

STRAT-O-MATIC REVIEW

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

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Strat-O-Matic Spotlight

READERS MAKE OLD-TIMER TEAM PREFERENCES KNOWN

It was a rerun of the poll of 1973. Almost!

Over 90 S-O-M gamers cast ballots in the latest poll--the selection of six teams from the 1920-1939 period--and in many respects the results clearly followed those of a poll that appeared in the Nov., 1973, issue of the Review. At that time readers were asked to pick from either 1900-1919 or 1920-1939 and to list their team choices as well. Of course, the 1900-1919 period was chosen.

This time around, with 35 more people casting votes than did in '73, the results came out this way:

1. 1934 Detroit Tigers (72.2 per cent); 2. 1927 Pittsburgh Pirates (55.6); 3. 1929 Chicago Cubs (53.3); 4. 1921 New York Yankees (42.2); 5. tie, 1920 Cleveland Indians and 1936 N.Y. Yankees (40); 7. 1922 St. Louis Browns (31.1); 8. 1925 Pirates (22.2); 9. 1933 N.Y. Giants (16.7); 10. tie, 1939 Yankees and 1936 Giants (14.4).

There were many other teams that drew votes [including the '35 Tigers who had 11.1 per cent]. The first three teams above were the same, and in order, as in the poll of '73. The first major change was the jumping from 8th previously to 4th this time by the '21 Yankees. The '20 Indians were fifth before

and fifth again this time. But the '36 Yankees dropped from fourth to the tie for sixth.

The poll results leave S-O-M with a couple of perplexing problems. Which Yankee team to chose? Also, if a three-three split is desired between American and National League teams, then either the '38 Giants or '25 Pirates would have to be included--with the Giants more likely the choice since there would already be one Pirate ('27) team.

Another consideration might be combining the poll results in the case of the Yankee teams, which likely lead to the selection of the '36 team. Also, it may be thought that '21 was picked by many simply because of the great year enjoyed by Babe Ruth, and that '36 team was more representative. It'll be interesting to see what S-O-M decides.

S-O-M BASKETBALL CHANGES

The Strat-O-Matic Game Co. passes on word to the Review that two changes should be made in the newest basketball cards. First, make the Boston Celtic elementary defensive card read "X" on No. 7, instead of missed shot, and make the double-team reading "X 1-6, missed shot 7-20." Secondly, if the defense is double-teaming and the player who is left open is the shooter and is playing "inside", then he's considered to be attempting a layup shot. Roll two dice in such a situation, and a 2-8 reading would be a basket, 9-12 a missed shot. Remember, this only applies to the man who is free because someone else is being double-teamed--and is playing inside.

SHORT SHAKES

...Dave McCusker of Saskatoon, Sask., points out that despite Manny Sanguillen's consistency with the bat over the years, his fielding rating in S-O-M has been anything but that. For the past six years, he's never had the same fielding rating. He's gone from a 4 in '69, to a 3, to a 2, to a 1, to a 3, and finally a 2 in '74...Mark Porter of Long Beach, Ca, scavenged up a lineup of 1974 worst players (and with under 250 at-bats) and sent the motley crew up against Walter Johnson and the AL Hall-of-Famers. The results weren't surprising, either, as the HOFs crushed 'em, 36-0, on 31 hits. Babe Ruth went five-for-five and blasted two home runs. Lou Gehrig also homered--during an 18-run eighth inning!...Bob Tate of Delmar, NY, placed a long-distance phone call to the National Football League offices to clear up a troublesome question. In answer to what a blocked punt counted as, Tate was told that, "according to official NFL statistics, a blocked punt counted as zero yards."

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.

1975 - Jan., Feb., March, April, May, June, July, Aug. Sept., Oct.; 45¢ per issue.

1974 - Dec., Nov.; 45¢ per issue. Oct., Jan.; 40¢ per issue.

1973 - Aug., July; 40¢ per issue.

1972 - Dec., Nov., Aug.; 40¢ per issue.

Coming Next Month...

The December issue of the Strat-O-Matic Review will include the results of the GKSML's National League replay and the crowning of the World Series king...the long-silent S-O-M Associates and the Clearinghouse are revived and speak out once again...S-O-M gamers will find out which six teams from the 1920-1939 period will be printed. And the readers' votes will be gleaned as to why those six were picked...Dave Spurling of Winchester, VA, will take readers on a baseball replay cruise that will include the '54 Indians, '61 Yankees, '57 Braves and three powerhouse teams from the year 1971...

The History Of Strat-O-Matic³

Editor's note: Since its inception back in March, 1971, the Review has grown tremendously, with new readers being added every month. Many current subscribers missed the earlier series [which was reprinted in 1972] dealing with the founding of the Strat-O-Matic Game Co. and the joys and disappointments experienced by its creator Harold Richman. So, this month and the next, the Review is again presenting a two-part series entitled "The History of Strat-O-Matic."

Once upon a time a teen-ager had a dream about sports table games. Today thousands and thousands of gamers the world over are living happily ever after as a result.

The history of Strat-O-Matic and its creator Harold Richman is no fairy tale, however, although the dream did come true. Richman's frustrations in the beginning, in fact, would more likely make for a plot for "Mission Impossible."

IN THE BEGINNING...

It all began when an 11-year-old boy, who was rather disgusted with baseball games in 1948, decided to create his own; received a patent on a baseball game at age 17 and futilely tried to sell it to larger companies such as Milton Bradley. He even had an interview with the Brooklyn Dodgers regarding it.

Richman, today 40 but still with close-cropped black hair, an attractive wife Shelia and two young children, Ann and Adam, has come a long way since those early days.

A graduate of Bucknell University in Lewisburg, PA, in 1958, with a degree in business and a major in accounting, Richman wanted to pursue his sports game interest despite knowing his father, who had successfully operated an insurance business for the past 40 years, wished to retire and was looking to his son to take his place and add new vigor to the business.

Richman was not interested in following in his father's profession, however, and instead entered military service soon after graduation from college. It was there he decided to pursue his teen-age dream--sport table games!

EARLY DISAPPOINTMENTS

Hoping to land a job with a toy firm and eventually receive an opportunity to present his ideas for game development, Richman soon met with a series of disappointments. He quickly found out that most firms were willing to hire him in a selling capacity, but most scoffed at his ideas for game development. One interviewer, in fact, was truly shocked at Richman's ideas for game development, since he was neither an artist nor an engineer; qualities the company felt necessary for successful game development. Beautifully packaged and merchandised games, without any real content, were this company's specialty.

Finally, Richman did take a job with a Japanese toy import firm. After 12 months on the job--meanwhile continuing to develop the baseball game--he approached management with his ideas. Although impressed, the president of the company was not sure his game would sell and so let his ideas wither on the vine.

Perhaps the president of the firm was afraid to take another gamble and have it turn into a fiasco. Shortly before he had purchased sailboats "that were substantial looking, very reasonably priced, but, unfortunately, did not float."

MISSION IMPOSSIBLE CONTINUES

More interviews produced nothing to indicate he would succeed in finding a firm that would allow him to establish a game board division, so he ventured out with his biggest gamble yet--selling his game by mail order.

Investing his savings, plus earnings from an interim job as an accountant, Richman launched Strat-O-Matic in 1961. He derived the company's name from the word "strategicamatical", but Webster apparently doesn't buy it as it's not in the dictionary.

That first Strat-O-Matic game consisted of an 80-player, all-star set, with
(continued on back page)

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 questions regarding ratings do not appear in the Review within three months after being sent, you may assume the rating is correct.

QUESTION: What happens if you have two tight ends in the game and an injury to the tight end occurs? Which one is injured?

ANSWER: Original tight end is injured. Other tight end is considered to be split end on injury chart.

QUESTION: In the "tight end offense" shouldn't you increase all individual offensive linemen blocking ratings by one instead of increasing the team's offensive pass blocking, since the pros mainly use this type of formation in a short yardage run play?

ANSWER: You are picking up a +2 at one position; also because you are using a three-back offense you couldn't improve on blocking.

QUESTION: On Bob Berry's passing card [1974 record] it has "must run" under No. 5, guessed right, for both short and long pass. On the back of his card, however, it says "must run" will not occur. What should it be instead?

ANSWER: Pass rush.

QUESTION: Assume the defense is in a formation where a flat or look-in zone is vacated due to a substitution of a defensive back (i.e., four-man line, five defensive backs) and a flat or look-in pass is thrown to the vacated zone and the dice roll is 1, 2, or 3. How do you read the quarterback's card? Are there any adjustments since the zone is vacated, whether the defense guesses right or wrong?

ANSWER: Quarterback's card is read as "right," as defensive backs are not double-teaming any wide receiver.

QUESTION: Strat-O-Matic lists the lineup most frequently used for the Old-Timer baseball teams. If there any chance of this being done on future roster sheets?

ANSWER: S-O-M does not feel it's necessary to list such lineups, as this information can be easily gathered by those trying to adhere to real-life lineups.

QUESTION: In super advanced football rules on the New England Patriots' '74 defensive rating card should the pass rush still be a "4" with a three-man line and five linebackers?

ANSWER: Yes.

QUESTION: Why wasn't Lou Hudson included with the 1974-75 Atlanta Hawks? He wasn't injured or traded.

ANSWER: Lou Hudson was hurt all year and played fewer than 20 games, thus no card.

New Fumble Recovery, Pass Interception

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Remember Don Frankfort, the Strat-O-Matic Football buff whose individual interception chart appeared in the Sept., 1975 Review?

Well, he's back again. And this time with a chart for individual interception returns based on the most recent season, 1974. In addition, Frankfort, who makes his home in Pelham, NY, sends along two charts [elementary and advanced] for fumble recoveries and returns by the defense.

