



## 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's James Williams Reveals Strategy

## How To Be Winner In College Football

Editor's note: The following article was written by James Williams of the Strat-O-Matic Game Company. Williams is the Bobby Fischer (as far as ability) of the new College Football game. He's played the game well over 2,000 hours and knows the intricacies of it like no one else--including S-O-M creator Harold Richman. He's rated, using evenly matched teams, an easy 14-point advantage over any foes. In the following article he presents the "inside" on how to be a winner playing College Football.

Selected card throwing is probably the most important aspect of winning in Strat-O-Matic College Football. The numbers 1-3 and 7-10 are most important on offense, while numbers 4-6 are most important on defense as far as containing other teams. On first down I advocate throwing a defensive number between 4 and 6 to keep most teams from gaining significant yardage. You can call run or pass with these numbers without getting hurt badly. On the other hand, if you throw numbers 1-3 or 7-10 on defense, you must guess right in order to stop or contain your opponent.

On offense, first down is your most critical down. I advocate throwing flat passes on first down whenever possible to insure a six or seven-yard pickup and minimize the chances of an interception. The more yards you pick up on first down the easier your second down call will be. In that most

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college teams run between 60 and 90 per cent of the time, you must establish your ground game. The flat pass is merely a safety valve to keep your opponent honest. Few short passes should be thrown and the "bomb" only in a situation where you are 80 per cent sure your opponent is guessing run, or you need big yardage for a first down, or your opponent has shown a pattern of throwing high numbers.

In this vein the end run should be used sparingly. With a running team needing between 7 and 12 yards on third down, the end run is a good call. In most passing situations the end run can be used devastatingly. The linebuck and off-tackle plays usually give consistent yardage, while the end run, if guessed right by the defense, is usually stopped for little gain, no gain or a loss.

#### FIRST DOWN CALL IS CRUCIAL

On defense, First down is also your most critical down. Playing defense is basically an instinctive thing. However, you can improve your chances by playing the right cards, hedging, keying on running plays or using the blind draw effectively.

Throwing numbers 4-6 is like playing safe, not committing yourself to stopping the run or the pass but containing it. This should be done until you feel 90 per cent sure that your opponent is going to run or pass, and then you gamble by throwing numbers 7-10 to stop the run or 1-3 to stop the pass. Throwing a 1 or a 2 and calling pass is like playing a pass defense with only a three-man rush and eight men falling back to defend against the pass.

Throwing a 9 or 10 and calling run is like playing a nine-man line with everyone committed to stopping the run. If you should gamble wrong, then you can call a blind draw. As you only have three blind draws per half, gambling should be kept to a minimum unless you are consistently guessing right.

#### HEDGING IS POPULAR MANEUVER

Hedging is also a popular maneuver. This is the practice of throwing a high number on defense and calling pass or throwing a low number and calling run. This is a tactic that hopefully will contain or stop the run or pass. You can also hedge by keying on a specific running play. On third and one your opponent has shown an inclination to linebuck, but you are not sure that he will not pass; key on the linebuck and throw a 3 or 4 or other low number. If he linebucks he is "dead," and you should stop the pass. If he runs off-tackle or around the end, then you are "dead." As you cannot call a blind draw if you guess wrong, keying should also be kept to a minimum and only used sparingly.

Once you are out of blind draws, the defense should play safe or hedge in most situations. All-out gambling usually results in one of two extremes: a long gain or breakaway, or a fumble, big loss or interception.

#### WHICH CARDS TO USE?

Here are some final notes on the throwing and retaining of cards which are important. You should try to remember which of the important numbers have been thrown on offense. For example, there are seven cards of each number on offense. If you know that your opponent has played three 1's and you have three 1's in your hand, then there is only one other 1 in the deck.

This will help you in situations where you guess wrong in that you will know any subsequent passing situations will result in his throwing either a 2 or 3, and you in turn will know whether or not to call a blind draw. This also applies to running plays where 10's should be kept in mind. Obviously it is very difficult to keep track of numbers, but by having a good idea of what your opponent has thrown, it will enable you to throw effective defensive numbers.

I must also confess that I was the only one able to achieve any success on this point.

In many cases you will be dealt a hand consisting of 4's and 5's on offense, which happen to be good for nothing unless you have a super running  
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team. Here is where "bluffing" is of great benefit. If you think your opponent is playing run, throw a 4 or 5 and call a long pass. If he has thrown a high number (7-10) he will probably call a blind draw to stop you. Bluffing is used mainly to rid your opponent of his blind draws. Bluffing should be done mainly on long passes and end runs. Since more can be gained or lost, your opponent is apt to fall for the bluff if he has completely guessed wrong.

As blind draws are frequently called on third and fourth downs, cards not wanted should be discarded at this time. However, if your opponent plays a strong card on offense and you are discarding a card to get rid of it, you could be burned very easily. You should throw your defensive numbers with the offensive numbers in mind; that is save your good offensive numbers even though they may stop a play while you are on defense, so that they may be used when you are on offense.

However, this maneuver will backfire if you do not stop your opponent and he gets a first down. You may eventually have to use the card you were saving for offense anyway. Also, it sometimes pays to hold your good cards for a couple of plays before using them. For example, holding two 8's and a 10, and anticipating run calls by the defense, throw the two 8's first and use the 10 on third down.

#### 'BOMB DRAW'

Another maneuver which can be effective on first and second downs is the use of the bomb "draw." For example, with second and two the offense has no effective passing number but wants to call a long pass because the defense is obviously guessing run; call a long pass with a blind draw in which case the play (probably called wrong) could go for substantial yardage. In this situation a blind draw is better than the bluff because of the possibility of a low defensive number being thrown.

Try to avoid playing a patterned offense. In other words, two runs and then a pass which enable the defense to guess the play right. Try to vary your plays by running once, passing, running, passing, running four times in a row, passing four times in a row, etc. Of course, how much you run or pass is determined by the team you are guiding.

#### HOW THEY RATE AT S-O-M

In the office, Steve Barkan and myself are very close in actual game competition. Mr. Richman is the "mad bomber" who usually finds that his bombs fall harmlessly in the secondary or are intercepted. Robert Iannucci is the gambler, who finds himself constantly being burned for long gains.

Bob Yonke is a conservative player who usually plays in a predictable pattern and predictably has difficulty moving his offense. As for myself, my forte is defense, and, like George Allen of the Washington Redskins, I would rather play defense than offense.

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## Solitaire Chart For College Football

Now you can play College Football solitaire, thanks to a new chart prepared by S-O-M. Most people who purchased the game should be receiving instructions similar to these by mail soon.

First off, specific scrimmage deck cards must be changed thusly: (1) pencil in next to the offensive number, the defensive value of the card. Thus all cards have two offensive numbers. (2) the following scrimmage cards [offensive number listed above, defensive number below] in this manner -- 9/3, 9/6, 1/6, 1/7, 2/5, 2/6 and 2/4. (3) place the letter R next to offensive value of the following cards -- 10/8, 10/5, 10/6 and 10/7.

Now, use the chart listed on the next page to indicate whether a play has been guessed right or wrong defensively. Before the game, however, you must determine the type of defense--run, balanced, or pass--to be played against each team for the entire first half. You may change defense at the beginning of the second half and once only during the last quarter.

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## PASS DEFENSE

Down-Yards To Go	Run	Pass
1 10	1-7	8-10
2 8 or more	1-6	7-10
2 7 or less	1-7	8-10
3&4 6 or more	1-4	5-10
3&4 3-5	1-5	6-10
3&4 2 or less	1-8	9-10

## RUN DEFENSE

Down-Yards To Go	Run	Pass
1 10	1-9	10
2 8 or more	1-8	9-10
2 7 or less	1-9	10
3&4 6 or more	1-6	7-10
3&4 3-5	1-7	8-10
3&4 2 or less	1-9	10

## BALANCED DEFENSE

Down-Yards To Go	Run	Pass
1 10	1-8	9-10
2 8 or more	1-7	8-10
2 7 or less	1-8	9-10
3&4 6 or more	1-5	6-10
3&4 3-5	1-6	7-10
3&4 2 or less	1-8	9-10

Deal five cards to each team, face down. Check the offensive team's hand and select a play (use penciled-in value for cards with two offensive numbers). Pick the top card from the scrimmage deck and throw your selected offensive card. Use the top scrimmage deck card's defensive value for your opponent's defensive number. Also use the top scrimmage deck card's offensive value (original value this time) to determine

whether play was guessed right or wrong. Refer to proper defense (balanced, run, pass) and down situation for right and wrong result.

If an offensive value with an R is played by the offense, use the Fixed offensive value if the defense is in a balanced or pass defense alignment. If the defense is in a run alignment, use the defensive value of the card for its offensive number. Example: if you play a R10/5 against a pass defense, the offensive number is 10; if against a run defense, the offensive number is 5.

In solitaire you only control the offensive cards; the defense is provided by the top scrimmage card and its result. Cards dealt are thus for offense only.

Other revisions necessary because of playing solitaire are: (1) Blind Draw - may only be called by the offense on third and fourth downs only. The defense cannot call blind draw. Only offensive card is discarded. Use the offensive number of the defensive blind draw card selected to determine whether the play was guessed right or wrong. (2) Timing -- Quarter ends once scrimmage deck has been completely played or totally discarded. Offensive cards remaining in each team's hand are dispersed into the discarded deck. (3) Long Gain reading on Short Pass -- If short pass results in long gain, select split card and if it falls between 1-10 it is a long gain; if 11-20 it is a 15-yard gain. (4) Long Gain reading on Long Pass -- If long pass results in long gain, select split card check for following breakdown: 1-10 -- long gain; 11-15 -- 25-yard gain; 16-20 -- pass is incomplete. (5) Hand Replenishment -- When the ball changes hands or a first down is made, then team on offense ONLY is dealt enough cards to amount to a total of 5 held cards.

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## What's Available At S-O-M?

