



STRAT-O-MATIC REVIEW

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

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S-O-M Plans Second Set Of Cards

Hall-Of-Fame Baseball Poll

The Strat-O-Matic game company is in the mood for another poll--this one to find out what players the readers would prefer in a second set of Hall-Of-Fame cards?

Currently there is one set of Hall-Of-Famers, 20 players for each of the American and National Leagues. Now the game company would like to know your preferences for a second set of 20 players for each league.

The Review will again be tabulating the results and eventually sending them to the game company so that the new HOF set can become a reality when next year's baseball cards become available.

When considering players, remember they must be in the Hall-Of-Fame now or be eligible to be so [in other words, retired]. You may want to put Hank Aaron on your NL team, noting that he would be your choice if this proves to be his last year.

In case you're not familiar with the current HOF set, here are the players:

AMERICAN LEAGUE

Catchers -- Mickey Cochrane, Bill Dickey; Pitchers -- Walter Johnson, Ed Walsh, Whitey Ford, Bob Feller, Lefty Grove, Rube Waddell, Ed Plank; Infielders -- Nap Lajoie, Joe Cronin, Lou Gehrig, Jimmy Collins, Eddie Collins, George Sisler; Outfielders -- Ty Cobb, Joe DiMaggio, Babe Ruth, Tris Speaker, Ted Williams.

NATIONAL LEAGUE

Catchers -- Roy Campanella, Roger Bresnahan; Pitchers -- Christy Mathewson, Cy Young, Warren Spahn, Pete Alexander, Sandy Koufax, Dizzy Dean, Carl Hubbell; Infielders -- Rogers Hornsby, Frank Frisch, Honus Wagner, Stan Musial, Pie Traynor, Bill Terry; Outfielders -- Mel Ott, Edd Roush, Wee Willie Keeler, Paul Waner, Zack Wheat.

All HOF cards have the all-time records [lifetime] listed on one side of the card and the other the player's best season. Remember when casting your choices to list a full team, 20 players, and provide for an adequate stocking at each position.

Playing Tips For S-O-M Baseball

It doesn't matter if you're the long-time Strat-O-Matic veteran, or the rookie dice roller, playing tips always arouse the natural curiosity of every type of gamester.

With the baseball season ready to plunge headlong into the hot summer months, it would be only natural to have the playing tips spotlight focus in on the diamond sport.

Some of the tips presented below and on the next page aren't totally new concepts, with most familiar tips but with new twists and variations. Regardless of whether the playing tips are something old or something new, we think you will enjoy looking them over.

Solitaire method for stealing bases (contributed by Brad Furst, Lawton, OK) -- A slightly revised of Larry Thompson's earlier playing tip (June, 1972 Review), but certainly a playing tip well worth repeating.

This is a method to realistically determine the number of stolen base attempts to be allotted to individual players. If the number obtained by a given player on a given at-bat coincides with the dice number[s] adjacent to his stealing rating below, he is eligible to attempt one steal. Players are not obligated to utilize an allocated steal attempt during the game in which the attempt is obtained, however. Possible attempts may be accumulated and used in a later game, for instance.

The chart:

Rating	Dice Roll(s)
AAA	1-2, 1-3, 1-4, 1-5, 1-6, 1-7, 1-8, 1-9
AA	1-2, 1-3, 1-4, 1-5, 1-6, 1-7
A	1-2, 1-3, 1-4, 1-5, 1-6
B	1-2, 1-3, 1-4, 1-5
C	1-2, 1-3, 1-4
D	1-2, 1-3
E	1-2

This system is especially useful to solitaire players who find holding potential base stealers to be unrealistic. Players are no longer held. However, they cannot attempt a stolen base or be utilized as a runner on a hit-and-run play unless they have a steal attempt outstanding.

Here's a chart showing the frequencies of attempts that will result:

Rating	# of attempts per 648 (3 x 216) plate appearances
AAA	90 (3 x 30)
AA	63 (3 x 21)
A	45 (3 x 15)
B	30 (3 x 10)
C	18 (3 x 6)
D	9 (3 x 3)
E	3 (3 x 1)

Holding runners (contributed by John Sain, West New York, NJ) -- An excellent chart for solitaire players who want more realistic results.

Stealer's Rating	Winning Team	Losing	Game Tied
AA	2-6, 10, 11	2-7, 11	2-8, 12
A	2-6, 9	2-7, 12	2-8
B	2-6, 10	2-7, 12	2-7, 9
C	2-6	2-6, 9	2-7, 12
D	2-5, 12	2-5, 12	2-6, 12
E	2-3, 11	2-3, 11	2-5, 12

Example: Tommy Harper, "AA" stealer, is on first and Boston is leading, 3-2. You roll two dice. Total is "6", so look under "winning team" AA. It reads 2-6, 10, 11, so Harper is being held on.

Holding runners [contributed by Brad Furst] -- In order to increase steal attempts, while allowing liberal use of the defense holding a potential base-stealer at first base, a third category has been created. It finds its place between "safe" and "out" and is called "hold at first base". What this means is that the runner intended to steal but does not. If the runner is not held, stealing proceeds as usual. If the runner is being held, however, and on a steal attempt the difference pops up on the die throw between the runner's rating before being held and after, then the runner is considered being "held at first". Thus the runner may not attempt another steal until a batter is put out or reaches base safely.

Here's an example: Rod Carew of Minnesota, using the 1973 cards, is the runner, with Thurman Munson of the Yankees (-3 throwing) the catcher. Since Carew is a "AA" stealer, his being held reduces his rating -6, or to 1-11. If he wasn't held, his rating would have been 1-14, or 1-17 minus Munson's throwing rating. So, the readings would be 1-11 "safe" if held, 12-14 "hold at first base" and 15-20 "out".

With this method, managers won't be so afraid to steal with "AA", "A" and "B" stealers. With this adjustment, the offense will attempt more steals because the "out" possibilities are not so great because of the creation of a third possibility.

Holding runners by adding a pitcher's pickoff rating [contributed by Joe Steves, Eglin AFB, FL] -- Joe suggests giving each pitcher a pickoff rating and then adding or subtracting rating from a catcher's throwing and a stealer's rating. The three ratings would be as follows: [1] +1 [meaning the pitcher doesn't hold runners very well; [2] 0 [pitcher holds runners fairly well]; [3] -1 [pitcher holds runners very well. Joe's idea brings in the importance of the pitcher, since stealing, to be successful, depends not only on the runner's speed and the catcher's throwing, but also how well the pitcher can hold the runner close at first base, or whatever base he originates from.

Holding Old-Timers [contributed by Greg Friedman, Staten Island, NY] -- Believing the present system unequitable using the basic game, Greg suggests subtracting four split number chances if a runner is being held.

Advancing runners [contributed by David Bendau, Columbus, OH] -- One of the more difficult decisions in solitaire baseball is deciding when to have a runner advance an extra base and have an outfielder attempt to throw him out after a hit or sacrifice fly attempt, or hold the runner and prevent the batter or other runner[s] from advancing an extra base also.

Since it's hard to be impartial when making a decision of this kind, I've come up with the "average runner". Since most runners are rated between 8-17, the "average" runner is approximately 13. So, in my solitaire play, a runner with a rating of 1-13 would not be able to advance an extra base, while a rating of 14 or more [above "average"] would allow the runner to try for the extra base.

With this methods, outfielder throwing ratings and the adding of +2 in certain situations would also be used. For example, runner A has a running rating of 1-10 and outfielder Z has a +2 throwing rating. Batter hits a single; A is on second base. Can he score? Adding the outfielder's +2 [plus 2 more if there are two outs] would make 14, or because his rating was now above average, allowing him to score.

My "average" runner rating was an arbitrary number, thus some one else may want to change the rating to suit their own tastes.

Cutoff throw [contributed by Brad Furst] -- On a base hit which allows a runner on base the option [a hit followed by no asterisk] of advancing an extra base, the defense may elect to "cut off" the throw. This allows the lead runner (and any runners behind excluding the batter) to advance an additional base without liability of being put out. The batter, however, is held to whatever his hit specified [single, double].

Odd Play Chart [contributed by Victor Garcia [Fairfield, OH] -- Whenever catcher's card X-Chart result reads "select another split number". Pick another number and refer to this chart:

[continued on following page]

- | | |
|-------------------|--|
| 1 - Balk | 11 - Strikeout, catcher drops ball, batter to first; |
| 2 - Balk | advance one base |
| 3 - Balk | 12 - Same as No. 11, but batter tagged out |
| 4 - Balk | 13 - Same as No. 11 |
| 5 - Balk | 14 - Same as No. 11 |
| 6 - Wild Pitch; | 15 - Interference on catcher, batter to first; advance one |
| advance 2 bases | base if forced |
| 7 - Wild Pitch; | 16 - Same as No. 15 |
| advance 2 bases | 17 - Pickoff |
| 8 - Passed Ball; | 18 - Pickoff |
| advance one base | 19 - Pickoff |
| 9 - Passed Ball; | 20 - Pickoff |
| advance 2 bases | |
| 10 - Passed Ball; | |
| advance one base | |

If no runners are on base when
pickoff, wild pitch, passed ball or
balks occur, pick again.

Regulation of starting pitchers [contributed by Brad Furst] -- Asterisked (*) starting pitchers must rest three or more games/days if they pitched six or more innings in their last appearance. All other pitchers (including asterisked starting pitchers who pitched less than six innings in last appearance) must rest one day/game if in their last appearance they pitched two or more innings; two days/games for four or more innings; three days/games for six or more innings; four days/games for eight or more innings, etc. In applying this rule, facing one batter or more constitutes one whole inning.