Since Frankfort's charts consume a great amount of room, enough chit-chat has already taken place. So, here are the fumble charts:

1974 Fumble Recoveries -- Elementary

Dice Roll		Dice Roll	
2. +25	- 2-5, 12	7. 0	
Long Gain	- 6, 8-11	8. 0	
0	- 7	9. 0	
3. +2	- 2, 8-12	10. 0	
+5	- 3-7	11. Short Gain	- 2-10
4. TD	- 2-7	0	- 11-12
+2	- 8-9	12. +5	- 2
0	- 10-12	+8	- 3-6, 8-10
5. 0		-6	- 7, 12
6. 0		Short Gain	- 11

1974 Fumble Recoveries -- Advanced

Dice Roll		Dice Roll	
2. -6	- 2-4, 12	8. 0	
+8	- 5	9. 0	
+26	- 6-7	10. Short Gain	- 2-6
+2	- 8	0	- 7-12
Long Gain	- if [-]; or 0 - 9-10	11. Short Gain	- 2
+5	- 11	+5	- 3
3. TD	- 2	Short Gain	- if end run; 0 - 4-6
+8	- 3, 9-12	Short Gain	- if [-]; or 0 - 7-8
TD	- if end run; or 0 - 4-6	+5	- 9-12
TD	- if [-]; or 0 - 7-8	12. +5	- 2
4. TD	- 2-6	Long Gain	- 3-6
+2	- 7-10	+5	- 7-8
0	- 11-12	Long Gain	- if end run; or 0 - 9-10
5. 0		+5	- 11-12
6. 0			
7. 0			

Note: fumble returns are based on dice roll of 2-12, with many split number situations. For advanced returns: [1] [-] - follow the instructions if the play involved a loss of yardage; [2] end run - follow instructions if play was end run only; for all other plays, the return is 0 yards; [3] DB - follow instructions if ball was recovered on any play by a defensive back only, or the return is 0 yards. Note also that same set of returns may be used for blocked punts.

Player that recovers fumble will have to be determined by gamer. Frankfort tries to relate play (end run, for example) with player who recovers fumble (defensive end or linebacker, for instance). If there's a sizeable gain on play then a fumble, Frankfort would give recovery to a defensive back.

Now for the interception charts. First it might be a good idea, if you wish to have realistic results as far as the number of interceptions for each individual, to set up a team interception chart like the following. Of course, modifications will be necessary, depending on the number of individual thefts.

Position	Dice Combination	No. Int.	Position	Dice Comb.	No. Int.
LE	11-12	1	RE	16	0
LT	13	0	BT	14-15	1

Position	Dice Combination	No. Int.	Position	Dice Combination	No. Int.
LLB	21	0	ALB	25-32	3
MLB	22-24	2	ACB	45-51	2
LCB	33-36	3	AS	52-66	9
LS	41-44	3			

INTERCEPTION RETURNS - 1974

Note: Players with but one interception are listed along the bottom. Their return yardage is the number in the parentheses.

Miami	No.	2	3	4	5	6	7	8	9	10	11	12
Buoniconti	2	13	13	13	13	13	16	16	16	16	13	13
Foley	2	0	0	0	0	0	-2	-2	-2	-2	0	0
J.Scott	8	30F/29	6	0	30F	0	5	0	29	5	6	6/0
Kolen [3], D.Anderson [3], Matheson [10], Stuckey [21].												
<u>New England</u>												
Hunt	3	27	27	26	26	26	27	13	13	13	27	27
Geddes	2	29	29	29	TD	TD	3	3	3	3	29	29
Bolton	7	0	0	0	0	10	0	8	0	0	0	0
McCray	3	33	33	0	0	0	33	28	28	28	33	33
Sanders	5	0	16	18	18	16	0	0	TD	23	0	0
Mildren	3	10	10	0	0	0	10	41	41	41	10	10
King [9].												
<u>Buffalo</u>												
R.James	3	8	8	5	5	5	8	0	0	0	8	8
T.Greene	9	34	20	34	12	15	15/0	0	38	23	20	23
D.Washington	2	0	0	0	0	0	TD	72	72	TD	0	0
Kraukau [37], Cheyanski [6], R.Lewis [33], Craig [55], Harrison [24], Allen [16].												
<u>Baltimore</u>												
Curtis	3	5	5	11	11	11	5	8	8	8	5	5
Volk	2	0	0	0	0	0	0	0	0	0	0	3
Dickel [5], White [40], Oldham [3], Nettles [0], Laird [15].												
<u>N.Y. Jets</u>												
Ebersole	3	5	5	2	2	2	5	41	41	41	5	5
R.Baker	2	TD	TD	TD	67	67	20	20	20	TD	20	20
Howell	2	16	16	16	16	16	7	7	7	7	16	16
B.Dwens	3	29	29	0	0	0	TD	39	39	39	29	29
Word	2	19	19	19	19	19	0	0	0	0	19	19
Tannen	2	14	14	14	14	14	19	19	19	19	14	14
Sowells	2	0	0	0	0	0	0	0	0	0	0	0
Rivers [0].												
<u>Cincinnati</u>												
Riley	5	0	0	19	19	0	0	0	14F	14F	0	0
Casanova	2	0	0	0	0	0	26	26	26	26	0	0
Beauchamp [34], Jackson [17].												
<u>Pittsburgh</u>												
Ham	5	0	10	-2	-2	10	0	0	5	5	0	0
Lambert	2	13	13	13	13	13	6	6	6	6	13	13
Thomas	5	0	0	14	14	0	0	0	8	8	0	0
Wagner	2	9	9	9	9	9	4	4	4	4	9	9
Blount	2	22	22	22	22	22	TD	52	52	TD	22	22
G.Edwards	5	15	4	TD	49	4	15	59	26	26	59	TD
Greene [26], Russell [0], Kellum [0], Shell [0].												
<u>Houston</u>												
Benson	2	0	0	0	0	0	0	0	0	0	0	0
Z.Moore	2	16	16	16	TD	TD	16	22	22	16	16	16
Bingham	4	5	5	5	18	18	0	13	13	3	2	2
Maxwell	2	15	15	15	15	15	15	15	15	15	15	15
Alexander	2	29	29	29	29	29	27	27	27	27	29	29
Atkins	6	3	29	2	29	3	10	5	36	2	36	5
T.Smith [34], Kiner [34], Severson [0].												

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Cleveland	No.	2	3	4	5	6	7	8	9	10	11	12
Garlington	2	28	28	28	28	28	5	5	5	5	28	28
C.Hall	3	TD	TD	TD	25	25	29	0	0	0	25	25
C.Scott	4	11	11	11	6	6	0	25	25	6	5	5
V.Green	2	20	20	20	36	36	20	TD	TD	20	20	20
E.Brown	2	24	24	24	24	24	0	0	0	0	24	24
Garden	8	X	X	7	20	7	0	14*	26	31	0	31
X - Roll again; * - (roll 1 die) 1-5 is 14-yard gain; 6 is roll again (2 die).												
Babich [4], P.Anderson [18]												
<u>Oakland</u>												
Irons	2	11	11	11	11	11	12	12	12	12	11	11
Conners	3	18	18	0	0	0	18	1	1	1	18	18
A.Thomas	6	34	9	TD	9	34	0	-3	8	22	8	-3
Atkinson	4	13	13	13	26	26	0	9	7	0	6	4
Tatum	4	0	0	0	25	25	19	40	40	19	0	0
N.Wilson	3	1	1	34	34	34	1	0	0	0	1	1
Warren	2	24	24	24	24	24	34	34	34	34	24	24
Sistrunk [2], M.Johnson [17], W.Brown [31].												
<u>Denver</u>												
R.May	2	15	15	15	15	15	25	25	25	25	15	15
Rowser	4	23	23	33	12	11	33	8	15	0	0	0
C.Jones	5	11	7	1	1	7	11	0	0	0	0	0
Thompson	5	0	5	TD	38	5	0	35	27	27	35	TD
P.Smith [2], Laskey [3], Jackson [39], Greer [23], M.Tyler [0], Pitts [2]												
<u>Kansas City</u>												
Lanier	2	14	14	14	14	14	14	14	14	14	14	14
E.Thomas	12	73	38	7	TD	0	0	22	36	3	14	14/73
Reardon	4	0	0	0	0	0	0	0	0	0	0	0
Sensibaugh	4	6	6	6	28	28	18	33	33	18	6	6
Jones [13], Werner [7], Upshaw [TD/52; roll 1 die - 1-3 is TD, 4-6 52], Young [TD/52, same as for Upshaw], Bell [TD/28]												
<u>San Diego</u>												
Rice	3	15	15	15	15	15	15	14	14	14	15	15
B.Howard	3	21	21	8	8	8	21	23	23	23	23	23
Fletcher	4	13	13	31	26	26	31	4	4	13	13	13
Anthony [23], J.Beauchamp [35], Williams [25], Hoey [20].												
<u>Washington</u>												
Hanburger	4	0	0	0	0	1	1	0	5	5	0	0
D.Robinson	2	0	0	0	0	0	0	29	29	29	0	0
P.Fischer	3	30	30	30	13	13	13	30	9	9	30	30
Owens	4	16	16	16	24	19	19	24	0	0	16	16
Bass	3	TD	TD	TD	TD	5	5	28	0	0	5	5
Houston	2	37	37	37	37	37	37	3	3	3	37	37
Stone	5	22	22	15	7	21	21	21	31	11	31	0
McClinton [14], Salter [0].												
<u>Dallas</u>												
Jordan	2	10	10	10	10	10	13	13	13	13	10	10
Lewis	2	18	18	18	18	18	27	27	27	27	18	18
Waters	2	24	24	24	24	24	2	2	2	2	24	24
Green	2	2	2	2	2	2	0	0	0	0	2	2
Harris	3	0	0	0	0	0	8	0	0	8	8	8
Washington [0], Renfro [6].												
<u>Philadelphia</u>												
Zabel	2	7	7	7	7	7	5	5	5	5	7	7
Bergey	5	11	0	27	27	0	11	7	12	12	7	11
Outlaw	2	0	0	0	0	0	22	22	22	22	0	0
Logan	2	2	2	2	2	2	0	0	0	0	2	2
Bradley	2	9	9	9	9	9	10	10	10	10	9	9
Bunting	2	11	11	11	11	11	12	12	12	12	11	11
Patton [4], Halverson [0], Lavender [TD/37].												
<u>St. Louis</u>												
Stallings	2	13	13	13	13	13	0	0	0	0	13	13

