



STRAT-O-MATIC REVIEW

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

Vol. IV-3, May 1974 40¢

Spotlight

Mike Allison Leaving Review

Mike Allison, one of the co-founders of the Strat-O-Matic Review back on March 1971, will be putting out his last issue at the end of the month. Mike, who has been working as a disc jockey at radio station WAOP in Otsego, MI, for the past four and one-half years, has decided to enter the ministry and will leave the first of June to attend school in Chattanooga, TN.

The Review, however, will continue with Warren Newell, brother of current Review co-editor Del Newell, assuming Mike's position.

Mike's talents will certainly be missed. He was, as previously mentioned, a founder of the Review. Plus it was primarily through his tireless efforts that the first Strat-O-Matic National Convention, held in Kalamazoo, MI, on August of 1972, became a success. His duties toward the Review were many: he handled a bulk of the correspondence, helped prepare labels, kept a filing system for subscriptions, contributed to the writing, set up contests and handled mountains of paper work every month; often assisted by his wife, Jan.

We're sure sorry to see Mike go. Although leaving the Review and the Greater Kalamazoo Strat-o-Matic League (GKSML), Mike still plans on continuing his ties with the games he's grown so fond of. He's currently in the Greater United States Strat-O-Matic play-by-mail league (he manages the Milwaukee Brewers) and is hopeful of meeting other S-O-M enthusiasts in the nearby area where he will be attending school.

So, from the Review staff, thanks for a job well done to Mike and good luck in future endeavors. . . and a welcome aboard to Warren Newell.

College Football, Hockey In Future

What's in the future plans for the Strat-O-Matic Game Co.? That's an oft-asked question by readers of the Review who wonder if Old-Timer Football teams, ABA Basketball teams, a hockey game, etc., are in the future.

Latest word from the game company is that research has already begun or is soon to begin on development of a college football game (completely different than the present pro version) and a hockey game. When the two newest additions will be ready are pure speculation at this point, however, so don't start setting up schedules and organizing leagues for awhile.

Readers of the Review, of course, will be the first to know when the newest creations are ready.

Also, regarding the adding of the ABA to next year's card set, the game company is waiting at this time to see if rumors of a soon-to-be merger of the NBA and ABA come about. The game company doesn't plan to print a separate card set for the ABA, but if a merger takes place that would solve the problem nicely and make a lot of fans of the "other" league happy.

No Old-Timer teams are planned at this time. The problem of finding complete statistics and trying to evaluate the performance of linemen and individual defenders for teams of the early 1950s puts a big question mark over additional pro grid teams. However, if such pro football teams of the past are a "must" for many (and you can make your feelings known in the Readers Roll 'Em section of the Review), the game company will probably find a way to create such teams. Old-Timer Basketball teams, because statistical information is more complete and readily available, are a greater possibility for the future, though.

Mailing Woes...

The Strat-O-Matic Game Co. is now doing all of its mailing UPS (United Parcel Service). A problem has arisen, however, because some of the games and card sets are never reaching their destination. To solve the problem the game company urges everyone to not only list correct name and address clearly, but also be sure and put the apartment number if living in such a dwelling. Many parcels that go to apartment buildings are simply being returned to the game company if a number is not indicated. Also, the game company asks that people having only a post office box number to give their home address as well. UPS is separate from the regular mails, thus a post office box wouldn't be of any help in the merchandise receiving its destination.

This 'N That

... Dan Hoffman (76 Evergreen Ave., Elmira, NY 14905) urges readers of the Review to send him their league's most valuable players at every position, plus two pitchers, for a possible Strat-O-Matic Hall-of-Fame. He would also like most valuable player selections from years 1960-73. He would like to see who the best player at each position has been over the years, and will send all results of his Fame gathering to the Review. Speaking of Hall-of-Fame feats, Roberto Clemente turned in just such a performance for Hoffman in the final game of his 1972 replay, stroking four home runs (all off from his own card) and knocking in all the runs in a 7-3 victory over San Francisco. ... Right after Ron Campbell (Berkley, MI) received the new Old-Timer Baseball teams, he immediately pitted the 1906 Chicago Cubs against the 1905 New York Giants. The result, not unexpectedly, was a pitching duel between Mordecai Brown of the Cubs and Christy Mathewson of the Giants, with the Cubs winning 1-0. Johnny Evers drove in Harry Steinfieldt with a single for the game's lone run. Brown allowed only four scattered singles and a pair of walks. ... The name of that "phantom" league whose injury chart was found on page four of the April Review is the National Draft League. It's headed by John Spellman of Cranston, RI. Eric Johns of Fort Wayne, IN, provided us with the proper acknowledgments after we had pulled a "Dr. Livingstone" with the name of the league. ... They call their league the Scholastic Strat-O-Matic League, because it's played entirely in school--and it may be the only football league of its kind. Larry Fryer, Jeff Gromis, Doug Henn, Sam Garland and Randy Loeb (the lone senior, the rest being juniors) of Hamburg, PA, created the league. The group's homeroom teacher, Mr. Deppen, is given an assist for helping the league flourish. ... As this issue of the Review is being readied to hit the mails, the GKSM (Greater-Kalamazoo Strat-O-Matic League) has completed 121 games of its 154-game American League schedule. Warren Newell, soon to take over Mike Allison's position on the Review staff, has a four-game lead over Jack Hills, winner of last year's National League trophy championship. ... In a solitaire baseball game played by Harold Roughton of Urbana, IL, the 1971 Pittsburgh Pirates plundered the Montreal Expos with a 22-run assault that included 23 hits. The Pirates poured 18 runs across the plate in the seventh inning as Montreal desperately sent out six pitchers to stem the attack before raising the white flag of surrender.

Readers Roll 'Em

3

'GAME PLAN SHEET'

I have played both the baseball and football games for approximately five years. I started as a sophomore in high school with a replay of the '67 American League and recently replayed the NFC season. Although I spent more time rolling S-O-M dice than studying, I can safely say S-O-M hasn't hurt my grades--if anything, S-O-M has helped them.

I am attending Rochester Institute of Technology and majoring in accounting. By rating cards, keeping individual and team statistics, plus my own record books of lifetime and league stats for my S-O-M leagues, I've been helped as far as preparation for accounting in college. I'd like to recommend accounting to any pre-college, avid S-O-M player that is confused as to what career to pursue. Remember, the creator of S-O-M, Harold Richman, was also an accountant.

I would like to recommend to Mr. Richman something that would make the solitaire football game the most unique in the modern game world. First, I would like to say that S-O-M Football is already the best on the market.

Perhaps, what I am going to recommend might seem idiotic to some. But since many of us play the game solitaire, I feel that one more item is needed. I and some of my friends would like to see individual team "Game Plans" incorporated onto sheets and included with the game. The Game Plan sheet would give the solitaire player something to follow when calling plays for certain situations. It would give the solitaire player the feeling of playing against someone else, since most of the opposition's strategy would be dictated by the game plan sheet.

The information for these Game Plan sheets would not be hard to compute. All that's needed is to set up a situation chart per team similar to the solitaire defensive chart suggested in the rules, and take the average play for each team at each

situation. As far as running backs, you could go by attempts. My idea is outlined here in its basic form, but I hope I've gotten the Game Plan sheet idea across.

P.J. White
44 Auburn Ave.
Rochester, NY

COMPLAINT CORNER

I've got some complaints to make. First, I agreed with Tim Cawley in his article months ago that the GKSML gets too much coverage. Why not poll the readers again on the articles about your drafts and also about the length of the GKSML articles in general?

Second, I don't think the S-O-M company does a good job of research. For example, in 1971, Gates Brown had 195 at-bats and 5% were against lefties. Yet, according to his card, he can do 12 things--all of them "outs". Of course, more things can happen with the "A, B, C and ++" situations.

I realize that this is a specific example and perhaps a rare case, and that S-O-M can't prevent him from getting those extra possibilities off a pitcher's card. Yet, I can't help but think that S-O-M may have made mistakes in many cases in regards to ratio of groundballs to flyballs, for examples.

Anyway, enclosed is \$4.20 to renew my subscription for a year.

Ken Martin
24 Meade St.
Mashua, NH

Editor's note: By the use of computers, the S-O-M company has eliminated the possibility of most errors that once were possible when the cards were manually figured. However, no system is perfect. Yet S-O-M, with the strides it has made in recent years, has come the closest to the ultimate in a baseball tablegame, regarding statistical accuracy, in our opinion.

The GKSML coverage stands as rapped--and also curtailed of late. Anyway, keep subscribing!

WANTS FOOTBALL OLD-TIMERS

I disagree with the points mentioned in Louis Bloss's article regarding Old-Timer football teams. The only rule revision in pro football, which would

significantly affect table football, is the limited substitution rule in use before 1943. The Official Encyclopedia of Football lists all the players in pro football, year-by-year, team-by-team, all the way back to 1921. It also lists the starting lineups and substitutions in the championship games back to 1933. Statistics and other information could be obtained from annuals and yearbooks.

I would like to propose a poll to determine which Old-Timer teams are most desired by your readers. I have confined my choices to teams of the 1960s because I believe the company is more likely to produce the more familiar teams from the recent past: 1964 Cleveland Browns, 1964 Baltimore Colts, 1963 Chicago Bears, 1962 Green Bay Packers, 1962 New York Giants, 1961 Houston Oilers, 1961 San Diego Chargers, 1960 Philadelphia Eagles.