### FOOTBALL

There are no football teams available before 1969. Here is the list of what is available:

- 1969 - Miami, Houston, Denver. Cost: 2 for \$1.25, 75¢ per team.
- 1971 - Chicago, Atlanta, New Orleans, New York Giants, Philadelphia, St. Louis, New England, Buffalo, Cincinnati, Denver, Houston, New York Jets, Oakland, Pittsburgh. Cost: \$7.00 for set, 2 for \$1.25, or 75¢ per team.
- 1972 - All teams available except Pittsburgh, Miami and Washington. Cost: \$9.00 for set, 2 for \$1.25, or 75¢ per team.
- 1973 - All teams except Buffalo and New York Giants. Cost: \$10.00 entire set, 2 for \$1.25, 75¢ per team.
- 1974 - All teams available. Cost: \$11.00 for set, 2 for \$1.25, 75¢ each.

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## Atlanta Goes On Warpath

### Braves, Bucs, L.A. Tops In 'Best Players' Replay

Picture an old time cowboy and Indian shoot-'em-up flick. A suicidal charge by the Indians...an uncovering of a Gatling gun by blue-clad soldiers...and bodies strewn all over.

That's usually the result when the modern-day Braves--better known as the Atlanta Braves--take the S-O-M Baseball combat field. Despite good individuals on occasion, the scalping knives always turn dull and championship coup is never counted.

Vince Trivelpiece changed the image of the Atlanta Braves in a recent 162-game replay, however. Sending forth the best from the Brave wigwam between the years 1970-74 (plus a few players from 1968-69), Trivelpiece guided Atlanta to a division championship in the eight-team Berwick Area S-O-M League.

Trivelpiece brought the best of the Braves together--and turned out a team capable of ambushing anyone. Actually the Berwick (a community in Pa.) League was eight teams with the best players from each. A two-division format was used, with the first three teams in each qualifying for the playoffs.

Atlanta won the so-called Atlantic Division with a 101-61 record, while Pittsburgh was the Pacific champ at 92-70. Even though Los Angeles rose from out of second-place to win the playoffs, it didn't detract from the great season experienced by the Braves.

#### THREE 20-GAME WINNERS

The Braves featured pitching with three 20-game winners and 19-game victor and a batting attack that produced 243 home runs and 895 runs--both league records. Phil Niekro ('74) compiled a 29-14 record, Buzz Capra ('74) 22-15, Ron Reed ('74) 20-8 and Carl Morton ('74) went 19-10. Cecil Upshaw ('71) and Tom House ('74) were in on 42 of the team's 53 saves.

Player-of-the-Year Ralph Garr sparked the offense, batting .341 with 241 hits, while Dave Johnson (48 homers, 128 RBI), Hank Aaron (44, 101 and .308, despite missing 75 games because of injuries), Darrell Evans (38, 118), Orlando Cepeda (29) and Earl Williams (29) supplied the power.

Los Angeles finished runnerup to the Braves. Managed by Dan Williams, L.A. hit .281 and had a 2.40 ERA as a team. Cy Young Award winner Don Sutton was brilliant all season, going 32-8 with a league-leading 1.63 ERA. Steve Garvey (.309, 94 RBI), Willie Davis (.304, 199 hits), Jim Wynn (23, 90) and Davey Lopes (55 steals) were the nucleus of the attack.

John McDaniel's New York Mets had two 20-game winners (Jon Matlack, 24-14, 2.42; and Tom Seaver, 20-15), Fireman of the Year Tug McGraw (18 saves, 1.41 ERA), but were big losers when it came to an attack. The Mets hit a miserly .231; Don Clendenon leading the way with a .280 slate, Tommie Agee clubbing 28 home runs.

Willie Montanez crashed three grand-slams but the Philadelphia Phillies crash-landed with a 60-102 record under Steve Sheats. Greg Luzinski fanned 177 times and Steve Carlton issued 132 walks--obvious team lowlights. Batting averages plummeted faster than the '79 stock market; the Phils hitting .230.

#### PITTSBURGH WINS PACIFIC DIVISION

Although their lives have been snuffed out in tragic accidents, Bob Moose and Roberto Clemente continue to live in in S-O-M. Moose turned out to be the "ace" of Sandy D'Ambrosio's staff as the Bucs swept to the Pacific Division title. Moose was 22-12 with a 2.87 ERA, Doc Ellis 20-11, 2.98, and Ken Brett, 18-12. Clemente stroked 191 hits while hitting .327, Willie Stargell checked in at .293, with 42 homers, 103 RBI, while Rich Hebner (.318), and Manny Sanguillen (.309) were other .300-plus swingers for the Bucs, who had a .284 team average.

Cincinnati, contrary to World Series happenings the last two real-life seasons, turned out to be far from the "greatest." Manager Dale Crouse's



Reds got 40 homers from Johnny Bench, who also knocked in 114 runs, 36 and 94 RBI from Lee May and respectable averages from Bernie Carbo (.322) and Joe Morgan (.307, 54 steals). But the pitching was far from overwhelming, despite Don Gullet's 6 2/3 innings of no-hit twirling and a playoff no-hitter by Wayne Simpson. Pete Rose's sub-par .268 average didn't help the cause of the rookie manager.

St. Louis, managed by Mark Sadock, had four .300 hitters--Joe Torre (.334), Lou Brock (.314), Matty Alou (.310) and Bake McBride (.306)--but still was inconsistent both at bat and on the mound. Torre whacked 30 home runs and drove in 105 runs, Richie (call him "Dick") Allen had 45 roundtrippers and Reggie Smith 25. Brock was the team's Robin Hood, stealing 183 bases from the richer teams (five of the thefts were of home). Lynn McGlothen was the top pitcher (23-16) but too often expected bullpen stopper Al Hrabosky served up a big hit in crucial situations. The Cards were the victims of Simpson's no-hitter--an event that caused Sadock to "spike" his dice and cast his players to the floor.

Another rookie manager, Billy Johnson, handled San Francisco. He had three 20-game losers (Juan Marichal, 16-22; Gaylord Perry, 14-20, and Ron Bryant (10-20) en route to losing 93 games. Marichal did toss a no-hitter against the Reds, while Willie McCovey had 39 HRs, 104 RBI and a .318 average. Bobby Bonds hit 22 homers, but batted only .229. Giant hitters struck out a whopping 1,058 times.

#### Playoffs, standings and leaders:

Playoffs -- Dodgers d. Mets, 3-2 [in games]; Cardinals d. Reds, 3-2.  
Dodgers d. Braves, 3-0; Pirates d. Cardinals, 3-2.

(Final) Dodgers d. Pirates, 4-3.

Atlantic	Won-Lost	GB	ERA	Avg.	Pacific	Won-Lost	GB	ERA	Avg.
Atlanta	101-61	--	2.90	.2814	Pittsburgh	92-70	--	3.20	.284
Los Angeles	90-72	11	2.40	.2811	Cincinnati	85-77	7	3.16	.272
N.Y. Mets	74-88	27	2.88	.231	St. Louis	77-85	15	3.72	.269
Philadelphia	60-102	41	3.68	.230	S.F. Giants	69-93	23	3.09	.249

Homers		RBI		Hits	
D. Johnson ('73)	48	D. Johnson	128	Garr ('74)	241; Torre ('71)
R. Allen ('70)	45	Evans ('73)	118	217; W. Davis ('71)	199.
Aaron ('71)	44	Bench ('70)	114	Doubles	- A. Oliver ('74) 37; M.
Stargell ('71)	42	Torre ('71)	105	Alou ('71)	36.
Bench ('70)	40			Triples	- Garr ('74) 16; Clemente
McCovey ('69)	39			['71] 12.	
Evans ('73)	38			Stolen Bases	- Brock ('74) 183;
				Lopes ('74) 55.	
ERA		Wins		Strikeouts	
Sutton ('72)	1.63	Sutt.	32	Seaver ('73)	283;
John ('74)	2.17	P. Niekro	29	Sutton	251; Matlack
Matlack ('74)	2.42	Matlack	24	239; Carlton ('74)	223
Capra ('74)	2.59	McGlothen ('74)	23	Shutouts	- Sutton 8; Matlack 7.
Niekro ('74)	2.61	Capra	22	Saves	- Upshaw ('71) 23; R. Hernandez
Marshall ('74)	2.62	Moose ('72)	22	['72] 21; House ('74)	19.

## What's Available At S-O-M?

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### BASEBALL

1972 - Only Oakland available. Cost: 60¢.

1974 - All teams except California and Montreal are available. Cost: \$9.00 for entire set, 2 teams for \$1.25 and 65¢ per team. The 96 additional players are also available, at a cost of \$2.70.

### BASKETBALL

1974-75 - All teams available. Cost: \$7.00 for set.

Please enclose 50¢ handling for each order. Send your orders to:  
Strat-O-Matic Game Co., Inc., 46 Railroad Plaza, Glen Head, NY 11545



# Young Coaching Phenom Steals Show

## John Bicknell, 15, Wins 80 Per Cent Of Grid Games

How much does a coach affect a team's showing? Unquestionably in Strat-O-Matic, a good, resourceful coach does make a difference. Sometimes the results can be quite dramatic.

A look at the Highland Park S-O-M Football League out of Dallas, TX, is a good example. It was a three-coach, 16-team Face-to-Face league, with 28-year-old Mike Miller, league coordinator Charles Amacker and 15-year-old John Bicknell the coaching fraternity.

Remember also that the season it replayed, 1972, was when Miami shoved aside all opposition on the road to a 17-0 campaign. The Dolphins, guided by Miller, did win their division, but not by much. Miami had a 10-4 record and Amacker's Pittsburgh team was a close runnerup--9-4-1--after whipping the Dolphins twice decisively, 30-10 and 37-0.

But it was to be Bicknell who would steal the show. The youngest member of the league, he's reputed to have won 80 per cent of his S-O-M football confrontations. He proved his mettle again in this league by, first of all, guiding the so-so L.A. Rams (6-7-1 real-life) to a 9-4-1 record and division honors. L.A. led the league with a 4.17 average per rush. Perhaps Bicknell was lucky, too. In one memorable game, with the Rams trailing the Vikings 24-20 with less than two minutes to play, Bicknell sent Bob Thomas off-tackle against the Purple People Eaters. He rambled for 49 yards. The next play, Thomas sprinted 31 for the game-winning TD.