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	No.	2	3	4	5	6	7	8	9	10	11	12
N. Thompson	5	23	26	56	26	23	20	16	39	TD	39	16
Tolbert	2	0	0	0	0	0	22	22	22	22	0	0
Duren	2	9	9	9	9	9	20	20	20	20	9	9
Wehrli	2	1	1	1	TD	TD	1	53	53	1	1	1
Crump [10], Reaves [54].												
<u>N.Y. Giants</u>												
VanPelt	2	9	9	9	9	9	13	13	13	13	9	9
Hughes	2	0	0	0	0	0	4	4	4	4	0	0
Athas	2	0	0	0	0	0	0	0	0	0	0	0
Crist	3	20	20	20	0	0	0	0	0	20	20	20
Lockhart	2	0	0	0	0	0	0	0	0	0	0	0
Selfridge [12], Hornsby [2], Kelley [10], Small [0].												
<u>Minnesota</u>												
Siemon	2	2	2	2	2	2	22	22	22	22	2	2
N. Wright	6	44	18	0	18	44	0	2	27	0	27	2
J. Wright	4	7	7	7	2	2	27	24	24	7	27	27
Martin	3	11	11	28	28	28	11	0	0	0	11	11
Krause	2	8	8	8	8	8	45	45	45	45	8	8
T. Brown	2	4	4	4	4	4	11	11	11	11	4	4
Hilgenberg [0], Wallace [3], Blair [-3].												
<u>Chicago</u>												
Knox	2	5	5	5	5	5	21	21	21	21	5	5
Montgomery	2	23	23	23	23	23	33	33	33	33	23	23
A. Ellis	3	19	19	13	13	13	19	0	0	0	19	19
Clemons	4	37	37	37	24	24	0	23	23	0	37	37
Lyle	3	0	0	36	36	36	0	21	21	21	0	0
Bryant	2	0	0	0	0	0	11	11	11	11	0	0
J. Taylor [27], Buffone [0].												
<u>Detroit</u>												
Weaver	3	0	0	1	1	1	0	3	3	3	0	0
Barney	4	0	0	0	3	3	39	19	19	39	0	0
L. Johnson	5	44	20	18	TD	20	44	2	55	TD	2	TD
Laslavic [14], Naumoff [8], West [0], Jauron [26], Davis [14].												
<u>Green Bay</u>												
Hendricks	5	14	9	7	7	9	14	0	44	44	0	14
Buchanan	4	0	0	0	8	8	2	0	0	2	0	0
Mathews	3	9	9	0	0	0	9	32	32	32	9	9
K. Ellis	3	38	38	0	0	0	TD	18	18	18	38	38
J. Hill	2	24	24	24	24	24	23	23	23	23	24	24
Hall	2	19	19	19	19	19	3	3	3	3	19	19
McCoy [5], Carr [0], Carter [0], Williams [23].												
<u>Los Angeles</u>												
Geddes	2	0	0	0	0	0	15	15	15	15	0	0
Robertson	2	6	6	6	6	6	5	5	5	5	6	6
Stukes	7	0	41	41	0	28	0	14	7	0	0	7
Elmendorf	7	TD	0	52	TD	24	22	29	0	57	0	0
Preece	3	6	6	15	15	15	6	17	17	17	6	6
Simpson [0].												
<u>Atlanta</u>												
R. Brown	8	15	59	15	55	0	0	0	35	X	TD	X
C. Ellis	3	6	6	5	5	5	6	0	0	0	6	0
Zook [14], Hanson [0], Nobis [10], Brezina [9], Hayes [2], Lawrence [0].												
X - Roll again.												
<u>San Francisco</u>												
Nunley	4	20	20	20	13	13	0	-3	-3	0	20	20
Vanderbundt	2	4	4	4	4	4	18	18	18	18	4	4
J. Johnson	3	0	0	0	13	13	0	37	37	37	13	13
McGill	5	12	0	14	14	0	12	45	0	0	45	0
Holmes	3	8	8	4	4	4	8	14	14	14	8	8
Wilcox [21/TD], B. Taylor [0], Phillips [27].												
<u>New Orleans</u>												
Schmidt	4	0	0	3	24	TD	3	0	0	0	0	0

	No.	2	3	4	5	6	7	8	9	10	11	12
T. Myers	3	17	17	21	21	21	17	5	5	5	17	17
Jackson	4	0	0	0	28	28	13	12	12	13	0	0

Colman [17], Federspiel [9], Fuller [16], Moore [0], Farasapoulos [14].
Remember for split rolls (TD/52, for example), roll one die and 1-3 result is first entry; 4-6 is second.

Advertisements

Rates per issue will be as follows: First 30 words--50¢; 31-50 words--70¢; 51-70 words--\$1.00; 71-100 words--\$1.50; 101-120 words--\$1.80; 121-150 words--\$2.00; 151-175 words--\$2.50; 176-200 words--\$3.00. When you send in ads, specify either WANTED, FOR SALE, or LEAGUE FORMING. And name card sets by the year upon which they were based. Note also that only advertisements regarding Strat-O-Matic products, related merchandise and leagues will be accepted. 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. The mail is notoriously slow in some areas.

Wanted

WANTED: 1966, 1967, 1969, 1970, 1971 Chicago Cubs. Will pay good price for any of them. Also want any 1966, 1967, 1968, 1969, 1970 baseball teams. Send price list for any of the above teams to: Pete Durso, 1520 N. Columbia, Naperville, IL 60540

WANTED: I need the 96 additional players for each S-O-M year. Also interested in all sports games pieces. Walt Karwicki II, 252 West Cottage Pl., York, PA 17403

WANTED: All 24 1970 baseball teams with or without extras. Send your price and SASE to: Mike Davis, 10191 Harrison Pike, Harrison, OH 45030

WANTED: 1967-all teams; 1968 NFC; 1969 NFC and Oakland, Kansas City, New York, Boston; 1970--all NFC except New Orleans, Atlanta and all AFC except Houston, Boston, Pittsburgh. I will pay fair price for any or all of these football teams. You must live in New York city because all transactions must be done in person. Contact: Harold Diamond, 47 Grissom Ave., Staten Island, NY 10314

WANTED: To rent for one month only--Bart Starr, '68 Packers; Leroy Kelly, '68 Browns; Gale Sayers, '68 Bears; and Gene Washington, '69 Vikings. Will pay 25¢ per player. Your cards will be

returned promptly and in the same condition which they were received. Sean Ross, 848 Mitchell, Elmhurst, IL 60126

WANTED: Football--'68 NFL; '69 Raiders, Patriots, all NFL except Packers and Chiefs; '70 Bears. Baseball--'71 except A's, Orioles, Giants, Reds, Pirates and Cardinals; '71-72 additional players; 1970 teams. Send offers to: Tim Olson, 9710 37th Pl., Plymouth, MN 55441

WANTED: 1971 Baltimore Colts and 1971 Dallas Cowboys. Need badly to complete set. If you have one or both and wish to sell for top price, please write to: Mark Hatton, 8901 East DE Ave., Richland, MI 49083. Please include phone number and address.

WANTED: Baseball--'69 Reds, Braves, Giants, Phillies, Cardinals, Mets. Will pay \$1.80 per team. Also, need extra '69 players; will pay \$2.50. All letters with SASE answered. Send to: Ralph Coleman, 1107½ Winchester Road Lot 28, Lexington, KY 40505

WANTED: I would like to buy the following football sets in anywhere from excellent to mint conditions: 1967=\$50, 1968=\$40, 1969=\$25, 1970=\$20. Also interested in incomplete sets from 1967; will pay \$3 per team. Also want 1967 Packers and 1968 Jets; will pay \$3 for each. If interested, contact: Richard York, 19171 Derby St., Detroit, MI 48203.

WANTED: Football--1971, 1973 teams; 1972 Pittsburgh Steelers. Baseball--1971, 1972 sets with extras. Must be in good

condition. Send price to: Bob Hess, 925 Willow, Wood River, IL 62095

WANTED: Cubs' baseball teams from 1967-1973, Dodgers 1970-1973, 1970 Pirates, 1972 Phillies, 1971 Tigers, 1969 Mets, 1968 Tigers and Cards. Send price, condition and year to: Jim Dassise, 1109 20th St., Santa Monica, CA 90403

WANTED: Desperately need the 1968 New York Jets. Will buy from the lowest bidder. Send bids to: Paul Madarasz, 126 Glenwood Road, Glenwood Landing, NY 11547

WANTED: 1973 card of Frank Baker, utility infielder for the Orioles. If you want to sell this card, write me and tell me how much you will sell it for. Lowest bid will be accepted and will be the only one answered. Also want 1971 Cardinals, using same procedure as above. James E. Pendleton, P.O. Box 372, Belle, MO 65013

WANTED: Baseball -- 1966, '69, '70, '71 Orioles; 1971, '72 Pirates; 1969, '70, '72, '73 Red Sox; 1969 Mets; 1972 Tigers. Teams must be complete. Best offers accepted; will respond to all offers. Send condition and price to: Daniel Hoyt, 54 Birch Meadow Rd., Merrimac, MA 01860

WANTED: Any teams pre-1971. I will pay 80¢ for any teams before 1971. Contact: Jeff Banks, 1113 Slocum St., Philadelphia, PA 19150

WANTED: I know there's no use in placing this ad, but I will anyway. I'm looking for any 1966 baseball teams. If you have one, write to me. You'll undoubtedly be the only one and therefore get your price. I have no hope of getting replies, but any I get will be answered. Steve Smith, 874 E. Pumping Station Rd., Quakertown, PA 18951

For Sale

FOR SALE: Baseball teams from 1963 (\$7.50 each), 1964 (\$6.50 each), 1965 (\$5.50 each), 1966 (\$4.50 each), 1967 (\$3.50 each), 1968 (\$2.50 each), 1969 (\$2 each)

1970 (\$1.50 each) and 1971 (\$1.50 each). No pennant or division winners. Have most 1962 teams. Send SASE for list. Selling S-O-M Football teams from 1967 (\$4 each), 1968 (\$3 each) and 1969 (\$2 each). Division winners in football priced \$1 more and Super Bowl teams \$2 more. Robert Henry, 15919 Ferguson, Detroit, MI 48227, or call (313) 835-4472.

