



## STRAT-O-MATIC REVIEW

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

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VOL. VIII-10, January, 1979  
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### Everyone's happy with hockey

Pete Manzolillo and his sidekicks, Steve Pyatt and Russ Birke, were among the first to purchase the new hockey game from Strat-O-Matic. The trio arrived early on the morning that the table-top version of the world's fastest moving sport officially went on sale.

"Harold Richman [S-O-M's creator] was just as excited as we were," relates Manzolillo, who lives in nearby Belmore, NY. "When he found that Russ and I had already played a few games over at Steve Kurzban's Strat-O-Matic Club of Long Island, he began asking lots of questions. He seemed especially proud of the intimidation factor and the super advanced power play."

While hailing S-O-M's newest creation, Manzolillo did mention a few minor things that weren't incorporated into the game--plus sent along a couple of playing tips to provide for them. One was that there was no provision for a penalty shot, which occurs very seldom during the course of a season.

Manzolillo suggests that "whenever a 2 or 12 is rolled on a break-away shot attempt, and the reading is a save by the goaltender, pick a split card. If the split number is a 1, the shooter was tripped on the breakaway and now has a penalty shot attempt (if a split number of 2-20 results, continue play as usual after the save by the goalie)."

For penalty shots, suggests Manzolillo, two dice should be rolled, with rolls of 2-6 and 12 resulting in a goal and 7-11 resulting in a save. Also, remember that no time elapses when a penalty shot is attempted.

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Another minor change that Manzolillo would make is to make it possible for a goalie to be penalized. Says Pete, "I realize these are also infrequent, but there are a few belligerent netminders who average 20-30 penalty minutes per season. Here's the way I would provide for it: If a reading of 'INSIDE SHOT - I-OPP.' occurs, and the defensive player who

may intimidate has an intimidation rating of 1-2 ONLY [the lowest possible], the defensive coach has the option of allowing his goaltender to intimidate instead [see chart for goalies' 'I' ratings and penalty ratings].

If the defensive coach decides to let his goaltender intimidate, pick a split card. If the intimidation is successful, consider the puck to be controlled by the defensive player who was originally designated to do the intimidating. If intimidation is unsuccessful, continue play as usual with an inside shot for the offensive player.

If a possible penalty chance occurs, refer to the goaltender's penalty rating. Note that a goalie does not



RUSS BIRKE (LEFT), PETE MANZOLILLO  
READY TO RIP INTO HOCKEY GAME

leave the ice and serve the penalty--another player must be delegated that role."

One last playing tip that Pete passes along regarding the hockey game provides for noting the time when goals are scored, or penalties served. He suggests counting each action card as 40 seconds--thus if a goal was scored during the use of the second action card the time would be 1:20; 23rd card of period, 15:20.

GOALTENDERS' PENALTY  
& "I" RATINGS

	P	I
<u>Atlanta</u>		
Bouchard	0	1-6
Belanger	0	1-2
<u>Boston</u>		
Grahame	0	1-2
Cheevers	8	1-6
<u>Buffalo</u>		
D. Edwards	0	1-3
Sauve	0	1-2
<u>Chicago</u>		
Esposito	0	1-2
Veisor	0	1-2
<u>Cleveland</u>		
Meloche	0	1-2
G. Edwards	0	1-3
<u>Colorado</u>		
Favell	0	1-4
Plasse	0	1-2
<u>Detroit</u>		
Rutherford	0	1-2
Low	0	1-2



S-D-M CREATOR HAROLD RICHMAN

[continued on next page]

	P	I		P	I
<u>Los Angeles</u>			<u>Philadelphia</u>		
Vachon	D	1-2	Parent	D	1-2
Simmons	C	1-4	Stephenson	D	1-2
<u>Minnesota</u>			<u>Pittsburgh</u>		
LoPresti	D	1-2	Herron	D	1-2
Harrison	C	1-3	Wilson	D	1-3
<u>Montreal</u>			<u>St. Louis</u>		
Dryden	D	1-2	Myre	C	1-2
Larocque	D	1-2	Stanowski	D	1-2
<u>N.Y. Islanders</u>			<u>Toronto</u>		
Smith	A	1-6	Palmateer	C	1-6
Resch	C	1-3	McRae	D	1-2
<u>N.Y. Rangers</u>			<u>Vancouver</u>		
Davidson	C	1-2	Maniago	B	1-4
Thomas	C	1-3	Ridley	C	1-3
			<u>Washington</u>		
			Bedard	D	1-2
			Wolfe	D	1-2

Note: Penalty ratings are based on percentage of penalty minutes to total minutes played. Manzonillo's "I" ratings are arbitrary and based on his own observations and a player's reputation.

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## Strat-O-Matic spotlight

### A GAME TO REMEMBER

Kevin Jacques, a 19-year-old accounting major in the honors college at Kent State University, Kent, OH, was the first to respond to the Review's call for actual-game reports using Strat-O-Matic Hockey.

"The hockey game is absolutely fantastic," enthused Jacques. "It ranks second in quality and fun only to S-O-M Baseball."

Jacques, who resides in Rocky River, OH, when not attending college, matched the world champion Montreal Canadiens against the Boston Bruins in his inaugural hockey venture. He played the basic game solitaire (although friends Jim Ickes and Floyd Lenarz watched the third period action).

Jean Ratelle opened the scoring for Boston and Jacques Lemaire of the Canadiens countered that before the first period was over. "The game appeared to be a tight defensive battle, featuring two excellent goalies," reported Jacques.

But then the offenses took over. Peter McNab got an important goal for the Bruins (who scored twice in the second period) and Lemaire again deadlocked the score with a pair of goals for Montreal. 3-3, after two periods. McNab, Brad Park and, with just a few action cards remaining, Wayne Cashman tallied for the Bruins, who were on top 5-4 as the final card countdown got under way.

Enter Mr. Lemaire again--to deadlock the final score at 5-5 with a goal. Lemaire finished with four goals--a "Texas Hat Trick"--in an unbelievable first game. "My friends," said Jacques, "went crazy over the action."

Oh, and a postscript to this adventure tale was that Jacques soon afterwards started a hockey league at Kent State.

### ONE CHANGE NEEDED

For those of you who may have missed it last month, one change is needed on the new set of S-O-M Hockey cards.

Brian Spencer, left wing for the Pittsburgh Penguins, should have his card changed on the Inside Shot column. Change the result under dice roll "2" to "Goal" instead of the current reading of 1-17.

That, however, continues to be the only change needed on the new cards.

## Terry Ringen again wins MVP contest

Terry Ringen's crystal ball must have a glow to it these days. Nothing but success has been radiating from it.

Ringen, some of you will remember, is the young gamer from Beattie, KS, who's quite active in S-O-M play-by-mail leagues and frequently corresponds with the Review. And, on the basis of some of his successes, he's a very much on-the-ball S-O-M player.

He's also quite a prophet. For the second year in a row, Ringen has been proclaimed the winner of the Review's Most Valuable Player contest in baseball. He was one of 10 to select both MVPs--Jim Rice in the A.L., Dave Parker in the N.L.--correctly. But was the lone seer to correctly forecast the division winners.

And, once again Ringen will receive a complete set (including extras) of the new baseball cards as soon as they become available, compliments of the Review.

As previously mentioned, 10 gamers did correctly call the MVPs. Such a deadlock, as pointed out before, would be broken by whoever came the closest in picking the division winners. Ringen was the only one to accomplish the latter, although two people did pick three of the four right plus Rice and Parker.

Twenty-one voted for Parker and misfired on the choice in the A.L., while 76 tabbed Rice and had someone other than Parker in the N.L. According to the balloting that ended on May 10, 1978, Jim Rice would win in the A.L. and Greg Luzinski, albeit in a much tighter race, in the N.L. Parker finished third, coming up a cropper behind Luzinski and George Foster. For the record, Rice was chosen on 86 ballots, Luzinski on 37, Foster 35 and Parker 34.

Another tip of the topper directed toward Beattie, KS, and Terry Ringen. Those new cards, hopefully, won't be long in arriving. And to all of those people who came close and not so close, there's always this year's contest.

Watch for it in the February, 1979 issue of the Review.

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## S-O-M world saddened by death of gamer

The good news this month was Terry Ringen's repeat as S-O-M's baseball prognosticator par excellence.

But we're sad to have to report some bad news, too.

Gary Nusbaum of Anoka, MN, another young man caught up in the swirl of S-O-M activity, was killed in an automobile accident on Nov. 9. His sister, Sharon, wrote the Review and informed us of his tragic death. She also enclosed a clipping (plus picture of Gary) that appeared in the local paper shortly after his triumphant return from last summer's National Convention at Champaign-Urbana.

Gary won the college football tournament, besting a field of 11 to take home a trophy. Three months later he died.

Winning the tournament was the biggest thrill ever for Nusbaum. He was also very active in league play, both face-to-face and PBM. The baseball and football games were his favorites. Since Gary corresponded with many people in the S-O-M world, his sister hoped an article on his death would touch as many of his friends as possible--and answer their questions as to why he hasn't written back.

A belated sympathy card to the family would still be proper, we feel. The family resides at 922 North 41 Street, Anoka, MN 55303.

The Strat-O-Matic world has lost a friend.

Perhaps he could be remembered by having one of next summer's convention tournaments named in his honor.

# Hockey playing tip

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## Dice activate use of basic action chart

Robert Henry, The Review's Strat-O-Matic Baseball quizmaster, sends a hockey playing tip in lieu of this month's baseball trivia questions. Says Henry: "Received the new S-O-M Hockey game recently and am very impressed.

"One problem, though, recurs with the action deck, for which I have objections similar to those of the split deck. Accordingly, I have developed a chart to translate the information from the action cards to dice."