### DIVISION CHAMPS

Little John also led Dallas to a division crown, using a ball-control rushing offense (67 per cent of the time the Cowboys ran the football) and a stingy defense that gave up only 9.7 points per outing.

Oakland's high-powered offensive team (342 yards per game) won the other division of the AFC. Miller also directed the Raiders, who survived 24 lost fumbles to win out with an 8-4-2 record.

### SURPRISE IN PLAYOFFS

The NFC playoff matched both of Bicknell's teams, so Amacker took L.A. and Little John stayed with Dallas. A fourth quarter 40-yard punt return by Jim Bertelsen turned out to be the game's crucial play as David Ray's 16-yard field goal was the difference in a 13-10 thriller. It was one of the few times Amacker got the advantage over Bicknell. Bertelsen led all rushers with 84 yards in 18 carries while Roman Gabriel was 10-of-23 and Roger Staubach 12-of-27 passing.

Miami turned Oakland mistakes into a 12-10 victory in the AFC final. Tim Foley intercepted a pass, the Miami defense blocked a punt and recovered a fumble--and all three were turned into Dolphin points. Garo Yepremian wound up kicking four field goals, including the game-winning 31-yarder.

Miami's supposedly impregnable defense was soon to be put in a state of shock, however. Little John took back L.A. For the "Strat-O-Bowl" and promptly opened up with a passing attack that compared favorably with the German blitz of London during World War II. Gabriel completed 19 of 26 passes for 260 yards and three scores. Miami was simply outclassed ["outcoached?"], 27-3.

Statistically it was a lot closer than the final score. Miami lagged only 374-337 in total yardage. Larry Csonka, in fact, was the game's leading rusher with 83 yards in 20 carries, and Mercury Morris gained 45 in 10 before going for good with an injury in the second quarter. L.A. receiver Jack Snow was the game's MVP after catching 10 passes for 154 yards and two TDs.

We wonder which teams Bicknell drew for the league's newest replay?

### Standings and leaders:

NFC Eastern	W-L-T	PF	PA	Yds.	NFC Western	W-L-T	PF	PA	Yds.
Dallas	11-2-1	21	9.7	338	Los Angeles	9-4-1	20	15	277
Washington	7-6-1	17	16	277	S. Francisco	4-6-4	20	17	270

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East Con't					West Con't						
W-L-T	PF	-	PA	Yds.	W-L-T	PF	-	PA	Yds.		
Detroit	5-8-1	13	-	25	238	Green Bay	4-7-3	13	-	19	187
N.Y. Giants	3-11-0	15	-	19	252	Minnesota	4-9-1	15	-	20	271
AFC Eastern					AFC Western						
W-L-T	PF	-	PA	Yds.	W-L-T	PF	-	PA	Yds.		
Miami	10-4-0	21	-	15	245	Oakland	8-4-2	23	-	18	342
Pittsburgh	9-4-1	23	-	11	301	Cleveland	8-6-0	22	-	16	239
Cincinnati	7-6-1	21	-	16	272	Denver	6-8-0	17	-	25	251
N.Y. Jets	4-9-1	15	-	27	277	Kansas City	4-9-1	11	-	19	198
Rushing					Receiving						
Att-Yds.	TD	Avg.			No.-Yds.	TD	Avg.				
Morris [MIA]	324-1126	8	3.4		Chester [OAK]	84-1132	4	13.6			
Hubbard [OAK]	269-1176	6	4.3		Tucker [NYG]	84-726	4	8.6			
Garrison [DAL]	205-979	5	4.7		Sanders [DET]	71-758	6	10.6			
L.Brown [WAS]	204-960	3	4.7		Kwalick [SF]	70-717	7	10.2			
Bertelsen [LA]	209-895	12	4.2		J.Smith [WAS]	66-661	8	10.0			
R.Johnson [NYG]	223-894	5	4.0		Snow [LA]	61-1101	8	18.0			
Passing											
Att-Comp	Yds.	Pct.	TD								
Snead [NYG]	257-159	1455	66.8	5							
C.Johnson [DEN]	261-165	1761	63.2	6							
Staubach [DAL]	273-161	2431	58.9	11							
Tarkenton [MIN]	340-198	2457	58.2	9							
Anderson [CIN]	384-214	2300	55.7	9							
Lamonica [OAK]	250-139	2200	55.6	16							

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## 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 also that only advertisements regarding Strat-O-Matic products, related merchandise and leagues will be accepted. Merchandise competing with S-O-M products, such as scoresheets, etc., may not be offered for sale. Ads, to be included in the next issue of the Review, must be in by the third of the month. Money for ads will not be refunded, but will be credited to your subscription if you do not wish the ad to appear. Be sure and give all sections of the country ample time to respond to ads--mail is notoriously slow in some areas.

### Wanted

WANTED: Football - 1973 Bills, Giants; 1972 Steelers, Dolphins, Redskins; 1971 Cowboys, Lions, Packers, Rams, Vikings, 49ers, Redskins, Colts, Chiefs, Dolphins, Chargers; 1970 set. Also any teams or sets before 1970. Also basketball - 1972-73 set, 1973-74 set, 1974-75 set. Write: Jim Overmeyer, 11 Bird Lane, Poughkeepsie, NY 12603. I will pay well for these teams.

WANTED: All 1969 baseball teams with extra players and roster sheet, if possible. Teams must be in excellent to mint condition. Please state condition and price. All SASE will be answered. Contact: David Agonis, 123 Anchorage Dr., Bridgeport, CT 06605

WANTED: 1967, '68, '69 Pirates and 1971, '72 Padres, and complete baseball set 1973 and older, with or without extra players. All teams must be in good condition. Only lowest bids will be accepted. Mail bids to: Richard Rivera, 1006 N. 35th St., Camden, NJ 08105. Also wanted, 1968, '69, '70 Philadelphia Eagles. Will pay good price. Contact above address.

WANTED: Any baseball teams from any years [would prefer full sets]. Teams should be in good condition. Send offers to: Kevin Lammer, 2350 Wilbright Lane, Dubuque, IA 52001

WANTED: Any S-O-M Baseball or Football sets from 1970-75. I would especially like to have the 1970-73 S-O-M Baseball team sets. Send information to: Jamie Foster, 623 Fairview Ave., West Portsmouth, OH 45662



WANTED: Complete baseball sets 1960-64; playable condition or better. 1969 first edition MacMillan Encyclopedia. 1972-73 TSN Football Register. Pre-1968 Official Baseball Guides. Will buy or trade 1974 Encyclopedias; 1965-76 sets of baseball, football and basketball, excellent to mind condition to trade. Phone 408-385-5792. Brad Furst, P.O. Box 168, Jolon, CA 95328.

WANTED: Any S-O-M Baseball, Football or Basketball cards. Any years. Sets or individual teams. Willing to pay fair prices, but interested in reading any offers. Teams must be in good to excellent condition. Send asking prices to: Joe Vece, 52 Funston Ave., Albertson, NY 11507

### For Sale

FOR SALE: Complete sets NFL [1974 records] and baseball [1975 records], in good condition. Send bids to: Wesley Sass Jr., 917 Onderdonk Ave., Ridgewood, Queens, NY 11227

FOR SALE: S-O-M Baseball 1970 season, complete, excellent condition, \$30.00; 1971 complete, excellent condition, \$25.00. Football - 1968 NFL, complete, very good-excellent, \$35.00; 1970 NFC and AFC complete, very good-excellent, \$30.00; 1971 NFC and AFC, complete, excellent, \$25.00. Mike Barnd, 1100 Alder Lane, Mt. Prospect, IL 60056

FOR SALE: 550 assorted S-O-M Baseball players from 1969-1975. I am asking \$18.00 or lowest bid for them. All are in excellent condition. Steve Flentge, 38 N. Roselle Rd., Schaumburg, IL 60172, or call 312-685-7593.

FOR SALE: I am interested in acquiring the 1962 Yankees, 1962 Dodgers, 1964 Cards, 1965 A's, 1965 Senators, 1966 Dodgers, 1966 A's, 1966 Senators, 1968 Cards, 1969 Royals, 1969 Padres, 1969 Twins, 1970 Reds and 1971 Reds. I am only interested in trading, not buying. The teams I have to offer are 1963 White Sox, 1965 Pirates [minus three players], 1965 Dodgers [original],

1969 Dodgers, 1971 Twins, 1971 A's, 1971 Yanks, 1971 Giants, 1971 Orioles, 1972 Yanks, 1972 White Sox [2], 1972 Phils, 1972 Astros [2]. The 1963 Sox and '65 Pirates are in good condition; the rest are mint. Dave Mendonca, 1930 Messina Dr., San Jose, CA 95132 [408-926-6331].