I have listed the two early AFL teams because they were representative of that period of wide open play in the AFL.

Henry E. Dressel
87 Cherry St.
Etna, PA

Editor's note: The "Readers Roll 'Em" column will have to suffice in place of an actual poll as to whether Old-Timer football teams are wanted by a majority of S-O-M fans or not. If enough response [favorable] hits the "Readers Roll 'Em" column, the game company is sure to take note. Polls, however, can be misleading. Many people responding may feel that a "yes" vote on such a matter would mean the company would immediately react by putting out such a set of cards. An earlier poll of which Old-Timer baseball teams would be desired, for example, led many people to be disappointed when such cards were not immediately issued. They did come out later. So, unless the game company has had sufficient time to do research and actually take the first steps toward preparation of such teams, it would be best to avoid a poll and continue to lobby through the "Readers Roll 'Em" column.

ANOTHER VOTE FOR OLD-TIMERS

Since not long ago S-O-M issued six Old-Timer baseball teams, it is now time for S-O-M Football owners to convince the game company that NFL and AFL teams from 1961 to 1966 are wanted by many players, and some 1967 to 1973 teams should be re-issued.

If the response is strong enough, Jim Brown can run with O.J. Simpson in a "dream backfield." Bart Starr can lead his Packers against the Bob Griese-led Dolphins in the S-O-M game of the century.

Many S-O-M Football players don't know what teams were best from 1961 to 1966. To begin with, I suggest we vote on these 10 teams first:
[1] 1961 Houston Oilers -- 513 points scored; Blanda 36 TDs. [2] 1962 Green Bay Packers -- I rate as best Packer team ever. [3] 1963 Cleveland Browns -- Jim Brown, 1863 yards, 6.4 average. [4] 1963 Chicago Bears -- 11-1-2, the Bears' best year. [5] 1963 N.Y. Giants -- Tittle, 36 TDs; lost to Bears in championship. [6] 1963 San Diego Chargers -- Led by Kyle Rote to 11-3 record. [7] 1964 Buffalo Bills -- 12-2 record and championship. [8] 1966 Green Bay Packers -- Super Bowl I winner. [9] K.C. Chiefs -- Super Bowl I loser. [10] 1966 Dallas Cowboys -- Lost by only seven points to Packers in championship game.

Of the best teams available for re-issuing in the 1967-1969 period, only the 1969 Chiefs are still for sale from the company. Readers may want to let the game company know which teams from that period it would be profitable to re-issue, perhaps at a price of over 75¢ per team. I would be willing to pay up to \$1.50 for any team of those I have mentioned from 1961-1969.

James Murphy
4909 Mohawk Rd.
Rockford, IL

REPRINT ALL-STAR SET

The cry has gone up for the re-issuing of the early 1960's baseball teams. I would like to call attention to an article in the Review, where someone went out and found he could get 100 teams made for \$40.00. If somehow the game company could eliminate the "excessive" printing costs, then I see no reason why the teams shouldn't be printed again.

What I propose is this: Re-issue the first all-star set in a limited quantity. Perhaps, if 250 copies were made of the first S-O-M set, then the costs would not be too excessive, either in printing or

storage. This "limited edition" could serve as an excellent indicator as to the amount of response that the game company could expect for other sets it could re-issue at a later date.

Dennis Yost
Baltimore, MD

REVIEW IS 'PREJUDICED'

I have been a subscriber to the Review for about a year now and there is one thing I've found out about it--it's prejudice. The Review seems to cater only to the big names in the world of Strat-O-Matic Baseball and Football.

All you hear about in the Review is J.G. Preston and his MBA, or Mike Applegate's AWA, or Rick "Wolfman" Shapiro. What about the little guy? The one who makes up the Strato world. How many of our letters get turned down in favor of Jeff Guterman's or Dave Surdam's?

Does the Review belong to everyone or just this select group? I think the Review should open up and let more people write to it and in it. Why should we have to hear of the same people all the time?

Jack Regan
So. Boston, MA

Editor's note: C'mon you "little guys," send us some prose worth printing that would interest the world of Strat-O-Matic. The Review doesn't any policy of exclusion--except for unreadable material, obvious erroneous playing tips, or lengthy, out of sight stories on one game or short replays. The above mentioned names, however, are among those most popular with the majority of Review readers. The doors of the Review are open to all and always will be.

REVIEW PRAISED

I was glad you found something in my last letter worth sharing with your readers. Often I just ramble on and on in my letters to you, but I also try to cover subjects of interest and to offer constructive criticism where I think it's needed most. Actually, I think you've got the best table-game magazine around, and that isn't just "empty" praise either, because I receive several of these publications regularly,

including a couple of sports "trade" papers.

What I like best about your style of presentation is your willingness to remain somewhat in the background, while letting your readers write most of the copy that eventually appears in print each month. Which is the way it should be with this type of publication since it is devoted to the fans who play these games, rather than to just a select few or a panel of writing specialists which could tend to monopolize valuable space.

If I want a specific analysis of certain players or an in-depth feature on them, I'll check the "trade" papers I receive. But when I read the Review, I'm primarily interested in the experiences and viewpoints of other table-gamers. I hope you always keep it this way.

The item which interested me most in recent issues was the revelation of the catcher throwing rating, which is the final link necessary to make Strat-O-Matic Baseball perfect. Now it will be possible to watch Johnny Bench and others of his caliber accurately gun down baserunners--especially the "AA's and A's" who weren't affected too adversely under the old rule. But more importantly, the additional ratings will enable that "4" defensive catcher with the rifle arm--should such a player exist--to be recognized for his talents, though meager they may be in all other areas. Conversely, that good defensive catcher with a lousy arm will no longer be able to throw out the super base stealers as frequently as in the past.

Another feature of your magazine which I've been enjoying lately is Mike Gilbert's analysis of each of the Old-Timer teams. This is a feature which is sorely lacking, or completely non-existent, in some table-game magazines.

Jim Elliott
Pomona, CA

SUGGESTS GRID ADDITIONS

I am a two-year veteran of S-O-M Football and in general have found the game very realistic. However, I feel that S-O-M doesn't do an adequate job on the speciality teams. The Washington Redskins, for example, have the same chance of blocking a kick as the Saints. Individual ratings should be given to each team for blocking kicks and protecting the kicker. A chart could be set up that would be similar to the pass rush chart.

On punts, a coach could have the option of presenting a ten-man line with the intention of blocking the punt, or a more conventional nine-man line with the intention to return the punt. Before attempting the actual kick, the coach would spin two dice and refer to the blocked kick chart to see if the kick was gotten off. There could be readings of "-9, blocked, partially blocked, plus 10, or kick gotten off, spin again and refer to the individual punter or place kicker."

Granted, with most teams this type of chart won't make much of a difference. But, with Washington, it gives the team a spot in the playoffs.

Glenn Reigrod
Forest Hills, NY

HAPPY WITH SERVICE

Hats off to the Strat-O-Matic Game Company. I received my baseball teams and found there wasn't a Willie Davis card. I noticed two Jerry Grote's, however. So I wrote a letter to the company explaining the situation and also returning the extra Grote card, so in case someone else didn't receive him the company wouldn't have to break up an entire Mets/ team.

Four days after I sent the letter, I received my card of Davis. My stamped, self-addressed envelope was also returned, too. I guess they figured it was their mistake so they would pay the mail fare.

To say the least, I was very pleased with the service I received.

Larry Fryer
Hamburg, PA

ABA NEEDED, TOO

Since I live in Salt Lake City, UT, I get a chance to see ABA basketball at its finest. I go to as many Utah games as possible and, comparing the action I see personally with the NBA action I see on television, I admit that the NBA is the better league overall. But, as most basketball experts agree, the ABA has much better forwards than the established league, while NBA centers and guards are given the nod over their ABA counterparts.

It would be a shame for fans to be deprived of the opportunity to coach such star forwards as Willie

Wise (considered by many the best defensive forward in either league), George McGinnis, Dan Issel, Julius Erving, etc.

I know that I am not alone in my belief that the ABA teams should be printed up in next year's edition of S-O-M Basketball. I urge all ABA fans (and even NBA fans) to send a letter to the Review voicing your opinion on this matter. Only in this way will S-O-M get a chance to see just how many fans share my sentiments, and how enthusiastic they are in their beliefs.

Mark Roblez
Salt Lake City, UT

What's Available At S-O-M?

FOOTBALL

1972 -- All teams available. Cost: \$10.50 for entire set; 75¢ per team.

1971 -- All teams available. Cost: \$10.50 for entire set; 75¢ per team.

1970 -- All teams except Miami, San Francisco, Baltimore, Minnesota, Dallas, Detroit, Cleveland. Cost: \$7.50 for set; 75¢ per team.

1969 -- Only teams left are Buffalo, Cincinnati, New York Jets (very limited), San Diego. Cost: \$4.25 for set; 75¢ per team.

1968 -- Only teams left are Buffalo, Atlanta, New Orleans, Philadelphia. Cost: \$2.50 for set; 75¢ per team.

1967 -- No teams available.