The playing tip applies to the basic game and is activated by dice. Instead of pulling an action card, the chart below is consulted for the result. The dice are read by combining them, rather than adding. Thus, two die (one white, one red) would equal some combination ranging from "11" to "66." Let's say a white die reading of "1" is rolled, and a "4" on the red die, then the result would be "14."

Henry's playing tip does have a weakness, however, in that no results are currently available for numbers with a white die of "6." Henry suggests rolling again, or perhaps incorporating offside, icing and pucks shot off the ice. He does stress, though, that the chart below is made up to correspond to the action cards as far as frequency of occurrence. In addition, with such a chart, it's also possible to have a penalty-free period.

But watch for the line changes; you'll have to do that for your self.

For those who would rather roll 'em than pick an action card, here is Henry's hockey action chart:

NO.	HOME	NO.	VISITORS
11	- Opponent Defense 13	11	- Passing K
12	- Opponent Defense 13	12	- Opposing defensive player's penalty rating: AA, A, B, C--2-minute penalty; D--takes away puck, Outside shot ONLY
13	- Defensive opponent--2-minute penalty	13	- Opponent Defense 12
14	- Lose puck--possible breakaway	14	- Opposing defensive player's penalty rating: AA, A, B-2-minute penalty; C, D--takes away puck, Outside Shot ONLY
15	- Inside Shot for any player	15	- Passing L
16	- Passing J	16	- Same as 12
21	- Opponent Defense 14	21	- Opponent Defense 12
22	- Outside Shot for RW [C]	22	- Defensive opponent--2-minute penalty
23	- Outside Shot for C [LW]	23	- Lose puck--Outside Shot for LD
24	- Same as Visitors 14	24	- Lose puck--Outside Shot for LW
25	- Opponent Defense 14	25	- Opponent Defense 13
26	- Lose puck--Outside Shot for C	26	- Inside Shot for any player
31	- Lose puck--Outside Shot for RD	31	- Lose puck--Outside Shot for opponent
32	- Lose puck--Outside Shot for opponent	32	- Possible Breakaway
33	- Possible Breakaway	33	- Passing J
34	- Lose puck--Outside Shot for RW	34	- Passing K
35	- Passing L	35	- Outside Shot for any player
36	- Passing L	36	- Lose puck--Outside Shot for C
41	- Lose puck--Outside Shot for RW	41	- Lose puck--possible breakaway

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## DICE ACTION CHART (con't)

NO.	HOME	NO.	VISITORS
42	Passing K	42	Lose puck--Outside Shot for opponent
43	Same as Visitors 12	43	Outside Shot for RW [C]
44	Outside Shot for LW [RW]	44	Opponent Defense 14
45	Passing K	45	Lose puck--Outside Shot for RW
46	Opponent Defense 12	46	Opponent Defense 14
51	Lose puck--Outside Shot for opponent	51	Outside Shot for C [LW]
52	Passing J	52	Passing L
53	Opponent Defense 12	53	Passing J
54	Same as Visitors 12	54	Lose puck--Outside Shot for RD
55	Lose puck--Outside Shot for LD	55	Outside Shot for LW [RW]
56	Outside Shot for any player	56	Opponent Defense 13

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## Advertisements

Rates per issue will be as follows: First 30 words--60¢; 31-60 words--\$1.00; 61-100 words--\$1.50; 101-150 words--\$2.00; 151-200 words--\$3.25. When sending 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 (baseball guides, etc.) and leagues will be accepted. Merchandise competing with S-O-M products [i.e. scoresheets] also may not be offered for sale. Also, no photo-copied 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. Late ads will be held over for inclusion the following month. Also, money for ads will not be refunded, rather will be credited to your subscription should you wish an ad not to appear.

## Wanted

WANTED: Baseball - 1965-66 complete sets. Send prices and conditions for either or both years to: John McTernan, 1600 Berkley Lane, Belleville, IL 62223

WANTED: 1971 Orioles, '73 A's and '73 Mets; extras not necessary. Very good--excellent condition. Send your prices to: Greg McMillen, 8427 14th Ave., Kenosha, WI 53140

WANTED: Baseball - 1969 and 1973 Mets; 1971-73 A's; 1969-71 Orioles. Send price and condition to: Tim Kelley, 555 Second St., Albany, NY 12206. Also send an SASE.

WANTED: Football teams, most any [good] team from 1975 back. Send list to: Scott Troxler, 171 Rozwood Dr., Charlotte, NC 28216. Also send SASE.

WANTED: Dallas Cowboys of 1971. I am willing to pay a lot for the set and anyone interested can contact me at the address below. Bruce Mogg, 16 Nipigon Road, Winnipeg, Manitoba, Canada R2J 1Y6

WANTED: The following football teams: 1970 Lions; 1969 Chiefs; 1968 Colts, 1968 Browns, 1968 Jets; 1967 Packers, 1967 Cowboys. Send your bids and condition of teams to: Kent Conlan, 901 SW 74th Terrace, Plantation, FL 33317

WANTED: Baseball - 1965-1966. Complete. Send prices and condition for either or both sets to: John McTernan, 1600 Berkley Lane, Belleville, IL 62223

WANTED: Baseball and football teams in playable condition. State price. Walt Karwicki, 252 West Cottage Pl., York, PA 17403

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WANTED: Football - 1971 Dolphins, Lions; 1972 Dolphins, Steelers; 1973 Dolphins, Rams, Bills; 1974 Steelers; 1975 Bills, Steelers, Bengals; 1976 Raiders, Colts. Baseball - 1969 Orioles; 1969 through 1974 Pirates; 1970 Reds; 1973 Braves. Extras if possible; if not, okay. Send prices and condition to: Jim Fioriti, 323 N. Broadway, Upper Yack, NY 10960

## For Sale

FOR SALE: Over 300 Football, baseball, basketball teams (1969-1977). Jeff Morse, 661 Lee, UPI S SU, Blacksburg, VA 24061

FOR SALE: Baseball, complete sets, 1965, '66, '67, good; 1968, '69, fair. Sold to highest bidder. Send bids to: John Walsh, 453 Cornell Ave., Pemberton, NJ 08068

FOR SALE: 1975-76 basketball, \$10.00, excellent condition. 1974 football, minus Terry Metcalf, plus 1973 Dolphins, excellent condition, \$15; both for \$22. Brad Williams, 46 Dix-Lee'on Ct. Rt#4, Fairburn, GA 30213

FOR SALE: A whole new idea in S-O-M Baseball that makes dice and splits obsolete. A program that simulates the roll of 3 dice and randomly picks a number between 1-20 for splits. For use on all TI programmable calculators, including SR-55, for only \$1.25. Also, 1977 Cubs, Giants, Red Sox, Phillies, Dodgers and Yankees, 65¢ a team or \$3.50 for all six. Plus for an extra dollar, I will throw in over 50 additional players from 1977. When ordering programs, please specify which calculator you have. Send SASE to: Paul Sipes, RR 27, Box 248, Terre Haute, IN 47802

FOR SALE: Thirty baseball teams; many loose players. Send SASE for list of the 1971, 1972 teams, to: Jay Morgan, 113 Heather Dr., R.D. 7, Allentown, PA 18103 (215-439-8164).

FOR SALE: Basketball - 1972-73 Knicks, Bullets, Pistons; 1973-74 Pistons, Bulls, Braves, Bullets. Some writing on earlier cards; '73-74 nearly mint. One dollar each, postpaid. First come, first

served. John Moore, 120½ E. Sandusky St., Apt. 302, Findlay, OH 45840

FOR SALE: Fair condition - 1967 Red Sox, \$1.00. Fair to good condition - 1966 Orioles, \$1.00; '66 Yankees, Reds, Astros, Braves, Cubs, 75¢ each; '66 Pirates (minus Alou), 60¢; 1967 Cards, \$1.25; '67 Tigers, Twins, Senators, Orioles, 75¢ each; 1968 Tigers, \$1.25; '68 Giants, 75¢. Very good condition - '70 Pirates, Yankees, Orioles, 75¢ each; '71 all teams (no extras), \$20.00 (set only). Excellent condition - '35 Cubs, '31 A's, '34 Cards, '22 Giants, '27 Yankees, '24 Senators, '61 Yankees, 65¢ each; '66 Reds, Phils, Astros, Cards, Pirates, Cubs, Senators, Tigers, White Sox, Yankees, \$1.50 each; '67 National (minus Astros), \$20 (set only); '67 American (minus White Sox), \$20 (set only); '69 National plus A.L., N.L. extras (1 missing from Dodgers, Astros, Braves, Padres and Expos--very good condition), \$15 (set only); 70 National plus extras, \$17.50 (set only); '71 National plus extras, 16 nameless, \$17.50 (set only); '72 Angels, Royals, Phils, Cards, Giants, 75¢ each; '73 Expos, Orioles, 75¢ each; '73 National plus extras (A.L., N.L.), \$15 (set only); '75 all teams plus extras, \$20 (set only). Very good to excellent condition - '69 all NFL teams, \$40 (set only). All orders postpaid. Jeff Lowe, 1424 Beaver Ave., Des Moines, IA 50311

FOR SALE: 1970, 1971, 1972, 1973 football cards; all fair to excellent condition. Also, Old Timer baseball cards and 1972-73 basketball cards. Would prefer to sell complete sets. Send bids to: Joseph Attewell, 2082 Victoria St., Philadelphia, PA 19134

FOR SALE: Football - 1976 AFC, \$15.00, or nearest bid. Baseball - 1974 Cards, Mets, Expos and Brewers; 1976 Boston, Pittsburgh, Yankees and Phillies. Contact: Jeff Corstaldi, 18 Dorothy Dr., Torrington, CT 06790

FOR SALE: By bid: Football, 1968, 1969, 1970, 1971, 1972 and 1973. All teams are complete and are in very good to excellent condition. Bidding will end Feb. 1, 1979.

