



STRAT-O-MATIC REVIEW

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

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In This Corner...The Editors

One of those exciting moments in the life of every Strat-O-Matic gamester will soon arrive--it's new card time in baseball.

For hundreds of leagues and thousands upon thousands of solitaire dice-rollers, the big moment when that package, with the Strat-O-Matic Game Co., Inc. label visible in the upper left hand corner, arrives can't come soon enough.

Last year the wait by the Greater-Kalamazoo Strat-O-Matic League (GKSML) was a classic. The league expected to commence play on a Sunday afternoon in late January. The order to the game company, complete with special delivery return mailing, was in. The game company couldn't have received the order and sent it out until mid-week. Could it arrive on time?

Eight GKSML members waited. The young (one high-schooler) and old (two members were in their early 30s) were fearful that the clock would strike midnight on Saturday and there would be no cards. No one would turn into a pumpkin at midnight, but there would certainly be long faces knowing the league wouldn't get under way for another week.

Review co-editor Del Newell's home was the destination for the new cards. His home was besieged with phone calls Friday and Saturday. No cards. A friend who worked in the post office was contacted and asked to look for THE ORDER and possibly speed it along. One GKSML member, in desperation, even suggested driving to Cleveland, OH, to intercept the package there.

Morning turned to afternoon and afternoon to early evening. Still no cards. Gloom set in. They weren't going to make it.

Del Newell's wife, Mary Jane, broke his vigil by suggesting going out for

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dinner Saturday night. While dinner was being served that evening Del had other matters on his mind than eating. "I wonder if the deliveryman can see the house in the dark? I wonder if he might deliver to the wrong house, the occupants out for the evening, and their dog become 'cardiballistic' and eat Bobby Murcer, Dick Allen, etc.?"

Finally it was time for the trip back home. And a last hope that the cards had arrived. When entering the house, disappointed faces of GKSMML members stared out of the doorway darkness--or so it seemed. But on the kitchen table, sat a package--a package that made the faces disappear. The young girl babysitting said: "A man delivered this about an hour ago." A rush to the phone...the good news was spread...and on Sunday the GKSMML rolled out the dice for the season openers.

On other fronts this month:

* COLLEGE FOOTBALL GAME - Strat-O-Matic most likely will have its college football game ready for release next summer. Some readers have written asking about hockey first, before the college football. Actually, college football was one of the original firsts. Harold Richman, creator of the Strat-O-Matic games, originally developed a college football game and a baseball. Plans for bringing out the football were shelved for years as new developments kept S-O-M busy and unable to finish the final testing of the game. Not much may be disclosed about the game at this time. But it will definitely be different than any of the other three games, including the pro football, S-O-M now markets. So, for those S-O-M buffs who feel the game company shouldn't take the time to develop a college football game, it is and has been beyond the developmental stage for a number of years now.

* GKSMML TO EXPAND - The GKSMML will be expanding for the first time when the new cards arrive to launch the newest baseball season. Now there will be 10 teams and managers, instead of the old eight. Some members of the league, feeling the eight-team setup was geared to an "all-star" appearance in the stats [with the pitchers dominating the hitters usually], have opted for this for years. Now 250 players [25 per team] will comprise the rosters, leaving only 38 unclaimed from the original 288. A lot of fringe players, including high earned run average pitchers, are going to have to see a lot of action now. Biggest problem with expansion was, of course, how do you stock such a team[s] and make them competitive, but yet not too strong?

The GKSMML's method of expansion was this: (1) Each of the original managers protects 11 players from last year's roster; (2) From the players remaining, the expansion managers select 11 players; (3) then a draft is held from leftover players, players traded one one league to another and players with cards for the first time; (4) Order of draft would be 8-7-6-5-4-3-2-1-E-E [order of finish, last-place going first, from last year] the first two rounds, E-E-1-2-3-4-5-6-7-8 the next two, and alternating every two rounds until there are 25 players on each team. Fair? So far the original managers and the expansion mentors claim it is. Time will tell. Oh, one other thing. The expansion managers have to pay an "attendance fee" [refundable at season's end], a dollar toward a trophy and the purchase of the new cards, but do not have to pay an entry fee [\$5.00]. That was waived by the league, since it was considered unlikely an expansion team would, in its first year, be strong enough to make any kind of bid to capture the league championship.

* S-O-M CHANGING ADDRESS -- As the new mailings indicate, the Strat-O-Matic Game Co. has moved to a new location. The new building, a two-story structure, is only a ten-fifteen-minute drive from the old. The new building is located in Glen Head, NY, and the mailing will now be: Strat-O-Matic Game Co., Inc., 46 Railroad Plaza, Glen Head, NY 11545. As soon as the game company has completed the move and is functioning from the new location, the Review plans a picture spread of the most recent "S-O-M Capital of the World."

* GKSMML SUPER BOWL - Oakland Raiders, coached by Review co-editor Warren Newell, emerged triumphant in the Super showdown, 20-18, over Jeff Sampson's Los Angeles Rams. A close-in field goal misfire in the last minute by the Rams preserved Oakland's victory and snapped Jeff's success skein at two GKSMML grid titles in succession.

Variations Abound On S-O-M Diamonds

With many Strat-O-Matic Baseball leagues, both large and small, and solitaire players throwing out the first die, the time is appropriate for dangling a few playing tips in front of the thousands of S-O-M fans all over the world.

Some are new ideas, others are variations of old, while others have been resurrected mainly for the benefit of the Review's many new subscribers.

Don Frankfort of Wind Cave National Park, Hot Springs, SD, who is an avid S-O-M Football buff, played the baseball game for the first time last year and has come up with some variations you may want to give a whirl.

First he tackles the "groundball B" situation. Since he keeps complete fielding stats the whole play materializes differently before his eyes. Here are some of the things he does with "groundball B" plays: If there's a groundball to the pitcher on a "B" situation, the pitcher throws out the leading forced runner and if forceout is at second base, the shortstop makes the putout. If a groundball to the third baseman, he forces runner on second at third (if first and second bases are occupied), or throws to second baseman for force on runner at first if only first is occupied.

For a groundball to the shortstop, he either throws to third to force out the leading runner, or to second if there's only a runner on first. Groundballs to the second or first baseman, however, are always forceouts at second base, even if there are runners on both first and second. Also, for the sake of fielding stats, Frankfort has the infielder fielding a grounder with two out always throwing to first.

ADVANCING FROM SECOND TO THIRD

Frankfort has also incorporated a method of moving runners from second to third base on flyouts. This may only occur when a "Flyball B?" comes up. Feeling that "Flyball A" does not occur often enough, Frankfort puts forth this idea: First add up the running and throwing ratings of the runner at second base and the fielder involved. Then make the following adjustment for the field from which the throw is being made--to right field subtract 3 from the running rating; from center field subtract 5; and from left field subtract 7.

Thus Tommy Harper, for instance, a 1-17 runner against let's say a "0" throwing outfielder, would have a 1-10 chance on a flyball to left, 1-12 to center and 1-14 right. Basically, only with fast runners on second and/or weak-armed right fielders, would one want to use this play.

MILENER-LEONARD MODIFICATION

Frankfort, charting the various throwing distances on a baseball field, has concluded that the longest throw is from center field, rather than right field, to third base. So, adopting the Milener-Leonard method of advancing runners an extra base on hits (July, 1974 Review), Frankfort proposes this revision to a good idea.

	<u>Left Field</u>	<u>Center Field</u>	<u>Right Field</u>
Running to third --	-2	-1	0
" " home --	0	+2	+1

Rating is for runner as a result of throw. Note, a throw from left field to third base is still the shortest. The throw from right to third is about the same distance as the throw from center to third, but the throw from center would be more in line with the oncoming runner. That is why has has runner's rating dropping by 1 on a hit to center.

'GREEN LIGHT' IN "A" & "B" SITUATIONS

David Bendau, Columbus, OH, also advocates change, this one when runners are on second or third base (or third base alone) and groundball A or B comes up. Instead of a routine groundout and, since no runners are forced runners hold, Bendau suggests it would be more realistic for the runner on third to score--unless the infield is pulled "in" to prevent the run from scoring.

Bendau believes it unrealistic to have the infield "back", less than two outs, and a runner on third being unable to tally. In real-life, he points out, if the infield is "back" in such a situation, it concedes the run. So it should be in S-B-M. Exception would be if a groundball was hit to the pitcher, then the runner on third would not try for home, regardless of whether the infield was "in" or "back". This system would also give the offense the added advantage of having the infield "in" in such situations, thus more opportunity to punch a hit through a drawn-in infield.

SPLIT NUMBER SYSTEM

One of the most popular of the baseball tips, one worth repeating for the many new subscribers to the Review, is Bryan Baker of Flint, MI, three-die split number system. Originally proposed by Larry Thompson of Carmel, CA, the split number method was enlarged upon by Baker, who created a chart that subdivided the columns [columns 1, 2 and 3, for instance, always referred to split numbers 1-10; 4, 5 and 6, split numbers 11-20], making it even easier to find results.

Here again is Baker's chart for split numbers. Always roll three die.

NO.		1	2	3	4	5	6	NO.
2	-	*	*	*	*	*	*	2
3	-	*	4	7	11	14	17	3
4	-	1	4	8	11	15	18	4
5	-	1	5	8	12	14	18	5
6	-	2	6	9	11	15	19	6
7	-	3	5	10	12	16	20	7
8	-	2	6	9	13	17	19	8
9	-	3	7	10	14	16	20	9
10	-	1	4	8	13	17	18	10
11	-	4	7	7	13	15	*	11
12	-	*	*	*	*	*	*	12

* Roll dice again. Numbers along left and right sides refer to two-die total [red die] and numbers across top refer to one-die total [white die]. * numbers are necessary so that each split number, 1-20, will have the same chance of occurring.