FOR SALE: Collector's dream! For most avid fans only. S-O-M liquidation. 1967 baseball -- well used [all cards perfectly readable]; 1968 baseball -- very lightly used; 1969 baseball -- excellent condition [almost never used]; 1970, '71 or '72 baseball -- mint condition [never played]. 1968, '69, '70 or '71 football -- as close to mint condition as you can get. S-O-M did not offer extra players for '67 or '68, so teams are comprised of 20 men; '69 through '72 have rosters of 24 men per team. All baseball leagues will come complete with original S-O-M rosters and a final standings of all the teams and their won-lost records for that particular year. These are collector's items and I absolutely will not break up leagues. Leagues will be sold to highest bidders. Nick Baldassano, 2243 N. Ayers, Chicago, IL 60647

FOR SALE: Football teams -- 1973, 1974 and 1975 sets, in good condition. Also the 1905 Giants, 1927 Yankees and 1953 Dodgers, all in good shape. Will sell but prefer a trade. I would trade for the following baseball sets: Pre-1965, 1968 and 1969, full set or American League in 1969. Send right away as soon all teams will be gone. Contact: Kevin Gertsen, 2960 25th Ave., Marion, IA 52302

FOR SALE: All teams are in mint condition and sell for \$1.50 for 1969, '70 and '71 baseball squads; \$1.25 for 1972 and '73 teams. Buyers pay postage and teams will be sold on a first come, first serve basis. Only regular 20 players are available: 1969 teams - Angels, A's, Royals, Twins, Reds, Dodgers, Padres; 1970 - Orioles, Twins, Yanks, A's, Braves, Dodgers, Pirates, Giants; 1971 - Orioles, Royals, A's, Braves, Pirates, Cards; 1972 - Red Sox, Indians, Tigers, Royals, Yanks, A's, Orioles, Pirates; 1973 - Orioles, Angels, A's, Braves, Reds, Mets. Plus, all 1972-73 S-O-M Basketball teams [the first year], in mint condition, \$25.00, plus postage. Send the names of the teams you wish to purchase and by return mail I'll inform you of which ones you've bought. Dave Surdam, 36744 Immigrant Road, Pleasant



Hill, OR 97401

FOR SALE: Baseball - 1970 Dodgers, Cards, \$3.25 each; 1971 Yanks, Mets, Astros, Twins, Padres, Expos, Angels, Phillies, \$2.75 each; 1972 Red Sox, Indians, Phillies, \$2.25 each; 1973 Indians, \$1.75. All teams in excellent condition. Write: Russ Smith, 814 Millington St., Greenfield Park, Quebec, Canada J4V 1R7

FOR SALE: 1970-74 football teams in mint condition. 1969 Cowboys also for sale. For list of teams send to: Mark Sadock, 1001 Sunset Dr., Berwick, PA 18603

FOR SALE: Baseball - 1971, '72 teams, poor condition; '73 and two '74 sets, good condition. All with extras; except 1971. 1973-74 basketball, good condition. Send bids or trade offers to: Larry Braus, 6545 N. Wash-tenaw, Chicago, IL 60645

FOR SALE: 1974 baseball teams (additional players included); excellent condition. Will be sold as a set only. Also selling 1972-73 basketball teams; mint condition. All teams must go. Bidding ends Dec. 20. Send no money. Send SASE and bids to: Tom Petraitis, 5514 S. Neva, Chicago, IL 60638

FOR SALE: Great Strat-O-Matic sale! Over 100 teams to be purchase. Baseball 1969-75, Football 1967-75, basketball 1972-74. Send 10¢ plus SASE to me for list. Jeff Morse, 8901 Judson Ct., Burke, VA 22015

FOR SALE: 1965 baseball, complete, very good condition. 1966 baseball, complete, very good condition. 1967 White Sox, Red Sox, Twins, Giants, Cubs, Cardinals. Will accept bids on complete seasons or individual teams until next issue. Please include SASE. Mike Barnd, 1100 Alder Lane, Mt. Prospect, IL 60056

FOR SALE: New Strat-O-Matic College Football game with bowl teams, \$5.75. Pro football - 1972 season, complete, excellent condition; to highest bidder. Baseball - 1973 Giants, Angels, Orioles, Oakland, Reds, Yanks, Indians, Astros, Dodgers, all

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\$4.50. 1974 Angels, Oakland, Yanks, Reds, Orioles, Twins, Indians, Dodgers, all \$4.00. All good to excellent condition. Send bids with SASE to: D. Such, 1554 Evergreen, Fullerton, CA 92631. I would like 1968 Browns--so offer me a trade for items above.

FOR SALE: Table-gamer of 20-plus years has about 70 S-O-M Baseball teams from 1968 to 1975 for sale. Complete your sets with hard to find teams. Send a stamp for brand new price list. First come, first served. 10% discount available on multiple purchases. Chuck Holman, 5324 E. First St., Apt. 272, Tucson, AZ 85711. All sales guaranteed!

FOR SALE: Football - All game equipment and 1971 Dolphins, Raiders, Bengals, Rams, Redskins, Lions; 1972 Dolphins, Steelers, Bengals, Chargers, Redskins, Packers, Bears, Saints; 1973 Dolphins, Bengals, Bills, Cardinals, Chargers, Oilers, Rams, Cowboys, Eagles, Bears; 1974 Raiders, Bengals, Broncos, Colts, Vikings, Cowboys, Lions and Falcons. All roster sheets included. Will sell to highest bidder. Baseball - All game equipment and 1972 White Sox, Tigers, Yankees, Astros, Cardinals, Phillies; 1973 Mets, Cardinals, Pirates, Expos, Reds, Giants, Braves and Padres, including extra players. 1974 American League with extra players. 1975 Reds, Phillies, Cubs and Astros. All roster sheets included. Will sell to highest bidder. All cards in good condition. Write: Marvin Lorenz, R#2 Box 154, Greentown, IN 46936

FOR SALE: Great savings on previous S-O-M Baseball and Football teams. Baseball complete 1973 set for only \$8.00; 1974 Yankees, Red Sox and Rangers, all only 50¢ each. Football - 1973 Redskins; '74 Vikings, Steelers, Bills, Raiders and Dolphins are 50¢ each. All teams are in good condition. First come, first served basis. Rush your money to: David Goldman, 21 Loretta Dr., Syosset, NY 11791

FOR SALE: Complete football game and nine 1971 teams--Cowboys, Dolphins, Rams, Chiefs, Redskins, Raiders, Steelers, Eagles. Excellent condition. No bid under \$16.50 (postage included). Send to: Warner Adachi, 20525 Toluca Ave., Torrance, CA 90503

LEAGUE FORMING: Anyone in Yonkers, NY, area wishing to join a face-to-face draft baseball league, contact Andrew Kennedy, 125 Elliot Ave., Apt. 3T, Yonkers, NY 10705 (phone 914-423-3209).



LEAGUE FORMING: Limited number of managers needed for PBM North American Basketball Association. We use selected teams from 1972-75. Format includes economic factors (salaries, attendance, etc.). Deadline Dec. 15 [?] For info, post S-O-M experience, along with list of basketball teams owned to: Gary Graber, 8718 No. 42nd Ave., Phoenix, AZ 85021

LEAGUE FORMING: Having successfully completed its first season, the Radbourn League now has an opening for one pertinacious manager to pilot the pitiful 1886 Baltimore club. Existing teams are 1887 St. Louis Browns, 1884 Providence Grays, 1894 Philadelphia Phillies, 1894 Boston Beaneaters and 1883 Buffalo Bisons. Although flimsy hitting makes it likely that Baltimore will finish last, the team is blessed with pitcher Matt Kilroy, who notched 513 strikeouts in 1886. Should there be an encouraging response to this ad, the league will expand to eight teams, adding 1890 Louisville Colonels, a championship club, and 1879 Troy Trojans. If interested, tell me about yourself and send SASE to: Bruce Hesselbach, 78-44 226th St., Oakland Gardens, NY 11364

LEAGUE FORMING: The TransAmerican Baseball League is forming and we need good reliable managers that want to make this league the best. It will be a draft league with between 14 and 24 teams, depending on number of applications. The league will be carefully formed over the winter and begin, with the new cards, early next spring. Only \$1.00 entry fee, but send a short self profile and ways to make this league the best you have ever been in. If interested send application to: Jay Frye, RR 1, Easton, IL 62633. Give me ideas on how another PBM league you have been in operated.

LEAGUE FORMING: Looking for 10 to 12 reliable managers (no experience needed) to play in a newly formed PBM baseball league using the 1975 cards. This will be a draft league, using both the

American and National Leagues, with extras. If interested, send your choices in the form of suggestion given on page 9 of July's edition of the Review. Make selections from only the league you prefer to play in. Send your choices, name, address, age and experience (if any) to: Matt Lykins, P.O. Box 264, South Webster, OH 45682. All letters will be answered. Send entry as quickly as possible.

LEAGUE FORMING: The Main Line Baseball League (PBM) needs managers for its fifth consecutive season starting next spring. Address inquiries to: Rich Ivey, 16 Ridgewood Rd., Radnor, PA 19087 (phone: 215-MU-89592).

LEAGUE FORMING: Looking for seven reliable managers for new PBM draft league. This league will draft from 1975 American and National League teams. It will consist of many attractions such as: All-Star game, World Series, MVP and others! Just send an entry fee of \$5.00 [\$2.50 will be refunded if you finish the season]. Don't answer if you aren't going to finish the season. Answer quickly! Write: Scott Ellis, Rt.#3, Box 139, Seaford, DE 19973

LEAGUE FORMING: Wanted -- Are you tired of being in a league where they give you a mediocre team? Do you long for a chance to manager a winner? If so, then perhaps the Southern California Angels of the Pacific S-O-M League is the answer to your dreams. Our present manager wanted a team of his own, so I am forced to look for a competent replacement. Your duties would include: playing the 80 home games, sending away the instructions and keeping the stats; you would not have any say in the trading (that's my job). But, think of the enjoyment you'll procure from managing a roster that includes 113 players (many of whom are top minor league prospects) and has an average age of well under 25 years! This is a franchise with four straight pennants under its belt (and five in the last six years) and looks ahead to continued success. Manage such stars as Seaver, Fidyich, Tanana, Travers, Burgmeier, Tekulve, Kern, Bench, Wynegar, Garvey, Ivie, K. Hernandez, Remy, Randolph, Bowa, Templeton, Yount, Brett, Rhoden, R. Jones, Braun, D. Evans, Garr, Lezcano, Lynn, Parker, Poquette, Rice and L. Roberts. Plus top minor league talent will be coming up in the near future--Kemp, Bannister, Wills, Etc. It's the opportunity of a lifetime. If interested [I will consider even rookies]



and who wouldn't be, please send a resume of your previous experience, managing philosophy (what you like to do--run, play for the big innings, etc.), and any other pertinent info. The season starts in April, 1977, so I'll probably use December and January to select my new manager. Send all info to: Dave Surdam, 36744 Immigrant Road, Pleasant Hill, OR 97401

LEAGUE FORMING: I'm looking for 12 managers for a draft league, using 1977 American League baseball cards. Will play the advanced game and use extra players. If interested, write to: Guy Morrow, 384 S. Dover Ave., Brea, CA 93621, or call 714-990-2219.