Editor's note: Brad Furst is a member of the Spencer, IA, Strat-O-Matic League. Most of his playing tips are used successfully by the league.

Don Wilson Records Easter Gem

No-Hitters

Easter was an especially joyous occasion for Mike Custer of Lyndhurst, NJ. He collected his first no-hitter of his 1973 Strat-O-Matic Baseball league and the third such feat in the last four years. Don Wilson of Houston notched the no-hitter, facing only 28 batters in the spray-hitting Los Angeles Dodger lineup. A couple of double plays helped Wilson, who walked three and struckout eight.

There were some close calls, though. For instance, Ron Cey hit a 2-5, single 1-13, in the fifth inning. But the number drawn was a "15". Another close call occurred when Bill Russell seemingly had a hit (3-8, single*). A closer look at the dice, which were partially smudged with ink, revealed a 3-6 (strikeout), however. Whew! After cleanup hitter Joe Ferguson made the last out in the bottom of the seventh inning, Wilson was on his way, as he breezed through the last six batters.

Within two weeks, Mike Custer had the hand of no-hit fate touch him on the shoulder again. This time it was in an all-star draft league with a friend, Bruce Spina. Custer's 1970 Tom Hall did the no-hit honors, striking out 12. Noteworthy also was the fact losing pitcher Tom Seaver had a no-hitter for six innings, a one-hitter after 8 2/3 innings and ended up losing a two-hitter when Bob Bailey popped a home run in the ninth for a final score of 1-0.

Other no-hitters this month included:

* Steve Kline of the 1972 New York Yankees set down the '72 Boston Red Sox without a safety, 6-0, for Tim Olson of Columbus, MD. Kline walked only two and fanned one batter while Ron Blomberg's three-run homer took care of the offense. It was Olson's third no-hitter in three years. Mel Stottlemyre, '71 Yankees, no-hit the '71 Angels and Mickey Lolich of Detroit, '71, turned the trick against Washington, '71, and his old teammate Denny McLain.

* In a 72-game head-to-head replay between the 1970 Cubs and Dodgers conducted by Jim and Harold Roughton, Urbana, IL, Ferguson Jenkins hurled a no-hitter against the Dodgers. Harold was on the pitching end, Jim the frustrated batter's side. The Cubs won the series, 39 games to 33.

[continued on page 5]

How Do Your Marks Compare?

All-Time GKSMML Records Revealed

Many readers write asking how the records for their leagues stack up with the all-time marks of the GKSMML [Greater-Kalamazoo Strat-O-Matic League]. So, for those statistical fanatics searching for comparisons, here are the all-time individual leaders for seven seasons [154 games per season] of the GKSMML:

BATTING

Batting Average	- Tony Oliva [1970 A.L.] -- .378
Home Runs	- Dick Allen [1972 A.L.] -- 54
RBI	- Tony Oliva [1970 A.L.] -- 148
Runs Scored	- Tommy Harper ['70 A.L.] - 110
Hits	- Tony Oliva [1970 A.L.] -- 238
Doubles	- Tony Oliva [1970 A.L.] -- 52
Triples	- Cesar Tovar [1970 A.L.] - 23
Stolen Bases	- Campy Campaneris ['72 A.L.] - 79

Notice that '70 Tony Oliva was tops in four categories. Also, that the National League was blanked in every category. Incidentally, Review co-editor Del Newell managed both Oliva and Dick Allen during their big seasons. That's his only claim to fame, though.

PITCHING

Most Wins:	- Nolan Ryan [1972 A.L.] -- 29
Best ERA:	- Jim Kaat [1971 A.L.] -- 1.61
Most Saves:	- Danny Frisella ['71 N.L.] -- 35
Innings Pitched:-	Wilbur Wood [1972 A.L.] -- 357
Most Games:	- Chuck Seelbach ['72 A.L.] -- 94
Complete Games:	- Juan Marichal [1969 N.L.] - 29
Games Started:	- Steve Carlton [1972 N.L.] -- 48
Strikeouts:	- Tom Seaver [1971 N.L.] -- 407
Shutouts:	- Larry Dierker [1969 N.L.] -- 9
Losses:	- Mickey Lolich [1971 A.L.] -- 30

The GKSMML all-time records include the following seasons: 1964 American League [actual team replay], 1969 National League [draft], 1970 American League [draft], 1971 American League [draft], 1971 National League [draft], 1972 American League [draft] and 1972 National League [draft].

Highest batting average for a team was produced by Joel Wright's 1971 N.L. outfit, which stroked the ball at a .273 clip. Joel won five of the seven GKSMML championships. Mike Allison's 1972 N.L. squad hammered the most home runs--188. Jack Hills' 1972 N.L. champions produced a host of bests: most stolen bases [171], lowest ERA [2.64], most shutouts [21] and fewest home runs allowed [85].

No-Hitters

[continued]

* The '71 Washington Senators were no-hit victims again, this time Bert Blyleven and Tom Hall of Minnesota did 'em in, 4-0. Blyleven, after five innings of no-hit hurling was injured in the sixth and Hall went the rest of the way. Mickey Wilson of Alstead, NH, was on the viewing end of the no-hitter.

* Almost-but-no-cigar [or bubblegum] award goes to Brian Lohmuller and his 1971 Juan Marichal. Marichal had a no-hitter for 11 innings against the '71 Reds, but yielded a single in the 12th before finally winning, 1-0, in 13 frames. Juan's effort was the closest thing to a no-hitter for Brian Lohmuller in four years of S-O-M.

* Tommy John, 1972 version, also joined the no-hit club, when, using the advanced version of S-O-M, he stymied the '72 St. Louis Cardinals. It was Curt Doucette's [Wayland, MA] first no-hitter after two years of rolling dice.

Female S-O-M Viewpoint Offered

Editor's Note: Donna Chevette, the female S-O-M dice-roller from Plainfield, CT, has written the Review with her views on topics that have recently appeared in the Strat-O-Matic Review. Since the S-O-M world seems to be male-dominated, it's always refreshing to receive a different viewpoint on happenings. Donna, as many readers are well aware, attending last summer's National Strat-O-Matic Convention, plus she was the "other" half of the much-publicized "Battle of the Sexes" baseball series with Rick (Wolfman) Shapiro of Skokie, IL.

BY DONNA CHEVETTE

I would like to say a few words about the views of certain readers of the Review and especially the opinions voiced by Jim Elliott back in the February issue. I believe Mr. Elliott's comments shed a bad light on the honest people who have witnessed unusual feats in the game of S-O-M, particularly since it is implied many of these feats were made up so people could get their name in the Review.

Of course, a real-life pitcher couldn't hurl 17 consecutive innings of no-hit baseball, but that's not the point! In the table-game world, a pitcher could do it. To the S-O-M purest, a 17-inning no-hitter will never happen. But to someone who plays the game for fun, and not realism, it might happen. Haven't you ever wanted to play a game just for fun and not realism? Ever try a terrible hitting lineup against a superb pitcher just to see what would happen?

Why, some people don't even believe it when they read about a team scoring 20 or more runs in a game. I played a game in which the '71 Pirates defeated the '71 Braves, 21-5, and I did not "assist" the Pirates in any way. It was a league game and I stressed realism. A few years ago in Fenway Park the real-life A's beat the Boston Red Sox, 28-7!

Maybe a handful of people would "assist" a team in a 30-run game. Maybe a few would "exaggerate" a little to get their name in print. If so, let their conscience bother them. In Ripley's "Believe It Or Not" strange and almost unbelievable events are told, but you may choose to believe them or not. The same holds true for unusual S-O-M feats; believe them or not, but don't say they're impossible.

Since the new cards for baseball have long been out, I'm sure you've received many '73 replays. But, let me add another.

In a 17-game series, the '72 A's edged out the '73 Reds, 9-8. Even though the Reds got off to a bad start, losing four of the first six games, they finished strong, only to lose the last game, 2-1.

The pitching (aside from the A's Ken Holtzman) wasn't too sharp, but there was plenty of hitting and base stealing. Joe Morgan, Tony Perez and Bill North batted .324, .308 and .273 respectively. The Reds blasted out 20 homers to the A's 12 (Johnny Bench and Reggie Jackson hit four apiece). Base-stealing matchups: Morgan-4 vs. Ray Fosse-5; North-7 vs. Bench-3. Yes, North really did steal seven bases against the rifle-armed Bench. Holtzman won the MVP award by winning all five of his starts and posting a 0.92 earned run average.

The game company did a fine job with the catcher's throwing ratings. The ratings add to the game.

The Review is coming along great as usual. Keep up the nice work. Also, congratulations for finding such an accurate printer.

DIRECTORY ADDITIONS

Stan Hyatt, 3733 E. Robinson, Fresno, CA 93726, (209) 226-6923, plays baseball, football and basketball.
Jeffrey R. Watson, 7125 Llanfair Rd. Upper Darby, PA 19082 (215) FL2-3812, plays baseball, football.

Readers Roll 'Em

OPINION POLL

I have noticed the controversy in recent issues of the Review on two main topics: the Canadian Football League and 1960 Old-Timer baseball teams.

I am in complete agreement with people who say a poll should be conducted on the subject of whether these items should be printed by the game company. I have therefore decided to run my own poll. I would like all Review readers to write me at the address below, telling me how they feel on these subjects. Then I will write the Review periodically giving the progress of my poll.

So please write to me and let me know your feeling on should the game company print Old-Timer baseball teams of the 1960s and the CFL?

