



## STRAT-O-MATIC

### REVIEW

Devoted exclusively to the Strat-O-Matic Game fan. The Review is printed with the consent of the S-O-M Game Company.

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VOL. 13, September, 1982  
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## New penalty system used for Super Bowl

So you want penalties, do you.

Well, Strat-O-Matic Pro Football has them now. And they do make a difference, both in the outcome of the results and especially in the time needed to play a game.

Although a lengthy experiment wasn't possible before the September issue of the Review had to be shipped off to the printer, co-editor Del Newell did manage to squeeze in a Super Bowl replay, using the new penalty system.

First off, the San Francisco 49ers won the game, but not by the real-life score. Instead, the 49ers pulled out a 14-13 thriller after trailing most of the game. A 14-yard pass from Joe Montana to Fred Solomon, with 11:15 remaining in the Fourth quarter, was the deciding TD strike.

As far as penalties, 18 were whistled, 12 of which were marched off and the other six declined. Five other occasions saw a "6" rolled on the penalty die, but with no penalty resulting.

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Cincinnati wound up being penalized seven times for 50 yards, including two major penalties (one against the offense, the other against the defense), both in the second half. The 49ers, meanwhile, were penalized five times for 40 yards, but on at least three occasions reaped the benefit of a walkoff against the aggressive Bengals and picked up first downs.

Football purists will probably love the penalty system--there are all types of infractions, the frequency rate is realistic and the timing on the infractions is aggravating to the guilty team and a cause for rejoicing on the part of the beneficiary, just as in real-life.

#### ROLES REVERSED IN SUPER BOWL

The game takes longer to play, obviously. The new timing system accompanying the penalty system provides for the clock moving only one space, or 15 seconds, for the following: incomplete passes, all punts and kickoffs, field goal attempts, touchdowns, completed passes (excluding look-in passes) when results are read off only the offensive card and end runs when results are read off only the offensive card.

Those 15-second plays are in addition to those that provided for in the rules, in most cases.

Cincinnati, going by the penalties, was a double-loser in the Super Bowl.

San Francisco's control of the football was another major reason for Cincinnati's defeat. The ball-control 49ers ran off 77 plays from scrimmage, while Cincinnati got off only 51 plays and Ken Anderson put the ball in the air a mere 27.

In real-life, you will recall, San Francisco grabbed a 20-0 half-time lead and then held on in the second as the Bengals stormed back. Anderson filled the air with footballs in real-life, passing for close to 300 yards.

San Francisco's defense shut Anderson down on the tabletop, though, as Cincinnati's QB completed only 11 of 27 attempts for 124 yards. Three of Anderson's passes were picked off, two by right cornerback Eric Wright. Tight safety Carlton Williamson had the other theft.

One of Wright's steals was all wrong as far as helping Cincinnati's cause. It occurred with the Bengals on the march, leading 13-7 and trying to put the clinching points on the board.

#### MONTANA IS MVP FOR CHAMPS

Montana, meanwhile, connected on 23 of 40 tosses for 214 yards and the game-winning TD to Solomon. He never was intercepted and during one stretch in the first half completed seven straight passes and nine of ten.

San Francisco's running backs did their share, too, chipping in 137 yards to the offensive package. Earl Cooper blasted out 68 yards in 14 carries, Ricky Patton had 40 in 14 attempts and Johnny Davis 16 in four tries. All told, the 49ers (minus one sack of Montana for 10 yards) had 341 yards.

Cincinnati's output stopped at 215 as Pete Johnson bulled his way to 62 yards on the ground in 15 carries. Charles Alexander had 39 yards in eight attempts.

It was Johnson who produced the game's first touchdown, scoring from a yard out with 30 seconds left in the first quarter.

Cooper countered for San Francisco in the second period, tallying on a two-yard run with 4:30 remaining before halftime. And, with two minutes left before intermission, Jim Breech toed a 40-yard field goal (33 + 7) to put the Bengals back out front, 10-7.

Breech's second field goal, a 37-yarder with five minutes left in the third quarter, capped Cincinnati's scoring for the game.

Then, with the game entering the final quarter, Montana flashed his MVP credentials by mixing the running of Cooper with five straight completions as the 49ers rolled down the field for the winning touchdown.

## They share wealth in Trumbull County

The Trumbull County Football League of Warren, OH, is noted for two things: (1) the standardized defensive cards (July, 1981 Review, pages 10-12), and (2) it's share-the-wealth plan when it comes to winning championships.

The TCFL, a unique draft league in that players are drafted but the defensive team cards are standardized, recently completed its seventh season and second using the standard defensive cards.

"As you can see from the stats (below)," reports Gary Stishan of Warren, "it was a complete success. The defensive cards played very well; in fact we aren't planning anymore changes to the cards for the upcoming season."

Stishan, however, does report that the TCFL is tinkering with some changes on offense--namely the shotgun formation and revising the pass rush system. Also, he adds, the league is eager to try out the new penalty system developed by Strat-O-Matic.

Making the TCFL unique is the fact that only once has the same coach been in more than one Super Bowl and that nine of the current 14 coaches have competed in the Super Bowl. And, of the seven champs, five are still rollin' 'em in the league.

Trading is allowed in the league and Stishan mentions the off-season has been extremely busy, with the likes of Walter Payton already having been traded twice.

### CORTLAND COURTS CHAMPIONSHIP

Gary Mansell's Cortland Invaders, champs of the Central Division with a 9-3 record during the regular-season, emerged as Super Bowl winners by defeating Don Babuka's Niles Nuggets 34-21.

Cortland's defense, despite surrendering 371 yards, made the big plays and turned the game around, recovering five fumbles and intercepting one pass. Earl Campbell of Niles, the league's leading rusher, had four of the bobbles.

Cortland's offense only generated 241 yards (Payton was held to 70 yards in 20 carries, although he scored three touchdowns). Campbell, meanwhile, had 83 yards in 26 carries and Nuggets quarterback Jim Plunkett completed 19 of 33 passes for 296 yards and two TDs.

The rest of the TCFL's coaching lineup includes: Dwayne Aikins (Harvey Hitmen), Mark Stishan (New York Muggers), Tim Waltemire (Cincinnati Cobras), Dave Harness (New Carlisle Panthers), John Strong (Front St. Freaks), Ed Collins (Wichita Wombats), Dick Morgan (Cleveland Browns), Tim Downs (Warren Alouettes), Dave Sekerak (West Chester Commies), John Armstrong (YosemiteSams), Al Aikins (Canton Bulldogs) and Gary Stishan (Winnipeg Bluebombers).

Standings, playoffs and leaders:

East	W	L	T	Central	W	L	West	W	L
Harvey	8	3	1	Cortland	9	3	Yosemite	9	3
New York	8	4	0	Wichita	6	6	Winnipeg	9	3
Cincinnati	8	4	0	Cleveland	6	6	Niles	9	3
New Carlisle	4	8	0	Warren	2	10	Canton	3	9
Front St.	1	10	1						

Playoffs: 1st Round - Niles 34, Cincinnati 31; Wichita 35, New York 6.  
2nd Round - Niles 22, Winnipeg 10; Wichita 24, Harvey 17.

