



STRAT-O-MATIC REVIEW

Devoted exclusively to the Strat-O-Matic Game fan. The Review is printed with the consent of the Strat-O-Matic Game Company

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TBA tournament season is under way

The Table Baseball Association touring train continues to roll from coast to coast.

John Kreuz, the driving force behind the TBA, has the big winners from six tournaments held so far in 1990, a top 10 lifetime listing for TBA points, an upcoming schedule of events and, perhaps most significantly of all, he reports on two major changes in Strat-O-Matic's new optional rules.

Joe Bordonaro, from Webster, NY, won the kickoff TBA tourney in Newark, NJ, with a 25-11 record. Next up was a tournament in Chicago, and Alan Ellenby, an attorney from Deerfield, IL, and past World champ, took away top honors among the "serious" gamers with a 22-12 record.

Stan Suderman, Buena Park, CA, won out in Los Angeles with a 23-11 mark, Jim Jasper, Schaumburg, IL, was the St. Louis champ (24-12) and Lance O'Connor, Cotati, CA, brought home the first-place check from Sacramento (22-11).

In the most recent TBA gathering, at Newark (Part II), 45 gamers battled for honors. Finally, late Sunday night, a three-way tie was mutually agreed to. Louis Rivera, New York, NY; Frank Penta, East Windsor, NJ; and Kreuz, whose home base is Glenview, IL, all shared first.

"There were many new players at Newark," says Kreuz. "There must have been 14-15 new faces. We met a lot of new people and everyone had a good time, even though it ran later than expected."

Late in June (22-24) the TBA returns to Chicago (Part II) and at the end of the month it's on to Baltimore (June 29-July 1).

Three TBA tournaments are slated for July, beginning with Minneapolis from July 13-15. Then it's on to the southwest for a tournament in Dallas (July 20-22) and back across the country the following weekend for a tourney in Philadelphia (July 27-29).

If you want more information on TBA tournaments, contact:

John Kreuz, Tournament Director
4732 Laurel
Glenview, IL 60025
(708-635-6747)

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LIFETIME TBA POINT STANDINGS

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CUT-OFF RULE

One of the new optional rules that the TBA, in conjunction with the Strat-O-Matic Game Company, is experimenting with pertains to cut-off throws.

With a runner on first and the batter rolling an open single, the defense would now have the option of cutting the throw to third base and trying to throw out the trailing runner. The rule now states that trail runners cannot advance, thus the defense is going to always try to throw out the lead runner. The defense has nothing to lose as it's a "free throw."

Now, however, the offense can try to move up trail runners as well when the defense opts to throw to third.

On throws to home, the (1) offensive manager has to decide if he's sending the runner home; (2) the defensive manager may concede the run and hold the trail runners; (3) the defense can throw home; (4) the offense, on a throw to home, can try to advance trail runners; (5) defense can decide to let the run score, cut-off throw and make a play on the first trail runner (defense does not have an option to try and throw out a second trail runner).

"Before the offense took all the risks," notes Kreuz. "Now both managers have to make decisions on an equal basis."

BALKS, WILD PITCHES, PASSED BALLS

The other major tinkering was done with the present system for generating balks, wild pitches and passed balls possibilities.

Under the proposed rule change that Kreuz and the TBA are testing, a 20-sided die is rolled with the three regular dice when a runner is on base.

If the result on the 20-sided die falls between 3-20, there is no change and play continues. If a 1 or 2 is rolled with the 20-sided die, however, then there's a check for a balk, wild pitch and passed ball.

If the number is a 1 - Check for a wild pitch.

If the number is a 2 - Check for a balk or passed ball.

"They (balks, wild pitches, passed balls) will occur randomly now," says Kreuz. "The game company figures they will occur on the average of three times a game. Ninety percent of the time with a runner on base, nothing is going to happen. This is going to be a major change."

More next month...

The Review staff

Editors: Warren Newell (Otsego, MI); Del Newell (Kalamazoo, MI).
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Go for a 'pitchers' park'

More TBA tips presented

By LARRY BRAUS, Mt. Prospect, IL

I enjoyed Stephen Meyerson's TBA (Table Baseball Association) tips in the May edition and I thought I would add a few of my own.

This June I played in my eighth Chicago tournament and I've picked up 84 points so far. Also, I've played in the Tournament of Champions once and the World TBA Tournament twice.

If you haven't played in a TBA yet, you're missing an intense weekend of S-O-M fun - so get with the program.

TBA PLAYING TIPS - PART II

PARK SELECTION - I prefer a "pitchers' park" with a HR-0 and SI-20. The high singles rating allows me to do some running on offense (if you don't like to run, drop the SI to 0). Out of 10 managers, usually only one or two will take this type of park. Most will take a HR-20.

Taking a HR-0 park opens up players (in the draft) to you that the "diamond hunters" will pass over. A word of warning, though - get a few "bombers" of your own for the road games.

UTILITY PLAYERS - They are usually available in the later rounds and they increase your flexibility. Try to keep at least one three-position outfielder and a three-position infielder on the bench to keep pinch-hitting options open.

If your catchers do not hit well, carry three and pinch-hit often.

DRAFTING - The first few rounds are easy, but the middle rounds can make or break you. Here are some of my favorite picks for rounds five and later:

First base - Gary Redus, to platoon with a solid left-handed hitter, like Fred McGriff or Kent Hrbek. Redus has a solid card both ways and also can pinch-hit versus right-handed pitching.

Second base - Tommy Herr. His e-rating is low and he's a prototype No. 2 hitter. Also, in a diamond park he can equal his season homer total (two) in one game with his "excuse me" N power from both sides.

Outfield - Von Hayes. He's back. A great platoon player who can do everything.

LEFT-HAND PITCHING - Don't take a lefty in an eight or nine-team draft. In a 10-team, draft a righty starter/reliever that you can drop in if your opponent hits lefties well.

Zane Smith and Neil Heaton are good because they can also function as lefty closers. "Backwards" lefty relievers, like Mark Davis, are pretty worthless in TBA play, however. One or two hard lefties are recommended.

Contest Advertisement

10th annual Lyman Bostock Memorial Tournament. Featuring five big events, **July 14-15, 1990**, in Portage, IN, at the Holiday Inn (Gigi and Pavillion rooms): Super-advanced baseball, football and hockey are two-day events. Backup tournaments Sunday only are advanced baseball and super-advanced football (old version). Trophies are awarded to all winners and runnersup. No teams will be reserved in advance; we will draw numbers for team selection. Entry fee is \$22. For further information, contact me at the following address and number. If writing, please enclose a long SASE. James Sanders, 2149 McKinley St., Gary, IN 46404 (1-219-944-8339)

Gaming principles applicable on the job

S-O-M lends itself to 'real world'

By STANLEY SCHICK, Phillipsburg, NJ

While rereading past Review editions, I came upon an article by Kurt Smeby (August, 1988). The theme of the article being whether playing Strat-O-Matic games had any redeemable qualities transferrable to the real world.