BASEBALL

1972 -- All teams, plus extra players. Cost: \$9.75 for set, plus \$2.40 for extra players. Individual teams are 55¢ each.

1971 -- All teams available, but no extra players. Cost: \$9.75 for set; 55¢ for individual teams.

No other baseball card sets from past seasons are available.

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

The Review is still on the lookout for pictures of Strat-O-Matic gamemasters. Don't be bashful. Send in a pic today.

7

Gropel also sent along the league's 32-page booklet, containing team and individual stats, plus a schedule from its 1972-73 season (using the 1971 cards, advanced version).

In the World Series, despite the heavy hitting of the Dodgers' Tony Oliva, Kansas City swept to victory, four games to two. Don Wilson got the clincher for the Royals, 4-0, hurling a seven-hit shutout and it was rumored that Royals' owner and manager Ohme was standing on top of the dugout, jumping for joy, at the finish.

Standings and individual leaders:

<u>NORTH DIVISION</u>	<u>Won-Lost</u>	<u>Pct.</u>	<u>GB</u>
Dodgers (Dick Shaw)	89-73	.549	--
Pirates (Jim Weyker)	79-83	.487	10
Orioles (Joe Roberts)	75-87	.463	14

AB1		White (Twins)	5	Aaron (Orioles)	54
Torre (Dodgers)	112	Henderson (Twins)	9	Rettenmund (Dod.)	85
Aaron (Orioles)	95	W. Davis (Dodgers)	8	Torre (Dodgers)	84
Oliva (Dodgers)	94				
Stargell (Yanks)	91	<u>Home Runs</u>		<u>Stolen Bases</u>	
		Aaron (Dodgers)	47	Morgan (Twins)	48

ERA		Stargell [Yanks]		Druck [Yanks]	43
Seaver [Yanks]	2.63	Jackson [Yanks]	31	Henderson [Twins]	34
Palmer [Twins]	2.70	Torre [Dodgers]	28	Otis [Orioles]	28
Sutton [Yanks]	2.79	E.Williams [Dod.]	27		
Wright [Dodgers]	3.17	Won/Lost Pct.		Strikeouts	
Wilson [Royals]	3.18	Kirby [Dodgers]	11-4 .733	Seaver [Yanks]	370
Jenkins [Dodgers]	3.19	Sutton [Yanks]	22-10 .688	Blue [Pirates]	322
Stottlemire [Dod.]	3.20	Seaver [Yanks]	24-12 .667	Jenkins [Dod.]	266
Blue [Pirates]	3.22	Wilson [Royals]	21-12 .636	Lolich [Royals]	253
Lolich [Royals]	3.25	Hunter [Royals]	21-13 .618	Coleman [Twins]	237

Won/Lost Pct. Con't

G. Perry [Orioles]	21-15	.580
Jenkins [Dodgers]	22-16	.580
Niekro [Pirates]	12-10	.545
G. Nolan [Pirates]	15-13	.536
Palmer [Twins]	15-13	.536

Innings

Seaver [Yanks]	359
Jenkins [Dod.]	347
Wood [Yanks]	338
Blue [Pirates]	332

Comp. Games

Jenkins [Dodgers]	33
Seaver [Yanks]	27
Wood [Yanks]	24
Blue [Pirates]	23

Shutouts

Blue [Pirates]	6
Lolich [Royals]	5
Seaver [Yanks]	4

Saves

Brewer [Royals]	24
Hoerner [Orioles]	18
Grzenda [Pirates]	16

Rating The Old-Timer Teams

This month Mike Gilbert of Menomonie, WI, takes a look at the 1941 New York Yankees and Brooklyn Dodgers in his survey of Old-Timer Strat-O-Matic Baseball teams. The two teams won pennants but in the World Series it was the Yankees coasting to victory, four games to one.

Remember, all of the ratings below are taken as an average on a straight curve from all the Old-Timer teams, except for pitchers (both starters and relievers) and bench, both of which Gilbert has based on his opinions. 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.

1941 New York Yankees

Average	-	3.0	[.288]
Stealing	-	2.9	[0+.38]
Running	-	3.6	[1-14.1]
Power	-	3.8	[17.4 HRs]
Fielding	-	4.5	[1.63]
Starters	-	2.9	--
Relief	-	2.9	--
Bench	-	2.0	--
Totals	-	25.6	

Lineup to think about

1. Rizzuto	SS-2
2. Rolfe	3B-2
3. Keller	LF-2
4. DiMaggio	CF-1
5. Henrich	RF-2
6. Gordon	2B-1
7. Dickey	C-1
8. Sturm	1B-2

Comments: Lineup is powerful and gets on base frequently, except for Sturm, the warm body on first. Pitching needs only careful management to turn this team into one of the best. Use Murphy often, but try to avoid bases loaded situations--his card looks deceptively good. Use Bonham whenever possible because he's the best pitcher on the staff.

1941 Brooklyn Dodgers

Average	-	3.0	[.285]
Stealing	-	2.2	[0]
Running	-	3.4	[1-13.7]
Power	-	2.0	[10.2 HRs]
Fielding	-	3.4	[2]
Starters	-	3.5	--
Relief	-	2.0	--
Bench	-	2.3	--
Totals	-	21.8	

Lineup to think about

1. Reese	SS-2
2. Herman	2B-2
3. Walker	RF-2
4. Reiser	CF-2
5. Camilli	1B-1
6. Medwick	LF-3
7. Lavagetto	3B-2
8. Owen	C-2

Comments: This crew is fairly strong throughout, but lacks punch. If Reese fails to get on, move Lavagetto up there and if he doesn't work, try Walker. Use Davis and Fitzsimmons in the starting rotation along with Wyatt and Higbe. Use anyone that is handy in relief. Take an extra base at every opportunity but don't steal unless it is necessary to wake up your opponent.

9 Here's Alternative Stealing Chart

J.J. Marcoccio of Warwick, RI, echoes the feelings of most Strat-O-Matic Baseball buffs when he says that catchers' throwing ratings "are great, because without that rating the game lacked a very important factor."

Marcoccio questions the importance of a "catcher holding a runner", however, and refuses to give base hits for "++" situations unless an AAA, AA or A is on first base. Then his reasoning is that because of the swiftness of the runner on first, the shortstop and second baseman will cheat over to compensate and thus it will be easier to punch a base hit through a vacated position.

He also offers an alternative method for stealing results. "I know that a catcher cannot hold a man on base and that the only important aspect of the catcher in regards to stolen bases is whether his throw is quick and on the mark. For this reason, I have developed my own stealing chart which I have been using for the past year."

Before presenting Marcoccio's chart, it should be pointed out that the reduction in stealing ratings because of holding the runner is now based on the idea that the pitcher and the rest of the infield are keeping the runner close. The first reductions from a stealer's rating (-3 for an AA or A, for example) don't bring into play the catcher's throwing rating or defensive rating. Before the catcher's defensive rating was all-important in holding a runner; not so now. Today the catcher's throwing rating is separate from the holding of the runner reductions.

Anyway, for those who may want to try another idea, here is a stealing chart prepared by J.J. Marcoccio:

<u>Second Base</u>					<u>Home</u>					
<u>Rating</u> (runners)		<u>Catcher</u>			<u>Rating</u>		<u>Catcher</u>			
		1	2	3	4		1	2	3	4
AAA		1-17	1-17	1-17	1-17	AAA	1-8	1-8	1-8	1-8
AA		1-11	1-13	1-15	1-17	AA	1-6	1-7	1-7	1-8
A		1-9	1-11	1-13	1-15	A	1-5	1-6	1-7	1-7
B		1-7	1-9	1-11	1-13	B	1-3	1-4	1-5	1-6
C		1-5	1-7	1-9	1-11	C	1-2	1-3	1-4	1-5
D		1-3	1-5	1-7	1-9	D	1-2	1-2	1-3	1-4
E		1	1-3	1-5	1-7	E	1	1-2	1-2	1-3

<u>Third Base</u>					
<u>Rating</u>		<u>Catcher</u>			
		1	2	3	4
AAA		1-12	1-12	1-12	1-12
AA		1-7	1-8	1-10	1-11
A		1-6	1-7	1-8	1-10
B		1-4	1-6	1-7	1-8
C		1-3	1-4	1-6	1-7
D		1-2	1-3	1-4	1-6
E		1	1-2	1-3	1-4

Baseball Tip

Feeling that a double play depends on two fielders rather than one, Josepi Steves, Eglin Air Force Base, FL, has worked out another way of determining whether possible double plays are successful.

Whenever there is a ground ball "out-3" or "out-4" on the X-Chart, Steves' system goes into effect. What he does is combine the two ratings of the fielder directly affected by the possible DP [for instance, a grounder to short would involve primarily the shortstop and second baseman]. Then he divides the combined rating by two and looks under the appropriate column on the fielding chart. For example, a ball hit to short with the shortstop rated "2" and the second baseman "4". Combined rating would be "6" and divided by two would be "3". Thus you would look under the "3" column for the result. If the number comes out 2½, 3½, etc., round it off to the lower number.