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Only winners will be notified.  
Raymond Rzeznik, 181-39th Street,  
Pittsburgh, PA 15201

FOR SALE: Baseball - 1975 Indians (35¢); 1976 Angels, Orioles, Twins, Phillies, Dodgers, Mets, Brewers, Cubs, Giants, Rangers, Reds, Cardinals (30¢ each); 1977 all teams except Cubs (25¢ each). Teams in good condition. Send money with 15¢ postage for every two teams you buy. Send to: Eric Siegel, 37 McLean Street, Wellesley, MA 02181

FOR SALE: (Or will trade for 1970 and '71 Cowboys) - Football - all teams complete and most teams in brand new condition; 1969 Rams and Browns; 1970 all teams but Cowboys, Bengals, Lions, Chiefs; 1971 all teams but Cowboys, Chargers, Chiefs; 1972 all teams but Cowboys, 49ers, Chiefs, Redskins, Steelers, Browns, Raiders; 1973 teams available are Giants, Broncos, Lions, Falcons, Eagles, Colts, Packers, Raiders and Redskins; 1974 teams available are Bills, Steelers, Colts, Oilers, Rams, Falcons, Chargers, Dolphins, Browns, Packers, Broncos and Cardinals. Basketball - 1976 complete game with all teams and is in brand new condition. Send bids for football teams and/or trade propositions for 1970 and 1971 Cowboys, and for basketball game, to: David Allen, 8 Chadwick Avenue, Toronto, Ontario, Canada M5P 1Z8

FOR SALE: Baseball - 1906 Cubs, '09 Tigers, '27 Yanks and Pirates, '46 Cards, (53) Dodgers, '54 Giants, '57 Braves, '60 Pirates, '61 Reds and Yanks, '74 Dodgers, A's and extras; '75 National League; '76 Royals, Pirates, Phils, Yanks, A's, Reds. Football - 1976 Browns, Colts. Basketball set and '75 Milwaukee, Lakers, Knicks, Celtics, Kansas City, Buffalo; '76 76ers, Portland, Lakers. WANTED: Football - 1968 Jets, Colts, Chiefs, Dallas; 1969 Chiefs, Vikings; '70 49ers, Colts; '71 Cowboys, Dolphins; '73 Bills, Dallas, Washington, Miami. Baseball, with extras: Pirates

1961-69; '70 N.L., '71, '72, '73 all N.L. but Cards, Dodgers, Reds, Expos; '74 Expos, Giants, Phils, Padres. Willing to trade or buy. Send bids to: Cecil Van Reenen, 3724 Stainton Ave. SE, Charleston, WV 25304

FOR SALE: I am now receiving bids on the following items: Baseball - complete sets - 1966, '67, '68, '71, '72, '73, '74, '75, '76, '77. All sets are complete and in excellent condition. Will sell these years only as complete sets. Partial sets - 1964 Braves (poor condition); 1965 Reds, Pirates, Giants (fair to good condition); 1969 Orioles, Mets, Braves (excellent condition). 1970 A.L. only (excellent condition). All partial sets will be sold as individual teams or by total year available. 1970 A.L. will be sold as complete set only. Football - 1967 Colts, Rams, Falcons, Oilers, Packers, Giants, Eagles, Redskins, Jets, Lions, Raiders, Chiefs, Chargers (all in excellent condition). 1968 Cowboys, Browns, Cardinals, Vikings, Bears, Packers, Colts, 49ers, Jets, Raiders, Chiefs (all in excellent condition). 1973, all except Chargers, Oilers, Colts, Jets, Bears and Giants (all in excellent condition). Complete football sets include: 1974 and 1975. Football will be sold by complete sets only. For example, all 1967 teams will be sold as complete set. Other football for sale are 1976 and '77 complete sets, for \$11 each set. All bids must be in by March 14, 1979. Do not set money but only bids. Will only accept bids on complete sets. Will not sell teams individually, except where noted. David Bowman, 4495 Collins Circle, Acworth, GA 30101

FOR SALE: S-O-M Football teams, 1967 through 1973. Condition good to excellent. I have a price in mind for each team and will sell either to the first person who meets my price, or to the highest bidder by the end of the month. Mike Bordelon, 5445 Braesvalley #724, Houston, TX 77086 (phone: 713-721-5465)

FOR SALE: Football, 1972 Dolphins, 1973 Colts, Lions, Jets; 1974 Steelers, Vikings, Rams, Cowboys, Cards, (continued on next page)

Dolphins, Raiders, Redskins, Falcons, Bills, Jets, Packers, Eagles, Oilers, Bears, Lions, 49ers, Patriots, Broncos, Bengals; 1975 Steelers, Cowboys, Rams, Raiders, Vikings, Cards, Bengals, 49ers, Redskins, Colts, Bears, Oilers, Lions, Bills, Chiefs. All teams are in good condition. Send bids to: Louie Teneriello, 1811 Holly Oak Dr., West Covina, CA 91791

FOR SALE: Extra good priced 50¢ each! All teams in excellent condition. Baseball - 1974 Indians; 1976 Cardinals, Pirates, Royals, Yankees; 1977 Expos, Cubs, Orioles, Twins, White Sox. No extras. Football - 1974 Vikings, Rams, Oilers, Raiders, Bills, Bengals; 1975 Dolphins, Redskins, Cardinals, Steelers, Patriots, Browns, Colts, Bears, 49ers, Cowboys. Russ Towers, 10 Pinecrest Lane, Hamilton, OH 45013

FOR SALE: Baseball - I will sell the following seasons of complete sets to the highest bidder: 1973, 1974, '75, '76 (with extras), '77 (with extras). All are in excellent condition. Send bids and SASE to: Steve Brier, 149-33 79th St., Howard Beach, NY 11414 (phone: 212-845-7949)

FOR SALE: Entire 1984 set, in excellent condition (baseball). Bids accepted until Jan. 23, 1979. Only winning bid will be notified, unless you send SASE. Dale Barnes, Rhoads Hall, Box 804, Terre Haute, IN 47809

FOR SALE: Attention midwest (Illinois) Strat fans! Interested in getting the 1978 S-O-M Baseball cards the day after they are ready? I'll be in the New York area in January and will pick up the '78 sets, hopefully, the day they start selling them. Like to be the first one on your block with the new baseball cards, or any other Strat material? Write me, Ed Ivers, 5739 South St. Louis Ave., Chicago, IL 60629, or call (312-434-9185)

## League Forming

LEAGUE FORMING: I am planning to form a face-to-face draft league

in the Baltimore, MD area. My friends and I are six-year veterans of S-O-M Baseball and we would like to expand our league. We will use the advanced version and play 154-game schedule. We need 8 to 10 top-quality, experienced managers. This is a well-structured league, with a few ground rules, but most rules will be adopted by league managers. Current managers are between 18 and 23 years of age. League draft and organizational meeting will be held in mid-January. Positions will be filled and draft order determined by order of reply. Any interested persons, please send a brief resume to league president Joe Mlec-zko, 1802 Dunmere Road, Baltimore, MD 21222 (phone: 301-282-8376)

LEAGUE FORMING: Attention all hockey fans! The Tim Horton Memorial Hockey League still has several openings left. This will be a draft league, with 10 or 12 teams, depending on the response. Trading is allowed and teams will be continuous. Because of the late start, there will be a shortened schedule for this season only. Reliability an absolute necessity. Entry fee is \$2; to be paid later. Hurry! First come, first served. IF interested, send short autobiography to: Wayne Wheeler, PO Box 203, Cardston, Alberta, Canada T0K 0K0, or call 403-653-3620. SASE ensures reply.

LEAGUE FORMING: Face-to-face draft league, 1977 baseball cards, advanced version. National or American League; 6 to 12 teams preferred. Greater Seattle area. Entry Fee. John Michaelson, 444 Ravenna Blvd. #407, Seattle, WA 98115 (206-522-6541, or 206-363-6732)

LEAGUE FORMING: Attention all people interested in participating in a PBM hockey league, starting as soon as possible. We will use straight teams and have a two-player draft of the remaining teams. Entry fee is \$3.50. Send it with list of teams, in order of preference [1-8]. Advanced version will be utilized. Rejected applicants will be remembered and kept on back-up coaches list. Write: Lewis Calderen, 33 Shepherd Lane, Roslyn Heights, NY 11577, or call 516-484-9235

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LEAGUE FORMING: Male, 27 years old, mature, reliable, open-minded, seeks to become involved in a face-to-face draft baseball league and in a face-to-face football league. I will relocate to where ever this league can be found. The league should be mature, permanent, well-established, and here to stay; not one that is here this year, disbanded the next. Thomas Angel, P.O. Box 542, Silver Springs, FL 32688

LEAGUE FORMING: A 20-team PBM baseball league is looking for 17 managers and also backup managers. We will play a 162-game schedule, using advanced side of cards. We will be drafting 1978 American and National League players with extras. You keep players on your team until you trade them. The league will start as soon as the new cards come out and the draft is complete. The league will have a two-division set up with 10 teams in each. Top 4 teams in each division will be in playoffs. I have person to run one division, I will run other. The league will have a small entry fee. I will publish a financial report at end of year and all money not used will be refunded. I will have many rules that will help keep this league going for a long time. Any rules not followed by negligent managers will mean that they will be replaced by another manager. Newsletters will be printed bi-weekly with a yearbook at season's end. Teams will consist of American and National League players. Call [715-845-1087], or write: Jeff Berens, 723 Scott St., Wausau, WI 54401

LEAGUE FORMING: PBM hockey league; two eight-team divisions with inter-division play; will be using advanced version with super advanced power play. I will be coaching the New York Islanders. First 17 sincere coaches will be in. Send resume and list of teams, in order of preference, to: Bob Churchill, 2000 Kings Highway, Clearwater, FL 33515