Semifinals - Niles 30, Yosemite 28; Cortland 41, Wichita 17.

<u>Rushing</u>	<u>Att-Yds.</u>	<u>Avg.</u>	<u>TD</u>		<u>Att-Yds.</u>	<u>Avg.</u>	<u>TD</u>
Campbell NIL	360-1600	4.4	10	Payton CORT	260-1341	5.1	8
Jensen CIN	251-1399	5.5	6	Dickey WICH	238-1278	5.3	7
Andrews HARV	259-1362	5.2	11	O.Anderson WIN	202-1011	5.0	2

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Passing	Att-Comp	Pct.	Yds.	Int-TD	Yds./Att.	Rating
Morton CIN	310-177	57.1	2093	6 17	6.75	88.01
Ferragamo CORT	322-162	50.3	2699	21 26	8.35	78.54
Manning NY	346-181	52.3	2259	12 18	6.49	75.60
White WIN	275-146	53.0	1716	14 19	6.24	74.14
Plunkett NILE	248-123	49.6	1891	11 11	7.63	71.49
Sipe CLEV	363-183	50.4	2432	19 17	6.95	66.84

  

Receiving	No.-Yds.	Avg.	TD	KO Returns	No.-Yds.	Avg.	TD
J.Scott NY	99 1620	16.3	10	Jackson YOS	32 887	27.7	0
Casper NC	92 992	10.7	3	Mauti CORT	34 932	27.4	0
Odom CIN	91 637	7.0	3	Punt Returns			
Chandler CIN	90 1351	15.0	12	R.Green WIN	25 443	17.7	4
Barber WIN	75 715	9.5	11	JT Smith YOS	48 799	16.6	4
S.Morgan CORT	62 1416	22.8	11				
Jenkins HARV	62 1325	21.3	9				

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## Questions & Answers

Editor's note: Questions regarding individual and team ratings will not be answered in most cases, unless a mistake has been made on the card. The game company cannot, for reasons of security, divulge its card-making formula, which would be necessary to answer some questions completely.

QUESTION: If the offense in football is inside an opponent's 10-yard line and a short pass is thrown to the halfback while the right linebacker is blitzing, what is the result? Does the free safety assume responsibility for the coverage of the halfback?

ANSWER: Continue to refer to the rating of the defensive right line-backer. The defense is bunched on such situations, anyway, and all linebackers are assumed to be on the line. If the halfback swings out, then the linebacker does, too.

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QUESTION: If a team usually plays a 4-3-4 defense, but may play a 3-4-4, does the pass-rush rating reduce accordingly for one less lineman, or has this already been accounted for?

ANSWER: If a team usually plays [the defense is listed on the team card] a 4-3-4 defense and then switches to a 3-4-4, then the rating is reduced by one.

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QUESTION: Why are 1, 3 and 4 ratings for pitchers listed on fielding ratings for pitchers since, to my knowledge, S-O-M has never used anything but a "2" rating?

ANSWER: Original intentions by S-O-M were to come out with four ratings [range] for pitchers, too. It never materialized, however, and the "2" rating became/and still is the only one.

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QUESTION: I am uncertain about the interpretation of holding rules for runners. If a runner is being held at first, does a groundball to third base go through for a hit, and if so, why? Is the play of the third baseman affected by holding a runner at first?

ANSWER: Yes, it's a hit if there's a "+" reading. It's the position overall of the infield that allows for the hit, according to S-O-M. The shortstop moves over to cover on an attempted steal, leaving more of a gap between short and third, for example.

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QUESTION: Is there a T-ratings system in the works for outfielders? They seem to throw the ball away as often as catchers.

ANSWER: No, not at this time. Like old-timer teams in hockey and basketball, it could be on the drawingboard at S-O-M, but as of now there's nothing in the works.

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QUESTION: In the new basketball game, if you get a play that says "1 plus shooter" and there isn't one, what happens?

ANSWER: Replay.

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QUESTION: If in basketball the player double-teamed has an open shot, is he still double-teamed and still an open shot?

ANSWER: If the result is on the offensive player's card, yes, he still has an open shot; if on "X" or the defense, the shot is automatically no good.

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QUESTION: If the player double-teamed in basketball gets fouled, who fouled him, the player double-teaming or the regular defender?

ANSWER: The player double-teaming draws the foul.

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QUESTION: When, in the hockey game, do you use the face-off ratings of left or right wings and defensemen?

ANSWER: This question, from Reid Rozen of Matteson, IL, points up a grey area in the rules for the advanced S-O-M hockey game. The rule on face-off discusses centers only, but all players have face-off ratings. In most real-life cases, the centers would be the players vying for most face-offs, but I feel free to use a player with a high face-off rating for an important draw even though he may be a wing or defenseman. I think most hockey coaches would do the same under actual battle conditions.

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QUESTION: If a face-off after an intimidation penalty is won by the power play team, does it get an automatic outside shot?

ANSWER: Yes and no. The power play team may take an outside shot, pass, or draw an action card.

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QUESTION: If a team is assessed a minor penalty with two advanced action cards left in the game, may it pull its goalie and thereby negate the power play?

ANSWER: An interesting idea. The rules do not prohibit it, but you run the risk of having any "X" or goalie card result becoming an automatic goal. In the basic game, you could not pull your goalie, but this seems to be one of the intriguing options offered by the advanced game. Reid Rozen has come up with a unique idea. I'd hate to play this guy in a face-to-face league.

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QUESTION: On a reading of "Breakaway C (LW) with the left wing starting the breakaway, who gets the puck if the center is off the ice due to the penalty and the teams are playing 4-4?

ANSWER: S-O-M's hockey rules, in some cases, have more holes than the  
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Washington Caps' defense. When I play, I give control to the left wing. You might also roll the dice to generate a random number and give it to the right wing on a roll of 2-6; left defense, 7-9; right defense, 10-12. If I were playing a short series such as a playoff, I would use the random number. If playing the whole season, I'd give it to the left wing. The importance of what player gets the puck on a breakaway has a greater bearing in a short series than over the long haul of a whole season.

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QUESTION: Among the changes made in the 1978-79 S-O-M Hockey game is the ruling that the player with the highest offensive rating must take a shot on goal whenever a result occurs that gives the shot to "any player." Is this rule always in effect throughout the game?

ANSWER: Yes. If two or more players on a line have the same "high" offensive rating, you must alternate between the two.

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QUESTION: In a previous issue of the Review, I was quite surprised at the answer to a question pertaining to the draw of the last action card in a game when the reading came up "Save-Rebound." The answer was to forget the rebound--the game is over! It was my understanding that action could occur off the split deck and that the game was not over until further action could not take place without the action cards.

ANSWER: This question centers around a sentence on the first page of the S-O-M Hockey rules. The sentence reads: "The last action card in a period may result in only one action--a split card draw or an attempted shot." When the last action card calls for a shot, we must roll the dice and perhaps draw a split card to see if the shot was successful. At that point, we leave the "realm of control" generated by the action card. If the goalie card gives us a "Save--Rebound" result, we cannot go beyond that. The goalie has made a save and failed to control the puck. The puck has "rebounded" to some point on the ice. But it is the end of the game. The buzzer has sounded. The fact that the puck was not controlled by the goalie doesn't matter. The game is over.