ODD PLAY CHART

Dan Hoffman of Elmira, NY, contributes this "Odd Play" chart which he has found very successful:

If a triple "6" is rolled with the dice there is an odd play chance. Pick a split number and check the following chart for the result.

- 1 - Batter hit by foul tip and is injured for remainder of game.
- 2 - Lead runner picked off, runners hold [X].
- 3 - Lead runner picked off by catcher, if catcher is 1 or 2 [X].
- 4 - Catcher hit by foul tip, out for rest of game.
- 5 - Pitcher on mound ejected for arguing over ball and strike call.
- 6 - Catcher behind plate ejected for arguing over ball and strike call.
- 7 - Batter ejected for arguing ball and strike call.
- 8 - Batter argues over ball and strike call, hits umpire and is ejected for remainder of game, plus two more games.
- 9 - Lead runner hit on pickoff play, but gets back safely. Use injury table. Other runners move up one base [X].
- 10 - Game is rained out.
- 11 - Lead runner picked off by any catcher [X].
- 12 - Next batter, catcher drops third strike and is charged with error. Batter is safe at first, other runners advance one base.
- 13 - Next batter, catcher interference, batter goes to first. Catcher charged with error. Runners hold unless forced to advance.
- 14 - Pitcher balks, runners advance one base [X].

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- 15 - Home coach is ejected for arguing call at home plate.
- 16 - Away coach is ejected for arguing call at home plate.
- 17 - Pitcher hits batter with pitch, batter attacks pitcher, fight ensues, both are ejected.
- 18 - Next triple stretched into inside-the-park home run.
- 19 - On next steal attempt, catcher throws ball into centerfield. All runners move up one extra base. Only if catcher is a 3 or 4 and stealer is a 8 or better, however.
- 20 - Odd injury occurs (roll two dice and add):
 - 2 - Pitcher develops sore arm, comes out and misses next start.
 - 3 - Catcher hurt on foul tip, misses rest of game only.
 - 4 - Second baseman hit by liner, batter is out. Use injury chart.
 - 5 - Third baseman hit by liner, batter is out. Use injury chart.
 - 6 - Shortstop hit by liner, batter is out. Use injury chart.
 - 7 - Batter hit by pitched ball, misses rest of game, plus two more.
 - 8 - Pitcher develops blister, misses rest of game only.
 - 9 - Left fielder and center fielder collide, triple, all runners score. Use injury chart for both fielders.
 - 10 - Right fielder and center fielder collide, double, all runners score. Use injury chart for both fielders.
 - 11 - Catcher and first baseman collide, ball is foul. Use injury chart for first baseman only.
 - 12 - Shortstop and left fielder collide, single, one base advance. Use injury chart for shortstop only.

[X] - If no runner on base, pick again.

Note: If coach is thrown out of game, no stealing, hit-and-run, squeeze or defensive substitutions may be used.

Questions & Answers

Editor's note: Questions regarding individual and team ratings will not be answered, unless a mistake has been made. The game cannot, for reasons of security, disclose its card-making formula, which to answer some questions would ultimately have to be done. If your questions regarding ratings do not appear in the Review within three months after being sent to the Review, you may assume the rating is correct. Next month the Review plans a larger-than-normal Question & Answer section, since a large number of questions have been forwarded to the game company for personalized research.

QUESTION: What about a "Fumble +3" reading when the offensive team is on the one-yard line? What about a "Fumble +1" when on the one?

ANSWER: As in real-life football, once a runner has reached the goal line, it's a touchdown. Thus, a fumble +3 from the one would definitely be a touchdown, the fumble occurring too late. The GKSMML plays the second reading, fumble +1, as a gain of a yard and then the fumble, thus a touchdown since the goal line was reached before the bobble occurred. However, some leagues interpret such a reading as a fumble first, a battle for recovery, then the plus or minus yards accounted for. We've always credited or deducted the yardage first, though, then dealt with the fumble.

QUESTION: What happens if a runner on third base, less than two outs, and a catcher X-Chart play results in an out on dribbler, but the runner advances? Does the runner score.

ANSWER: According to the Strat-O-Matic Game Co., the catcher is figured to have moved out away from plate to make the play, thus the runner on third does score. (continued on following page)

'Never Ending League' Finishes Season ⁶

Never say die could be the motto for the "Never Ending S-O-M League" that completed its baseball season not long. Part of Rick [Wolfman] Shapiro's mammoth play-by-mail league undertaking, the eight-team setup managed to complete its 120-game schedule, using the 1967 cards, and a world series--perhaps the only league of many to do so.

The league even had a convention in Fishkill, NY, at the home of Rick Zolzer, and during the gathering visited one of the league's members--Leo Barr--in a nearby hospital. He couldn't attend the convention, so the convention went to him.

The Bethlehem Buccos, managed by Dave Standig, won the world series in seven games from Zolzer's Bogardus Ballbusters, after the Buccos had finished second to their world series foes in the Southern division of the regular-season standings.



PICTURED: FROM LEFT, RICK ZOLZER, MIKE HOUSTON, KEVIN BACCOMO, ROGER FAHEY [BACK], TIM FAUST, DAVE STANDIG, JOE MATLEN

Roberto Clemente of Bethlehem won the batting title with a .387 average [Matty Alou of Mike Houston's Wappingers Werdoes was second at .376], Frank Howard [Joe Matlen's Matlen Miracles] the homer crown with 40 and Frank Robinson [Bogardus] had the most RBIs, 111. Robinson was named MVP, Gaylord Perry of the Buccos was the Cy Young winner after a 19-9 won-and-lost record and compiling a 2.37 earned run average, and Standig was chosen manager of the year.

League members were found in New York, Penn. and Michigan--and all, incidentally, showed up for the convention. The Milwaukee Braves, managed by Todd Duval, joined Bogardus, Bethlehem and Matlen in the South, while Mike Houston's club won the North. The Lakewood Rangers, Whitestone Viligers and Fishkill Jinxes were the other teams, although the managerial lineup underwent some shuffling from the start to the end of the season.

The league did have many outstanding players to watch perform, even though some of the names are not household favorites of contemporary baseball buffs. Joe Sparma, who had a short and somewhat undistinguished major league, for instance, threw the league's only no-hitter. A real favorite, though, was Carl Yastrzemski, who won the triple crown in real-life and responded with 30 homers, 100 RBI for Lakewood.

The league was also active in the trading market as well as completing its games. A total of 90 trades transpired, with Zolzer building Bogardus into a power by practically unloading his entire original team.

Questions & Answers

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QUESTION: What was Ernie Banks' stealing and running ratings in 1971?

ANSWER: His stealing rating was an "E" and running "1-8".

QUESTION: I was told by a friend that Travis Williams' kickoff returns for the 1967 Green Bay Packers had touchdowns on Nos. 2, 4 and 5. Is this correct?

ANSWER: Not exactly. Williams' rating had touchdowns on dice numbers 2, 3, 4 and 11.

QUESTION: Should an offensive foul be recorded as a turnover in basketball?

ANSWER: Yes.

Inside 'Steak & Brew' S-O-M League

The SSB Strat-O-Matic Baseball League with its five-team draft setup isn't unique, but the thumbnail sketches of the managers that Stuart Mlot, a student at Columbia University, NY, sends along give it a dimension Review readers seldom see.

The SSB stands for "Steak & Brew," which is where the winning manager is treated by the others at season's end. Currently the league is awaiting the start of its 1975 season, when it will expand to six teams. The 1973 season (based on) was a five-manager, 25-player-per-team setup, with a playoff matching first the third and second-place teams and then the winner against the first-place team in seven-game series. The regular-season consisted of 120 games.

Mlot, a long-time S-O-M buff, has been a player and commissioner in the SSB since its inception. He's 24 years old and currently in his fourth year of a five-year mathematical methods course at Columbia. He's played S-O-M Baseball since 1964 and the football game since it came on the market, although admitting the gridiron sport is not pursued as energetically as the diamond S-O-M version because of lack of time. Founder of the SSB, he's played many solitaire leagues with both regular and Old-Timer baseball teams. Now he's taken up S-O-M Basketball for the first time.

Who are those guys that have joined Mlot on his S-O-M adventures, and what are their backgrounds?

Jimmy Barruch [age 20]: Manager of the Barruch Bugs, cellar-dwellers the first two years of the SSB, Jim was a virtual newcomer to S-O-M when he joined the league. A graduate of State University at Farmingdale, with a major in turf management, Jim stressed speed and relief pitching, stealing a league-record 117 bases in 1974. Jim had the league's only no-hitter with Catfish Hunter in the 1973 season opener. Rates as the league's unluckiest roller, unable to win at any dice game, even compiling a 3-16 record during 1973-74 football season.

Larry Barruch [24]: Unlike his brother, Larry is a 10-year S-O-M Baseball veteran who showed his experience by directing his Yeti to the championship in 1974. After four years of S-O-M playing at Hamilton College (majoring in history on the side), and a year of graduate work at Syracuse, Larry is currently married and working in the advertising business in New York city.

Barry Mlot [24]: Graduate of Syracuse with a B.S. in math, Barry has been playing S-O-M Baseball since the game's inception. Barry's Sunnyfield Somethings won the 1973 SSB championship and finished first in 1974. Barry, like all the SSB members, is an avid hockey fan, spending his spare time attending New York Islander hockey games.

George Rosenblum [24]: Entered the SSB as a rookie in 1973 and has guided his Raiders to two consecutive fourth-place finishes, missing the playoffs by just a game in 1974. Lone baseball manager who doesn't also play football.