LEAGUE FORMING: 26 managers need-

ed for a 162-game replay using the new cards. It will be straight teams, using the advanced version. Instead of having two leagues with four divisions, there will be three leagues with six divisions. Teams will be placed in a division based on their 1978 record. The teams in Conference A Division I are Boston, Yankees, L.A. and Milwaukee; Division II: Cincinnati, K.C., Baltimore and Philadelphia; Conference B Division III: San Francisco, Pittsburgh, California, Texas, Detroit; Division IV: San Diego, Cubs, Montreal, Houston, Minnesota; Conference C Division V: White Sox, Cleveland, St. Louis, Atlanta; Division VI: Oakland, Mets, Seattle, Toronto. By realigning the divisions this way, even the worst team has a chance of making the playoffs. Teams will be auctioned off. That is, the manager who gets the Yankees might have to pay an entry fee of up to \$25. The manager who gets Seattle might receive \$25 at the end of the season. For more information, send a SASE to: Phil Meade, 156 Pleasant St., Arlington, MA 02174

LEAGUE FORMING: Any S-O-M player in the area of the Southwestern part of the U.S. can play. Beginning version; using 1978 cards. This will be a PBM league. We want this to be a good one. Send resume to: Steve Weisburd, 10260 Moor Park St., No. Hollywood, CA 91602

LEAGUE FORMING: The CanAm Strat-O-Matic League is presently seeking two competent managers to take over the reigns of two established teams. We are in the middle of our fifth season and would like these managers to commence early in the new year. CanAm is an established PBM draft baseball league with 10 clubs. Trades are allowed and there are two drafts during the off-season--a new player draft and a waiver draft. The winners of each division go against each other in the World Series and an All-Star game is played between the divisions. We vote on such things as MVP, Cy Young Award, Rookie and Manager of the Year, etc. We do not want quitters. If interested, send resume to: Gary Fell, General Delivery, Sackville, New Brunswick E0A 3C0 [continued on page ]

LEAGUE FORMING: Attention Old Timer fans! Twelve-team PBM draft league from all 42 Old Timer teams will start early this year; \$3.00 entry fee will cover cost of five newsletters and yearbook; 162-game schedule will be played over a period of five months, so there will be no rush. Just imagine a 1-2 punch of Ruth and Yastrzemski! Or a pitching rotation of Three Finger Brown, Whit Wyatt, Whitey Ford and Bob Gibson! It will all be possible in this league. Write: Tom Fees, 22815 Ridgeway, Richton Park, IL 60471

LEAGUE FORMING: Several baseball openings in P.G.L. Baseball League...1978 record...24 managers...100 percent completion rate. Several managers have resigned, so act now. We use the "Bond System" to rid our league of irresponsibility. Write or call: Martin Stoops, 8069 A Caminito De Pizza, San Diego, CA 92108 (1-714-296-6857)

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## What's available at S-O-M?

The following teams are still available from the Strat-O-Matic Game Company, Inc., 46 Railroad Plaza, Glen Head, NY 11545. The year listed is the year upon which the cards are based. Please include 75¢ handling charge when ordering.

### FOOTBALL

1972 - Teams available include Atlanta, Philadelphia, St. Louis, Houston, Cincinnati and New England. Cost: \$1.25 for 2 teams, 75¢ per team.

1973 - Teams available include Cleveland and New England only. Cost: \$1.25 for both, 75¢ per team.

1974 - All teams available except Los Angeles, Minnesota, Miami, Oakland and Cincinnati. Cost: \$8.50 for set, \$1.25 for 2 teams, 75¢ per team.

1975 - All teams available except Minnesota. Cost: \$10.50 set,

\$1.25 for 2 teams, 75¢ per team.

1976 - All teams available. Cost: \$11.75 for set, \$1.25 for 2 teams,

75¢ per team.

### BASEBALL

1974 - Only Oakland still available. Cost: 65¢. Extra players, however, are also still for sale at \$2.70.

1975 - Only Cincinnati available. Cost: 65¢.

1976 - All teams available except Philadelphia, St. Louis, San Diego, San Francisco, Montreal, Atlanta, Detroit, Chicago White Sox, Los Angeles and Cleveland. Cost: \$6.00 for set, \$1.25 for 2 teams, 70¢ for one team. Extras also available for \$2.70. And Seattle and Toronto for sale: \$1.00 for both.

### BASKETBALL

1974-75 - All 18 teams available. Cost: \$7.00 for set, 50¢ per team.

1975-76 - All 22 teams available. Cost: \$8.00 set, 50¢ per team. Also 20 ABA stars available for 65¢.

1976-77 - All 22 teams available. Cost: \$8.50 set, 50¢ per team.

All orders should be sent to: Strat-O-Matic Game Co., Inc., 46 Railroad Plaza, Glen Head, NY 11545

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## Looking for back issues of Review?

The following back issues of the Strat-O-Matic Review are still available. To purchase, send check or money order to: S-O-M Review, P.O. Box 27, Otsego, MI 49078.

### 1978

Dec., Nov., Oct., Sept., August. Cost: 60¢ each. July, June, May, April, March, Feb., Jan. Cost: 50¢.

### 1977

Dec., Nov., Oct., Sept., August, July, April. Cost: 50¢ each.

### 1976

Nov., Oct., June. Cost: 50¢ each. Jan. Cost: 45¢.

### 1975

Oct., Sept., August, July, June, May, Feb., Jan. Cost: 45¢ each.

### 1974

Dec., Nov. Cost: 45¢ each.

Strat-O-Matic Directory: Cost: \$1.00.

## Comets streak home first

So, you want basketball replays!

Well, you've got basketball replays! And it's a good one. After a long drought during which hardwood happenings seldom were reported to the Review, activity in the hoop sport is picking up.

Mike Borzenski of Lansing, MI, sends along a basketball replay that covered 60 games, included eight coaches -- all but one of whom finished -- and was unique in that all who partook adhered to the league's strict timetable for playing games and submitting statistics.

Using the cards from a year ago, the play-by-mail league held its draft in January and began league play in February. "The managers kept their own statistics and sent them in by the 15th of each month," mentions Borzenski, "with a newsletter being sent out near the end of each month." A penalty system (player suspensions) was a success in keeping coaches from being tardy with their stats.

The stats, plus league standings, helped keep interest alive throughout the season. Prompt publication of the newsletter corresponded with the prompt submitting of statistics.

### STREAKIN' COMETS

Coach Terry Ringen's (Beattie, KS) Kansas Comets compiled the best regular-season won-and-lost record (48-12), and then topped off the season by edging Borzenski's Michigan-Indiana Border Patrol in a tense, seven-game championship playoff series, winning the finale 101-85.

Despite having last pick in the draft, Ringen fielded a balanced lineup that included seven players who averaged in double figures scoring. Bobby Jones, heretofore noted for his defensive play, averaged 24.9 points off 62.7 percent field goal accuracy, plus pulled down 7.7 rebounds per game. David Thompson, he of the mile-high leap, averaged 19.3 points and sizzled from the field and line, meshing 53.6 percent of his field goal tries and 84.3 percent from the 15-foot stripe.

Dave Cowens had a 18.9 scoring, 12.6 rebounding average, while Steve Mix (14.6), Charlie Scott (11.7, 5.4 assists), Fred Brown (10.5, 94.5 percent accuracy from the line) and Lonnie Shelton (10.6 scoring) gave the Comets plenty of firepower.

The Comets were also super colossal successes at home, posting a 28-2 record compared to 20-10 on the road. Only one other team, Borzenski's, had a winning record away.

### ON 'PATROL' WITH BIG E & ARTIS

Borzenski had the second best defense in the league and also plenty of firepower in Elvin Hayes (21.9 scoring, 12.5 rebounding), Artis Gilmore (20.6, 102.2), Doug Collins (17.6) and Jamall Wilkes (15.7).

Also in the same division as the Patrol were the Chesapeake Bays (Wayne Gregor, Cheverly, MD), Cavaliers (Dave Ciolli, McDonald, OH) and Clio Snow (Ken Eickholt, Clio, MI). In the West were, in addition to the Comets, the Beattie Larks (Willis Ringen, Terry's father, Beattie, KS), Milwaukee Buckettes (Chris Causey, Waukesha, WI) and Voyageurs (coach quit so Borzenski played last half of schedule).

Here is a team-by-team breakdown of highlights and lowlights:

**BEATTIE LARKS** - Second most potent offense...featured league's No. 1 scorer, Bob Lanier, who averaged 31.1 points and netted 58.6 percent of his field goal attempts...Mitch Kupchak averaged 16.4 points, off phenomenal 63.2 floor shooting, while Truck Robinson (15.7), Alvin Adams (13.7) and Phil Chenier (13.1) were others providing scoring punch.

**MILWAUKEE BUCKETTES** - Plagued by worst defense in league, giving up 127.3 points per game...dismal 5-25 on road...had explosive offense, featuring Larry Kenon (24.5), Dan Issel (22.6), Billy Knight (19.5), Walt

[continued on next page]

Frazier [16.8] and Swen Nater [13.5].

VOYAGEURS - Second worst defense and second worst offense added up to No. 1 worst team recordwise...once crushed 165-95 by Beattie Larks in league's most lopsided game...4-26 away from home and not much better at home with 8-22 record...did possess sharpshooters in Bob McAdoo [22.5], Julius Erving [22.1], John Drew [17.3], Pete Maravich [13.5] and Phil Smith [11.4], but pilotless Voyageurs suffered from lack of leadership.