Mr. Smeby went on to show how he was aided by his S-O-M experiences, in his real world, after leaving the United States for a job in England.

I was, until last November when I retired, a production supervisor in an electronics plant in Phillipsburg, NJ. My department had approximately 40 assemblers and testers working in it. I know that playing S-O-M Baseball these past eight years helped me to be a better supervisor.

CARDS FOR EMPLOYEES

Using the cards as a sample, I made similar cards for each of the employees. I recorded their strengths and weaknesses as to machine assembling, hand soldering, handling of small units, large units, etc. using the A, B, C numbers ratings on the S-O-M cards.

I had a classification for attitude, playing with pain, or in bad weather, which people were my "clutch hitters" and would come through when a job needed to be rushed through.

I knew through the cards what people I could move around to different jobs, utility people and those that didn't have this ability.

I was able to manage the problems that face a supervisor daily in a much better fashion by consulting these cards. Sometimes it even added some fun to the job.

I don't know whether I would or would not have thought of using this control method without S-O-M cards. However, I do know that playing S-O-M Baseball led me to using this method and this in turn helped to make my working life that much easier.

What are three-dice odds?

Now that Strat-O-Matic has come out with its new fielding system, dice-rollers have had to look at different odds for the three-die results.

Philip Eric Jones, who puts out "Baseball Yardstick" (check For Sale in the advertising section), has come up with the odds when rolling three dice.

"Strat-O-Matic has radically altered the defensive charts for the baseball game, adding a great deal of realism and detail in the process," says Jones. "Many dedicated managers may be interested in knowing if the players still make the same number of errors as they used to, or if the odds have changed. For those of you who wish to investigate this question on your own, the odds of throwing each total with three dice are shown to the right."

	<u>TOTAL</u>	<u>CHANCES/216</u>
3.....	1	
4.....	3	
5.....	6	
6.....	10	
7.....	15	
8.....	21	
9.....	25	
10.....	27	
11.....	27	
12.....	25	
13.....	21	
14.....	15	
15.....	10	
16.....	6	
17.....	3	
18.....	1	

Readers roll 'em

BACK-TO-BACK ROLLS

I am curious whether the Greater Kalamazoo Strat-O-Matic League (GKSML) or any other league has a policy regarding the 'back-to-back' dice roll?

Example, a relief pitcher late in a crucial game with a bad 4-column gets two rolls of 4-4 back-to-back which results in a homer/double, etc.

Or how about three straight rolls of 4-5, 4-7 and 4-5?

Does anyone, to your knowledge, have rules concerning these back-to-back/similar rolls, or is it one of those things that can and does happen, such as a pitcher throwing two straight hanging curves?

MIKE CRANEY
Loogootee, IN

Editor's note: The GKSML now uses pocket computers in lieu of dice. Back-to-back numbers, or numbers in the same column, can still occur. There are not any leagues that we know of that have rules regarding back-to-back rolls. It's just the luck, or bad luck, of the dice.

OFFICIAL RULES NEEDED

It's been at least 10 years since this 36-year-old gamer with 22 years experience wrote to the Review. And a lot has happened in the Strat world since then. And is happening now.

Since then I've played in a few PEM leagues (the last one in 1982), tested the TBA waters and am presently running an eight-year-old face-to-face league in Collinsville, IL.

And let me not forget a once-a-week managing stint in St. Louis' newly formed Souldard Table Baseball League (STBL).

Articles by your dedicated staff and letters that have appeared in the Review written by die-hard Strat heads have inspired me at times to put pen to paper. But with the new Strat Baseball rules

out and scintillating letters by Ed Grant (wasn't he on the Mary Tyler Moore show?), I feel it's time to air out.

First off, thanks to you guys for taking your time to bother publishing the Strat Review. Without your forum we all wouldn't have come this far.

I loved Ed Grant's last two letters and, of course, roared with laughter at both. Ed, has Alomar been kickin' 'em for you, too? David Black jumped on Ed's bandwagon and you guys have been takin' your licks, so I thought I'd offer these encouraging words: Do your best and give us some more. But here's a vote for no preseason ratings at all. Spoils the fun when card day comes.

With the new optional playing rules this year, I think it's high time the game company came out with a comprehensive set of rules. The Official Strat-O-Matic Rule Booklet, if you will. The booklet could even contain a set of the TBA rules and other suggestions and options for league play.

It's amazing to me when I play against people who aren't in my league how many rule discrepancies there are. We brought a new guy into our league this year who had never played Strat before and he asked for a copy of the rules. I was flabbergasted when I realized that I no longer even had a copy of the rules printed on the back of the game board.

The new charts and rules are super as they add even more realism to the game. The charts are actually easier to memorize than the previous ones with the slight changes in the fielding range chart.

But the gem of these new rules is the revised method of base stealing. Congrats to (S-O-M creator Harold) Richman and crew for creating the state-of-the-art method of simulating the cat-and-mouse game between pitcher and

(continued on next page)

runner. You can now rattle the pitcher. Initially, I heard criticism for the 16 through 20 pickoff chance. But that has died down because it just doesn't happen that often.

In the past I've seen comments from people who want to see more statistical data on the cards. For instance, how they hit vs. righties, how they hit vs. lefties. I feel this would be a big mistake. It would spoil the fun for a lot of players. Learn to read the cards. Do some homework.

Enjoyed sharing these thoughts with you. Ed, don't lose your edge and everybody else pitch in and help the Newells with their endeavor.

While I'm dishing out praise, let's hear it for John Kreuz! His TBA train just keeps rolling across America. How he keeps it up I'll never know.

BRUCE HELMKAMP
Collinsville, IL

THIRD-CLASS BLUES

I refuse to renew my subscription because twice this year I have received replies to ads a day before I got the Review.

WILLIAM PETTERSON
Grand Forks, ND

Editor's note: Third-class mailing, which William Petterson has, can be notoriously slow in some parts of the country. If response time to ads is a concern, first-class mailing is much faster and certainly more reliable.

NAME'S THE SAME, BUT...

There's a sports trivia talk show hosted by a guy named Bill Newell (any relation?). It runs on about 20 or 30 radio stations in the U.S. at 3 a.m., EST.

For awhile they were running commercials for Strat-O-Matic (the only ones I've ever heard) and giving away games to the night's top winner.

If anyone cares, I vote no

colored or perforated cards. The supplementary stealing system is improved, but still inadequate. Defensive control of great base stealers is too exaggerated.

I haven't had a chance to use the new rules yet, but they appear to be well thought out and should add fun to the game.

JOHN HENSHELL
Portland, OR

Editor's note: Bill Newell is not related to the Review's editors.

ONE OF THE BEST

First of all I would like to say that Phillip Jones' article in the May issue was one of the best I've seen in a while. It was relevant not only to S-O-M, but to baseball as well. More articles like that are needed.

I would also like to comment on the fact that the Review has been catching some degree of criticism lately. And, although some valid points have been made, I would like to comment by ranking different portions of the Review, according to which I like best and why:

Readers Roll 'em - By far the most interesting part of the Review. I turn there first because it's always interesting to see what other gamers have to say about their favorite game.