Brian Harms [24]: Classmate of Larry Barruch's at Hamilton, with whom he's played thousands of S-O-M Baseball games while at school. Will join the SSB in 1975 with his Bethpage Bombers. Last summer he completed a solitaire 16-team Old-Timer replay of 154 games, with the 1927 Yankees winning and then taking on the SSB champ Yeti in a seven-game series, won by the Yanks in seven games. Brian now attends law school at St. John.

All the SSB members are hoping S-O-M soon develops a hockey game. All play the sport and Stuart Mlot is co-captain of the Columbia University team as well as a season ticket-holder to New York Ranger games.

While admitting the baseball game to be "nearly perfect," Mlot says out of bounds catches (perhaps on the receiver's card) to stop the clock, penalties, fumble variations with a team and receiver fumbles are necessary to move the football game into the same category. "Despite the above flaws...the football game is basically realistic [especially statistically] and is enjoyable to play," writes Mlot. "Both S-O-M games are far superior to any other sports table games that I have played."

[SSB 1974-season statistics are found on next page]

Standings	Won	Lost	GB	Playoffs
Sunnyfield Somethings	79	41	--	
Bones Demons	59	61	20	Semifinals: Yorkville over Bones, 4 games to 2.
Yorkville Yeti	57	63	22	
Rosey's Raiders	56	64	23	Championship: Yorkville over Sunny- field, 4 games to 2 [MVP was Yorkville's Dave Concepcion]
Barruch Bugs	49	71	30	

Average		Home Runs		RBI
Perez (Sunny)	.327	Bonds (Bugs)	38	Ferguson (Sunny) 83
Concepcion (Yeti)	.310	Stargell (Bones)	34	Bonds (Bugs) 77
Rose (Sunny)	.306	Ferguson (Sunny)	26	Stargell (Bones) 77
T. Davis (Rosey)	.293	Bando (Rosey)	25	Bando (Rosey) 70
Stargell (Bones)	.286			
Staub (Yeti)	.286			
Stolen Bases		Pitching ERA		Wins
North (Bugs)	66	Jackson (Bugs)	1.92	Ellis (Sunny) 18
Morgan (Yeti)	58	Sutton (Sunny)	2.29	Messersmith (Yeti) 17
Bonds (Bugs)	40	Rooker (Sunny)	2.30	Lyle (Sunny) 14
		Ellis (Sunny)	2.48	Sutton (Sunny) 14
		Messersmith (Yeti)	2.69	

1909 Pirates, Tigers A Look At Old-Timers

This month the Old-Timer spotlight shines on those World Series rivals of 1909, the Pittsburgh Pirates and Detroit Tigers. Pittsburgh, in case you don't remember or never bothered to check, won the World Series in seven games, winning the finale 8-0 behind Babe Adams, who won three of the Bucs' four games.

Mike Gilbert's look at the two '09 teams leaves only two more from the recent Old-Timer set to be reviewed. Those two, the 1906 Chicago Cubs and 1905 New York Giants, with hurling standout Christy Mathewson, will be analyzed next month.

Remember when looking at the ratings listed below, they are taken as an average on a straight curve from all the Old-Timer teams. The teams are thus judged and evaluated against each other, rather than the league as a whole at the time they played. Exceptions to this average are pitchers [both starters and relievers] and bench, which Gilbert has based on his own opinion.

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

1909 Pittsburgh Pirates

	Average		Lineup to think about:
Stealing	- 1.6 [.2736]		1. Clarke LF-2
Running	- 5.0 [8+ .375]		2. Leach CF-2
Power	- 4.6 [1-14.75]		3. Wagner SS-1
Fielding	- 1.2 [3.1 HRs]		4. Miller 2B-2
Starters	- 3.7 [1.87]		5. Wilson RF-1
Relief	- 4.7 --		6. Gibson C-1
Bench	- 3.3 --		7. Abstein 1B-4
Totals	- 4.1 --		8. Byrne 3B-2
	- 3.52 [average]		

Comments: This team is very similar to the '09 Tigers in that it has excellent pitching, backed by poor hitting. Howie Camnitz, Vic Willis, Nick Maddox and Lefty Leifield make a good starting four. Use Babe Adams often--start him against good teams and keep him for relief for the rest. The bench is excellent as far as hitting goes, but cannot field. The regular lineup is the other way around--it can field but not hit. You could try starting Paddy O'Connor and Ham Hyatt and taking them out as soon as you lead in the game (if ever). As usual with the "new" teams, hit-and-run and steal and sacrifice. And pray for runs.

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1909 Detroit Tigers

Average - 2.7 [.2836]
 Stealing - 5.0 [B+ .75]
 Running - 4.7 [1-14.87]
 Power - 1.0 [2.1 HRs]
 Fielding - 2.9 [2.12]
 Starters - 4.4 --
 Relief - 2.5 --
 Bench - 1.6 --
 Totals - 3.1 [average]

Lineup to think about:

1. Bush SS-1
 2. D. Jones LF-2
 3. Crawford CF-2
 4. Cobb RF-2
 5. Stanage C-3
 6. Moriarty 3B-3
 7. T. Jones 1B-2
 8. Delehanty 2B-2

Comments: This is one of the weaker of the Old-Timer teams because it lacks hitting. The pitching is excellent if handled right. George Mullin, Ed Willett and Ed Summers are all good starters and Ed Killian makes a good fourth man. After that, the pitching gets worse but is still manageable. You'll have to scrape for runs so hit-and-run and sacrifice. As there are only two real hitters--Sam Crawford and Ty Cobb--your opponent may want to pitch around them. Cobb will only be intentionally walked if there is a man on second, otherwise it can turn into an intentional "double". Always steal with Cobb if second is open, even if you're down in the ninth, because there aren't many other batters on the team that can score him from first.

Strat-O-Matic Spotlight

DIFFERENT ROLLS FOR DIFFERENT FOLKS

Allen Wiener, who makes his home in Washington, D.C., advocates short replays in baseball, saying for him they provide just as much enjoyment as the more extensive, sophisticated leagues. "I've played a 32-game per team season for six of the past 11 seasons and consider such leagues as important to the usefulness, enjoyment and realism of a table game as the more sophisticated league. A table game's utility must be measured in terms of what the player gets out of it."

Wiener goes on: "Hank Aaron's 200th lifetime homer in Tony Violanti's league or Willie Mays' 42nd in mine may seem small compared to real-life statistics or the statistics of bigger S-O-M leagues. But, to the player, such moments are what motivate continued play and sustain interest in the game. There are still the anticipation of starting each new season, watching teams battle for pennants, selecting all-star teams, collecting statistics and watching season and lifetime records being challenged and broken. In short, THE GAME is the thing, not the amount of times it is played or the number of people involved in a particular league, or the sophistication of the league."

Intrigued by the different player alignments resulting from draft leagues, Wiener decided to replay the 1973 season ('74 cards), but putting Willie Mays (1954 card) and Mickey Mantle (1961) with the New York Mets and Yankees, respectively. He also placed Frank Robinson back with Baltimore, since California wasn't included in the league.

So what happened? Mays and Mantle turned out to be MVP winners in their leagues. Mays led the NL in batting with a .368 average, was third in homers with eight, second in RBI with 21 and led in hits, 35, and runs, 22. Mays edged out Hank Aaron for MVP laurels after Hammerin' Hank hit 12 homers, knocked in 23 runs and scored 21. Mantle, meanwhile, led the AL in home runs, 9, RBI, 22, and averaged .302, although far back of Minnesota's Jerry Terrell, .390, in that department.

The AL order of finish: Oakland, New York, Baltimore, Detroit and Minnesota. NL finish: New York, Atlanta, Pittsburgh, San Francisco and Chicago. The Mets defeated the A's in the World Series, four games to two, with New York's Wayne Garrett the MVP pick after stroking 10 hits, hitting three home runs, driving in eight runs and batting a lusty .476.

Jon Matlack of the Mets was one Cy Young award winner, not allowing an earned run for one 20 2/3-inning stretch on the way to an ERA of 1.30. Jim Hunter of Oakland was the AL choice after winning a league-high nine games.