FOR SALE: Strat-O-Matic Convention is being organized in Detroit for February 28 and 29, 1976. Scheduled are eight tournaments, two contests, door prizes, a display featuring one of every S-O-M Baseball cards ever made, a flea market and many other exciting events. To defray costs for travelers, arrangements have been made to room them free at the homes of Detroiters attending the convention. For more information, send SASE to: Robert Henry, 15919 Ferguson, Detroit, MI 48227, or call (313) 835-4472.

FOR SALE: Football -- 1967 Cowboys, Rams, Giants, Broncos, Chargers; 1969 all teams except Cowboys, Minnesota, Rams, Colts, Chiefs; '70 all teams. Bill Duffy, 409 Hillside Road, Ridley Park, PA 19078

FOR SALE: Baseball -- 1968 Braves, Yankees, Angels; 1969 Pilots, Tigers; 1970-71 all. Bidding ends late Oct.; highest bidders win. Also, most Old-Timer teams for 65¢ each, all 80 Hall of Fame cards for \$4.00. First come, first served. Tom Robertson, 1145 NW 200th St., Seattle, WA 98177

FOR SALE: Baseball 1970, complete set, without extra players; baseball 1971, complete set, with extras; baseball 1972, National League, with extras; baseball 1973, complete set, without extras; baseball 1974, Dodgers, Reds, Braves, Pirates, Cards, A's, Rangers, Orioles, Yankees--without extras; 20 nameless players. Sold by sets only. Best offers. No trades; only highest bidders will be answered. J.A. Steves, 8A Choctaw Rd., Eglin AFB, FL 32542

FOR SALE: Very good condition, 1962 Dodgers, Yankees, Reds, Twins, Giants (originals, black print). May be bid on as a set or separately. Excellent condition. 1968 Orioles, Red Sox, Indians, Tigers, A's, Braves, Reds, Cubs, Pirates, Cardinals, Giants (as a set only). 1972 complete set (as a set only). 1972 is in very good to excellent condition. Bidding ends Dec. 1. Send bids to: Joe Segall, 70-51 153 St., Flushing, NY 11367

FOR SALE: 1973 Football teams. All 26 to be sold as one unit. Highest bidder must also pay postage. Bidding ends Nov. 15. Cards in good condition. Contact: Bob Jostes, 6383 Kenwood Rd., Madeira, OH 45243

FOR SALE: Complete 1970, 1971 Football cards. 1970 set in good condition; \$4 per team, \$11 for either conference, or \$20 for full set. 1971 set in excellent condition; \$1.25 per team, \$14 for either conference, or \$25 for full set. Complete '72-73 and '73-74 basketball sets in near-mint condition to highest bidder. Write: Steve Klein, 10-I Mill St., Maynard, MA 01754. I would also like to hear from S-O-M Basketball players in my area--I need opponents.

FOR SALE: Following teams -- 1963 White Sox, Cubs, Pittsburgh, Reds, (missing Joe Nuxhall), Kansas City; 1965 Baltimore; 1966 Twins; 1967 Los Angeles, White Sox. Keith Fosness, 375 So. 7th Ave., Fargo, SD 58102. **WANTED:** 1963 Twins, St. Louis; 1969 Phils.

FOR SALE: Football set which contains 1973 Dolphins, Cowboys, Raiders, Vikings, Steelers, Rams; \$6.00. Basketball set which includes '73-74 Celtics, Bucks, Lakers, Suns, Knicks, Bullets; \$5.25. Both sets--\$10.00. Both sets practically new, with many parts unused. Send self-addressed, stamped envelope to: Bob Haeuser, 3648 W. Campbell, Phoenix, AZ 85019

FOR SALE: Football -- 1970 (2), 1971 (1), 1972 (2), 1973 (1). Just teams, all complete, all teams, mint condition, best offer, bids start at \$10. Baseball -- assorted teams, 1966, '69-70; send for list, excellent condition. Basketball -- Complete set, no teams, good condition, 75¢ plus postage and handling. Send bids and/or money to: Larry Nolan, 15140 Farnsworth St., San Leandro, CA 94579. Include self-addressed stamped envelope for faster service.

League Forming

LEAGUE FORMING: I am looking for one or two interested people to draft and manage an expansion team

in the CSOMBA this year. The league has successfully completed one play-by-mail draft league and uses both National and American League players. Applications should include a short history (if any) of your play-by-mail or draft league experience. Dave McCusker, 308 Niderost St., Saskatoon, Sask., Canada S7J 0M1

LEAGUE FORMING: National League replay using the new cards that will be released. Straight teams, with special trading rules. Monthly newsletter. Entry fee is \$3.00. If you complete season you will get some kind of refund. Send SASE for additional information. Contact: Robert Jostes, 6383 Kenwood Rd., Cincinnati, OH 45243

LEAGUE FORMING: Two-division Old-Timer league using eight teams from 1940-1957. This will be a 154-game schedule, with straight teams and no trading. Experience not necessary, only reliability. Send top eight team choices and a \$1.50 league entry fee to: Gary Kirchherr, 1021 Piccadilly, Kalamazoo, MI 49007

LEAGUE FORMING: The United States Baseball Association is now accepting applications of persons interested in joining the membership of our continuous baseball league. Send resume to: Roy Dixon, 8040 Van Patten Rd., Norfolk, VA 23505

LEAGUE FORMING: Young Executive Super League 76 is now forming. This comprehensive league is for the mature gamer that takes pride in his gaming ability as well as communication skills. This league is being formed by a group of professional gamers who are tired of sub-par performances by members of other leagues. The sports involved in this league will be replay and draft basketball, replay and draft baseball and possibly football, depending on interest. Qualifications: (1) must be 21 years of age and have at least five years of gaming experience; (2) submit in 100 or more words why you would like to join the Super League and what contributions you think you could make. Remember: this is a Super League for Super Gamers, so if you are irresponsible or unwilling to let gaming take priority, please do not apply. It would be a waste of your time as well as ours. Send your inquiries to: YESL "76", 5324 E. First St. #272, Tucson, Arizona 85711

[continued on following page]

LEAGUE FORMING: The Super Strat-O-Matic League is looking for reliable, dedicated people to add to its current collection of fine members. Now in its second year, Super S-O-M plays all three games in a continuous, year 'round draft league. You must be at least 16, have plenty of free time and be able to buy your own cards. Backup positions only are available at this time. Write for information and application to: Dave Lewis, 1216 S.W. 2nd Avenue, Colonial Manor, Apt. #19, Gainesville, FL 32601

LEAGUE FORMING: Want to join a league that will attain the stature of the GKSML or the GUSOMO? Do you want to join a major (not a minor) league? This will be a National League replay taking ten managers. As a manager you will select your main team. All 20 regular players and the four extra players of that team are yours. Then you will draft one player from the remaining two teams. The actual playing will begin April 15th and end September 10th. Don't worry about stats, they will be kept by league headquarters. A \$2 entry fee will be collected to pay for the ten issues of the newsletter. The entry fee will be collected later. The game is advanced baseball. I plan to run this league for many seasons. Please list all 12 NL teams in order of preference. In your letter also include about ten sentences about yourself, any questions about the league and a suggestion for a league name. Please send it all to: Tom Oldweiler, 2408 Meadow Lark, Columbia, MO 65201. C'mon Strat-O-Stars, let's show 'em how good we can do with the cards of '75.

LEAGUE FORMING: [TWBIL] Tidewater Winter Baseball Invitational League forming. Draft league will be a continuous running league. Ran every winter, keeping some players. When sending request for franchise, please enclose resume of past play-by-mail involvement. This is by invitation only and out of eight franchises, two have already been accepted, with two more invitations still unanswered. Draft picks will be awarded by

earliest postmark. Will use this year's A.L. players or '74 season. Write: Robert White, 2304 Lafayette Blvd., Norfolk, VA 23509, or phone (804) 625-6163.

What's Available At S-O-M?

FOOTBALL

- 1973 - All teams available. Cost: \$11.00 for entire set; 75¢ per team.
- 1972 - All teams available. Cost: \$10.50 for entire set; 75¢ per team.
- 1971 - All teams available, except Dallas; Baltimore and San Francisco are limited. Cost: \$9.50 for entire set; 75¢ per team.
- 1970 - Teams available are Atlanta, Boston and Houston. Cost: \$2.00 for set; 75¢ each.
- 1969 - Teams available are Buffalo, Cincinnati, Denver, Houston, Miami, San Diego. Cost: \$3.75 set; 75¢ per team.
- 1968 - No teams available.

BASEBALL

- 1973 - Baltimore, Boston, Cleveland, Oakland, N.Y. Yankees, Texas, Kansas City, Chicago Cubs, Los Angeles, Cincinnati are only teams available. Cost: \$6.00 for set; \$1.25 for two teams; 65¢ each.
- 1972 - Only Oakland available. Cost: 60¢.
- 1971 - Only Pittsburgh available. Cost: 55¢.
- 1970 and before - are complete sellouts.