Front page/lead article - This usually contains the best story of the Review and most of time is something relevant and interesting. If not, it should be.

Other Articles - I usually look for articles on enhancing the game by others.

Replay Scene - I like to look at the stats and, unless there are any limitations on the gamers' themselves, the stats are all I look at.

Advertisements - At times there are products or cards I want to buy, but mostly I look at the addresses. A surprising number of players from Georgia have been showing up in the Review

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lately.

In summary, I feel the Review is doing a good job, although some of the recent criticisms were deserved. To make the Review better I would like to see the Readers Roll 'em section expanded and more relevant articles added to the lead story. Perhaps the league replay scene could be enhanced by adding some snappier looking graphics.

Anyway, I'm glad you're at least willing to listen to some criticisms.

BILL HAYES
Acworth, GA

LOOK AT NEW CHANGES

In general, I like most of the new changes in S-O-M Baseball, especially those regarding strategy such as hit-and-run, infield in, cut-off rules, etc.

However, I think the game company is too ambiguous in defining when some of the new changes can be used by a manager.

I believe that some unscrupulous managers will try to bend the rules to their favor (some even claiming the game company has sanctioned their actions) because of S-O-M's unwillingness to lay down strict guidelines for using the new rules.

Here are some examples:

The game company says "use your discretion when playing a player out of position" but lays down no restrictions. A great defensive player like Jesse Barfield (rf-1, -5 arm) thus could play left field with no defensive (penalty) change. An unscrupulous manager could manipulate his bench so that every game Barfield ends up in left.

This should not be allowed, or should be severely limited (such as in extra innings, and once a season).

This out-of-position rule unfairly favors outfielders over infielders. It doesn't make too much sense why someone such as Tony Fernandez or Ozzie Smith would have to be rated a "5" at

second, while any outfielder could play out of position in the outfield with the same or slight decrease in their fielding rating.

I think all players should be treated/penalized equally with this out-of-position rule - it needs to be revised to avoid it being used in a way not originally intended.

The most obvious example of the new rules needing strict use guidelines is the starting pitcher's rest chart.

Most managers, including myself, see the chart as a guideline when your starting pitcher was shelled in his previous start and didn't last long. I assume it was intended for only such cases.

However, one manager in our league, and probably elsewhere, saw the rule as the game company officially legalizing or endorsing pitching staffs that have only a two or three-man rotation. For example, in theory, a manager could pitch (start) an asterisk pitcher one inning, go with a couple of Orel Hershisier/Sid Fernandez types for middle relief, then a couple of closer types for the late innings.

Conversely, the game company has no resting chart for relievers, other than the must rest every third day rule.

Thus, a "4" inning reliever can pitch two six-inning-plus relief stints before having to rest. This isn't right, either. There should be some mandate from S-O-M that puts realistic limits on pitchers' use.

Another problem area is when a position player is used as a pitcher. Some managers may do this deliberately to save innings for their regular pitchers. S-O-M should have spelled out just what constitutes an "emergency" - such as late extra innings, the first game of a doubleheader, etc.

Pitchers need fielding (1-4) ratings, especially with the new rules. In 1991?

JOHN BARTLETT

Frobom goes 'back to the future'

Computer baseball game revives replay 20 years later

Mark Frobom, thanks to Strat-O-Matic's computer baseball game, has gone back to the future.

It was almost two decades ago that Frobom, who calls Minneapolis home, began a baseball replay using six of his favorite fun teams from the mid-1960s. About 50 games into the replay he bogged down and eventually abandoned the project.

"I enjoyed brief flirtations with such items as bicycles, girls, high school athletics, not studying, cars, beer, motorcycles, college, not studying, women, tobacco, work, taxes and grecian formula; not to mention about 1,000 other more 'advanced' Strat projects," recalls Frobom.

When he began the replay that was back "in the days of basic (version of S-O-M) only. Then the only 'software' involved was a pencil and pad, dice, basic x-chart and, of course, those orange split cards, which always gave me a built-in advantage since I had all the creases and smudges on the low numbers' backsides memorized."

20 YEARS LATER.....

Frobom ran across the stats from that replay and, after finding them in good order and equipped with a computer, put the stats on the computer and finished the project.

"One of the great things about the S-O-M computer game is that it speeds up not only the game itself, but also cuts stat keeping time to virtually nothing," says Frobom. "This has enabled many gamers to resume and complete projects that had bogged down ages ago."

The teams Frobom used were the 1965 Reds and Phillies; '64 Kansas City Athletics and Los Angeles Dodgers; and '63 Twins and Cubs.

Along with bringing back old memories, a tight pennant race between the '65 Reds and '63 Twins and a lot of fun games, Frobom said what he liked most of all about the replay was the "personalities" involved.

"Players like Bo Belinsky, Dick Stuart, Richie Allen, Moe Drabowsky and Pete Rose gave the league a colorful aura."

MALONEY HAS NO-HITTER

The schedule was limited to 150 games because of the 20-man rosters (most of the players still were overused). Highlights included Jim Maloney of the Reds pitching a no-hitter, three home runs in a game by Philadelphia's Richie Allen and Kansas City's pitching corps giving up 231 homers.

Here's a thumbnail sketch of each of the six teams:

1965 CINCINNATI - Maloney had a 23-10 record and 10 shutouts, Sam Ellis was 18-12 and Billy McCool saved 27 games and struck out 132 in only 108 innings...Punch was plentiful: Deron Johnson (.300, 44 HR, 132 RBI), Frank Robinson (34, 128), Vada Pinson (.309, 28, 104) and Pete Rose (.314).

1965 PHILADELPHIA - Went into September swoon (8-20)...Allen won batting title (.315 plus 29 HRs, 114 RBI)...Johnny Callison had big year (35 HRs, 119)...Chris Short won a league-high 24 games.

1964 KANSAS CITY A'S - Lost 104 games as pitchers served up 231 homers, including 53 by Orlando Pena (17-19, 252 strikeouts)...Team ERA was 5.24...Rocky Colavito was bright spot (.297, 34, 105).

1963 MINNESOTA - Played long ball all season, hammering 242 home runs...MVP winner Earl Battey hit .304 with 40 homers...Harmon Killebrew (48), Jimmie Hall (42) and Bob Allison (39) gave the Twins a fear-

(continued on next page)

some foursome. Each of the quartet had 100 or more RBI...Pitching staff was so-so, despite good seasons by Dick Stigman (18-14) and Jim Kaat (15-6) and Bill Dailey's 38 saves and 1.57 ERA...Twins went 19-3 in September.

1964 DODGERS - Dynamic duo of Sandy Koufax (20-14, 2.42) and Don Drysdale (19-16, 2.91) kept Dodgers in pennant chase until September. Only three games back going into last month...Bob Miller had 25 saves and Tommy Davis batted .287 with 108 RBI.

