



STRAT-O-MATIC REVIEW

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

VOL. V-12, FEBRUARY, 1976 45¢

New S-O-M Baseball Cards Coming Soon

Look for some solid hitting in the months ahead--the new Strat-O-Matic Baseball cards are going to be a pitcher's nightmare.

"The new cards will have a lot of hitting," says S-O-M creator Harold Richman. "It should be one of the best sets we've ever put out." Richman also mentions that such pitchers as Tom Seaver and Jim Palmer will be very tough, that Nolan Ryan will have another strange card (because of all the walks and strikeouts) and that Chicago White Sox reliever Rich Gossage has a "great card."

It won't be long before the new cards are arriving in the mail--for some the wait may already be over. Then there's the ritual of poring over the entire card set, looking for the "great" cards, the oddities, the "1" fielders and the double "A" stealers.

There will be a racetrack full of swifties, according to Richman, with the list of double "A's" quite lengthy. And in the fielding it will be possible to put a trio of "1" outfielders in the lineup for the Boston Red Sox. Most Valuable Player and Rookie of the Year Fred Lynn is a "1", naturally, and so is Dwight Evans and, if you desire to use him in the outfield, Carl Yastrzemski.

Baltimore will again have three "1s" in its infield--Brooks Robinson, Bobby Grich and Mark Belanger--while biggest improvement at third base came from Dave Chalk (California) and George Brett (Kansas City), both of whom were elevated to "1" status after outstanding defensive seasons.

Cost for the new set of cards will be \$9.00, with an additional \$2.70 for the 96 extra players and a 50¢ handling fee, for a total cost of \$12.20. In addition, the new eight-team Old-Timer set from 1920-1939 is being sold for \$4.40.

It all adds up to an infinite amount of summertime fun in the months ahead for S-O-M gamers everywhere.

In This Corner...The Editors

S-O-M BASEBALL CARD MAKEUP -- Harold Richman, the creator of the Strat-O-Matic games, says that a computer actually creates the card patterns (where the hits, walks, etc. are located) in the baseball game. And, unless a new series of patterns are fed the computer, the card makeup will stay the same. "Most people, especially your serious S-O-M players, have come to expect certain types of cards. Although changing the card makeup might be more interesting for some, familiarity with the cards is very important to many people."

"Actually 13 different patterns are used for card makeup, plus there are variations from those. Those triple splits years ago were done when the cards were made manually, and it was easier to do."

Although the use of computers has curtailed the innovative S-O-M card, the machine age has brought into being a baseball game that is statistically without a peer. Regardless of the pattern fed out, the card is a real-life replica of a player's performance in every statistical category.

Roll 'em!

NEWEST S-O-M OLD-TIMER SET -- Promises to be the best of the Old-Timer sets, according to S-O-M officials. "It should be the best set we've ever put out," claims Steve Barkan. "Every team, except maybe the 1933 Giants, has good hitting. All the teams will be exciting to play."

In case you've forgotten or are a new subscriber to the Review, the latest set of eight Old-Timer teams (chosen, as you are aware, by Review readers in a poll) includes: 1934 Detroit Tigers, 1927 Pittsburgh Pirates, 1929 Chicago Cubs, 1921 and 1936 New York Yankees, 1929 Cleveland Indians, 1922 St. Louis Browns and 1933 New York Giants.

Price for the entire set will be \$4.40 (plus 50¢ handling charge). All orders should be sent to the Strat-O-Matic Game Co., Inc., 46 Railroad Plaza, Glen Head, NY 11545

POSTAL, SUBSCRIPTION RATE HIKES -- Because of recent action by the postal officials, in conjunction with court rulings, the first class mailing rate has been increased to 13¢. The Review, unfortunately, must follow suit and raise its first class mailing rate to 13¢ also. Also, because of increased costs on all fronts, the Review is contemplating rate hikes to \$1.50 (3 months), \$2.75 (6 months) and \$5.10 (1 year) beginning with the April issue for new or resubscribers.

OOPS, SORRY ABOUT THAT -- A recent story about the history of Strat-O-Matic mentioned that Harold Richman had reached the young age of "40". Not true. He's still an-even-younger 39 (not the same "39" as Jack Benny, however) and won't turn 40 until sometime next summer.

BIRTHDAY COMING UP -- The March, 1976 issue of the Strat-O-Matic Review, coming up next month, will begin this publication's fifth year. Subscriptions, in case you were curious, continue to hover around the 1,500 mark.

What's Available At S-O-M?

FOOTBALL

- 1973 - All teams available. Cost: \$11 for entire set; 75¢ per team.
- 1972 - All teams available. Cost: \$10.50 for entire set; 75¢ per team.
- 1971 - All teams except Dallas, Baltimore, San Francisco and Kansas City are available. Cost: \$8.75 for set; 75¢ per team.
- 1970 - Only teams available are Boston and Houston. Cost: \$1.25 for both; 75¢ per team.
- 1969 - Only teams available are Cincinnati, Denver, Houston, Miami, San Diego. Cost: \$1.25 in multiples of two; 75¢ per team.
- 1968 - No teams available.

BASEBALL

- 1974 - All teams available. Cost: \$10 for entire set; 65¢ per team. Additional players (96) also available. Cost: \$2.70.
- 1973 - Only teams available are Baltimore, Oakland and Texas. Cost: \$1.25 for two teams; 65¢ each.

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What You've Always Wanted To Know About S-O-M Baseball

³
**Robert Henry
Delves Into
Collection**

The Review this month is pleased to present the first of a continuing series of Strat-O-Matic trivia quizzes. It's something new and something we hope you'll enjoy.

Some of the questions may not be as taxing as others; while others it will not be possible to answer unless you have a vast collection of S-O-M cards.

Robert Henry of Detroit, MI, who probably has the largest and most complete collection of Strat-O-Matic Baseball cards (even more complete than the game company itself, which does not have copies of some of the earliest card sets), will be your quizmaster for the monthly series.

Each month the Review plans on presenting a series of questions, as composed by Henry, giving readers an opportunity to search for answers, and then answering the questions the next month.

No prizes will be offered for success in answering the questions, but by searching through back card sets interesting revelations should pop up frequently and, if the answer quest proves successful, much personal satisfaction derived.

Some of the questions and ensuing answers will be an S-O-M educational experience, too. Some once-upon-a-time boobies when the old cards were created manually will be brought to your attention, and so will the oddity cards (triple splits, etc.).

Robert Henry has also agreed to answer any trivia-type questions readers of the Review might wish to send him. Please enclose an SASE when writing him and he will send back a personal reply. Many such questions, in addition, could become part of the Review's trivia quiz, thus being shared with all.

Henry's address is: Robert Henry, 15919 Ferguson, Detroit, MI 48227.

S-O-M TRIVIA QUIZ

QUESTION: Which player has received the most home runs on his baseball card?

QUESTION: Has any modern baseball team had two "1" fielding shortstops?

QUESTION: Which players, if any, have received a card in every S-O-M Baseball set from 1960 to 1974?

QUESTION: Some Frank Robinson cards from 1968 show him to be rated a "B" base stealer while other cards have him rated an "E". Which is correct?

QUESTION: Which modern team holds the record for most players with a "Flyball A" on their cards? What are the names of the players?

QUESTION: Is it possible for the rightfielder to commit an error when Craig Anderson of the 1962 Mets is pitching? Explain?

QUESTION: Who was the last player to receive a triple split and what was it?

QUESTION: Why is the spot for the pitcher's card on the S-O-M Baseball field (provided by the game company) so much larger than the cards?

Have you thrown up your hands in despair trying to answer the questions? Whether your search has been successful or futile, next month, in the March Strat-O-Matic Review, answers to all of the above questions will be provided. And another search will get under way as a new offering of trivia questions will be presented.

Readers Roll 'Em

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'INSURE REALISM'?

I have a question pertaining to an answer you gave in the question-answer section in December. If players only seeing minimal action are reduced "to insure realism", what happened to Roger Staubach and Bob Griese '72? They have better cards than Craig Morton and Earl Morrall but were injured part (the better part) of the season.

About Rick Auerbach, he was used, in '74, as a pinch-hitter many times by Walt Alston; the true gamester will use him this way, too.

Who is Mr. Richman putting out this product for, the true gamester, or to use one of the Review's favorite sayings, "people who take teddy bears to bed with them or wear white socks with tuxedos?"

As for the inaccurate stats sent to you, I have a simple solution: don't print them.

Dave Bowman
8011 Varden Dr.
Union Lake, MI

Editor's note: Player ratings and why certain players were made the way they were will remain, in the final judgment, up to the S-O-M game company. S-O-M has asked the Review not to embroil it in controversy regarding player ratings, etc. If a mistake has been made, S-O-M wants its corrected--and will use the Review as one media to do so. However, to try and explain why one player was chosen over another, or why one card doesn't appear as a gamer thinks it should, would be like opening a Pandora's Box.

S-O-M has always been fair in trying to explain most questions asked of it. But ratings and player evaluations are a "shadow" area that delve into the security of S-O-M--that's if the questions are to be answered. S-O-M has answered many questions in the past, quite a contrast with many game companies who have an attitude, in a sense, that "it's our product, we'll do it the way we want."

WHERE'S HAZLE?

I strongly agree with Mark Frobom's letter in the December Review criticizing the absence of a Bob Hazle card in the 1957 Braves. I can think of two other instances where S-O-M has left out a player on an Old-Timer team whose absence has hurt realistic results:

[1] The 1922 Giants had a pitcher by the name of Phil Douglas who was suspended for life halfway through the season. He was 11-4 with a 2.62 ERA at the time and still was third on the team in starts with 21 at season's end. [2] The 1940 Reds had a second-string catcher named Willard Hershburger who committed suicide during the season. He had 123 at-bats (over three times as many as Wilson, S-O-M's second-string catcher) and a .309 average.

I can understand S-O-M's point in not printing the cards because they did not finish the season; nonetheless, attempting a full-season replay without these players is unrealistic.