Hockey games end suddenly--on the second. S-O-M is a re-creation of real-life hockey games. Once the buzzer has sounded in the S-O-M world, the last action card is drawn--the rules allow us merely to roll the dice on a shot or to draw a split card. In real-life, the players do not continue to battle over a rebound after the buzzer has sounded. In S-O-M, we do not continue to draw split cards or play out rebounds after the clock--i.e. action cards--has run out. Thanks to Bud Podrazik of Chicago for an interesting question.

Editor's note: The hockey question-and-answers were supplied by Dave Hager, assistant city editor of the Kalamazoo Gazette, Kalamazoo, MI, and an admitted hockey fanatic. He's pored over the rulebook many an hour and is a knowledgeable fan of the sport as well as Strat-O-Matic Hockey.

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### *Hockey playing tip*

These suggestions for improving the hockey game were submitted by Bud Podrazik of Chicago, IL. His thoughts, directed at S-O-M, were: (1) Make the goalies' cards separate, thereby enabling a draft of hockey cards. (2) Place an asterisk (\*) by the defense numbers of AA penalty men, aiding players of the hockey game to know who gets a 10-minute major (and when) without checking roster sheet.

# Readers roll 'em

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## A GAME...NOT AN INVESTMENT

Since this is my 10th year of S-O-M gaming, I feel the need to voice some opinions.

First, on the size of ads: I, too, dislike large ads. However, the money paid undoubtedly helps toward keeping subscription rates down.

Second, I feel that old card owners who complain reprints are devaluating their sets are off base. Strat-O-Matic is a game, not an investment, and I hope S-O-M keeps it that way.

Finally, if S-O-M can improve the game significantly, do it. But instead of worrying if the set will be compatible with past sets, reprint past sets with the changes. I've always been disappointed that S-O-M has never kept a large inventory of old sets.

Kevin Gertsen  
1240 Meadowview Dr.  
Marion, IA

## HOW DO YOU ROLL 'EM?

As a veteran S-O-M gamer of 10 years or so, I would like to share what has probably been for me the source of more arguments than anything else: dice-rolling. It doesn't take long before one realizes that inadequate shaking of the dice can result in a roll that ends up being the same or very close to what was previously rolled.

Of course, the fighting occurs about whether such a roll (when it lands on a tilt) was intentional or not. I must admit that even I have tried to get away with such a move in many a tight ball game.

Therefore, I now play under the "10-second rule." Basically, this is used if one wants to roll a number that is two numbers above and below the previous roll. For example, say if one rolls a 1-7 and the next batter has hits from 1-5 through 1-10. Then only the 10-second rule can result in a roll of 1-5 through 1-9 being allowed. The rule, simply stated, is that first the person rolling shakes the dice while counting out loud to 10.

Then, the other person has the option whether or not he wants to shake the dice also. If the 10-second rule is not employed, then a roll of 1-5 through 1-9 is not permitted and must be re-rolled again - and any outcome of such a re-roll counts.

Note that this rule applies regardless of whether or not the next batter up has hits on the affected numbers. So, say the batter up after a roll of 4-7 rolls a 4-6 (which is an out), such a roll must also be re-rolled.

It really has stopped most of the arguments in our games.

Also, I would strongly suggest that S-O-M get rid of split cards and go to a 20-sided die.

Tony Patrizio  
Milwaukee, WI

Editor's note: It sounds like too much shakin' going on. Doesn't this increase the time needed to play each game?

## REVIEW DISCRIMINATES

I received your letter stating you do not advertise items not sold by S-O-M. Why do some people advertise for 20-sided dice, statistical aids and schedules from old seasons?

It seems to me as if you are discriminating. I would like a response to this.

Cal Whitbeck  
206 North Ct.  
Mason, MI

Editor's note: The Review's policy toward ads is to keep them within realistic proportions as far as numbers and space, thus the reason for most of the restrictions. True, we do permit the sale of 20-sided dice. But we also think the 20-sided die is superior to the split deck from a gaming standpoint, plus the cost of a split deck is minimal and thus no real loss in profits to the game company. Many gamers were advertising bubblegum cards, etc., and we did not want to turn the Review into simply a collector's magazine with little else to offer because of limited space. Statistical aids concern us somewhat--especially in volume--but so far we

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have not been inundated with them or scouting reports.

#### MAKE CHANGES SOON

First of all, concerning a change in the games rendering them incompatible with past years. If they are done I would like them to be done as soon as possible and also for them (S-O-M) to afterwards print out some of the previous years before the change.

Even for the compatible changes such as the new fielding and stealing in the baseball game, I think it would be a good idea to print out ratings for these for previous years so they would be completely compatible.

Of the games, I think Football would deserve the biggest changes as now it does take the longest to play.

If S-O-M plans a change in baseball, I hope it scraps its plans to print another past season until the change has been made.

I notice that you offer back issues of the Review, but that really seems meaningless if you don't tell what are in the back issues. There was a letter in the Review asking about Harold Richman's "pioneering day" which you said was previously featured. If you would tell what issues it appeared, then those interested could buy.

Maybe the Review should print and sell an index of articles that have appeared in previous issues so readers can decide whether there is something in them that is not out of date and could be of help.

In the basketball game, I think S-O-M should also give some of the official rules. Perhaps on the roster sheet.

Neil Ottenstein  
22 Country Club Road  
Darien, CT

#### BASEBALL IS NO. 1...

I have been playing S-O-M Baseball for four years and football for about six. I would like to know what is the most sold game S-O-M makes. Is it football, baseball, hockey or basketball?

Mike Mannie  
Walnut Creek, CA

Editor's note: S-O-M doesn't release information regarding sales of its products. But baseball is still the biggest seller, with football second.

#### BUILD BUT DON'T CHANGE

I have been playing S-O-M since the game came out in 1961. I was only 10 when my brother got his first game, and I really enjoyed it.

The main reason I liked it is: (1) it was quite realistic; (2) it was easy to play. Also I love the idea of being able to play different teams against different years.

I'm in the UNASOMN league, which just finished a replay of the 1963 basic cards. I love being able to play a game fast and easy so basic is my favorite. Advance is a lot of fun, but I have come up with my own clutch hitting chart, stealing system and pickoff play. I don't use my charts in the league, only in my spare time.

Building on to the structure is fun and I think it is a good idea. Changing the whole structure, even to improve it, I disagree with. In my opinion you would be taking the easy out of the game and that is why a lot of young people buy the game in the first place.

Vincent Digeronimo  
25 Washington Pkwy  
Bayonne, NJ

#### NBA OLD-TIMERS?

What are the chances of S-O-M bringing out a set of NBA old-timer teams? If a six-team set was produced, it would satisfy any demand for old clubs while still not being too expensive for S-O-M to make.