Craig Becker
9000 Dorella Lane
Austin, TX 78736

SWITCHING PLAYERS

After reading some letters in previous issues of the Review, it is apparent that some readers are upset that certain cards of players who were with two teams last year are with one team and not the other, or vice-versa.

To this, I say, so what. If you're really interested in knowing the number of games played for each team, check a good baseball magazine that lists the number of games and at-bats/innings pitched, as I did, and make a notation somewhere--even the cards themselves.

I did come across six players who I think should be with another team and I'll mention them now: Tommy Agee should be with the Houston Astros since he batted 204 times with them and only 62 with the Cards; Mike Andrews played 53 games with the White Sox and only 18 with Oakland, so he became a White Sox; Rico Carty played 86 games with Texas and only seven with Oakland, so he became a Ranger. Concerning the additi-

onal players: Duke Sims played 80 games with Detroit and only four with New York, so he definitely should be a Tiger; Jim Kaat started 28 games for Minnesota and only seven for Chicag, so make him a Twins' player; and Rick Reichardt batted a shade more with the White Sox, so make him one instead of a Royal. Also, in another case, Mike Hegan of the Yankees actually played more games with Oakland [75 to 37], but batted fewer times with Oakland [71] than with New York [131]. So in this case I agreed with the game company and left him with New York.

There are a number of other players who played with two teams, but in their cases, the majority of their games (at-bats/innings pitched) was with the team they are now on. Thus, I do respect the game company's decision as to what team some of these players should be on and realize it is my choice to alter these decisions as I see fit.

I would suggest to some readers, as a result, that instead of griping about such matters, take some initiative and do some research and make your own changes.

Concerning some other things: I am very impressed with the new catcher throwing ratings and, with the DH in the American League, I foresee many "managers" sticking with their starting pitchers if the bullpen is suspect.

David L. Bendau
Columbus, OH

MORE FIELDING RATINGS NEEDED

Although I have been generally pleased with Strat-O-Matic Baseball through the years, I feel it is lacking in one respect. Everyone seems to be convinced of the importance of fielding, yet the game company gives out only four different ratings. Since roughly half of the ratings are "4s", are we to believe that half the players in the majors field alike? Is Jerry Grote as good a catcher as Johnny Bench? Is Bill Buckner as poor an outfielder as some of the "relics" in the American League?

My plan is to expand to between six and ten ratings. This would show more clearly the difference in fielding, while still retaining a significant difference between fielders. It would certainly entail a little more research on the part of the game company, but would be well

worth the trouble.

David Peterson

Editor's note: The Review has published, on two occasions, an additional X-Chart for fielding ratings. The chart takes into consideration the four regular ratings, plus has an additional breakdown of four more ratings for each category. The last time the chart was printed was June, 1973. If enough readers desire it, a reprint can be a reality in the near future.

WANTS CFL TEAMS

I am writing in response to Max Weder's and Glenn Mitchell's letter in the April edition of the Review. I totally agree with their ideas on the creation of a Canadian Football League game, and I especially like the idea of setting up an all-star team first.

I am also writing to voice my opinions on what I think are needed changes in the present S-O-M Football game. First, a penalty system is needed, as penalties play such a vital role in real-life football games. Also, some change is needed in the solitaire version (especially the advanced), perhaps using the idea set forth by Bob Cebelak in the Feb. Review, using different versions for different teams and selling them as an extra set like nameless player cards and scoresheets are.

I would also like to see a hockey game developed in the near future.

Richard Martin
Oshawa, Ontario,
Canada

Editor's note: We seriously question whether the interest in CFL teams warrants the eventual printing of such a set of cards. Other than people who live in Canada, who would buy CFL teams? As far as playing the NFL and CFL teams against each other, the games are played differently, so changes would have to be made in S-O-M to ever allow such matchups to take place. Personally, we would like to

to see Old-Timer Football teams (if it is possible to create them statistically accurate in relationship to other such Old-Timer teams) and the "great" teams from the collegiate ranks.

SOME VARIATIONS TOO MUCH

Seeing all the charts and variations that you publish in the Review got me to thinking. It's good to see people getting involved in the game and coming up with ideas, but sometimes I wonder if they are worthy.

For example, people have suggested that you add a few time slots in the timing chart of the football game. After a few games you may think that in real life more plays are run off than in S-O-M. So, adding a few time slots in the last two minutes seems fine. But if you look at the total number of plays during the whole game it usually comes out fine.

So, here is a little variation that is totally uncalled for. Another good example is gamesters who want players to bunt for hits. They figure out something with their running and maybe their bunting rating and make it possible to bunt for a single. Fine, but at one time I believe Mr. Richman (the creator of Strat-O-Matic) said such hits were taken into consideration when the player cards were computed. So, now we have someone adding a few hits where they don't belong.

These are just two of the many, many situations where S-O-M players take the rules into their own hands.

There are many instances where variations are fine, such as the split number chart, zone defenses, etc. But in most cases changes are ridiculous; such as creating a different fielding chart, or saying that every flat pass ending in an odd number should be considered carried out of bounds and therefore the clock moved only one space. Another common practice is to make fumble return charts, or receiver fumble charts. At times I have even fallen into the trap--tempted to come up with a chart to help S-O-M on its way to success.

Well, it's obvious that the game company is continually trying new ideas and if any one is to institute these changes, it should it. I think it would be wiser to write the company and give it suggestions. I have on occasion, and they welcome any ideas.

Tim Cawley
3808 Wilcox
Downers Grove, IL

LAY CONTROVERSY TO REST...

I would like to comment on recent Guest Columns which have been an attempt to rebuttal an earlier column in which I attacked the frequency of "All-World" happenings. Now, I don't want to get embroiled in this issue again--in fact I'd like to lay it to rest for good--but I would like to clarify a couple of points.

First, I never said it was "impossible" to witness an "odd" happening. What I did say was that I thought many gamers, in their eagerness to witness something unusual, tended to "fudge" a little, strategy-wise. There are many ways you can "fudge" in a baseball game to roll up the score, if you wish. Playing the infield "in" all the time, even when there are two outs, hoping for a "++" groundball (single) or avoiding a double play; holding all runners on base, even "Es"; intentionally walking batters during an inning at critical times to keep a rally going; deliberately leaving a "4" defensive player in a game so he might keep a rally alive by committing an error or allowing a hit to drop; and leaving a pitcher in to be repeatedly "bombed" are all ways that a rally can be unrealistically extended to monstrous proportions.

What angers me most about this is not the unusual happening itself, as I could care less about how other gamers decide to use their cards, but rather the space they take up in the Review each month.

As everyone knows, there is only so much space available each month, and I for one would like to see that space used as effectively as possible--playing tips, new ideas for games, league news, etc.--rather than wasted on unsubstantiated, unrealistic results. What I would propose as a solution to the frequency of odd happenings is that only those which have occurred in league play--preferably face-to-face--and been verified by a league president or commissioner be printed in the Review. I'd be willing to accept any unusual happening, no matter how bizarre it might be, if it were earned legitimately in the heat of actual competition.

Commenting now on the game company's future plans, I'm glad to see that a college football game may soon come into being. The college game, in comparison to the pro, is always fresh and exciting, featuring the latest innovations such as the wishbone, veer, etc. There are also more good teams to select from since the overall field is larger.

Jim Elliott
Pomona, CA

FOOTBALL LEAGUE PLAY

I have been getting your Strat-O-Matic publication for three months now and think highly of it. From what I can gather, you have one of the best run football leagues in the country.

I am 32 years old and a programmer at Pratt & Whitney, West Hartford, CT. I am one of six coaches in a recently formed Strat-O-Matic League. We play twice a week, head-to-head, and started with a draft of seven random teams.

Could you supply us with information regarding your league. We, it appears, will be expanding to 10 teams next year and would like to better our league.

Frank Golden
8 Forest Road
Cromwell, CT 06416

Editor's note: The one-time GKSM (Greater-Kalamazoo Strat-O-Matic League) football conference is no longer operating. The baseball, of course, is going strong (with play already under way in the N.L.), but the football was dropped this past fall because conflicting schedules of former league members prevented everyone from getting to gather one night per week. Also, some of the members wanted a basketball league and created a split in the ranks.

The GKSM did play through two football seasons, however. Both were draft leagues. Eight coaches selected a team in both the NFC and AFC. Drafting was done on a 1st-16th, 2nd-15th, 3rd-14th basis. A regular 14-game schedule was played, with a Super Bowl between the two conference champs.

Two games were played per night. All players were given a 10 per cent boost on their attempts (or catches), thus a runner who rushed 100 times could now carry the ball 110. The rules were basically the same as provided by the game company. A safety could "blitz" (be put on the line of scrimmage) and there was some limitation on the use of the "short yardage defense".

Fall Of A Play-By-Mail League. . .

BY DAVE SURDAM

It is ironical that I should write this article, especially after the Review [April issue] printed a story and pictures of an apparently happy Pacific Coast Baseball League. The pictures were sent to me several months ago and a lot has happened since then. Most of the members are no longer with the league, following a long, ugly trail of dropouts, expulsions and disagreements. Fortunately, the league has found enough really good members to go on with renewed optimism.

The following is a summary of the league's quick, almost fatal, collapse. A moral for the tale that follows is that smugness has no place in a president's or league members' attitude. A play-by-mail league doesn't run on its past.

Last summer the Pacific League [PSOML] undertook a risky expansion. It was mainly my idea, and what a mistake--comparable to using 1973 Steve Blass in relief.