1964 CUBS - Lacklustre team, except for Dick Ellsworth, who won Cy Young Award (22-12, 1.99 ERA)...Don Elston saved 17 games...Ron Santo hit only 16 homers and Ernie Banks batted a puny .208.

Standings and leaders:

	Won-Lost	GB	Batting	Home Runs
1965 Cincinnati	93	57	-	R.Allen PHI .315 Killebrew MIN 48
1963 Minnesota	89	61	4	Rose CIN .314 D.Johnson CIN 44
1964 L.A. Dodgers	76	74	17	Pinson CIN .309 Hall MIN 42
1963 Cubs	73	77	20	Batthey MIN .304 Batthey MIN 40
1965 Phillies	73	77	20	Rollins MIN .302 Allison MIN 39
1964 Kansas City	46	104	47	

	RBI	2B:	3B:	R:	H:	SB:	ERA
D.Johnson CIN	132						Ellsworth CHI 1.99
F.Robinson CIN	128						Koufax LA 2.42
Killebrew MIN	121						Drysdale LA 2.91
Callison PHI	119						Maloney CIN 2.98
Batthey MIN	116						Short PHI 2.99

	Wins	Strikeouts	SA:	CG:	SH:	IP:
Short PHI	24	Koufax LA 287	Dailey MIN 38	Maloney CIN 25	Maloney CIN 10	Ellsworth CHI 317
Maloney CIN	23	Maloney CIN 275	McCool CIN 27	Drysdale LA 25		
Ellsworth CHI	22	Pascual MIN 257		Koufax LA 25		
Koufax LA	20	Short PHI 252				
Drysdale LA	19	O.Pena KC 252				

Strat-O-Matic short shake

If Strat-O-Matic some day soon puts the final touches on its new, super-advanced, state-of-the-art computer baseball game, perhaps it will undertake a project long espoused by Jim Elliott, Orange, CA - the creation of a Class C hall of Fame set.

Of course, the 1959 past season will have to be all but in the printer's hands, and all the other cards for the various S-O-M games will have to roll off the presses on schedule.

Then, and only then, is S-O-M likely to consider a Class C Hall of Fame baseball set. Elliott extensively researched players in his quest and even composed a seven-page letter to the Review, listing his favorites and the reasons for their inclusion.

Here is Elliott's list:

AMERICAN LEAGUE			
Carlton Fisk (c/of) *	Earl Averill (cf)	Players are listed at most frequently played position	
Rick Ferrell (c)	Al Kaline (rf/lb)		
Harmon Killebrew (1b/lf/3b)	Reggie Jackson (rf)	* Still active	
Rod Carew (1b/2b/)	Bert Blyleven (p) *		
Bobby Doerr (2b)	Catfish Hunter (p)	(continued on next page)	
Brooks Robinson (3b)	Addie Joss (p)		
Louis Aparicio (ss)	Bob Lemon (p)		
Phil Rizzuto (ss)	Carl Mays (p)		
Carl Yastrzemski (1f/1b)	Jim Palmer (p)		
Goose Goslin (lf)	Nolan Ryan (p) *		

NATIONAL LEAGUE

Johnny Bench (c/3b/1b)	Duke Snider (cf)
Ted Simmons (c/1b)	Hack Wilson (cf)
Willie McCovey (1b/1f)	Chuck Klein (rf)
Willie Stargell (1f/1b)	Steve Carlton (p)
Joe Morgan (2b)	Bob Gibson (p,)
Mike Schmidt (3b/1b)	Juan Marichal (p)
Pee Wee Reese (ss)	Phil Niekro (p)
Pete Rose (of/1b/3b/2b)	Gaylord Perry (p)
Lou Brock (1f)	Tom Seaver (p)
Ralph Kiner (1f)	Don Sutton (p)

Strat-O-Matic short shake

Mark Turski is from Cavalier Country - or, in other words, he's a big fan of Cleveland's NBA entry.

Turski, a resident of Columbia Station, first played Strat-O-Matic Baseball in 1972. "Eighteen years later I enjoy playing more than ever," says Turski, 29. "My wife Cindy has been very supportive of my hobby over the years."

Turski's played both football games and within the past year purchased S-O-M Basketball.

His first project with the basketball game was to replay last year's playoff matchup of the Cavs and Chicago Bulls.

In the Cavs' lineup and operating at full strength, at least on the tabletop, were Mark Price, Brad Daugherty and Larry Nance. In real life they "were nursing assorted injuries which really hurt the team," recalls Turski.

"Thanks to S-O-M I could see what might have happened if the Cavs were at full strength for the playoffs.

In game one, at Richfield Coliseum, Cleveland clobbered the Bulls, 130-104. Hot Rod Williams had the hot hand for Cleveland, scoring 11 first-quarter points in a quick getaway. Michael Jordan whipped in 44 for the Bulls, although he was held to two in the fourth quarter.

The second game was close all the way, with the Cavs' six-point victory margin (124-118) the largest. Price pumped in 35 points and Jordan had 43.

In the final game, at Chicago Stadium, Cleveland fired in 45 first-quarter points and finished off the Bulls, 114-92. Ron Harper and Craig Ehlo "held" Jordan to 27.

Jordan was 16-of-33 from the field and 11-12 from the line in the first game, 17-30 and 9-11 in game two and 10-28 and 7-7 in game three. Jordan averaged 38 points...and got an early start for the golf course again.

S-O-M card correction

Strat-O-Matic did send along a correction that refers to the basic side of Dennis Rodman's card last season for the Detroit Pistons. In Rodman's "shot" column, it should read:

#2. 0 (open shot)	#9. x
#3. x (basket)	#10. r
	#11. x

Remember this correction was for Rodman's card based on the 1988-89 season and not the recently completed 1989-90 season.

Strat-O-Matic spotlight

COMPUTER BASEBALL REGISTERS' WITH WATSON

Strat-O-Matic computerized gaming has registered so well with Stan Watson, Sacramento, CA, that he's put together his own S-O-M Register.

Watson, who's completed five actual team National League replays with S-O-M's Computer Baseball game and frequently is called upon by the game company for his opinion on computer workings, is wrapping up a replay of the 1983 season (coming up in the August issue).

He almost had his fourth no-hitter, too. An error by shortstop Jose Oquendo in the ninth prevented Scott Holman from getting the third out of the inning and forced him to face Joe Lefebvre with the bases loaded.

Lefebvre promptly had a 1-6 roll (HR 1-3, DO 4-20) pop up on the screen. The result was a two-run double. Reliever Doug Sisk got Mike Schmidt for the last out, preserving a 4-2 victory for Holman, pitching for the Mets, over Philadelphia. Holman struck out four and walked two.

"Holman would have had my fourth no-hitter in this series of computer replays, 1983-1988," says Watson. "The others: Steve Rogers, 1984 (a real fluke); Dan Schatzeder, 1985; and Dwight Gooden, 1985."

Watson's Register is another state of the art project. Each N.L. team is listed in all the batting and pitching categories and so are all the players.