SHORT SHAKES

...Halfback Larry Brown did everything but pilot the plane home afterward as the Washington Redskins destroyed the New York Giants, 51-0, in a replay NFL game from the 1973 season. Brown, amazingly, scored all of the Redskin touchdowns--seven, to be exact. He rushed for 142 yards in 26 carries, scoring three times on runs of nine, two and six yards. Plus he also caught seven passes for 98 yards, including TD nabs for 10, eight, 13 and 10 yards. Watching Brown perform his heroics was Mike Turnis of Hupkinton, IA...If you planning on becoming a non-subscriber, feeling the Review is going to the dogs, you may be right. Mike Custer, Lyndhurst, NJ, recently wrote in requesting an extra copy of the November Review. Seems his dog ate his previous copy. Custer believes his dog was dissatisfied with how the Old-Timer poll came out in that 1973 issue...Chuck Reubens, Rochester, NY, firmly believes "Game Plan Sheets" can be made for each team in Strat-O-Matic Football. He's looking for "experts" on play styles for each of the 26 NFL teams. For more details check this month's "Wanted" section in the advertisements...Who needs Jim [Catfish] Hunter? Not the New York Yankees--at least as far as Bill Halloum's [Saskatoon, Sask.] 1972 replay shows. Either Ralph Houk managed badly, or the players in real-life performed poorly. Anyway, in a short 50-game replay of the American League, the Yanks ran away with it, posting a 40-10 record. Bobby Murcer must have been wearing an "S" on the front of his jersey, as he batted .387, homered 21 times and knocked in 62 runs. As a team the Yanks slammed 54 homers and drove in 261 runs. Oh, the Yanks also polished off Oakland in three straight games for the A.L. title. Whatever happened to Casey Stengel?...Ron Hunt, who specializes in getting hit by baseballs like most players hit them, was in rare "Medical Center" form in a recent game played by Scot Wilcox of Waterville, MN. Hunt reached the plate seven times in his team's 20-5 romp, being decked by pitches four times and collecting three singles for a perfect batting performance...Glenn Thompson is a big booster exhorting the talents of the 1962 Giants. He's tired of hearing of the prowess of the '27 Yanks and the '53 Dodgers (who he claims the Giants, because of superior pitching, could handle easily). Felipe Alou, Jim Davenport, Willie McCovey, Willie Mays, Orlando Cepeda, Tom Haller, Jose Pagan, Chuck Hiller and pitchers Jim Sanford, Juan Marichal, Billy O'Dell and Billy Pierce are the names that make the Giants famous, according to Thompson. One elimination tourney doesn't disqualify the '62 Giants from superteam status, but in an all-time tourney run by the Review co-editors, the Giants got by the 1948 Indians in the first round (scores were 4-7, 8-5, 8-0, 3-0), but then fell by the wayside in the second to the 1950 Phillies (6-4, 8-7, 5-10, 6-3)...Jeff Jennings and Eric Stears of Seekonk, MA, have a football feat worth repeating to Review readers. In their most recent football season, Gene Washington of the San Francisco 49ers caught passes covering 2,107 yards [Charlie Hennigan held the pair's old league record with 1,746], scored 114 off 19 touchdowns and in one game had 359 yards worth of receptions.

Coming Next Month...

A look at the new 1975 Strat-O-Matic Baseball cards...Gene Milener adds some new twists to the idea of a "Clearinghouse" for play-by-mail S-O-M leagues...An avalanche of replays has fallen on the Review. A couple of the best, appearing next month, will be the Super S-O-M Baseball League and the Mid-West Baseball Association, which includes Flint, Michigan's Bryan Baker of split number dice fame...Also, the United States Army Band has another S-O-M hit on its hands with the release of its new 1974 baseball yearbook, a 78-page spectacular that we will take a peek inside next month...Plus there will be the popular Readers Roll "Em column, more questions and answers, and much, much more coming your way in the March issue of the Strat-O-Matic Review.

Readers Roll 'Em

MORE WILD PITCHES NEEDED

I have always felt that the occurrence of wild pitches and passed balls in S-O-M Baseball has been far too minimal as to what I expected. So I did a little research, using a recently-completed league of mine.

It was a league consisting of two teams in each of the four divisions. The cards were based on the 1972 season. For those eight teams only, in real-life, there were a total of 315 wild pitches, or one every 1.97 games. While those same eight teams (over a 100-game season) amassed a total of only 20 and an average of one every 20 games in my S-O-M league.

As for passed ball, the real-life total was 100, an average of one every 6.19 games, while the S-O-M total was 32, an average of one every 12.5 games.

It's not too difficult to see the difference between the real-life stats and those from the S-O-M league. Luckily, though, this problem can be easily cured. By either adding more wild pitches and passed ball results to the catcher's X chart, adding more references to the catcher's X chart on the pitcher's card, or both. I hope the game company takes this complaint into consideration.

Tim Cawley
3808 Wilcox
Downers Grove, IL
60515

HBP FOR BASIC GAME?

Why not add hit-by-pitch to the basic game? I know that by adding HBP, it would add more baseball realism, play value, without damaging the simplicity of the game.

I was teaching the basic version to my 11-year-old nephew, telling him how life-like the game is. After we played a game I asked him what he thought of it [I'm buying him one for his birthday]. He said it was great and then asked me this question: "If the game is like real baseball, where's there a person getting hit

by a pitch?"

Anthony Carbone Jr.
90-51 185 St.
Jamaica, NY

HOW DO YOU PLAY-BY-MAIL?

I am a fairly new subscriber to the Review and my first issue was the first time I had heard of play-by-mail leagues. How about a brief column for myself and other new Review readers on how they work?

I would also like to comment on Mike Gilbert's column in the December, '74 Review, where he states that it is unlikely that if you roll a "one," the chances are unlikely it will come up again; in fact, they are 1/36. Well, if Mr. Gilbert had thought the problem out, he would have realized that the odds of rolling a one and a two, or a one and a three, are also 1/36. Maybe some of these columnists should put more thought into their material before they put it out for publication.

Gary Kirchherr
1021 Piccadilly Rd.
Kalamazoo, MI

Editor's note: Any league presidents, commissioners who are currently running or have run successful P-B-M leagues, want to take up the challenge and explain how one works? Secondly, the reference to Mike Gilbert's column is a feeling that was shared by many readers who wrote into the Review. However, in the reference to a one and a two and a one and a three having a 1/36 chance of occurring, shouldn't that be 2/36 for the one and three combination? Or was the reference to columns (one, two, or three?) and not column possibilities?

HIT PLACEMENT...

I totally agree with Gene Milener's opinion that the baseball cards be randomly printed. However, he says that the similar patterns of two cards would prevent a manager to put them back-to-back in the lineup. To this I say baloney!

He should remember that the dice have no memory and that each number on the white die has an equal one out of six chance of coming up no matter how many times it was rolled previously.

Also, I would like to see Strat-O-

Matic Bowling come on the market. These [cards] could be printed from the PBA championships. However, I say this with tongue in cheek because I know what kind of response it's going to get.

Tom Fees
22815 Ridgeway
Richton Park, IL

Editor's note: Consider yourself an S-O-M "pioneer" for suggesting a bowling game--you're the first. People laughed at Columbus, too. Seriously, we doubt seriously if an S-O-M Bowling game is at the top of the company's priority list at the present time.

HIT PLACEMENT...PART II

I have seen, in recent issues of the Strat-O-Matic Review, several letters whose writers worry about where the hits and walks are located on the batter's card. For instance, in the Nov., 1974 issue, on page 9, Gene Milener feels it to be "the game's largest flaw" that the location of hits and walks do not seem to be randomly selected.

Unless he's kidding, he feels a manager putting Bobby Murcer and Ron Blomberg back-to-back in the batting order would be at a disadvantage because they have the bulk of their hits and walks in the two-column.

I'm not sure if your publication has clarified this point yet or not. If it hasn't, I think you should set some false ideas to rest.

Each time the dice are tossed, the results are independent of the previous dice roll. The fact that the "2" column was hit on Murcer's card does not lessen the chance of hitting the "2" column on Blomberg's card. The probability of hitting a certain column, on each dice roll, is precisely 1/6, and this probability is unaffected by any other rolls.

No Strat-O-Matic player should be concerned in the slightest about the placement of hits and walks!

James F. Barr
331 Linden St.
Wellesly, MA

PITCHER HITTING CARDS

I would like to comment on a few things. First, I feel it would be ridiculous for the Strat-O-Matic Game Company to put out a Canadian Football game. Interest in the United States would be zilch or less, and it could not be a financial success on Canadian sales alone.

I also advocate very strongly, individual ratings for pitchers. It would be no great bother to give each pitcher his own fielding, stealing, running and, possibly, bunting and hit-and-run ratings. Or even better yet, S-O-M could make available, at extra cost, individual batting cards for pitchers. I would even be satisfied with cards only for those pitchers that batted a certain minimum number of times, say 75. This would enable players such as Ken Brett, Jim Rooker and Dock Ellis to contribute as much to their team as they did in real-life. A "4" pitcher's hitting card only hits .228, which is a far cry from Rooker's .305 and Brett's .286.

Dean Amrhein
Box 3397, 3980 5th Ave.
Pittsburgh, PA
(original subscriber)

Editor's note: The game company's position remains the same on printing pitcher hitting cards: the increase in cost to produce does not justify, at the best, a very few cards that would truly make any difference. At least at this time.

HOCKEY, GAME OF THE FUTURE

In reference to Doug Cochrane's letter in the November Review, I would have to agree with the Review which said it "would rather see S-O-M develop a hockey game."

However, I would like to see a Canadian Football game made. Unfortunately, there wouldn't be enough interest in this game south of the border. This is a shame, because I believe our football to be the most exciting brand of football in the world. It seems to me that the American people think, because they are American, that their NFL (and even their college game) is superior to ours. It is, of course, in some areas, but not over-all.

Let's just simplify things by staying with professional leagues. This way the hassle of whether or not a college football game should be made would be

eliminated. I can understand why a CFL game isn't financially feasible (which is, again, a shame).
Better to develop a hockey game.

Bill Halloum
207 7th St. E.
Saskatoon, Sask.
Canada

CHEER! CHEER! FOR....

After hearing about a possible college football game being put out by Strat-O-Matic, I'm all for it!

I think the following teams should be represented: 1970 Air Force, 1966 Alabama, 1969 Arkansas, 1966 Army, 1970 Dartmouth, 1969 Florida, 1968 Georgia, 1966 Georgia Tech, 1969 LSU, 1969 Michigan, 1966 Michigan State, 1960 Minnesota, 1961 Mississippi, 1961 Missouri, 1963 Navy, 1970 Nebraska, 1970 Northwestern, 1966 Notre Dame, 1968 Ohio State, 1967 Oklahoma, 1969 Penn State, 1964 Princeton, 1966 Purdue, 1970 Stanford, 1967 USC, 1960 Washington, 1962 Wisconsin, and 1968 Yale. I think these are the top 32 teams ever in the history of college football.

Roger Simmons
84 Luquer Road
Plandome Manor, NY

Editor's note: We have a feeling you're going to wish you hadn't made that last statement.