Mark also has a strong argument concerning the game company's policy toward printing cards for mediocre players who had good seasons

Gary J. Kirchherr
1021 Piccadilly Rd.
Kalamazoo, MI

MORE PLAYERS NEEDED

I'm writing in support of Mark Frobom's letter concerning players left off Old-Timer rosters. Bob Hazle is a fine example. But the following omissions are even worse: Doc Cramer played in 65 games and batted 223 times for the 1931 Athletics; Rudy Regalado of the 1954 Indians, 65 games and 180 at-bats; Doc Prothro of the 1924 Senators, 46 games and 159 at-bats. In each case the men named above played more than the subs provided by S-O-M, namely Jim Moore, Hank Majeski and Tom Taylor.

To rectify the problem I'd like to see the game company issue a set of additional players for the Old-Timers, two per team, which would fill out the rosters and help managers troubled by weak benches and seven-man pitching staffs.

Richie Rochlitz
79-37 77 Avenue
Glendale, NY

Editor's note: And the Pandora's Box begins to open...

ELATED AT OLD-TIMER NEWS!

After reading of Mr. [Harold] Richman's monumental decision on the new Old-Timer teams, I am elated! In a world full of clouds, Mr. Richman has given me a ray of golden sunshine. The 1921 Babe Ruth, the '36 Yankees, the Brownies, Kiki Cuyler of '27 and '29, and all the rest are exactly what I wanted.

I think Harold Richman should run for President of the United States and put Strat-O-Matic in every home in America. Mr. Richman has a better and wider base of support than any of the Democratic hopefuls. There are more Strat-O-Matic players than registered Republicans. President Harold Richman has such a ring to it. Campaign slogan: "If you don't know Strat-O-Matic, know the maker of Strat-O-Matic and if Harold says it's so, it's so."

The Review can become the official mouthpiece of the government and, of course, the editors highly paid government officials. Keep up the good work.

Kelly Huey

Editor's note: We can see it all now, Harold Richman as president, a couple of guys from the "Washington Post" asking a lot of questions about the missing card "tapes"; namely the whereabouts or why the deletion of the "Bob Hazle" portion.

The above is in jest, of course. We think Harold Richman is doing a fine job as creator and developer of the S-O-M games. We'd hate to see him ruin a promising career (and jeopardize our game-playing delights) by taking a step down and becoming president.

AWAITS FOOTBALL GAME

I enjoyed reading about the history of Strat-O-Matic published in your November and December issues of the S-O-M Review, and I was delighted to read at the end of the article that a college football game is projected for next summer.

Hopefully, some day the game company will put out an "Old-Timer" Football game. One thing they could do in the present that I am

sure would be welcomed by many table-gamers (and which should be profitable to the game company) would be to reprint and offer for sale the two Super Bowl teams from the eight years that the game has been made. Imagine a Super Bowl team league with the likes of the '67 Packers, '69 Jets and the '72 Dolphins.

Mike Jodouin
Duluth, MN

Editor's note: Testing for statistical accuracy of the college football game is S-O-M's latest project. The game should be ready for release next summer.

CLEARINGHOUSE REVISITED

I would like to comment on a few matters concerning the Strat-O-Matic world. First of all we must realize that Mike Rennick does have a few solid points concerning the "Clearinghouse." It is true, as Mike mentions, that many play-by-mail commissioners do not give their members the choice of joining the "Clearinghouse." Under these circumstances a league member may end up with a "Clearinghouse" report without the member ever knowing about the report.

Secondly, the "Clearinghouse" has been trying to get started for over two years now. It is my opinion that unless full cooperation is received from S-O-M players, the project is worthless and should finally be discarded. Obviously, since over two years have passed and the "Clearinghouse" has not made any significant advances, it is a project that seems due for extinction.

Part of the problem concerning the "Clearinghouse" may fall into the lap of Rick Shapiro and Bill Hansing. Granted, both have made valiant efforts to get the "Clearinghouse" off the ground, yet under their leadership no progress has been made. Here is what I feel they are doing wrong. First, they must achieve greater communication with the S-O-M world. An open letter to all play-by-mail participants should be sent to the Review fully explaining the "Clearinghouse."

The letter should explain how anyone can get involved in the "Clearinghouse" and have their league entered. People must also have a way of answering charges and given the opportunity to clear themselves.

The "Clearinghouse" still, however, may be too controversial to enjoy long-range success.

Ted Gartner
Parsippany, NJ

1954 Indians Win Mammoth Tourney

Final 1911 A's-Cleveland Series All-Time Classic

Usually so many different types of tournaments cross the desk of the Review that it's hard to get excited about any of them. One that deviated far from that mode was a baseball tourney submitted by Bruce Herman of Winston-Salem, NC.

The report that Herman sent in was nearly as long as a Fidel Castro speech-- but it was certainly far more entertaining. What Herman did was to pick out 50 baseball teams, including all the Old-Timers except for the non-pennant-winning '61 Tigers and 1962 Mets and all the pennant winners from 1963 to the present except for the 1964 season (which he wasn't able to obtain), and pair them up in a mammoth elimination tournament.

It took Herman two months to complete his project, which encompassed 253 games of S-O-M. His tourney format was as follows: (1) First he randomly paired the teams for best-of-three-game series; the winners proceeding directly to round 4. (2) The losers, less the one team with the best actual winning percentage, played off in three-game sets; the losers of this round being the first to be eliminated. (3) The winners of round 2 then played off in three-game sets, along with the bye team of round 1. (4) Thus the 25 winners of round 1 and the eight winners of round 3 now remained. (5) A single-elimination tournament was then conducted the rest of the way, using a five-game series. (6) A seven-game series would be played for the championship.

The final showdown pitted the 1954 Cleveland Indians and the 1911 Philadelphia Athletics, a matchup which may surprise some people. The 1927 Yankees, in case you were wondering, lost out in the sixth round to the Washington Senators of 1924 in a five-game series. The Senators, the next round, were sidelined by the '54 Indians, also in five games.

The championship battle proved to be a classic in the annals of S-O-M. It was to be Cleveland's vaunted pitching staff against the spray-hitting, speedy 1911 A's. Both teams had identical 14-4 tourney records prior to their meeting, and had swept their semifinal series quite handily.

TOURNAMENT SHOWDOWN

Game No. 1 - Matched the No. 3 hurlers of both teams (following the tournament pitching rotation), Mike Garcia of the Tribe against the A's Eddie Plank...Cleveland's Larry Doby tied the game at 1-1 with a two-out, ninth inning homer off Plank...Amos Strunk, a sub, sent the A's ahead with a home run in the top of the 12th, only to have the Indians score twice in the bottom of the inning for a 3-2 win...Jim Hegan's single drove in the winning tally.

Game No. 2 - A's unloaded a flurry of extra-base hits to subdue the Tribe, 7-5...Art Houtteman (Indians) and Chief Bender (A's) were starting pitchers... Dave Philley belted a two-run homer for Indians in second inning, but Bris Lord stroked a pair of triples, Eddie Collins a three-bagger and a double to spark A's.

Game No. 3 - Early Wynn (3-0 in Best Teams Ever Tourney) and Jack Coombs (4-1) faced each other on mound...Wynn and Tribe won a 3-2 thriller, as Hegan again singled in winning run, this time in 10th inning...Coombs had control problems, walking nine, including two in the fatal 10th...A two-on double play bounced into by Homerun Baker ended this classic.

Game No. 4 - Bob Lemon (5-0) was on the hill for the Indians and Cy Morgan (5-0) for the A's in a promised pitching duel...It was!...The game lasted 16 innings, with many relievers parading to the mound, before the A's won it in the bottom of the inning after a triple by Eddie Collins and a single by Baker. Score: 1-0...Series was now tied, two games apiece.

Game No. 5 - Opening-game hurlers Garcia and Plank again opposed each other.. This time Plank was in complete control, allowing but three hits in a 3-0 shutout triumph...Cleveland now had been shut out 25 consecutive innings.

Game No. 6 - Indians bolted away to 6-0 lead after two innings against Chief Bender...Seemingly easy victory for Bob Feller was not to be, however, as A's pecked away and finally tied score at 7-7 in the seventh inning...Indians regain-

(continued on following page)

ed lead, 8-6, in bottom of inning and held it going into ninth...A's got another run and drove reliever Don Mossi to shelter...But Ray Narleski came to the rescue, striking out Danny Murphy with a runner aboard and preserving the win.

Game No. 7 - It was Wynn and Coombs in the showdown...For 5½ innings there was no score...Suddenly Coombs lost his control again, walking three and giving up four hits, and the Indians scored four times...A two-out, two-run single by Hegan was the big blow...Hegan wasn't through, however, as he tripled in two runs for a 6-0 lead through eight innings...All over and the Indians were champs, right?...Wrong!...Five straight hits in the A's ninth produced four runs and Wynn, reeling, departed...Narleski to the rescue again...The A's got another run, but two were out and two runners on when hot-hitting Bris Lord stepped to the plate...Narleski won this showdown, inducing Lord to bounce out to Al Rosen at third base, and giving the Indians the BTE championship by virtue of a 6-5 finale.

HOW THEY FINISHED?

Here are the top 12 teams, their records and winning percentage: 1. '54 Cleveland Indians, 18-7 (.720); 2. '11 Philadelphia Athletics, 17-8 (.680); 3. '34 St. Louis Cardinals, 7-4 (.635); 4. '27 New York Yankees, 10-6 (.625); '40 Cincinnati Reds, 10-6 (.625); 6. '35 Chicago Cubs, 11-7 (.611); 7. '50 N.Y. Yankees, 7-5 (.583); '09 Detroit Tigers, 7-5 (.583); 9. '63 N.Y. Yankees, 12-9 (.571); '69 Baltimore Orioles, 4-3 (.571); '66 Los Angeles Dodgers, 4-3 (.571); 12. '19 Chicago White Sox, 9-7 (.563).

STANDINGS BY ERAS

ERA	Teams (No.)	Won	Lost	Pct.
1950's	6	39	29	.574
1920 & 1930's	6	50	38	.568
Pre-1920's	6	44	34	.564
1940's	6	24	26	.480
1960's	16	56	72	.438
1970's	10	36	48	.429

TOURNEY HIGHLIGHTS

* The 1941 Yankees hit seven home runs in one game versus the 1961 Reds--two by Charlie Keller and Tommy Henrich, one by Joe DiMaggio, Bill Dickey and Joe Gordon--in a 13-6 romp.