For instance, if you want to check out Tony Gwynn's numbers over a five-year period, Watson's Register shows that he batted .370 in '84 and .384 in '87 and overall has a .344 average, the best mark on the all-time listing. Pedro Guerrero (1984-'87; L.A. Dodgers; '88; St. Louis) is next with a .336 average.

The home run leader over the five-year span is Darryl Strawberry, who has 170. Mike Schmidt is No. 2 with 155. Dwight Gooden has the lowest ERA (2.42) among starting pitchers and also the most wins (105). Mike Scott is a distant second with 85 victories.

Nolan Ryan is tops in the K department with 1236, although Gooden is only 18 behind and is certain to pass Ryan up once a replay of the '89 season is started.

For his Register, Watson keeps games, at-bats, runs, hits, doubles, triples, home runs, RBI, total bases, walks, strikeouts, stolen bases/caught stealing, sacrifices, game-winning hits, slugging percentage and batting average for hitters. And, for pitchers, games, games started, complete games, saves, shutouts, innings, hits allowed, runs, earned runs, walks, strikeouts, home runs served up, record, won-lost% and ERA.

Here's a listing of the all-time leaders in Watson's computer replays of the National League (1984-88):

<u>Avq.</u>	Gwynn SD .344	<u>H:</u>	Gwynn SD 1096
<u>HR:</u>	Strawberry NY 170	<u>ERA:</u>	Gooden NY 2.42
<u>RBI:</u>	Strawberry NY 567	<u>WINS:</u>	Gooden NY 105-38
<u>R:</u>	Raines MON 539	<u>K:</u>	Ryan HOU 1236
<u>2B:</u>	V.Hayes PHI 183	<u>SH:</u>	Scott HOU, Tudor LA, Gooden NY, 21
<u>3B:</u>	McGee SL 62	<u>CG:</u>	Gooden NY 75
<u>SB:</u>	Coleman SL 450	<u>SA:</u>	D.Smith HOU 157

NO-HITTER FOR CARMAN!

Howard DeWitt, 60 years young and the newest member of the long running Greater Kalamazoo Strat-O-Matic League (GKSML), lost 101 of 154 games in the just-completed National League draft teams replay. But one of DeWitt's wins came via a no-hitter by Don Carman (he of the 5.24 real-life ERA) who shut down Bruce Mulder's spray hitting team, 2-0. Carman struck out three and walked five in his surprising pitching gem.

Grant has cure for PBM league ills

Reliable managers are hard to find

By ED GRANT, Atlanta, GA

Larry Vieira's letter that appeared in the April issue (regarding the need for a blacklist to weed out irresponsible play-by-mailers) is an admirable cause. But unfortunately it does not come close to addressing the true problem with the high casualty rate among this type of league.

The main problem is one of supply and demand.

I know this because I have run the highly successful Mid-Atlantic Table Sports Association (MATSA) for 11 years and each February I put an ad in the Review focusing on the league's durability. Each time I expect many potential leaguers to plead for the opportunity to be in such a league, but in the last eight years I have not had a single year where I have received more than five responses.

I feel the reason is largely because the most devoted people dream of building a team from the ground up in a new league and it is clear from the League Forming section that there are more than enough of those to go around.

These new leagues, therefore, do get a few reputable managers, but due to the supply limitations they are forced to accept managers who lack either the time or energy (or in many cases, both) to make solid contributions. Ultimately, these people break down and bring about the condition that Mr. Vieira describes in his No-Name League.

CURE FOR 'PLAY-BY-MAIL PLAGUE'

The solutions to the "S-O-M Play-By-Mail Plague" are rather simple but are going to require a different perspective from throughout the gaming community:

1. Managers who see themselves as truly desiring a long-term commitment to a league should search out quality leagues, even if this means taking a team that is long established.

Present yourself to the league almost as if you were preparing a resume for a job interview. Ask for copies of the league's rules and copies of their newsletters. These will always be a reflection of the level of commitment that the league has. If necessary, join another league temporarily and get on a "waiting list" for the league that you truly want to be in.

2. Commissioners of leagues need to make the hard decisions. A league is only as strong as its weakest link and at times you need to say, "sorry, fella, I know you're a good guy and you mean well, but you just haven't been consistent enough with your timeliness/honest/devotion to building your team/contributions to league newsletters/statistical accuracy, so I'm replacing you with someone who I think will do a better job."

He also needs to be realistic regarding league size, length of schedule, managerial requirements and expectation level.

Given the supply/demand issue, 26-team leagues are totally unrealistic. A 162-game schedule is ideal in real-life, but many quality gamers find them too long and slack off at the end. Better to reduce the schedule than lose the league's quality. Be realistic with your expectations out of others. Ignore the occasional missed newsletter report or late game results without commenting to the offender.

3. Would-be commissioners should give a lot of thought before starting another league.

Yes, it's ideal to be able to structure a league as you like it and it can be frustrating at times when you are in the minority on your

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league's issues. It's also frustrating to take over a team in an established league that does not have your personality initially embedded in it. But time cures these things.

Unless you can truly envision yourself devoting the majority of your free time (and you need to have lots of it) to something where perhaps a dozen other people depend on you but don't necessarily have the same passion for it that you have, do yourself and the gaming community a favor and be a quality link in an established league instead. You'll be glad you did.

I feel certain that this three-point plan will be a big step toward eliminating the "quitters" that Mr. Vieira referred to, or at least reducing their impact on those of us who are achievers.

Silva creates own 'field of dreams'

Caribbean Winter League is for Latin Americans, Hispanics

If league play isn't for you, for a variety of reasons, there's still the table-gaming basic staple: the solitaire replay.

True, the solitaire actual teams replay is becoming more and more a rarity - usually because of lack of time and too many teams - but there are still all kinds of "field of dream" possibilities.

Computer baseball and the soon-to-be-released super-advanced version of the IBM game put full-season, actual-team replays back into the realm of the possible.

But a lot of gamers just like to let their creativity take over and make up their own leagues.

It might be a historical league; what if the 1927 Yankees played in a league with the Cincinnati Reds' powerhouses of the 1970s? Best-teams leagues are always popular and a gamer is more likely to go the distance because the contests are usually interesting and the matchups more even.

Rene Jose Silva of Miami, FL, created a league that mixes history and ancestry. It's called the Caribbean Winter League and Silva, who's the executive director of a non-profit educational foundation in Miami, says he used only players born in Latin America or U.S.-born players of Hispanic descent.

American players who actually played in a real winter league in 1986 (S-O-M's 1987 baseball card set was used in the replay) were also eligible to play.

Four teams were chosen (21 players on each; seven pitchers and 14 position players). The four were: Havana (Cuba) Liberators, Santo Domingo (Dominican Republic) Sugar Kings, San Juan (Puerto Rico) Hawks and Miami (USA) Alligators.

The reason those four cities were chosen and the idea for the league, explains Silva, "is that it was modeled on a failed attempt to create a real life winter league such as this in 1979 by several entrepreneurs in the Spanish-speaking Caribbean."