LEAGUE FORMING: Spencer-Des Moines S-O-M Association may yet have vacancies; 1976 advanced draft replay league; players retained until dropped or traded. Also WANTED: 1969 First Edition MacMillan Encyclopedia; 1972-73 TSN Football Register; pre-1968 Official Baseball Guides. Will buy or trade 1974 encyclopedias. Phone (408) 365-5792, Brad Furst, P.O. Box 168, Jolon, CA 93928

LEAGUE FORMING: Need coaches for a face-to-face football league with the latest football cards, in the Reading, PA, area. No entry fee necessary and must be willing to play at least once a week. Write to: Robert Kondracki, 237 N. 6th St., Reading, PA 19601

LEAGUE FORMING: The Inter-Queens Strat-O-Matic Baseball Association is finishing its first full season and is looking for more competent managers as we are expanding. We are a draft league and play face-to-face. We meet every two Fridays between 6:00 and 10:00 p.m. We currently are at 20 managers and looking to expand to 24. So, if you are interested in a good league that meets near Queens College, this is the league for you. The average age of our league is 18, from 15 to 26. For further information call: Scott Miller at 212-886-1461, or write me at 144-48 26th Ave.,

Flushing, NY 11354. Do it now. 12

LEAGUE FORMING: The GLSDML, a successful American League replay, is expanding into the National League also. However, there are openings in both leagues. This is a straight teams league, advanced version, PBM league using the new cards, plus additional players. We play a 162-game season starting in March. Teams available are: Boston, Cleveland,, Milwaukee, Texas, Atlanta, Houston, San Diego, Montreal, St. Louis and San Francisco. Send list of teams in order of preference, with a little about yourself, to: Bob Jostes, 6363 Kenwood Rd., Cincinnati, OH 45243 [phone 513-272-0236]. There will be an entry fee of \$3.50, of which \$1 will be refunded when you complete the season.

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## Football Playing Tip

Would you like to play the recent Strat-O-Matic Football teams against those of the not-so-distant past, but are uncertain what to do about specialist cards?

Well, Brad Furst, who now resides in Jolon, CA, offers a playing suggestion that might remedy the situation.

Furst suggests: "To play pre-1974 teams against super-advanced specialists, convert back to pre-1974 real-life statistical trends by using a standard defensive team specialist rating for those 1967-1973 punt and kick-off coverage teams that lack a rating."

Here's a sample, offered by Furst, that he guarantees realistic results:

### PUNT RETURNS

No. 7 - Fair Catch  
No. 8 - minus 3 yards  
No. 12 - Fair Catch

### KICKOFF RETURNS

No. 7 - 22 yards  
No. 8 - 22 yards  
No. 12 - 24 yards

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## The Review Staff

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Printing: Oliver & Tobias [Kalamazoo, MI]

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## Good, Bad, Ugly Of League Play

Editor's Note: Dave Surdam is a play-by-mail veteran, having operated the Pacific S-O-M League for four years. In the following article he describes some of the pitfalls of being a league commissioner and the sacrifices one must make if the league he oversees is to be successful.

BY DAVE SURDAM  
Pleasant Hill, OR

Let's get one erroneous preconception about the job of being a league commissioner out of the way--it is a very difficult and challenging role to fill successfully. This is not to say that I've been a successful manager and am now telling, with a conceited attitude, that few can run such a league. I've learned the hard way not everyone is cut out to be a league commissioner.

Before one seriously decides to become a commissioner, make sure there's time to fulfill the myriad duties of the office. Actually, self-proclaimed dictator is a better term since few presidents in the real world have the power a play-by-mail prexy can utilize. This brings me to my first tenet: The league prexy is the boss and must assume, by necessity, almost dictatorial powers.

What about the democratic process, doesn't it have a place in the play-by-mail world? Yes, in a limited sort of way it does, but thanks to inferior communications prevalent in most leagues, voting takes too long. Many issues cannot be decided--even though they should be--by vote. Time is of the essence, thus the president must have full powers to determine when to release managers, de-expand, expand, etc.

The commissioner must set all the initial policies (whether it will be a continuous league, drafting setup, the number of teams, dues, etc). To vote on such issues merely leads to confusion. A commissioner when inducing new members to join an established league, tells them what type of league it is. Since no one has to join, I feel it's justifiable for the commissioner to have such powers.

Also, since the commissioner has the heavier work load, it makes sense he has additional power. This isn't to say that the commissioner isn't open to constructive and sincere suggestions. But he cannot brook insubordination from an overly ambitious manager, either; one who may think he knows how to run the league better.

### DECISIONS, DECISIONS, DECISIONS

Two very crucial decisions must be made before any managers join a league. First, how many teams? Too many commissioners (including myself) have been influenced by the number of responses received and set the number of teams accordingly. This is wrong. Don't let other managers push you into having too large a league. It's far better to have too few teams than too many. It is much easier to expand later, than de-expand.

Another crucial decision pertains to league dues. Don't be shy about charging what appears to be a large amount. Printing is terribly expensive these days and I suggest you check around for prices--you'll be surprised how expensive it is to get things printed. Always over-charge on dues--prices rise unexpectedly, postage increases, etc. A commissioner shouldn't have to pay more than anyone else (sometimes I've had to pay in excess of \$50-60 a league season).

Don't be afraid to withhold newsletters until you receive dues. If a member must drop from the league, withhold his dues until he finds a replacement. Some people may find that idea repugnant--but after five or six drop-outs you'll understand better. It takes much time and expense to locate new managers. Often, guys write and say, "Find a replacement, I'm quitting. Something came up."

### GEAR LEAGUE TOWARD GOOD MANAGERS

Don't be afraid to kick a guy out of the league if he's hurting it.  
(continued on following page)



Slackers and the like only hold up the good managers. Always gear your policies to help the good managers. In order to insure smooth transition from manager to manager (mainly no lost stats), require that copies of every series be sent to the league office--that way no one can hold stats back, forcing you to keep them in the league until stats are received.

Another good idea, perhaps, is charging a \$5 reservation fee. Upon completion of league he receives the fee back, but forfeits it if he quits or is dismissed early. Of course, the other league members must trust the commissioner, too. He could pocket the five-spot. But few, hopefully, would be that unscrupulous. It's still better to trust one guy than many.

#### SACRIFICES ARE NECESSARY

Some very big disadvantages loom if you're the commissioner. First, your integrity must be protected at all costs. This means you're going to have to make some sacrifices--sacrifices that may hinder your attempts to build your own team. Indeed, a president does have some advantages in building teams--he sees every move made by his opponents first. In order to even things up, I gave all my managers some extra draft points. In cases of drafts, the president must send copies of his intents to neutral managers well before ever receiving any other manager's drafting instructions to prevent disgruntled managers from crying "unfair!"

I have been asked to break up my team before--and did so--and it was the biggest mistake (in a mistake-marred career) I've made as a league president. The cry of "it was in the best interest of the league and would help league balance" by those advocating the breakup, turned out to be just in the "best interests" of those parties. Don't let losers bilk you out of your rights.

Admittedly it is tougher to attract people of leagues if one team dominates it year after year. Yet, I feel that most who join have indicated a special attribute that is rare--they're competitors in the finest sense of the word. They want to win, but yet within the bounds of the rules. There's a difference between guys who like to win at any cost and true competitors. Guys who will do anything to win are losers, you don't want them in your league--they only cause trouble.

One manager told me that another manager's opinions were worthless since that manager had never won a pennant (whereas he had). This irritated me no end; the guy who never won a pennant was a winner in the game of life. It's surprising how many people consider winning ball games the only goal of a league.

Those are just a few of my stronger feelings towards running a league. I hope the article will have helped some league president avoid the pitfalls that I fell into. Running a successful league is something one should be proud of. But, always keep in mind that a league is as strong as the weakest member.

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### *Baseball Playing Tip*

Larry Green has an S-O-M playing tip for those tired of the noise of dice rolls and also those wishing to give up chasing stray, out-of-control dice across tables and retrieving them from the floor.

What Green proposes is the use of "fast action" cards--something that can be used with any of the S-O-M games. First purchase 200 three-by-five index cards and cut them in half, making 400 2½" by 3" cards. Use 360 of them, with the dice numbers 11-66 being printed on them. Ten of each number (11, 12, 64, 65, 66, etc.) should be printed.

In baseball, for example, in lieu of rolling dice you pick a card. A "34" would be read as simply "3", referring to the column to be checked. The second card drawn (for example: "56") would be combined--totaling 11--indicating where you would look under the "3" column. Thus the reading would be 3-11.

A very simple method, as you can see. The biggest drawback, of course, is that two card draws are necessary for one result. Some gamers may prefer the noise of the dice rattling--and occasional scoop from the carpet--instead.



## S-O-M Baseball Trivia Corner

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Robert Henry, as many of you are now aware, has changed address. But the Strat-O-Matic Baseball trivia questions will be still coming your way--although from a different direction. The Detroit native is now making his home in New York city, while attending college.

Fun City quickly became that for Henry as soon after his arrival he paid a visit to the Strat-O-Matic Game Co. at Glen Head, NY. "This is a trip I strongly recommend to everyone," enthuses Henry. "A true trip to Mecca! I had a good talk with Mr. (Harold) Richman and I was treated very well during my tour."

Henry's back to the books and the S-O-M trivia questions now, however. His new address, for those desiring personal replies to S-O-M Baseball questions [remember to enclose a SASE], is: Robert Henry, 468 W. 34th St., Room 472, New York, NY 10001.

Now for the answers to last month's trivia quiz:

QUESTION: Which modern pennant winners had no players rated higher than stealing "C"?

ANSWER: The 1968 Detroit Tigers, 1973 New York Mets and 1975 Boston Red Sox all had no player rated higher than a "C" stealing.

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QUESTION: Which modern pennant winners were so anemic power-wise that they had not a single player with Flyball A?

ANSWER: The 1964 St. Louis Cardinals, 1965 and 1966 Los Angeles Dodgers, 1967 Cardinals, 1968 Cardinals, 1969 New York Mets and 1975 Boston Red Sox had no players with a Flyball A.