* Frank Snyder of the 1922 Giants had a spectacular three-game series versus the 1962 Giants, going 7-for-10, including six extra-base hits.

* Two players had three-home run games; Frank Robinson of the 1966 Orioles vs. the 1968 Tigers; Joe Pepitone of the 1963 Yanks vs. the 1934 Cardinals.

* Ty Cobb hit in all 12 games while compiling a series-high .531 average. He had seven extra-base hits and 16 RBI, plus stole 12 of 13 bases. He was named BTE Most Valuable Player.

* Sandy Koufax of the 1965 Dodgers had the series' best single-game strikeout performance with 16 in a 13-inning, three-hit win over the 1970 Orioles.

* Longest win streaks of the series were eight-gamers by the 1935 Cubs and the 1911 A's. The 1974 A's won seven games in a row.

* Bullpen of the 1974 A's was phenomenal. Trio of Rollie Fingers, Paul Lindblad and Glen Abbott worked in 11 games, 37 innings and yielded only one earned run for an ERA of 0.25.

* Dizzy Dean of the 1934 Cardinals beat the 1948 Indians with his pitching and batting, hurling a three-hitter while collecting three base hits and knocking in four runs.

* Best one-game run production was by the 1931 A's when they slaughtered the 1962 Giants, 18-2. They followed that with a 15-3 romp. Mickey Cochrane exploded in the two games, going 6-for-10 with two doubles, three homers, scoring six runs and knocking in 12.

* Babe Ruth and Lou Gehrig, as expected, were big guns for the '27 Yankees. During one stage of the tourney, Ruth reached base nine consecutive times; while Gehrig, in a three-game series against the '66 Orioles, had a triple, five home runs and 10 RBI.

* Walter Johnson of the '24 Senators and Urban Shocker of the '27 Yanks each 25-inning scoreless pitching skeins.

Questions & Answers

Editor's note: Questions regarding individual and team ratings will not be answered in most cases, unless a mistake has been made. The game company cannot, for reasons of security, disclose its card-making formula, which would be necessary in some instances to answer such questions. If your question regarding ratings does not appear in the Review within three months after being sent, you may assume the rating is correct.

QUESTION: If the line of scrimmage is your opponent's 9-yard line and the result from your fullback's card states "F+9," does a TD occur, or do you continue with dice roll for occurrence and then recovery?

ANSWER: A gain to the goal line--as there was in this example--would be a touchdown. The TD occurs first, then the fumble. So, there is no fumble.

QUESTION: What happens if a "must run" comes up in S-O-M Football on a third down play when a pass is attempted? Do you receive the full amount of the yardage gained by the run, or is the distance one yard short of a first down?

ANSWER: It is still assumed to be a passing play as far as the "third down run limitation" situation, thus you would get the full amount of the yardage gained.

QUESTION: How come Leland Glass of the 1972 Green Bay Packers has 29 on a guessed right and 28 on a guessed wrong, as far as yardage gained? Is this a mistake?

ANSWER: S-O-M says that the particular number combination (on short pass) is not correct, but that the card, overall, is correct. The seeming discrepancy will make no difference in the statistical realism.

QUESTION: What constitutes a complete game in baseball for a pitcher?

ANSWER: If a pitcher starts and he is the only pitcher in the game, whether the game goes 5 innings or 10, it is considered a complete game. A pitcher who pitches 9 innings in a 10-inning game does not get credit for a complete game if another pitcher pitches the 10th inning.

QUESTION: On Mike Schmidt's 1974 card for the Philadelphia Phillies, he has a possibility of being injured when a 1-2 is rolled. Should he have an injury chance, since he played in every game that season?

ANSWER: S-O-M reports that every card has some chance of injury, even though it might be minute. Every card is printed with an injury chance.

QUESTION: After receiving the new Hall-of-Fame series I noticed that Ray Schalk's card used his 1915 batting record, but that his 1919 year was better. Lou Gehrig's 1934 card was used, but his 1927 record was better. Eddie Collins, Yogi Berra and Lou Boudreau had the same year on the Old-Timer series as the Hall-of-Fame cards, but the cards are different. Can you explain these things?

ANSWER: According to S-O-M, each of these players had better years compared to the rest of the league in the year they were picked, which is the entire basis for making up the card. Regarding Collins, Berra and Boudreau, even though the cards may be different in makeup they're still statistically the same.

S-O-M League...Replay Scene

GREATER POTTSVILLE S-O-M FOOTBALL LEAGUE -- Three-member, face-to-face league based in Pottsville, PA...Members are Tom Hoffman (Los Angeles), Joe Orff (N.Y. Jets) and Jim Orlowsky (Dallas)...three-team, eight-game season (based on '74) was conducted and, surprisingly, all three teams wound up 4-4... Rams defeated the Jets, 31-24, and Cowboys, 23-10, in the playoffs...James Harris completed 15 of 20 passes for 191 yards against Jets...

Leaders: Rushing -- C. Garrett (126-541, 4.3); Newhouse (142-425, 3.0); Cappelliti (131-396, 3.0); McCutcheon (61-217, 3.6).
Receiving -- D. Pearson (54-730, 13.5); Cappelliti (39-297, 7.6).
Passing -- Namath (62-123, 50%, 860, 6 TD, 7 Int); Staubach (89-164, 54%, 847, 14-9); Harris (96-132, 72%, 712, 5-1).

Note also that cards were created for some players and that Carl Garrett (by way of Chicago) wound up with the Jets.

SCHOLASTIC STRAT LEAGUE -- Born at the Hamburg Area High School, Hamburg, PA...Face-to-face league that in two years completed four football seasons and two baseball...Since all of the league members have graduated, Scholastic Strat-O-Matic has ceased to exist--except as part of S-O-M history...League members were: Randy Loeb (class of '74), Jim Beltz, Jeff Gromis, Doug Henn, Larry Fryer and Sam Garland, all of class of '75...League played its games during school free, or activity, period.

Here are the league standings:

No. 1 [1971 teams used]	Won-Lost-Tied
Dallas (Gromis)	10 4 0
Washington (Fryer)	8 6 0
Oakland (Loeb)	7 6 1
Miami (Henn)	7 7 0
Cleveland (Garland)	2 11 1

No. 3 [1973 teams used]	Won-Lost-Tied
Dallas (Beltz)	9 5 0
Cincinnati (Gromis)	7 7 0
Minnesota (Fryer)	6 8 0
Pittsburgh (Henn)	6 8 0

Jeff Gromis and Jim Beltz (who played in one less league than the others) each won two titles. Jim was all-time winning coach with a 27-11-4 record; Gromis had most wins with 30.

No. 2 [1973 teams used]	Won-Lost-Tied
Oakland (Gromis)	11 3 0
Miami (Beltz)	10 3 1
Los Angeles (Henn)	3 9 2
Philadelphia (Fryer)	2 11 1

* Note: Gromis has won two titles in succession; Beltz played first time.

No. 4 [1973 teams used]	Won-Lost-Tied
Atlanta (Beltz)	8 3 3
Washington (Henn)	8 4 2
Cleveland (Fryer)	7 7 0
Kansas City (Gromis)	2 11 1

Note: Washington and Atlanta played to 17-17 tie in season's finale to preserve Atlanta's first-place windup.

GBSOML -- Strat-O-Matic Basketball league with four members; face-to-face...League site unknown, however...Kim Hjerstedt is president, Dave Sorenson vice president, while other members are Steve Sorenson, John Burns...League started play on Oct. 4 and in 2 1/2 months completed 82-game schedules for eight teams (two teams each)...Best game was Detroit's 131-130 victory over Boston in four overtimes!...Worst wipeout was Milwaukee's (led by Jabbar's 48 points and Dandridge's 31) 136-86 annihilation of hapless Philadelphia...League used newest S-O-M cards

Standings and leaders:

Midwest Division	Won-Lost	GB	Off.	Def.	Average
1. Detroit (Hjerstedt)	49 33	--	103.2	102.3	Jabbar (MIL) 31.7
2. Milwaukee (D. Sorenson)	47 35	2	100.8	100.9	McAdoo (BUF) 31.4
3. Kansas City (D. Sorenson)	47 35	2	103.6	101.6	Archibald (KC) 30.8
4. Chicago (S. Sorenson)	40 42	9	104.1	102.8	Lanier (DET) 30.2

Atlantic Division		Won-Lost	GB	Off.	Def.	Avg. Con't	
1. Boston (S. Sorenson)	49	33	--	107.6	103.1	Cowens (BOS)	29.6
2. Buffalo (Burns)	44	38	5	102.1	98.6		
3. New York (Hjerstedt)	27	55	22	96.4	106.6		
4. Philadelphia (Burns)	25	57	24	91.7	104.2		

Playoffs: Detroit d. Milwaukee, 3-2; Buffalo d. Boston, 3-2.
Championship Series: Detroit d. Buffalo, 3-0.

1971-72 BASEBALL REPLAY -- A National League project that took Rod Neifert of Citrus Heights, CA, 1½ years to complete...If player had a card for both '71 and '72, best one was used...Almost 75 per cent of games were played by Neifert solitaire...Rod's brother, Steve, a St. Louis fan, helped out, especially when the Cardinals were scheduled.