CHESAPEAKE BAYS - Success pendulum depended solely on Kareem Abdul-Jabbar, who averaged 26.1 points, grabbed 15.3 rebounds and shot 53.8 percent from the field...Coach Gregor is a computer programmer who reputedly plans on playing upcoming season through use of home computer system...Jabbar had strong supporting cast in Paul Westphal [15.4], Brian Taylor, Randy Smith, Bob Dandridge and Earl Monroe, among others, but lack of playing time reduced many of the statistical averages for most.

CAVALIERS - Had best defense in league, yielding only average of 105.6 points...another team with seven players averaging double figures, with Rudy Tomjanovich [28.2], Maurice Lucas [15.5], Moses Malone [13.4] and Rick Barry [11.1] the main contributors...Cavs were 19-11 at home, only 12-18 on the road.

CLIO SNOW - Another explosive team -- in the cards!...never really lit up and exploded, despite presence of George Gervin [30.8], Adrian Dantley [16.4], Brian Winters [15.8], Bill Walton [13.9] and Bob Gross [12.2]...Gervin once fired in 71 points in a single game...Walton, however, nabbed only 9.1 rebounds per contest.

Playoffs, standings and individual leaders [1977-78 card set was used, advanced side]:

#### PLAYOFFS

Kansas d. Beattie Larks, 4-0; Border Patrol d. Chesapeake Bays, 4-1.

#### STANDINGS

East	Won-Lost	GB	West	Won-Lost	GB
Border Patrol	37 23	-	Kansas Comets	48 12	-
Chesapeake Bays	34 26	3	Beattie Larks	33 27	15
Cavaliers	31 29	6	Mil. Buckettes	19 41	29
Clio Snow	26 34	11	Voyageurs	12 48	36

Scoring	Rebounding	FG %
Lanier B-L 31.1	Jabbar BAY 15.3	Kupchak B-L 63.2
Gervin CLIO 30.8	Cowens COM 12.6	B.Jones COM 62.7
Tomjanovich CAV 28.2	Hayes MIBP 12.5	Lanier B-L 58.6
Jabbar BAY 26.1	Lucas CAV 11.6	Gervin CLIO 57.4
B.Jones COM 24.9	Malone CAV 11.5	Issel MIL 56.4
Kenon MIL 24.5		
Issel MIL 22.6	Assists	FT %
McAdoo VOY 22.5	Watts CAV 8.5	Brown COM 94.5
Erving VOY 22.1	Porter MIL 7.9	Barry CAV 89.0
Hayes MIBP 21.9	Gale MIBP 6.1	Collins MIBP 86.0
	Clemons B-L 5.7	Kenon MIL 85.1
	Scott COM 5.4	Thompson COM 84.3

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 Printing: Oliver S Tobias [Kalamazoo, MI].  
 Mailing: The Review is mailed monthly, via third-class, from Otsego, MI. First class mailing is available for an additional 15¢ per month charge. All correspondence related to the Review should be sent to: Strat-O-Matic Review, P.O. Box 27, Otsego, MI 49078.

# Readers Roll 'Em

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## PRE-1978 RATINGS?

Has there been any official word from the game company as to changes in fielding ratings for pre-1978 cards? Although I don't have official stats, if Dave Parker performed in 1976 as he did afield in 1977, would it be correct to change from 4, to, say, a 2 with a high error rating?

Or will Mr. [Harold] Richman and company simply let us use our own judgment on those matters?

From my research into this season's cards (as opposed to, or in comparison with the 1976 cards) few other players had their range rating changed in a way that could solely be attributed to the new fielding chart. Larry Parrish went from being a 4 his first two seasons to 3 with the relatively high error rating of 32. It seems that the dual ratings helped in Garry Templeton's being designated a 2 this season.

However, any other changes to players can be attributed to other sources. Dave Cash (1976-2, 1977-3, e12) may have always had limited range only made apparent this year, but he also went from a division-winner to a below-.500 team.

Dusty Baker (1976-2, 1977-3, e3) had a knee operation that dropped his running (from 15 to 12) as well as range.

I'm not so sure about George Foster (1976-2, 1977-3, e3) unless it was due to the decline of the Reds. I believe that the fielding rating goes down because of the team's record, rather than vice versa. Foster made only two errors in 1976 (144 games).

Thus, it seems that despite the assumption that the use of the new fielding chart makes for a significant change in defensive ability (Reggie Jackson, Parker), it really has little effect. As long as it brings the game closer to total accuracy, though, it'll be welcome with S-O-M gamers like myself.

John Moore  
120% E. Sandusky  
Findlay, OH

## WANTS INDIVIDUAL FUMBLES

Over the years I have bought and enjoyed playing Strat-O-Matic Football. But one of the things I don't like is regarding fumbles.

Every player's fumble on a given team is the same. One player could fumble 15 times on a team and another fumble only once, but the fumble readout for each would be the same.

I think each player should have individual fumble readouts.

Larry Gavlak  
RD#1 Box 410  
Houtzdale, PA

Editor's note: Reason for team fumbles is that many fumbles occur during exchange between quarterback and running back. Since fumbles by quarterbacks cannot be duplicated in the football game (since QBs seldom run the ball), S-O-M has had to rate fumbles on a team, rather than individual, basis.

## MINI-POLL RESULTS

I have just recently completed an Old Timer baseball team poll which I explained in the Readers Roll 'Em section of the October Review.

I've given a point system in rating my teams (i.e. first choice = 5 points; fifth choice = 1 point). Here are the results:

1. 1859 Chicago White Sox (10);  
2. 1956 N.Y. Yankees (6); 1912 Red Sox (6); 4. 1950 Red Sox (5); 1912 Giants (5); 6. 1947 Giants (4);  
7. 1949 Cardinals (3); 1955 Dodgers (3); 1948 Braves (3); 10. 1949 Red Sox (2); 1952 Yankees (2); 12. 1906 White Sox (1½); 13. 1959 Dodgers (1); 1947 Yankees (1); 15. 1914 Braves (¾).

Chris Jones  
49 Mayflower  
Needham, MA

## WHAT'S NEXT S-O-M?

I picked up a recent issue of the Review, turned to Readers Roll 'Em and found another couple of letters wanting whole seasons of old timers. I myself would like

(continued on next page)

whole seasons repeated. But after every request in the Review a little editor's note says, "sorry, S-O-M has no plans at this time for repeating a whole season."

I say, why not? They've got their hockey game now; new cards are merely routine, and I haven't heard of any major changes planned in any of their games.

The new fielding chart was excellent, but what have they done for us lately? In short, the company seems to have a lot of time to at least start researching old timer teams. Besides routine card-making, what else are they doing? So, please, S-O-M, make a few old timer seasons for us. They're in huge demand.

Kevin Lawless  
Kansas City, MO

Editor's note: Your comments are certain to cause every one of the S-O-M employees to put down their mint juleps, cease their life of leisure and put in an honest day's work. Seriously, however, the game company is just beginning to return to some degree of normalcy after an exhausting period during which the hockey game was created. The game company has been quite receptive to the creation of old timer teams (mostly in baseball; one set in pro football)--many polls in the Review have resulted in those teams being produced. But S-O-M is unlikely to print entire seasons of the past. Financially it is unfeasible--orders would have to number in the thousands, not just a couple of dozen. Since the hockey game is out, however, it shouldn't be long before S-O-M goes to work on another set of old timer teams for one or more of its games.

#### OAKLAND'S RANKS THIN

Now I know why everyone wants two or more cards for players who split seasons with two or more teams.

I wanted to try something different last year: play the A.L. solitaire instead of the usual N.L. replay, which I've conducted the previous two years. But I had to stick with the N.L., though.

That's because there is no way to play the A.L. West. Making out starting lineups for Oakland and Seattle is bad enough, but try and make a pitching rotation. If you purchased the new cards without extras, the cards provided for 106 starts for the Mariners and 103 for Oakland.

I also noticed the company gave the A's Giusti (Dave), when it should have instead given Oakland Doc Medich.

Finally, I think I have a solution to the pitcher's hitting card problem. Make one card for each team, using the averages, homers, etc., the team's pitchers compiled for the season. And PSM leagues shouldn't be affected, because I think most of them use the DH anyway.

Harley Kernal  
616 W. 13th St.  
Goodland, KS

Editor's note: Both Oakland and Seattle present major problems if a full-season replay was to be attempted. Neither, even with the use of the extras, comes close to the necessary 1,458 team innings (9 x 162 games), the A's having 1,118 and Seattle 1061. So many changes were made by both as far as personnel, that it was impossible to come up with pitchers with enough innings (and who were on the team at the end of the season). Charlie O. again threw a monkey wrench in the orderly machinations of baseball.

#### ANOTHER SIDE TO STORY

There's a facet to the Strat-O-Matic Game Company that most of us readers of the Review always overlook. You can see the same questions every month: "Why don't they reprint old card sets?" or "Why don't they add this or that..."

The answer is simple. Strat-O-Matic is a business. They are out to make money, and to do this they have to sell their product. Sports table gaming is an extremely competitive field, and five boxes of unsold reprints of the 1965 baseball season don't pay the rent or utilities for 44 Railroad Plaza.

It's so easy for us to forget that probably half the players of

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Strato baseball or football don't play the advanced game or care about additional pitchers' hitting cards or pickoff moves. If the game is too complicated, it won't sell.

Now, I don't want to even hint that Harold Richman is a mercenary; it is obvious that is not true when you see how the game appeals to all levels of players from basic to advanced. Let's face it, probably 70 percent of the games' players would buy them each and every year even if there weren't any changes made. If Richman cared only about money, he wouldn't make those occasional (and costly) changes.

And, speaking of changes, the new error rating system for the baseball game that was introduced last year is something else! Boy, does it hurt to have those e16 outfielders and those e36 shortstops! Conversely, who cares if Darrel Evans is a 4 at third, he's only an e5! What an addition to an already excellent game.