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: Prep-1969 baseball sets and 1970 additional players. Will pay your price for sets in good shape. Contact: Martin Ports, 6 Panorama Dr., Newark, DE 19711 (302-731-7570)

WANTED: Any pre-1972 baseball teams. Will pay especially well for Pirate teams. Lowest bids accepted. Write: Dave Mannheim, 19 Crestwood Dr., Framingham, MA 01701

WANTED: 1963, 1967 Mets; 1963, 64, 65 Yankees; 1969 Pilts. Will pay as much as \$1.00 per team. Write: Daniel J. LaFlin, Rt. 3, Box 630, Melbourne Beach, FL 32951. Enclose stamp or SAGE.

WANTED: Any pre-1968 Orioles and pre-1966 Reds except '61 Reds. If you have two or more of these teams to sell, please include individual team price as well as set price. Write to: Eddie Bird, 3312 Meadow Oaks, Fort Worth, TX 76117

WANTED: To give you cash for your old teams. I will pay the following prices per team for any baseball or football teams you have: \$1.35 for 1967 teams, \$1.15 for 1968 teams, 95¢ for 1969 teams, 75¢ for 1970 teams. Also, \$2.50 for each 1962 and \$1.75 for each 1966 baseball team. Write to: Paul Howard, 4554 Date St., La Mesa, CA 92041

WANTED: The four 1973 Detroit Tiger additional players, plus Duke Sims' card; will pay 50¢. Also, any Detroit Tiger team, 1962-65. Write: Mark Sebra,

5236 Montgomery St., Springfield, VA 22151

WANTED: All pre-1970 baseball teams or single cards, also extra players from 1970 and 1971. State prices, will accept anything readable. Andy Michael, 5329 Royal Crest, Dallas, TX 75229

WANTED: 1960 and 1961 S-O-M Baseball complete. 1962 Chuck Essegian and any 1964 teams. Have early S-O-M 1960's sets for trade for the above. Robert Henry, 15919 Ferguson, Detroit, MI 48227

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 quick. Will also print newsletters for 10¢ a copy as a sideline. For further information write: Mike Paluch, 3325 S. Hoyne, Chicago, IL 60608

WANTED: 1967 baseball teams or complete set of all teams. Also, 1970 additional players. Please give condition and price. I'll pay postage. Write to: Steven Smith, 874 E. Pumping Station Rd., Quakertown, PA 18951. All letters answered.

WANTED: Milwaukee-Atlanta Braves teams from 1954-1970. Will pay good price if cards in good condition. Contact: Michael Travis, 62 Elm St., Andover, MA 01810

FOR SALE: 1969 Cardinals, Braves, Tigers; '70 Cardinals, Indians, Yankees, Braves, Twins, Pirates; '71 Angels, Red Sox, Reds, Cubs, White Sox, Mets, Braves; '72 Red Sox, Cardinals, Royals. WANTED: '64 Cardinals, Twins; '65 Reds; '66 Dodgers. Send bids to: Hillel Italie, 114 Perth Ave., New Rochelle, NY 10804

FOR SALE: 1972 Boston Red Sox, Pittsburgh Pirates, Los Angeles Dodgers. All three for \$1.20, or 40¢ each. Excellent condition, with some marks. Send check or M.O. (no cash), plus stamp to: Daniel J. Laflin, Rt. 3, Box 630, Melbourne Beach, FL 32951

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 issues and contents. As low as 10¢. Send want lists and 15¢ in coin or SASE to David Eilering, Box 226, Troy, IL 62294

FOR SALE: Strat-O-Matic players and collectors, here is your chance of a lifetime. Write to me now for a list of football teams from 1968-1971 and baseball teams, including Hall-of-Famers, Old-Timers, and the years 1968-72. A list of Strat-O-Matic Reviews from 1971-73 for sale will also be included. Both the teams and Reviews are in good condition and they will be sold to the highest bidder. Don't miss out; write for your list soon. David Minchin, 32 Erwin Place, Caldwell, NJ 07006

FOR SALE: All '72 baseball teams, '71 N.L. baseball, '69 Vikings, Packers, Bears, Giants, Dolphins, Falcons, Bengals, all '72 football teams. Teams 40¢ each. Free team included in purchase of three-plus teams! Individual player bids considered. Contact: Eric Gould, 138-15 Franklin Ave., Flushing, NY 11355

FOR SALE: Exciting interception chart and ratings for all 1972 players. Also a chart capturing the effectiveness of all 1972

kick and punt coverage teams. Send \$1.40 in money order today (enclose \$1.00 more and receive the 1971 ratings and charts). George Iwaszykiw, 216 East Francis St., Thunder Bay, Ontario, Canada P7E 4B3

FOR SALE: Gene Milener and Dave Leonard have come up with an astonishing package of playing tips, seven high quality tips for only \$2.00. This includes a "3-dice X chart", (not a split card chart), an "HR distance chart", and the only true "five fielder". Also, a baseball rating that can expose those batters in your line-up who aren't doing very much to help your team score runs. There is a spectacular "penalty system" for football, where each team has their own penalty ratings for both offense and defense. For basketball, there is the "M+M" number guide, a chart designed to cut the amount of playing time dramatically. There is also a baseball "home team factor", that does not slow up the game. So, for a real bargain, send SASE to Dave Leonard, 37 Woodside, Oneonta, NY 13820. You will be glad you did--all charts are original.

FOR SALE: S-O-M Football game. Complete with all parts. Teams include 1972 Chiefs, Raiders, Rams, Cowboys, and Packers. \$6.00 firm. Contact: Curt Doucette, 5 Snake Brook Rd., Wayland, MA 01778

FOR SALE: Baseball -- 1964 Reds, Angels, Twins, Orioles, White Sox, Yankees; 1965 complete; 1965 N.L. only; 1965 Dodgers, Astros, Cubs, Twins; 1966 complete; 1966 Athletics, Tigers, Red Sox, Senators; 1967 N.L. only; 1967 original Cardinals, Giants, Astros; 1968 complete; 1968 A.L. only; 1968 Cubs, Twins, Senators, Angels, Red Sox, Tigers, Athletics, Yankees and Giants; 1969 complete; 1969 individual teams except Pirates, Cardinals, Twins; 1970 plus additional players; 1970 complete without additional players; 1970 all individual teams except Cardinals, Yankees. Football -- 1967 Bills, Broncos; 1968 26-team set; 1968 Giants, Eagles, Redskins, Cardinals, Browns, Lions, Saints, 49ers, Falcons, Patriots, Chargers; 1969 Browns, Falcons, Steelers, Redskins, Eagles, Giants, Rams, Colts, Saints, Packers, 49ers, Broncos, Chargers, Bengals, Oilers, Chiefs, Raiders, Jets, Bills, Dolphins and Patriots. Teams

sold for best reasonable offers. Self-addressed stamped envelope assures reply. Larry Wolf, 7602 Redding Road, Houston, TX 77036

FOR SALE: 48 A.L. additional players from 1972 season--\$1.30 and a stamp. Does your league need a statistician? Write Mike Poweleit, 7 Low Gap Rd., Cold Spring, KY 41076

FOR SALE: Back issues of S-O-M Review, from Jan. 1972 thru Aug. 1972 [15¢ each], Oct. '72 [15¢], April 1973 thru Dec. '73 [20¢ each]. Replies to: Gary Davis, 2529 N. Erie St., River Grove, IL 60171

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: 1970 and 1971 season baseball teams. Both leagues included. Also includes extra players. Good condition. \$10.00 per set. Also 1971 season football teams. All teams included. Good condition. \$9.00 for complete set only. I will pay postage for mailing cards. Please send stamp with letter to: Mike Baitinger, 3219 N. Prospect, Ypsilanti, MI 48197

FOR SALE: 1972 S-O-M Baseball [excellent condition] with extra player cards. Many back issues of the Review. Send best offer or trade to: Arnold Rubin, 49 Fardon St., Billerica, MA 01821

FOR SALE: Football -- 1968-72 single cards and teams. Almost all in mint condition for less than game co. prices. Baseball 1967-up single cards, teams and leagues. Good to mint condition. Reviews, Baseball Digests and books also available. Send a stamp for a complete price list. WANTED:

12

Any pre-1967 baseball leagues to buy or borrow. Will pay reasonable prices. Douglas Smith, 4 Kings Ct., Parsippany, NJ 07054

FOR SALE: 1968 AFL [very good condition] '69 AFL, '70 AFL [both excellent condition]. Baseball--'70 N.L. and A.L. [very good condition]. All of the aforementioned can be sold as sets or individual teams. 1963 NL and AL [sold as a set only], 358 of the 400 cards [42 are missing]. The '63 cards themselves are all in good condition, but many have writing on them; 190 have no writing, 117 have very little, 42 have some and 9 have a lot. There are five complete teams in the set: Dodgers, Pirates, Colts, Mets and Tigers. Basketball--'72-73 complete game; mint condition [used twice]. All are up for bidding. Bidding closes June 1. Write: Pete Crockett, 445 South St., Elgin, IL 60120. All inquiries answered. Selling because of time factor. I will pay all postage. Also up for bids are first 12 issues of S-O-M Review.