Also, Strat-O-Matic is not selling previous years' cards in basketball. Only the current set of cards is available.

All orders should be placed with the Strat-O-Matic Game Co., Inc., 46 Railroad Plaza, Glen Head, NY 11545. Include a 25¢ handling fee for all orders. Do not send to the Strat-O-Matic Review, only the Strat-O-Matic Game Co.

The Review Staff

Editors: Warren Newell (Otsego, MI);
Del Newell (Kalamazoo, MI).
Production: Karen Newell (Otsego, MI);
Mary J. Newell (Kalamazoo, MI).

Printing: Oliver S Tobias (Kalamazoo, MI).

Mailing: Monthly; third class, unless subscriber desires otherwise. There is currently a 10¢ per month additional charge for first class mailing.

A.L. Wins Hall-Of-Fame Replay

Something different in a replay occurred not long ago when Mark Frobom of Minneapolis, MN, pitted the four Hall-of-Fame teams--including the two newest--against each other through a 154-game baseball replay. For Frobom, who spent 3½ months on the project, it was the first time he had ever completed a long replay, with his other attempts only going 32 games duration.

Frobom, 17 and a 3½-year S-O-M vet, juiced up the already-formidable batting lineups by adding a designated hitter for each team. Ted Williams (American League A team), Stan Musial (N.L. A), Hank Greenberg (A.L. B) and Joe Medwick (N.L. B) were the most frequently used DHs.

The replay turned out to be no contest with the American League A team rolling up 101 victories, only 53 defeats and coasting home by a 21-game winning margin. The National League A team finished a distant second at 80-74, followed by the American League B (64-90) and National League B (63-91).

The following team summaries describe the highlights and lowlights for each team:

AMERICAN LEAGUE A (101-53) -- Started slowly but quickly recovered behind the hitting of Babe Ruth and Ty Cobb...Ruth was named MVP after leading league in six batting departments, including home runs (46), RBI (154), plus compiled a .340 batting average, second in league to Cobb who hit .372...Other big walllopers were Williams (31 HRs, 110 RBI, .306), Lou Gehrig (27, 117, .288), and Joe DiMaggio (17, 66, .290), while the spray hitters--Nap Lajoie (.318), Eddie Collins (.321) and Mickey Cochrane (.317)--also fueled the attack... Pitching staff featured Lefty Grove (24-7), Walter Johnson (24-12) and Rube Waddell (24-11)...team led league in batting (.310), ERA (4.17--proving it was a hitters league!) and stolen bases (202).

NATIONAL LEAGUE A (80-74) -- Lacking in power department and also suffered through two long losing streaks...Roy Campanella was a big disappointment with only 11 homers, 50 RBI and a .235 average...On bright side, Sandy Koufax was brilliant, finishing 26-11 with league-leading 347 strikeouts and 3.27 ERA...Christy Mathewson had super first half but faltered in second, due mainly to lack of hitting support. He finished 18-18...Bill Terry led the hitters with a .316 average, Rogers Hornsby hit .309 and topped team in RBI with 109, Musial, after a .343 flurry the second half of season, wound up at .302 with 24 homers, while Honus Wagner batted .306 and Pie Traynor .302.

AMERICAN LEAGUE B (64-90) -- Had to win 14 of last 19 games to nose out National League B team for third place--yet still finished 37 games behind A.L. A powerhouse...Pitching staff was often shelled, winding up with 5.12 ERA. Hal Newhouser was lone bright spot with a 17-12 record. Bender and Chesbro each lost 19 games, Stan Coveleski 22, however, as staff served up 203 home runs...Hitting was team's forte--Joe Jackson (.323), Harry Heilmann (.320), Al Simmons (28 HR, .303). Jimmy Foxx, Hank Greenberg and Mickey Mantle wound up No. 2, 3, 4 in home run derby with 35, 39, 40, respectively. Trio also whiffed 154, 133, 121 times, respectively, finishing 1-2-3 in that category.

NATIONAL LEAGUE B (63-91) -- Looked better on paper than it performed. Hit 210 home runs with well-balanced long ball assault, but Medwick was huge disappointment with only .238 average and 55 RBI from third slot in order. Roberto Clemente eventually replaced him and batted .282 last third of season. ...Three Finger Brown was mound sparkler with 23-14 record and league-leading 2.76 ERA. But Don Drysdale was often driven from hill by enemy hitters, finishing with a 2-19 mark--the worst in the league...Home run power was team strength as big contributors were: Hank Aaron (32), Ernie Banks (31), John Mize (30), Willie Mays (27), Frank Robinson (25) and Ed Mathews (21). Aaron was leading RBI man with 102.

Batting

1. Cobb	.372	5. Heilmann	.320
2. Ruth	.340	6. Lajoie	.318
3. Jackson	.323	7. Cochrane	.317
4. Collins	.321		

Home Runs

1. Ruth	46
2. Mantle	40
3. Greenberg	39
4. Foxx	35

Here Are Two Additional Pitcher Hitting Cards

From time to time the cry goes up for individual pitcher's hitting cards, or, if this isn't feasible for the Strat-O-Matic Game Co., additional hitting cards being made available beyond the current four.

Currently, it's unlikely the game company plans for individual hitting cards for pitchers. The expense of the numerous cards would not be worth the printing of a complete set of cards--especially when only a few pitchers (remember the American League has the designated hitter) would be in need of such a card as warranted by their batting prowess.

Also, from time to time, S-O-M gamers have suggested additional hitting cards would certainly come in handy. Tom Fees, who lives in Richton Park, IL, has taken that cue and prepared two additional cards--No. 5 and 6--for pitchers.

The "5" card is set up to bat around .270, with an "N" power rating and a reasonably good shot at a home run. The "6" will hit around .300, again with an "N" power, and with same chance for a home run.

Note that for both cards the stealing (E), running (1-10), fielding (2), bunting (C), hit-and-run (O) and power (N) are the same.

NUMBER SIX

- 1
2 - Home Run
3 - Groundball [SS] A
4 - Groundball [SS] A
5 - Groundball [SS] A
6 - SINGLE
7 - SINGLE
8 - SINGLE**
9 - SINGLE**
10- SINGLE*
11- Groundball [SS] A
12- Line Out into as many outs as possible

- 2
2 - Popout [3b] plus injury
3 - Groundball [SS] A
4 - DOUBLE
5 - DOUBLE** 1-7, SINGLE** 8-20
6 - Strikeout
7 - Strikeout
8 - Strikeout
9 - Strikeout
10 - Flyball [CF] B
11 - Flyball [LF] B
12 - Flyball [RF] B

- 3
2 - Home Run
3 - Home Run
4 - WALK
5 - Strikeout
6 - Groundball [3b] A
7 - Groundball [2b] A++
8 - Groundball [2b] A
9 - Groundball [3b] A
10 - Groundball [1b] A
11 - Groundball [1b] A
12 - Flyball [RF] B

NUMBER FIVE

- 1
2 - Lineout [SS] into as many outs as possible
3 - Groundball [2b] A
4 - Groundball [2b] A
5 - Groundball [SS] A
6 - Groundball [2b] A++
7 - Strikeout
8 - Strikeout
9 - Strikeout
10- Strikeout
11- Strikeout
12- Strikeout

- 2
2 - Popout [2b] plus injury
3 - Groundball [3b] A
4 - Home Run 1-11, DOUBLE 12-20
5 - DOUBLE** 1-10, SINGLE** 11-20
6 - Strikeout
7 - Strikeout
8 - Strikeout
9 - Groundball [1b] A
10 - WALK
11 - Flyball [LF] B
12 - Flyball [RF] B

- 3
2 - Groundball [2b] A++
3 - Groundball [3b] A
4 - Groundball [3b] A
5 - Groundball [SS] A
6 - Groundball [1b] A
7 - SINGLE
8 - SINGLE
9 - SINGLE
10 - SINGLE**
11 - Flyball [CF] B
12 - Flyball [CF] B

Directory Additions

Clem Barbazon, 5919 St. Rochester Ave., New Orleans, LA 70122; 22; played baseball six years, football for two; interested in joining play-by-mail league.
Carl J. Olson, 142E Brittany Manor, Amherst, MA 01002; 29; Five-year vet of S-O-M Football; interested in joining draft football league or playing face-to-face in Massachusetts or Connecticut area.
Adam Burrows, 5 Clubway Lane, Hartsdale, NY 10530; 15; played baseball for five years, football for three; currently managing the Hartsdale Hawks in Tommy Brown's Fun-For-All play-by-mail baseball league.

Readers Roll 'Em

FOR THE DEFENSE...

I'm Thomas Mueller, the one who wrote the article about lefty-righty batting averages. I don't want to get into a controversy which could last for months like the person who suggested that the same good column consecutively could be dangerous, but I do feel I should protect myself from Steve Schumacher's vicious letter (Sept. Review).

Granted, his example of John Oates did point out a flaw in my system. The player must have hits on his card against both lefties and righties or my system won't work.

It should be pointed out, though, that there is one problem in his system. He uses a constant [25] which by his own admission may be a little off depending on the lefty-righty matchups and the year. Other than that, our systems are equally correct, but not perfect because of unobtainable data.

I don't want to say that he is full of "bull" because he isn't. But I do think that his calling my article "a mistake" was uncalled for and untrue. I also think that his comment concerning "self-styled 'mathematicians'" was unnecessary. I am an accelerated math student and have spent a lot of time analyzing cards and their makeup.

Finally, I don't want to tell anyone to use my system, or that it's better. Like I said, they're both basically the same, each with its own little flaw. The Review has given the readers two competent systems. If you want to find an average, use whichever is easier.

Thomas Mueller
203 S. Lincoln
Park Ridge, IL

SACRIFICING THE 'SQUEEZE'

I want to voice my opinion on a certain strategy called the squeeze play. I don't really see why it is even printed in the S-O-M Baseball game. Because of the sacrifice, I never use the "squeeze."