Silva wanted to give each team a "playing philosophy." In general, Santo Domingo was a solid hitting/weak pitching team; San Juan, a good pitch-good defense/no-hit club; with Miami and Havana having the best overall balance. Silva drafted each team with that in mind.

A 60-game schedule was drawn up and the first pitch thrown out. Havana, with George Bell's bat smoking (.414, 10 homers, 28 RBI), won 14 of its first 20 games.

Miami - remember the balance? - stayed close, going 11-9 during the same stretch. Eventually, Havana faded and then folded, losing 14

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Miami - remember the balance? - stayed close, going 11-9 during the same stretch. Eventually, Havana faded and then folded, losing 14

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in a row during one stretch.

Miami, although it didn't possess any of the batting leaders, was balanced enough to finish 35-25 and beat out Santo Domingo (30-30). San Juan was 29-31 and Havana won only 12 of its last 40 games and finished 26-34.

The MVP was Ivan Calderon of San Juan, who had numbers of .308, 16 homers and 28 doubles. He edged out Bell (.303, 19, 55) for the honor. Fernando Valenzuela of Miami won the Cy Young award. He went 10-5, struck out 106 and had a 3.22 ERA.

Juan Berenguer (7-3, 3.34, 11 saves) of San Juan was Fireman of the Year. Bob Ojeda of San Juan was the only other to win nine games (9-3) and he was tops for lowest ERA (2.27).

Valenzuela and Ojeda, incidentally, were the only two pitchers who could start every third day, because they hurled more than 225 innings in real life.

FROM HAVANA TO PHILADELPHIA

A little background on Silva is that he was born in 1954 in Havana and emigrated with his family to the U.S. when Fidel Castro took over the island country. He grew up in Philadelphia and began rolling S-O-M dice at the age of 13, using the 1965 card set.

"I'm an avid Phillies fan and have a tremendous interest in baseball history," says Silva. "I like to use S-O-M as a historical research tool."

Silva found the Caribbean Winter League replay a refreshing change from his playing of old-timer seasons. The short season could be completed more quickly. Playing only certain players, in this case Latins, "limits the talent so that you are forced to play as starters some players who do not start in the majors."

ONE ERROR FOR FERNANDEZ

Silva kept defensive statistics for the first time and he reports that Tony Fernandez, Santo Domingo's shortstop, had only one error in the 60 games. Luis Salazar, although he batted a puny .188, started 22 doubleplays at third base for San Juan.

Santo Domingo's Dave Martinez didn't make an error in 55 games in the outfield. Conversely, Bobby Bonilla of Santo Domingo, true to real life, had 12 errors in 50 games at third.

Fernandez led the league in hitting (.348), with teammates Mike Aldrete (.333) and Pedro Guerrero (.332) second and third, respectively. Bell had the most RBI (55), with Guerrero second (54). San Juan's Ozzie Guillen was tops in steals with 22 and Fernandez had the most hits (81) and runs scored (45).

"Once again I saw how S-O-M can make a fictitious, what-if baseball question come to fulfillment in an exciting, realistic manner," says Silva.

<u>Standings</u>	<u>Won-Lost</u>	<u>GB</u>	<u>BA:</u>	Fernandez SD .348, Aldrete SD .333
Miami	35 25	-	<u>HR:</u>	Bell HAV 19, Calderon SJ 16
Santo Domingo	30 30	5	<u>RBI:</u>	Bell HAV 55, Guerrero SD 54
San Juan	29 31	6	<u>2B:</u>	Calderon SJ 28
Havana	26 34	9	<u>3B:</u>	Polonia MIA 7
			<u>SB:</u>	Guillen SJ 22, Polonia MIA 18
<u>ERA</u>		<u>Wins</u>	<u>Strikeouts</u>	
Ojeda SJ	2.27	Valenzuela MIA	10-5	Higuera SJ 141
Plunk MIA	2.39	Ojeda SJ	9-3	Valenzuela MIA 106
Aguilera SD	2.86	Berenguer HAV	7-3	S.Fernandez MIA 96

Strat-O-Matic league, replay scene

AMERICAN TEXAS LEAGUE (ATL) - An offshoot of the National Texas League and brainchild of John Blomstrom, an entertainment agent, and Rick Blount, State Farm Insurance agent, both of Houston, TX. Duo wanted a face-to-face league using American League players in a National League town...Recent season was ninth (NTL, which includes former Atlanta pitcher Tony Brizzolara, has completed 14 seasons)...Same three teams as last season qualified for playoffs. Willie Patterson, a pet store/book shop owner, and his Orioles have won the last two championships...ATL meets in February for draft and plays first 10 games. After that the league meets weekly for eight games...League members also go to baseball games and even have a bowling contest (East teams vs. West) to promote camaraderie...League limits batters/pitchers to 120% of real life at-bats/innings...Managerial lineup: John Blomstrom (40, Royals); Rick Blount (32, Rangers); Scott Jackson (24, college student, Angels); Dick Richards (high school baseball coach, Twins); Tim Marshall (carpenter, Red Sox); Brent Goodwin (accountant, Indians); and Jim Woods (Yankees)...Cards used for ninth season were based on 1988 real life...Mark Gubicza of Orioles was Cy Young winner (29-4, 2.55 ERA) and Jose Canseco, also of Orioles, was MVP (.279, 48 homers, 107 RBI, 128 runs). Dennis Eckersley of Royals was Fireman of Year (9-4, 38 saves, 0.92 ERA)...Noteworthy: Ted Higuera of the Rangers no-hit the Yankees and Bob Welch of the Royals missed a no-hitter against the same Yanks, giving up a hit with one out in the ninth. Jimmy Key of the Yanks was awful, with an 0-10 record and 7.91 ERA. Mike Greenwell of the Royals hit four home runs in one game against the Angels.

Standings and leaders:

Standings and Leaders:									
West			East			Playoffs:			
Team	Won	Lost	GB	Team	Won	Lost	GB		
Royals	100	62	-	Orioles	107	55	-	Royals d.	
Rangers	97	65	3	Indians	78	84	29	Rangers (wild car), 4-1;	
Angels	82	80	15	Red Sox	62	100	45	Orioles d. Royals, 4-1.	
Twins	60	102	40	Yankees	62	100	45		

<u>Batting</u>		<u>Home Runs</u>		<u>RBI</u>
Boggs ROY	.355	Snyder RS	50	Snyder RS 114
Greenwell ROY	.349	Canseco OR	48	Trammell ROY 108
Trammell ROY	.344	Tartabull ANG	38	Canseco OR 107
D.Henderson OR	.337	Pasqua ANG	36	D.Henderson OR 106
Puckett IND	.336	McGriff ANG	34	Tartabull ANG 105