I for one would love to see teams like 1967 Philadelphia, 1970 Knicks, 1972 Lakers, 1965 Boston, 1964 Cincinnati and the 1971 Bucks, to name a few.

I think being able to play with the old greats would be neat.

Gary Graber  
Phoenix, AZ

Editor's note: No word at this time from Strat-O-Matic as to an

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old-timers set in basketball, or hockey for that matter.

#### A GREAT IDEA

I feel Mr. [Harold] Richman's idea of printing advanced sides to pre-1971 baseball sets is a great idea. I would much rather buy a set from the 1960's than 1930. I really can't see a 1930 set selling; after all not many Strat-O gamers can relate to the players of 1930.

The next past season should definitely be 1969; it was a great year! The Mets rolled, the Yankees faltered, and there were a lot of obscure players that everyone can relate to--namely the "Boys of Ball Four." (The book, of course, is Jim Bouton's "Ball Four.")

As far as "collectors" being hurt, perhaps they will have to settle for a measly \$50 for a '69 set. Let's face it, prices are too high and it would be nice to have them decline.

Kent Kirschstein  
112 Helen St.  
Sauk City, WI

#### WANTS MORE PLAYERS

Since reading your periodical, I notice that sometimes Harold Richman has been responsive to the needs of S-O-M game enthusiasts. I have a suggestion that I hope you will seriously consider. How about polling Review readers to determine their feelings on these two issues:

(1) What do you think the average roster size per baseball club should be?

(2) How much would you be willing to pay for more fringe players?

For example, I feel that an average roster size of 28 per team would be adequate to handle most replays. I also would be willing to pay about \$6 or \$7 for these extra fringe players.

Hopefully, if the response is strong enough, Mr. Richman would add more fringe players for next season as well as the 1961 past season set.

I just can't do a good replay because I'm usually short players and have to overuse players. Would you please con-

sider this proposal?

John Leitgeb  
36 W. 47 St.  
Bayonne, NJ

Editor's note: We still feel the use of the nameless player card set might be a better way of adding extra players to the rosters. Certainly it would be cheaper. And, as far as accuracy, the use of a "nameless" card for someone who batted 25 or less times or pitched under 30 innings would be just as good.

#### SEVERAL ERRORS IN 'E' RATINGS

I just read Steve Edell's article on "e" ratings and feel I must correct several glaring errors.

First, he bases his "e" ratings on number of errors that would be committed in 162 games. This is a good starting point and is basically correct, but from there he should go to the fielding percentage tables for the particular season in question.

I realize he may not have that information available to him in Israel, but here in America it can be found in almost any large public library. All one needs to do is go to the reference desk and ask for The Sporting News Official Baseball Guide. This annual publication has all--and I mean all--official major league stats for the previous season. It is very easy to develop "e" ratings based solely on fielding percentages because there are always a few regulars who play 150-160 games at a position to give you a starting point.

From there, any semi-intelligent person can interpolate with a high degree of accuracy. I have recently done just that for the entire 1968 major league set for use in a replay I am conducting. Anybody who wants the "e" ratings for 1968 can write me.

Also, I would like to add that subs who don't really know a position but play it anyway, should not be given good "e" ratings. Specifically, I am referring to Bobby Tolan (1be3), Reggie Smith (2b e16) and Mike Andrews (ss e21). I find it inconceivable that someone could field that good playing out of position. Dean Amrhein

W. Homestead, PA

# Strong commissioner cornerstone for success

By KURT SMEBY  
Las Vegas, NV

*Here are tips for running  
smooth PBM operation*

Editor's note: Kurt Smeby is a 27-year-old manager of a Las Vegas motel who in his spare time runs the LVSFL (Las Vegas Strat-O-Matic Football League), a 14-member face-to-face league, and the Federal League, a 24-team baseball league. He also belongs to the Federal Hockey League and calls himself a "happy member of Harold Coleman's NAHA," another PBM hockey league. Obviously, he's well qualified to speak out on how to operate a successful league, having seen the good, bad and ugly of such operations.

"Each issue of the S-O-M Review contains many advertisements for new leagues. Many of these leagues go on to accomplish fine things, but for every successful league that launches from port, two others sink under it. The damage caused is not just in the morale of the gamers that were to be involved, but it reflects on each of us who enjoy this type of extension in gaming.

Why does it occur? Obviously, there are many reasons. But some of the more common reasons revolve around a new and would-be commissioner who doesn't fully understand what actually goes into (and must go into) any successful league. In my 15 years as commissioner of various successful leagues, I've found that the commitment to excellence in administering a league must be foremost on one's mind.

Here are some valuable tips for running a successful league:

1. You must secure and print a decent newsletter. These frequent communiques are an absolute must if you expect your league to believe and promote itself. The job should be a complete one, hopefully with columns by members, and attractively done. And always have a backup printing facility in case the one you currently have becomes unavailable during the season.

2. Statistics must be kept religiously. A lot of commissioners do it themselves or appoint a league statistician. In the latter case, keep two copies of the stats in case your league stat man quits. And always have the stats go through the commissioner's office.

3. Write a good constitution with provisions for amendments. You can't control anything without rules. So make sure they are all spelled out for your managers in an easy-to-read format before starting your league. Allow for manager feedback and amendments but give yourself some kind of emergency veto power.

4. Encourage knowledgeable trading. If your league is to have trading, watch it rather closely. Bad trades usually distort league balance over a few years and have been the cause of many leagues folding. Sure, there will be some traders better than others. But do reserve the right to veto the really crazy trades.

5. Put your schedule down early. Always have the schedule ready to mail out with the constitution (rulebook) and do it early. If you wait, interest may wane.

6. Instruction sheets. Ah, controversy. In the years I have watched mail leagues come and go, those that require instructions to be mailed out by the managers before each set of games to the opponent, have doubled the chances of folding. The alternative? Have everyone's instructions put into a standard instruction book put out by your league. The concept allows for "playing ahead" and eliminates the threat of an instruction sheet "no-show." This is a big "percentage play..."

7. Watch those "homers." The great in-season worry is always the guys who win too often at home. Do you say - "your team is lousy, why the great home record?" Or do you ignore it? What I recommend is rewarding new players (rookie draft or redistribution) in reverse order of home

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win percentage. At every opportunity you should encourage home records to be realistic.

The listed reasons are, of course, the main ones [the biggies, if you will]. What it all boils down to is the commissioner's determination. He has to have the dedication to put out that bulletin at 3 a.m. or make that long-distance phone call to the manager who is three weeks late with his game reports. You should also nurture friendships with the more enthusiastic managers in the league so you can ask for their assistance if you get personal problems you didn't anticipate.

The mail league can be a rewarding experience. It's a way to make friends and try your hand at front office management. But it can also sour potential managers if the operation is a poor one. After a league folds, oftentimes the good managers in such a league never want to try again.

Commissioners, I'm not trying to tell you how to do your job. If you didn't think you were capable enough, you wouldn't be trying. But, please, consider my words.

One final thought: before you start that league, have you considered what would happen to the league if you lost your job or had a family tragedy? Not very bright prospects. But if you're going to be a commissioner, you must face facts. The show must go on.