I'm sure many gamers have noticed the sacrifice has a better

chance of success than does the squeeze play. I know you can't use the sacrifice with a runner on third on the old side of the cards, but you can on the new side.

Also note that no matter what a player's bunting rating is, the chances are always better when you use the sacrifice.

Tim Woods
5319 Northcrest Dr.
Fort Wayne, IN

Editor's note: Unless we've been playing the game wrong since the two-sided cards came into being, you still must use the squeeze play with a runner on third--and a sacrifice cannot be used in such a situation. There is nothing in the rules, to our recollection, that permits use of the sacrifice with a runner on third, no matter which side of the card you are using.

OUT OF THE PAST?

I find your magazine a collection of very enjoyable and most interesting reading material and eagerly await its arrival approximately the 25th of each month.

While reading through your issue of March, 1974, again, I read your introduction of the History of the Review by Jeff Guterman, which said that you would like to know if there was anything which we would like reprinted. My vote goes for the three-part series concerning the history of Strat-O-Matic. I believe that this would make very interesting reading and would be a valuable article for those subscribers, like myself, who missed it the first time around.

Neil Orser

Editor's note: Although the Review has printed articles (with pictures) of recent developments at S-O-M, including its move to a new location, you're right that many people have never had the opportunity to read the three-part series on the history of Strat-O-Matic. It has been printed twice in the Review, but new subscribers like yourself no doubt missed it.

So, starting this month and running for the next two, the Review does plan on repeating the story of the founding and growth of S-O-M.

S-O-M RECORDS WANTED

I am writing to suggest that you do an article on Strat-O-Matic records. Publish all the records in every major category in every sport, possibly qualifying only those that occurred in some kind of organized league play.

Don't you agree that Strat-O-Matic should have its own set of official records? This would, it seems to me, add another interesting fact to the Review, and even to the game itself.

Records and record-breaking are an important part of sports, particularly baseball. Look at all the interest there was in Aaron's breaking of Ruth's record. The world of S-O-M has nothing like this. When one of the players in a game does something great, it doesn't really mean anything. Of course, the whole thing is imaginary to begin with, being a game.

The more structure that is added to it, adding to its effect of simulating the real thing, the more enjoyable it is. That's why games being played on a schedule is better than playing games at random.

Peter Denman
Houston, TX

Editor's note: Would you believe 56 passes completed by one quarterback in an S-O-M game? Or how about 12 TD passes in one game? Or 429 yards rushing? All these are feats that were submitted at one time as All-Time S-O-M Records. The Review, for a year or more, did carry a records list for baseball and football. But the records became so unrealistic and such a sham that they were eventually dropped--and no one, it seemed, mourned their passing.

Many "records" were obviously being "manufactured" and many people opposed the wasting of space for such "all-world" results.

OLD-TIMER GRID TEAMS

When will S-O-M make Old-Timer Football teams? I have read in past Reviews that S-O-M says it can't because of lack of complete records.

Well, why not make up a Hall-of-Fame offensive player set? That

would satisfy me. Wouldn't you like to have a Gale Sayers or Jimmy Brown in your backfield? Or have a young Bart Starr or a brash, cocky Johnny U. throwing a bomb on third and inches?

Joe Damore
Buffalo Grove, IL

NEW CHART NEEDED?

I think that the new football changes are really great. The element of realism has definitely been increased, and I'm sure that's what S-O-M Football owners are interested in.

Now, though, with the new changes the old solitaire sheet is slightly out of date. I offer this challenge to anyone interested in the welfare of the game: how about a revised solitaire chart? I'm sure someone out there would be able to devise one. Since I believe that most contests are played solitaire (over 99% of mine are), a new chart is essential. Who wants to miss out on the new changes? I sure don't.

Richard Bello
5737 McCommas, Apt. 215
Dallas, TX

TO RENNICK'S DEFENSE

In defense of Mr. Rennick's letter in a recent issue of the Review, I would like to say that everyone has the right to voice a viewpoint. I think that it is irrelevant whether a man carries a teddy bear to bed with him or he wears white socks with a tuxedo.

I resent the implication your living habits has anything to do with your S-O-M playing. Let us all respect each other's opinions and not get a lot of sarcasm for views which we personally don't agree with. Lets roll flat dice in a friendly and sportsmanship way.

Rhett Hagler
8006 Allison Dr.
Huntsville, AL

S-O-M GAMES PRAISED

I play both Strat-O-Matic Baseball and Football and think they are both great games. There is one fault I think that baseball has, though. That is the rating of fielders. For example: in the 1974 cards Tony Perez was rated a "3" and Steve Garvey a "4" at first base. In fielding percentage, however, Perez was ahead of Garvey at first base. I think S-O-M should improve on its fielding rating technique.

It would also like to know when college
(continued on next page)

Football is going to come out? Also, how are they going to pick the teams? Are they going to do like they do with the pros, make new teams every season, or pick some of the top college teams in the last decade? Whichever way they do it, the college game should be a great addition to S-O-M's other three games.

Bob Hess
925 Willow
Wood River, IL

Editor's note: Fielding percentages, as S-O-M points out, play only a small role in determining fielding ratings. Range, ability to come up with and get to the "tough chances," are more of a factor in why certain fielders are rated better than others. College football is now targeted for next summer, as extensive testing to guarantee statistical accuracy is still going on. Top teams (probably around 20) of the past will likely be included.

SEVERITY OF INJURIES

I think that injuries occurring to players could be made more realistic. Some real-life players who are injured for a long period are still hampered by that injury, even when they return to the lineup.

I would like to see a system in S-O-M that would cover this. Perhaps his fielding or hitting, or running, wouldn't be quite up to par for the first few games after he returns to the lineup.

And, I agree with all the people who have been writing about pitchers' hitting cards and fielding ratings. I feel a change is needed.

I would also like to comment on the article concerning how to figure righty-lefty batting, published in the August, 1975 Review. I used it and, like the man said, it isn't as hard as it looks.

Stanley Grossman
Kingsville, TX

RANDOM HIT PLACEMENT

I would like to comment on the issue of random hit placement. Personally, I would like to see a change in the format of the cards. I don't mean a drastic change, but just a little to change the monotony of some players. I noticed

that there are three basic types of hitters cards.

Type one is the player with hits from 1-5 to 1-10, with the home runs near 1-5. They also have a single or walk on 2-6. Type two is the hitter with hits and/or walks from 1-5 to 1-7 and a hit on 1-10. This hitter's one column is repeated in his two column. Type three is the hitter with hits from 2-5 to 2-10 and a hit (usually a home run) on 3-6. Needless to say, not all players fit into this pattern, but I am willing to guess that at least 75 percent of them do. The real good hitters (Carew, Yaz, Garr) all have the one and three columns from 5 to 10 and a hit on 2-6.

Why do the cards all have to be this way? Many players look basically the same year after year. Just changing the column in which most of the hits are would be a welcome change.

All this stuff about odds and random hit placement is really irrelevant because of the luck element. I have learned what kind of hitters do well for me and which do not. Type two hitters never do well for me, while type three do. The one thing about this game that always is beyond me is this luck element, and some sort of ESP. There are times when playing face-to-face that I know I will get a hit, or my starting pitcher will get pummeled. I am sure many gamers know what I mean.

I won't try to explain it, however. It is just one of the many reasons why I've played S-O-M for nine years and hope to do so for 90 more.

Larry Steinberg
Skokie, IL

REVIEW IS PRAISED

I think the Review is super. In the September issue, I enjoyed every article and found the one about the editors extremely interesting.

I play both the football and baseball games solitaire and find the Review a good place to compare results with other rollers. If I was to rate the best part of the magazine, I would give the award to the League Replay Scene section.

Living in THE hockey hotbed in the U.S., I hope the game company comes out with a NHL game soon. I would probably play the game 24 hours a day if it was possible.

Fred Field
4520 Garrison Lane
Edina, MN

Guest Columnist

Good Managers Need To Stay With Troubled League

BY PETER ERNST
Rochester, NY
Commissioner Northeastern League

From time to time another play-by-mail league falls through. The "good" managers always decry the number of "bad" managers while leaving to join yet another league. Clever managers and commissioners look to form clearinghouses to catch, punish and eliminate these 'bad' managers. It is then thought that the evils and the work of a play-by-mail league would be greatly relieved.

It, however, is not the 'bad' managers who bring down a league. There are always going to be a sizeable amount of managers who, through problems not of their own fault, lack of communication, or plain irresponsibility, have to leave a league. Especially in a new league, these are the growing pains that are to be expected. It is what happens afterward that kills a league.

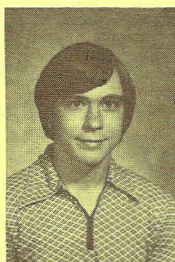
The 'good' managers who were extremely reliable in the beginning find themselves indignant to suffer through these inevitable pains. As a commissioner, I have seen far too many 'good' managers quit and blame the nearest scapegoat--the 'bad' managers in the league. Then the "snowball effect" comes into play.

It is not the number of 'bad' managers that brings a league its downfall or most of its hardships, but the lack of patience and strength of the 'good' managers. If the 'good' managers would be more patient and wait for the problems to be resolved, the league will right itself. But if the 'good' managers quickly call it quits too, there will be an endless battle that the league may never win.

Editor's note: Northeastern League is a play-by-mail baseball league (mentioned on page 20 of Strat-O-Matic Directory). League is now in second season and running smoothly, according to Ernst, who experienced the first-year blues as evidenced by the above column. Ernst's dropping the blame on the so-called 'good' managers for abandoning a sinking ship so quickly is a new theory on why play-by-mail leagues fail. Formerly, all blame was placed on the dropout managers. Ernst, in essence, is saying the 'good managers' can make it work if they weather the storm and keep the league afloat in the rough early going.