The league, fresh from a great 1969 campaign, had eight members. I felt we could expand to 12, mistakenly using size as a measure of a league's success. One warning was voiced, ironically by a manager who was later to be released, if we could find five new managers [one of the 1969 vets had to resign because of personal reasons]. His warning went unheeded in the wave of enthusiasm and, besides, I, as president, thought I could handle all situations.

It was July when we started 1970. Things were sloppy from the start, but I chalked it up to the new managers' inexperience. By August and September, two or three members were in big trouble, one living near me. He was the first to be released and I had to tell him personally at school. I sincerely hope that none of you go through such a situation.

After the vice president was contacted to decide the fate of two more managers it was decided to give them one more chance. So, we took off again with 11 managers. A replacement was readily found. But not releasing the other two managers would, in the long run, prove to be a mistake I would regret.

Things quickly got worse. A big disagreement concerning the distribution of the released manager's players erupted, resulting from a misunderstanding between the vice president and myself. A manager threatened to resign and I didn't blame him. Precious time was lost. Finally the argument was resolved when another manager was released.

Well, I got a replacement for the first manager's team, as stated above. Unfortunately, he quickly bombed out. He and I had a spat when I insinuated he was less than honest, although I didn't accuse him, preferring to bide my time and see how the others fared when playing his team on the road. At this point in time we had started the 1971 season. This manager soon resigned.

Another problem concerned 1970 final stats. One division was so far behind that I still haven't received some stats. The team totals, etc., were due by the end of December. Between the 1970 stats and the resignation of another manager, I was beginning to wonder what else could go wrong. I soon found out.

By late January, it was obvious that several more managers weren't panning out. We had 11 managers for 12 positions. Postponement of the league was imminent. We got a replacement, but he quickly resigned, seeing another problem--manager discord. Sad to say, everyone wasn't buddy-buddy. Open dislike of each other became a serious problem.

One of the finest members soon had to resign because of his college work load. Another new manager had the same problem and resigned. It just seemed we couldn't break the curse that hung over us and our smug attitudes. Finally, worse came to worse, the vice president resigned. And two others were released recently. And it's said league play is fun...

We had to "restart" 1971. Now we have six managers and two or three replacements waiting. So, again we are optimistic. Part of the optimism results from the fact that all six are proven veterans and highly compatible.

Why do I relate this woeful tale? Because it had a happy ending? No, because while I'm not a "kiss and tell" sort of person, I feel this tale has a moral and purpose. The purpose is to underline the pitfalls and dangers of

league play. For you presidents, never feel overconfident--the job is a long grind and one that never ends. For members, remember that most presidents try to do the best they can, but will make their share of mistakes. Also, it helps if you remain patient and considerate towards your fellow members. Smugness has no place in a league. It's the first step toward disaster.

A good league is something to be proud of. But, don't kid yourself. It's hard work and requires extreme teamwork. But, a good league is worth it. I know, I've been in one.

Editor's note: Another point that should also be mentioned as to why leagues often fail, is overexpansion. The more members, the more work involved for the league's organizers, the more difficult it is to keep abreast of what everyone else is doing, and the greater likelihood of misunderstandings arising. Success, as Dave Surdam points out, isn't gauged by the size of the league, rather whether a season can be completed and a good time had by all.

New Look At Rating S-O-M Baseball Cards

BY JEFF DIRGO
President NABA
[North American Baseball
Association]
Livingston, NJ

I've been a reader of the Review now for about three years. In that time I've read of a number of rating systems for the S-O-M Baseball cards. All seem to give ratings to the cards as if a 2 or 12 were rolled on the red dice it would be given a rating of 1, a 3 or 11 a 2, and so on. Haven't any of the readers of the Review yet wondered why one player may have a home run at 1-5 and another at 2-10, etc. The answer is DICE ODDS! So, to figure a true rating system for this game, we have to work with odds not random numbers.

I'm 25 and I developed this system about six months ago. It is a time consuming process unless you have access to an adding machine or calculator. The source of dice odds may be found in most any almanac. The odds are for the random throw of two dice. Now in S-O-M we use three dice, but this system of odds still applies. On any throw of one die, any one of six sides stands the same equal chance of coming up, thus we don't have to rate the white die. The red dice are the ones that we have to apply the odds to.

Below is the rating system:

# On Dice	Odds	Per Cent Of Chance	RATING VALUE
2 or 12	35 to 1	.028	1.0
3 or 11	17 to 1	.059	2.1
4 or 10	11 to 1	.091	3.25
5 or 9	8 to 1	.125	4.4
6 or 8	31 to 5	.161	5.75
7	5 to 1	.200	7.1

When a dice roll results in a split card chance of a hit or out, to figure the value of the chance we must refer to another chart.

Split Chance: [split chance times the rating value for the number]

1 - .05	6 - .3	11 - .55	16 - .8
2 - .1	7 - .35	12 - .6	17 - .85
3 - .15	8 - .4	13 - .65	18 - .9
4 - .2	9 - .45	14 - .7	19 - .95
5 - .25	10 - .5	15 - .75	20 - 1.0

A walk or a hit-by-pitch can only be rated at one-third the full value for a

number. The reasoning behind this is it would take three walks to force a runner, who singled, to score. On a hit, all runners move. On a hit or walk, only the runners forced move.

Here's an example of how split percentage works: On Jim Palmer's pitching card against a righthanded batter, 6-7 is a single 1-7, lineout (2b) 8-20. First, six is rated at 5.75, the safe hit is rated to seven or .35, so multiply 5.75 times .35 equals 2.0125 or 2.0 value for that number.

A walk or hit-by-pitch rating is figured as follows on Palmer's card: a 4-6 is a walk, the value of six is 5.75, since this is a walk its value is one-third of the number's face value. So, divide 3 into 5.75 and this number's value is 1.91666...or 1.9.

Jim Palmer's 1974 card is thus rated as follows: vs. lefty 20.25, vs. righty 20.0. Bobby Murcer's 1974 card is rated as follows: vs. lefty 36.85, vs. righty 45.75.

Now to figure the total effectiveness of a pitcher vs. batter we must have the perfect card value which is equivalent to having all hits on both the pitcher's and batter's card. This figure is 240.6. To get the effectiveness of Murcer against Palmer, take Murcer's rating against a right-handed pitcher and add that to Palmer's rating against a left-handed batter, then divide by 240.6 and this answer is Murcer's rating against Palmer.

Murcer.....	45.75	Murcer will hit .274 (divide 240.6 into 66.00)
Palmer.....	20.25	against Palmer.
	66.00	

Since Strat-O-Matic Baseball is figured mathematically, then you need the odds figured mathematically in order to break the system and get a true rating.

Rating The Old-Timer Teams

Old-Timer baseball nostalgia this month touches two of the powerful teams from the mid-1950s, the 1954 New York Giants and '54 Cleveland Indians.

Mike Gilbert, our expert on teams out of the past, has again touched on strengths and weaknesses of both with another of his in-depth evaluations.

All Old-Timer ratings are taken as an average on a straight curve from all the teams (all the Old-Timer teams, that is), except for pitchers (both starters and relievers) and bench, both of which Mike has based on his own opinion.

The rating scale used is as follows: 1 -- Poor; 2 -- Fair; 3 -- Good; 4 -- Excellent. Note also that the first column in each category refers to team average and the second (in parentheses) to individual average.

1954 New York Giants

Average	-	2.2	[.280]	Lineup to think about:	
Stealing	-	1.4	[E+ .75]	1. Lookman	1B-1
Running	-	1.0	[1-12.1]	2. Dark	SS-2
Power	-	3.8	[17.4 HRs]	3. Mueller	RF-4
Fielding	-	2.9	[2.1]	4. Mays	CF-1
Starters	-	3.0	--	5. Rhodes	LF-4
Relief	-	4.2	--	6. Thompson	3B-2
Bench	-	2.3	--	7. Williams	2B-2
Totals	-	20.8		8. Westrum	C-1

Comments: This is a good run-scoring lineup despite the last two batters. Do not steal or run and hope for extra base hits. When you face a slow team, put Katt behind Thompson and drop Williams to eighth in the batting lineup. Since there are only five pitchers that can start, the problem of starting pitchers is solved by itself. Use Liddle whenever possible in relief along with Wilhelm and the others. The Giants are an excellent team if the opposition doesn't hit too many balls to the outfield.

(continued on next page)

1954 Cleveland Indians

Average	- 1.7	[.277]	<u>Lineup to think about:</u>	
Stealing	- 1.4	[E+ .75]	1. Smith	LF-2
Running	- 1.3	[1-12.2]	2. Westlake	RF-3
Power	- 3.2	[15 HRs]	3. Avila	2B-3
Fielding	- 1.8	[2.5]	4. Rosen	3B-3
Starters	- 4.7	--	5. Doby	LF-1
Relief	- 4.2	--	6. Wertz	1B-4
Bench	- 2.7	--	7. Dente	SS-3
Totals	- 21.0		8. Hegan	C-1

Comments: The lineup given above is used to score runs--something this team has problems doing. Every close game, around the fifth inning, I would replace Westlake, Wertz and Dente with Philley, Glynn and Strickland. This plays havoc with the pinch hitting. Smith and Avila are the keys to the offense. Pitching is superb, if you take out Early Wynn before he gives up a home run. Do not use Mossi in relief when he starts, too. Also, do not relieve Mossi when he starts unless he is losing by three or more runs late in the game.

How To Create Additional Player Cards

Victor Garcia-Rivera, a big fan of the Cincinnati Reds who resides in Fairfield, OH, has devised a couple of methods for creating additional baseball players from those provided by the game company and the extra players.

