Pete Condorelli Winner Of Review's MVP Baseball Contest

You will remember back at the beginning of the baseball season, the Review began its second annual Most Valuable Player Contest, asking readers to attempt to name the MVPs in both the American and National Leagues. All told there were 226 ballots cast and received by the Review and the results were printed in the August issue of the Review.

Now that all the MVPs have been named in the Major Leagues, it is time to reveal who the contest winner was and, as his prize, will be receiving the new 1974 baseball cards in February when they become available from Strat-O-Matic.

In the forecasting, strangely, not one person named Pete Rose as the NL's most valuable player and only three chose Reggie Jackson in the AL. The three who deadlocked were Pete Condorelli of Windsor, NY, George Watkins of Sunnyvale, CA, and Rick Saez of Fontana, CA.

Contest rules, you will remember, said that if a tie resulted, the one who came the closest to picking the division winners would be declared the overall winner. Pete Condorelli drew the spotlight here and won himself the new baseball cards by picking three of the four division winners correctly. George Watkins named one correctly and Rick Saez was blanked.

Congratulations to Pete and near-miss condolences to George and Rick.

It might be interesting to note, that overall readers picked only one division winner—Cincinnati—correctly. The other forecasts that went astray had the New York Yankees, Chicago White Sox and Pittsburgh Pirates claiming division titles.

Readers won't have to wait long to try their forecasting talents again as next month the Review begin its third annual Most Valuable Player Contest. Watch for it!

A Look At New Old-Timers

It won't be long before the mailman (woman) brings the good news that the new Strat-O-Matic Baseball cards are available. And, of course, with the new baseball cards will come the opportunity to purchase the newest S-O-M Old-Timer set from the 1900-1919 period.

The new Old-Timer cards have already been prepared and good pitching, fielding, stealing and, in the case of the 1911 A's and 1919 White Sox, the hitters have their moments too in the spotlight. There are some great individuals, such as Christy Mathewson, Honus Wagner, Ty Cobb, Frank (Home Run) Baker and Shoeless Joe Jackson you're sure to enjoy.

Just what do these Old-Timer teams consist of in the way of hitting, pitching and defense? Well, here's a quick capsule look at each of the six-- the six you the readers chose in the recent Review poll.

1905 NEW YORK GIANTS -- Team stole whopping 291 bases, and the game company reports that there'll be two AA and six A stealers on squad. Giants hit .273--tops in the league--and were paced by center fielder Mike Donlin (.356) and catcher Roger Bresnahan (.302). Five-man pitching staff recorded a 2.39 earned run average. Christy Mathewson was the hurling whiz, naturally. He pitched 339 innings, compiled a 32-8 record, struckout 206 and had a 1.27 ERA. Two other 20-plus game winners were on the staff; Joe McGinnity (21-15) and Red Ames (22-8). Team, like others of its time, had little power, but it still led league with 39 homers.

1906 CHICAGO CUBS -- Reeled off 116 victories in 152 games for greatest won-lost percentage--.763--ever compiled. Had famed doubleplay trio of Joe Tinker (shortstop), Johnny Evers (second base) and France Chance (first base). As team, fielded .969. League only hit .244 that year, but Cubs were tops with .262 average. Third baseball Harry Steinfeldt (.327), Chance (.319), catcher Johnny Kling (.312) provided batting punch. Pitching staff was a dazzler, chalking up 1.76 ERA. Three Finger Mordecai Brown (25-6, 1.04), Ed Reulbach (20-4, 1.65) and Jack Pfiester (19-9, 1.56) formed big three, while Cal Lundgren (17-6, 2.21) was only member of six-man staff to have ERA higher than 2.00.

1909 PITTSBURGH PIRATES -- Led by Hall-of-Fame shortstop Honus Wagner the Pirates won 110 games, lost only 42 and went on to defeat the Detroit Tigers, four games to three, in the World Series. Wagner hit .339, team hit .260 and had a pair of 20-game winners in Vic Willis (23-11, 2.24) and Howie Camnitz (24-6, 1.62). Highest ERA of any regular was only 2.37.

1909 DETROIT TIGERS -- Led by the incomparable Ty Cobb who hit an amazing .377--133 points higher than the league average! Cobb also had 76 stolen bases and hit nine home runs--a high figure for the time. Team took the cue from Cobb and stole 280 bases. Sam Crawford contributed a .314 average to the attack while the pitching was handled by George Mullin (29-8, 2.22), Ed Willett (21-11, 2.34) and Ed Summers (19-9, 2.24).

1911 PHILADELPHIA A'S -- One of Connie Mack's greatest teams. Hit .296, 23 points higher than A.L. average in ringing up 101-50 record. Year signaled the return of the hitter as the swatters finally overtook the pitching. Frank Baker hit .334 with nine home runs, Danny Murphy .329 and Bristol Lord .310. A's had second lowest ERA in league--3.01--nothing approaching the minuscule marks of recent years. Jack Coombs (29-12) and Ed Plank (22-8, 2.10) were the key moundsmen.

1919 CHICAGO WHITE SOX -- Rated by some baseball experts as the greatest of them all. Unfortunately the scandal of the 1919 World Series with the Reds will always stand in the way of greatness for the so-called "Black Sox". Nevertheless, you'll have a chance to check out the greatness of such players as Joe Jackson (.351), second baseman Ed Collins (.319), Nemo Leibold (.302) and pitchers Eddie Cicotte (29-7, 1.82) and Lefty Williams (23-11, 2.64).

League batting average was .268 but Sox hit an amazin' .287. Of the regulars, .256 was lowest mark. Pitching staff was not overwhelming, but fielding (.969) and speed (150 stolen bases) gave the Sox strength in every area. Power was lacking, but that was common for all the teams prior to the coming of Babe Ruth. Ruth, incidentally, cracked 29 home runs for Boston in 1919, four more than the entire White Sox team could put out.

THIS 'N THAT

. . .Steve Dunning doesn't fit in with the superlative performances that are reported here each month. He had a hand in an amazin' feat, however, when he served up four home runs in one inning while pitching for Cleveland against Baltimore. Don Buford, Johnny Oates, Boog Powell and Terry Crowley cracked the roundtrippers on the way to a 7-2 Bird win, so reports Tom McIntyre. . . Dave Bowers, Tom Hurley and Carl Rehbein of Seekonk, MA, tried to play S-O-M Baseball for 100 consecutive hours. They got to 97, then abandoned the project when someone bit into Dick Allen's '73 card and a minor brawl ensued. . .Miami played near perfect footbal and Buffalo was just plain miserable in a solitaire game based on the '72 season that was played by Jody Eisenman. Miami, rolling up 362 yards rushing and taking advantage of 10 Bills' turnovers, scored every time it had the ball and romped, 78-3. . .Jim Freeman, Norwalk, CA, matched up the 1961 Cincinnati Reds and 1970 San Diego Padres in a four-game baseball series recently. Baseballs exploded into the home run seats at a record pace as 23 roundtrippers were smashed, 15 by the Reds and eight by the Padres. Frank Robinson of the Reds clubbed a total of five, including three in one game, as Cincy won the series, 3-1. . . Three homers in a single game is good, but five is certainly much better. Peter Denman of Houston, TX, was the lucky roller behind the five-homer feat achieved by Mickey Mantle of the '61 Yankees. The homers came in a regulation nine-inning game, too. . .Anyone have a random number booklet for sale? P.T. Patterson of 77 Presland Rd., Ottawa (K1K 2C2) Ontario, Canada, would like to find out more about one and make a purchase. [Editor's note: An article on random number books, plus a sample, can be found in the Feb., 1973 Review]. . .More on home runs: Gary Shubatt, Iowa City, IA, using cards from the 1970 season, mixed teams and in a doubleheader had 13 home runs hit. Al Kaline was the big blaster, knocking out two and driving in six runs. . .In a 16-team Old-Timer tournament, the '54 Giants edged the '48 Cleveland Indians in the finals, four games to three. Both teams had spotless 7-0 records going into their showdown, points out tourney director Mike McConchie. The Giants had passed their biggest test by racking up three straight wins over the 1927 Yankees. In the finals, New York's Johnny Antonelli fired a four-hitter in the seventh game for the key win. Tourney MVP Dusty Rhodes and Alvin Dark homered in the wrapup tilt. . .Danny Arnold matched a ragamuffin lineup of '72 players against a combined N.L.-A.L. Hall-of-Fame lineup in baseball and the results were as might be expected. the Hall-of-Famers destroyed the sad sack lineup, 52-0, with Ted Williams going on a rampage that included hitting five home runs, four from his own card, and knocking in an astonishing 14 runs. . .Glenn Thompson of Long Beach, CA, a buff of 30-game baseball seasons, reports that the '27 Yanks and '66 Chicago Cubs hold his all-time high/low records for abbreviated seasons. The Yanks once won 26 of 30 games while the Cubs, playing the same Yankee team, were just the reverse in wins and losses.

************** **Back Issues Of Review Available** *************

Looking for back issues of the Strat-O-Matic Review? The following issues are still available (send to the Strat-O-Matic Review, P.O. Box 27, Otsego, MI 49078):

Also, copies of the first Directory, printed in 1972, are available for 25¢.