Final standings and leaders:

East		Won-Lost	GB	West		Won-Lost	GB	Average	
Pittsburgh	99-63	--		San Francisco	96-66	--		'71 M.Alou, SL	.333
Chicago	90-72	9		Los Angeles	95-67	1		'72 Morgan, CIN	.332
St. Louis	88-74	11		Cincinnati	85-77	11		'72 Simmons, SL	.327
N.Y. Mets	83-79	16		Atlanta	82-80	14		'72 Tolan, CIN	.324
Philadelphia	59-103	40		Houston	72-90	24		'71 Garr, ATL	.322
Montreal	56-106	43		San Diego	67-95	29		'72 Santo, CHI	.318
								'71 Brock, SL	.316
Home Runs				RBI		Won-Lost			
'71 Stargell, PIT	59			'71 Aaron, ATL	135	'72 Gibson, SL	21-9		
'71 Aaron, ATL	44			'71 Stargell, PIT	135	'72 Carlton, PHI	20-17		
'72 Bench, CIN	39			'72 Williams, CHI	118	'71 Marichal, SF	19-9		
'71 E.Williams, ATL	35			'72 Bench, CIN	111	'71 Downing, LA	18-10		
'72 Colbert, SD	33			'71 Montanez, PH	93	'71 Jenkins, CHI	18-12		
ERA				Strikeouts		Doubles:			
'72 Sutton, LA	2.02			'71 Seaver, NY	305	Tripples:	'72 Bowa, PHI	16	
'71 Wilson, HOU	2.06			'72 Carlton, PHI	297	Hits:	'71 Garr, ATL	206	
'72 Gibson, SL	2.12			'71 Jenkins, CHI	238	Runs:	'71 Stargell, PIT	118	
'71 Seaver, NY	2.29			'71 Stoneman, MT	211	SB:	'71 Brock, SL	69	
'72 Bryant, SF	2.31			'71 Kirby, SD	208				
'72 Singer, LA	2.41								
'71 Jenkins, CHI	2.42			MVP: Stargell; Cy Young Winner: Bob Gibson; Fireman					
'71 Downing, LA	2.43			of Year: Ramon Hernandez d. [Pirates].					
				Playoffs: San Francisco d. Pittsburgh, 8-1, 3-1, 1-6					

MVP: Stargell; Cy Young Winner: Bob Gibson; Fireman of Year: Ramon Hernandez (Pirates).

Playoffs: San Francisco d. Pittsburgh, 8-1, 3-1, 1-6, 4-7, 2-1, 9-3.

Highlights: (1) Pittsburgh won 29 of last 40 games to win division; (2) Pittsburgh also had six .300-plus hitters; (3) San Francisco drew most walks, 590, and had five players with 19 or more home runs; (4) Don Wilson of Houston tossed a pair of one-hitters--both against the hard-hitting Cincinnati Reds.

W.J.S. BASEBALL LEAGUE -- Solitaire league, now in sixth season of S-O-M, played by Wesley J. Sass (WJS)...Sass, 23, is also member of Dan Hoffman's ECBL play-by-mail league...He's been playing table sports games for 11 years...Latest project was a 75-game replay of the '74 baseball season.

Final standings:

NL East		Won-Lost	GB	NL West		Won-Lost	GB	Playoffs	
Pittsburgh	50-25	--		Los Angeles	43-32	--		Los Angeles d.	
St. Louis	43-32	7		Houston	39-36	4		Pittsburgh, 3-2.	
Philadelphia	39-36	11		Atlanta	38-37	5		New York d. Texas,	
Chicago	39-36	11		Cincinnati	37-38	6		3-2.	
N.Y. Mets	35-40	15		San Francisco	33-42	10		World Series:	
Montreal	27-48	23		San Diego	27-48	16		Los Angeles d.	
								New York, 4-3.	
AL East				AL West					
N.Y. Yankees	44-31	--		Texas	46-29	--			
Baltimore	43-32	1		Chicago	43-32	3			
Cleveland	36-39	8		Minnesota	42-33	4			
Milwaukee	35-40	9		Kansas City	37-38	9			
Boston	32-43	12		Oakland	33-42	13			
Detroit	31-44	13		California	32-43	14			

Guest Columnist

Clearinghouse, Organizers Defended

BY DAVE SURDAM
36744 Immigrant Road
Pleasant Hill, OR

It's been quite some time since I've openly disagreed with a fellow S-O-M gamester. But when a friend, Bill Hansing, is unjustly criticized, I cannot just stand by and say nothing.

Bill Hansing, Keith Walker and Rick Shapiro deserve plaudits for their efforts. Their attempt to create a clearinghouse has met with open criticism, much of which is nauseatingly absurd. Many of these opponents would have opposed night baseball or any other revolutionary idea. To them maintaining the status quo is all that matters; change frightens them.

It's no covert fact that play-by-mail leagues in general are taking severe beatings from lousy managers. Too many leagues go under either via poor managers or poor administrators. The vast majority of S-O-M gamesters are honest, dedicated managers. However, there are just enough of the others to make running a league roughly akin to being captain of the Titanic.

BAD MANAGERS ALWAYS A PBM HAZARD

Peter Ernst's November, 1975, comments brought out an interesting point. His method of attack was to blame the "good" managers. I cannot blame good managers who are continually frustrated by the inept managers who drop out with clock-work regularity. My credentials speak for themselves: seven seasons as head of the Pacific League. Not a season goes by that one or two managers are released for continual tardiness or are forced to resign. I realize that there are some great excuses, unexpected time problems, etc. (I myself have dropped out of two leagues and could not be considered a good bet.)

However, there is a fundamental difference. Some managers will wait until we get a replacement before resigning, which is a great help. But most just drop out for a myriad of reasons; usually losing teams or time handicaps.

CLEARINGHOUSE IS DESIGNED TO IDENTIFY WRONGDOERS

It is the purpose of the Clearinghouse to identify chronic abusers of PBM leagues; they do not intend to prohibit allowing you to select a poor manager. You could easily compare the Clearinghouse with your local credit bureau. The Clearinghouse lists the manager's past performance and the league commissioners must therefore decide whether to choose that manager. If you ask me, it's a good system and while it's not infallible, perhaps it will save some poor president some extra work.

You may ask, "What if the manager has changed his ways or what if he's new to the PBM scene?" My experience has shown that some guys do change. Pacific has admitted some self-proclaimed quitters and by and large they've reformed and become top flight members. I always try to take a chance on a rookie manager who is enthusiastic. In most cases they try extra hard and do a good job in order to build a good reference.

PACIFIC LEAGUE HAS HAD TROUBLES, TOO

Let me cite a recent incident in our league. Recently three managers were released or resigned. According to the clearinghouse rules I'd have two other Pacific managers rate those managers and then I'd send in a reference, so each manager is rated by three people, insuring (in the vast majority of cases) an accurate report.

One of these managers had just started college and that's when his troubles began. He had underestimated the time factor and was unable to catch up (which is important for any prospective manager to consider; will I have time to play S-O-M and keep up with my studies?). In addition he never paid his dues and was also extremely tardy with the final-season stats of the previous season.

Another manager was released for being tardy (he, too, was in college) and partly because there was some question as to his integrity. Neither would be a

good bet to put in another league, but you could figure they'd make another attempt to join another league, with a good chance of repeating their lackluster performance. Without the clearinghouse, such abuses would go unnoted by most league commissioners.

Tardy managers, malcontents and cheaters are the bane of any league. Help Bill, Keith and Rick in their attempt to alleviate this crisis by supporting their attempts to create the Clearinghouse. They have my support.

One final postscript: League presidents are also rated under the Clearinghouse, insuring balance. I realize that the system will require some work on the part of all league commissioners and reeks of bureaucratic redtape, but Bill, Keith and Rick definitely are not bureaucratic stooges; their efforts are well-planned and competently executed. If one weighs the various advantages with the relatively few disadvantages, I'm sure they'll throw their support in with the Clearinghouse.

NBA Foul Rules Explained

Since many of the Strat-O-Matic Football leagues are winding down and many basketball replays heating up, the Review thought it a good time to explain the procedure for handling fouls in an NBA (National Basketball Association) game.

Confusion has reigned in the past regarding fouls and whether they are shot or not, how many fouls are allowed, what is the "bonus" situation, etc.

So, thanks to Steve Parewski of Norridge, IL, who last winter sent us a Chicago Bulls program with an explanation of NBA fouls, here are the things to watch for in your S-O-M hardwood dice-rolling:

* **PERSONAL FOULS** -- Each player is allowed six personal fouls before he is disqualified.

* **OFFENSIVE FOULS** -- An offensive foul is charged as a personal foul to the player involved, but is not added to the team foul total for the purpose of determining bonus free throws. No free throw is awarded and the ball is taken out of bounds by the defensive team. Nor are double fouls (which don't occur in S-O-M Basketball) added to the team total for the purpose of determining bonus free throws.

* **TEAM FOULS** -- Each team is limited to four personal fouls per quarter, with each foul in excess of four per quarter to be penalized by an additional free throw. During each overtime period the limitation shall be three personal fouls per team with an additional free throw for each personal foul in excess of three. If a team has not committed its quota of four fouls during the first 10 minutes of each quarter, and its quota of three team fouls in the first three minutes of any overtime period, it shall be permitted to incur one team foul during the last two minutes of each quarter and the last two periods without incurring the penalty of an extra free throw.

* **FREE THROWS** -- If the foul committed by a player is in excess of the number limited for his team and calls for a single free throw, one additional free throw is allowed. If the excess foul calls for two free throws, the penalty free throw shall be permitted if any of the free throws are unsuccessful. In the latter, in other words, the free throw shooter has three attempts to make two shots.

Remember, however, that before the bonus situation is in effect, if a foul calls for one shot the ball is taken out of bounds by the offensive team. Two-shot fouls are always shot, but one-shot fouls are not until the bonus situation is in effect.

Tips For S-O-M Basketball Dice-Rollin'

Charles Amacker of Dallas, TX, frequently takes up the dice and engages in solitaire games of S-O-M Basketball. He's come up with some suggestions to
(continued on following page)

speed up play and hopefully keep gamesters out of those confusing situations that leaves one shaking his head wondering "who's on first and what's on second."

(1) First off, Amacker suggests that the shot clock be moved on every field goal attempt, including passing situation percentage shots and dazzlers. "I know this goes against the rules," says Amacker. "But this method allows for an average of close to 190 shots on goal which, according to the July, 1974 issue [of the Review] is the average number in actual NBA games. Not moving the clock in these situations causes an average of over 200 shots per game."

(2) Use both the split decks from the 1973-74 season as well as the 1974-75 season. Place each deck side by side, using the old split deck for offensive rebounds and switches. Use the new split deck for passing situations and to determine the percentage shot shooter.

Be sure and keep the two split decks separate in the discard piles. Using these methods you will only have to pick up each split deck twice per game.

Whenever you roll a seven, always draw the passing card immediately and place it in front of the team that is to do the passing; this should be done before you roll for the defensive rebound or assist so that you don't forget the passing situation.

(Amacker also mentions that he uses Ronald Stutes' defensive rebound and assist charts and Bryan Baker's split number chart, both of which are found in the April 1975 issue of the Review).