System No. 1:

A good one if you have past sets of Strat-O-Matic Baseball cards. Basically, you take a card from a previous set that matches the player you're trying to create. You must make your own ratings. See that the average and power frequencies are the same for the new creation and the old player card, and for the pitchers the same holds true regarding earned run average, control, strikeouts and "type" (wild, overpowering, etc.).

Make your own fielding, running and stealing ratings, based on player's past ratings and your own evaluation. If you don't have any information to work with, here are some standard (average) ratings to use as a guide: Stealing--0; Fielding--3; Bunting--0; Running--1-12; Arm Rating--(0); Hit & Run--0; Pitcher's Hitting Card--2; Endurance Factor--starter (7), reliever (3). If you have pitcher batting stats--use No. 1 for .000 to .133; No. 2 for .134 to .175; No. 3 for .176 to .200; No. 4 for .201 up.

Do not use advanced side. If playing advanced, just mark in pencil how the player bats (left or right) and use in the same manner as the one used with pitchers' hitting cards. If a pitcher, you may use advanced side if they are the same type pitcher (such as pitcher being like Claude Osteen; good control, scatters hits, mostly singles). If not, just mark the throwing style on the basic side.

System No. 2:

Adjust nameless player cards to fit what you need. A bad thing about nameless players is the small range of batting averages--.210 to .300. Most players without regular cards range higher or lower than that because of fewer at-bats.

So, you may scratch out some hits or make split chances solid, to bring the average more into line. Remember, when altering cards, the dice numbers toward the middle of the card (i.e. "7") occur more frequently. Thus, if you want a .220 card with good power but don't have one, you may take a .250 card with good power and, if it has a hit on "7", scratch it out and make it a putout. The type of hitter may also determine the type of "out" you make. For example, a strikeout if the batter does so frequently or a lineout for an Alou-type punch hitter.

Miami Humbles 'Skins In 'Super' Showdown

True to real-life, the Miami Dolphins were almost invincible in a full-season replay of the 1972 football season conducted by Dan Hottman and Sean Crosbie of Elmira, NY.

The Dolphins weren't perfect, however, but almost so. During the regular season they won 12 games, lost only one and were tied once. Then in the play-offs, Kansas City fell in the first round, 23-14, and Pittsburgh gave the eventual champs their closest scare, losing 20-13 in overtime. In the Super Bowl the Dolphins were just that, scoring in every quarter and humbling the Washington Redskins, 38-0. Bob Griese riddled the Redskin defense for 13 completions in 19 attempts, accounting for 127 yards passing and one touchdown. On the ground the Dolphins rolled, too, as Larry Csonka had 81 yards in 14 carries and Mercury Morris 78 in only nine. Sonny Jurgenson and Billy Kilmer, meanwhile, combined for only nine connections in 19 aerial attempts, plus had three passes intercepted. Morris tallied three times for Miami, on a run of 11 yards and seven and four-yard receptions from Griese and Morrall, respectively.

For those gamesters who may want to compare this league's S-O-M stats with real-life (or perhaps with their own league's results), here are the standings and individual leaders:

AFC	Won	Lost	Tied	PF -PA	NFC	Won	Lost	Tied	PF - PA
East					East				
Miami	12	1	1	433-204	Washington	10	3	1	333-175
Baltimore	6	6	2	295-302	Dallas	7	5	2	249-258
N.Y. Jets	6	7	1	331-388	N.Y. Giants	8	6	0	346-307
Buffalo	5	6	3	239-285	St. Louis	2	12	0	205-363
New England	1	13	0	263-402	Philadelphia	1	13	0	214-422
Central					Central				
Pittsburgh	9	3	2	284-186	Minnesota	10	3	1	343-238
Cincinnati	8	6	0	247-266	*Green Bay	10	4	0	295-216
Cleveland	5	9	0	226-262	Chicago	6	7	1	249-215
Houston	2	12	0	178-385	Detroit	4	9	1	246-241
West					West				
Oakland	12	1	1	404-219	Atlanta	9	5	0	271-214
*Kansas City	10	4	0	323-257	San Francisco	9	5	0	320-256
Denver	5	9	0	243-274	Los Angeles	8	4	2	258-208
San Diego	5	9	0	228-261	New Orleans	2	10	2	255-332

* Wild card team for playoffs.

Playoffs

Pittsburgh 31, Oakland 21.
 Miami 23, Kansas City 14.
 Miami 20, Pittsburgh 13 (OT).
 Washington 30, Minnesota 20.
 Green Bay 38, Atlanta 17.
 Washington 17, Green Bay 10 (OT).
 SUPER BOWL: Miami 38, Washington 0.

AFC				Passing				NFC			
	Att-Comp.	Pct.	TD	Yds.				Att-Comp.	Pct.	TD	Yds.
Lamonica	281-156	55.5	19	2167	Snead	296-169	63.9	20	1889		
Dawson	320-181	56.5	15	2045	Manning	448-237	52.9	20	3031		
Griese	215-117	54.4	18	1570	Tarkenton	338-190	56.2	18	2290		
Johnson	310-166	53.5	13	2196	Kilmer	227-126	55.5	16	1474		
Shaw	290-160	55.2	8	1798	Brodie	179-106	59.3	12	1278		
				Receiving							
	No.	Yds.	TD	Avg.				No.	Yds.	TD	Avg.
D. Taylor	57	1050	4	18.4	Jackson	61	1230	5	20.2		
Burrough	50	1074	3	21.5	Washington(SF)	55	1030	8	18.7		
Caster	48	1161	8	24.2	Gilliam	52	1152	2	22.6		
Rucker	47	1140	7	24.3	D.Parks	51	839	3	16.5		
Smith	46	622	1	13.5	Abramowicz	50	1038	6	20.8		

AFC	Att-Yds.	Avg.	TD	Rushing	NFC	Att-Yds.	Avg.	TD
Harris	252-1398	5.6	11		Johnson	240-1441	6.0	8
Hubbard	219-1189	5.4	10		Brown	214-1300	6.1	10
Csonka	203-1177	5.8	7		Hampton	228-1173	4.7	10
Morris	191-1095	5.7	11		Brockington	260-1110	4.3	7
Little	222-1059	4.8	10		Douglas	171-1029	6.0	9
Simpson	232-1024	4.4	8		Lane	239- 994	4.2	9
Best Defense				Total Yds.	Per Game	Rushing	Passing	
AFC - Pittsburgh				2567	183.3	103.9	78.4	
NFC - Atlanta				2538	181.5	111.4	70.1	
Best Offense								
AFC - N.Y. Jets				4360	311.4	126.0	185.4	
NFC - San Francisco				3771	269.4	93.4	176.0	

Highlights: [1] biggest shellacking--Miami 62, Cincinnati 0; [2] Best defensive game--Atlanta allowed Philadelphia only 35 yards; [3] Biggest rushing day--Harris had 205 yards in 20 carries against Cincinnati; [4] Best passing day--Manning had 410 yards (24-29) against Detroit.

Pack Sweeps To Title

Standout QB Makes Green Bay 'Super' Team

Many teams in the National Football League are often only one player away from being championship timber.

A six-coach league that operates out of Hazelton, PA (Hazelton Area Football League) brought this out not long ago when the Green Bay Packers, aided by the quarterbacking talents of San Francisco's John Brodie, swept to a title in a replay using the 1973 Strat-O-Matic cards.

Each of the coaches drafted a team and then, in reverse order, each team could draft one player from the other teams.

Dave Velten drew the first team pick and grabbed the real-life champion Miami Dolphins. Then Pittsburgh went to Vince Velten; Washington belonged to John Boder; Oakland to Tom Boder; Paul Miada nabbed Dallas and Nick Velten selected Green Bay. For the individual player addition, Green Bay acquired Brodie, Dallas defensive back C. Scott, Oakland Jerrell Wilson, Washington D.J. Simpson, Pittsburgh Joe Namath and Miami Gary Garrison.

Green Bay reaped the largest benefits from the extra player draft as Brodie completed 122 of 219 passes (55.7 per cent) for 1633 yards and nine touchdowns. The Pack came back with an 8-1-1 record, edging out Miami (7-2-1) for regular season honors. Brodie, who was chosen the league's most valuable player, then directed Green Bay to a 24-22 Super Bowl win over the Dolphins.

Oakland finished third (5-4-1), Pittsburgh was next (2-5-3), Washington (3-7) and Dallas brought up the rear (2-8).

Franco Harris was the HAFL's top rusher with 914 yards in 180 carries (a 5.1 average), Ron Sellers caught the most passes (64 for 1023 yards and five TDs), while Pittsburgh had the top offensive team (314.7 yards per game; 151.8 rushing and 186.8 passing) and Miami the stingiest defense (263.9 yards per game; 101.3 rushing and 187.9 passing). Totals included sacks but passing figure did not.

Back Issues Of Review Available

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

1974 -- 40¢ each: Jan., Feb. and March are complete sellouts. April and May are available yet.

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

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

When ordering, please make a second choice since many of the back issues are in short supply.

Father-Son Team Embarks On A.L. **Strat-O-Matic Spotlight**

Remember the April issue of the Strat-O-Matic Review that contained the article dealing with the father-son National League replay? Well, Mike Romatowski, 14, has written back to the Review filling in some of the background regarding the 1972 replay.

About 30 per cent of their games were played head-to-head (including the playoffs). The other 70 per cent were played solitaire. Mike and his father each played about 50 per cent of the games. Obviously the father-son effort was a true family affair and not just the senior member of the family playing an occasional game to keep his eager-beaver son happy.