League Forming

LEAGUE FORMING: Play-by-mail baseball league. We will use the new NL cards. We will have a full-season replay, with trading. Send all teams in order of preference. To: Steve Frankel, 2108 Holswade Drive, Huntington, West Virginia 25701

LEAGUE FORMING: S-O-M play-by-mail football league using all teams since 1967. All teams still open, except 1967 Green Bay. \$5.00 fee for trophies. If interested write to: Walter F. Lukachinsky Jr., 13205 York Blvd., Garfield Heights, OH 44125

LEAGUE FORMING: Would like ten members from Southwest Wisconsin-Dubuque, Iowa area for S-O-M Football league, using teams of your choice from any year published. Depending on numbers, each player would field one, two or three teams. Prefer persons over 18, as this area requires a certain amount of traveling. If interested send three team choices to: Fred Niziol, 126 S. Madison, Lancaster, WI 53813 [608-723-7368]

LEAGUE FORMING: S-O-M play-by-mail football league, all teams except Cincinnati and Miami are still open. 1974 teams will be used: Write to Walter F. Lukachinsky Jr., 13205 York Blvd., Garfield Heights, OH 44125

LEAGUE FORMING: Sick of baseball leagues and their solitarish strategy? If yes is your answer, then the N.F.S.O.L is for you. 15 skilled, enthusiastic players are needed to coach 1-2 1972 and later 1973 football teams. Each will use random number booklets for limitless strategical possibilities. Teams are to be bid for starting at 60¢ per team wanted (specify is 1 or 2 teams are wanted), increasing each bid by 10¢ a time. Highest bid for that team will take it. Example: Miami, bid 1-60¢, bid 2-70¢... (as far as you want to go). This will comprise prize money for various areas. Bid on a lot of teams as your first choice(s) may have been taken. Also, newsletters and a yearbook (fee to be collected later). Send team bids only now to: George Iwasykiw, 216 East Francis St., Thunder Bay, Ontario, Canada P7E 4B3

LEAGUE FORMING: The P.B.L. has already started its first season, but good, reliable backup managers are needed. You will be sent newsletters and be informed on all matters concerning the league, without an entry fee. If a manager quits you will take over the team. If interested contact: Dale Woys, Box 17, Pinconning, MI 48650

LEAGUE FORMING: The Canado-American Strat-O-Matic League has started its first season, April 5th. It is a NL replay of last year, and we have an opening for three managers. We started the season with only nine managers because I was not able to find 12 dependable managers, which means that three teams are owned by the league. Due to increasing amount of games to play as the season goes on, I want three more managers. The teams available are: Padres, Braves and the Cardinals. Normally the cost for a franchise is \$2.50, but you can join the CASOML for \$1.50 because the season is under way. This money will cover the cost of newsletters (every two weeks) and a yearbook at the end of the year. If you are dependable and have all the NL cards, with additional players, send your name, age, address and list the

three teams in order of preference, write to: Richard Campbell, 41 St. Charles St., Norand, P.Q., Canada

LEAGUE FORMING: Need a couple of more experienced S-O-M play-by-mail enthusiasts to start a super S-O-M league. This will be a permanent league, in which all three sports are played. The league will run year 'round with a different season for each of the three S-O-M games. Teams will be drafted in baseball and basketball, and all teams will be kept from year to year. Only those age 16 or above and with play-by-mail experience should apply. This is intended to be a super S-O-M league, so that is what you may expect. Send for application to: David Lewis, Rt.#1, Box 233, Monticello, FL 32344. Phone: 997-5592 [904]. All letters answered.

'Wolfman' Plans Convention

Just as the May issue of the Strat-O-Matic Review was about to hit the presses, news arrived from Rick [Wolfman] Shapiro that he plans to host a Strat-O-Matic Convention this summer [tentatively slated for Friday-Saturday, July 26-27, at the University of Illinois, Champaign-Urbana, IL].

Although it's doubtful that anyone from the Review staff will be able to attend [because of the transition in staff makeup], we wish it all the luck in the world and hope it will see a big turnout.

Tournaments are planned in all three of the Strat-O-Matic games, in both elementary and advanced versions, with trophies going to both the winners and runnersup in each tournament. A \$1.00 entry fee will be charged (to be paid in advance) and the money will be used to purchase the trophies.

More details of the convention will be revealed in the June issue of the Review.

Shapiro, however, would like to get an idea as to the turnout he might expect and is asking people to send a stamped, self-addressed envelope, \$1.00 and four tournament choices [in order] to: Harold Roughton, 903 S. Race, Urbana, IL 61801.

Guest Columnist

14

'All-World' Feats Not Impossible

Editor's note: This month's guest columnist, Rial Cummings, is a journalism major at San Jose State University who admits to being a sports nut. He owns all three Strat-O-Matic games and is an avowed fan of head-to-head play. His column thoughts deal with the "All-World" feats that have been the subject of some controversy ("I think they're rather funny and enjoyable to read, rather than a pain because of possible inaccuracy"), and also the new basketball game.

BY RIAL (as in Dial) CUMMINGS
Sunnyvale, CA

The Strat-O-Matic Game Co. loves to boast how realistic and statistically accurate the three games are--and why not? I doubt if many would argue the point.

Yet there have been accusations that some of the "All-World" feats reported in recent months were nothing more than "fictitious fabrications" (to quote an Agnewism). Has the dishonesty which has swept across the country (and even permeated Uncle Sam and the Soap Box Derby) finally reached the bastions of SOM? Horrors! Next we'll discover Batman and Robin have been secretly siphoning gas for the Batmobile!

Well, it's a moot point. Yes, it does sound strange to hear of 57-game losing streaks (the 76ers should be so lucky) or Daffy Dean slugging four home runs or someone else cracking five in a game. Ridiculous? Yes. Impossible? Definitely not.

After all, whether we like it or not, the real world of sports is a hodge-podge of the unpredictable and strange. Would you have bet on the Mets going all the way in 1969? Did anyone think Joe Namath possessed much more than a mouth and a death wish with his brash statements prior to Super Bowl III? Conversely, no one dreamed that Chicago would throw the World Series back in 1919. I steadfastly believe the "Black Sox" should have two sets of player cards--with a "special" World Series edition.

In fact, it's a testament to S-O-M's realism that strange things happen on the game-table as well as the stadium.

Before I started reading the Review I never dreamed of changing the original printed rules or adding special odd play charts. Now I realize that one of S-O-M's greatest virtues is its flexibility. Additional rules, within reasonable bounds and common sense, can't help but make it more enjoyable.

In the same way, there's nothing wrong with experimenting and trying different combinations. Pitting a team of bango hitters against a Hall-of-Fame lineup and running up a 52-0 score can produce hysterics--and almost as much enjoyment as a no-hitter (besides preventing ulcers). It's important to remember that S-O-M is just a game. I figure it's not worth it to get too uptight over what people do with it as long as they have fun.

The only condition to all of this is that if a certain result is "aided" in any way, a clarification should be included. For instance, Emery Kurts of the Mid-Coastal League admitted in the November Review that he slanted Oakland's running attack in a game against San Diego; the result, Marv Hubbard and Pete Banaszak rolled up 536 yards between 'em.

The ultimate "All-World" accomplishment in my mind would be to "direct" a basketball player to over 100 points. But then, I'd also like to find an open gas station somewhere. . .

BASKETBALL ENTERTAINING

Speaking of basketball, the S-O-M version is the wackiest, most entertaining game yet! Mike Williams, my next door neighbor, and I have cut the playing time to about two hours, though we've only had the game about three weeks. We realize that to produce a complete game, some extra time is necessary. Besides, the game is chock-full of tactical decisions and, as our games have proven, the results are well worth the wait.

Our latest scrap is a prime example. I brashly decided to pit KC-Omaha

against Milwaukee and that big guy named Abdul-Jabbar. In three previous contests he had made mince-meat of Golden State, New York and Chicago, scoring 37, 69 and 66 points. I was on the losing end of all three and saddled with a bad case of shell-shock, but masochism runs in the family I guess.

By collapsing three men on Jabbar at every opportunity, KC held him to only 8 of 19 first half shots, and Slammin' Sam Lacey drew four fouls on the big guy. Meanwhile, Nate Archibald penetrated at will for 28 points and the Kings led 57-47 at the break.

The second half was an unreal experience. Jabbar hit six early buckets to rally the Bucks within four--then fouled out on an offensive charge midway through the third period with 33 points. In quick succession, Lucius Allen and Jon McGlocklin followed Kareem to the bench trying to handle Archibald. Mike [my former friend] was doing a slow burn when Curtis Perry followed suit early in the final quarter and Oscar Robertson--you guessed it--soon after drew No. 6 and departed.

Just to show I was a good sport, Archibald and Lacey fouled out in the final minutes, but by then it was all over. With only Dick Cunningham to contend with, the Kings coasted, 119-95. Archibald finished with 40 points, including 18 of 19 at the foul stripe. The smoke of battle revealed 69 fouls and seven disqualifications. We'll be talking about the game for months!

SUGGESTS CHANGES

Mike and I believe there are two major bugs still to be ironed out: (1) Too many fouls [surprise, huh!]. Milwaukee's guards picked up as many regardless of position--close or back. It is impossible for a player to "lay off" his man, thus avoiding the foul. The coach's only recourse is to jerk the player, or double-team his man. Then if the offensive player draws a foul it will be charged to the player doing the double-teaming. A solution might be to erase the foul (2) with defender back on all outside shots on a No. 4 dice roll. The same might be done for a penetration shot, with a dice roll of nine.