Ron Hickey  
Commissioner TUSAB  
3033 Dashiell Rd.  
Falls Church, VA

#### INJURY SYSTEM UNFAIR

First of all, congratulations on doing a super job with the Review. I know I speak for many Strat freaks when I say that it is good to have a medium such as this to talk about our hobby.

My one complaint with S-O-M games (I play all but basketball) is that the system for injuries seems unfair. Players such as a Steve Grogan or Pete Rose seldom miss a minute of action during the year due to injury, yet it is possible for them to miss extended stretches due to injury. The injury system in football is particularly unfair as no individual differences exist at all as they do in baseball.

Of course, players can and will devise their own injury charts. But, except for the most clever few, even those efforts will contain serious inaccuracies.

My proposal (and I realize

that someone may have made it before) is that individual injury ratings be put on all players' cards (or beside their names in the case of football linemen). A chart for each games' injury ratings could be issued. Cost increases and playing time increases would most likely be minimal. However, realism would be much greater.

I realize that this may seem like a nit-picking complaint about a great game. It is not. I will continue to play and enjoy S-O-M for years to come.

Please keep up the great work with your magazine. Also, please put me down as one in favor of an Old Timer season in baseball.

Brian Fitzgerald  
South Weymouth, MA

#### 'IRRESPONSIBLE MANAGERS'

About the "irresponsible managers" problem--I think it's about time something was done. I am a member of two PBM leagues (ISOMBA and WNDBA) and run two leagues of my own (BELMA and ALDEN).

As a league president, I have had managers 'disappear' without a trace, quit in the middle of the season without sending me statistics, or telling me what games still had to be played, back-up managers quit because they didn't like the teams they inherited, and people who are so slow with mailings that it seems they've 'disappeared' also.

Fortunately, we recovered from most of these setbacks and are just finishing our first season.

I think a PBM managers blacklist should be compiled and available to prospective league presidents starting a new league. So, presidents (past and present) send me the names and addresses of irresponsible managers, the reason for the blacklisting, and I'll compile a list and make it available to anyone for a self-addressed, stamped envelope.

Robert Dormer  
5949 Belden St.  
Philadelphia, PA  
19149

Editor's note: A previous idea such as that ("Clearinghouse") was shouted down by S-O-M gamers who felt such "policing" tactics unfair.

## **Pittsburgh is 'super' in 1976 replay**

Matt Lorenz of Hamden, CT, left no statistic uncovered in his replay of the 1976 National Football League season. With a penchant for realism, Lorenz took 10 months to complete a solitaire replay of the complete season and playoffs, and another two months to compile all statistics.

The finished product was a 23-page, typewritten summary of the happenings in the "Year of the Snake." Ken Stabler (alias the 'Snake') had a good year, but was not able to lead Oakland to a Super Bowl win as in real-life.

The Super Bowl did match, getting ahead of the story, Lorenz' second-favorite team, Pittsburgh, against upstart St. Louis (Minnesota never made the playoffs). Relying on a ground game that produced 232 yards and controlled the football, as well as a defense that recovered four fumbles, the Steelers roared out to a 31-14 halftime lead and coasted home a winner, 38-24.

Franco Harris led Pitt on the ground with 75 yards in 16 carries, while Terry Bradshaw, passing infrequently, completed six of 14 for two scores. Jim Hart was the heart of St. Louis' offense, completing 15 of 25 passes for 230 yards and one TD.

### **REVIEW OF '76 SEASON**

Lorenz compiled a myriad of statistics on each team as well as highlights and lowlights. Here is a team-by-team sampling:

**ST. LOUIS** - Led NFC in offense, averaging 321.9 yards per game...Jim Otis gained 893 yards in 211 carries...Hart completed 54.8 percent of passes and fired 21 TD strikes...Ike Harris had 48 receptions and Mel Gray averaged 19.6 yards per catch...defense, meanwhile, ranked third in league, averaging 236.6 yards per game.

**WASHINGTON** - Defense was super, grabbing league-leading 36 enemy passes and forcing 52 turnovers; once intercepted Hart five times...lost key games, however...Mike Thomas rushed for 1,070 yards...offense ranked only 23rd in league as Bill Kilmer disappointed.

**DALLAS** - Unimpressive, despite scoring 317 points...ground game was inconsistent...Roger Staubach performed well and Drew Pearson had 58 receptions...defense did count 51 QB sacks.

**NEW YORK GIANTS** - Knocked off Minnesota (21-12) and Dallas (14-10), so had say in who reached playoffs, despite 5-9 record...lack of point production was big weakness.

**PHILADELPHIA** - Third in conference in rushing defense, yielding only 116.1 yards a game...but seven of losses were by TD or less; lost two games on last play...Mike Hogan gained 723 yards as Eagles averaged 148.3 yards via ground.

**CHICAGO** - Won NFC Central as Walter Payton led all rushers with 1,811 yards and defense gave up only 227.6 yards a game--tops in entire league...defense also gave up meager 171 points--also best in league...once rolled up 558 yards in 38-7 romp over Seattle...another time crunched Minnesota, 37-7...did experience four-game losing streak.

**MINNESOTA** - Slipped into playoffs as wild card team...Fran Tarkenton completed 55.7 percent of passes for 2,500 yards and had only seven picked off...Sammy White and Ahmad Rashad combined for 93 catches and 11 TDs...Chuck Foreman had 1,720 yards in total offense...and pass defense led league, surrendering mere 97.6 yards per game.

**DETROIT** - Faded at end, otherwise would have been in playoffs...Dexter Bussey zipped to 981 yards in just 185 carries (5.3 average) and Ray Jarvis averaged 20.2 yards a catch...passing game was erratic, though...defense swiped 29 passes but was vulnerable to the run.

**GREEN BAY** - Scored only 152 points and wound up last in NFC on offense with 197.4 yards per outing...scored 20 points or more just once (against lowly Seattle, 23-10)...did have good sack pack, leading NFC

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with 55.

LOS ANGELES - Tom Dempsey's 46-yard field goal on final play that whipped St. Louis late in season, put L.A. in playoffs...once crushed New Orleans, 51-20, only to edge it 6-3 in rematch...outgained foes by average of 75 yards per game.

SAN FRANCISCO - Lost last two games and chance for playoffs...Del Williams was sensational, rushing for 1,335 yards (5.4 average) and scored 11 TDs...Wilbur Jackson added 835 ground yards...so-so eighth in NFC on both offense and defense.

ATLANTA - Offense was 26th in league...good pass defense but run defense was porous.

SEATTLE - Threw ball whopping 470 times...belted Tampa Bay, 38-10, as Jim Zorn threw for five scores and 353 yards...averaged 200.4 yards through airplanes...defense was atrocious, giving up 30 points-plus six times and 32 rushing TDs.

NEW ORLEANS - Lost nine games by 10 or less points...Chuck Muncie and Tony Galbreath averaged 5.8, 5.1 yards rushing, respectively...recovered NFC-high 26 fumbles...generally an unlucky team.

NEW ENGLAND - Won final 11 games and AFC East title...had league-high 55 sacks, recovered 24 fumbles and picked off 24 passes...good running game and Steve Grogan threw for 17 scores as well as running for 12.

BALTIMORE - Best offensive team in league (351.3 yards per game; 412 points)...Bert Jones was terrific with 25 TD passes and 60 percent completion rate...Roger Carr averaged 25.6 per reception and had 12 TDs...Lydell Mitchell gained 1,474 yards, caught 56 passes...defense also had moments, but overall was 19th in league, including surrendering 174.2 yards via the air.

MIAMI - Defense fell apart, yielding 329.1 yards a game--24th in NFL--with secondary especially shaky...Benny Malone gained 931 yards as Dolphins were respectable rushing ball.

BUFFALO - Defense let Bills down, finishing 25th overall...O.J. Simpson rambled to 1,660 yards, including 200 against K.C. in a 560-yard, 56-point offensive display...Bob Chandler caught 54 passes for 964 yards.

NEW YORK JETS - Adequate running game was betrayed by overall poor offense and defense that ranked 23rd in league.

CINCINNATI - Beat Steelers twice (24-17, 21-3), rolling up 330 yards in second meeting...Ken Anderson tossed 21 TD passes and Issac Curtis averaged 21.9 yards with 45 catches.

PITTSBURGH - Behind Franco Harris and Rocky Bleier, ran ball well, averaging 185.3 yards--only Chicago did better...run defense was strong, allowing mere 97.7 yards...pass offense was weak, though.

CLEVELAND - Another bad-luck team...2-6 start put it in hole...Greg Pruitt rushed for 1,265 yards, had league-high 6.1 average, and ripped Houston for 242 yards in a losing effort.

HOUSTON - Very inconsistent; twice shut out by Steelers...Dan Pastorini completed 56.3 percent of passes and had only eight intercepted...Ken Burroughs had 60 receptions for 1,099 yards and Billy Johnson caught 47.

OAKLAND - After 2-2 start, won 10 straight...scored 399 points as Ken Stabler threw for 26 TDs and completed 62.5 percent of passes...Cliff Branch had 1,064 yards (23.6 per catch)...Mark VanEeghen blasted to 1,110 yards and Raiders scored over 30 points nine times...defense was solid against run, but frequently victimized by aerial bombs.

KANSAS CITY - Had worst defense in league (206.1 yards rushing and 385.4 overall)...Mike Livingston passed for 17 scores, completed 56.9 percent of throws and MacArthur Lane caught league-leading 63.

DENVER - Won first five games, later lost last four...Otis Armstrong gained 1,205 yards rushing and caught 42 passes...Bronco QBs were sacked 53 times--most in AFC...Defense was No. 2 in AFC.