(3) Amacker allows the offensive rebounder to shoot as the game company's instructions provide, but also to pass off to another shooter. "I permit my offensive rebounder to take the ball back outside and set up a play by either accepting a possible switch, percentage shot, or just passing to another teammate," points out Amacker. If a basket is good do not credit offensive rebounder with an assist, but roll on the assist chart. Many times the offensive rebounder will want to shoot the ball, obviously. But Amacker makes the situation optional as to what the offensive rebounder does.

(4) On penetration shots with a white die roll of 4, 5, or 6 and a red dice total of 8, assume the defensive center to be playing "back" unless he is caught on a switch, or opposing center is driving; the scores are high enough with the new cards, according to Amacker.

(5) Amacker reports that it still takes him about one hour and 45 minutes to play a game, complete with rebounds and assists. How long have games been taking for other S-O-M Basketball enthusiasts and what other time-saving methods are being used? The Review would like to hear from you soon.

Football Playing Tip

A frequently asked question is how are quarterbacks rated in the National Football League? Even though it's not an S-O-M question, as such, the number of queries regarding the matter make it worth answering on the pages of the Review.

Ralph Coleman of Lexington, KY is one S-O-M gamer who has probed around and found the formula used. In its simplest terms the formula is as follows:

$$5/6 [\text{Comp.\%} + 4 \times \text{TD\%} - 5 \times \text{Int.\%} + 5 \times \text{Avg. Gain} + 2.5] = ??$$

First, however, the following changes must be made when required:

- (1) If completion % is less than 30%, use 30%.
- (2) If completion % is greater than 77.5%, use 77.5%.
- (3) If TD% is greater than 11.9%, use 11.9%.
- (4) If Int.% is greater than 9.5%, use 9.5%.
- (5) If Avg. Gain is less than 3.00, use 3.00.
- (6) If Avg. Gain is greater than 12.5, use 12.5.

Using Joe Namath's 1974 statistics as an example here is how it works:

$$5/6 [52.9 + 4 \times 5.5 - 5 \times 6.1 + 5 \times 7.25 + 2.5] = 69.29. \text{ Rounded off it becomes } 69.3. \text{ Note also that no changes were necessary with Namath's stats.}$$

Full-Season Replay Provides Surprises

Steelers Sidelined In '74 Grid Playoffs

Matt Lorenz, a teen-age dice-roller from Hamden, CT, readily admits that his ultimate objective in any Strat-O-Matic replay is realism. He doesn't "rig" the results so that his favorite team wins, rather uses players the way real-life called for and lets the dice fall where they may.

Being a fan of the Pittsburgh Steelers, he was looking forward to a replay of the 1974 football season, however. He wouldn't have to feel guilty if the "Steel Curtain" gang prevailed--after all, they did in real-life.

So, Lorenz embarked on a season-long grid replay soon after receiving the new cards. And by late in the fall, it was all over. His beloved Steelers weren't around for the Super Bowl this time, however, having been waylaid early in the playoffs in an upset. There were many thrills experienced by Lorenz, though, some of the highlights of which are captured below.

Some trends Lorenz noted from previous replays that varied in his 1974 season were that scoring was down in his latest attempt (especially field goals), passing percentages were better while the rushing yardage was less than in the past. In a replay of 1973, for example, scores were higher, pass percentages lower and no less than 12 runners crossed the 1,000-yard plateau.

Since Lorenz did replay an entire season, it would be interesting to take an in-depth look at what happened, both during the regular-season and in the playoffs.

AFC EAST WON BY MIAMI

Miami won seven of its last eight games, including many close ones, to easily capture the American Football Conference East--and by a three-game margin over second-place New England. New England, surprisingly, was in the top spot after 10 weeks, having clouted Cleveland, 50-14, and outpointed Minnesota, 42-36, but then its pass defense became non-existent and the Patriots dropped their last four games.

Buffalo was the biggest disappointment, winding up 4-10 and at one point losing five games in succession and by a total margin of only 20 points. The Bills did upset Los Angeles in the season's finale, keeping the Rams out of the playoffs.

TOUGH DEFENSE KEYS STEELERS

Pittsburgh, allowing but 218 yards defensively, was the class of the AFC Central Division, winning by a whopping five-game margin over Cincinnati. Cleveland was a surprise, going 6-8 but twice defeating the Steelers and Houston. The Browns, incidentally, were 25th in team defense and 26th on offense. Cincinnati had a solid passing game but a sub-par rushing attack while Houston, which lost its first six games, bounced back to win five of the last eight.

OAKLAND OVERPOWERING IN WEST

Oakland's Raiders again pillaged the West, plundering opposing defenses for 401 points--tops in the NFL--and compiling a 12-2 record--again the best in the league. Oakland averaged 4.5 per carry rushing and scored 26 touchdowns via the pass. Denver won its last three games to slip into a wild card berth. The Broncos featured a 163.9-yard-a-game running assault, good passing, both of which enjoyed their finest hour in a 42-0 thrashing of the Colts. San Diego gave up 334 points but still managed five well-spaced wins, including a 16-13 overtime shocker of Minnesota.

WASHINGTON, ST. LOUIS TIE IN EAST

Washington and St. Louis both wound up with 10-4 records in the NFC East. Since the two split their two games, the Redskins gained the top spot by virtue of a better record within the conference. The 'Skins had the best defense against the rush that Lorenz had ever witnessed in a grid replay, yielding only 75.9 yards a game. Washington only gave up 12 touchdowns in 14 games, yet bolted into opposing end zones 36 times. St. Louis wasn't to be outdone on

(continued on following page)

offense as Jim Hart completed 226 of 418 passes and had only seven intercepted. The Card ground game wasn't bad, either, racking up 4.5 yards per carry in 387 cracks. Dallas, meanwhile, had trouble with its pass defense (yielding 180.8 yards a game) despite allowing but 98.2 yards rushing each outing. Philadelphia's bright spots were Tom Dempsey's 29-of-36 field goal accuracy and 207.7 passing yards per game. The Eagles, throwing the ball a whopping 476 times, did upset both Washington and Dallas.

MINNESOTA ALL THE WAY IN CENTRAL

Minnesota, true to real-life, was an easy winner in the NFC Central. The Vikes had the NFC's best offense [Chuck Foreman scored 18 touchdowns] and second-ranked defense. Second-place Detroit was manhandled by the Vikes in their first meeting, 52-3, but bounced back to later edge the "Purple Gang" 23-20 in overtime. Detroit got steady performances out of quarterbacks Greg Landry (57.8 completion percentage) and Bill Munson (57.4), while Green Bay's John Brockington gained 914 yards and caught 44 passes and Chester Marcol clicked on 30 of 38 field goal tries and all 19 extra point conversions.

SAINTS MARCH HOME A WINNER

The New Orleans Saints were the luckiest team in the league, defeating Los Angeles twice by one-point margins and doubling their win output from real-life. The two losses to the Saints knocked L.A. out of the playoffs. Lawrence McCutcheon gained 1,204 yards (5.5 average) and the defense against the run was miserly (82.7 per game), but a porous pass defense and David Ray's missing of seven extra points hurt. San Francisco was a surprise, winning its last five games to finish at .500, as Gene Washington caught 27 passes for a whopping 27.4 average.

THE PLAYOFFS

WASHINGTON 34, MINNESOTA 17 -- Billy Kilmer passed for 221 yards and three touchdowns as 'Skins exploded for 27 points in second half to oust Minnesota. Washington picked off Fran Tarkenton passes three times in second half and four times overall. Vikes led 10-7 at halftime. Both ground games were non-existent as Minnesota had 87 yards in 25 rushes; Washington 65 on 31.

NEW ORLEANS 28, ST. LOUIS 27 -- Jim Bakken missed 27-yard field goal on last play as Saints luck out again. New Orleans, trailing 24-14 at halftime, rolled to the win on the ground, gaining 279 yards (Alvin Maxson had 127 in 18 carries). Terry Metcalf returned a kickoff 94 yards for one Card TD.

WASHINGTON 28, NEW ORLEANS 17 (Championship - NFC) -- Redskin defense again prevailed, picking off three Archie Manning passes (two for TDs) and holding New Orleans to less than 100 yards on the ground.

MIAMI 24, OAKLAND 18 -- Playoff blahs continue to haunt Oakland as Miami running game controls football (Larry Csonka was 20 for 108 yards). Bob Griese hooked up with Paul Warfield on a 58-yard Miami TD aerial strike.

DENVER 24, PITTSBURGH 20 -- Steelers outgained Denver 352-197, had a 17-0 lead at one time--but still lost. Otis Armstrong (15 carries, 110 yards) personally destroyed Steelers in second half--at one point reeling off gains of 19, 11, 17 and 22 yards--and scored the game-winning TD on a seven-yard run in the final minute.

MIAMI 24, DENVER 3 (AFC Championship) -- Bob Griese was 14 of 17 passing and Csonka gained 114 yards in 20 carries as Dolphins wrote finis to Denver's "Cinderella" story. Armstrong was limited to 69 yards in 22 carries.

WASHINGTON 12, MIAMI 10 (Super Bowl) -- Mark Moseley, who earlier had missed an extra point conversion, became Washington's hero when he booted an 18-yard field goal on the game's last play to give his team the championship. Kilmer was 20 of 27 passing for 'Skins, who tried twice, both unsuccessfully, to score from the one before Moseley's (2-6, 11, 12 chance; roll was an "11") boot.