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QUESTION: Which pennant winners had no player rated higher than running 1-15?

ANSWER: The 1964 New York Yankees and 1968 Detroit Tigers fall into that category.

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QUESTION: Which modern pennant winners had no "1" Fielders?

ANSWER: The 1963 L.A. Dodgers, 1965 Minnesota Twins and 1973 Oakland A's.

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QUESTION: Which modern pennant winner was so weak power-wise that it had no player with more than three home run chances on his card?

ANSWER: The 1965 L.A. Dodgers had only Lou Johnson with three home run chances on his card; no one with more than three.

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QUESTION: Which modern pennant winner had no regular starting pitcher with fewer than 20 hits on his card?

ANSWER: Boston Red Sox of 1975. Note that question erroneously appeared in last month's issue of Review. It should have been 20 hits, instead of 10.

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QUESTION: Which modern pennant winner had no regular relief pitcher with fewer than 15 hit chances on his card?

ANSWER: 1962 San Francisco Giants, 1963 L.A. Dodgers, 1967 Boston Red Sox, 1967 St. Louis Cardinals, 1971 Pittsburgh Pirates, 1974 Oakland A's, 1975 Cincinnati Reds and 1975 Red Sox.

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QUESTION: Authorities stress the importance of a sound defensive keystone  
(continued on following page)



combination. Yet, four modern pennant winners have had the regular shortstop and second baseman rated no higher than "3". Which teams?

ANSWER: 1963 L.A. Dodgers (Maury Wills and Junior Gilliam were both rated "3"), 1966 L.A. Dodgers (Wills and Jim Lefebvre, both "3s"), 1971 Pittsburgh Pirates (Gene Alley and Dave Cash, both "3s") and 1974 Dodgers (Bill Russell and Dave Lopes, both "3s").

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CORRECTION! CORRECTION! Note also that among the answers found in the October Review was the incorrect reference to Jim Palmer as being among those pitchers with the most hits on their cards among modern-day hurlers. Jim Panther of the 1973 Atlanta Braves had 40.9 hit chances, not 1973 Palmer. Check page 12 of the Review for making correction. Henry pointed out the fluff in a recent postcard, adding that Palmer's worst season was in 1974 when, struggling with a sore arm, he had 22.25 hits on his card.

## Next Month's S-O-M Quiz

- QUESTION: Has any modern-day team had four players each with ten or more home run chances (question submitted by Craig Johnson at 1976 National S-O-M Convention)?
- QUESTION: Has any modern-day team had no shortstop rated better than "4" (answer submitted by Craig Johnson and Eddie and Seth Sherman)?
- QUESTION: Has any player received the top possible running rating in each modern-day baseball set? Hint, S-O-M has had running ratings from 1962 to 1975.
- QUESTION: Which pitcher worked more than 600 innings during a two-year period without receiving any extra base hits on his S-O-M cards?
- QUESTION: Since 1962, players with home runs on Nos. 2, 3, 11 and 12 have generally been low average hitters. Who holds the record for most home runs for a player with home runs on Nos. 2, 3, 11 and 12?
- QUESTION: Since 1962, when S-O-M began giving Flyball A chances only to players with high slugging averages, which player holds the record for lowest average with a Flyball A?
- QUESTION: 1961 is generally regarded as the greatest home run season ever. Did any 1961 pitchers receive cards without any home run chances? (Question submitted by Richard York)

The above questions will be answered in the January, 1977 issue of the Strat-O-Matic Review.

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## Looking For Back Issues Of Review?

The following back issues of the Strat-O-Matic Review are still available. Send to the Strat-O-Matic Review, P.O. Box 27, Otsego, MI 49078.

- 1976 - Nov., Oct., Sept., Aug., July, June, May, 50¢ each. March [limited], Feb. [very limited], Jan., 45¢ each.
- 1975 - Nov., Oct., Sept., Aug., July, June, May [limited], April [very limited], March [limited], Feb., Jan., 45¢ each.
- 1974 - Dec., Nov., Jan. [very limited], 40¢.
- 1973 - Dec., Aug., 40¢ each.
- 1972 - Aug. [limited], 40¢.

Where very limited, please include a second choice in case first is no longer available. Note that April, 1976, and December, 1975, are no longer in stock.



## Readers Roll 'Em

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### ENJOYED CONVENTION

I would like to nominate Rick [Wolfman] Shapiro as man of the year in S-O-M. I journeyed many miles to attend this year's convention at the University of Illinois and spent a lot of money to do so, but it was more than worth it. I definitely will be going again next year.

The only complaint I had is that there were only 24 hours in a day and Rick couldn't help that.

Some highlights of the convention for me were:

\* Seeing Robert Henry's immense card collection (those 1960-61 cards are really something!).

\* Playing Brad Furst in the advanced baseball tournament. Brad is a super guy and I was much impressed with his creativeness. He covers his charts with clear contact paper to preserve them. He does the same with split cards.

But his neatest idea is this: He turns his infield upside down inside the game box and places the advanced strategy chart in it with the four different pitcher batting cards in the right corner. He covers that with a form-fitting plate of glass. He then rolls his dice on it for super action and a really keen appearance. I was impressed!

\* Meeting Tom Fees and Dale Barnes--both in the play-by-mail league I'm in. Also met three other fellow managers.

My personal thanks to Tom Fees, Dale Barnes and Wolfman Shapiro. I'll see you again next year.

P.S. Please, no more letters debating someone's fielding rating. They're sickening. Even more than the Bob Hazle debate.

Larry Fryer  
Hamburg, PA

### ELLIOTT ISN'T 'FINAL WORD'

I feel that this magazine has done a bad job of handling the so-called "roster selection" dispute by treating everything Jim Elliott says about it as the "final word." The Review seems

to forget that he is just another gamer; he can't and doesn't have the right to quote S-O-M policy.

Jim's articles are inconclusive anyway, as his arguments don't explain why a player should be left off a club's roster just because he was traded. In the 1973 card set, Duke Sims was left off the Detroit Tigers' 20-man roster although playing in 68 games as backup catcher to Bill Freehan. With his second club that year, the New York Yankees, he had only nine at-bats and zilch games in the field.

Even more incredible, as pointed out by Mike Cummins, is the 1969 Tommy Davis case. With the Seattle Pilots that year, he led the team in doubles and RBI. In addition, Davis was second in hits, stolen bases and average. Playing with the Houston Astros the same year, he had 79 at-bats and a .241 average. But because he finished the year with the Astros, he was denied a spot on the Pilot roster. Now even Mr. Elliott must realize that this is a bit peculiar.

My suggestion to the Review is that in the future, if somebody has a beef against S-O-M, let the game company reply to the charges and not some self-styled expert on S-O-M policy.

Gary Kirchherr  
1021 Piccadilly  
Kalamazoo, MI

Editor's note: The game company was queried as to roster selection and replied that the first criteria was that a player be given a card with the team that he finished the season with.

Obviously, and keeping in mind the cases you mention, this is not always the situation. S-O-M has in recent years put out so-called "bonus" cards, with no team affiliation, to resolve the dilemma of players who fall into Davis' category. In other words, there are exceptions to S-O-M's rule.

S-O-M did not wish to elaborate further on roster selection, although it did confirm Elliott's arguments as to why Bob Hazle was not included with the 1957 Braves.

Elliott's explanations offer gamers a chance to conduct their own research to find out if players will be included in the next year's card sets, or why they were not in previous years. Elliott, by far, has gone into the subject the most heavily. Old-Timer teams have been an obsession with him for years. He's

(continued on next page)



even gone so far as to create Old-Timer teams of his own. He's not the final word, to be sure, but his explanations as to roster selection certainly can head off many questions.

His pointing to the overall team roster concept, we felt, was especially helpful in answering many of the whys. Following that theory, one realizes it was impossible to include a card of Hazle, without shortchanging the Braves at some other position.

#### ONLY ONE COMPLAINT

I think that Larry Fryer's play-by-mail timetable was an excellent chart and I am sure it helped many people (such as myself) as to whether or not to join PBM leagues.

Only one complaint. That is printing letters about fielding [Pat Kelly, for example] that have already been answered several times. I know that there are better letters than that.

Brad Williams  
Fairburn, GA

Editor's note: Fryer's timetable appeared in the August, 1976 Review. Regarding the same questions: new subscribers frequently add up to old questions.

#### WANTS MORE THAN 24 PLAYERS

I wish to air my feelings regarding the game company's limitations of publishing only 24 players per team. I am in the midst of a full-season replay of last year's Phillies. But I've run into problems from the outset.

Allen, Dates and Maddox, along with Bannister, McCarver and Cox, and, yes, how could I forget, Montanez, are at the heart of the difficulty. Montanez had 20-plus games with the Phils; McCarver and Cox caught 20 games for the Phils; Bannister played in 24 games. These players are necessary for a high degree of accuracy to be attained in a replay.

Okay, so I can use Montanez' card from San Francisco in the early season, but what of the absence of the others?

A normal 20-player roster for a baseball game hardly fits the bill for the serious gamer; it's a must to purchase the additional players. Look, Strat-O-Matic is absolutely the best game on the market, but I don't feel that their customers are always treated as the best customers in the buyers' market.

I don't suggest that S-O-M make those players part of the regular game, or even the 96 additional, but offer them to the true "most avid baseball fans."

S-O-M Baseball is good, the best on the market, but there is room for improvement. With additional pitchers' hitting cards (not necessarily one for each pitcher) and an increase in size of roster, with the option of purchasing the "fringe" player, say one with a minimum of 10 games in appearances, the game will have it all.

Who really cares if there are "monster" cards, i.e., the player who had a .400 average in 14 at-bats. If a gamer wants to use him for a full season, that's his distortion to contend with. But if I want to get him his 14 at-bats in a replay, why should I be prevented from doing so? Additionally, it would make it unnecessary to print up blank player cards.

One other point, how about giving some players two or more cards, if necessary, so a Jim Dwyer can get his 31 at-bats with St. Louis [.194 average] and his 175 with Montreal [.286]?