Strat-O-Matic Profile

TOM FEES



Junior at Rich South High School in Richton Park, IL, and veteran of many Strat-O-Matic play-by-mail and face-to-face leagues...has been playing S-O-M Baseball since 1972, basketball for two years...presently co-commissioner and statistician of Nocturnal Glitcher League, face-to-face baseball loop now in its second year...also belongs to two PBM leagues--Ty Cobb Memorial run by Mike Albert, and East Coast Baseball Association run by Dan Hoffman...had a no-hitter, by Clay Kirby of the '69 Padres, not long ago in a Worst Teams replay (Dale Barnes, Mike Bertic and Steve Parewski are also members of the league), with Kirby accomplishing the feat against the '69 Expos...loves to take on challenge of mediocre team and trying to build it into a winner; record indicates the hurdle is one that Tom has difficulty clearing as he's 36-58 in TCML and 13-27 in ECBA currently.

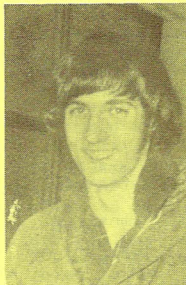
ROD FRANK

Plays both S-O-M Baseball and Football, 14 years old and lives in Billings, MT...feels that baseball is greatest [game] there is. "It is so easy to play,



so accurate, and very fun to play, because you don't have to shuffle through a ton of charts and numbers to get the outcome of the play"...has experienced a no-hitter, with Bob Gibson of the Cardinals outdueling Sandy Koufax for a 3-0 victory over the '65 Dodgers. Ironically, Gibson was blasted from the mound in his next start, giving up seven hits and three runs in two innings...No-hitter occurred on August 20, 1974...has completed one replay, a four-team football affair based on 1973 season...Kansas City Chiefs walked away with honors, compiling 13-1 record; Minnesota was distant second (7-7), Green Bay third (5-8-1) and N.Y. Giants were last (2-11-1)...Lenny Dawson threw for 26 TDs, Ed Podolak rushed for over 1,000 yards and Otis Taylor caught 81 passes for 13 scores and 22.9 per-catch average.

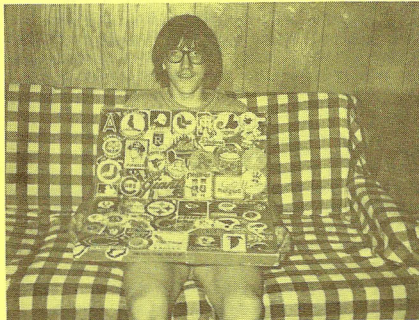
DALE BARNES



Winner of last summer's elementary baseball (1905-57) tournament at Rick Shapiro's convention at Champaign-Urbana, IL...17 and a junior at Rich South High School in Richton Park, IL, same school that Tom Fees attends...interests include, as well as rolling S-O-M dice, baseball, hockey, photography, drama and musicals--having been in four major school productions, including the Music Man, in which he played the lead role...almost ordered S-O-M Baseball in '68, but didn't. "When I see the prices that 1968 and 1969 teams are going for, it really hurts," says Dale...is a contender in three play-by-mail leagues--Ty Cobb Memorial; Coast To Coast Baseball; East Coast Baseball Association--and is also in two face-to-face leagues--Chicago Suburban and his own Nocturnal Glitcher League, of which he is co-commissioner and also in first place with the '74 Cubs...would like to organize a 34-team, 162-game Old-Timer play-by-mail replay before the snow flies.

TIM CAWLEY

A self-proclaimed statistics freak, S-O-M player deluxe and owner of a vast library of sports periodicals and statistical books...a junior at Downers Grove High School North in Downers Grove, IL...owned S-O-M Baseball six years and football for five...has impressive list of solitaire S-O-M accomplishments, including replays of '71 White Sox season, two top teams replay of '72 baseball



season, the '72 National Football Conference, and more recently the '71 AL baseball season...one of first to suggest catcher's throwing rating be added to S-O-M...has approximately 120 S-O-M teams and loves to buy and sell with other gamers...picture shows him with stickers of all 26 football teams and 24 baseball on respective S-O-M game boxes. He sent for stickers through mail to teams' publicity offices...does play baseball and is fan of almost all sports...S-O-M replays are done in great detail, with statistical summary at close of season often running to 50 pages...long interested in other table games and constantly sends for information, "but have never run across one as original and satisfying as Strat-O-Matic, baseball or football.

Deal-A-Defense!

New Solitaire Grid Defense Presented

Bob Lopeck has been stationed in some places that rate as less than hotbeds of Strat-O-Matic gaming activity. Okinawa [Japan] and Karamursel [Turkey], where he is presently stationed, don't lend themselves to much head-to-head S-O-M dice-rolling.

Lopeck, undaunted, has continued his S-O-M career just the same. And he's come up with something new in playing S-O-M Football solitaire to compensate for the lack of gaming companions.

Now 20 and a stateside resident of Miami, Florida (also the home of his favorite pro football team), Lopeck has been playing S-O-M Baseball since 1966, football since its inception in '67 and a year ago purchased the basketball game. He's been in the Security Service Branch of the Air Force for two years and has two more years to serve.



BOB LOPECK IN APARTMENT, HOLDS MIAMI DOLPHIN FOOTBALL HELMET

And while in the service, he's continued going to college, majoring in accounting and Data Processing, which he hopes to pursue as a career after his service stint is over.

Feeling somewhat like an S-O-M voice in the wilderness because of where he's been stationed of late, Lopeck said he has requested and received an abundance of information explaining how play-by-mail leagues operate--and how one could operate overseas. He plans on participating in a play-by-mail baseball league next season and is currently open to any queries regarding a football play-by-mail league.

In the meantime he'll continue to play S-O-M solitaire--and use the method that'll be explained below.

Instead of using dice to determine just a solitaire defense [Oct. Review] a deck of 52 playing cards [using four for each play] are used to select not only the defense, but the offensive play as well.

Here's the way the solitaire system works:

1. FIRST CARD -- Color: Red means a run; Black a pass.
 Number: Run - [2-8] Fullback Pass - [2-5] No. 1 rec.
 [9-Ace] halfback [6-8] No. 2 rec.
 [Joker] quarterback [9-J] No. 3 rec.
 [Q-K] No. 4 rec.
 [A-Joker] No. 5
2. SECOND CARD -- tells what offensive play is being used.
 Run - 2-5 = lineback Pass - 2-6 = flat pass
 6-Jack = off-tackle 7-King = short pass
 Queen - Joker = end run Ace - Joker = long pass
3. THIRD CARD -- Is the defensive card and the most important of the four cards involved in play. To explain system, the six different plays that can be used must be broken down into different defenses. For example, shown below is the defensive rating card from the '72 Dallas Cowboys, and how the defense rates according to Lopeck's system.

Larry Cole	LE	5	Dave Edwards	LLB	5	Charlie Waters	LGB	0
Jethro Pugh	LT	6	Lee Roy Jordan	MLB	5	Cornell Green	TS	6
Bob Lilly	RT	6	Chuck Howley	ALB	6	Mel Renfro	RCB	6
Pat Toomay	RE	4				Cliff Harris	FS	5

Now, for all running plays, add up the combined ratings for the defensive line and linebacking corps. This would give Dallas a 37 rating, which is a very high mark in Lopeck's rating scale. Here is the rating scale:

All Running Plays

Excellent - 36 or above	Average - 23 to 30
Good - 31 to 35	Poor - 22 and below

Passing plays are broken down into two categories--flat passes, and short-long passes. On the flat passes, combine the ratings of the linebackers plus the left and right defensive ends. This would give Dallas a rating of 25.

Flat Passes

Excellent - 26 or above	Average - 15 to 23
Good - 24 and 25	Poor - 14 and below

On the long passes, use the ratings of the defensive secondary, plus do the same for short passes. For Dallas that would be a 17 rating.

Short & Long Passes

Excellent - 21 and above	Average - 13 to 18
Good - 19 and 20	Poor - 12 or below

From these ratings, use the following chart to determine if the defense can guess what the offense will do:

		<u>Right</u>	<u>Wrong</u>
If the defense is:	Excellent -	2 to 9	10 to King
	Good -	2 to 8	9 to King
	Average -	2 to 7	8 to King
	Poor -	2 to 6	7 to King

If an Ace or Joker is drawn, this denotes a pass rush. If using the basic game, refer to pass rush chart-elementary. If using the advanced version, refer to advanced pass rush chart, after comparing offensive blocking and pass rush ratings of the respective teams.

4. FOURTH CARD - May be used instead of dice for determining result of play. If color is Red, refer to offensive player card for result of play; if black, look to defensive card. Number system is as follows:

<u>Card</u>	<u>Result</u>	<u>Card</u>	<u>Result</u>
2	- 2	9	- 9
3	- 3	10	- 10
4	- 4	Jack	- 11
5	- 5	Queen	- 12
6	- 6	King	- 6
7	- 7	Ace	- 7
8	- 8	Joker	- 8

This system is very flexible. For example, if using Larry Csonka and the '71 Dolphins, you may want to use the big fullback more than the first card chart would permit. Also, on first card chart the No. 1 rec., No. 2 rec., etc. refers to the number of receptions made by the player, with the players listed according to the number of passes caught.

The order of the receivers will change as injuries and substitutions dictate. On quarterback runs, if he has only one column (ie. linebuck) he can use, don't bother to draw a card for the type of play. If the QB has both linebuck and end run columns, use the second card to choose which, using this system: linebuck - 2 -6; end run - 7 to Joker.

Remember, the chart can be changed to fit the current trend in the NFL, plus some players, such as Bobby Douglass, the running QB, may need an alteration in the player totting the ball section of the First Card chart.

The playing cards may also be used for kickoffs and returns, punts and punt returns, and field goal attempts.

Admittedly, this solitaire system has many imperfections (First Card charts would obviously have to vary from team to team), plus the yardage and down situation are not considered. But it is something different. Give it a try.