SAN DIEGO - Up-and-down team...ruined 49ers' chance at playoffs when Tom Fritsch kicked last-play field goal...Dan Fouts was respectable,

[continued on next page]

passing for 18 scores...Charlie Joiner had 49 catches for 947 yards and 19 Ricky Young 48 plus 939 yards rushing (6.1).

TAMPA BAY - Outscored by average of 22 points, yet still won two games...Last in offense, averaging 187.4 yards...did defeat Buffalo (23-21) and K.C. (23-17).

Playoffs: NFC - St. Louis 24, Minnesota 10; Los Angeles 23, Chicago 7. CHAMPIONSHIP - St. Louis 16, Los Angeles 10 (overtime).

AFC - Pittsburgh 14, Oakland 7; Cincinnati 16, New England 10. CHAMPIONSHIP - Pittsburgh 24, Cincinnati 3.

#### Standings

AFC East		W	L	Central		W	L	West		W	L
New England	12	2		Cincinnati	10	4		Oakland	12	2	
Baltimore	9	4	[1]	Pittsburgh	10	4		Kansas City	8	6	
Miami	5	9		Cleveland	6	8		Denver	7	7	
Buffalo	4	10		Houston	5	9		San Diego	5	9	
N.Y. Jets	2	11	[1]					Tampa Bay	2	12	
NFC East		W	L	Central		W	L	West		W	L
St. Louis	12	2		Chicago	10	4		Los Angeles	10	4	
Washington	9	5		Minnesota	10	4		San Francisco	9	5	
Dallas	8	6		Detroit	7	7		Atlanta	5	9	
N.Y. Giants	5	9		Green Bay	4	10		Seattle	4	10	
Philadelphia	3	11						New Orleans	2	12	

Rushing		Att.-Yds.	Avg.	TD	Receiving		No.-Yds.	Avg.	TD
Payton CHI	311-1811	5.8	14		Lane KC	63-633	10.0	0	
Simpson BUF	287-1660	5.8	9		Burrough HOU	60-1099	18.3	7	
Mitchell BAL	286-1474	5.2	6		Largent SEA	59-794	13.5	4	
McCutcheon LA	299-1394	4.7	9		D.Pearson DAL	58-817	14.1	6	
Williams SF	249-1335	5.4	11		Mitchell BAL	56-554	9.9	4	
Pruitt CLE	209-1265	6.1	6		Galbreath NO	56-407	7.3	1	
Foreman MIN	271-1208	4.5	14		Foreman MIN	55-512	9.3	1	
Armstrong DEN	243-1205	5.0	8		Chandler BUF	54-964	17.9	10	

Passing		Att.-Comp.	Pct.	TD-Int.
Stabler OAK	291-182	62.5	26-13	
Harris LA	152-92	60.5	10-6	
Jones BAL	335-200	59.7	25-13	
Griese MIA	294-172	58.5	15-14	
Livingston KC	311-177	56.9	17-11	
Pastorini HOU	311-175	56.3	12-8	
Tarkenton MIN	402-224	55.7	15-7	
Hart SL	378-207	54.8	21-12	

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## Football playing tip

### Try calling it 'no call' defense

Jim David of Springfield, IL, a four-year veteran of S-O-M Football tabletop warfare, has a when-in-doubt call the defense can make. David dubbed it the "no-call" defense, a wait and see or non-committed defense. It bends with a running play, says David, and attempts to stifle a particular pass.

On running plays, the no call results (offensive cards only) in yardage being split between right and wrong calls. Examples below:

Right	Wrong	No Call	Right	Wrong	No Call
3	7	5	6	Short gain	16-26=8-13
0	3	1½=2	-2	1	-½=0
1	8	4½=5			

The no-call is declared as:

No Call Flat/Look-in  
No Call Short  
No Call Long

#### Quarterback Card

Flat/LI-Rt; Short-Long--Wrong  
Short--Rt; Flat/LI-Long--Wrong  
Long--Rt; Flat/LI-Short--Wrong

No keys or double-teaming are allowed with the No-Call defense.

# Method of incorporating clutch hitting proposed 20

BY BRUCE GROSSBERG  
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Mahwah, NJ

I believe I have come up with a fairly valid way of making clutch hitting a part of Strat-O-Matic Baseball. The first thing you have to do is define clutching hitting: you can have a clutch at bat in the first inning if there are two outs and a runner in scoring position.

One of the main problems of not having a method of rating clutch hitting is that a player like 1977 Thurman Munson is unlikely to have his RBI total come out as high as in real-life, even if he plays with the same Yankee team. The reason is, of course, that he did not have much power and drove in a lot of runs with timely base hits.

What I propose is to use a system similar to the one used for pitcher's stamina. Players would have to be rated regarding how they hit with runners in scoring position, how they hit in the eighth and ninth innings and how many clutch home runs they hit.

For instance, Munson's '77 card would have a mark at, let's say, the end of 3-7, signifying this becomes a "Single\*\*" in clutch situations. If he was rated a good clutch home run player, he could have an [HR] after the 2-12 on certain situations--if the tying or go-ahead run is on base, maybe after a certain inning, or if there are a certain number of runners on base. Another good place to put a [HR] would be after a Fly-ball A. Of course, the normal structure of a player's card would have to change a little, to make up for the extra hits he will get over the year. For this reason, I would only include this feature in the advanced game, so new cards could still be used against old cards in the basic game.

## CREATING A CLUTCH HITTING MUNSON

Here's what I would do to Munson's card to make him a better hitter in the clutch: If we assume that 30 percent of his plate appearances (roughly 640) will be in clutch situations (with a runner[s] in scoring position) and 70 percent with no one on base or one runner on first, then you can alter his card so his average will come out about the same, but he will hit better in the clutch.

What you would do with his card is to make 3-3, 3-7 and 3-8 singles only with runner or runners in scoring positions. You would also change his 2-5 from a single\*\* into a lineout or popout, or 6B-A, since the 3-7 would be a single 30 percent of the time. What this would do is to make his clutch card average (44.25 hit chances in 106 total chances) .4174. It also would make his non-clutch card average (31.25 hit chances in 106 total chances) .2948. Since the .4174 average would be used 30 percent of the time and the .2948 70 percent of the time, his card average for the entire season would be about .3315--very close to real-life (.3325).

Even this slight difference regarding card average could be corrected by changing the split card on 2-6, although it would then be about .3338. If you wanted Munson's card average to be exactly .3325, you could make 3-11 into 1 - single, 2-20 popout-3b. Then his clutch average would be .4182 and his non-clutch average .2957. This works out to a .33248 average. Of course, the game company would have to figure out the proper percent of clutch at-bats to non-clutch at-bats for each player.

Using this formula, Munson's season average would still be about .308. He would hit about .351 in clutch situations and about .290 the remainder of the time. The best thing is that he would drive in a more realistic number of runs.

## PITCHERS ERAS WON'T GO UP

You might think that this idea would cause pitchers earned run  
(continued on next page)

averages to go up, but that is not the case. If you rate every card for clutch hitting, you will find that for every Munson there's a guy who hit poorly in the clutch. His card would be altered so he would hit lower with runners in scoring position, and higher at other times.

An example would be someone like Carlos May, who had 47 hits and drove in only 17 runs. His card would be changed as follows: His 1-6 would become 1-7 Single\*, 8-20 Popout-2b. This would make his non-clutch average (20.75 hit chances in 99 total chances) on his card into a .2095. Then to get his clutch average, his 1-6, 1 to 7, and his 3-5 would have a mark after them, perhaps (L0) and would become outs with runners in scoring position. His clutch card average would be .1512 (15 hit chances in 99 total chances). His season's average would still end up .236, except that he would hit .216 in the clutch and .245 the rest of the time.

One problem with this system is that some managers might never let a player like May hit with runners on base. Managers would have to be fair about that, too, as they should be about using hitters the correct number of times against righty and lefty pitching.

#### CLUTCH HOME RUN

Now for the last situation I mentioned, the clutch home run. Define it as happening anytime after the sixth inning has been completed. It could also be defined as a situation where the batter is the tying or go-ahead run, but to make it easier to figure out the percentage of clutch and non-clutch home run situations, let's say it's anytime after the sixth inning.

Let's also say (counting extra-inning games) that one-third of a player's plate appearances come after the sixth inning. For example, Jim Rice, '77, had roughly 711 plate appearances. Assuming that 237 came after the sixth inning, we could figure that 16 of his 39 home runs came after the sixth, too. We know that his 9.75 home run chances on his card should produce 39 homers if he has about 711 plate appearances. Seven of those should come off the pitcher's card.

Now, his card should be changed in the following manner: Before the sixth his card would have home run on 3-4, 3-5 and 3-6, 1 to 8 (instead of 1-11). He should have roughly 474 plate appearances before the sixth (which includes the sixth inning) and his nine card home run chances should produce 23-25 homers. After the sixth inning, in the newly-created clutch home run at-bats, his card would read: 3-4 -- home run, 3-5 -- home run and 3-6 -- 1-18, home run. His 11.5 home run card chances should produce about 15-17 homers in 237 plate appearances.

Rice's new home run chances, over the whole season, would now be 9.83 instead of 9.75, thus he might hit one extra homer. Even that could be changed by putting the home runs in a different place on his card.

Let's say it was found his homers were evenly produced from innings 1-6 and 7 and beyond, but that Rice showed a high percentage of homers with men on base, as well as a higher average with runners in scoring position. You may want to change his card thusly: In the non-clutch at-bats the changes would be 1-8 would become a lineout and 3-6 would be an HR only 1-7. In his approximately 498 non-clutch at-bats, he would hit about .315, with 24-25 homers. With runners in scoring position, his card would be like this: 3-6 would still be HR 1-7, but 1-8 would go back to single 1-4 and also 1-2 and 2-11 would become home runs. In 213 plate appearances, he would hit .330 with 14-15 homers.