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## Advertisements

Rates per issue are as follows: 50 words or less - \$1.00; 51-100 words - \$2.00; 101-150 words - \$3.00. Maximum length for an ad will be 150 words. When sending in ads, specify either WANTED, FOR SALE, FOR TRADE, LEAGUE FORMING, or CONTESTS. And name card sets by the year upon which they were based. Note also that only advertising for Strat-O-Matic products, or closely related products, will be accepted and that merchandise competing with S-O-M products may not be offered for sale. Photocopied cards also, of course, may not be offered for sale. Ads, to be included in the next issue, must be into the Review by the third of the previous month. Late ads will be held over for inclusion the following month.

## Wanted

WANTED: The following baseball teams from these years: 1970 Pirates, Twins; '71 Giants, Senators, A's; '72 Tigers, Reds, Pirates, Giants; '73 Orioles, Reds, A's; '74 Orioles, Mets, A's, Pirates; '75 A's, Pirates, Reds; '76 Reds, Yankees. In good to excellent condition. Willing to trade for '77 and '79 football sets. Send asking price to: Mike Sergio, 4345 Webster Ave., Bronx, NY 10470

WANTED: 1967-1978 S-O-M Football teams (pro). Teams do not have to be in a complete set. Teams should be in an average to excellent condition. Write or call your responses to: Gary Schwartz, 2483 Brentwood Road, Beachwood, OH 44122 (216-381-5727)

WANTED: 1969, 1970 Lions; 1969

1970 Vikings; 1967, 1968, 1969 Oakland; 1968, 1969 Chiefs; 1968 Jets; 1967 Colts, Rams, Packers. Will pay a reasonable price or trade certain teams from 1973-1977. Send inquiries to: Larry Sipe, 760 Lomita #40, Harbor City, CA 90710 (213-518-2192)

WANTED: 1967, 1968, 1969 Football seasons. Also any pre-1978 baseball teams or complete seasons. Write with teams and offers to: Steve Olson, 222 Hoyt St., Dubuque, IA 52001 or call 319-582-6682.

WANTED: 1969 baseball set - must include Jim Bouton card. Will pay up to about \$40. Contact: Kent Kirchstein, 112 Helen St., Sauk City, WI 53583 (608-643-6334)

WANTED: The following baseball sets: 1. 1977 extra players only; [continued]

2. 1979 extra players only; 3. 1973 complete set with extras; 4. 1974 complete set with extras. Please send prices for any of the 4 sets to: Bob Adams, 53 Osborne St., Bloomfield, NJ 07003 (201-743-7103)

WANTED: 1970 baseball, the following players: Johnson (Giants); Garty, Aspromonte (Braves); Callison (Cubs); Carroll (Reds); Cardenal (Cardinals). Want very good to excellent condition. No writing on cards. Cal Whitbeck, 206 North Ct., Mason, MI 48854 (517-676-5145)

WANTED: These football teams: 1967 Packers; 1969 Rams; 1973 Bills; 1977 Broncos; 1969 Chiefs; 1968 Jets; 1969, 1971, 1975, 1979 Cowboys. Will pay any reasonable price. State condition of team. Contact me immediately. Tom Cancro, 65 Glenn Ave., Norwood, NJ 07648

WANTED: Original or copies of the player rosters for all S-O-M Baseball season sets, 1962-1981. Write to: John F. Anderson, ESO/OC Field Office M, APO San Francisco, CA 96369

WANTED: The following football teams: 1976 Bucs; '75 Bengals; '74 Raiders, Broncos, Jets, Rams; '73 Raiders, Steelers, Vikings, Giants; '72 Raiders, Steelers, Dolphins, 49ers, Bears, Giants; '71 Chargers, Falcons, Lions, Packers, Giants; '70 Bengals, Browns, Colts, Dolphins, Lions, Giants, Cardinals, Redskins; '68 and '67 - all teams. Please state condition of teams and asking price. Have teams from 1971-79 for trade. Contact: Doug Peterson, 2027 Crawford, Walla Walla, WA 99362 (509-522-2906)

## For Sale

FOR SALE: Exact pitching rotations and schedules for all years, 1961 or 1966 are \$7.25 each. Prices vary on other sets; write for quotes. Take the guess work out of your replays. Rich Pray, 7800 LaNain Drive, Pensacola, FL 32504

FOR SALE: Football - 1968 Bills, Saints, Falcons, Eagles, Oilers,

Patriots, Vikings; 1969 Dolphins, Rams, Jets, Chargers, Bengals, Oilers, Packers; 1970 Raiders, Colts, Oilers, Chargers, Steelers, Jets, Raiders, Bills, Broncos, Bengals, Patriots, Falcons, Packers, Cardinals, Giants, Bears, Eagles, Redskins; 1974 complete set; 1976 complete set; 1977 complete set. Baseball - 1976, 1977, 1980 complete sets. Basketball - 1973-74 through 1977-78 complete sets. Will sell as complete sets or single teams to highest bidder. Mike Cummins, RR#3 Box 59, Pana, IL 62557

FOR SALE: Unbreakable 20-sided dice. Forget split decks--20-sided dice are more random and easier to use. Available in a variety of colors: white, yellow, violet, red, lime green, burnt orange. \$1.25, postpaid, same day service. Paul Wooden, 5971 East 25th Place, Tulsa, OK 74114

FOR SALE: Football - 1971 Jets, Oilers, Dolphins, Bills, Packers, Vikings, Lions, Bears; \$3 per team, \$15 takes all 8. 1972, 21 teams, \$2.50 per team, \$40 takes all 21. 1973, full season, \$40. 1974, 13 top teams, \$2.50 per team, \$25 takes all 13. Baseball - 1971 Orioles, Yankees, Brewers, Tigers, Red Sox, A's, Angels, Twins; take all 8 for \$15. 1979 A.L. and extras, \$10. Save me multiple mailing hassle--take the whole bunch for \$130. Tony Marzofka, 8306 Regency Park Apts., Glens Falls, NY 12801

FOR SALE: 1976 baseball, \$40; 1977 baseball, \$35; '78 baseball, \$30, or best offer. All complete sets with extras in excellent condition. For list of various '69-75 baseball teams, write to: Arnie Fritsch, 1900 Unga St., Dubuque, IA 52001, or call 319-582-5763.

FOR SALE: 1970 Mets; 1971 White Sox, Phillies (21 players); 1972 Orioles, Angels, Royals, Expos; 1973 Red Sox, Reds (no extras), Indians, Yankees, Pirates, Cards, Padres, Rangers; 1974 Red Sox, Tigers; 1975 Braves (no extras), Angels, Indians, Tigers, Royals, Yankees, Giants; 1976 Pirates; 1978 Orioles, Angels, White Sox,

[continued]



White Sox [no extras], Tigers, Twins, Mets, Padres, Mariners, Rangers [no extras], Rangers, Blue Jays; 1979 all NL teams, also Pirates [no extras], Angels, White Sox, Twins, A's, Mariners, Rangers, Orioles, Red Sox, Tigers, Indians, Brewers, Blue Jays; 1980 all AL teams and all NL teams except Dodgers, also 94 miscellaneous extra players and roster sheet. All teams are originals and have extra players except where noted. All teams in very good-excellent condition. Bids accepted until 15th of this month. High bidders will be notified and pay postage. Mike Gumkowski, 315 Maureen Drive, Wheeling, IL 60090

FOR SALE: 1977 Reds, Yanks, Giants; 1978 all 26 teams with extras. Complete game parts. 95% of Form B scoresheet pad. 1978, 1980, 1981 AL and NL schedules, 1978 standings. Best offer for all to: Ralph Weiss, 875 48th St., Brooklyn, NY 11220. Include phone number.