Charlie Kilgus  
12862 Elnora Road  
Philadelphia, PA

Editor's note: We still feel using the blank player cards to re-create such "fringe" players would be easier--certainly far more inexpensive.

#### OPPOSES EXTRA PLAYERS OF OLD-TIMERS

I am totally opposed to an extra player set for the Old-Timer teams. The reason is simple: the extra players would be too great an advantage for two of the teams, the 1905 Giants and 1906 Cubs.

Every gamer who owns the Old-Timer teams should know that the '05 Giants have only 17 players and the '06 Cubs have 19. S-O-M could not make cards for 20 players, let alone 22 or 23.

Why couldn't S-O-M make 20 cards for each team? Well, a total of 21 players played for the Giants that sea-

[continued on following page]



son and one of those was traded away in mid-season. Two of the others--John McGraw and Moonlight Graham--did not receive any at-bats. Offa Neal went 0-13. A card for any of these players would be ridiculous, hence only 17 players are left.

The situation of the 1906 Cubs is slightly better. All the pitchers who were with the Cubs at the end of the season have cards, as do all of the hitters, except Bull Smith (0-1 for the season). As it is, I think it is stupid that third-string catcher Tom Walsh has a card (he also went 0-for-1).

How can S-O-M print extra cards for 40 of the 42 Old-Timer teams and cannot print the minimum 20 cards for the other two?

Scott Messinger

#### ABA TEAMS ARE 'GREATEST'

Thank 46 Railroad Plaza! I think that the ABA teams are the greatest idea since College Football.

I really think this will increase sales in the former ABA cities, not only that, it adds a new twist for basketball leagues. For those cagers who are interested, below I have included the result of the dispersal draft.

Round 1 -- Artis Gilmore (Chicago), Maurice Lucas (Portland), Ron Boone (Kansas City), Marvin Barnes (Detroit), Moses Malone (Portland; since traded to Buffalo), Randy Denton (N.Y. Knicks), Bird Averitt (Buffalo), Wilbur Jones (Indiana), Ron Thomas (Houston), Lou Dampier (San Antonio) and Jan van Breda Kolff (N.Y. Nets).

Roger Simmons  
84 Luquer Road  
Plandome Manor, NY

#### INDIVIDUAL FIELDING CARDS

Strat-O-Matic has individual hitting cards, why not fielding cards, too? They could be 2-12 dice or 1-20 split numbers, etc. In this way, Jim Rice would not make errors and people like George Brett wouldn't be as good as Brooks Robinson.

Rod Carew ('75) may not be a good fielder, but he is surely

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better than Dick Allen. I personally feel defense is very important and that a wider fielding dimension is needed.

I would like some response to this through the Review, or me personally. Changes in S-O-M have occurred before, and can and will occur again. The Review is the best place to solicit ideas. Let's hear your opinion!

Tim Bollier  
Rt. 2, Box 37  
Mineral Wells, TX  
76067

Editor's note: We agree with you that it would be nice to have a greater range of fielding ratings. But an individual fielding card for every player would double the cost of the cards and price many gamers right into the dugout and off the playing field.

#### DEFENDS IVY LEAGUE TEAMS

I would like to respond to Stan Awtrey's comments in the October issue of the Review regarding inclusion of the "mediocre" Ivy League teams in S-O-M's new college football game.

I admit being biased on this subject as my son, Stephen (a frequent contributor to Readers Roll 'Em), is now at Harvard College and I hold season tickets for Columbia's games here in New York city. Nevertheless, there are good marketing reasons for including at least two Ivy teams because of the very large population and publicity in the areas served by these colleges.

In fact, I would bet that there are far more S-O-M customers living in New York, Pennsylvania, New Jersey and Massachusetts than in all of the states involved in a number of the "big time" conferences, let alone the states surrounding Georgia.

As for the allegation that Ivy football is the weakest of the major conferences, that may well be true. But it is also the only well known "amateur" league where there are no athletic scholarships (many of the athletes receive no financial aid). Most of the football players would make the Dean's List at schools in the other conferences and practically all graduate (a far cry from the sorry situation in the Big 8).

Some Ivy graduates even go on to pro football as evidenced by the four recent Harvard alumni now playing in the NFL. It is also the most competitive conference with different teams winning from year to year. Even though my father once was the athletic director at a Big

(continued on next page)



## Old-Timer Football Poll To Close

The returns aren't all in yet, after all.

Presidential and congressional races are all history now, but there's still some important balloting to be done. The choices? To pick either an eight or six-team set of Old-Timer pro football teams. Only qualifications on your part are that you chose teams from the period 1941 to 1966--and that you hurry. The Strat-O-Matic Game Co. wants to begin work on the new teams as soon as possible, so hurry.

This, then, will be your last chance to vote for the new Old-Timers.

Early returns indicate the 1958 Baltimore Colts (remember that overtime playoff thriller against the New York Giants?), 1962 Green Bay Packers, 1963 Chicago Bears and 1950 Cleveland Browns are out in front. A horde of teams have received votes, however, with 24 teams being voted in the 1960's alone.

Although returns were beginning to pick up as this issue went to press, the voting was not as heavy as anticipated. Since so many teams are receiving votes, every vote could be the "one" that swings the results in favor of one team over another.

Don't delay one more day. Let your voice be heard. To vote simply jot down six (or eight) names and send to the: Strat-O-Matic Review,

P.O. Box 27  
Otsego, MI 49078

Do not, however, write to the S-O-M Game Co. All results should be sent to the Review, where they will be tabulated and then forwarded to the game company, as was the case in the Old-Timer Baseball polls.

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## Strat-O-Matic Spotlight

SOUNDS OF THE ROLLING STONES

Most league accounts are statistic-filled, loaded with player highlights, but lacking in descriptions on the managerial makeup of its members. The Greater Tomstock Area Baseball Conference (GTABC), a face-to-face draft league, is an exception to that. The four members take delight in jabbing their fellow managers as evidenced by the following excerpts from the replay of 1975 ('74 cards) in which Rich Stone's Rolling Stones captured first place with a 58-44 record.

Rolling Stones... "Rich Stone is a prestigious manager--that could handle any Little League...treats his players well by patting them on the back... rubs it in on his fellow opponents by displaying pennants on his game box." Won GTABC two years running. S-O-M experience: 6,000-plus games.

Trooper Tornado (Ed Stovovas, 56-46) -- "One of our more 'self-controlled' managers--often throws game boxes, cards around, including into the mud...had up and down season, mostly down."

Tomstock Clankers (Gerry Moran, 42-60) -- Moran took over team at 25-game mark (it was 7-18) and made "major trades of giving up 'nothing' and receiving 'nothing'...Known as the machine as he can play a solitaire game in about 9 to 12 minutes."

Ridges Raiders (Greg Ridge, 48-54) -- A team of no-names and over-the-ridge players; lucky to finish third.

### SHORT SHAKES

...One basketball fan in the Cleveland area ordered the new set of cards and nine copies of the Cleveland Cavaliers...Remember Christmas isn't far away and Strat-O-Matic Games make super gifts. Since the games are being sold retail in many places there's still time to play Santa Claus, via S-O-M.

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### READERS ROLL 'EM (continued from previous page)

Ten school, I have long since been turned off by the annual Michigan-Ohio St. contest for the conference championship, with eight also-rans having no chance. I look forward to watching and playing the "big games" like everybody else, but I do not think S-O-M should or can afford to ignore the colleges where the game of football began.

Robert Schumacher, 431 E. 20th St., New York, NY



## S-O-M League, Replay Scene

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GREATER PEABODY OLDIES LEAGUE -- 100-Game replay conducted solitaire by Jim Amos of West Peabody, MA...Eight teams, three from the 1970's, four from '60's and 1911 A's... '61 Yanks won out easily, compiling 80-20 record and outdistancing 1975 Reds by 12 games...Top four teams qualified for playoffs, with '61 Yanks finishing off fourth-place '67 Red Sox in six games.

Standings and leaders:

	Won-Lost	GB	Average	Home Runs
'61 Yankees	80-20	--	Collins ['11 A's]	.368 Maris ['61 NY] 45
'75 Reds	68-32	12	Howard ['61 NY]	.360 Mantle ['61 NY] 37
'11 A's	54-46	26	Jones ['69 Mets]	.358 Blanchard ['61 NY] 36
'67 Red Sox	50-50	30	RBI	Stolen Bases
'69 Mets	45-55	35	Bench ['75 Reds]	104 Willis ['63 LA] 53
'73 Dodgers	44-56	36	Mantle ['61 NY]	101 Collins ['11 A's] 48
'63 Dodgers	37-63	43	Maris ['61 NY]	99
'74 Giants	22-68	47	Strikeouts	Playoffs
ERA			Koufax ['63 LA]	250 '61 Yanks d. '11 A's, 2-0
Koufax ['63 LA]	1.07		Drysdale ['63 LA]	241 '67 Red Sox d. '75 Reds,
Arroyo ['61 NY]	1.56		Lonborg ['67 RS]	220 3-2
Lonborg ['67 RS]	1.69			

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BEST OF THE OLD-TIMERS -- Another in the continuing series of replays conducted by Richard Zaborsky, this time with Bill Hazel acting as his accomplice through a 162-game, two-team replay...Best of Old-Timers were used, with Hazel winning 84 games and title...Injuries were strictly adhered to as they occurred, resulting in Zaborsky's team setting a record of sorts with players missing 169 games...Zaborsky outhit Hazel, .279 to .269, but Bill had the big walllopers, having a 231-183 advantage in home runs...Babe Ruth of Bill's team was MVP after hitting 60 homers, knocking in 150 runs and scoring 127...Zaborsky's George Sisler, however, won the batting title with a .355 mark while garnering 235 hits...In addition, Rogers Hornsby (.331), Al Simmons (.329), Ty Cobb (.310) and Mickey Cochrane (.307) were all over .300 for Zaborsky...Hitters dominated pitchers in this All-Star matchup as Whit Wyatt's 4.34 ERA was best among starters for Hazel; 4.30 by Lefty Grove was tops for Zaborsky...Pitching was carved up so frequently that Babe Adams, a reliever with a 3.80 ERA in 123 innings for Hazel, was chosen Cy Young winner (he was 15-7 with five saves)...Power for Hazel was supplied by, in addition to Ruth, Lou Gehrig (37), Ken Williams (35), Al Rosen (26) and Bill Dickey (25).