FINAL STANDINGS

<u>NFC East</u>	<u>Won-Lost</u>	<u>NFC Central</u>	<u>Won-Lost</u>	<u>NFC West</u>	<u>Won-Lost</u>
Washington	10 4	Minnesota	9 5	New Orleans	9 5
St. Louis	10 4	Detroit	7 7	Los Angeles	9 5

(continued next page)

Dallas	9	5	Green Bay	6	8	San Francisco	7	7
Philadelphia	6	8	Chicago	4	10	Atlanta	2	12
N.Y. Giants	5	9						

AFC East	Won-Lost	AFC Central	Won-Lost	AFC West	Won-Lost
Miami	10 4	Pittsburgh	11 3	Oakland	12 2
New England	7 7	Cincinnati	6 8	Denver	9 5
N.Y. Jets	6 8	Cleveland	6 8	San Diego	5 9
Buffalo	4 10	Houston	5 9	Kansas City	4 10
Baltimore	4 10				

Rushing	Att-Yds.	Avg.	TD	Receiving	No.	Yds.	Avg.	TD
Armstrong	277-1544	5.6	12	L. Mitchell	71	549	7.7	0
Simpson	264-1251	4.7	6	Young	68	863	12.7	4
McCutcheon	218-1204	5.5	4	Carmichael	62	713	11.5	6
Woods	208-1064	5.1	5	D. Pearson	59	1078	18.3	4
Hubbard	186-972	5.2	4	Branch	59	1063	18.0	10
Csonka	204-957	4.7	9	C. Taylor	56	774	13.8	6
F. Harris	200-916	4.6	5	Foreman	56	563	10.1	9
Brockington	257-914	3.6	7	Knight	50	739	14.8	7

Passing	Att-Comp.	Avg.	Int-TD		Att-Comp.	Avg.	Int-TD
Anderson	328-206	62.9	12-13	Gabriel	367-212	57.5	18-10
Jurgensen	172-107	62.2	6-9	Munson	260-149	57.4	7-9
C. Johnson	213-129	60.6	5-10	Kilmer	243-137	55.4	13-14
Griese	266-158	59.4	13-10	Stabler	328-185	56.4	16-26
Snead	186-109	58.6	9-9				

Advertisements

Rates per issue will be as follows: First 30 words--\$0.00; 31-50 words--\$0.00; 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-produced products, such as score-sheets, etc., may not be offered for sale. Also, no photocopied S-O-M cards should ever 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 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: Baseball cards, any New York Mets team prior to 1974; any Washington Senators team between 1962-1974, and the Seattle Pilots of 1969. Will accept lowest bids. Please send bids to: Dennis Madej, Hotel Lafayette Room 116, Buffalo, NY 14203

WANTED: 1971 and 1972 Philadelphia Phillies. Name price and please contact at following address: John Rojas, P.O. Box 43-1438, So. Miami, FL 33143

WANTED: All World Series teams prior to 1973 and Super Bowl teams before 1972. Send name of teams

and price to: Robert Motsinger, POB 1294, Winter Haven, FL 33880

WANTED: 1970 Pirates, 1972 Pirates and entire 1974 National League East. Will accept lowest offers. Please state condition. Hi Woody! Rick Sontheimer, 1315 Henninger, Macomb, IL 61455

WANTED: 1964 baseball set - or 1964 Cardinals and Yankees. Please state price and condition. Richard Gulezian, Rt. 1, Box 347, West Shore Road, Windham, NH 03087

WANTED: 1972 Chicago Cubs and/or 1968 Detroit Tigers. Will be interested in any team 1969 or older. Richard Lamb, 1855 Larke Ave., Rogers City, MI 49779

WANTED: IF you've been waiting to sell your 1962, 1963 teams, here's your chance. I will pay \$12 each for the 1962 L.A. Dodgers, 1962 Houston Colts; and \$8.50 for the 1963 L.A. Dodgers and 1963 N.Y. Mets. State condition of cards. Terry Bates, 5805 Winsome, Houston, TX 77027

WANTED: 1967 Football teams -- Dallas, Chicago, Kansas City, Oakland and N.Y. Jets. Will pay your price if within reason. Send offer, condition of cards and SASE to: Steve Lathim, c/o Citizens Bank of Liberal, Liberal, MO 64762

WANTED: 1972 extra players and roster. Letters will be answered if SASE is included. Send prices to: Richard Panariello, 9160 SW 55 Ct., Cooper City, FL 33328

WANTED: Any Football or baseball teams from any year; will pay your price. Write to: Kevin Lammer, 2350 Wilbriht Lane, Dubuque, IA 52001

WANTED: Please anyone--I need Rick Zolzer's address or his whereabouts. David Pickens, 1123 Village Way, Fairmont, WV 26554

WANTED: The following football teams -- 1968 Jets, Chiefs, Colts, 1969 Vikings. Will pay your price if within reason. Send your offer, condition of cards and SASE to: Steve Lathim, c/o Citizens Bank of Liberal, Liberal, MO 64762

For Sale

FOR SALE: 1967 Football set, minus Green Bay. Total of 24 teams in good playing condition. Teams will go to highest bidder as complete set, or as individual teams. Plenty of time will be allowed for all bids. Send to: Mike Cummins, Mobile Park Est. #58, Pana, IL 62557

FOR SALE: 1965 Los Angeles (originals), Braves and Yanks; 1963 Boston, Houston; 1968 Baltimore, Cleveland. Would like to trade 1965 Boston, St. Louis (each team missing one player) for 1963 Twins, St. Louis, Dod-

gers or Phillies. I also would like to trade 1965 Baltimore, Detroit (one player missing) for 1968 Dallas Cowboys. Keith Fosness, 375 7th Ave. South, Fargo, ND 58102

FOR SALE: Baseball -- 1970 Phillies, Padres, Tigers, Brewers, Giants, Reds, Dodgers, Twins, Yankees, Indians, Senators, Cardinals, Mets, Pirates, Expos. Partial teams: Boston (18 players), Braves (14). 1971 both leagues, complete, plus extras. 1972 both leagues, complete, plus extras. All cards in excellent to mint condition. 1970 teams \$1.50 each, partial 50¢. 1971 and '72 \$25.00 each. Mike Barnd, 1100 Alder Lane, Mt. Prospect, IL 60056. 312-253-1497.

FOR SALE: Over 200 baseball, basketball and Football teams available! For Free list send a self-addressed envelope or 25¢. All teams are in excellent condition. The bidding system will work as follows: You will receive a computerized sheet of all the teams available plus the cost for that team. If you think the price is reasonable (which it is), then send in the money for that team. If more than one person sends in the money on that team in that week, then those people will bid on that team. If you like a particular team, but think the price is too high, then send your request for that team. If after all the selling that team is still available, then I will contact you and we may be able to work out another reasonable price. Everything will be done by computer as to avoid mistakes. Game boxes also available. The teams span from 1965 thru 1974, and all are original teams. Money will be accepted starting Feb. 1, 1976. This is definitely your chance to get all of those old teams you wanted, but couldn't afford to get or couldn't find. All teams are guaranteed. You've got nothing to lose, so either send a self-addressed envelope or 25¢ to: Victor Nahigian, 39 Beaver Road, Weston, MA 02193

FOR SALE: Custom bumper stickers, reading "I Love Playing Strat-O-Matic." Only \$1.50 each, sticker 15 X 4 inches, with two bright colorful lines of large letters. The first ten people will only be charged \$1; send \$1.50 to Jim Mitzelfeld, 19107 Chelton Dr., Birmingham, MI 48009. Custom pencils as well, reading "Strat-O-Matic" followed by one of the three sports, you

want. Just 6 for 50¢ or 10¢ each. Pencils and stickers are backed by money back guarantee. Order your customized product today.

FOR SALE: 1962 baseball, \$70; 1963 baseball, \$70; 1964 baseball, \$65; 1965 baseball, \$40; 1966 baseball, \$40; 1967 baseball, \$40; 1969 baseball, \$27; 1970 baseball, \$25; 1971 baseball, \$20, and 1972 baseball, \$18. Larry Wolf, 3329 Monticello Court, Anchorage, Alaska 99503

FOR SALE: 1973 Raiders, Bills, Dolphins, Steelers, Vikings, Rams, Redskins and Lions. All for \$6.50. Mint condition. This set won't be broken down and I pay postage. Contact: Dick Hunt, 424 North Main St., Ovid, MI 48866

FOR SALE: Complete baseball set based on 1974; in excellent condition. Minimum bid is \$6.00. Also, S-O-M Reviews from October 1973 to November 1975 (total of 26). Minimum bid is \$5.00. Bid on either or both. Only winning bidders will be notified. Jim Levin, 15 Russell Circle, Natick, MA 01760

FOR SALE: 1962 Dodgers, Yanks, Reds, Twins, Giants (originals, black print) all in very good condition. As a set only.

WANTED: 1964 complete set, in good to excellent condition. Will pay well, however; make initial offer, or will trade above teams plus 1967 set in excellent condition for the same 1964 set mentioned above. Bidding ends March 6. Send bids to: Joe Segall, 70-51 153 St., Flushing, NY 11367

FOR SALE: Bid for following Football teams by lot number only. Lot 1 -- 1967 Rams, Packers, Cowboys, Colts; Lot 2 1969 Vikings, Chiefs, Bills, Packers, Raiders; Lot 3 -- 1970 Cowboys, Vikings, Patriots; Lot 4 -- All eight 1971 playoff teams; Lot 5 -- All eight 1972 playoff teams; Lot 6 -- All eight 1973 playoff teams. Lot 7 -- '72-'73 basketball teams: Los Angeles, Buffalo, Golden State, Detroit, Milwaukee, Baltimore. Only winning bids will be notified. You include 10¢ postage

for each team if you win. Mark Frobom, 1069 26th Ave. SE, Minneapolis, MN 55414

FOR SALE: Excellent condition. 1973 Football teams sold as one unit. Buyer must pay postage. Price: \$7.50. Also, latest basketball cards. Used only once. Price: \$6.00 for all 18 teams, or 40¢ per team. WANTED: 1972 baseball teams. Will trade the above or send your offers to me. Robert Jostes, 6383 Kenwood, Maderia, OH 45243

FOR SALE: 1972-73 (original) basketball set, parts and box included; excellent condition. Football, 1967 Eagles, 49ers, Lions, Dolphins, Rams, Bills, Broncos, Cardinals, Saints, Giants, Steelers, Falcons (about one player per team on these has his name typed on; otherwise good condition). 1970 Bob Lee, 1970 Redskins, 1970 Rams; good condition. Baseball, 40 nameless players; 160 Pirates; 1961 Tigers, Reds, Yankees; 1962 Mets, Giants; 1965 Dodgers, Twins; 1967 Cardinals; 1967 American League; 1968 baseball; 1969 baseball with extra players (there are a few players missing in this set; the only important ones Osteen and Haller); 1969 Doyle (2), Britton, Pappas, F. Alou, Lyle, Siebert, Stange, R. Gibson, Conigliaro, Fuller, Alvis, Snyder, Cardenal, Law, Bob Miller, Worthington, Roseboro, J.C. Martin; 1969 Orioles (missing four players); 1969 Cardinals (missing two players). Some of 1969 players are written on; otherwise good condition. 1970, '71, '72, '73, '74 baseball with extras (a few players may be missing, particularly Baltimore and '73 Expos) in very good condition; 1972 Indians, Tigers. Note also that 1967 Bob Gibson is missing. Send me your best offer and I'll send these to you: Greg Van Valkenburgh, 4212, Brookway Lane, Brooklyn, OH 44144. Whoever buys the most baseball teams, I'll send them my baseball box and parts.