CLEARINGHOUSE

I would like to say a few words about the "Clearinghouse" idea thought up by Rick Shapiro and now being carried on by Bill Mansing.

First of all, I think it's a good idea. But, it could have a few changes. For instance, in a case that includes me, I was in a play-by-mail league that was very successful, but, after about 30 games, I lost interest and just dropped out. Now from what I hear after I dropped out the league really got screwed up and it was my fault.

I take full blame for wrecking that league, but since then I have changed quite a bit and would only join a league if I was positive I had enough time for it.

However, say I join a league now,

the commissioner goes to the "Clearinghouse" and finds that I have a reputation for dropping out of leagues, decides that's not right and won't accept me, even though I've changed since then.

So, my major suggestion is that the "Clearinghouse" change the ratings every six months or so. Also, what about the guy who has never joined a P-B-M league? He doesn't have a rating. Why should the commissioner take a chance on someone like this? The "Clearinghouse" could have a prospective league candidate write a short history of his or her playing experience.

Other than these two things, the "Clearinghouse" is a great idea.

Joe James
16847 St. Paul
Grosse Pointe, MI

ACCEPTS S-O-M'S VIEWPOINT

I am writing to air my views on some very controversial issues that continue to appear in the Review. The first is the re-issuing of the original baseball teams. I would love for this to happen. However, I accept the word from the game company that this would not be economically feasible. I also see that if this were to happen, that a number of owners of the original cards would feel ripped off.

The second thing concerns the criticism that the "little guys" are never represented in the Review. They seem to feel that the Review selects only the articles from a special few. I agree that the Review does seem to show some preference for certain contributors. However, these contributors at least have something to say--at least something that is interesting.

I have subscribed to the Review for some time now and I can say it is much more interesting now than it was at the beginning. This is because most of the boring replays and other "garbage" articles have been screened. If one of those "little guys" came up with an interesting idea or replay, I'm sure it would be printed.

Lastly, I think enough has been said on the subject of Old-Timer teams. Instead of complete Old-Timer teams, I suggest All-Star teams, such as an All-Star NFL and AFL teams before the merger, 20 basketball players, etc.

Richard Siteman

In Seekonk, MA, Baseball League **Angels, Rangers Uncrowned Champions**

Uncrowned champions in Eric Stearns' head-to-head Strat-O-Matic Baseball league in Seekonk, MA, have to be Ed Fullam and Mark Bowers. Although Ed, who guided the California Angels, and Mark, who handled the reins of the Texas Rangers, didn't come close to copping first-place honors in a replay of the 1973 season, the duo did better the real-life marks of the two clubs by the best margin.

Ed produced an 84-78 record with California (five wins better than in real-life), while Mark was 63-99 (six games to the good in the win column).

Stearns' Oakland crew won the American League's West as expected, while Baltimore was the East kingpin. In the playoffs, Oakland breezed to victory in four games over Tom Hurly's Birds. The A's won the opener, 1-0, behind Vida Blue as Sal Bando homered; Baltimore took the second, 6-2, beating Catfish Hunter; Rollie Fingers won the third contest in a relief role, 4-1, as Reggie Jackson slammed two homers; and then Oakland wrapped it up, 8-4, again behind Blue.

Highlights of the season, in which only the AL was played, included: Dick Allen hitting 27 home runs for the White Sox despite only 205 official at-bats; Nolan Ryan striking out 26 in an 11-inning game for California; batting champ Rod Carew (.384) going on a 38-game hitting streak, and Bert Blyleven of the Twins pitching 46 consecutive innings of shutout baseball.

Standings (managers) and leaders:

East	Won-Lost	[Real-Life]	GB
1. Baltimore [Tom Hurly]	100-62	[97-65]	--
2. Boston [Jeff Jennings]	88-74	[89-73]	12
3. Detroit [Carl Rehbine]	83-79	[85-77]	17
4. New York [Dave Bowers]	79-83	[80-82]	21
5. Cleveland [Mike Jennings]	76-86	[74-88]	24
6. Milwaukee [Keenan Hagenburg]	73-89	[71-91]	27

West	Won-Lost	[Real-Life]	GB
1. Oakland [Eric Stearns]	91-71	[94-68]	--
2. Kansas City [Mike Jennings]	86-76	[88-74]	5
3. California [Ev Fullam]	84-78	[79-83]	7
4. Chicago [Mike Mullium]	76-86	[77-85]	15
5. Minnesota [Tod Hagenburg]	73-89	[81-81]	18
6. Texas [Mark Bowers]	63-99	[57-105]	28

Batting	Home Runs	RBI	ERA
Carew .384	Jackson 44	Jackson 139	Blyleven 1.71
Murcer .338	Fisk 33	Mayberry 98	Lee 2.17
Jackson .327	Robinson 33	Scott 96	Palmer 2.38
Olive .304	Tenace 27	Bando 96	Colborn 2.78
May .303	Allen 27	Carew 93	Ryan 2.82
Scott .296	Mayberry 26		Tiant 2.90
			Medich 2.91

Wins	Stolen Bases	North	62	Games - Hiller	73
Blyleven 25	Runs - Jackson	125	CG - Ryan	24	
Wood 22	Hits - Carew	229	Losses - Wood	21	
Lee 22	Doubles - Bando	46	Pct. - Hunter [22-4]	.846	
Ryan 22	Triples - Carew	15	Saves - Hiller	40	
Hunter 22	Slug. Pct. - Jackson	.589	SHO - Wood, Lee, Ryan	4	
	Tot. Bases - Jackson	322	SO - Ryan	417	

WHEN WILL THE NEW BASEBALL CARDS BE AVAILABLE?

Latest word from the Strat-O-Matic Game Company is that the preparation process is slightly ahead of recent years. In the past the new cards were ready for mail-order sales by the end of January. Hopefully it'll will be even sooner this year.

Howlings From the 'Wolfman' **S-O-M Convention Planned for '75**

BY RICK [WOLFMAN] SHAPIRO

For those of you who missed last year's convention in Champaign-Urbana, IL, we will be starting work on next summer's convention in less than two months. It probably will be held the first weekend in August. There will be a dorm available for conventioners [the price is less than \$5 a night] and the site will again be at the Illini Union.

There will be a charge of \$1.00 [only for those who enter a tournament] so we can give the winners of each tourney a nice trophy. At the moment, we plan to hold an advance and elementary tourney for each game, but this will depend upon how many people want to play. Right now I'm interested in tournament rules, so if you have any suggestions feel free to write me about them.

I'm hoping that attendance will be larger and this is why I'm passing word along now of my plans.

CLEARINGHOUSE

We have been getting responses for a Clearinghouse, but not nearly enough. We asked for three opinions [evaluations] of each member in your leagues, but some leagues only have one or two people evaluating. Without the three evaluations we've asked for, it is difficult to have a good idea of a manager's capabilities. Also, because each person has their own way of rating their members, this is causing confusion on our part. So, we will try soon to get a standard questionnaire printed in the Review to solve this.

One point many people are worried about is that the Clearinghouse will dissolve friendships within leagues because someone will be offended by his evaluations. Also, there is the possibility that someone may be prejudiced against a member of the league and write a false report.

To answer these questions you must know a little about our procedure. First of all, although each person will be able to see his/her evaluation, he won't know who sent them. Hopefully by seeing his evaluation he will become aware of his faults [if any] and try to improve his performance. Secondly, after each person views the evaluations and, perhaps, finds them to be false, he can petition to a jury consisting of S-O-M Associates who will try to correct the situation. In any case, we still need your help to make the Clearinghouse a reality.

I encourage you to work with us because it is the only means that I know of that can solve the problem of the unreliable manager. So far, Keith Walker, Bill Hansing and myself are working on it. None of us are involved in a mail league at this time, yet we are willing to spend some of our time to attempt to correct some of the injustices. Unless we get your help the Clearinghouse will die and the chances for your leagues to be bettered will follow suit.

More information will be forthcoming regarding the Clearinghouse. As I've said before, we don't know if this solution will work, but at least we're willing to try. Please help us!

Convention '74 Woman's Point Of View

BY ELIZABETH WALTERS
Potosi, MO

My husband, Steven, and I both enjoyed attending the Strat-O-Matic Convention in Champaign-Urbana this past summer. My husband enjoyed it so because for the first time since he had been playing S-O-M games (since 1966), he had the opportunity to play face-to-face with some "real gamers"; people he had read about and associated with the game and Review for a number of years.

The reason I enjoyed the convention was because it also gave me the chance

to meet so many of the "gamers" who, until then, it was hard to believe were so enthusiastic about the game.

It was very exciting to see the one-on-one play and the games being won or lost by a throw of the die. Rick Shapiro was our host for the event and I thought he did a wonderful job in organizing and planning the convention.

The trip to Champaign-Urbana was not just a trip to a convention, but was a mini-vacation for Steven and I. And I must say it was enjoyed as much as any vacation we have taken in recent years. I cannot say enough about the beauty of the campus at C-U; I really had not been to many large campuses and C-U was very impressive. I cannot think of where else we might have gone for a vacation that would have us meeting so many new and interesting people from all ages, all walks of life, and all areas of the United States.

What was unusual to me about most of the "gamers" we met was the youth of the S-O-M players. It was as though we were meeting many of the geniuses of the future.

Truly the convention was a place you could go to meet anyone, any age, any walk of life and be on equal footing with--at least until the first throw of the dice.

I hope next year if the convention is again held at C-U, it will draw more people from the midwest than it did last year. Also, just a note to say not only my husband, but also my brother, Tom Orf, is a very enthusiastic S-O-M gamer.