FOR SALE: Back by popular demand. New, 1981 pro football season edition: statistically derived chart, ratings for each team's punter. Your coaching options increase with this computer developed, realistic punting within the opponent's 20-yard line strategy. Only \$1.95. Larry Quisberg, 2712 Tomoka Ave., Titusville, FL 32780

FOR SALE: Can't find time to complete a 162-game schedule? Now you can play a balanced schedule reduced to 54 games and have a place to record up-to-date standings. Just send \$1 for one league schedule or \$1.50 for both leagues to: K.A. Schmitt, P.O. Box 212, Bridge City, TX 77611. Also, I would be interested in corresponding with other S-O-M gamers in southeast Texas, 21 and over please.

FOR SALE: All teams/sets are originals, in excellent-mint condition, and complete with extras, except as noted. Number in parenthesis is number of players missing. Baseball - 1962 Orioles, Red Sox, White Sox, A's,

Twins, Yankees, Braves, Cubs, Reds, Dodgers, Cardinals, Giants and complete game; 1965 complete set [missing 1 player]; 1966 complete set; 1967 complete set, Cubs, Braves, Reds, Pirates, Giants, Dodgers, Twins; 1968 expansion set (3)--fair; 1969 complete [no extras]--fair, Giants [no extras], Phillies [no extras], Twins; 1970 complete set; 1971 Reds, Braves, Expos, Phillies, Cards (1); 1973 and 1975 assorted extras; 1973 Reds and Mets [no extras]; 1974 NL; 1975 Reds and Phillies [no extras], Dodgers; 1976 set of extras; 1979 complete set and complete set of extras. Assorted baseball, basketball and football teams. May break up sets. Send bids to: Dogg Shawcroft, 457 N. 23rd St., Grand Junction, CO 81501 [303-243-5012]

FOR SALE: Artist with 14 years of Strat experience will draw a logo for your draft team. Send \$5 cash, along with team name, league name, sport and choice of colors for your logo to: Eric Corwin, 828 S. Holt #3, Los Angeles, CA 90035

FOR SALE: Baseball - 1966 set complete, in good condition. Also have a 1968 set, complete and in mint condition for sale. Send bids to: Ron Brammer, 2504 NE 52nd Terr., Kansas City, MO 64118, or call 816-455-2366.

FOR SALE: First \$150 takes all 152 modern baseball teams [no extras], 34 old-timer teams, Reviews, Nov. 1975 to Oct. 1977 issues, and assorted rosters. 1968 [good] - Orioles, Cubs, Reds, Indians, Tigers, A's, Giants, Cards; 1969 [good]--full set; 1970 [good] - Braves, Orioles, Cubs, Twins, A's; 1971 [good] - White Sox, Cubs, Reds, Indians, Twins, Mets, A's, Pirates, Senators, Cards; 1972 [good] - White Sox, Indians, Dodgers, A's, Phillies; 1973 [good] - Braves, Orioles, Angels, Astros, Expos, Mets, A's; 1974 [excellent] - Braves, Orioles, Dodgers; 1975 [excellent] - full set; 1976 [excellent] - full set; 1977 [excellent] - Red Sox, Reds, Royals, Dodgers, Twins, Yanks, Phillies; 1978 [excellent] - Red Sox, Dodgers, Yanks; 1979 [mint] - Orioles, Reds, Astros, Royals, [continued]

Yanks, Pirates; 1980 (mint) - full set. 1906 Cubs, '20's and '30's B, '50's and '60's, '60's B, Famers A and B - all in good or excellent condition. Paul DeGroot, 906 Catalina, Corpus Christi, TX 78411 (512-853-1259). I pay shipping.

FOR SALE: Football teams, 1968-1978. Good to excellent condition. If you meet my price, I will sell immediately. Lower bids will be decided by the end of the month. J.M. Bordelon, 5445 Braesvalley, #724, Houston, TX 77096 (713-721-5465)

FOR SALE: (or trade) Pro Football game with 1980 card set - \$15; basketball game with 1979-80 card set (old version) - \$15. Both items for \$25, or will consider trading for baseball cards previous to 1979. Will respond to all SASE: John Haeussler, 3757 Zimmerman Road, Traverse City, MI 49684 (616-941-0064)

FOR SALE: Baseball - 1975 complete set or individual teams without extras, all cards in fair to very good condition. Also 1977 and 1978 complete sets with extras. Both sets in very good condition. Send bids to: Carson Riley, RR 1, Butlerville, IN 47223, or call 812-873-6475.

FOR SALE: 1972 Dolphins; 1976 Raiders; 1977 Cowboys, Chiefs; 1978 full 28-team set with roster sheet; 1980 full 28-team set with roster sheet; 1974 season roster sheet. All teams are in excellent condition. I will accept bids until the 15th of the month. High bidders will be notified and pay postage. I will accept individual team bids from the 1978 and 1980 sets, although complete set bids are preferred. Mike Gumkowski, 315 Maureen Drive, Wheeling, IL 60090

FOR SALE: 1975 baseball set, \$25; 1976, '77 sets, \$20 each; '78 set, \$17; '81 set, \$15. All sets complete, good condition, with extra players. 1980 Pirates, \$2; '74 A's, \$4; Groups A & B of Hall of Fame Series, \$4; 20-nameless player cards,

80¢, all never used. Nov., 1974-Jan.-July, 1975 back issues of the Review, \$5 for set. Include \$1.50 for each set and/or 50¢ for each item ordered to: Robert Zion, 2044 Collingwood, Toledo, OH 43620. Take everything for \$120, including postage and handling.

FOR SALE: Baseball - 1971 Atlanta (19 cards, poor condition), Baltimore (20, good), California (17, good), Cubs (24, good), White Sox (20, good to fine), Cincinnati (16, good to fine), Mets (very good to fine), Oakland (20, good), Pittsburgh (20, good to fine), San Francisco (16, good to fine), St. Louis (20, good)--Seaver, Clemente and Torre are in poor condition. 1974 - Phillies (19, fine), Cincinnati (20, good to fine), Los Angeles (19, good/fine). Most sets have lists of the missing players. I want at least \$25 for the whole group, or \$2 for incomplete teams and \$3.50 for teams with 20 or more cards. Derryl Moore, 3624 State St., Lot 15, Bettendorf, IA 52722 (319-355-2260). Also, 1978 set with extra players, at least \$20.