FOR SALE: I would like to sell the 1972 A's for 30¢; '73 N.L. and A.L. for \$6.00; '74 N.L. and A.L. for \$8.00; 34 Old-Timer teams for \$12.00; 96 all-stars for \$3.00. Roland Stokes, Rt. 4, Box 265, Lake Placid, FL 33852

FOR SALE: The following two sets are up for bids: (1) 1974 A.L. and N.L. cards in good condition (extra players included); (2) 1974 NFL set (all 26 teams), in good condition. Send bids to: Wesley Sass Jr., 917 Onderdonk Ave., Ridgewood, Queens, NY 11227

FOR SALE: The following baseball teams -- 1911 A's, 1919 White Sox, 1941 Dodgers; 1946 Red Sox, 1948 Indians, 1950 Phillies, 1954 Indians, 1957 Braves, 1960 Pirates, 1961 Reds, 1961 Tigers and 1967 Red Sox are 50¢ each. Also, 1965 Angels, Indians, Cardinals and Pirates are \$5 each. For \$3 each -- 1969 Orioles, Twins. For \$2.50 each -- 1969 Red Sox, Angels, White Sox, A's and Senators. For \$2 each -- 1970 Red Sox, Cubs, Reds, Dodgers and Brewers. For \$1 each -- 1971 A's, 1973 Giants. All teams are in playable condition. Some are in excellent condition, having been used only about five times. Bid higher or lower than the above prices if you think your bid will win. Only the highest bids will be answered unless SASE is included. I also have an extra baseball game to sell. Sean Maloney, 953 Hollywood, Grosse Pointe Woods, MI 48236

FOR SALE: Will accept offers for three weeks on the following. Bid on individual items, in groups, or on whole lot. Prefer to get rid of whole lot. 1972 Football -- Dolphins, Steelers (mint) 1971 Broncos, Chargers, Oilers, Bills, Patriots, Saints, Colts, Falcons, Giants, Raiders, Bengals, Packers, Lions, Bears, Redskins, Cardinals, Cowboys, Eagles (all mint); 1969 Chargers and Oilers (mint). 1971 Baseball -- Yankees, Indians, Senators, Royals, Brewers, Giants, Padres, Braves (very good); 1970 Pirates, Phillies, Dodgers, Angels, Red Sox, Yankees (very good); 1969 Oakland, Cubs, Braves, Twins (very good). S-O-M Reviews -- most issues January 1972 through March 1975. Also have about 200 "loose players" from 1968 baseball teams; list available for SASE. Jeff Cozzetto, 520 Rockview Avenue, North Plainfield, NJ 07063

FOR SALE: The following football teams will only be sold in sets: 1967 Colts, Browns, Saints, Vikings, Cowboys, Packers, Eagles, Rams, Lions, Steelers [\$20.00]; 1968 Dolphins, Saints, Bears, Vikings, Lions, Jets, Colts, Redskins, Eagles, 49ers, Packers, Chiefs, Cowboys [\$20.00]; 1969 all

teams [\$20.00]; 1970 Cowboys, Oilers, Bengals, Bears, Lions, Bills, Broncos, Chargers, Colts, Falcons, Packers, Cardinals, Patriots [\$15.00]; 1971 Cowboys, Lions, Packers, Rams, Redskins, Saints, Chiefs, Bengals, Colts, Dolphins [\$10.00]; 1972 all teams [\$10.00]; 1973 all teams [\$10.00]. All teams in good to excellent condition. Teams sold on a first come, first serve basis. Ed Robertaccio, 2502-37 St., Astoria, NY 11103

FOR SALE: All football teams from 1968 through 1974. Send bids for individual teams or in lots. All cards original. Older cards are used, but all are clearly readable. Send bids to: Pete Florio, 42 Browers Lane, Roslyn Heights, NY 11577

FOR SALE: Football -- complete sets 1967-1974. Baseball -- 1965 complete, 1966 N.L., 1968-1974 complete sets. Send bids to: Robert J. D'Alessandro, 2032 69th St., Philadelphia, PA 19142

League Forming

LEAGUE FORMING: 1975 American League actual teams replay; all 12 teams if possible. To start as soon as the new cards come out. Length of season will depend on the number of managers that join. \$5.00 entry fee. Send best of teams in order of preference and S-O-M experience to: David Ter Wee, Fairview, SD 57027

LEAGUE FORMING: Attention all S-O-M Baseball fans! The ECBA (Eastern Coast Baseball Association) needs five competent managers to help form an eight-team draft PBM league. The cards about to come out will be used (no extras). A draft will be held as soon as everyone has their cards. The season will, hopefully, open April 1. An entry fee of \$5 will be charged, \$3.50 of which will be refunded if you finish the season. Send team names and money, or for more information write: Dave Mannheim, 19 Crestwood Drive, Framingham, MA 01701. All letters answered.

LEAGUE FORMING: There are still a few positions left to manage in this year's GLSOML. This is a full N.L.-A.L. PBM replay. The positions open are in the A.L. We will use the new cards plus extra players. This is a 162-game season, with a monthly newsletter. If interested, contact me immediately: Bob Jostes, 6383 Kenwood Rd., Cincinnati, OH 45243

LEAGUE FORMING: The North American Baseball Association, an established PBM league, is relocating many of its managers geographically. The NABA is going into its sixth season in 1976 and is soliciting managers in the Northeastern area of the United States, primarily the New Jersey, New York, Pennsylvania, Connecticut area. This league, above all, will not tolerate, under any circumstances, the below par manager who continues to fall behind and cannot meet the league schedule and commitments. Interested? Qualifications: You must be at least 21 years of age and have five or more years experience in S-O-M PBM. Send a 100-word or less [minimum 50] resume as to why you want to become a NABA manager and what contributions you could make to the league. Write to: J.L. Dirgo, 41A Linn Drive, Verona, NJ 07044

LEAGUE FORMING: Need 12 people to form permanent National League baseball, 162-game schedule league. Each person will manage and draft one team. There will be one initial draft, making all National League players from the 1975 season available. Teams are free to make trades first 20 and last 12 games of season. Your team will remain the same each year unless you, as the manager, make a trade or your player actually retires. You can [waive] cut a player from your squad, putting him in the draft for the coming season and getting one more pick in the yearly draft. All retired and non-available players will be replaced in the yearly draft of new and waived players. First season will begin in February, based on the 1975 season/1976 cards. Please do not answer this ad unless truly interested in managing and developing your team over the next few seasons. The only requirement is that you be reliable and won't drop out. No experience needed. Please be a reasonable distance from Houston as games will be played on a weekly basis. Please mail your name, address and age, along with any comments or questions, to: John Blomstrom, 4931 Whispering

Falls, Route 8, Houston, TX 77043. All letters will be answered promptly.

LEAGUE FORMING: A new play-by-mail league, using the cards to be issued this spring, is now being formed. Will be draft league using basic version. Must have extra cards. All applicants are guaranteed a spot. Further details on request: Robert Motsinger, POB 1294, Winter Haven, FL 33880

LEAGUE FORMING: Would like anybody playing Strat-O-Matic Baseball in Williamsville, NY, to let me know. Like to play head-to-head. Send some information to: David Gelia, 185 Countryside, Williamsville, NY 14221

LEAGUE FORMING: I am looking for managers to form a play-by-mail draft league using the basic side of the cards. We will use the new cards when they come out. The entry fee is \$6.00. A refund of \$2.00. will be paid to all who complete the season. If you are interested, write to: Dwight Sterling, 7 Pharris Place, Upper Saddle River, NJ 07458

CONVENTION PLANNED: S-O-M Convention is being organized in Detroit. Tournaments, contests, displays, and door prizes are all being offered. Please send SASE to: Robert Henry, 15919 Ferguson, Detroit, MI 48227, for more information, or call (313) 835-4472.

Looking For 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.

1976 - Jan.; 45¢.
1975 - Dec., Nov., Oct., Sept., August, July, June, May, April, March, Feb., Jan.; 45¢ per issue.
1974 - Dec., Nov.; 45¢ per issue.
Oct., Jan.; 40¢ per issue.
1973 - Aug.; 40¢ per issue.
1972 - Dec., Nov., Aug.; 40¢ per issue.

Coming Next Month...

A detailed look at the new Strat-O-Matic Baseball cards for '76...Answers to Robert Henry's first S-O-M sports trivia quiz and a new set of questions that'll surely have you scratching your head...A 1972 baseball replay--that took 2 1/2 years to complete...all in March.

No-Hitters

YOU LOVE TO HATE 'EM, BUT...

The no-hitter column, the part of the Review many people love to hate, makes a return visit this month. Mail from the no-hit segment of the S-O-M population--and that population is obviously large--has been piling up and overflowing the desk in recent months.

So, here we go!

Two of the more strange no-hitters were reported by the Nocturnal Glitcher League, a head-to-head draft league now in its second season. Over 3,500 players were drafted from to stock the teams. In one memorable game, league newcomer Mike Bayer sent his "ace" Sandy Koufax against Dave Palfenior and Pete Alexander. Koufax mowed Dave's lineup down inning after inning...through nine innings, 11, 12 and into the 13th--never allowing a hit. But in the 13th, Pete Reiser doubled and Bill Buckner singled him home, Koufax losing the game (shades of Harvey Haddix!). Koufax gave up just two hits while striking out 19. Alexander, meanwhile, scattered six hits and was untouchable after the first inning.

Another no-hitter lost in the league occurred when Cindy Triebold watched Whit Wyatt serve up two walks, become victimized by a pair of errors and lose a heartbreaker to Wilbur Wood and manager Kevin Branigan.

LONG SPELL OVER -- Craig Haynes of Lubbock, TX, played 2,500 S-O-M games before Ross Grimsley ('74) of Baltimore set down the '74 Dodgers in not only no-hit fashion but with a perfect game. In fact, Grimsley had few pressure moments, never being involved in a split-card situation except for the fielding chart.