Editor's note: Steven Walters graduated from Potosi High School in 1965, attended Mineral Area Junior College for one and one-half years and graduated from Sanford-Brown Business College (St. Louis, MO) in 1973 with a degree in Data Processing. It was at Sanford-Brown that the Walters' first met. From 1967-71 he was in the service, spending most of his tour of duty in Hawaii as part of the Army's Pacific Area Defense Communication Agency, which handled all communications between the mainland and such places as Vietnam, Korea, Japan, Guam and the Philippines, and for which he had to have a top secret clearance classification. He's currently employed as a drilling contractor for St. Joe Lead Company, located near Potosi. Steven is currently playing in the World Baseball Association and a 1966 draft play-by-mail league, plus in March or April he will add membership in the Young Executive and Fly By Night Baseball Leagues to his gaming habit.

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 cards or related products will be accepted. If, when responding to ads, you find photocopied cards being offered, contact either the Strat-O-Matic Review or Strat-O-Matic Game Co., as patent rights are being violated by any such reproduction of original cards. 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. If you do not want an ad to run, notify the Review immediately and the money will be credited to your subscription.

Wanted

WANTED: Complete sets of 1965 and 1966 baseball seasons. Must be in reasonably good and legible condition. I also need a 1969 card of Dick Dietz of the San Francisco Giants. Send your price to:

Jim Abraham, 17632 Gemini St., La Puente, CA 91744

WANTED: S-O-M Baseball teams--1963 Twins, 1964 Twins and 1969 Mets. Paying \$2.00 apiece or \$7.00 for all three. Carl Goldberg, 75 Joralemon St.,

Brooklyn, NY 11201

WANTED: S-O-M Baseball--1971 and 1972 extra players. 1967, 1968, 1969, 1970 baseball teams, all including extra players. Also the Sporting News Official Baseball Guides for 1970 and 1971. Also the Sporting News Baseball and Record books for '67, '68, '69, '70 and '72. Items must be in good condition. Will pay good price. Contact: Mike Weiermiller, 96 Morningside Drive, Elmira, NY 14905

WANTED: Any pre-1970 football sets, complete. Would like set price rather than bidding, but will try bids. Pre-1969 baseball teams, separate (no sets). Will bid if necessary. Especially interested in 1962-1964 Yankees. Also, 1974 March Review, complete and at least readable. Write: Mike Custer, 500 5th Ave., Lyndhurst, NJ 07071

WANTED: Complete baseball teams 1965, 1966, 1970. 1970 needed desperately. Will pay fantastic prices for these sets. Also, 1971 and '72 extra players. Any old baseball guides. 1967 Minnesota Vikings. Also, many teams from 1960-1966 in baseball. FOR SALE: 1969 baseball, extras, 1971, 1972 baseball cards. 1973 AFC, 1974 NFC. Many Old-Timers and '73 basketball teams. Willing to trade. Dan Hoffman, 76 Evergreen Ave., Elmira, NY 14905. Also wanted, old Reviews.

WANTED: Football, 1968--Cardinals, Packers, Rams, 49ers, Browns, Oilers; 1969--Baltimore, Rams. I will pay \$30 for all teams together, or \$3.50 for each individual team. Also will trade for any with: 1968 Eagles, 1969 Jets, 1970 Bears, Chargers, 1971 Lions, Chargers. Also for sale, or trade, complete '72-'73 basketball game, with Celtics, Bucks, Lakers, Knicks and Bullets. Please contact: John Scalise, 112 Richmond Rd., Paoli, PA 19304

WANTED: Bill Russell based on his 1971 record; he was an additional player that year with the Los Angeles Dodgers. If you have this player he is worth \$5.00 in cash. Write to: Anthony Carbone Jr., 90-51 185 St., Jamaica, NY,

11423, or call (212)454-3314.

WANTED: 1967 football teams. A complete set or individual teams. Will pay good price. Greg Van Valkenburgh, 4212 Brookway Lane, Brooklyn, OH 44144

WANTED: Attention! I pay top dollar! Football--1967, 1968, 1969 [complete or individual teams], also 1970 Cowboys, Giants, Chiefs. Baseball--1968 complete or any individual teams. 1970 Padres, Cardinals, Expos, Mets, Astros. 1971 Giants. Send price wanted and condition to: Larry Fryer, 709 North 4th St., Hamburg, PA 19526

WANTED: 1968 New York Jets. Will pay from \$1.00 to \$2.00 for team in playable condition. Will pay from \$2.00 to \$3.00 for team in good condition. Best bid accepted. Bidding ends February 28, 1975. James Murphy, 4909 Mohawk Road, Rockford, IL 61107

WANTED: Anyone who feels he is qualified to set up a game-plan sheet for one or more NFL teams. He should have seen almost all the games that team[s] played that he plans on making a game plan sheet for and have a "feel" for what play would be called in certain situations. Don't be scared off if you don't understand the idea fully as detailed instructions will be sent. All who help will be compensated. If you feel you can help, write to: Chuck Reubens, 210 Jordan Ave., Rochester, NY 14606

WANTED: 1971 Braves, Reds, Mets, Yankees, Phillies, Cardinals, additional players; 1972 Yankees, additional players. Will pay any reasonable price or trade with these: 1972 Cubs, Chisox, Reds, Tigers, Astros, Royals, Dodgers, A's, Pirates; 1971 Tigers, Pirates. Send prices or offers to: Kevin Murtaugh, 5619 Marlowe Drive, Flint, MI 48504

WANTED: Baseball '66, '68, '70, '71, '65 Mets, Braves, Orioles, Pirates, Astros; '64 except Orioles, Braves, Pirates, Phils, Reds, White Sox, Tigers, '67 except Twins, Red Sox, Cards, Giants, Pirates, pre-1964 [no Old-Timers, though]. Fair condition acceptable. Send list of teams and final asking price, or call: Richard R. Lally, 135-47, 128 Street, South Ozone Park, NY 11420 (212-659-7124).

WANTED: Football teams from 1968--Lions, Eagles, Cardinals, Redskins, Saints, Falcons, Steelers. Also wanted, all teams from 1967 (prefer to buy as a set). Send price wanted and condition to: Randy Layetzke, 14307 - 91 Avenue,

Edmonton, Alberta, Canada.

WANTED: Any pre-1970 Cowboys, Raiders, Vikings, Jets. Will buy from lowest bidder. Write to: Wayne Chesler, 1222 E. 56 Street, Brooklyn, NY 11234, or call (212) 241-4583.

WANTED: 1969 cards of Don Wert, Ron Woods, Mike Kekich, Bill Sudakis, Bill Russell; 1969 Reds, Expos, Phillies, Cards, Padres; Giants, Astros; 1970 Expos, Phillies, Cards, Pirates, Cubs, Mets, Braves, Padres, Dodgers, Astros, Brewers, Tigers, Red Sox, A's, Twins, Royals, White Sox. Will trade the following football teams for either the '66, '67, '68 complete baseball sets--1969 Browns, Chiefs, Vikings, Raiders, plus \$15.00. Write: Ken DiVincenzo, 1122 Washington, Blvd., Mayfield Hts., OH 44124

For Sale

FOR SALE: 1971 Football. Complete set. Cards in very fine condition. \$15.00, or best offer. Contact: Bob Gribble, 15680 Brentwood Dr., Brookfield, WI 53005

FOR SALE: Basketball set, which includes the '72-'73 Celtics, Bucks, Knicks, Lakers and Bullets and a lot of scoresheets. Send bids to: Mike Weiermiller, 96 Morningside Drive, Elmira, NY 14905

FOR SALE: Complete 1973 Football set and 1973-'74 basketball set. Football contains Dolphins, Cowboys, Raiders, Vikings, Steelers, Rams. Price: \$7.00. Basketball contains Celtics, Bucks, Lakers, Suns, Bullets, Knicks. Price: \$6.25. Both sets practically new, with many parts never used. Bob Haeuser, 3648 W. Campbell, Phoenix, Arizona, 85019. I pay 1/2 postage.

FOR SALE: All 1972 Strat-O-Matic Baseball teams. Only \$7.50. Also, the 1972 Strat-O-Matic Football teams. Only \$8.00. Contact: Ronnie McIlroy, 1101 Bardfield, Garland, TX 75041

FOR SALE: I will sell old Strat-O-Matic Reviews to the highest bidder. I have all the issues between March, 1972 [Vol. 2, No. 1] to May, 1974 [Vol. 4, No. 3]. Steve Bauer, 11 Mark St., Port Jefferson Station, NY 11776

FOR SALE: S-O-M Reviews. Complete August, 1972, through February, 1975, in excellent condition. Prefer selling together. Also, 1971 and 1972 baseball sets, with extras. Gary Mandell, 2456 Beechwood Blvd., Beachwood, OH 44122

FOR SALE: Entire football collection being liquidated at low prices. 1972 NFL in mint condition, only \$9.50. 1970 NFL in good condition, some cards with writing, \$6.50. 1969 Rams--\$1.00. Two sets of nameless players--40¢ each. 1971 teams following are good to excellent condition, for 60¢ each: Broncos, Vikings, Packers, Saints, Giants, Redskins, Lions, Colts, Dolphins, Cowboys, Bills, Browns. Also available are four sets of 97 cards from 1968-1972, made up of mostly of 1970-1971 teams that were missing only a few players; \$1.50 each. All cards sold are postpaid. Write: Douglas Smith, 4 Kings Ct., Parsippany, NJ 07054

FOR SALE: Football, 1967 Denver, 1968 Dallas and Chicago, and 1968 AFL. Best offer accepted. Write: Richard B. Robertson, 7725 Canal Court, McLean, VA 22101

FOR SALE: The following 1971 baseball teams: Dodgers, Expos, Mets, Phillies, Pirates, Brewers, Tigers, Yankees. Also have 16 teams from 1971 missing only one or two players, if you need individual players I will sell you them from these 16 teams only. All cards are in mint condition. All letters answered; highest bidder will be notified. Write to: Anthony Carbone Jr., 90-51 185 St., Jamaica, NY 11423, or call (212) 454-3314.