Both also kept the statistics. Mike kept the batting, his dad the pitchers' records, although sometimes they helped one another out.

The two enjoyed the full-season replay so well that they've embarked on a 1973 replay of the American League. Already they've reached the 40-game mark, and report the statistics are amazingly realistic. A few weeks ago, Mike's dad rolled his first no-hitter ever when Jim Bibby of Texas (who also had one in real-life) blanked the Angels, 7-0.

It's always a pleasure to hear of father and sons sitting down and playing and enjoying Strat-O-Matic together. Many parents no doubt are busy and it would be convenient to simply say, "I don't have the time to play a game now". With a world filled with fads and crazes, most parents can expect to watch their sons and daughters experiment with many. The S-O-M craze is an ongoing phenomenon that you will be hearing of for many years to come. In time it will certainly be bridging the generation gaps. Many parents should give Strat-O-Matic a try. They'll find it's much more than shaking dice and that their offspring isn't really in training to be a Las Vegas gambler after all. And, they may even enjoy it.

SUPER SCOREBOARD!

Houston, TX, has more to offer than just the Astrodome. Avid Strat-O-Matic buff Steve Schumacher has come up with his own version of the sports palace and has erected a super scoreboard in his home that certainly adds another dimension to games played there in the GHSMML (Greater-Houston Strat-O-Matic League).

The scoreboard has been functioning successfully now for the past couple of months. It cost \$180 and operates by the flick of a switch. Schumacher offers this description of its operation: "The scoreboard, made with solid-state semiconductor devices, lights up numbers for the inning and home and visiting teams' runs. Two indicator lights keep track of outs, and another set of lights comes on as a pitcher nears his point of weakness. Another feature of the board is the men-on-base indicator. At the right end of the board is a small outline of a baseball diamond with a light at each base which comes on when a runner reaches that base."

The scoreboard, an exclusive of Brays Bayou Stadium, is operated from a control box, which also includes switches that operate a home run "spectacular".

So, if you ever visit near Houston, don't you dare get away without stopping in and viewing Steve Schumacher's "super scoreboard".

SHORT SHAKES

... S-O-M dice-roller Arthur Wirt Robinson III of Riverside, Ct., is a throwback to history. In clutch situations in baseball games he always utters the words made famous by Julius Caesar: "Alea iacta est!", or "The die is cast". ... In Ed Furman's one-on-one basketball tournament involving all 170 NBA players, John Havlichek defeated teammate Don Chaney in the finals, 20-8. Havlichek disposed of Dave DeBusschere, 22-18 conqueror of Kareem Abdul-Jabbar, in one semifinal, 20-16, and Chaney ousted Wilt Chamberlain in the other, 24-19. ... Thomas Swank, Little Falls, NJ, reports that his 12-team play-by-mail league is off the ground and functioning well. Jim Bibby, Tommy John and Swank's own Vida Blue have already tossed no-hitters and Bob Gibson hurled a 17-inning game during which he struck out an amazing 25 batters. The league is the Tom Swank Thirteen-State Table-Top Simulation Tournament (or TS TS IST).

Questions & Answers

Editor's note: Questions regarding individual (i.e. fielding) ratings and team ratings, which are adjudged by the game company after the most careful research, will not be answered unless a mistake has been made in the rating. Many questions come into the Review asking why a certain rating was given. The game company, if it gave out reasons for such ratings, in many instances would have to disclose its entire card-making formula--which, in turn, would jeopardize the future of the company. So, if your question regarding a rating doesn't appear within three months after being sent to the Review, you can assume the rating is correct. Incidentally, Steve Barkan of the S-O-M game company will have a story in the July issue of the Review which tackles the problem of figuring ratings. Particularly, attention will be directed toward the Bobby Grich "2" rating at second base and the Joe Morgan-Tito Fuentes controversy in the National League.

QUESTION: On a groundball "B", is it the leading runner who is out, or the leading forced runner?

ANSWER: The leading runner forced is out. Thus if there are runners on first and third bases when a groundball "B" occurs, the runner on first is out at second. However, if the same situation occurs and the infield is "in" then the runner on third is out at home. The game company also points out that in situations where there are runners on first and second and a groundball "B" comes up, the runner would be out at second base. It would be as if the infield was going for a doubleplay, but was late on the play at first base.

QUESTION: Why can't the infield play "in" and at the same time hold a runner on base? The first baseman can hold a runner and as the pitcher starts to pitch he can run in to field a bunt.

ANSWER: The game company figures if the infield is "in" looking for a bunt or trying to prevent a run from scoring, it can not also be back. Even a first baseman is figured to be "in" and away from the bag, thus not holding the runner on.

QUESTION: On Eddie Leon's 1972 card for Cleveland, what is his power rating?

ANSWER: His ratings should be "W-L, N-R".

QUESTION: How long will the Strat-O-Matic Game Company be selling Old-Timer baseball teams?

ANSWER: If you mean the actual Old-Timer teams, as long as the game company's in existence. If you mean older card sets, as long as they remain in stock.

QUESTION: What should you do if both your quarterbacks are injured and you don't have another quarterback?

ANSWER: In such a case, ignore the injury to the second quarterback until the first quarterback has "healed". Then fulfill the injury to the second QB. The same would apply to any of the other S-O-M games when injuries deplete a position.

QUESTION: Can you use the sacrifice with a runner on third base and can you put the infield "in" any time?

ANSWER: Yes, you can use the sacrifice with a runner on third base, but not to advance that runner. Only a squeeze bunt can be used to advance a runner on third to home. However, a runner on first may be advanced to second with a sacrifice at the same time a runner holds at third base. The infield may be "in"

even when third base is not occupied, the main reason to lessen the chances of a successful sacrifice bunt.

QUESTION: Explain the so-called "cut-off" rule used by some S-O-M gamesters?

ANSWER: It is used when the defensive manager elects to allow the lead runner score on a hit not followed by an asterisk. By "cutting" the intended throw home, allowing the runner to score, other runners are held to the furthest advance permitted by the type of hit. For example, a "SINGLE" with runners on first and second and the defensive manager electing to allow the runner on second to score, would mean the runner on first advances only as far as second. Whereas an unsuccessful attempt to get the runner at home would mean all ensuing runners would also move up an extra base beyond that provided by the hit.

QUESTION: What was the first year the additional player cards were used in S-O-M Baseball?

ANSWER: The first additional player card set came out in 1969 and was based on the 1968 baseball season.

QUESTION: If you have a percentage shot by your center in basketball and you get a shot missed rebound situation, and pick a card that wants the position of the defensive center, is he playing close or back? My friend says it should be close because that's how the other defenders would play. I say no because the center can't be played close on the inside. Who's right?

ANSWER: You are. The center is figured to be back on inside or penetration shots. Conversely, the center will usually be close only on the outside.

QUESTION: How do play-by-mail leagues operate?

ANSWER: Something about PBM leagues has been mentioned in almost every issue of the Review. The quickest way of finding out how such leagues operate would be to inquire through one of the many "League Forming" ads placed every month in the Review. The Review has, on occasion, printed entire constitutions from PBM leagues.

QUESTION: Why wasn't either Felipe or Matty Alou placed on the New York Yankee team? Felipe got up only 48 times for the Expos, yet is listed as only an "extra". Matty Alou batted only 11 times compared to over 500 for the Yankees, but also was an "extra".

ANSWER: Both the Alous were included as "extras" (there were four bonus or "extra" players put out by the game company) because they were not on the New York roster at the end of the season. This is the basis for determining on which teams players go. It's not equitable, but that's still the way it's done. However, to compensate for that S-O-M has come up the "extra" players the last two years. These players can be assigned to the team you feel they should be on and, with the purchase of the additional players, are a free bonus.

The Review Staff

Editors: Mike Allison (Otsego, MI)
Del Newell (Kalamazoo, MI)

Printing: Oliver S Tobias
(Kalamazoo, MI)

Production: Jan Allison
Mary Jane Newell

* Next month Warren Newell and his wife, Karen, will assume the duties of Mike and Jan Allison, both of whom are moving to Tennessee and leaving the Review.

'Wolfman's Convention Set

Rick [Wolfman] Shapiro has answered the call for a Strat-O-Matic national convention this summer. He's planning for such a convention on Friday-Saturday, July 26-27, at the University of Illinois, Champaign-Urbana, Illinois.

Tentative times for the twin gatherings are 10 a.m. until 7 p.m.

Rick, no stranger to the world of Strat-O-Matic, feels that a convention undertaking should go smoothly. He's attended the two previous conventions and has adopted many of the rules for tournament playing from them, plus he also held a "mini" convention at Urbana back in February; so he's had experience at running a convention as well as playing in one.

A \$4.00 entry fee will be charged tourney participants, with the money being used to buy trophies for the winners. Rick's busily mapping out plans now and would like, as soon as possible, for the entry fee to be sent mailed to: Harold Roughton, 903 S. Race, Urbana, IL 61801 (send a stamped, self-addressed envelope along also for a reply). The first week of July, a card will be sent confirming that your entry fee has been received, what tournaments you will be playing in and the time of your first tourney game.

Be sure, when sending in your entry fee, to mention the tournaments you wish to participate in. Tournaments will be held in advanced and elementary versions of baseball, football and basketball. Rick would like to know your first four choices, in order. Your first choice is guaranteed. A minimum of 32 people are needed in a tourney. Selection will be on a first-come-first-served basis.