Rice's new card average would be about .358, instead of .359, but he would still hit about .320 for the season with about 39 home runs. Most important, however, is the fact he will hit better with runners in scoring position--both average and power-wise.

Editor's note: Bruce Grossberg's clutch-hitting idea has a lot of merit. Hopefully, S-O-M will take a close look at it for possible use some day. One problem--and it is a major one--is whether or not it will be possible to obtain an inning-by-inning breakdown of a hitter's performance.

## S-O-M League, replay scene...

C + S LEAGUE - Eight-member face-to-face football league (Chicago and suburb) whose members range in age from 15 to 32...plays 10-game schedule and playoffs...teams could, depending on record, draft from four teams--Tampa Bay, Seattle, N.Y. Jets and Green Bay...blockbuster trade, one which benefitted both teams, sent Sam (Bam) Cunningham to L.A. for Pat Haden...Detroit and Chicago combined for 934 yards of offense, with Lions piling up 485 despite losing, 44-29...New England later caged Lions, 51-0, although Detroit had best pass defense in league...L.A. Rams had youngest coach in Dave Mann, who once watched deliriously as team passed for 425 yards, gained 556 total, in rout of Oakland...New England set league record with 292 points, but finished disappointing 4-6...Injuries to Ken Stabler and Mark VanEeghan, meanwhile, cost Oakland's coach Tim Littrell heavily as team wound up 2-8...Bert Jones passed for 2,405 yards and completed 60.9 percent of passes for Baltimore, 7-3, under Bob Worth...Chicago's Walter Payton led all rushers with 1,278 yards (6.4) in 198 carries...Pittsburgh (Ron Krukowski), 5-5, and Cincinnati (Jim Jacklebee), 2-8, were guided by rookie coaches...Rich Caster went to Bears in draft.

Final standings and leaders:

North Division				Playoffs - Detroit 20			
Baltimore (Bob Worth)	7	3		Chicago 10			
Chicago (Larry Wesley)	7	3					
Pittsburgh (Ron Krukowski)	5	5		Los Angeles 33			
Cincinnati (Jim Jacklebee)	2	8		Baltimore 17			
South Division				[Championship]			
Detroit (Jeff Harris)	7	3		Detroit 29			
Los Angeles (Dave Mann)	6	4		Los Angeles 7			
New England (Ed Lewicki)	4	6					
Oakland (Tim Littrell)	2	8					
Rushing	Att-Yds.	Avg.	TD	Receiving	No.-Yds.	Avg.	TD
Payton CHI	198-1278	6.4	10	Sanders DET	73 591	8.0	3
Calhoun NE	187-1144	6.1	6	Caster CHI	64 461	7.2	4
Passing	Att-Comp	Yds.	Pct.	TD-Int.			
Jones BAL	266-162	2405	60.9	16-10			
Haden NE	245-141	1842	57.6	15-14			

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MANDEVILLE LEAGUE - Four-manager, face-to-face baseball league which completed 162-game season for four draft teams...George Mandeville of Bonifay, FL, not so surprisingly was founder of Mandeville League...Team dubbed the Warriors (no kin to Golden State) won it with 101-61 record, winning 13 of last 14 games...Warriors led in hitting (.282) and team ERA (2.90)...Jose Morales of second-place Tornados won batting title on last day of 1977 season, finishing .3559 (Lamar Johnson of White Sox, 58-104) was runnerup at .3556 and Hal McRae of Warriors third at .354...Greybeard Bob Bailey trotted home with league-high 35 home runs, 133 RBI and batted .351...Ron Reed of Warriors topped pitchers with 20-7 record, 2.20 ERA...Steve Stone of the wiped-out White Sox, conversely, was 7-23...Final standings: Warriors (101-61), Tornados (88-74), Cardinals (77-85), White Sox (58-104).

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MIDWEST BASEBALL ASSOCIATION (MWBA) - Play-by-mail draft baseball league, using both National and American League cards (advanced side), that's noted for its longevity...even though experiencing first managerial failure in five seasons of play, MWBA's 1976 season went into the books as another successful venture...76 lineup included Bryan Baker (he of the split number dice system), Dave Guy of Grandville, MI; Matt Guy, Dave's

[continued on next page]

brother; Rick VanHaitsma, pastor at Beechwood Reformed Church in Holland, MI; Dennis VanHaitsma, Rick's older brother and principal in the Holland school system; and Jack Pikaart and Tom Davelaar, both of whom are teachers in the Zeeland, MI school system...Rick VanHaitsma's Holland nine, despite a runnerup finish in the Northern Division behind Davelaar's Zeeland outfit, captured the playoffs, defeating Zeeland in a best-of-seven game final, taking only five games to complete the conquest...Zeeland (No. 1 in hitting, .290; No. 2 mound staff, 2.74) was the favorite, but Holland, featuring Fred Lynn (.343), Jon Matlack (2.23, 19-9) and Reggie Jackson (25 HRs, 98 RBI), fooled the forecasters.

**Standings and leaders:**

Northern Division			Won-Lost	Avg	ERA	Playoffs
Zeeland (Tom Davelaar)			95 58	.290	2.74	Zeeland d. Flint, 3-1;
Holland (Rick VanHaitsma)			90 64	.260	3.25	Holland d. Western, 3-1;
Grandville (Dave Guy)			83 71	.242	3.07	Finals: Holland d.
Ottawa (Matt Guy)			74 80	.259	3.20	Zeeland, 4-1.
Southern Division						
Western (Dennis VanHaitsma)			88 66	.257	2.72	
Flint (Bryan Baker)			72 82	.260	4.03	Batting
Borculo (Jack Pikaart)			62 92	.236	3.45	Carew FL .353
Cadillac (The Phantom)			51 103	-	-	Bostock WEST .340
Home Runs			RBI			R.Smith ZEE .324
Tenace GRA 34		Carew FL	120			C.Washington ZEE .317
Bonds BOR 31		Mayberry WEST	106			Simmons ZEE .317
Mayberry WEST 29		Simmons ZEE	104			
Jackson HOLL 25		R.Jackson HOLL	98			ERA
						Bosman WEST 2.16
						Eckersley OTT 2.20
						G.Perry BOR 2.21
						Matlack HOLL 2.23
						Figueroa WEST 2.26
Wins						
Jones WEST 23-9		G.Perry BOR	21-12			
Palmer ZEE 23-11		Tanana GRA	21-12			
Eckersley OTT 21-8		Blue ZEE	19-10			
Hunter ZEE 21-10		Matlack HOLL	19-9			

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WINTER AMERICAN DRAFT BASEBALL ASSOCIATION - Play-by-mail league Founded by David Lutes, Independence, MO, which uses advanced version of baseball game and plays 154-game season, using American League cards only...30 players per team (there are eight), with 25 active...20 players are protected the following year...WADBA has completed two seasons...good pitching--and ability to win close games--were what propelled Jay Jelink, St. Louis, MO, into first place. His Barbarians won 56 and lost 31 games that were decided by two runs or less. Pitching staff featured Dennis Eckersley (22-10, 2.74 ERA), Jim Palmer (16-12, 2.90), Rollie Fingers (12-4, 2.75, 15 saves) and Dave LaRoche (10-4, 1.49, 12), while Jim Rice (33 HRs, 108 RBI), Ron LeFlore (.307, 67 steals) and Graig Nettles (30 HRs, 104 RBI) took care of hitting...Ron Helsel, DeWitt, MI, and his Wyoming Wildcats finished second, thanks to Roy White (.327), Rick Manning (.342), Mike Torrez (21 wins), Nolan Ryan (20)...while Lutes' Wild West Sasperillas were third as team stole record 218 bases. Sparky Lyle (11-1, 2.43) was ace of bullpen, Frank Tanana went 23-11, 2.50, and leading hitters were Lyman Bostock (.380)--tops in WADBA--Mickey Rivers (.326)...other managers included: Larry Lampsa, Soudan, MN (Argyle Sox); Steve Stockton, Independence, MO (Zaps); Ken Crouch, St. Louis, MO (Vienne Sausages); Jeff Merklin, West Jefferson, OH (West Jeff Jets), and John Seward, Kalamazoo, MI (Michigan Rummies)...Seward was new manager and, despite finishing last, guided team to 12 more wins than previous season. Seward had Rod Carew (.320), Fred Lynn (.298) among others, but Mark Fidrych (replay was based on 1976 season) was disappointment, going only 14-16 with 3.50 ERA...Burleson of the Argyle Sox was runnerup to Bostock in the batting derby with .335 average, while Rice was best of power hitters.

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## S-O-M league, replay scene

[continued from page 23]

WADBA Standings	Won-Lost	GB	BA	ERA
Barbarians	93 61	-	.264	3.14
Wildcats	86 68	7	.274	3.34
Sasperillas	81 73	12	.277	3.26
Argyle Sox	81 73	12	.267	3.50
Zaps	72 82	21	.248	3.70
Sausages	70 84	23	.249	3.69
West Jeff Jets	67 87	26	.246	3.58
Rummies	66 88	27	.263	4.19

Strikeouts: Ryan WILD 319

Tanana SAS 308

Shutouts: Eckersley BAR 7, Torrez WILD 7

Relief:	Wins	Saves
Fingers BAR	12	15
Littell WILD	7	17
Kern WJJ	5	15

Batting: Bostock SAS .380

Burleson AS .335

Home Runs: Rice BAR 33

Nettles BAR 30

RBI: Rice BAR 108

Scott RUM 108

Wins: Tanana SAS (23-11)

Eckersley BAR (22-10)

Hits: Burleson AS 208

Doubles: Rivers SAS 44

Triples: Bostock SAS 18

Steals: Campaneris WILD

118, North AS 76

Runs: Carew RUM 106