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FATHER-SON BASKETBALL LEAGUE -- Conducted by Willis and Terry Ringen of Beattie, KS, who took the 1974-75 teams and played a 17-game schedule (each team playing the others once) plus playoffs...Trades were made to keep pace with the real-life 1975-76 transactions, thus Karen Abdul-Jabbar played with Los Angeles; Brian Winters and Elmore Smith with Milwaukee...Golden State finished a lowly fifth in the Pacific Division and failed to qualify for the playoffs...Boston and L.A. clashed in the finals, with the Lakers winning a two-of-three game playoff...Boston ran off a 16-1 regular-season record, losing only to Cleveland, 116-110...Bob Lanier of the Pistons, who led the league in scoring with a 33.2 average, was chosen MVP, with Fred Brown (26.8) of last-place Seattle a close runnerup.

Standings, playoffs and scoring leaders:

Midwest	Won-Lost	Pacific	Won-Lost	Atlantic	Won-Lost
Chicago	8-8	Los Angeles	14-3	Boston	16-1
Kansas City	8-9	Portland	9-8	Philadelphia	11-6
Milwaukee	7-10	Phoenix	8-9	Buffalo	11-6
Detroit	5-12	Golden State	8-9	New York	8-9
Central	Won-Lost	Seattle	7-10		
Houston	9-8				
* Cleveland	9-8				

\* Cleveland won playoff game for title, 109-98.



Central con't	Won-Lost
Washington	7-10
New Orleans	4-13
Atlanta	4-13

## Playoffs:

Los Angeles d. Chicago, 114-106 (OT)  
 Boston d. Cleveland, 96-87

## Finals:

Los Angeles d. Boston, 104-115, 122-109, 122-113

## Scoring Leaders

Lahier	33.2	Jabbar	28.3	D.Snyder	25.2
McAdoo	33.1	Archibald	27.6	Cowens	24.6
Barry	29.9	F.Brown	26.8	Dandridge	24.4
				Tomjanovich	24.0

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1975 FOOTBALL REPLAY -- Nicholas DiCicco of Jackson, NJ, and three of his friends each chose two teams and ran off a 14-game season...Strangely, world champion Pittsburgh was excluded from the eight-team lineup...Los Angeles and Washington were big disappointments, the Rams finishing third and the 'Skins fourth in their four-team division...Minnesota (10-4) and Houston (11-3) were division champs, with Oilers edging Vikings in Super Bowl, 13-10...Billy (White Shoes) Johnson returned seven punts and two kickoffs for touchdowns for Houston, once returning a kickoff 100 yards for a score. "White Shoes" led league with 2,075 yards returning kicks and receiving...Don Milan (who attempted only 32 passes in real-life) was another big surprise, leading Packers to second place by completing 46 per cent of 228 passes for 1,422 yards and 11 TDs...O.J. led all rushers with 1,159 yards, 5.9 average and 11 TDs; Ron Coleman was second along the ground trails, racking up a 5.5 average and 800 yards...Fran Tarkenton was the best overall passer, completing 58 per cent of his tosses for 2,422 yards, 13 TDs and having only eight intercepted...DiCicco has been playing S-O-M Football since 1969.

## Standings:

	Won-Lost-Tied		Won-Lost-Tied
Minnesota	10 4 0	Houston	11 3 0
Green Bay	9 4 1	Buffalo	6 8 0
Los Angeles	6 8 0	Kansas City	5 9 0
Washington	5 8 1	New York Jets	4 10 0

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ALL-STAR BASEBALL BATTLE -- Glenn Healey of N. Fort Myers, FL, proved that the National League's domination over its American League counterparts in All-Star games has been no fluke. Healey took the All-Star teams from both leagues, using the newest S-O-M cards, and played 162 games...The N.L., not so surprisingly, won 99 times and lost only 63--a 36-game advantage...Randy Jones (23-12), Jerry Reuss (22-11) and Andy Messersmith (20-10) formed a 'Big Three' for the N.L., while Tom Seaver led in strikeouts (255) and Johnny Bench (39), Mike Schmidt (36) and George Foster (32) ranked 1-2-3 in home runs...Rod Carew of the A.L. did set the batting pace with a .325 average with Bill Madlock (.308) and Foster (.289) finishing next in order. Foster's low average indicates that pitching, although frequently battered, still was dominant...Al Hrabosky came out of bullpen enough for 8-5 record, 2.37 ERA...Jim Palmer (3.78) and Catfish Hunter (18-14, 3.98) were best A.L. could offer...Schmidt led in both RBI (107) and runs scored (108), John Mayberry in doubles (43), Fred Lynn and Madlock in triples (9), Joe Morgan in stolen bases (45) and Jones and Messersmith in ERA among the regular pitchers, 3.00 and 3.63, respectively.

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OLDIES BUT GOODIES TOURNAMENT -- Thomas Swank, Little Falls, NJ, used all Old-Timer teams (including eight newest) in single-elimination tournament...Teams were seeded by won-and-lost records...When smoke had cleared, 1934 Detroit Tigers tripped 1953 Dodgers in final, 6-4...Hank Greenberg of Tigers is MVP after hitting safely nine times in 21 at-bats, slamming five homers and batting .429...In semifinals, Dodgers ousted 1919 White Sox, 5-1, and Tigers sidelined 1934 Cardinals, 5-3...What happened to 1927 Yanks? Well, they lost in round 2 to 1940 Cincinnati Reds, 4-3, as reliever Joe Beggs retired Bronx Bombers in last inning with bases loaded and no outs...1936 Yankees, another powerhouse, fell to '53 Dodgers, 9-5, as Roy Campanella's ninth-inning grand-slam won it.



## In The News With Strat-O-Matic

Table-gamers have come out of their closets and become prominent on the national scene--thanks to exposure recently by a number of media sources.

No longer do dice-rollers need fear being laughed at; they're doing the "in" thing. Those early rollers may someday be compared with the pioneers of old. Imagine being known as the Daniel Boone of Strat-O-Dom.

An article in an August issue of Newsweek Magazine signaled Strat-O-Matic, as well as table games in general, was becoming a new hysteria that was gripping the older generation as well as the youth of today.

Other publications have followed suit with articles appearing in the Detroit Free Press (October 18), Saginaw News (October 8) and a Canadian paper featuring columnist Alan Richman. All reveal that Strat-O-Matic games are anything but kids' objects of amusement. League play, in particular, comes under close scrutiny.

Richman (no relation to Strat-O-Matic's inventor, Harold Richman) describes draft night in the Montreal Tabletop League ("Eleven men arrived...men carrying briefcases stuffed with graphs and top-secret evaluations"). Karl Kuehl, then-manager of the Montreal Expos, was supposed to attend as the League's guest of honor. But he was fired before he could put in an appearance.

The draft gathering took place in the Windsor Hotel, according to Richman. Beer and sandwiches were ordered, the doors locked to outsiders, and the draft began. Joe Morgan was selected first...then Johnny Bench... followed by Larry Bowa, Randy Jones, Tom Seaver, etc.

Fear that the hotel might not accept people with visions of live baseball players performing from cards that gave not the slightest hint of being able to bat, throw or run, were dispelled when it was learned the same place of lodging had once held a "Liberal Party convention in 1970 and Idi Amin stayed here once."

The article in the Saginaw News, written by sports staffer and long-time S-O-M buff Joe Walker, informed readers that the baseball playoffs on TV weren't the only diamond struggles taking place. Walker's Bronx Bombers were about to engage in the Continental League playoffs. The Continental League was formed, as Walker points out, through an ad in the Review. It's an eight-member draft league that has as its base of operations such far-flung communities as Hopkinto, IA, and Chalmette, LA.

Only American League players are used, with trading permitted. Players are "lost" that are traded in real-life from the A.L. to the National--thus many of the managers are sweating out the free-agent status of some of the A.L.'s finest. The Bombers own Reggie Jackson and Gene Tenace, so Walker's obviously perspiring more heavily than most about now.

### A CHAMP'S LIFE...

"Rivalries and friendships quickly develop between sports fans who have never seen each other," reflects Walker of the effect of play-by-mail leagues. Walker received one "threat" from a rival manager that read: "hope Tanana throws a pitch down one of your numerous .300 hitters' throats." Such was the price he paid for winning the regular-season championship.

Incidentally, the Continental League plays a 154-game schedule. The playoffs should be history about now.

### LAW STUDENTS COME TO S-O-M'S 'DEFENSE'

A Strat-O-Matic league composed of law students at the University of Michigan is the focal point of the article in the Free Press. Mike Marrero and John Mezzanotte, managers of the Cincinnati Reds and Philadelphia Phillies, respectively, are pictured tossing dice and pondering a strategic move.

Mezzanotte, according to the story, carries a notebook filled with--not constitutional law cases--facts and figures on the most recent S-O-M season. Mezzanotte picked up the game while an undergraduate at Princeton, where his tutor (at least for S-O-M) turned out to be one of those fanatics who created his own special table, rigged with a lamp, and surrounded by spectator seats.

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## S-O-M—'That's The Way It Is'

[continued from page 23]

Mezzanotte had to relive baseball history (in the form of a recording of Roger Maris' 61st home run) every time a roundtripper occurred in an S-O-M game.

Marrero grew so enthralled with S-O-M that he wrote a column for the law school weekly in which he commented on the managers' abilities and summed up the latest happenings in the league. The league not only plays a 162-game schedule but also runs through a 48-game exhibition slate as well.

Both Mezzanotte and Marrero reside in Ann Arbor currently. The article also mentions Harold Richman and his reference to the Detroit area as being an S-O-M hotspot, with several thousand people being on the company's mailing list.