## For Trade

FOR TRADE: All the teams in my for sale ads. I would like to trade them for baseball cards, football, basketball programs, yearbooks and media guides. Make a proposal or send me a list of what you have to trade by the 10th of this month and I'll get back to you. Mike Gumkowski, 315 Maureen Dr., Wheeling, IL 60090 (Editor's note: This type of ad, which does not pertain to Strat-O-Matic products, will not be accepted in the future. It is only being published because of its relationship to a pair of for sale ads)

## League Forming

LEAGUE FORMING: Young woman wondering if any other women would be interested in forming all-woman, face-to-face baseball league in New York city area. If you are interested in joining this unusual and unique league, contact: Diane Firstman, 35-20 73rd St., Jackson Heights, NY 11372 (phone: 212-429-5979). Hoping to start as soon as five other women managers respond. (continued)



LEAGUE FORMING: Accepting applications to expand our four-year, 14-team draft hockey league to 20. 64-game season and playoffs. Send brief resume of PBM experience (if any) to: Jim Fell, 5012 Maple Ridge Drive, Fort Wayne, IN 46815

LEAGUE FORMING: If you are interested in joining an established PBM league, then the Eastern States Strat-O-Matic League (ESSL) is for you. The ESSL is an 18-team, 18-manager, advanced baseball league. We are in our 6th season and play 162 games. Interested managers should write: Bruce Kutler, 405 South 40th St., Philadelphia, PA 19104 (215-387-4241). All replies will be answered and no experience is necessary.

LEAGUE FORMING: Face-to-face football league forming for gamers attending Ohio Northern University, or anyone else in the Ada area. For more information, please contact: Paul Saffell, 502 West North St., Ada, OH 45810

LEAGUE FORMING: The FGCHA is looking for a few good men. Our fifth banner season will be getting under way in late Nov., and there are at least three franchises available at the present time. If you are interested in becoming a coach in one of the oldest PBM hockey leagues in existence, please contact me as soon as possible. My address is Bob Lopeck, P.O. Box 380824, Miami, FL 33138 (or call me at 1-305-757-0634, after 10:30 p.m.). If by mail, please list previous PBM experience (especially hockey). We're proud of our organization and would give consideration to all applicants.

LEAGUE FORMING: Wanted, football coaches to manage established teams in an established league. Going on its 3rd year. PBM and face-to-face league, advance version and continuous draft. If interested, call or write to: Doug Peterson, 2027 Crawford, Walla Walla, WA 99362 (509-522-2906)

LEAGUE FORMING: 26 teams, 52 managers (2/team). Apply in pairs

or singular; singulars will be paired. Six executives needed; cannot be league managers. Looking for top coaches who love to play and are reliable. Advanced version will be played. Newsletters, league stat sheets, attendance, salaries. Attendance and money quite easy; done with a few simple charts. Draft league or by team--up to coaches. All-star game, awards (Cy Young, MVP, Fireman, etc...), World Series, player of month, all win trophies (size depends on feat). Send applications to: Henry Vance (MSL, Major Strat-O League), 164 Lancaster St., Portland, ME 04101

LEAGUE FORMING: Hockey league looking for 16 managers for upcoming season. Cardless draft to be held in September. Experience not required, but reliability and a desire to complete season is a must. Rick Foster, Rt. 7, Box 552, Salisbury, NC 28144 (704-279-5444)

LEAGUE FORMING: Face-to-face baseball league, just beginning in Brookhaven, Long Island. Anyone interested please write or call (6-11 p.m.). Locations, fees and other important things are yet to be decided. Over 15 years of age, please. Transportation will not be provided. Please list preference for advanced or basic game, draft or current teams and possible locations. Write: Mike Gottert, 12 Thornwood Dr., Shirley, NY 11967, or call 516-281-2597 as soon as possible.

LEAGUE FORMING: The TransAmerican Baseball League is now searching for dependable and responsible managers for its first season to begin in March, 1983. The TABL is a total draft, play-by-mail league that will use both the American and National League player cards, plus the extras. The initial draft of players will be conducted in three separate 10-round segments. Trading will be permitted. Newsletters will be mailed twice a month with standings cards mailed after the completion of each series. If interested, write to: Matt Lykins, TABL, Box 264, South Webster, OH 45682. All replies will be answered.

LEAGUE FORMING: Advanced PBM  
(continued on page 2/ )

## Tournament scoreboard

It's hockey's turn to muscle in on the tournament action in Strat-O-Matic. Thanks to Larry King, commissioner of the Empire State S-O-M leagues, the first bona fide hockey tournament has completed one round of play and is well into the second.

The name of the tournament is the 1981-82 Hockey Challenge and it features 28 gamers (each of whom has picked two teams with a point total not exceeding 160 points).

King, one of the most active gamers/commissioners in the S-O-M world (the Empire State baseball leagues are two of the most prestigious PBM leagues), reports that Steve Beren, organizer of the Gold Cup Baseball Tournament, Bob Willnus of South Lyon, MI, winner of the National S-O-M Hockey Tournament in 1980, and Bill Modelski of Allen Park, MI, frequent contributor to the Review with hockey playing tips, were among the entrants.

Each round was a four-game series, with a manager needing four points (two points for a victory, one for a tie) to advance into round two, nine points to advance to round three and 14 points to reach round four.

Here are the first-round results:

\* Lloyd Douglas, Woodbridge, NJ ('80-81 Boston, 87/'80-81 Pittsburgh, 73) vs. Paul Harasen, Regina, Sask. ('79-80 NY Islanders, 91/'79-80 Edmonton). Islanders swept Boston, 6-3, 5-2, and Edmonton split, giving Harasen six points. Stan Weir scored five goals for Edmonton in 8-4 win over Pittsburgh.

\* John McDonough, Jackson Heights, NY ('79-80 NY Islanders, 91/'79-80 Edmonton, 69) vs. Alfred Stricker, PA ('80-81 Quebec, 78/'80-81 Edmonton, 74). McDonough won all four games, totaled eight points and advances.

\* Ira Feuerlicht, New York, NY ('79-80 NY Islanders/'79-80 Edmonton) vs. Gary Otteson, Zortman, MT ('80-81 Minnesota, 87/'80-81 Washington, 70). Edmonton swept Washington and other two games ended in ties, so Feuerlicht advances with six points.

\* Anthony Paldino, Brooklyn, NY ('80-81 Minnesota/'80-81 Pittsburgh, 73) vs. Joe Garcia, Fresno, CA ('79-80 Rangers, 86/'78-79 Vancouver, 63). Ron Duguay's hat trick paced Rangers to 6-2 win in opener, although Pittsburgh sweeps Vancouver and Paldino wins series with five points to Garcia's three.

\* Irwin Steinberg, Brooklyn, NY ('79-80 Islanders/'79-80 Edmonton) vs. Russell Caporelli, West Paterson, NJ ('78-79 Islanders, 116/Colorado, 42). Wayne Gretzky scores four goals in two-game Edmonton sweep of Colorado as Steinberg, with six points, advances.