The tournaments will be run similar to last year's convention. In baseball, each participant must bring two teams to the convention--a first choice and a second. For the advanced tourney, any team from 1971-1973 may be used. In the elementary tourney, any teams from 1964-1973 may be used. In football and basketball, teams will be picked at the convention. To determine the best manager (coach, etc.) teams will be traded during a round of play so that the managers have to handle both teams. Rick also adds, fearing a shortage of games, that as many people as possible bring their own games to the convention.

Accommodations shouldn't be much of a problem at Urbana. The 25th to the 28th of July, rooms have been reserved at the Florida Avenue Residence Halls. This includes girls, husbands and wives. Cost will be \$4.50 and \$5.25 (double and triple occupancy) per room per night. Meals will also be served in the cafeteria.

There are many means of transportation to the University: by bus (Greyhound) or train, although the stations are a few miles from the dorm; plus Ozark airlines comes into Urbana.

Since the games will be played at the Illini Union, Shapiro also points out that other activities such as bowling, billiards, pinball, etc. are available.

FOR RENT: S-O-M FOOTBALL TEAMS

The following complete football seasons are available for monthly or yearly rental: 1968 NFL--\$3.00/month or \$20.00/year; 1968 AFL--\$2.00/month or \$15.00/year; entire 1968 AFL and NFL--\$30.00/year; 1969 AFL--\$1.50/month or \$10.00/year; 1970 NFL, 26 teams minus one card [49ers' Preston Riley]--\$2.00/month or \$15.00/year; 1971 NFL, 26 teams--\$7.50/summer (June, July, August, September, 1974, only!).

Cards have some writing on them (which I want to leave on them) but otherwise are in good condition. In all cases, I eventually want the cards returned. I want the 1971 cards returned for autumn. Ideal for summer football players! For arrangements, write: Donald Frankfort, 15 Second Street, Pelham Heights, NY 10803 until June 3. After June 9, address will be: Wind Cave National Park, Hot Springs, South Dakota 57747.

Guest Columnist

BY BRIAN HEAVEY, Tampa, FL

There has been discussion passing through the pages of the Review for months now dealing with the pros and cons of the so-called "all-world feasts". Some are indeed worthy of Zeus, but then unusual things do happen and can get out of hand, despite efforts to the contrary. Take, for instance, the 35-run spree of the '72 Pirates against the '72 Reds. Thirty-five runs do push credibility somewhat, but in a game of chance, it is certainly possible. I had a similar experience those same Reds against those same Pirates. I was leading 6-1 when, in the Pirates' top half of the ninth, they scored nine runs before I recorded the first out (and then the out was a sacrifice fly). Needless to say, I found it rather difficult to respond after that blitz and dropped the game.

Such an experience had never happened to me before and hopefully never will again. Four pitchers, both left and right handers, were equally destroyed. I would call that ridiculous (I did somehow find breath to laugh as well as curse my opponent's good fortune) as well as unrealistic and thus I tend to reserve judgment on such things as 35-run games. But I also feel that many will agree that it is just such events which make the game exciting.

LOVE OF STATISTICS

Another comment which I feel is worth bringing up is the unreserved love of statistics in the Review. I will be among the first to agree that if one does not like statistics, chances are good one will half enjoy the game.

But, I think there is another side to the game which has been, at least to my knowledge, neglected. That is the strategy by which the statistics are compiled. Two examples of strategy which I employ, which may or may not be in standard use, will be discussed assuming the players are operating within the framework of their teams, but they can obviously be used in league draft situations. The first is batting Pete Rose third. Joe Morgan has one of the best on-base cards. Follow him with Bobby Tolan, who can either bunt him to second (or hit-and-run). That will often leave Morgan on second with Rose, Johnny Bench and perhaps Tony Perez to follow. With a runner of that speed (he can also steal third if you're not careful), I would be nervous defending against him.

The other example is always playing Reggie Jackson, with his great throwing arm; in center field. Angel Mangual is little help to what I consider only a fair team (I seriously doubt if Oakland, in a replay, would make the playoffs, much less the World Series). Since it is possible to advance runners on all clear hits and the greater majority of all such hits go into center field, the best arm on the team (providing he may play the position) should be in center, not right. While these are only two examples, they should indicate what I am getting at. I would like to compliment Mike Gilbert who seems to come closest to this type of analysis in his studies of the Old-Timer baseball teams.

OLD-TIMER TEAMS

While on the subject of Old-Timer teams, I wish to take issue with Jim Elliott and his assessment of the publishing problem. First, he assumes that as an individual, he could get teams printed as cheaply as the game company. I assume that the Strat-O-Matic game company has access to its own press to reduce cost. I grant there are no assurances that the demand would be worth the effort but neither are there any assurances that the demand will be sufficient to cover the expense of the 1973-74 cards.

I am quite sure the problems are not easily solved, but I'm also sure the game company could come up with a solution with encouragement from Review readers. Some suggestions might include printing only one year each year and gradually building a backlog rather than trying to come up with everything all at once and finding few who could afford it.

The worth of these ideas remains to be seen, but if they start someone

thinking along alternate lines, they will have served a purpose.

Editor's note: The Strat-O-Matic Game Company does not have a printing press of its own, rather all work is done by a New York city-based firm. Ditto for its computer work. In dealing with supply and demand for baseball teams, the game company has sales projections for the new cards based on previous years sales. For Old-Timer and teams of the 1960s, however, the demand cannot be measured so accurately. There may be hundreds of people interested, but you would have to deal in the thousands (and then what year[s] would be most desired) to make it profitable for S-O-M, both financially and in time.

Advertisements

Rates per issue will be as follows: First 30 words--50¢; 31-50 words--70¢; 51-70 words--\$1.00; 71-100 words--\$1.50; 101-120 words--\$1.80; 121-150 words--\$2.00; 151-175 words--\$2.50; 176-200 words--\$3.00. When you send in ads, specify either WANTED, FOR SALE, or LEAGUE FORMING, and name card sets by the year upon which they were based. Note: only advertisements regarding Strat-O-Matic products, related merchandise and leagues will be accepted. No other brand names may be mentioned or advertised. Also, no advertisements concerning photocopied Strat-O-Matic player cards or related products will be accepted. Ads, to be included in the next issue of the Review, must be in by the third of the month. Those people accepting bids for items should try and give everyone a reasonable amount of time to respond. The mail is notoriously slow to some areas, thus people often respond later to ads. Money sent in for ads will not be refunded. If you have already sent money in and do not want an ad to run, such money will be credited to your subscription.

Wanted

WANTED: 1969 or 1970 season S-O-M Baseball cards. Will pay \$10 or more for either one. For '70 Reds will pay \$2 or more. All teams must be in fair to good condition. Send offer to: Mark Dutton, 1986 West 102 St., Chicago, IL 60643

WANTED: Listeners for the 'UPBML' Taped News System. Each month on cassette or reel-to-reel tape this UPBML production will keep you informed on the developments in all UPBML leagues. Keep abreast of the standings in Dave Surdam's Fantastic Pacific League and many others. For cassette tape send to: Jeff Even, 1814 Dixon Ave., Missoula, MT 59801. For reel-to-reel: Gary Callahan, 5820 Flambezo, Apt. 1, Rancho Peles Verdes, CA 90274

WANTED: 1966, 1967, 1968 New York Mets. Will pay large amount. Send condition and your price to: Patrick Miller, 1807 West Puente Ave., West Covina, CA 91790

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

WANTED: 1963, 1964, 1968 Los Angeles Dodgers. Will accept lowest bid. I will buy one, two, or all three teams. Send price and condition to Scott Boyer, 1831 West Puente Ave., West Covina, CA 91790

WANTED: Baseball teams from 1960-1967. Football teams--1967 Eagles, Bears, Lions and Redskins; 1968 Packers, Steelers, Oilers, Colts and Cowboys. Write: Jim Williams, 9044 Cline Ave., Highland, IN 46322

WANTED: Baseball teams 1968 through 1972. Will trade basketball and/or cash. Will take best offer. Send condition and price to: Rick Zolzer, 69 Bogardus Road, Fishkill, NY 12524, or call 914-896-6523. Also interested in all Dodger teams printed.

WANTED: Boston Red Sox teams, 1962-1972, plus additional players if possible. Lowest bids accepted. Write: Steve Arnold, 4311 Conaem Drive, Louisville, KY 40213

WANTED: The following teams in playable condition: '62, '66, '69 Dodgers or '64 Red Sox. Will pay well for any teams. Send offers to: Sean Maloney, 953 Hollywood, G.P.W., MI 48236

WANTED: Baseball--the following individual players: 1968 Mantle, Stottlemire, Rose, M. Jones, Pinson, Cardenas, Whitfield, Arrigo, Carroll, Lee, Maloney, Nolan; 1969 Carroll, Culver, Fischer, Granger, Ramos, Corrales, Chaney, Helms, Ruiz, Woodward and Stewart. Any 1968 teams except Senators, Angels, Yanks and Reds. 1969-1970 additional players. 1968 playoff teams plus '69 Pilots, Cards, Padres. I prefer cards in good condition. I will also trade over 40 individual players from 1967-73 [many top stars included] for any two teams from 1966-68. Write: Tom Morris, 415 Madison Ave., Covington, KY 41011

WANTED: Customers for the Paluch Statistics Bureau. Will do baseball, basketball and football stats at the rate of 7¢ per game. The stats will come typed and 100% accurate. Our work is very fast. For further information write: Mike Paluch, 3325 S. Hoyne, Chicago, IL 60608

For Sale

FOR SALE: The Sporting News 1968 to present. Need final stats, box scores, schedules, injuries and many other related items for realistic replays of any sport? Prices vary depending on condition of issue and contents. Low as 10¢. Send want lists and 15¢ in coin or S.A.S.E to David Eilering, Box 226, Troy, IL 62294

FOR SALE: Basketball teams! Bucks, Celtics, Bullets, Knicks and Lakers. Also game box, dice, split cards and instructions. Cards are in excellent condition. Hardly been used. Bids must be over \$4.50. Send bids to: Gregg Redfield, Rt.4, Alexandria, MN 56308

FOR SALE: Complete set of 24 S-O-M 1972 Baseball teams. Very good condition! Selling for \$6.00. I pay postage. Send to: Phil Ledesma, 12344 Felton Ave., Hawthorne, CA 90250

FOR SALE: Must sell all 1972 football teams. \$12.50 or best offer.