History Repeats Itself

Real-life football history was repeated, at least as far as Wayne Winston of Livingston, NJ, and friends were concerned. Just as in the real thing, the Miami Dolphins brushed aside all challengers in a replay of the 1972 football season, winning 14 straight regular-season games, the playoffs and then bouncing Minnesota in the Super Bowl, 23-2.

The grid league kept a wide assortment of statistics, including team totals as far as defensive yields, plus individual statistics. Larry Brown of Washington was selected as the league's most valuable player after leading the entire NFL in rushing with 1,580 yards in 321 carries for a 4.9 average.

Kansas City ranked as the biggest surprise, compiling an 11-2-1 record, while Oakland was the biggest disappointment with a 5-9 slate. Lenny Dawson of the Chiefs had the best passing game, completing 22 of 26 tosses against the Colts, while Dave Hampton of Atlanta turned in the top single-game rushing performance by whipping off 253 yards and two touchdowns in 21 carries against Detroit. Most lopsided score through the entire season was Miami's massacre of the hapless New England Patriots, 62-0.

Here are the league's standings, individual leaders and defensive highs and lows:

AFC STANDINGS

Eastern	Won	Lost	Tied	PF	PA		Central	Won	Lost	Tied	PF	PA
Miami	14	0	0	462	92		Pittsburgh	10	3	1	279	189
N.Y. Jets	9	5	0	353	341		*Cleveland	9	4	1	285	189
Baltimore	6	7	1	216	244		Cincinnati	7	6	1	301	237
Buffalo	3	10	1	216	277		Houston	1	13	0	138	342
New England	1	13	0	174	448							

* Wild card team.

Western	Won	Lost	Tied	PF	PA
Kansas City	11	2	1	283	184
Denver	7	7	0	262	252
San Diego	5	8	1	240	289
Oakland	5	9	0	234	260

Playoffs

Kansas City 16, Pittsburgh 10
Miami 34, Cleveland 0

Miami 26, Kansas City 7

NFC STANDINGS

Eastern	Won	Lost	Tied	PF	PA		Central	Won	Lost	Tied	PF	PA
Washington	10	3	1	340	220		Green Bay	10	4	0	281	160
Dallas	7	5	2	274	217		*Minnesota	8	4	2	255	238
NY Giants	7	6	1	336	290		Detroit	8	5	1	313	294
St. Louis	3	11	0	167	306		Chicago	4	10	0	204	278
Philadelphia	2	12	0	173	371							

* Wild card team.

Western	Won	Lost	Tied	PF	PA
San Franc.	9	4	1	302	207
Los Angeles	7	6	1	284	246
Atlanta	7	7	0	256	247
New Orleans	2	11	1	186	321

Playoffs

Minnesota 24, San Francisco 13
Green Bay 13, Washington 9

Minnesota 45, Green Bay 24

TEAM DEFENSE

AFC Best	YDS ALLOW	AVG		NFC Best	YDS ALLOW	AVG
Miami	2541	181.5		San Francisco	3233	230.9
Pittsburgh	2979	212.8		Chicago	3382	241.6
Oakland	3503	250.2		Green Bay	3442	245.9

Worst	YDS ALLOW	AVG		Worst	YDS ALLOW	AVG
NY Jets	4768	340.6		Los Angeles	4278	305.6
New England	4746	339.0		NY Giants	4270	305.0
Houston	4710	336.4		St. Louis	4219	301.3

INDIVIDUAL LEADERS

AFC PASSING	COM. %	TD-INT %	AVG YDS		NFC PASSING	COM.%	TD-INT%	AVG YDS
Morall	52.6	7.9-3.3	7.90		Snead	55.3	5.1-1.9	6.47
Anderson	58.7	2.7-2.0	7.63		Morton	51.6	5.0-4.7	7.27
Johnson	54.5	4.9-4.5	7.33		Tarkenton	53.9	4.9-3.9	6.44
Dawson	58.7	4.7-3.3	6.40		Landry	50.0	6.3-8.4	8.26
Namath	48.0	6.1-6.7	7.76		Spurrier	49.9	5.1-5.9	6.93
Hadl	48.2	3.9-5.7	6.57		Kilmer	48.6	8.6-4.3	6.38

AFC RUSHING	ATT--YDS	AVG	TD		NFC RUSHING	ATT-- YDS	AVG	TD
Simpson	291-1303	4.5	6		L. Brown	321-1580	4.9	9
Csonka	213-1212	5.8	8		R. Johnson	298-1392	4.7	9
Riggins	208-1107	5.3	7		Hampton	232-1105	4.8	7
Hubbard	220-1059	4.8	3		Brockington	288-1053	3.7	8
Garrett	267-1054	3.9	5		Douglass	147 -940	6.4	8
Harris	188-1007	5.3	10		Hill	232 -928	4.0	4
Morris	191- 960	4.8	13		Malone	180 -850	4.7	9
Little	221- 905	4.1	8		Lane	193 -737	3.8	3

AFC RECEIVING	NO.	YDS	AVG	TD		NFC RECEIVING	NO.	YDS.	AVG	TD
Biletnikoff	58	798	13.5	5		Jackson	62	1045	16.9	7
Taylor	57	824	14.4	6		Tucker	52	612	11.8	4
Myers	56	799	14.3	3		Malone	50	597	11.9	2
Garrison	51	744	14.6	7		C.Taylor	49	679	13.7	7
Hill	50	765	15.3	4		Gilliam	47	1031	21.9	8
Podolak	46	430	9.3	3		Newland	47	581	13.2	1
Trumpy	45	561	12.2	1		Washington(SF)	43	859	20.0	10

AFC SCORING		AFC PUNTING		AFC KO RET.		AFC PUNT RET.	
Yepremian	134	Wilson	46.6	Marshall	29.1	Edwards	9.2
Gerela	116	Lee	44.3	Laird	25.5	Leigh	9.1
Cockroft	111	Cockroft	42.5	C.Davis	25.2	Laird	8.5

NFC SCORING		NFC PUNTING		NFC KO RET.		NFC PUNT RET.	
Marcol	112	Chapple	45.6	*V.Washington	34.1	*Ellis	24.9
Ray	110	Eischeid	44.2	Smith	27.8	Bertelsen	15.5
Mann	97	James	44.1	Thompson	25.6	Bradley	10.4

* Scored three touchdowns off returns.
****

What's Available At S-O-M?

All orders should be placed with the game company (Strat-O-Matic Game Co., Inc., 82A South Bayles Ave., Port Washington, NY 11050). Do not send orders to the Review. Also, be sure to include 25¢ handling charge on each order.

FOOTBALL - 1971--all teams available. Cost: $10.50 for entire set; 75¢ per
        team.
        1970--every team but Miami available. Cost: $10.00 set; 75¢ team.
        1969--available teams include Boston, Buffalo, Cincinnati, Denver,
        Houston, Kansas City, Miami, N.Y. Jets, San Diego, Green Bay,
        New Orleans, Philadelphia, Pittsburgh, St. Louis and San Francisco.
        Cost: $6.75 entire set; 75¢ per team.
        1968--available teams include Atlanta, New Orleans, N.Y. Giants,
        Philadelphia, Washington, Boston, Buffalo, Denver, San Diego and
        Detroit. Cost: $5.00 set; 75¢ team.
        1967--No teams available.

Readers Roll 'Em

DISAGREES WITH FIELD GOAL IDEA

I disagree with Don Frankfort's letter in the Oct. Review stating that S-O-M coaches should try to be realistic and play the way the pros would when in field goal territory.

Don said that if an S-O-M coach of the Bills, for example, had the ball on his opponent's 25, on a third-and-eight situation, the coach should, in effect, disregard the specialist card until fourth down. This could be harmful, however, if the Bills gained from three to seven yards--kicker John Leypoldt would have a smaller chance of making the field goal on fourth down. Had the coach looked at the specialist card on third down, he probably would have called a play which would not have gained from three to seven yards, such as a short pass. The only unfavorable things which could happen would be a sack of a quarterback for an eight-yard loss or more or a "must run" which gains from three to seven yards, both of which are fairly unlikely.

Also, a far-fetched possibility is that the real-life Buffalo coach might say to himself, in the above situation, that Leypoldt has a bit of a psychological factor against him in that he doesn't put out an all-out effort inside the 30.

As the name Strat-O-Matic indicates, strategy is a key factor in the game. No table football game can be perfect. This might be one little flaw of S-O-M, but one's strategy should be adjusted to fit these little flaws.

Chris Ranken
133 Rockland Dr.
W. Lafayette, IN

Editor's note: Frankfort's letter dealt with the fact that it was possible for some field goal kickers to be more effective from longer ranges than shorter. Because of this, he suggested that coaches not concern themselves with the field goal possibilities on the specialist card and instead try and move the ball as close as possible, as in a real-life game.

ALL-STAR TEAMS

In regards to Richard Gant's suggestion in the Oct. Review, which said that S-O-M could make an all-star team of all the baseball teams, is this fair?

What about the expansion teams such as the Mets and Astros? Or the Angels and Senators (don't forget that the real Senators moved to Minnesota in 1961)?

