for his whopping yardage total, John Reaves and receiver Harold Jackson combined through the air for 325 yards and four touchdowns as the 1972 Philadelphia Eagles outpointed the New York Jets, 47-41, in a free-wheeling gridiron struggle in which the defenses were almost non-existent. Reaves ended with an amazing 506 aerial yards and five touchdowns on 14 completions in 26 attempts. Reaves, believe it or not, also had some bad moments during the scoring circus as he was intercepted three times and six times was sacked while trying to pass. Chris Ranken of West Lafayette, IN, handled the smokin' dice in this one. ...Ron Campbell of Berkley, MI, has a three-manager all-star baseball league going. The managers in the Berkley Strat-O-Matic Baseball League had their choice of players from all 24 1972 teams so the lineups are loaded from top to bottom. After 100 games, Ron has a five-game lead, mainly because he also has the league's leading hitter (Billy Williams, .341) and pitcher (Steve Carlton, 18 wins and 4.91 earned run average) to do his bidding. ...John Kahane of Chomedey Laval, Quebec, has never had a no-hitter in five years of S-O-M Baseball. He's experienced one rare happening that would be difficult to top, however. While replaying a 162-game schedule with the '72 cards, Kahane watched 14 home runs sail out in a slugfest won by the Dodgers over the Reds, 13-7. Each team clubbed seven roundtrippers, with six of Cincy's seven coming in the top half of the ninth inning. ...In a 42-team single-elimination baseball tourney involving teams from 1969 through 1972 played by Russ Miller, Huntington Station, NY, the '71 Cards were crowned champions after defeating the '72 Cards in the finals.

S-O-M Basketball Playing Tip

If you're looking for some playing tips to liven up your Strat-O-Matic Pro Basketball play, you may want to give the following ideas a whirl. The playing tips are the ideas of Ted Gartner of Parsippany, NJ.

DOUBLE-TEAMING FOR ADVANCED

When rolling dice to check position of defense, close or back, check the double-teaming chart for elementary version on same roll. This will allow for # and normal two-teaming. Also, use this chart to determine the number of men guarding the center: Dice roll of 2-9 & 12 = one man; 10 = two men; 11 = three men.

ODD PLAY CHART

Use whenever a 1-1-1 or 2-2-2 are rolled. Roll two die and refer to chart below:

- 2 -- Traveling.
- 3 -- Top offensive team scorer must rest for remainder of quarter.
- 4 -- Offensive goal tending (charge as field goal attempt). Defense gets ball.
- 5 -- 24-second violation. Defense gets ball.
- 6 -- Technical foul. Shooter of choice gets foul shot and team retains ball.
- 7 -- Technical foul. Shooter of choice gets foul shot and team retains ball.
- 8 -- Technical foul. Shooter of choice gets foul shot and team retains ball.
- 9 -- 24-second violation. Defense gets ball.
- 10 -- Defensive goal tending. Next field goal attempt counts as good by highest scorer.
- 11 -- Top defensive team scorer must rest for remainder of quarter.
- 12 -- Traveling.

Technical foul shot chart (Foul is on): Roll two die. 1-5 = Visitor's coach. 6-10 = Home coach. 11 = Visiting team's left guard. 12 = Home team's right guard. 13 = Visitor's center. 14 = Home center. 15 = Visitor's right guard. 16 = Home left guard. 17 = Visitor's left forward. 18 = Home left forward. 19 = Visitor's right forward. 20 = Home left forward.

OPTIONAL CENTER JUMP

Use split card numbers. This optional jump ball takes into consideration the heights of the opposing centers.

- 2 Inches Taller - Nos. 1-12--taller center wins jump.
- 4 Inches Taller - Nos. 1-14--taller center wins jump.
- 5 or more Inches Taller - Nos. 1-15--taller center wins jump.

Back Issues Of Review Available

The following issues of the Strat-O-Matic Review may still be purchased [send to the Strat-O-Matic Review, P.O. Box 27, Otsego, MI 49078]:

1973 -- 40¢ each: Dec., Nov., Oct., Aug., July, June, April.

35¢ each: Feb.,

1972 -- 35¢ each: Dec., Nov., Oct., Sept., Aug.,

Also, copies of the First Strat-O-Matic Directory, printed in 1972, are available for 25¢. When ordering, please make a second choice in case first choice is not available.

Manager, G.M. And League President

Editor's note: The following story is reprinted from the Springfield News, Springfield, Oregon. The story, which deals with Dave Surdam and the Pacific Baseball League, was written by Don Chapman of the News sports staff.

"Ladies and Gentlemen, here is today's starting lineup for the Los Angeles Angels:
Johnny Bench, catcher;
Hank Aaron, first base;
Felix Millan, second base;
Larry Bowa, shortstop;
Darrel Evans, third base;
Cesar Cedeño, center field;
Amos Otis, right field;
Billy Williams, left field;
Tom Seaver, pitcher;
Manager for the Angels is Dave Surdam."

Dave Surdam is also the Angels' general manager and president of the Pacific Baseball League.

Surdam is also a junior at Pleasant Hill High School.