FOR SALE: Do you have scoresheets piled up to the ceiling and not enough time to figure them out? If this is your problem, why not send them to us and we'll help you out. And for just a few pennies a game, too! Only 7¢ per game gets you complete stats for baseball, football, or basketball. All stats come back to you typed and error free and just as fast as possible. So why not trust your stats to the experts? Just drop your scoresheets in the mail and we guarantee you will be completely satisfied. Write: Mike Paluch, 3325 S. Hoyne, Chicago, IL 60608

FOR SALE: Following baseball teams from very good to excellent condition--1966 Orioles, Twins, Tigers, Astros, Mets, Indians; 1967 Cardinals, Red Sox, Yankees; 1968 all teams except Tigers and Astros; 1969 all teams, including

the 96 extras. You may bid on individual teams or on sets. I will answer all bids. Phil Swann, 6622 Merritt St., Saitland, MD 20028

FOR SALE: All 1970 football teams available. AFC or NFC, or NFL as units only. \$10.00 or \$20.00 respectively, or best offer. Maynard Luterman, 5561 Bradford Place, Montreal, Quebec, Canada H5W-2M6.

Editor's note: The above ad is a correction for an ad erroneously printed in the December, 1974 Review. In the ad the prices were listed as \$10.00 or "\$2.00--instead the second price should have read \$20.00.

FOR SALE: Attention S-O-M Football fans! What would an NFL football game be like without things like penalties, tackles, measurements and fumble recoveries? And what if the offensive and defensive formations were virtually the same throughout the game? If this were the case, the NFL wouldn't be as good as it is. The same is true for S-O-M Football. Though S-O-M is the greatest table-top game ever, it lacks many things which are important to football. The "Kit" is just what all S-O-M gamers need. This 25-page "Kit," in its second edition, includes over 40 rules and variations to S-O-M Football that make S-O-M as realistic as possible. Included are such things as: penalties, fumble recoveries, option plays, tackles, and more. Plus numerous offensive and defensive formations. Every rule explained in detail. About 75 "Kits" sold already, so don't delay, send \$3.00 today. Send to: Jamie Potter, RD-1, Coventry Rd., Greene, NY 13778

FOR SALE: Loads of information on the 1973 season. Included are all players' hitting, slugging and fielding stats; playoff and no-hit boxscores, game scores of each club, monthly home and away records and much more. Also included are major league records, all All-Star boxscores, teams, club records, and even stats on many minor leagues. A must for any replay. Send 10¢ for price list to: Albert

D. Goldson, 920 Metcalf Ave., Bronx, NY 10473

FOR SALE: I am selling out! All my S-O-M Baseball teams must go. All are in good-excellent condition. All teams 1969-1973 will be sold. These teams will not be sold individually. You can purchase only the NL of 1969, for example, or the AL of 1972. Only the highest bid will be accepted, but every letter will be replied to. Send bids to: Jim Totz Jr., 362 Hunt Hall, Marquette, MI 49855

FOR SALE: All teams must go! These teams can be bought individually or in sets. '63 Dodgers, 80¢; '70 Angels, \$1.00; '70 Brewers, \$1.00; '72 Orioles, Dodgers, Red Sox, Reds, Tigers, Royals, Brewers, Expos, Yankees, A's, Padres, Giants and another '72 Dodgers. These teams will be 60¢ each or all of them for \$6.50. Send bids to: Jim Totz Jr., 362 Hunt Hall, Marquette, MI 49855

FOR SALE: Complete 1972-1973 basketball set, plus 1973-74 Lakers, Celtics, Bucks, Braves, Pistons, Warriors. Sold as a complete set--\$11.00. Write: Frank Langille, 1183 Stanton Rd., Ottawa, Ontario, K2C 3C9.

League Forming

LEAGUE FORMING: Honest, competent managers wanted for baseball play-by-mail league using 1975 cards, as soon as they are issued. Anyone interested please write: Mike Oldham, Route 4, Box 230, Libby, MT 59923

LEAGUE FORMING: Attention, any S-O-M Football players in the Ottawa, Ontario region. I am trying to organize a face-to-face football league. Call Frank Langille at 829-9273.

LEAGUE FORMING: Join the World S-O-M Baseball League. This will be a democratically run draft league using the 1970 edition. Also, bi-weekly newsletters, yearbook and trophies for champion, runnerup, MVP and manager of the year. All for a \$3.00 entry fee. Write: Bob Bentz, 3608 Ridgeway Rd., Harrisburg, PA 17109

LEAGUE FORMING: Mature, competent, conscientious managers are needed for the Main Line Baseball League, entering its fourth season. We're a play-by-mail draft league, using all players when the new cards become available. Send a description of yourself and

qualifications to: Rod Wolfson,
325 South Roberts Road, Bryn
Mawr, PA 19010

LEAGUE FORMING: Old-Timer PBM league, eight teams. American Division--1909 Tigers, 1911 Athletics, 1919 White Sox, 1924 Senators. National Division--1905 Giants, 1906 Cubs, 1909 Pirates, 1922 Giants. 154-game schedule. Post-season playoffs and World Series. Each manager should send \$8.00, \$5.00 refunded when manager completes schedule. \$3.00 for league postage. Send \$8.00 and list all teams in order of preference to: Tim Olson, 9710 37th Place, Plymouth, MN 55441

LEAGUE FORMING: Managers still needed for PBM baseball league. This draft league will use a bidding system to select players. If interested, send a brief biography and league preference, American or National, to: Ted Bailey, 836 Warren Way, Palo Alto, CA 94303. Hurry! We wish to start soon.

LEAGUE FORMING: Starting a new play-by-mail league using the new 1974 N.L. baseball teams with extra players. We will use all teams if I get enough responses. This will be a straight teams league, but trading will be allowed. A newsletter will be published every three weeks. Entry fee \$6.00. \$3.00 will be refunded at season's end. Trophy awarded to league champion. Send teams in preferred order to: David Liebeskind, 291 6th Avenue, Brooklyn, NY 11215. Note: Do not send the \$6.00 fee until you are guaranteed a spot in this league.

LEAGUE FORMING: Play-by-mail Old-Timers baseball league. Democratically run, vote on whether to allow trades, etc. Send your first ten choices, in order of preference, to: Michael Albert, 1929 Drake Road, Kalamazoo, MI 49007

LEAGUE FORMING: Need four more managers for midwest S-Q-M league. Also need backup managers. Indicate if you would like to be a backup manager if you do not

become a manager. It will be a draft league, using American League cards. Write: Bob Gribble, 15680 Brentwood Dr., Brookfield, WI 53005

Buying Tips

Anthony Carbone Jr. offers some tips for buyers and sellers of Strat-O-Matic products. He's concerned with protecting prospective buyers from getting "ripped off" by sellers who don't deliver the goods as promised.

Here are some precautionary steps he suggests:

(1) Be specific as to what you will accept. State you do NOT and will NOT accept photo-copied cards.

(2) Make a copy of your letters and date them. This will prove what you said if there is a difference of opinion. The copy could later be shown to the Strat-O-Matic Review, and forwarded to the game company itself for possible censuring [refusing to sell products] of the guilty party.

(3) Try to buy whenever possible in person. Check the ads closely for those nearest in proximity. A short drive is always better than a \$10 or \$20 loss.

(4) Use checks for payment. Ten days after a check has been cashed it still can be stopped. This puts you in a great position if your delivery takes a week.

(5) Whenever possible, be in contact with the other party to the transaction until your item is received.

(6) It's a good idea to send your payment registered (the post office does this). This will show you sent the money and the seller cannot say he did not receive payment (registered mail can be opened before signing).

(7) A general rule of thumb is for payment not be made until items have been delivered. Here, though, the burden for consummating a deal falls to the buyer. Many sellers are reluctant to ship items to a buyer before the money has been collected.

Editor's note: Remember to be sure and contact the Strat-O-Matic Review if offered photo-copied cards, or feel you've been "ripped off" by a seller or buyer. The accused always have a chance to clear up misunderstandings. But if they do not the names are turned in to the game company.

Vikings, Raiders, 1967-1973, Matched 21 **Wide-Open Attack Dominates Series**

Which style of play is most effective? The grind-it-out, rocked-ribbed defensive method thrown at you by the Minnesota Vikings? Or the "Mad-Bomber", throw-caution-to-the-wind approach espoused by the Oakland Raiders?

Two Strat-O-Matic Football buffs decided to find out the answer between the two contrasting styles of play and matched up the two teams beginning with the 1967 season and through the 1973 version. Tom Nelson, President of the Mid-Coastal Football League, was to play Bud Grant (all except the earphones growing out of his ears) and guide the Vikings through a seven-game series, while Bob Lang, currently attending Cornell Law School in Ithaca, NY, would be pulling the controls for the free-wheeling Raiders.

Surprisingly the series was no contest, with Oakland sweeping all seven games, including defeating both Minnesota Super Bowl teams. Here's a capsule account of what went on in the head-to-head games:

1967--OAKLAND 33, MINNESOTA 7

Lamonica connected on 17 of 21 passes for 221 yards, including seven to Billy Cannon for 152 yards, as Oakland romped. Joe Kapp, the Vikings' QB, meanwhile found his target only seven times for 70 yards, was intercepted twice and even sacked for a safety by Bill Laskey. The two-point play was the turning point as Oakland led only 10-7 in the third period when Kapp was downed. Dave Osborn was a bright spot for Minnesota, rushing for 139 yards, plus reeling off a 38-yard touchdown jaunt.