What I suggest is, why not make an all-star team for each team of the '60s (except for the Expos, Padres, Pilots and Royals)? Start the teams from '62, when all teams were available, and go through '69. Make each team a 20-player set (with four additional players, if possible, extras).

What do the Review readers think of this suggestion?

Joe Segall
70-51 153rd St.
Flushing, NY

CONVENTION SITE SWITCH?

I have two points to make: (1) Many S-O-M game owners could not attend the last Strat-O-Matic Convention because of the travel distance it would entail. How about switching the convention site to another city, such as Los Angeles or Minneapolis. I know New York was picked because of the large number of game players in the area, but other cities have large concentrations of game owners, too.

(2) Deals with the baseball game. A company as sophisticated and advanced as S-O-M, which has the knowledge to incorporate throwing ratings for outfielders, should be able to create catcher's throwing ratings. S-O-M is great, but if there's one thing missing, it's this. I can see no reason why separate fielding and throwing ratings can't be made.

David MacLean
301 Ave. Y North
Saskatoon, Sask.

Editor's note: Brooklyn, NY, was chosen as the convention site last summer because the game company was located nearby (in Port Washington, NY), a large department store (Abraham & Straus) agreed to put it on in Brooklyn, plus

there was a large concentration of game owners in the area.

The site of the convention or conventions can always be switched. Regional conventions have been suggested by those who lived too far away to attend the last convention. The Review is more than willing to publicize any such gatherings, although the organization of such a convention will, in most cases, have to be handled by others.

There is nothing wrong, as we see it, with having a convention in Los Angeles, Honolulu, Fairbanks, etc. Organization is still the key word for such a convention, with the big concern a site large enough to accomodate such a gathering.

A great deal of behind-the-scenes work went into securing Abraham and Straus as the sponsor of last summer's convention. Almost any convention would have to have some type of sponsor or the outlay in money would be too great for an individual or a group too handle.

As far as future conventions, the Strat-O-Matic Game Co. has not indicated for sure that there will be a '74 Convention. Most likely there will be.

REVIEW 'EXCELLENT' BUT NO-HITTERS ARE BORING

The Review, in my opinion, is excellent overall. However, I have to agree with those who feel that the no-hitter column is boring and that, perhaps, two magazines (one for football and the other baseball) should be printed.

Some other opinions are: I agree with letters suggesting that the greatest team from each club should be printed. Play-by-mail presidents should give the opportunity to join their leagues to younger players. Finally, more replays and questions and answers should be included in the Review.

Jack Regan

LIKED CONVENTION

I went to the Strat-O-Matic Convention in New York and had a great time. I went there, expecting to lose, and did. I met quite a few people, some of whom I've read about in the Review. I found Harold Richman (S-O-M's owner and creator) much younger than I had

expected. All the people in charge knew what they were doing and never got behind.

There were two rules I feel should have been left out completely. The first was in baseball. It was that a pitcher couldn't be lifted without being five runs behind (not including pinch-hitters). The second I've read some gripes about and here's another. First downs shouldn't be counted as a means of breaking a tie game. It should go into overtime, like in the NFL championship games.

Percy T. Clarke III
Bangor, ME

Editor's note: The actual rule for the baseball tournament regarding use of a pitcher was that "a pitcher may not be removed from the game if his team is ahead by five or more runs, unless he has reached his three-inning limit (relievers only) or his tiring point (advanced game only)." If a team was behind, the pitcher could be relieved at any time.

REVIEW PRAISED

I would like to congratulate you and thank you for your excellent work. In recent months, I have been kept informed, up-to-date, and interested by your sensational Review. In the November issue, I was really thrilled by your printing of the results of the Garfield brothers' replay of the 1971 NFL season. I found it equally exciting to read the results of Mike Allison's Old-Timer Baseball replay.

Next football season, I would like to run my own "instant replay" of the current 1973 season. I think it would be great to compare my results with the Garfield's results. I also plan to replay an Old-Timer league myself, in the near future.

Thanks again for doing a fine job, and thanks, also, to the other Review readers for their super letters. I would like to ask the Garfield brothers, how in this world did the Dallas Cowboys ever rack up 585 points? That must have really been a "super" performance. I'd like to see what some of Dallas' scores were like.

Paul Lechner
Stanton, CA

'WHAT SHOULD I DO'...?

I am 30 years old and have been a salesman for the past 11 years.

I have an idea I would like you to respond to. My idea is to rent a small ground floor store area and open up an S-O-M Hobby Center. I would have a half dozen or so of each of the three games available for whoever wanted to play them on the premises.

Tables and chairs would also be set up and I would charge a certain amount of money for each game played, or perhaps per hour played. Leagues would be run and also tournaments conducted.

New people would be attracted to the games I'm sure because of something like this.

I would enjoy doing something like this but it would be necessary for me to earn enough money to make a small profit, what with rent, time and materials (games and player cards, etc.). What's your opinion on my idea?

Thomas Swank

Editor's note: We think the idea has merit. However, we do not know of any such S-O-M gaming center in existence. A couple of questions should be answered, we feel, before embarking on such a project.

(1) Just how much profit you would expect to derive from such a center? We gather from your letter that it would be a part-time job (mixed with pleasure) and not a sole source of income. (2) Is there enough interest in S-O-M in your area, or could it be created, to make the idea feasible? A check with the game company would reveal the number of people in the locale that might be prospective customers.

Now, what do the readers think?

GKSML PUBLICIZED TOO MUCH

Several months ago I sent in a letter containing some statistics from a baseball replay. Up until now I have not yet seen it printed.

My point is that every time the slightest thing happens in the GKSML, it gets lots of coverage. You print the drafting pre-season tidbits and a "full" story on the season with the statistics. The stats are okay, but honestly, who cares about the draft? And we get this for baseball and football.

I am therefore assuming that many people, such as myself, have had a good deal of time and effort put into such an endeavor, only to have had their stats left aside for the constant coverage of the GKSML. This leaves me in the cold.

I hope you will answer this letter as to inform me if I am not seeing something, or if you have a valid reply.

Tim Cawley
3808 Wilcox
Downers Grove, IL

Editor's note: The results of the readers' poll (Jan., 1973), indicated that most people (69 per cent) liked the GKSML news. A small (19 per cent) number of people thought there was too much coverage and 12 per cent thought there was not enough.

Nine out of every ten letters that mention GKSML news are favorable to it.

We do not, however, ever want to take up space with GKSML news that could be used for something better, or something more readers would want. Our policy every month is to include a sprinkling of articles on all three sports, including replays and stats, and maintain a balance as much as possible.

Some articles, we admit, are held back for future use. Currently, for example, we are well-stocked with baseball replays, starting to receive a smatter of football replays, but don't have a single basketball replay. For the sake of balance, many of the baseball articles will be held over until the start of the actual diamond sport or new card time.

Another point that should be mentioned (incidentally, in checking back we did not find Mr. Cawley's replay in our files), is that articles are often not used because they are illegible, do not contain a name (remember the mail is sorted at one city and the articles themselves, minus the envelopes, sent on to another) or pertain to only abbreviated seasons. We've had some very excellent articles about leagues, complete with voluminous stats, that we were unable to use because they were about

S-O-M Football With Solitaire Look

By ERIC JOHNS
APO San Francisco, CA

Despite the great flurry of play-by-mail and head-on leagues in recent months, a number of S-O-M fans continue to enjoy solitaire play. One of the great drawbacks in solitaire football is the need to call plays for both teams. The solo defense chart in the rule book gives some help, but the true vicarious feeling of pitting your personal team against the Dallas Cowboys is just not there if you have to call plays for Roger Staubach as well as your own quarterback.

In an attempt to overcome this difficulty, the following system is presented as an initial experiment in a total offensive and defensive play calling system for basic S-O-M Football that can be adjusted to fit all teams. With a few adjustments, it can also be used in the advanced version of the game. Since I am located in Southeast Asia and do not have many statistics available to me, the system might need a few adjustments. Generally, however, I think solitaire fans will find the system very helpful.

The charts are largely self-explanatory. For offensive play calls, first check the S-O-M Football roster to find which offensive category (pass, balanced, extra run, etc.) your opponent falls into. I suggest you feel free to move your opponent's offense up or down one category depending upon your own team's defensive strengths and weaknesses. A single die roll decides for a run or pass, a second die roll determines the type of run or pass, and a final die roll finds the ball-handler.

For defensive calls, decide which category your own offense falls into and then roll one die to determine if your opponent sets up for a run or pass. Naturally, you make all of your own team's calls before determining your opponent's calls.

A team chart (a sample of the Steelers is shown) must be drawn up for each opponent and can be based upon the statistics shown on the player cards. If you are replaying a full season, this chart can be changed from game to game. Positions (as shown) or names can be used on the team chart, and you will probably find it necessary to use split numbers in some cases.