(2) Distortion on offense. Surprisingly this has been very limited. Scoring averages have been realistically accurate. Of course, the coach determines who shoots and, despite the shooting eligibility rating, he can strongly determine who gets how many shots.

For instance, Jeff Mullins scored 55 points for Golden State in one game. I had him take 41 shots [he made 19], far above his real-life 21 shots per game. However, Mullins is an established star with a real-life high of 43, so this wasn't much out of line. Significantly, the Warriors lost badly, proving one-man tactics will distort an offense and reduce its chances for success.

Abdul-Jabbar is another story. With only Bob Dandridge (1-6) and Lucius Allen (1-5) for shot competition, he can't be double/triple-teamed nearly enough. Too many times, the defensive coach must pull his men out of the key and helplessly leave Kareem alone underneath--and he's murder! In real-life he averaged 26 shots per contest--in our S-O-M games around 40. The only solution here would be to flatly limit him to 30 shots per game. On the other hand, you can let him have his 60 points and try to limit everyone else--but that's not easy either.

Basketball Playing Tip

Jim Stewart of East Brunswick, NJ, offers a playing tip for playing the advanced version of Strat-O-Matic Basketball solitaire. His idea came about after Jerry Lucas of the New York Knicks was repeatedly forced to "eat the ball" when No. 6 kept popping up on penetration shots against the Lakers' Wilt Chamberlain. Knowing that Lucas was a deadly outside shooter, Stewart reasoned that realistically Wilt would have to come out on him and some of those misses would have been good.

Stewart's tip provides that every time a "6" comes up on a penetration shot, look at the offensive center's shooting tendency, and roll two die to see if the defensive center is playing close or back. If close, then the shot is good. If back, then consult the center's rating in the regular way. Only use this tip when the No. 6 is rolled, however.

Jabbar Has 100-Point Game!¹⁶

Many fans of Strat-O-Matic games have literally done cartwheels, not of joy but of anger, over the so-called "All-World" feats that some readers report. Some have even predicted the day would soon arrive when a basketball player would score over 100 points. Imagine that! 100 points!

The feat's no longer a figment of some gamester's imagination, however. Russ Miller of Huntington Station, NY, watched Kareem Abdul-Jabbar do just that recently--score over 100 points in a single S-O-M Basketball game.

Jabbar netted his huge total--108 points, to be exact--in a draft league that was organized by Miller. The historic game when Miller was playing Jeff Warshay, who happened to boast a lineup that had the dynamic guard duo of Nate Archibald and Earl Monroe.

Archibald and Monroe didn't do badly, either. Nate "the Skate" scored 37 points and Monroe 33 as Warshay's quintet rolled up 171 points. The total wasn't nearly enough, however, as Jabbar and Co. amassed a whopping 211--a 40-point difference!

Jabbar, who also had Bob Dandridge (1-6 shooting) and Bob McAdoo (1-6) with him on the front line and Oscar Robertson and Don Chaney at guards--remember, it was a draft league--couldn't always be double-teamed because of his talented teammates and thus often scored at will. Big Kareem put up 69 shots and swished 42, plus from the free throw line he converted 24 of 36 chances.

Jabbar and mates stormed out to a 52-31 lead at the end of one quarter, had a 37-28 second period advantage to go out in front 89-59 at halftime, had a slim 50-47 third period point margin and then had the upper hand in a blistering fourth quarter by both teams, 70-65.

Jabbar had plenty of helpers as Dandridge contributed 23 points, Robertson 20, and three others cracked double figures. Miller's team hit 85 of 140 field goal chances and was 42 of 61 from the charity stripe.

Miller, although sending along a summary of the game, didn't mention whether it was played with the advanced version or not.

A huge number of fouls--all five of the above mentioned starters exited with six personals--no doubt contributed to the high point total. But the 70-65 fourth quarter score does seem a big much. The Detroit Pistons not long ago set a team record with 49 points in a single quarter, but that was still 21 short of matching the 70 figure.

Readers, no doubt, are going to have a field day with Jabbar's 108-point total. But, anything is possible in the world of Strat-O-Matic.

Or is it?

Editor's note: Miller also pointed out that Jabbar, who had played four games for him in the draft league, scored 31, 41 and 34 in the others. Jabbar's four-game average was 53.5, with a better than 50 per cent field goal percentage off 80 of 156 shooting.

Coming Next Month...

...In the June issue of the Strat-O-Matic Review you will find a baseball card rating system devised by Jeff Dirgo, president of the North American Baseball Association. . .two methods for creating extra baseball player cards by Victoria Garcia-Rivera. . .Dave Surdam will disclose the story of the "Disintegration of a League" or the fate of the overexpanded Pacific Coast League in the summer of '73. . .footballs will again be in the air, in the form of a pair of replays. . .the all-time GKSML individual leaders in baseball will be revealed (perhaps your league will have bettered many of the all-time marks). . .two more Old-Timer baseball teams will be revisited and evaluated by Mike Gilbert. . .no-hitters will again grace the pages of the Review. . .there will be another jammed question and answer corner. . .and Rick [Wolfman] Shapiro will discuss in detail his plans for a Strat-O-Matic Convention for the summer of '74.

How To Draft For S-O-M Baseball

With league play the biggest table-top craze going now, it's only natural curiosity to wonder how players are drafted and how these teams are created. Head-to-head leagues aren't really much of a problem, since drafts be by order of straw vote, reverse order of finish from the previous season, etc.

But what about play-by-mail leagues? How do you draft fairly then?

Two veteran Strat-O-Matic Baseball managers and league organizers--Steve Hippler of Rockford, IL, and John Spellman of Cranston, RI--tell below how they go about it. And with slight modifications, these systems can also be used for drafting in football and basketball.

Steve's method is actually for a neighborhood, face-to-face league. In this case the Greater Continental Baseball Association, a six-team setup. Steve points out that balance was evident in the fact that the last-place team was only 14 games away from first.

After arriving at the order of draft by the managers, here is what Steve recommends:

"Each manager should make out a list of every player that he wants under his appropriate position. If a player has more than one position listed on his card, use the one listed first. Then the manager makes out another list, this one telling from which position he wishes to draft from in each round. For instance, if a manager wanted a starting pitcher in the first round you would look under his list of starting pitchers and he would get the first one not chosen in the draft. Starting and relief pitchers should be listed separately."

As you can readily tell from Steve's method of drafting, it would also be a good one to use for drafting in a play-by-mail league. One person, probably the league's commissioner, would have to be sent all the lists and then prepare the rosters.

Imaginary money plays a key role in Spellman's draft system for the Greater Continental Baseball Association. And, if the league continues over a period of years, green power could lead to diamond power for some of the league's also rans.

Here is Spellman's system:

"Each manager is given five million 'dollars' at the beginning of the first season. With this he makes bids on all 240 available players, at least \$1,000 (making an average bid of about \$20,000). When all the bidding lists have been sent in, I conduct the draft, with the manager making the highest bid on a player receiving that player. Each team has 25 players and can retain up to five of them from season to season.

"Obviously there will be both money and players left over from the draft. Leftover players are placed on the waiver list and can be purchased by paying the league office \$25,000 and dropping a player from the regular roster. Managers may also trade players even up, completing a trade by paying the league office \$5,000.

"We also use an attendance chart (similar to Mike Cummins'). At the end of the season each manager receives one dollar for each fan that attends his home games during the regular season (one million fans would be one million dollars), plus each team receives \$10,000 for each loss suffered during the season. 'Rewarding' the losses gives the weaker teams a better chance of catching up in the following season's draft because they will have more money with which to purchase players. All managers must keep a complete record of financial dealings of his team."

Editors: Mike Allison (Otsego, MI)
Del Newell (Kalamazoo, MI)
Production: Jan Allison
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Printing: Oliver S Tobias
(Kalamazoo, MI)

The Review Staff

Inside The Main Line League

Editor's note: So often in the past the Review has printed stories of replays, complete with voluminous statistics, but often lacking a personal touch that gives an inside on the types of managers and the strategy used. Rod Wolfson, who runs the Main Line Baseball play-by-mail draft league and hails from Bryn Mawr, PA, gives that "inside" peek that has been so often missing in the past.

"The second season, using the 1972 baseball cards, has been completed by the Main Line Baseball League. The league was divided into two divisions, the West (composed of the six original teams) and the East (composed of six expansion teams). The Seattle Rainiers, managed by Mike Volberding (Bellevue, WA), won the West and defeated Eastern champ, Jack Buchanan's (Bryn Mawr, PA) Ottawa Roughriders, in the MLBL championship series, four games to zero.

The Rainiers unseated Dennis Ross's (Tempe, AZ) Winnipeg Wildcoats to occupy the MLBL throne, winning an impressive 102 out of an 162-game schedule. Seattle's roster was highlighted by five "AA" stealers who led the team to a total of 244 stolen bases. Lou Brock, Cesar Cedeño and Bobby Bonds, the outfield trio, terrorized the opposition with their thefts and supplied a bulk of the runs for the league's best pitching staff.

The starters included Don Sutton, the league's "Most Valuable Pitcher," who racked up 26 wins on the strength of a 1.59 earned run average. Bob Gibson, Jim Hunter and Wilbur Wood--a mighty impressive quartet--all had ERA's below 2.70 and notched at least 18 wins each.