OH, JOHNNY! -- Johnny VanderMeer, remembered for pitching back-to-back no-hitters, tossed a no-no against the Brooklyn Dodgers of '41, winning 8-0. VanderMeer, hurling for the '40 Cincinnati Reds, struck out 13 and walked two. Frank McCormick destroyed Brooklyn with his bat as VanderMeer did his pitching, driving in seven runs by slamming three home runs. Herbie Phares of Springfield, OH, comprised the "crowd" for the game.

REVENGE, REVENGE! -- Randall Witt of Nashville, TN, was on the losing end of a no-hitter hurled by Blue Moon Odom for Danny Biles. A year later, however, Witt gained his revenge when Steve Carlton ('74) faced but 28 batters in giving a Biles-coached team a dose of its own no-hit medicine. The second no-hitter occurred in the new Music City S-O-M Baseball League's seventh game. It's a draft league consisting of managers Kelly Huey, Chip Schnackenberg, Witt and Biles.

SMOTHERS DEM BUMS -- Wilcy Moore of the '27 New York Yankees silenced a hard-hitting outfit when he no-hit the '53 Brooklyn Dodgers--with six .300-plus hitters in the lineup--in a contest witnessed by Jeff Schwimer, Morganville, NJ. Moore bested Carl Erskine, 3-0, facing only 27 batters.

TWO FOR FERGIE -- Ferguson Jenkins fired two no-hitters in recent months. First the '74 version of the big guy stifled Oakland ('73), 6-0, despite three errors by shortstop Toby Harrah, for Mark Holtzheimer of Mantua, NJ; then in a play-by-mail league the same vintage Jenkins struck out 10 in duplicating the performance for Mim Mathrusse, Palo Alto, CA.

NO CURBING KIRBY -- Clay Kirby of the 1974 Cincinnati Reds "burned" Atlanta with a no-hitter for Keith Duclos, Chicopee, MA. Kirby fanned eight, never was even challenged by the always-dangerous Brave attack, and bested Phil Niekro.

CRAWFORD PRESERVES GEM -- Willie Crawford, Los Angeles' rightfielder, made a catch on a possible base hit [off the fielding chart] and preserved a no-hitter for Tommy John in a league game between Lionel Seagrave's Dodgers and Harry Orggns' Yankees. John walked two in winning a 1-0 thriller, reports commissioner Mike Rennick.

MEMORABLE VISIT -- Gary Fell of Sackville, New Brunswick, visiting a friend, Kevin Conrad in Nova Scotia, was the victim of a no-hitter by Jim Lonborg in a game matching a pair of randomly selected teams. The two didn't realize Lonborg had a no-hitter going until the sixth inning; then sighed with relief after every inning until the 5-0 final score was all part of history.

BRYANT'S PERFECT -- Ron Bryant, 1970 San Francisco Giants, shut down

[No-Hitters, Continued]

Baltimore with a no-hitter for Doug Harris, Montreal, Quebec. Harris, who used the elementary playing side of the cards, reports Bryant had one close call in notching a perfect game, that when a Single 1-7, Lineout 8-20 came up and a "9" split number was drawn.

HALL IS NO. 1 -- Tom Hall, the ERA leader in Joel Wolkowicz's 1970 baseball replay, hurled a no-hitter for Minnesota against the New York Mets in the season's final stages. It was Joel's first such hurling gem. He resides in Chomedey, Laval, Quebec, in Canada.

TOUGH TANANA -- Frank Tanana, California's hard-throwing lefty, struck out 10, walked only one and set down Texas on a 4-0 no-hitter for John Ogle. It was Ogle's second no-hitter--Walter Johnson had the first--in five years of S-O-M.

BREWERS ARE BLUE -- Vida Blue of the 1974 Oakland A's had Milwaukee feeling blue and Jim Munn, of Dale, NJ, feeling jubilant when he fired a no-hit game not long ago. Blue committed an error and walked Don Money whiling striking out six.

ANOTHER PERFECTO MISS -- Steve Kline of the 1974 Cleveland Indians walked two batters when facing those same Brewers--his only off-target pitches in a 1-0 no-hitter for Jim Dossise of Santa Monica, CA.

TWO ERRORS SPOIL PERFECT GAME -- Don Drysdale, '65 Dodgers, could sue Maury Wills and Jim Lefebvre for non-support as the pair committed errors in the seventh inning to spoil his bid for a perfect game against the hard-hitting '61 Reds in a game played by Peter Denman. Both teams are part of Denman's 12-team Old-Timer league that currently has the '06 Cubs (winners of 18 of their first 19 games) slightly ahead of the '09 Pirates and '27 Yankees.

TAKE THAT, FERGIE -- Ferguson Jenkins, already on the payoff end of two no-hitters this month, got a dose of his own medicine when Jim Kaat handcuffed a team he was hurling for. It was an all-star-type game with Jay Melnarik cheering Kaat on and brother Myron hoping futilely for a never-to-be base hit.

Baseball Playing Tips

With the start of a new baseball season just around the corner, now would be a good time to check over a couple of playing tips contributed by David Bendau of Columbus, OH. One has to do with pitcher fatigue, making it possible for a pitcher "bombed" in an early inning to reach his endurance factor sooner; the other a limitation chart for innings that a pitcher (both starter and reliever) can pitch in one game.

ALTERNATIVE FATIGUE CHART

<u>Endurance Factor</u> (On Card)	<u>Inning</u>	<u>Hits/Walks-HBP</u>			
5	1st-2nd	5/5	* If the hit/walk-HBP combinations are reached within the inning period, then the endurance factor is immediately reached. The 5/5, for instance, means a combination of five hits/walks-HBP, not five of each.		
"	3rd-4th	4/4			
"	5th	3/3			
"	6th-on	2/2			
6	1st-2nd	5/5			
"	3rd-5th	4/4			
"	6th	3/3			
"	7th-on	2/2			
7	1st-3rd	5/5	<u>End. Factor</u>	<u>Inning</u>	<u>H/W-HBP</u>
"	4th-6th	4/4	8	1st-3rd	5/5
"	7th	3/3	"	4th-7th	4/4
"	8th-on	2/2	"	8th	3/3
			"	9th-on	2/2
9	1st-4th	5/5	All relief pitchers: prior factor innings, 4/4; post factor innings, 2/2.		
"	5th-8th	4/4			
"	9th	3/3			
"	10th-on	2/2			

[continued on following page]

Additional fatigue rules: If in any prior factor inning, pitcher allows one less than maximum hits/walks for that inning, all subsequent prior innings become 3/3, with the exception that, for starting pitchers, 5/5 innings become 4/4, and then 4/4 innings 3/3. Note also that fractions of innings pitched count as whole innings.

LIMITATION OF INNINGS PITCHED
(One Game Only)

Starting pitcher:	Endurance Factor		Inning Limitation
	5	-	11 innings
	6	-	11 innings
	7	-	12 innings
	8	-	12 innings
	9	-	13 innings
Relief pitcher:	2	-	3 innings
	3	-	4 innings
	4	-	5 innings

Relief pitchers cannot pitch more than two consecutive days in a row, totaling 6 innings pitched in those two consecutive days.

Starting pitchers can come back one day earlier if, in a previous start, they pitch the following number of innings or fewer:

5: 2 innings; 6: 2 innings; 7: 3innings; 8: 3 innings; 9: 4 innings.

Strat-O-Matic Spotlight

'76 Convention Plans Launched

Rick (Wolfman) Shapiro, the guiding genius behind two previous summer Strat-O-Matic Conventions, is beginning to map out plans for a third, this summer at the Champaign-Urbana campus in Illinois. Dates have already been set--July 30-31--and Shapiro reports that the tournament format will be similar to last year's. Tourney play will feature advanced baseball, football, basketball and two elementary baseball versions.

Trophies will again go to the winners. But Shapiro says that it shouldn't require game-playing into the night hours to win one. The tourney schedule will be regulated so that other nocturnal pursuits will be possible.

Flyers advertising the convention will be sent via the S-O-M game company, and should be arriving with the new baseball cards. Shapiro does want to get started as soon as possible, laying plans for what's ahead on July 30-31, and is asking those planning on attending to notify him soon. There will be a \$2.00 entry fee (per person) to pay for trophies and the cost of printing Flyers. A person may play in two tourneys, but may submit the top four choices, with the first choice being guaranteed. Shapiro does not plan on answering correspondence until the end of May, but would like entry fees and tournament choices sent to him as soon as possible.

Shapiro's address is: Rick Shapiro, 929 Oglesby, U.R.H., Urbana, IL 61801 (217-332-5320).

SHORT SHAKES

...Smoke literally had to be billowing from Nolan Ryan's right arm in a recent baseball game played by Craig Haynes of Lubbock, TX. Ryan, '73 vintage, fired a third strike past 24 helpless batters in a 14-inning game...Another notable S-O-M Baseball feat was that by Cesar Geronimo, Cincinnati outfielder, who hit for the cycle in a '74 game against Chicago. Besides collecting a single, double, triple and home run in four at-bats, Geronimo also drove in four runs in a contest that Tom Ginter of Little Falls, NJ, is sure to remember. ..Strange but true: Eric Frankel and a friend, Tim Callahan, both of Oakland, NJ, combined the lowly '74 Padres and Angels and pitted them against the Dodgers and A's in what was expected to be a one-game massacre. But, despite facing Ryan and Hunter, the "have nots", led by Willie McCovey, pounded out an 11-1 win.

Strat-O-Matic Review
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What's Available At S-O-M?

[continued from page 2]

1972 - Only Oakland available. Cost: 60¢.

1971 - Only Pittsburgh available. Cost: 55¢.

Note: No other extra player sets are available, except for 1974. Also, previous editions of Strat-O-Matic Basketball cards are not available.

All orders should be placed with the STRAT-O-MATIC GAME CO., INC., 45 RAILROAD PLAZA, GLEN HEAD, NY 11545. Enclose 50¢ for handling.

The Review Staff

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Printing: Oliver S Tobias (Kalamazoo, MI).

Mailing: Monthly; third class, unless subscriber desires otherwise. First class mailing cost has been increased to 13¢ per month extra.