	Ex. Run 64.5% run up		Run 58-64.4% run		Balanced 52-57.9% run		Pass 46-51.9% run		Ex. Pass 45.9% run down		Play called
Situation	run	pas	run	pas	run	pas	run	pas	run	pas	
1st & 10	1-5	6	1-4	5-6	1-4	5-6	1-3	4-6	1-3	4-6	Run: 1-LB, 2-4-OT, 5-6-ER Pass: 1-3-FL, 4-5-SH, 6-LG
2nd & 8+	1-4	5-6	1-4	5-6	1-3	4-6	1-3	4-6	1-2	3-6	Run: 1-LB, 2-3-OT, 4-6-ER Pass: 1-4 FL, 5-6-SH
2nd & 7-	1-4	5-6	1-4	5-6	1-3	4-6	1-3	4-6	1-3	4-6	Same as 1st & 10
3rd & 3-	1-5	6	1-5	6	1-5	6	1-5	6	1-4	5-6	Run: 1-3-LB, 4-5-OT, 6-ER Pass: 1-4-FL, 5-6-SH

```
3rd & 4+   1-2 3-6   1-2 3-6   1-2 3-6   1-2 3-6   1   2-6   Run: 1-LB, 2-4-OT,
                                                                  5-6-ER
                                                            Pass: 1-2-FL, 3-5-SH,
                                                                  6-LG
```

```
3rd & 8+    1  2-6    1  2-6    1  2-6    1  2-6    1   2-6   Run: 1-LB, 2-3-OT,
                                                                  4-6-ER
                                                            Pass: 1-FL, 2-4-SH,
                                                                  5-6-LG
```

Key: LB - Line-Buck, OT-Off-Tackle, ER-End Run, FL-Flat Pass, SH-Short Pass,
     LG - Long Pass.

   In obvious situations during final two minutes of first half or final
five minutes of second half, apply the following play calling system:

   SHORT YARDAGE: 1-5-run, 6-pass. Find play in 3 and 3- section.
   LONG YARDAGE: 1-run, 2-6-pass. Run: all ER and out-of-bounds.
                              Pass: 1-FL (ob), 2-SH (ob), 3-SH, 4-5-
                              LG (ob), 6-LG

Sample team chart - Pittsburgh Steelers

#	Run	Flat Pass	Short Pass	Long Pass
1	Fullback	Fullback	Fullback	Split End
2	Fullback	Tight End	Tight End	Split End
3	Fullback	Flanker	Split End	Split End
4	Halfback	Split End	Flanker	Flanker
5	Halfback	Halfback	Flanker	Flanker
6	Halfback	Halfback	Halfback	Flanker

****

New Look At Double-Teaming

   Charles Amacker of Dallas, TX, is one of those football game devotees
who works overtime devising modifications for his favorite table-game sport.
   After some diligent research and testing, he's come up with a modifica-
tion for double-teaming pass receivers, a new idea concerning the defending of
a back by a linebacker against the pass when the offense is inside its oppon-
ents' 10, a blocked field goal possibility, a method to reduce the number of
fumbles by running backs while adding the possibility of a fumble by a quar-
terback when sacked, or a pass receiver, and also a modified injury chart.

DOUBLE-TEAMING PASS RECEIVERS

   A running back isn't considered double-teamed in the flat pass zone, nor
is the free safety permitted to move into this zone unless a linebacker is
already in that particular flat zone to double team with the free safety.
When double-teaming a back, the back's defender must remain in his flat pass
zone to double-team with the free safety. The exception to this rule would
occur when both linebackers, or the back's designated defender is double-
teaming a wide receiver. In this event let the middle linebacker stay back
and act as the defender against the back to double-team with the free safety.
   Amacker also has a rule that when linebackers are double-teaming, they
must call pass prevent short, or long, as they haven't the mobility of the
free safety in most cases. Also, look-in passes to running backs are not
permitted.

When the correct wide receiver, or the tight end is being double-teamed in the flat, or look-in zone by the free safety, move the receiver's defender into the zone instead of the free safety. If the defender is in the zone by himself and the linebacker's ability rating is needed, use the ability rating of the defender in the zone. Note that the cornerbacks would not cross over from one flat to another to cover their assigned men (split end or flanker). They always move into the flat zone on their own side of the field. This seems like a more realistic procedure than having the free safety move into the flat and look-in zone ahead of the designated defenders, who are actually closer to the wide receivers and the tight end than the free safety.

OFFENSE INSIDE OPPONENTS' TEN

In this situation, the defensive coach must decide whether or not he will cover a back if he comes out of the backfield for a pass. If the defensive coach elects to cover the back, and the pass is to a back, then consider two linebackers blitzing instead of three in the event of a pass rush reading. If the defense doesn't cover the back, then consider three linebackers blitzing. However, the linebacker cannot be used as a defender in this situation, as he is blitzing and not dropping back in his zone against the pass.

Probably the most significant rule change made by Amacker is that no linebackers are considered blitzing when the defense has called a run even if they are playing in the blitz zones. This rule applies at all times and was added so that linebackers will remain in their respective zones to play for runs whenever this type defense is called. In other words, any type of play-action would freeze the linebackers in their zones, as they would be playing for a run and not trying to rush the passer.

BLOCKED FIELD GOALS

May occur thusly: Anytime a field goal try is no good, throw one die. If the reading is a "6", a blocked field goal possibility exists. Throw two more dice; if a reading of 2-5 or 12 occurs, a blocked field goal (-10 yards) resulted.

FUMBLE POSSIBILITIES FOR QUARTERBACKS, RECEIVERS

First off, Amacker, believing running backs were fumbling the ball too much for the sake of realism, eliminated the possible fumble by running backs when the white die reading is 3 or 6. Instead he added a possible fumble by a quarterback when sacked. Example: white die reading of 3 or 6, play result is quarterback sack either by direct loss of nine yards, or by pass rush chart, possible fumble occurs. To get the number range to determine if the quarterback has fumbled the ball when the whitedie reading is 3, use the fumble range on the running back cards, as the running backs have obviously absorbed the quarterback sack fumbles as well as receiver fumbles. To get the number range when the white die reading is 6, use the defense's ability to force fumbles on its card.

To determine if a receiver has fumbled, let a white die reading of 6 and a red die total of 10 represent a possible fumble by a receiver on short or long passes. To get the number range to determine if the receiver fumbled, use the defense's ability to force fumbles on its card. On flat passes, let a white die reading of 3 and a red dice total of 9 represent a possible fumble by the receiver. To get the number range, use the fumble range on the running back cards.

INJURY CHART

This chart has two main purposes: (1) To cut down the number of injuries; (2) To shorten the duration of an injury. Note that injuries on 3-3-3 are not possible, ditto for 6-6-6. Also, injuries occurring 1-1-1 are more likely to injure a back and 2-2-2 a lineman, 4-4-4 linebackers and 5-5-5 defensive backs.

Fumble injury chart: 1-1-1 and 2-2-2 are offensive players.

1-1-1	2-2-2	4-4-4	5-5-5
2. RG	2. FB	2. FS	2. RLB
3. RT	3. QB	3. RCB	3. MLB
4. C	4. FL	4. RE	4. RT
5. FL	5. TE	5. RT	5. LE
6. HB	6. RT	6. RLB	6. TS
7. QB	7. RG	7. MLB	7. RCB
8. FB	8. LT	8. LLB	8. LCB
9. SE	9. LG	9. LT	9. FS
10. TE	10. C	10. LE	10. RE
11. LT	11. SE	11. LCB	11. LT
12. LG	12. HB	12. TS	12. LLB

Duration of injury:

2. Remainder of game, plus 3 games.
3. Remainder of game, plus 2 games.
4. Remainder of game, plus 1 game.
5. Remainder of game only.
6. Remainder of half only.
7. Remainder of quarter only.
8. Remainder of series of downs only.

9. Remainder of game, plus 1 game.
10. Remainder of game, plus 2 games.
11. Remainder of game, plus 3 games.
12. Remainder of game, plus 4 games.

#8 -- Means that the player returns
on the next change of possession.

****

Run To Daylight—With Fumbles

In answer to some readers' request for a fumble recovery chart for
Strat-O-Matic Football, below is a chart used by the GKSML [Greater-Kalamazoo
Strat-O-Matic League].

FUMBLE RECOVERY CHART

Roll two dice.

2 -- 33-yard return
3 -- 13-yard return
4 -- 1-yard return
5 -- 11-yard return
6 -- -2-yard return
7 -- fumble again *

8 -- 5-yard return
9 -- 2-yard return
10 -- -1-yard return
11 -- 2-yard return; fumble again *
12 -- Touchdown **

* - Throw dice again to see who recovers fumble. Chance of fumbling the ball
on fumble recovery chart will limit the use of chart and trying to advance
recovered bobbles.
** - If recovered by a lineman, maximum gain is 40 yards.

PLAYER WHO RECOVERED

OFFENSE

2 -- Halfback
3 -- Fullback
4 -- Right Tackle
5 -- Right Guard
6 -- Center
7 -- Original ball-carrier
8 -- Tight End (not considered lineman)
9 -- Left Guard
10 -- Left Tackle
11 -- Halfback
12 -- Quarterback

DEFENSE

2 -- Right Cornerback
3 -- Left Cornerback
4 -- Left Linebacker
5 -- Left End
6 -- Left Tackle
7 -- Middle Linebacker
8 -- Right Tackle
9 -- Right End
10 -- Right Linebacker
11 -- Tight Safety
12 -- Free Safety

Advertisements

Rates: Per issue—up to 30 words, 50¢; 31-50 words, 70¢; 51-70 words, $1.00; and 71-100 words, $1.50. 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. 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. Also, those accepting bids for items should give everyone reasonable amount of time to respond. The mail is notoriously slow to some areas, and thus often people respond later to ads. So, don't be too quick to close bidding.