With 99 wins, the Clearwater Gunners (Rod Wolfson), would have easily won the Western Division, but they didn't. The offensive attack was solid in all phases. The Gunners had Billy Williams, the league's "Most Valuable Batter," who hit .319 with 43 homers and 120 RBI, Al Oliver and aging Al Kaline. They averaged over a home run per game as Williams, Willie Davis, Richie Hebner and Carlton Fisk bombed opposing pitchers. Plus Jose Cardenal and Davis were base-stealing threats. Steve Carlton, Jon Matlack and Jim Palmer all won 20 games. Even with all this talent the Gunners fell three games short of zeroing in on first place.

In their attempts to catch Seattle, the third, fourth and fifth place clubs, Winnipeg, San Diego Conquistadors (Carl Cole, Wayne, PA) and Dayton Kaps (Don Wisenor, University of Pennsylvania senior), produced the league's home run leaders as Winnipeg's John Bench hit 53, San Diego's Darrell Evans and Dayton's Willie Stargell each 45.

Ottawa, the top team in the East, based its attack on hitters with high averages--Matty Alou, Rod Carew and Richie Scheinblum were the league's three top hitters, all with averages over .350. The pitching was not overpowering, however, but starters Jim Kaat, Ray Corbin, Mike Paul, Scipio Spinks and Woody Fryman produced a 2.08 ERA, second in the league behind Seattle. Kaat had a 27-8 record, the best record and winning percentage compiled by a hurler. He was runnerup to Sutton for MVP honors. This expansion team won out because it was able to compete with the six original teams as well as the other new clubs.

The Cleveland Indians (Jim Murphy, Youngstown, OH) finished runnersup, mainly because of a good defense that committed only 86 errors (the Major League record is held by Baltimore, 1967, when it committed only 95). This is proof to support Dave Surdam's article (Sept., 1973 Review) about the importance of fielding.

In off-season trading, Seattle has been quiet but Clearwater has been active, developing a pitching staff of Palmer, Twitchell, Blyleven, Lee, Fingers and Lee, with five No. 1 fielders to back them up. Ottawa traded Carew and Buddy Bell, two players who were important to their pennant drive, to Tallahassee (now called Miami and run by John Koeman, Ft. Washington, PA) for eight quality players. Washington (Mike McConchie, Alexandria, VA) is a major threat in the East with a team featuring Pete Rose, Hebner, Felix Millan and Bill Singer.

The 1973 final standings:

[continued on following page]

WEST	Won-Lost	GB	EAST	Won-Lost	GB
1. Mike Volberding	102-60	--	1. Jack Buchanan	89-73	--
2. Rod Wolfson	99-63	3	2. Jim Murphy	87-75	2
3. Dennis Ross	91-71	11	3. Dan Donnelly	78-84	11
4. Carl Cole	88-74	14	4. *Rod Wolfson	75-87	14
5. Don Wisenor	81-81	21	5. Mike McConchie	67-95	22
6. Mike Ross	74-88	28	6. Kit Rossano	44-118	45

* Original manager quit and Wolfson took over team. Also, Donnelly hails from Leetonia, OH, and Rossano from Bellevue, WA.

No-Hitters

The appearance of the new Strat-O-Matic Baseball cards signalled that no-hitters wouldn't be long in coming.

Shortly after Terry Veselenak [Byesville, OH] received his new cards on Feb. 15, he began a league with brother Rick and soon watched Don Sutton of the Los Angeles Dodgers twirl a no-hitter. Terry, a six-year veteran of S-O-M who has played over 2,500 baseball games and 300 football, reports that it was the hard-hitting Pittsburgh Pirates that fell to Sutton, 2-0. Two walks--to Al Oliver in the fourth inning and to Gene Clines in the eighth--marred the perfect game bid. Tom Paciorek's two-run, eighth inning homer took care of L.A.'s offense.

North of the border, in Regina, Saskatchewan, Richard Grant also experienced a no-hitter soon after receiving the new cards. Grant, beginning a replay of the Montreal Expos' season, had a no-hitter in his sixth game when Steve Renko tamed St. Louis in 11 innings, 1-0. Renko walked one and struck out three to outduel Diego Segui, who was charged with the loss. Lone threat to Renko's no-no, which was Grant's first in 250 games of S-O-M, occurred in the top of the sixth inning when Lou Brock rolled a "single* 1-4, lineout 5-20". But the split number was 15.

Another Expo pitcher got into the no-hit spotlight when hard-to-hit Steve Rogers whitewashed Los Angeles--with Sutton this time the starter and victim. The game was played at 10 p.m. on March 2 and the final score read: Expos 10, Dodgers 0. Rogers never even had a close call in notching the no-hitter for brothers Garvin and Colin Wright, their first such pitching gem ever.

Rogers struck out four, walked three, while Bob Bailly stroked two homers and Ken Singleton was three-for-five to pace the batting punch.

Kevin Calhoun, Englishtown, NJ, was waiting for the new cards to arrive when two no-hitters occurred in a quickie tournament he was conducting with all the 1972 cards [1973 actually, based on '72 season]. Skip Lockwood of Milwaukee got one, hurling a perfect game against California, 8-0, and Tom Seaver set down Pittsburgh, 3-0, for the other. Lockwood, certainly not an untouchable, never had a close call in blowing through the Angels' lineup. Johnny Briggs slammed a three-run homer for the victors.

Seaver walked two and was victimized by one error but still silenced the Pirates without a hit. Bud Harrelson's two-run single in the eighth inning was the game's big offensive blow.

An "error", but of the card reading variety, almost cost Pat Dobson of Baltimore a no-hitter. Dick Hunt of Ovid, MI, who back in December witnessed a no-hitter by Doyle Alexander of the Birds against San Francisco, reports that lightning struck twice--but that his booboo almost grounded it. The scene was almost the same as when Alexander hurled his no-no; the Giants were again the victims. In the ninth inning with two outs and the no-hitter only a batter away, the Giant hitter grounded to second base (6-7 off Dobson's card). Hunt mistakenly looked at Tito Fuentes' rating for the Giants [a "3"] when the split number 20 came up. Select again. He did and a "2" was the result. A hit--the no-hitter was over. Then Hunt realized his "error", reverted back to the original split number [20] for Johnson and the game was history.

The close-but-no-cigar award this month has to go to Vida Blue of Oakland. First he was the victim of a no-hitter tossed by Detroit's Mickey Lolich, 2-0, using the 1973 cards (based on 1972). Joe Dean of Meridian, MS, was the gamester involved. Lolich walked one, struckout three and had Paul Jata bobble two chances behind him on defense.

Vida was on the losing side once in a pair of gems hurled for Tom Brennan of St. Paul, MN, in a neighborhood draft league. Blue was nothing short of sensational, if not entirely successful, hurling 24 innings in back-to-back extra inning games. In both games he had no-hitters going through nine innings, only to end up with a pair of two-hitters. He won the second game after 10 innings when Boog Powell homered, but lost the first in 11 innings, 1-0, after pitching 8 2/3 innings of perfect ball. A boot by Mike Epstein ruined the perfect game try.

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.

QUESTION: In the catcher's card X section of the fielding chart, split card number four for a "1" fielding rating says "safe at first on dropped popup." No advancement of runners is indicated. What should happen?

ANSWER: Some of the early charts did omit the one-base advancement that should have occurred for such a play. Any runners on base would advance one base.

QUESTION: Why was Bobby Grich rated a "2" at second base? He made only five errors and set a Major League high with a .995 fielding average. Was this a printing error?

ANSWER: Normally the game company does not answer questions regarding why certain fielding ratings were given. First of all, the "2" rating is correct, according to the game company. Usually Golden Glove award winners do get "1" ratings. But in Grich's case, his advantage over Doug Griffin of Boston and Cookie Rojas of Kansas City was very slim. In the National League, on the other hand, Joe Morgan was the Golden Glove choice on 24 of 24 ballots, with Tito Fuentes a distant second. There was more to Grich's fielding rating, but the Golden Glove voting had a lot to do with his eventually being pegged a "2".

QUESTION: Why was catcher Tom Walsh included in the 1906 Chicago Cubs? He only batted one time, plus there were two other catchers on the team.

ANSWER: Walsh was included because he was a warm body--in other words he was a member, regardless of how slight, of the team. The rosters were very slim in those days and Strat-O-Matic had to dig to come up with 20, or close to 20 players in almost every case.

QUESTION: Can designated hitters, such as Tony Oliva be injured? He has an injury on his card.

ANSWER: Yes, designated hitters may be injured.

QUESTION: When a batter hits a SINGLE followed by no asterisks and the runner tries for the extra base, the S-O-M rules make no distinction between a play at third base and a play at home. Obviously, the runner has a greater advantage when going from second to home. Is there a recommended adjustment to the runner's running rating (minus outfielder's throwing) to differentiate between pegs to third and home?

ANSWER: No there's not. But some people have set up arbitrary ratings, depending on which outfielder threw the ball on the play.

QUESTION: I found a stack of Strat-O-Matic Football games selling over the counter at a Macy's store in the Serramonte Shopping Center, located in Daly City, CA. Has Strat-O-Matic changed its marketing program?