S-O-M League, Replay Scene

NO NAME LEAGUE -- Eight-team 1972 National League draft replay setup, with Jeff Merklin of West Jefferson, OH, as commissioner...play-by-mail league in which trading was done and players were drafted from teams not used (other eight teams were actual teams, however)...Mike Baird did yeoman service, guiding two teams after the resignation of one of the managers...Pittsburgh won East and Cincinnati West divisions...Bucs were bolstered by addition of Cesar Cedeno (.324, 28 HRs) and Lou Brock (.338), plus had fine mound staff of Steve Blass (13-10), Bob Moose (16-7, 2.32 ERA), Ron Bryant (12-6) and Dock Ellis (13-6)...Cards lost nine of 16 to Bucs in middle portion of season during slump and never recovered. Dusty Baker of Cards was MVP pick after hitting .356...Steve Carlton was 18-8, 1.75 ERA for Cards...L.A. had great pitching (Don Sutton had 2.44 ERA but was only 9-18) and sub-nothing hitting, while Atlanta served up 4.65 ERs per game...Gary Nolan was sparkler for Reds with 19-8 record and 2.66 ERA, while Pete Rose (.297), Joe Morgan and Jim Wynn spiced batting attack...Cubs had bulging .288 team batting average (Ron Santo hit .348!) and finished second in the West...Rick Reuschel was sensational on the mound for the Cubs, posting a 13-0 record, saving six games and compiling a 0.54 ERA...Ross Grimsley of the Reds and Reuschel each tossed a perfect game, Grimsley against Montreal and Reuschel against Atlanta...Reds won World Series, four games to two as Tom Hall won MVP laurels after pitching 18 innings, giving up only nine hits, striking out 21, having a 2-0 record and 0.50 ERA.

Standings: [112-game season]

EAST		Won-Lost	GB	WEST		Won-Lost	GB
Pittsburgh [Bill Fried]	74-38	--		Cincinnati [Steve Nutile]	62-50	--	
St. Louis [Todd Duval]	69-43	5		Chicago [Mike Baird]	60-52	2	
Los Angeles [John Toop]	53-59	21		New York [Mike Baird]	56-56	6	
Atlanta [Jeff Merklin]	33-79	41		Montreal [Wayne Wheeler]	41-71	21	

GREATER ROLLING MEADOWS STRAT-O-MATIC LEAGUE (GRMSML) -- solitaire 72-game National League replay that took Jeff Evenson of Rolling Meadows, IL, 15 months to complete...Mets lost their first game, then went on to win nine straight on way to 40-32 record and East crown...Willie Stargell was super, hitting 30 homers and knocking in 84 runs in abbreviated season...Astros surprised by winning West...Jim Rooker and Bob Johnson combined for no-hitter as Bucs blanked Phillies in memorable game...Rooker had to leave game because of injury after hurling first four innings...Stargell was MVP; Tom Seaver (league-leader in strikeouts with 162 in 153 innings) was Cy Young Award winner and Richie Zisk (.344 average which led league) was Rookie of Year.

Standings: [cards based on '73 season were used]

WEST		Won-Lost	GB	EAST		Won-Lost	GB	Batting: 1. Zisk, .344; 2. Rose, .341 Home Runs: 1. Stargell, 30 2. Johnson, 23
Houston	47-25	--		N.Y. Mets	40-32	--		
Cincinnati	46-26	1		St. Louis	33-39	7		
Atlanta	43-29	4		Pittsburgh	33-39	7		
Los Angeles	40-31	6½		Chicago	29-42	10½		
S.F. Francisco	37-35	10		Montreal	29-43	11		Note: Chicago, L.A. played one less game.
San Diego	28-44	19		Philadelphia	26-46	14		

MID-COASTAL BASKETBALL ASSOCIATION -- Play-by-mail league which had plenty of birth pangs as four coaches dropped out...34-game season was eventually completed for 10 teams...Brad Furst's Butte Wipers won playoffs by defeating Bob Lang's Wall Street Bulls, three games to two, in the finals...Butte roster included such standouts as Kareem Abdul-Jabbar, Spencer Haywood, Oscar Robertson, Nate Archibald, Rick Barry...Members of the league and their teams included: Wayne Cannon (Eisenhower Eagles), Tom Nelson (Plainfield Knights), Lloyd Kram (Astoria Buckets), Jack Jensen (Fresno Stars), Emery Kurts (Santa Maria Chiefs), Brian McCusker (Saskatoon Huskies), Bob Warsinski (Michigan Marksmen), Ray Nelson (Regina Carlings)...Oops! Make Regina the king in the Western Division playoffs, after a 3-1 trimming of Santa Maria. Regina and

Butte never did get together for an overall championship playoff, however.

Standings: [based on 1973-74 real-life season]

<u>EAST</u>	<u>Won-Lost</u>	<u>GB</u>	<u>WEST</u>	<u>Won-Lost</u>	<u>GB</u>
Butte	26-8	--	Regina	26-8	--
Wall Street	25-9	1	Fresno	22-12	4
Astoria	13-21	13	Santa Maria	20-14	6
Eisenhower	11-23	15	Saskatoon	15-19	11
Plainfield	8-29	18	Michigan	4-30	22

Oh, in case you're wondering, Michigan had Geoff Petrie, Pete Maravich, Elvin Hayes, John Havlicek, Bill Bradley and Jimmy Walker on its roster. Someone obviously let the air out of the basketballs, though.

MONTREAL EXPOS REPLAY -- Bill Salloum of Saskatoon, Sask., Canada, replayed 1974 season for Montreal, guiding team to 82-80 won-and-lost record, three games better in the win column than the real-life performance...final standings were taken from 1973, with each team's wins and losses against Expos added or subtracted from '73 record to create final record...Expos got off to quick start, dumping Chicago in opener, 15-3...April was bad month for Montreal, however, as team dropped 11 straight at one point and went 33 innings without scoring a run...team bounced back in May, sweeping a four-game series from Pittsburgh, and running record to respectable 24-24...Tom Seaver of Mets almost no-hit Expos in May, however, missing out when Tim Lincecum singled with one out in the ninth to spoil the bid...hotter weather in June brought an even hotter team, with the Expos jumping to a 42-34 record and first-place in the NL East by the end of the month...solid pace continued in July with Expos owning a 68-48 mark...three crushing defeats (15-1, 9-0, 4-2) at hands of St. Louis triggered slide in August. Expos fell to third, but with 68-64 record...Fast September start (two wins over St. Louis, three over the Bucs) soon deteriorated into a swoon as series of setbacks dropped team into third place for good...all in all a performance to be proud of as Expos finished above .500 for first time...Dennis Blair was the top pitcher with glittering 16-4 record and 1.98 ERA...Chuck Taylor also performed well, saving nine games with his 1.80 ERA in relief role...Bob Bailey and Barry Foote slammed 22 and 21 home runs, respectively, but poor fielding killed the Expos...team committed 187 boots--1.15 per game...scored 3.99 runs per game; gave up 4.35...was held to two runs or less in 59 games.

SIX-TEAM 1972 FOOTBALL REPLAY -- Solitaire effort by Jack Oelfke who resides in west-central Minnesota...Jack's a veteran of S-O-M Football for four years, baseball for five...Pittsburgh, sparked by Franco Harris, easily captured league...Harris rushed for 2,060 yards, averaged 6.3 yards per crack and tallied 13 touchdowns. Frenchy Fuqua chipped in with 723 yards and Terry Bradshaw, although completing only 42 per cent of his passes, did throw for 13 TDs...Steelers had best defense in league, allowing but 200 points in 14 games...Green Bay finished strong, winning four and tying one in the last five games, while Washington wound up third after a 6-2 first half, losing five straight at one point during the second half...Minnesota was in on the biggest rout, swamping Detroit, 66-7, as Fran Tarkenton connected on 23 of 35 passes for 467 yards and five TDs...Tarkenton-to-John Gilliam was great Vike passing combo, but the Northlanders suffered from "ill luck" and dropped enough close games to finish fourth...

Standings and leaders:

	<u>Won-Lost</u>	<u>Tied</u>	<u>Rushing</u>	<u>Att-Yds.</u>	<u>Avg.</u>	<u>TD</u>
Pittsburgh	9-3	2	Harris	325-2060	6.3	13
Green Bay	8-5	1	L.Brown	250-1256	5.0	11
Washington	7-7	0	Brockington	290-1233	4.2	10
Minnesota	6-6	2	<u>Passing</u>	<u>Att-Comp</u>	<u>Yds.</u>	<u>TD-Int</u>
N.Y. Jets	6-8	0	Jurgenson	385-233	3217	23-18
Detroit	3-10	1	Tarkenton	397-211	3233	18-16
			Namath	351-158	2544	11-17
			Landry	330-154	2488	13-26

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History Of Strat-O-Matic

[continued]

the four-by-six cards printed on white stock paper. The cards had some of the similarities of the present ones. Today's cards are smaller, and have individual fielding and base-running ratings, plus catcher and outfielder throwing ratings, and, of course, are two-sided. The first cards were obviously in a skeletal form, but the foundation upon which future changes could be built was there.

The remaining money was used to place an ad in the April, 1961, Sports Illustrated Special Baseball issue. The ad was only to run in the eastern edition, but, through a technical quirk, appeared in all editions.

That good fortune was not an omen of things to come, however, as out of the 1,000 games produced, only 350 were sold (they are collector's items today, by the way), causing Richman to recoup only 20 per cent of his breakeven point.

Richman, discouraged but not finished, next borrowed money from two friends and put out a player card set consisting of the two top teams from each league, plus an all-star team in 1962. A slight loss was incurred, but both friends were repaid before the end of the year.

It was 1963 that became the make or break year for Strat-O-Matic and Harold Richman, however.

Next month, Part Two of "The History of Strat-O-Matic"