Wanted

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: 1966, 1968, 1969, 1970 baseball sets. Will accept lowest offers. I also need the 96 additional players for 1971. Write: Paul Howard, 4554 Date St., La Mesa, CA 92041

WANTED: 1963-66 baseball singles. Will pay 5-10¢ per card, depending on player. Send list of what you have to offer to: Dave Mendonca, 1211 Park Grove Dr., Milpitas, CA 95035

WANTED: 1968 Sam McDowell, Luis Tiant cards. Also individual baseball teams from 1962-1969. Send price and condition to: Ed Gaillard, 69-11B 188 St., Fresh Meadows, NY 11365

WANTED: 1969 and 1970 New York Mets. Must be in playable condition. Will accept lowest bid. One team or preferably both. Write: Jimmy Becher, 381 Mason Ave., Haledon, NJ 07508

WANTED: The baseball 1965-68 Cleveland Indians. Also '69 Twins, Braves, Mets, Pirates, Cards, Giants and Padres. Also '70 Reds, Cards and White Sox. Extra cards not needed. Will pay $1.00 a team or $16.50 for all teams. Will answer all letters. Send to: Dan Horst, R.D.#2, Dalton, OH 44618

WANTED: The following 1969 baseball cards of Mike Kekich, Frank Fernandez, Ron Woods, Andy Messersmith, Tom Murphy, Joe Azcue, Claude Osteen, Bill Russell, Wes Parker, Bill Sudakis, Tom Haller, Jeff Torberg, Ray Culp, Jim Lonberg, Tom Satriano, Joe LaHoud, Dalton Jones, Syd O'Brien, George Scott, Mickey Lolich, Paul Lindblad, Jose Tartabull, Ted Kubiak, Ramon Webster, Don Wert, Chico Salmon, Juan Rios, Jim O'Donoghue. 1962 or '63 Indians or any team before 1970. Will trade football teams for baseball. Have 1969 and '70 football teams. Have most of '70 extra players, which will trade. Write to: Ken DiVincenzo, 1122 Washington Blvd., Mayfield Hts., OH 44124

WANTED: Baseball—any teams from 1960 through 1967. Also, extra players from the 1968 season. Football—1967 Colts, Packers, Bears, Lions, Rams, Eagles, Redskins and Browns; 1968 Jets, Colts, Cowboys, Packers, Chiefs, Steelers and Oilers; 1969 Bears. Write: Jim Williams, 9044 Cline Ave., Highland, IN 46322

WANTED: Football—1967 Packers, Raiders, Jets, Redskins; 1968 Bengals, Packers. Baseball—1965 Reds, Pirates; 1966 Braves, Tigers. Write: Hillel Italie, 114 Perth Ave., New Rochelle, NY 10804 (or call 914-235-0318)

WANTED: 1970 Astros, '70 Expos, '70 Padres, '70 Brewers. Also, need many 1969 and 1968 baseball teams. FOR TRADE: 1967 Cubs, '67 Reds, '67 Red Sox, '67 Cardinals, '70 Reds, '70 Pirates, '70 Dodgers, '70 Twins, '70 Orioles, all '71 S-O-M Baseball except Braves; most '72 S-O-M Baseball teams. Football—'71 Cowboys, '71 Lions, '69 Jets, '69 Chargers, '69 Steelers, '69 Falcons, '69 Dolphins. Jeff Perigoni, 1942 Rose St., Arabi, LA 70032

Basketball game, 17 teams (new) $9.50. Baseball includes additional players! Baseball game with choice of league or leagues--$10.00. Individual teams are 50¢. Gary Bushko, 325 Scott Road, Chinchilla, PA 18410

FOR SALE: 1970 Baseball cards and additional players. Very good condition. $7.50 or best offer. WANTED: Strat-O-Matic partner at Kalamazoo College (or Western Michigan). Tom Richardson, 2136 Wilshire, East Grand Rapids, MI 49506

League Forming

LEAGUE FORMING: Draft Football league; eight-team setup. Need seven managers. Dues 50¢ for monthly newsletters. For Constitution write: Tom Maltese, 446 Main St., New York Mills, NY 13417

LEAGUE FORMING: Play-by-mail baseball league forming with the following teams: Baltimore, Boston, California, Detroit, Kansas City, Minnesota, New York and Oakland. We will play a 136-game schedule and draft four players from the teams not being used to complete a 24-man roster. The league will use the new 1973 teams. If interested send summary of yourself to: Steve Parewski, 5036 N. Oneida Ave., Norridge, IL 60656

LEAGUE FORMING: Football League expanding--fast growing league looking to expand once again in Suffolk County Long Island only. You have your choice of playing with one or two teams for the next season's play. We use only the advanced version of the football game. Each team plays a 13-game schedule and we use a three-division setup. Trophies awarded from league fund for divisional winners and Super Bowl champion. If interested, more details will be discussed upon correspondence. Please contact by phone or mail to the following: Frank McVeigh, 52 Ralph Ave., Brentwood, NY 11717 (273-0293 or 231-6030)

LEAGUE FORMING: I've come up with a new idea on forming an S-O-M Football league. All of the teams in the NFL have been divided into two sections (A and B). A -- Washington, Dallas, Miami, Pittsburgh and Cleveland; Los Angeles, Minnesota, Green Bay and Atlanta; Kansas City, Oakland, Buffalo, and San Francisco. B -- Philadelphia, St. Louis, N.Y. Giants, New Orleans, Houston; Cincinnati, Baltimore, New England and N.Y. Jets; San Diego, Chicago, Detroit, and Denver.
When you write to find out more about this, also pick one team from each section which is not in the same real-life division in the NFL for you to start out with. Minnesota (A) and Houston (B) are frozen because I've picked them. I would like to encourage people of all kinds, that includes both managers and players to join this league. This is my first experience with play-by-mail S-O-M Football and therefore I would be interested in other peoples' opinions of any sort. Select your one pick from each section above and mail them along with a little something about yourself. Send them to: Robert Cappiella, 12402 Ft. Caroline Rd., Jacksonville, FL 32225

LEAGUE FORMING: There are still spots open in Peter Ernst's Advanced Game Baseball Play-By-Mail League. It will be a draft league using the 1974 cards (regular edition and additional players). Please send self-addressed envelope with a summary of yourself for Constitution and newsletters (up-to-date). Write: Peter Ernst, 66 Penfield Crescent, Rochester, NY 14625 or call (1-716-586-5460)

LEAGUE FORMING: Wanted--managers for play-by-mail baseball league, using upcoming 1973 cards. All 24 teams, plus 96 additional players will be used. Basis of play--draft, advanced version. When responding specify your choice of either AL or NL that you prefer to manage in and your age, address, etc. To join write: Thomas Swank, 39 Pleasant Ave., Little Falls, NJ 07424

LEAGUE FORMING: 1972 National League Baseball replay. We'll be using advanced version and extra players. $1.50 entry fee. Send top 12 picks to: Craig Babcock, 59 Hempstead Road, Spring Valley, NY 10977

IMPORTANT AD NOTICE! Check back page for new ad price information, beginning with the March, 1974 Review.

A Replay To Put You In The Mood

It won't be long before it's new card time at Strat-O-Matic and the long-awaited 1974 baseball cards hit the mails for destinations all over the world.

Perhaps a good replay of a year gone by, jammed with statistics, would be appropriate for putting one in the mood for embarking on a season of their own when the new cards finally arrive.

Richard Zaborsky of Youngstown, OH, has produced a replay that should fit the bill. Remembered for his replay of the National League 1971 season and its subsequent reprinting in the Review, Zaborsky this time completed the American League of the same season.

And, whereas Pittsburgh beat the San Francisco Giants in the playoffs, Baltimore bounced back after a pair of defeats to whip Oakland, 3-1, 3-1 and 6-2. Baltimore won the A.L. East by a whopping 21-game spread over Boston and New York, while Oakland nipped Chicago by a lone game, thanks to Milwaukee pinning a 6-2 setback on Chicago the last day of the season.

Other highlights of Zaborsky's replay included:

* The A.L. winning the All-Star game, 5-4, as Mickey Lolich got the pitching win and Jim Ray the loss. Tony Oliva homered for the AL and Roberto Clemente and Lee May had solo shots for the NL.
* Bill Melton of the White Sox was the only player to stroke three home runs in one game.
* Bill Freehan of Detroit reached base 11 straight times (two walks, four singles, two doubles and three home runs). He drove in six runs, scored three times during the spree.
* Mike Epstein of Oakland and Baltimore's Boog Powell both hit into triple plays in the same game as the AL witnessed a whopping 11 triple-killings.
* Mickey Lolich was the Cy Young Award winner with a 30-12 record and 2.24 earned run average. Bill Parsons was Rookie of the Year after compiling a 16-12 mark and a 2.30 ERA.
* In the World Series, Pittsburgh overpowered Baltimore, four games to two. Al Oliver, who hit .391 and supplied two clutch homers, was the Series MVP. Luke Walker of the Bucs whitewashed Baltimore in the fourth game-- a noteworthy feat since the Birds had only been blanked six times during the regular season.