ANSWER: The Game Company has been experimenting with limited retail stores. Certain chains (Macy's is one) are selling the game retail. Most of these stores are found on the East Coast (and in particular the New York city area), but some of the chains' sister stores are also selling the games in other parts of the country.

QUESTION: May two shooters be double-teamed at the same time in Strat-O-Matic Basketball?

ANSWER: No.

QUESTION: Bob Kauffman of the Buffalo Braves has an "X 1-13" in the close column for an outside shot while it is no good in the back column. Is this correct?

ANSWER: Yes. Kauffman's card, and also that of Cliff Meely of the Houston Rockets, are slightly different than most of the cards on a couple of instances in regards to an outside shot. But both cards are correct as printed.

QUESTION: On the different Old-Timer teams, various colors of ink or stock of paper were used. For example, the 1920-1930's set was black ink on white stock, '40's blue ink on yellow stock. I got the Old-Timer sets in 1965 and was wondering if I could re-order some of these teams and still get them on the same colored stock, with the same color of ink, or whether they've been changed?

ANSWER: The Old-Timer cards have been changed recently. They're now blue ink, on white stock, similar to the advanced side of the cards the last three years.

QUESTION: In the 1972 player cards, Joe Lis is an outfielder only and Deron Johnson plays right field plus first base. Is this a mistake, because Lis played first base more than the outfield and Johnson didn't play the outfield at all?

ANSWER: Yes, it is a mistake. Johnson should be listed as a first baseman only and Lis as both a first baseman (4-fielding) and as an outfielder.

QUESTION: Is Strat-O-Matic planning on listing the number of games played on a player's card in baseball?

ANSWER: No. That includes games played total, and games at each position.

How To Conduct One-On-One²² Basketball Tournament

One of the newest Strat-O-Matic crazes is fast becoming the one-on-one tournaments in basketball. While many other young people all across the land are "streaking" by each other as if in training for an Olympic sprint berth, many members of the tablegame community are content to find out if Jabbar, Chamberlain, Havlicek, Berry, Archibald, Love or Cowens is the better player when matched up head-to-head.

One thing many readers have wanted to know about one-on-one tournaments, however, was just how they should be played.

Larry Fryer, whose one-on-one series is printed below, gave pretty good guidelines recently. Fryer, who lives in Hamburg, PA, uses these rules for his tournaments: [1] a game is worth 20 points, and a player must win by two points, except in the final game where he must win by three; [2] to see which player gets the ball at the start, check the defensive ratings and the player with the lowest rating gets the ball; [3] only roll two die; [4] fouls are shot; [5] four fouls are allowed--after the fourth foul, anytime reading of "X" only if another player is double-teamed" occurs, the shot is automatically good; [6] if reading of "X 1-14, missed shot 15-20" occurs, high rebounding rating grabs ball; [7] all other readings should be self-explanatory.

Fryer's own tournament consisted of the three best players from each of the six teams that he owns. The biggest shocker occurred in the first round when Boston Celtic teammates, Paul Silas and John Havlicek, squared off. Silas completely overwhelmed "Hondo", winning by a 20-2 score. Havlicek seemed magnetized toward the No. 10 (a turnover), rolling it six times. Most thrilling game came in the semifinals when Bob Love of the Chicago Bulls edged Archie Clark 21-19. Love had a 19-17 lead late in the game, but was charged with an offensive foul just as it appeared he was ready to deliver the coup de grace to Clark. Clark then tied the score before Love connected from outside to wrap it up.

Here is the way Fryer's tournament results went:

FIRST ROUND -- Dave Cowens d. Elvin Hayes, 20-13; Archie Clark d. Chet Walker, 25-21; Neal Walk d. Bob Love, 22-19; Connie Hawks d. Charlie Scott, 21-12; Jerry Sloan d. Sam Lacey, 23-20; Nate Archibald d. John Block, 20-9; Paul Silas d. John Havlicek, 20-2; Tom VanArsdale d. Mike Riordan, 20-15; Leroy Ellis d. Fred Carter, 21-17. Note that Love will advance (plus again in round three) because the 18-player field created an uneven pairing setup. Thus Love, because of two "best" losing efforts, will live to play another game.

SECOND ROUND -- Clark d. Cowens, 22-20; Walk d. Hawkins, 26-24; Sloan d. Archibald, 20-13; VanArsdale d. Silas, 20-12; Love d. Ellis, 21-13.

THIRD ROUND -- Sloan d. Love, 21-18; Walk d. Hawkins (advanced because of close defeat in second round), 22-18; Clark d. VanArsdale, 21-13.

SEMIFINALS -- Walk d. Sloan, 20-6; Love d. Clark, 21-19. FINAL -- Walk d. Love, 22-18.

Back Issues Of Review

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.
1973 -- 40¢ each: Dec., Nov., Oct., Aug., July, June, April.
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Also, copies of the first Strat-O-Matic Directory, printed in 1972, are available for 25¢ each. When ordering, please make a second choice since many of the back issues are in extremely short supply.

Steelers Win It All

23

BY ALAN WAYNE
Malden, MA

The Greater Malden Strat-O-Matic Football league of Malden, MA, recently completed its third season and, after a tight regular season race and nerve-wracking playoff, the Pittsburgh Steelers, coached by Frank Carabino, drove to their first taste of the champagne by capturing the Super Bowl championship.

The league, undergoing its second expansion in as many years, found tight battles in both divisions, with the NFC race undecided until the last day of the season.

The Steelers began their march to the Super Bowl by capturing the regular season NFC title with a 7-4-1 record, powered by a strong running attack and a ferocious defense. In the NFC playoffs, which pitted the second-place Redskins against the Steelers, Pittsburgh nerved its way to a tight 13-10 victory to earn a Super Bowl shot.

Meanwhile, in the AFC, Miami, piloted by Mark Lyons, exploded around mid-season after getting off to a shaky start and wound up with a 9-2-0 season. The Dolphins displayed both the strongest offense and stingiest defense in the league. They met a strong, defense-minded Cincinnati club in the AFC playoffs, a team which had run off an early season string of six consecutive victories and then held on through the second half to earn a playoff berth with a 7-3-3 record. The AFC playoff lived up to its billing as THE GAME, with a fingernail-biting first half and a grinding second half, marked by conservative offense and crunching defensive play. Miami got the break it needed late in the third period when Mercury Morris burst off-tackle for a touchdown dash of 60 yards, sending the Dolphins into the Super Bowl with a 19-13 playoff triumph.

In the Super Bowl, the Dolphins jumped out to a quick lead but Pittsburgh exploded time and time again for the big play (plus its defense forced Miami into numerous mistakes) and ripped Miami, 30-13.

Around the rest of the league, Kansas City, wearing at the seams with age, got off to a disastrous start, made a late-season rush, but fell short of a playoff spot with a 6-5-1 AFC record. Close behind was the 49ers, a newcomer to the league that fell into a late-season slump and finally finished fourth. The Oakland Raiders were frustrated all season, displaying an explosive offense but an even more porous defense.

Over in the NFC, Pittsburgh catapulted into the top spot when a strong Dallas club had to withdraw from league competition. Washington had trouble all season in putting points on the scoreboard, but squeaked into a playoff spot with a final game victory over Green Bay. Minnesota, another new team, came on strong but even the Frank Tarkenton-to-John Gilliam combination couldn't take it far enough. Green Bay was plagued by injuries all season, playing a much stronger brand of football than its winless record would indicate.

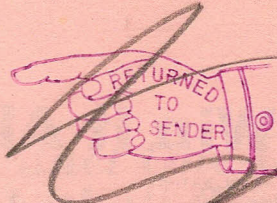
The season was wrapped up with an inter-conference Pro Bowl, with the NFC winning, 31-20. Tarkenton and Terry Bradshaw were co-offensive MVPs, while Al Beauchamp sparkled on defense for the AFC.

Final Standings

AFC				NFC			
	Won	Lost	Tied		Won	Lost	Tied
1. Miami (Mark Lyons)	9	2	0	1. Pittsburgh (Frank Carabino)	7	4	1
2. Cincinnati (Alan Wynne)	7	3	3	2. Washington (Elliott Chaiton)	5	8	0
3. Kansas City (Larry Green)	6	5	1	3. Minnesota (Steve Mikelisy)	4	9	2
4. San Francisco (Danny Dion)	6	7	0	4. Green Bay (Jeff Indeck)	0	11	1
5. Oakland (Howie Goldberg)	4	9	0				

TD Passes: Tarkenton - 20; Touchdowns: Gilliam - 12.

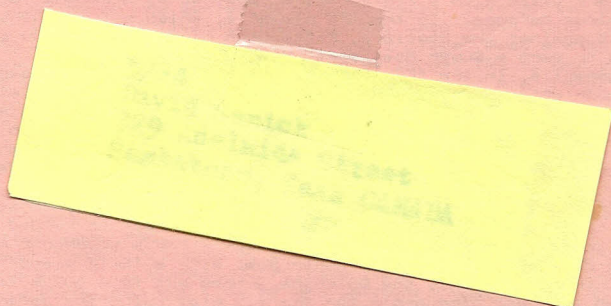
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next year's baseball cards, you must pick the MVPs in both the American and
National Leagues correctly. If a tie results, it will be broken according to
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Entry deadline is near. The contest closes May, 15, 1974, and all entries
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MVP

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