The above lineup is more than a dream team devised by a high school student getting vicarious kicks. It is the regular starting lineup up an intricate game of baseball played through the mail. That lineup was not just dreamed up, it was earned through clever trading, wheeling and dealing, and maybe a little honest bribing. Proving this game is just like the big time.

The game is played by matching one player's statistics against another player. Each player's statistics for every player are converted into probability ratios and listed on that player's card. A lineup is selected and the nine players' cards stacked in their batting order. Each player's statistics are matched with the opposing pitcher's statistics. A roll of the dice determines the action of the game and is used to match the batter's and the pitcher's probability of any action in any situation.

For fairly obvious reasons, you need to have a little gambler and a lot of mathematician in you to play this game. In fact, most of the participants are either accountants or accounting students.

Dave Surdam says most participants play the game just for the

numbers. "The statistics are everything. If it weren't for that, nobody in our league play the game, we wouldn't have a league."

In the beginning, Dave says, he played the game because of the statistics and numbers. But he has found a new interest in play-by-mail baseball.

"The more I play this game the more I learn about people," he says. "That's why I like trading the best. You can tell a lot about someone's personality by the way they trade. A lot of their personality comes out when we're haggling back and forth."

Dave has used his observations of human nature to good advantage. Last season he was voted General Manager of the Year. This season his team is in first place on the strength of several trades he made.

Although this game seems on the surface to be a matter of putting the right combinations together and rolling the right numbers with the dice, it is more than just a game of chance. Like every game worth playing, the overall winner at the end of the season is always the individual who has worked the hardest to win.

The manager-general manager who spends the most time studying "scouting reports," trying new player combinations and experimenting with new strategy always wins more games than anyone else.

"It's just like any other type of competition, the person who works the hardest wins the most," says Dave.

Right now, Dave is working hard on a major trade. He doesn't like the way Johnny Bench has been playing for him and would like to unload him. He also wants to pick up Bobby Bonds. But Bobby Bonds' team doesn't need Bench. Dave says maybe he'll hand on to Bench for a while--maybe he'll come out of his slump.

Editor's note: Of course, the game referred to in the article is Strat-O-Matic Baseball.

MVP Baseball Contest Under Way

It's new contest time and another golden opportunity for you to win next year's Strat-O-Matic Baseball cards. All you have to do is pick the most valuable players in both the American and National Leagues correctly.

And, in case more than one person successfully does that, the person who comes the closest predicting the winners of all four divisions and their winning percentages will be declared the contest's winner. This is what happened last year as three people deadlocked--all picking Reggie Jackson as the AL's MVP. Strangely, not one person chose eventual winner Pete Rose as the NL's MVP. Pete Condorelli of Windsor, NY, broke the three-way tie and won himself the new cards by selecting three of the four pennant-division winners correctly.

The contest is under way officially with the Feb. issue of the Review. The contest will run until May 15, 1974. All entries, to qualify, must be postmarked no later than May 15.

To enter the contest, fill out the blank below and send it to the Strat-O-Matic Review (P.O. Box 27, Otsego, MI 49078). Do not send your entry to the Strat-O-Matic Game Co. as entries sent to it will be disqualified.

Remember, the contest closes May 15. So, get your entries in immediately.

<u>MVP</u>	<u>Division Winners & PCTs.</u>
AL _____	AL East _____
NL _____	AL West _____
	NL East _____
	NL West _____
Your Name _____	
Address _____	
City & State _____	Zip _____

Playing Tip

Ron Bobulski, 21, who resides in Chicago, IL, and currently attends the Illinois Institute of Technology, has devised a playing tip for baseball you may want to try.

Ron originally came up with the playing tip because he didn't feel that pitchers could be injured easily enough. However, you may want to use his method in place of the new provision made by the game company regarding the injuring of pitchers in the American League.

Here's the way it works. On a dice throw of 6-12 after the play has been completed (because there are X-Chart numbers on a 6-12 roll, now and then), a split-deck number is picked. A 1, 2 or 3 results in a pitcher injury--starters out of the game and miss one start and relievers out for remainder of series.

The possible injury to a pitcher is just one of many unusual happenings the Midwest Baseball League, which Bobulski is a member of, provides for. The league, a face-to-face setup that has involved anywhere from seven to ten

(continued on back page)

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(continued from page 23)

members and usually plays through a pair of 81-game seasons (climaxed by the league's statistics being done by computers). Here's the way the chart works:

UNUSUAL PLAY CHART [used when 6-12 is rolled]

Pick a split number.

Nos. 1, 2, 3	--	Pitcher injured.	16	--	Shortstop thrown out.
" 4, 5, 6	--	Balk.	17	--	Left fielder " "
" 7, 8, 9	--	Lead runner picked off.	18	--	Center fielder " "
" 10, 20	--	Game rained out.	19	--	Right fielder " "
No. 11	--	Pitcher thrown out of game.			
" 12	--	Catcher " " " "			
" 13	--	First baseman " " "			
" 14	--	Second baseman " " "			
" 15	--	Third baseman " " "			