Standings and statistics:

EASTERN DIVISION	Won	Lost	GB
1. Baltimore	110	52	--
2. Boston	89	73	21
New York	89	73	21
4. Detroit	87	75	23
5. Washington	67	95	43
6. Cleveland	55	107	55

WESTERN DIVISION	Won	Lost	GB
1. Oakland	91	71	--
2. Chicago	90	72	1
3. Kansas City	79	83	12
4. Minnesota	78	84	13
5. California	72	90	19
6. Milwaukee	65	97	26

Home Runs	
Cash	38
Melton	38
Smith	32
F.Robinson	30
Petrocelli	29
Spencer	29

STOLEN BASES	
Patek	63
Otis	62
Campaneris	32

RBI	
White	122
Smith	116
Melton	110
Oliva	103
Cardenas	98
Petrocelli	97

DOUBLES	
Schaal	45
Smith	40
A.Rodriguez	36
C.May	35
Freehan	34
Oliva	34
Piniella	34
White	34

TRIPLES	
Carew	12
C.May	11
Patek	11
Alou	10
McCraw	10
Scott	10

RUNS	
Murcer	105
Bando	95
Buford	96
Oliva	96
Smith	95
White	95

ERA		Wins		Strikeouts		Innings Pitched	
Blue	2.01	Lolich	30	Lolich	318	Lolich	374
Kaat	2.12	Blue	25	Blue	315	Wood	354
Lolich	2.24	Wood	25	Blyleven	256	Kaat	319
Wright	2.30	Cuellar	24	Coleman	242	Cuellar	316
Parsons	2.30	McNally	24	McDowell	234	Blue	309
Cuellar	2.34	P.Dobson	23	Wood	211	Blyleven	301
McNally	2.37	Hunter	23	Bradley	207	P.Dobson	299
Wood	2.39	Palmer	22	P.Dobson	179	Siebert	297

Losses		Shutouts		Home Runs		Saves	
McLain	23	Blue	9	McLain	38	Sanders	27
Murphy	22	Lolich	9	Perry	36	Burgmeier	23
Pattin	22	Wright	8	Pattin	33	Scherman	21
Blyleven	20	Cuellar	7	Wood	32	Lindblad	17
Bosman	20	Kaat	6	Lolich	31	Watt	17
McDowell	20	Wood	6	Peterson	28	Aker	13
						Williams	13

****

Surprise! Yankees Are Champs

Douglas Smith did what manager Ralph Houk was unable to do in recent years with the New York Yankees--win the American League's Eastern Division. Smith, a Yankee fan, obviously, guided his charges to a 94-68 record in a replay of the 1972 A.L. season.

The new Yankee mentor played his league with the advanced version of the players' cards. "Many of the players exceeded their total plate appearances because of seven more games on the schedule and because the Yankee roster was not increased to 40 players in September, as in real-life," admits Smith.

Both the Detroit Tigers and Boston Red Sox finished second behind the Yanks, four games off the pace with 90-72 records. In the A.L. West, Oakland won out over Chicago by three games. The A's had a 96-66 record and Chicago 93-69.

Smith kept comprehensive statistics on his Yankees. For instance, the Yanks mauled right-handed pitching, posting a 73-42 record and a .635 winning percentage against righties. Against left-handers, however, New York was only 21-26 (.438). Also, at home the Yanks compiled a 51-30 record; on the road 43-38.

In extra inning contests, the Yanks were 8-7, in one-run outcomes 26-24 and in double headers 3-1. Favorite "cousins" the Yanks picked on were California (11-1), Texas (9-3) and, surprisingly, Baltimore (13-5). The Yanks had the most trouble with Detroit (8-10) and Minnesota (5-7)--the only two teams New York didn't have a winning record or play .500 ball against.

Smith also points out that the Yanks often struck early (outscoring the opposition, 118-85, in the first inning) and also late (outscoring foes, 174-83, in the eighth and ninth innings). The fourth inning proved to be the most nightmarish as the Yanks were outscored by a 96-73 spread.

Bobby Murcer was the hitting star for the Yanks. Twice he clubbed three home runs in a single game, plus four times he stroked roundtrippers with the bases loaded. He finished with a .306 average, 41 homers and a whopping 170 RBI--although he batted nearly 50 times more than in real-life. Murcer also delivered 25 game-winning hits, plus had eight sacrifice fly drives.

Here are the final Yankee statistics in batting and pitching: Note also that the Yanks clinched the A.L. East flag on the 161st game of the season, Sept. 29, and that pitcher Steve Kline hurled the team's only no-hitter--against Oakland, on June 12.

	GA	AB	H	2B	3B	HR	RBI	R	SB	AVG	BB	SO
Murcer	161	634	194	26	8	41	170	108	5	.306	59	69
White	160	607	185	36	3	18	90	115	18	.305	114	67
M. Alou	124	481	145	24	1	1	42	61	4	.301	35	31
Clarke	147	623	180	26	3	4	42	103	9	.289	64	48
F. Alou	90	308	88	11	2	6	34	37	0	.286	16	30
B. Allen	84	269	74	18	0	21	46	43	0	.275	20	50
Munson	149	582	151	18	5	6	50	64	1	.259	46	78
Sanchez	93	306	78	2	2	0	19	31	0	.255	14	44
Blomberg	110	343	87	25	0	21	71	49	0	.254	38	26
Michael	132	471	113	9	8	1	45	36	2	.240	31	40
Ellis	45	112	23	1	0	3	9	8	0	.205	6	21
Lanier	34	108	19	5	0	0	7	4	0	.176	4	12
Callison	60	143	25	1	0	3	14	13	0	.175	7	20
Swoboda	26	47	8	2	0	1	4	4	0	.170	10	11
Torres	38	75	12	3	1	1	5	7	0	.160	5	13
Kenney	28	81	12	0	0	0	3	5	1	.148	12	7

| Totals | | 5636 | 1470 | 220 | 33 | 130 | 679 | 718 | 41 | .261 | 504 | 700 |

(includes pitchers)

Pitching	GA	GS	GC	W - L	IP	H	ER	BB	SO	HR	SH	SA	ERA
McDaniel	43	0	0	8-3	92	61	16	34	82	4	0	3	1.57
Cox	42	11	1	5-3	107	106	22	17	35	5	0	0	1.85
Kline	35	35	14	21-7	273	242	66	47	76	8	6	0	2.18
Stottlemyre	39	39	17	22-10	300	266	89	80	123	14	3	0	2.67
Beene	28	0	0	3-6	73	63	25	32	61	6	0	0	3.08
Lyle	64	0	0	5-8	96	86	35	23	61	8	0	31	3.28
Peterson	38	36	11	16-14	254	276	93	44	117	26	3	0	3.30
Gardner	26	13	4	6-6	100	91	39	32	64	6	0	0	3.51
Kekich	29	28	3	8-11	161	176	75	88	79	14	1	0	4.19

| Totals | | 162 | 50 | 94-68 | 1454 | 1371 | 460 | 397 | 698 | 91 | 13 | 34 | 2.78 |

(a total of 541 runs were allowed)

****

Rating The Old-Timer Teams

This month the 1953 Brooklyn Dodgers and the 1961 Detroit Tigers are in Mike Gilbert's Old-Timer spotlight. Gilbert, who recently changed address and now lives in Menomonie, WI, not long ago sent the Review his ratings for the remainder of the Old-Timer teams so the special series could continue uninterrupted.

Gilbert pointed out a mistake in last month's ratings, saying that for the 1924 Washington Senators the fielding rating should be 3.7 rather than 3.3. So, for those of you who plan to keep a booklet of all the Old-Timer teams, this change should be made.

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.

1953 Brooklyn Dodgers

Average	- 4.3	(.308)
Stealing	- 4.5	(C+ .13)
Running	- 4.6	(1-14.7)
Power	- 4.8	(22 HRs)
Fielding	- 4.5	(1.6)
Starters	- 2.1	--

Lineup to think about
1. Gilliam   2B-2
2. Robinson   LF-4
3. Snider   CF-1
4. Furillo   RF-1

```
Relief    -  4.0    --         5. Campanella  C-1
Bench     -  2.6    --         6. Hodges      1B-1
                               7. Cox         3B-1
Totals    - 31.4              8. Reese       SS-2
```

Comments: I consider this the finest lineup that Strat-O-Matic has ever put
out. Power, speed and average make every man an imposing threat. If they
just had the '65 Dodgers' pitching. Oh well, start Erskine and Meyer every
four days and switch off Loes, Podres, Milliken and Labine. Use Milliken
or Labine every game, if necessary, in relief, and don't forget Hughes.
Other than Erskine, I would be surprised to see any starter finish five inn-
ings. Put Shuba in for Robinson only in the ninth inning.