<u>R:</u>	Canseco OR	128	<u>ERA</u>		<u>Wins</u>	
<u>H:</u>	Puckett IND	223	Gubicza OR	2.55	Gubicza OR	29 *
<u>2B:</u>	D.Henderson OR	56	Clemens RAN	2.83	Langston ROY	23
<u>3B:</u>	Greenwell ROY	13	Robinson RAN	3.13	M.Moore RAN	21
<u>SB:</u>	R.Henderson ROY	78	Bankhead YAN	3.33	Clemens RAN	20
			Guzman OR	3.43	Saberhagen ANG	20

<u>Strikeouts</u>		<u>SA:</u>		<u>CG:</u>		<u>SH:</u>		<u>IP:</u>		<u>HRA:</u>	
Clemens RAN	280	Eckersley ROY	38	Reardon RS	33						* League record
Langston ROY	240	Candiotti YAN	19								
Higuera RAN	214	Bankhead YAN	4								
B.Witt ANG	209	Gubicza OR	269	Stewart IND	269						
Guzman OR	200	Bannister IND	35								

UNITED LEAGUE OF MODERATE GAMERS (UL) - Twelve-team, play-by-mail draft league that has completed first season and calls Kent, OH, home base...Has expanded to 16 teams for second season...New franchises (continued on next page)

include one from West Germany (Scott Seidel, who's stationed there). He manages Detroit, Jim Rush of Summerville, SC, has San Diego, Chuck Johnson of Brooklyn Park, MN, Los Angeles, and Brian Budzyn, Riverside, CA, Boston...J.P. Wright's (Topeka, KS) Oakland team defeated Scott Harrington's Pontiac, IL-based Cubs in the championship series, 4-1... Oakland featured a lineup that had three players with 100 or more RBI and a fourth with 96. Darryl Strawberry had 147, Kevin McReynolds 104, George Brett 102 and Barry Bonds 96...MVP: Strawberry (40 homers, 147 RBI, 103 runs, 24 steals). Cy Young: Roger Clemens, Minnesota (25 wins, 2.29 ERA, 323 strikeouts).

Standings and leaders:

<u>West</u>		<u>Won-Lost</u>	<u>GB</u>	<u>Batting</u>
Oakland (J.P. Wright)	100	62	-	Puckett CLE/CHI .376
Minnesota (Scott Ferris)	89	73	11	Boggs OAK .337
California (Tom Moore)	76	86	24	Galarrraga CHI .336
Houston (Todd Burkes)	72	90	28	Gwynn MIN .307
Milwaukee (Willis Ringen)	71	91	29	
Seattle (Darren Grasse)	70	82	30	<u>Home Runs</u>
<u>East</u>		<u>Won-Lost</u>	<u>GB</u>	Canseco CAL 45
Chicago (Scott Harrington)	96	66	0	McGriff SEA 42
Montreal (Rob Tierney)	90	72	6	Strawberry OAK 40
Cleveland (Rick Senften)	88	74	8	W.Clark DET 39
New York (Ed Nosenzo)	79	83	15	
Cincinnati (Gavin Reitnauer)	76	86	20	<u>2B:</u> D.Henderson MON 49
Detroit (Steve Trainor)	65	97	31	<u>3B:</u> Yount MIL 17
<u>RBI</u>		<u>Wins</u>		<u>SB:</u> R.Henderson CLE 65
Strawberry OAK	147	Clemens MIN	2.29	O.Smith NY 64
Canseco CAL	123	Drabek, OAK	2.50	
McGriff SEA	114	D.Robinson CHI	2.69	<u>Winning%</u>
W.Clark DET	108	Ojeda OAK	2.75	S.Fernandez MON .762 16-5
<u>Wins</u>		<u>Strikeouts</u>		<u>HR Allow:</u>
Clemens MIN	25	Clemens MIN	323	Welch NY 43
Drabek OAK	21	Ryan CAL	239	
D.Jackson CHI/HOU	21	Cone MIL	237	
Gooden OAK	20	Scott CIN	230	
Scott CIN	20			

BELLEVILLE CONVENIENT LEAGUE - Face-to-face football league in Belleville, IL, that has completed 11 seasons of 15-game schedules plus playoffs...BCL uses many of James Sanders' rules plus some of its own...Coaching lineup includes Kathy Friederich, registered nurse in St. Louis and 11-year member. She won the first Bostock Memorial she entered and is 14-0 against outside opponents in tournaments. ..Kathy's husband, Paul, is also a charter member of league. He's made it to Super Bowl five times in 11 years...Also in league are Ralph Friederich, 42, U.S. assistant district attorney; Mark Evansco; Dale Hund, manager of a Tru-Value Hardware store, and Al Skidmore, another



MARK EVANSO (left) RECEIVES OUTSTANDING COACH AWARD FROM PAUL FRIEDERICH

11-year vet...Each coach drafts one AFC and one NFC team, picking in reverse order in each. For example, Hund picked Cincinnati first in the AFC and selected Chicago with the sixth pick in the NFC...Paul Friederich won his last 11 games to win the overall standings with the LA Rams (NFC) and Houston (AFC)...Houston averaged 329.8 yards per game and Rams allowed fewest points (13.6 per game) and had 45 sacks. Henry Ellard caught 78 passes for 1475 yards and tied league record with 22 TD receptions...Ralph Friederich's Buffalo wound up 8-7 after being -20 in turnovers. Pete Metzelaars, the Bills' 6-foot-8 tight end who was a prep standout in Portage, MI, a sister community to Kalamazoo, hauled in 117 passes and Thurman Thomas rushed for 1691 yards in 309 carries. Atlanta, Ralph's other team, finished higher than anyone thought (7-8) because of two 1,000-yard rushers...Kathy's Philadelphia team lost last seven to finish 5-10. League-leading sacker Reggie White had 18 of the Eagles' 27 sacks...Cleveland, coached by Don Smith, had top passer in Bernie Kosar (335-624 for 3977 yards and 20 TDs)...Cincinnati averaged over 400 yards offensively, including 312 rushing. Boomer Esiason completed a league record 62.4% (221-354), 26 connections going for TDs...Skidmore's Eric Dickerson of Colts led league in rushing (509-2271, 4.4 average). Skidmore's "other" team, San Francisco, barely made playoffs with 7-8 record - but took off from there. Joe Montana (252-469, 8 TDs) and Roger Craig (271-1412, 5.2) were only so-so in regular season...Evansco's Minnesota team was big disappointment, going 7-8, while directing Seattle to 9-6 record, conversely, earned him Outstanding Coach honors. Dave Krieg threw a league-low nine interceptions.