1968 - OAKLAND 41, MINNESOTA 17

Lamonica was again brilliant, completing 34 of a whopping 45 passes for five touchdowns and 409 yards. Cannon again found holes in the Viking secondary, hauling in nine passes for 164 yards, while Charley Smith nabbed seven for 115. The Raiders ran the ball only 13 times, but through the airplanes mustered up 20 first downs. Clint Jones took Osborn's place as the Viking sparkler, rushing for 114 yards, including a 41-yard TD, in 18 cracks.

1969 - OAKLAND 10, MINNESOTA 0

Ball-control was the name of Oakland's game against this Super Bowl Viking crew, with the Raiders running off 67 plays to only 43 for Minnesota. Kapp was only three of 18 for a paltry 43 yards. All the scoring occurred in the second quarter, with the key pair of plays being a 40-yard "bomb" to Cannon and an ensuing 30-yard TD strike to Warren Wells. Lamonica was 12 of 18 for 106 yards, but he was buried under a fierce Viking rush seven times, losing 62 yards. Pete Banaszak toted the ball 26 times for 106 yards for Oakland.

1970 - OAKLAND 35, MINNESOTA 6

Minnesota's passing continues to sputter with Gary Cuozzo misfiring on 20 of 33 passes, being intercepted twice and getting decked six times for 49 minus yards. A ground assault paid off for Oakland, with Smith and Hewritt Dixon combining for 219 yards in 38 carries. Oakland scored two touchdowns in the last 2:30, one a 66-yard "bomb" from Lamonica to Wells.

1971 - OAKLAND 33, MINNESOTA 28

The "bombs" bursting in air gave proof through the night that the Raiders and Vikings were still there in this one. Cuozzo was intercepted six times, Lamonica five--one being returned 42 yards for a TD, another swiped on the Oakland three after a look-in went astray. Lamonica did wind up with 324 yards passing, with Fred Biletnikoff catching 10 for 231 yards. Decisive score came with seven minutes left when Marv Hubbard cracked two yards. Minnesota was held without a single rushing first down.

1972 - OAKLAND 38, MINNESOTA 20

Raymond Chester pulled in 11 passes and gained 247 yards and teammate Hubbard churned for 100 more on the ground as Oakland again romped. Lamonica
(continued on next page)

and Ken Stabler combined for 281 yards on 15 of 25 passing accuracy. Fran Tarkenton was 13 of 30 for 94 yards for Minnesota, which suffered a blocked punt that set up an early Oakland TD.

1973 - OAKLAND 33, MINNESOTA 0

The curtain came down hard on Minnesota as Oakland parlayed a fumbled Viking punt, 76-yard punt return and a safety sack of Tarkenton into a commanding lead. Biletnikoff caught 13 passes for the Raiders to help write finish to Minnesota hopes to salvage at least one game out of the series.

STATISTICS [7 Games]

	OAKLAND	MINNESOTA
Points	223	78
1st Downs [Rushing]	35	23
Yards Rushing	219-934	201-864
Avg. Gain Rushing	4.3	4.3
1st Downs [Passing]	80	38
Gross Passing Yds.	1943	857
Net Passing Yds.	1753	625
Sacks/Losses	22-190	29-232
Pass Attempts	185	158
Pass Completions	101	59
Pass %	55.0	37.0
Interceptions by	12	14
Fumbles-Lost	10-6	11-7

Best In The West

Daryle Lamonica, one of the key offensive weapons in Oakland's domination of Minnesota in the above series, lay further claim to being the best in the West at the quarterback controls, by leading the 1969 Raiders to the championship in David Eilering's (Troy, IL) elimination tournament.

Eilering picked the five best-record teams from 1967-1972, a total of 30, then added the best two runnerup teams and placed them all in a hat to begin a single-elimination tournament.

Lamonica sparkled in in all five of '69 Oakland's games, except one. Even in that one, against 1967 Oakland, he rallied from an 0-for-9 passing start to put two touchdowns on the board in the final two minutes of the first half and wound up with three TD passes and 181 yards in a 28-12 victory.

In other games, Lamonica passed for 226 yards and two TDs in a 40-7 romp over '67 Green Bay, completed 22 of 37 for 257 yards and four scores against '72 Miami, 28-24; covered 189 yards with his aerial connections against '69 Minnesota, 17-7, and then, in the championship game, rang up 221 yards and two scores on a 16-of-30 performance in a 27-14 victory over the 1968 New York Jets.

In that championship game, Oakland jumped out to a 20-7 halftime lead and had a 27-7 lead before the Jets scored again late in the game. Joe Namath of the Jets was 10-of-25 for 197 yards in the passing department, although intercepted twice. A blocked Jets' punt and a fumbled punt return set up two of Oakland's touchdowns, so it wasn't a Lamonica versus Namath duel after all.

Lamonica, as could be expected, was picked the tourney's MVP by Eilering. His final five-game stats had him with 74 completions in 143 passing attempts for 1,074 yards, 12 touchdowns and only six interceptions.

Just how did the best teams from '67 through '72 fare...which teams were the top one-game wonders? Here is a round-by-round account of the tournament:

FIRST ROUND

1969 Minnesota 29, 1971 Kansas City 7 ... 1968 Dallas 15, 1971 Minnesota 7 ...
1968 Kansas City 30, 1970 Minnesota 14 ... 1968 Los Angeles 24, 1971 Baltimore 10 ... 1972 Pittsburgh 38, 1967 Baltimore 31 (Franco Harris rushed for 132

yards in 36 carries in Pittsburgh overtime victory; John Unitas completed 31 of 55 passes in losing effort] ... 1971 Dallas 37, 1967 Houston 17 [both Duane Thomas, 127 yards, and Calvin Hill, 103, were over 100 in rushing for Dallas] ... 1968 Oakland 24, 1970 Baltimore 3 [George Blanda kicked five Oakland field goals] ... 1972 Miami 44, 1970 San Francisco 28 [Mercury Morris, 111, and Larry Csonka, 110, topped 100-yard mark for Miami] ... 1969 Oakland 40, 1967 Green Bay 7 ... 1972 Green Bay 12, 1969 Los Angeles 9 ... 1969 Kansas City, 1972 Oakland 10 ... 1967 Oakland 27, 1969 Dallas 23 ... 1968 Baltimore 19, 1969 Cleveland 17 ... 1970 Detroit 30, 1971 Miami 27 [overtime; Miami battled back from 20-3 deficit and tied the score at 27-all before losing].

SECOND ROUND

1968 Dallas 24, 1968 Kansas City 23 [Bob Hayes caught seven passes for 154 yards for Dallas and Jan Stenerud missed the key extra point for K-C] ... 1972 Pittsburgh 44, 1968 Los Angeles 3 [Harris rambled for 263 yards in 37 carries, scored four touchdowns and shook loose on one TD scamper of 75 yards] ... 1968 New York Jets 27, 1967 Los Angeles 17 ... 1968 Oakland 20, 1971 Dallas 10 ... 1969 Oakland 28, 1972 Miami 24 [Lamonica was 22 of 37 for 257 yards and four TDs passing] ... 1969 Minnesota 23, 1972 Green Bay 16 ... 1967 Oakland 34, 1969 Kansas City 24 ... 1968 Baltimore 20, 1970 Detroit 16.

THIRD ROUND

1968 Dallas 14, 1972 Pittsburgh 10 [Don Perkins rushed for 100 yards in 23 carries and scored one TD for Dallas; Harris was 113 yards in 19 cracks for Pittsburgh] ... 1968 N.Y. Jets 23, 1968 Oakland 21 ... 1969 Oakland 17, 1969 Minnesota 7 [in the Nelson-Lang yearly series, Oakland won a similar matchup, 10-0] ... 1967 Oakland 23, 1968 Baltimore 10.

SEMIFINALS

1968 N.Y. Jets 34, 1969 Dallas 20 ... 1969 Oakland 28, 1967 Oakland 12.

THIRD PLACE

1968 Dallas 23, 1967 Oakland 3 [Perkins was chosen game's MVP after rushing for 115 yards in 18 carries; Dallas defense sacked Lamonica eight times for 71 yards in losses; Clark booted three Dallas field goals].

CHAMPIONSHIP

1969 Oakland 27, 1968 N.Y. Jets 14 [Fred Biletnikoff caught five passes for 74 yards, Warren Wells three for 55 and a TD and Charlie Smith four for 50, all for Oakland; Don Maynard had three catches for 82 yards and one score for the Jets, who were outgained 311-217].

Back Issues of Review

The following back 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. Some months are in extremely short supply so please list a second choice when ordering.

1975 - January; 45¢ per issue.
1974 - Dec., Nov., Oct., April and January; price 40¢ per issue. Note:
Feb., March, July, August and Sept. were complete sellouts.
1973 - Dec., Nov., Oct., Aug., July, April; 40¢ each.
1972 - Dec., Nov., Aug.; 35¢ each.

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Put Your Name, League In New Directory

Here is a handy form you may wish to fill in and send to the Strat-O-Matic Review if you desire to have your name or league in the newest edition of the Strat-O-Matic Directory. Remember, all information must be no later than Feb. 20, 1975. An early spring printing is planned.

Send the following information to the Strat-O-Matic Review:

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Address _____

How long _____

Which S-O- _____

What leagues are you affiliated with _____

Brief history of your league (name, names of members and ages, play-by-mail or head-to-head, draft, actual teams, etc.) _____