1961 Detroit Tigers

```
Average    - 2.5  [.282]       Lineup to think about
Stealing   - 3.4  (0+ .63)     1. Wood       2B-4
Running    - 4.1  (1-14.4)     2. Bruton     LF-2
Power      - 4.7  (19.7 HRs)   3. Kaline     RF-1
Fielding   - 1.6  (2.6)        4. Cash       1B-3
Starters   - 2.7  --           5. Colavito   LF-2
Relief     - 2.7  --           6. Brown      C-4
Bench      - 2.2  --           7. Boros      3B-4
                               8. Fernandez  SS-3
Totals     - 22.6
```

Comments: If these guys didn't have to take the field, they would be great.
If your opponent doesn't oppose Kaline or Cash, steal with them. It's worth
it to force the opposition to held them because it increases the chances for
a hit. The pitching staff is fairly well set with Lary, Bunning and Mossi.
Foytack and Regan are necessary evils. Fox and Aguirre are fairly good in
relief.

Note: For both the '53 Dodgers and '61 Tigers, first column in each category
refers to team average and second (in parentheses) to individual average.

****

No-Hitters

     Some gamesters prospect for a long while before striking no-hit gold.
Others make strikes almost immediately.
     So it was for Chuck Burress of Narrows, VA, who found out what it was
like to experience a no-hitter at the outset of his Strat-O-Matic Baseball
career.
     In his very first game, using the 1969 cards, Ferguson Jenkins of the
Cubs had a no-hitter going into the ninth inning--and then Paul Blair of the
Orioles broke it up with a single. The next outing was even better. This
time Dave McNally of the Birds did hurl a no-hitter, blanking the world
champion St. Louis Cards.
     Burress today looks back at his Strat-O-Matic start with a little skeptici-
sm. "I thought at the time that maybe the game wasn't worth much if the offense
was lacking this much." Since then, however, Chuck has played over 1,000 games
and has yet to experience another no-hitter!
     Larry Mueller of Regina, Sask., Canada, also reports a no-hitter this
month. Unfortunately for Larry, the no-hitter was rolled by a friend, Glenn
Strass, who was replaying the 1972 National League season. Clay Kirby was the
chucker in the spotlight, with the San Diego ace blanking the New York Mets,
1-0. Kirby walked five, including three and loading the bases in the second
inning, and struck out 10.
     Another Clay Kirby didn't fare so well in a bid for a no-hitter. In

an all-star league run by Gerry Printz, Dumont, NJ, and friends, Mr. Kirby breezed through eight and one-third innings of no-hit twirling. Then, facing his 26th batter of the game, Kirby walked Dave Johnson to ruin his perfect game. Next his no-hitter went out the window when Lou Brock slashed a single. Oh well, Kirby still would have a victory--after all his team was ahead, 5-0.

Two more singles, a double and an intentional walk to Harmon Killebrew put the win in jeopardy as the lead shrank to 5-4. Then, with two outs, Johnny Bench slammed a three-run homer. Final: 7-5. Kirby not only lost a perfect game, but also a no-hitter and finally even a victory.

Other no-hitters reported this month (those that didn't get away) included:
* Don Liddle of the '54 Giants turning the trick against the '31 A's. Liddle lost the game, however, 6-2, as a whopping eight errors by his 'teammates' spelled his doom. Gary Grassey, Huntington, NY, was the viewer of the comedy of errors.
* Peter Denman, Houston, TX, sings the praises of Ken Holtzman, Dock Ellis and Jim Bunning, all of whom fired no-hitters during a 162-game 1969 National League replay.
* Tom Seaver, the "Terrific" one, wasn't left out this month. The New York Met whiz set down the 1970 Oakland A's, 1-0, with Jimmy Becher, Haledon, NJ, at the dice controls.
* And last this month, but certainly not least, Mike O'Brien presents the credentials of San Francisco's Jim Barr for admittance to the no-hit club. Barr, thanks to a fielding gem by shortstop Chris Speier late in the game, turned back Montreal with his no-hitter.

****

Readers Roll 'Em

30 and 40-game seasons. For the sake of statistical realism, full-season replays provide much more of a yardstick than abbreviated schedules.

THE '5' FIELDER

Always eager to experiment with new S-O-M Baseball inovations, I rapidly consumed Greg Friedman's article in the Review's December issue on a possible "5" infielder and outfielder. On the whole, I was pleased with the chart, but I noticed that some points were missing. Firstly, the "5" infielder is almost a carbon copy of S-O-M's "4" fielding first or third baseman. Elementary breakdown of each shows that each fielder has the same number of on-base chances The "5" fielder allows more hits, but, surprisingly enough, commits less errors.

I find this chart sufficient for use in the case of an infielder being used at another infield position, but insufficient where a fielder may be brought in from the outfield or catcher. For example, I don't believe that catcher Johnny Edwards of the Astros could fill in at shortstop as adroitly as slick fielding Doug Rader could. Personally, I have adapted a double version of the "5" fielder for such cases as this, but this tends to be somewhat complicated at times. For most situations, though, this problem necessitates correction of some form to maintain maximum accuracy.

Chuck Hammond
316 Barden Rd.
Bloomfield Hills, MI

TWO IMPROVEMENTS NEEDED

Strat-O-Matic Football has provided me with a lot of excitement and enjoyment over the past 3½ years. However, I think the game company could add to the realism by incorporating two very important features missing from the game.

I believe that injuries should not be be based on an arbitrary roll of the dice, but should be gauged according to the player's time lost during the season. Secondly, a penalty system is needed. They are a big part of football and, in general, the poorer teams tend to be more penalized than the stronger. Penalty stats could be incorporated onto the players' advanced defensive cards according to a frequency factor on a team basis.

Kent Scott, Toronto, Ont., Canada

S-O-M League Scene

BY J.G. PRESTON
Port Washington, NY

The Pacific Baseball League, run by Dave Surdam of Pleasant Hill, OR, recently culminated its second season with the release of its yearbook covering the 1969 season. The league began last year, using the 1968 cards, and moved to the 1969 set for the next campaign. The yearbook, one of the best publications of its kind, is 20 pages of stats and stories, detailing the pennant race in which the Dexter Lake Pirates, managed by Scott Murphy of Dexter, OR, nipped Mike Nadeau's (Chelsea, MI) Cincinnati Reds by a single game.

The schedule of the eight-team league is broken up into 14 segments of 11 games involving two clubs. The home-and-home series is completed later in the year. Series-by-series standings are included in the yearbook, and these show Dexter Lake reaching the top after 55 games, but then fading and not regaining the No. 1 spot until the season's end. The pennant scramble was a wild one. With 11 games remaining, Cincinnati and Dexter Lake were tied for first, with the San Francisco Giants (managed by Bob and Ken Garber of Southfield, MI) just a game off. In addition, both the Chicago Gronks (skippered by Oak Park, ILs' Ed Furman) and the Connecticut Braves (Norm Chouinard, Waterbury, CT) were involved in the fracas, before winding up tied with the Giants, seven games out. The Boston Red Sox (Dwight Bell, Wilmington, DE), Seattle Pilots (Jim Phelps, Wenatchee, WA), and California Angels (Surdam) brought up the rear.

The Pirates won the pennant with a .276 team batting average, a league-leading 169 stolen bases and 151 homers. The pitching staff had 62 complete games, a 3.21 ERA, 12 shutouts and a league-leading 976 whiffs. Willie Stargell led the attack, hitting .342 with 35 homers and 104 RBI. Joining him in the outfield were leading hitter Matty Alou (.350), Roberto Clemente (.338, 18 HRs), plus Manny Mota (.331) and Curt Motton (6 HRs in 78 at-bats) sat the bench!

Second baseman Joe Morgan led the loop with 72 steals, while Jim Spencer and Aurelio Rodriguez provided defense on the corners. Maury Wills completed the championship infield, with Andy Etchebarren and Jerry May dividing the receiving duties. Stargell's 334 total bases and .652 slugging percentage made up for some of those banjo hitters. Fritz Peterson (20-6, 2.23) was amazing on the mound, while Grant Jackson won 17, Bob Moose 16. The bullpen was a sore spot, though.

Cincinnati led the league in batting average (.281), runs (724) and total bases (2361), while second in homers (171). Lee May led the attack with a .289 average, 39 homers and a circuit-topping 137 RBI. Third sacker Tony Perez crashed 33 homers, hitting .298, while .321-hitting catcher John Bench bopped 28 four-baggers for 103 RBI. Alex Johnson lost the batting title by a fraction of a point (.349+) and Pete Rose hit 11 triples for a .315 mark. The pitching staff was led by Jim Maloney (20-3, 2.74) and Fergie Jenkins (23-15, 3.26, a league-leading 266 whiffs). Reliever Clay Carroll had 17 saves and 11 wins for a league-leading 28 fireman points, but after that there wasn't much to shout about.