Standings and playoffs:

AFC	Won-Lost	GB	Playoffs:
Houston (Paul Friederich)	10 5	-	Cincinnati d. Buffalo 49-28
Seattle (Mark Evansco)	9 6	1	Cincinnati d. Seattle 20-10
Buffalo (Ralph Friederich)	8 7	2	Houston d. Cincinnati 30-24
Cincinnati (Dale Hund)	7 8	3	(OT)
Cleveland (Don Smith)	6 9	4	
Indianapolis (Al Skidmore)	4 11	6	
NFC	Won-Lost	GB	Playoffs:
LA Rams (Paul Friederich)	11 4	-	Minnesota d. Atlanta 13-6
Chicago (Dale Hund)	9 6	2	San Francisco d. Minnesota
San Francisco (Al Skidmore)	7 8	4	23-10
Minnesota (Mark Evansco)	7 8	4	San Francisco d. Chicago
Atlanta (Ralph Friederich)	7 8	4	14-10
Philadelphia (K. Friederich)	5 10	6	San Francisco d. LA 30-24

Super Bowl: Al Skidmore made his first appearance in Super Bowl a memorable one as San Francisco forced five turnovers and romped to a 34-14 victory over Houston. Joe Montana completed 21 of 26 passes for 187 yards and three touchdowns. Tom Rathman rushed for 85 yards in 13 carries and caught nine passes for 59 more. Jerry Rice didn't catch a pass, but it really didn't matter.

1984 ST. LOUIS CARDINALS REPLAY - Another in a series of St. Louis replays by Cardinal fan Mike Craney, Loogootee, IN...Cards fell three games short of matching real-life 84-78 record, going 81-81 and having to win last five games to achieve that...Most memorable game was a 3-2 victory over Cubs. The Cubs led 2-1 going into the bottom of the eighth when Terry Pendleton walked and Glenn Brummer, backup catcher who had not homered all season, rolled a 4-4 (HR 1-19, DO 20) off Rick Sutcliffe - and drew a 19...Bruce Sutter had 48 saves, close to his real-life total of 45...Again many of the batting and pitching numbers were (continued on next page)

extremely close, although Crane says the lack of additional players prevented strict adherence to at-bats and innings pitched..."Some of the pitchers stats were off, which is probably due to the fact S-O-M only issued St. Louis five pitchers that could start and three or four of them did not pitch any significant number of innings," says Crane. "The hitters had a number of very close stats, which again speaks well of S-O-M's product"...Lonnie Smith drew 70 walks, the exact real-life total, and Joaquin Andujar won exactly 20 games with a 2.72 ERA for 299 innings...Cards hit only 58 homers (no surprise), but stole 255 bases in 333 attempts.

COLLEGE FOOTBALL - Four coaches picked two teams each and played a nine-game regular season, climaxed by a battle by conference champs for overall supremacy...Coaches and their teams: Chris Burse (1986 Miami/1986 Michigan; Eric Lathrop (1986 Arkansas/1986 Washington); John Gruszka (1987 Florida State/1988 Nebraska); and Ross Lathrop (1988 Auburn/1988 West Virginia)...Eric Lathrop calls Calumet City, IL, home and the league base of operations is the midwest, primarily Chicago and northwest Indiana...Gruszka and Eric Lathrop are former Lyman Bostock pro football winners...Balance was evident as Miami and '86 Washington had best records (6-3) and worst team, Auburn, was 2-7 but won its first two games...After losing three of first four, Miami won last four to win Southern Conference. Washington, although scoring the fewest points in Northern Conference, 148, still won conference. Huskies gave up league-low 126 points...In the championship game, matching Miami and Vinny Testaverde against Washington and its QB Chris Chandler, nine turnovers by the Huskies led to a 29-0 Miami romp. The Hurricanes rushed for over 200 yards...Testaverde was Heisman winner, Art Malone, Washington's cornerback, was defensive player of year, while Eric Lathrop was coach of year (11-7 combined record).

Standings:

<u>Southern</u>	<u>Record</u>	<u>Northern</u>	<u>Record</u>
'86 Miami	6-3	'86 Washington	6-3
'86 Arkansas	5-4	'86 Nebraska	5-4
'87 Florida St.	4-5	'88 West Virginia	4-5
'88 Auburn	2-7	'86 Michigan	4-5

1962 WORLD SERIES REPLAY - Skip Hawkes, Auburn, ME, was on the dice-rollin' end and reports that the hitting (the lowest in Series history in real-life) was better using S-O-M's computer game. The New York Yankees batted .234 (compared to .199) and San Francisco .264 (.226)...The Yanks, however, did win the Series, just as for real...There were some similarities to real life: Clete Boyer hit a tie-breaking homer in the seventh in real life and his RBI single in the eighth tied the opener in S-O-M (Yanks won 4-3); and, whereas Chuck Hiller hit a grand slam for the Giants in game four, it was New York's John Blanchard 'slammin' in a 7-3 triumph...In game seven, an error by third baseman Jim Davenport and Tom Haller's passed ball led to a 6-3 Yankee win...Mickey Mantle led the Yanks with a .400 average (10-25), Roger Maris and Blanchard each stroked two of New York's seven home runs and Whitey Ford had a 2-1 record, although giving up 25 hits in 25 innings and yielding five of the Giants' eight homers...Orlando Cepeda led the Giants (14-29, .483, 3 HRs, 6 RBI) and Willie Mays, even though batting only .258, had three homers and seven extra-base hits among his eight safeties. Jack Sanford had a 2-1 pitching record and 2.66 ERA.

Love that hockey passing system

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Add power plays, short-handed situations, too

By JUDY GOLDBERG, New York, NY

I love Carl Wilkerson's Strat-O-Matic Hockey passing system (May, 1990). Here is a modified version that takes into consideration teams on the power play and short-handed.

MODIFIED WILKERSON PASSING RULE

In effect when player passes in outside shot situation: instead of picking a split card for pass result, roll 20-sided die (or pick split and refer to split number)

Passer's Assist rating	TEAM WITH CONTROL IS:			POWERPLAY	
	SHORTHANDED Inside shot*(else lose to opponent)	EVEN-STRENGTH Inside shot* (else see Lose to: key below)		Inside shot*	Inside shot I-** (else see Lose to: key below)
1	1	1-5		1	2-8
2	1-3	1-7		1-3	4-10
3	1-5	1-9		1-5	6-12
4-5	1-7	1-11		1-7	8-14
6-7	1-8	1-12		1-8	9-15
8-9	1-9	1-13		1-9	10-16
10-11	1-10	1-14		1-10	11-17
12+	1-11	1-15		1-11	12-18

pick a second split or roll 20 sided die for result of pass:
unless Lose to opponent as indicated above (shorthanded only)
*Inside shot: key

1-2 Inside shot for any player
3-8 Inside shot C(LW)
9-14 Inside shot RW(C)
15-20 Inside shot LW(RW)

Lose to: key

1 Lose to RD (ONLY if 3 on 3 or 4 on 4: Inside shot any player)
2 Lose to LD (ONLY if 3 on 3: Inside shot for any player)
3 Lose to RD
4 Lose to LD
5-8 Lose to C
9-12 Lose to RW
13-16 Lose to LW
17-18 Lose to opponent
19-20 Lose to any D player

**Inside shot I- : key

1-8 Inside shot any player I-opp.
9-12 Inside shot C(LW) I-RD
13-16 Inside shot RW(C) I-LD
17-20 Inside shot LW(RW) I-RD(LD)

notes: If a second split card is necessary during power play, remember to move timer another space! Also, assists are NOT awarded to passer from this chart; use the SOM assist system on split cards.