Also, '71 Pirates, '71 Cardinals, '65 Cardinals, '65 Dodgers, '70 Cubs, '41 Dodgers. Both Dodger teams 75¢, all others \$1.15. Send to: David Althaus, 181 Haas, Frankenmuth, MI 48734

FOR SALE: Play the 1974 "expert version" of Strat-O-Matic Baseball. Thirteen-chapter rule book. Author has played "dice baseball" for over 20 years. One-page master chart replaces all existing charts. Twelve major new rules cover all aspects of game. Increase realism and fun, without increasing playing time. Game company: "Very impressed. Comprehensive system--for advanced, experienced players." Send \$5.00 to: Richard A. Phelps, 21 Tunstall Road, Scarsdale, NY 10583

FOR SALE: 1971 Football teams. All 26 teams included. Sold as a complete set only. Best offer. Cards are in excellent condition. Mike Baitinger, 3219 N. Prospect, Ypsilanti, MI 48197

FOR SALE: For statistic-minded Strat-O-Matic players, will send you, for only \$1.15, 100 index cards with columns marked for both pitchers and hitters. Hitters cards include the following columns: AB, H, 2B, 3B, HR, RBI, R, BB, SO, E, SAC, SB attempts, SB, G. Pitcher cards are two-sided, one side includes: W, L, IP, H, R, ER, BB, SO, starts, CG, HR off, no-hitters, one-hitters, shutouts, 2-hitters, 3-hitters. The other side is the pitcher's hitting card which includes: AB, H, 2B, 3B, HR, RBI, R, BB, SO, E, SAC. Let me know how many pitching and hitting cards you want, totaling 100. Allow me to save you the wear and tear of doing it yourself. I use this system myself and it's great. To get your cards, send orders and \$1.50 including postage to: Eric Gould, 138-15 Franklin Ave., Flushing, NY 11355

FOR SALE: 1971 Football set in mint condition. Will be sold for \$7.00 to first person replying. Buyer must pay postage. Also, 1973 basketball set, \$6.00 for set or 40¢ per team. R. Jostes 14546 Lexington Ave., Harvey, IL 60426

FOR SALE: '72 Padres, Expos, Cubs, Cardinals, Phillies, Braves, Astros, Mets, Giants. Also '71 Reds, Bosox, Yankees, Orioles with extra players. Price: All--\$4.00, 3--\$1.00, 1-40¢. Cards like new. Please include postage.. Gerry Smith, R#1, Box 16, Republic, OH 44867

FOR SALE: S-O-M Football game parts. Game box, dice, board, etc. Mint condition. Send me an offer. Rick Straub, 476 Sharp St., Salem, OH 44460

FOR SALE: 1967, 1969, 1970 and 1971 football teams, both AFL and NFL. Will accept bids on individual years. Also have five 1968 football teams for sale--Jets, Packers, Bengals, Bears and Colts. 1971 baseball teams--Cubs, Pirates, Cardinals, Giants, Braves, Tigers and Orioles. Send bids to: Ron Smith, 502 Crest Drive, Papillion, NB 68046, or call 1-402-339-8209.

FOR SALE: Football teams, all in good condition. 1968 Colts, Rams, Browns, Cowboys, Chiefs, Vikings, Jets, Raiders, Cardinals, Chargers. 1967 Colts, Browns, Packers, Oilers, Rams, Jets, Raiders, Chargers. Highest bids win. Bids will not be accepted three weeks after first bid is received. Send stamp if you want a reply. Send bids to: Gordon Sheldall, 9443 Steele St., Rosemead, CA 91770

FOR SALE: 1973 Strat-O-Matic Football game. 1972 season. Original price \$16.00--my price \$9.00. You pay postage. Write: Mark Buell, 104 A. Lawn, Windsor, MO 65360

League Forming

LEAGUE FORMING: The World Baseball Association has successfully completed its first season, an exciting American League replay. This year we're going to draft from the National League teams, plus additions. We're going to keep the same teams from year to year (after each season each team may protect 15 players and all the remainder will be drafted again). Trading of draft choices and players is allowed before and after each season. Teams divided into three four-team divisions. The three division champs, plus "wild card" team make the playoffs. Entry fee \$3.50, which includes trophies, bi-monthly newsletters, etc. We will play elementary version, with new catcher throwing ratings. We need four or five managers who want to draft a team

and try to make it into a WBA power. If you're a solid, dependable manager, write today to: Rich Gross, 133 Exeter Place, St. Paul, MN 55104 (Backup managers needed also).

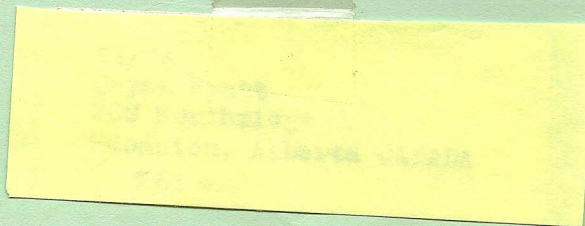
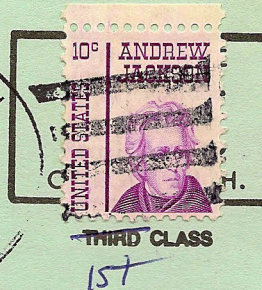
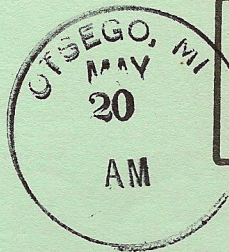
LEAGUE FORMING: Attention all S-O-M hardwood devotees. You have no doubt heard of prestigious, well-run leagues such as the GKSML, MBA and Canadian League. And you are searching for that prestigious S-O-M Basketball league that seems to be missing from the S-O-M scene. Well, your search for a top-notch basketball league is over. The newly formed NASOMA (North American Strat-O-Matic Association) is looking for members. NASOM is a PBM draft league using the 170 NBA players and employing 14 managers playing 14 franchises over an 82-game schedule. You will play only 11 home games every two weeks and a total of only 41 games in the entire season. NASOMA will be just like being the owner, GM and coach of your own pro basketball team. You must own all 17 NBA teams and be a reliable manager. Backup managers also needed. Join S-O-M Basketball's ultimate league. But hurry, this league will fill fast. Reliable managers send brief S-O-M biography and enclose 10¢ stamp for information. Write: Bryan Simmons, 22247 N. Brandon, Farmington Hills, MI 48024

LEAGUE FORMING: Face-to-face S-O-M Baseball league, using the new cards. In the Suffolk county area of Long Island. We will draft from 1973 A.L. (plus extra players), then the N.L. It would most likely be a one night a week setup. Prefer 17 years old and over as some traveling would be involved. Please send short history of your S-O-M playing experience, age, etc. Contact: Al Fabrizio, 2 Merrick Road, Shirley, NY 11967 [515-284-5063]

LEAGUE FORMING: 25 managers wanted to compete in a totally different league. We will play with all the Old-Timer teams, excluding the 1960 8 teams. We will take our time and play a long schedule. Please send me your list of the 26 teams in order of preference. All letters answered. I will need replacement managers. Send to: Tim Owens, 4392 E. LaCienega St., Tucson, AZ 85712

LEAGUE FORMING: Attention all Old-Timer baseball fans. I am starting a chronologically-arranged two-division

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League Forming

(continued from page 23)

league. All teams may be used including the "new" Old-Timers. So, if you are truly interested in joining a revolutionary new league, send me a list containing your top 15 choices, along with your age, name and S-O-M experience to: Neil Bullett, 269 Bridgeport Ave., Milford, CT 06460

LEAGUE FORMING: A new S-O-M play-by-mail league using Old-Timer teams from the 1909 Tigers, 1919 White Sox, 1909 Pirates, 1927 Yankees, 1922 Giants, 1906 Cubs, 1911 A's and 1905 Giants. Newsletters every two weeks. Write for more details. You must own the teams mentioned. Write to: Vinty Bacon, 4634 N. Wilshire, Milwaukee, WI 53211

LEAGUE FORMING: Wanted, managers for play-by-mail baseball league, using 1966 cards. All teams used. Basis of play--draft and voting on other playing rules. No experience necessary. Send: name, age, address and \$2.50 refundable entry fee to: Dave Standig, 181 Fredrick St., Paramus, NJ 07652

LEAGUE FORMING: For the discriminating adult, 25 or over, the Young Executive Baseball League is now forming. 5 vacant spots remain. Pick your top 8 choices from the NL and AL. Weekly newsletter. Abbreviated schedule to accommodate working man. Latest edition of SOM used. Chairman has 18 years of gaming experience. Send for all information. Chuck Holman, 5324 East First #272, Tucson, Arizona, 85711