Among the third-place teams, Chicago had the best offense. Four players blasted 20 or more homers, the best being Ron Santo, who clouted 30 to go with 95 RBI and a .297 average. Like many teams, though, the pitching failed. Pat Dobson was 9-3, 1.86 with a no-hitter in 97 innings, Bill Hands 17-12, 2.31, but the staff was not deep. Connecticut had hot-hitting shortstop Rico Petrocelli (38 HRs, 96 RBI, .307) and two big pitchers: Phil Niekro (22-10) and Andy Messersmith (20-15, 245 strikeouts and a league-high six shutouts). The Giants actually had the top pitching staff in the league, due solely to amazing Juan Marichal, who was 27-8, 1.98 for one of the league's poorer offensive teams. He had the league's best control, allowing but 1.18 walks per nine innings. Offensive star for the Giants was Willie McCovey, who led the

league in homers (42) and was second in RBI (111) with a .279 average. Willie
Mays was disappointing, hitting nine homers with a .280 mark. Another super-
star, Hank Aaron of Connecticut, also struggled at .267 and 21 homers. A
coming superstar, Bobby Bonds, hit 23 homers and stole 71 bases, second in
the league.
     The Pacific League tailenders were pretty interesting clubs, also. The
Red Sox bashed a loop-high 173 homers. Carl Yastrzemski was great, with 39
homers and 107 RBI despite a puny .241 average. Seattle had the burning bat
of Mr. Lucky, Andy Kosco (.321, 24 HRs), but not much else in the way of
offense and only Mel Stottlemyre (18-13) to head a faltering pitching staff.
Last-place California (57-97, 32 games back) hit .233 with 75 homers. The
pitching staff was tough, though. Tom Seaver (13-13, 3.03) and Tom Griffin
(8-10, 3.41) were the top two pitchers in the league in hits off per nine
innings. Dick Selma tossed a no-hitter, while Nolan Ryan and Tom Hall, who
had 28 saves between 'em provided a tireless bullpen duo. Skipper Surdam
has planned ahead and is building a potential dynasty in the coming seasons.
     Players were limited to their actual at-bats and innings pitched, with
penalties levied in draft points for the few violators. Nameless cards were
used to help fill out rosters.
     The yearbook includes full team and individual statistics, series by
series standings, a full page of league leaders, a page on each of the
league's teams with the key players' stats and a brief rundown, trades and
draft points and a World Series account, in whih the Pirates beat the
actual 1969 champs, the New York Mets, 4-3. The yearbook is a tribute to
the league's excellent season, and the 1970 season is now under way.

     GREATER UNITED STATES STRAT-O-MATIC ASSOCIATION (GUSSOMO) - Another of
the country's better-run leagues. Under the direction of UCLA freshman Jeff
Fleischman, it has completed three quarters of its 1973 season, using all
24 Major League baseball teams (trades are allowed) based on the 1972
regular season.
     Pittsburgh and Cincinnati are running away with their respective
divisions in true-to-life form, with the Pirates boasting a 78-42 record.
The American League East has also been realistic, with the Red Sox a game
and a half up on the Tigers and the Orioles and remolded Yankees just four
games back. Minnesota, however, has rolled up an impressive 70-48 record
and leads the West by seven games, with the actual world champs, Oakland,
under .500 and back in the pack.
     Richie Hebner of the Pirates is the NL's top hitter as far as value
because of a .327 average, 23 homers and 101 RBI. Teammate Al Oliver is
the loop's leading hitter with a .353 average while Chicago's Billy Williams
has crashed 29 home runs. In the AL, Dick Allen leads in RBI (94), is tied
with Minnesota's Nate Colbert in homers (35) and is third in average (.314).
White Sox teammate Carlos May has virtually wrapped up the batting title,
stroking hits at a .335 pace.

     MAIN LINE BASEBALL LEAGUE -- Run jointly by Rod Wolfson of Bryn Mawr,
PA, and University of Pennsylvania senior Don Wisenor. It has also reached
the three-quarter mark of a 162-game schedule. After completing a 140-game
schedule with six teams last year, the MLBL added six expansion teams in a
newly-created division.
     Last season's (1971 cards) pennant was captured by the Winnipeg Wildcats
of Dennis Ross (Tempe, AZ) with a record of 81-59. The Wildcats had a solid
attack led by "Famous" Amos Otis (.292, 38 stolen bases), Merv Rettenmund
(.300), Al Kaline (21 HRs, 70 RBI) and Dick Dietz (22 HRs, 69 RBI). The
pitching staff was headed by surprising Sonny Siebert, the league's leading
winner (18-6, 2.56), plus Gary Nolan (17-10, 2.48), Clyde Wright (14-11) and
Fritz Peterson (2.54).
     Commissioner Wisenor, who hails from Trotwood, OH, guided his Dayton Kaps
to the runnerup position, four games out. The Kaps had the devastating duo
of Hank Aaron and Willie Stargell, who slammed 48 and 42 home runs, respective-
ly, and 98-89 RBI, finishing one-two in both departments.

Other statistical leaders from the first season included Glenn Beckert (.372), Rod Carew (.355), Lou Brock (103 stolen bases), Don Sutton (18-9, 2.83) and amazin' Tom Seaver. Toiling for the last-place Eugene Aces, Seaver led the league in ERA (2.20), strikeouts (314) and tied for the lead in victories (18-14). Vida Blue, by the way, came in at 16-12, 2.72 and 239 whiffs.

During the off-season one manager resigned and another was ejected, while eight new managers were found to raise the league membership to 12. The six returning teams form the Western Division, while the six teams drafted in the expansion draft form the Eastern Division. The league's current managerial lineup includes: Wolfson (Clearwater), Wisenor (Dayton), Ross (Winnipeg), his brother Mike (Eugene), Mike Volberding of Bellvue, WA (Seattle) and Carl Cole of Wayne, PA (San Diego). The Eastern Division managers are Jim Murphy of Youngstown, OH (Cleveland), Jack Buchanan of Bryn Mawr, PA (Ottawa), Dan Donnelly of Leetonia, OH (Delaware), Mike McConchie of Alexandria, VA (Washington) and Kit Rossano of Bellevue, WA (Kent). The Tallahassee franchise is run by the league.

****

Questions & Answers

QUESTION: In football, if you're on your opponents' 20-yard line, throw the "bomb" and it's intercepted (+32), what happens as the interception takes place out of the end zone? How about when this occurs on a short pass play?

ANSWER: The pass is still considered intercepted, regardless of how many yards it supposedly exceeded the end zone. The same is true of a short pass that is intercepted.

****

QUESTION: What is the result in football when, on fourth down and from your own eight, you try to punt, it is blocked and the reading is -12 yards? Is it a safety or a touchdown?

ANSWER: Roll two dice as for a fumble recovery situation. If the roll is 2-6 or 12 the offensive team (the kicking team) recovers and it is a safety. If 7-11 is the roll, the defense has recovered and scored a touchdown. If the punt had been attempted with the scrimmage line the one or two, a minus 12-yard loss on a blocked kick would mean the ball rolled out of the end zone and the kicking team gives up a safety.
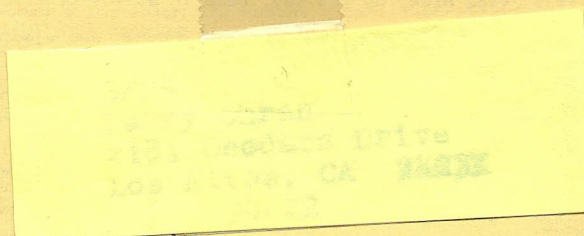
****

QUESTION: Why doesn't the Strat-O-Matic game company print the percentage of each play used on the football cards as it does the righty-lefty percentage on the baseball cards? For example, what percentage did Mike Phipps throw the flat pass, the short pass and the long pass, or Kelly run the linebuck, off-tackle or end sweep? I know Phipps, for instance, would throw more than five or six interceptions every 100 passes if he threw the long pass often.

ANSWER: The breakdown as to the types of plays is not available. S-O-M has access to the pass-run ratio, and, in general, to the types of plays most often used by each of the teams. But the information is not available in an exact percentage figure, such as for baseball. The game company points out that on the average, in passing, the ratio is 6-3-1 (flat-short-long) as far as attempts.

****

If number before your name is 1/74, this is the last issue of your subscription. To renew your subscription, check number of months desired and enclose amount designated.

_____ 3 months, $1.20;   _____ 6 months, $2.25;   _____ 1 Year, $4.20;

_____ Strat-O-Matic Directory (over 300 names listed, plus a section devoted to leagues across the country), 70¢.

****

Coming Next Month...

. . .Basketball playing tips, the handiwork of Ted Gartner of Parsippany, NJ. . .a baseball card evaluation by Dave Raines, a student at the University of Northern Iowa, Cedar Falls, IA. . .Mike Gilbert analyzes the 1946 St. Louis Cardinals and the 1957 Milwaukee Braves in his latest Old-Timer revelations. . .A story about the Pacific S-O-M Baseball League, reprinted from the Springfield News, Springfield, OR. . .The results of a unique football league pitting all-star teams from the years 1968, 1970 and 1972, plus the Carmichael Strat-O-Matic Football Association's draft league results. . .all this and much, much more, all coming your way in the February issue of the Strat-O-Matic Review.

****

Ad Price Changes

Beginning with the March, 1974 issue of the Review, ad prices 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. REMEMBER THIS CHANGE (which actually only affects ads over 100 words) BEGINS WITH THE MARCH, 1974 ISSUE!