\* Larry Gavlak, Houtzdale, PA ('79-80 Islanders/'79-80 Edmonton) vs. Dennis Martin, San Diego, CA ('78-79 Buffalo, 88/'79-80 Vancouver, 70). Dave Williams had five points (four goals, one assist) and Buffalo's Don Edwards stopped 33 shots in 3-0 triumph as both Gavlak and Martin wound up with four points and advanced.

\* Cam Sebastian, St. Albert, Alberta ('79-80 Atlanta, 83/'80-81 Edmonton, 74) vs. Bob Dormer, Philadelphia, PA ('78-79 Winnipeg, 84/'79-80 Edmonton). Atlanta won twice while '79-80 Edmonton edged '80-81 Oilers in shootout, 8-7, and tied 8-8. Mark Messier of '80-81 Oilers had four goals in last game. Sebastian advances with five points.

\* Bob Willnus, South Lyon, MI ('78-79 St. Louis, 48/'79-80 Montreal, 107) vs. Larry Scotti, Staten Island, NY ('79-80 Islanders, 91/'79-80 Edmonton, 69). Montreal blew out the Islanders, 7-2, 7-2, while St. Louis won 7-5 and tied Edmonton, 2-2. Thus, Willnus accumulates seven points.

\* Richie Angeletti, Jackson Heights, NY ('79-80 Edmonton/'79-80 Islanders) vs. Jerry Dattilo, Philadelphia, PA ('80-81 Rangers, 74/'80-81 Quebec, 78). Quebec sweeps the Islanders, 6-4, 7-5; Rangers blank Edmonton, 6-0, and battle to 7-7 tie. Dattilo moves on with seven points.

\* Steve Beren, Jackson Heights, NY ('78-79 Edmonton, 98/'78-79 Detroit, 62) vs. Bill Modelski, Allen Park, MI ('80-81 Montreal, 103/'80-81

(continued on page 21)



# Here are more old-timer 'e' ratings

*This month: 1962 Giants, Mets, '60 Pirates and '57 Braves*

Baseball's "Big E," Steve Edell, is back with another set of "e" ratings for old-timer Strat-O-Matic teams. Last month, you will recall, Edell presented the 1967 St. Louis Cardinals and Boston Red Sox and also the 1965 Minnesota Twins and Los Angeles Dodgers.

This month the offerings by the 29-year-old gamer from Jerusalem, Israel, include the 1962 San Francisco Giants and 1962 New York Mets -- considered by many to be the worst major league team of all-time -- and the 1960 Pittsburgh Pirates and 1957 Milwaukee Braves.

The 1961 old-timer teams were skipped because S-O-M will be coming out that season in its entirety, replete with "e" ratings, next year.

## 1962 San Francisco

Name	Positions/Games	Errors	E Rating
Cepeda	1B-160, OF-2 (162)	13	1Be13, OFe8
Hiller	2B-161	29	e29
Pagan	SS-164	21	e21
Davenport	3B-141	19	e22
F.Alou	OF-150	8	e9
Mays	OF-161	4	e4
Kuenn	OF-105, 3B-30 (135)	5	OFe5, 3Be11
Haller	C-91	4	e7
Bailey	C-75	6	e13
McCovey	OF-57, 1B-17	2	OFe4, 1Be6
M.Alou	OF-57	2	e6
Bowman	2B-17, 3B-11, SS-10 (38)	(d)	2Be23, 3Be26, SS e32
	Team	142	pitcher = e12

## 1962 New York Mets

Throneberry	1B-97, OF-2 (99)	17	1Be28, OFe16
Neal	2B-85, 3B-12 (a), SS-39 (136)	13	2Be15, SSe17
Chacon	SS-110, 2B-2, 3B-1 (a) (113)	22	SSe32, 2Be27
Mantilla	3B-95, SS-25, 2B-14 (134)	14	3Be16, 2Be17, SSe21
Ashburn	OF-97, 2B-2 (a) (99)	5	OFe8
Hickman	OF-124	8	e10
Thomas	OF-126, 1B-11, 3B-10 (147)	9	OFe9, 1Be14, 3Be20
Kanehl	2B-62, 3B-30, OF-20, 1B-3, SS-2 (117)	32	2Be41, 3Be37, OFe16, 1Be25, SSe48
Christopher	OF-94	4	e7
Woodling	OF-78	1	e2
Taylor	C-56	2	e6
Coleman	C-44	(d)	e16
Hodges	1B-47	(d)	e13
	Team	210	Pitcher = e38

## 1960 Pittsburgh Pirates

Stuart	1B-108	14	e21
Mazeroski	2B-151	10	e11
Groat	SS-136	24	e29
Hoak	3B-155	25	e26
Clemente	OF-142	8	e9
Viridon	OF-109	5	e7
Skinner	OF-141	5	e6
Burgess	C-89	3	e5
Cimoli	OF-91	7	e12
Smith	C-71	6	e14
Nelson	1B-73	2	e4

(continued)

Schofield	SS-23, 3B-1, 2B-10 (34)	[d]	SSe32, 3B-26, 2B-23
	Team	128	Pitcher = e4
<b>1957 Milwaukee Braves</b>			
Torre	1B-117	4	e6
Schoendienst	2B-149, OF-2 (a)(c) (151)	7	2B-6
Logan	SS-129	29	e36
Mathews	3B-147	16	e18
Aaron	OF-150	6	e6
Bruton	OF-79	4	e8
Covington	OF-89	3	e5
Grandall	C-102, OF-8 (a), 1B-1 (112)	6	Ce9, 1B-14
Pafko	OF-69	2	e5
Adcock	1B-56	2	e6
Mantilla	SS-35, 3B-7, 2B-13, OF-1 (a) (56)	12	SSe38, 3B-29, 2B-32
Rice	C-48	2	e7
	Team	120	Pitcher = e20

Codes: (a) Person played this additional position that year and it's not listed on S-O-M card. No e-rating given. (b) Position listed on card, but player didn't play it in season. Worst e-rating given. (c) Player played part of season on another team. (d) Errors not listed in Baseball Encyclopedia. E-rating given according to March, 1980 Review's ratings.

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### ***Dale Holland crowned new N.L. king***

## **GKSML completes 23rd replay**

Make that 23 and counting...23 full-season replays completed by the Greater Kalamazoo Strat-O-Matic League (GKSML)!

A National League draft replay, based on the 1981 cards, was the latest venture by the 10-member league that includes Review co-editors Warren and Del Newell in its managerial ranks.

For the 23rd time, the GKSML went the 154-game distance, with long-time member Dale Holland emerging as champion after a replay of the National League was history. Del Newell - surprise, surprise - reached the playoffs and even managed to win the first two games of a best-of-five series. Dale, however, with sluggers such as Mike Schmidt and George Foster in the lineup, roared back to take the next three and win the N.L. pennant.

For those unfamiliar with the GKSML, it's a face-to-face draft league with most of the members residing in the Kalamazoo, MI, area. One member commutes weekly from Wyoming, which is near Grand Rapids, and another lives in Dowagiac, a 45-minute trip to Kalamazoo. Bruce Mulder, 25, calls Wyoming home, while Pat Stemas, a 29-year-old high school teacher, lives in Dowagiac.

Both the American and National leagues are replayed, on an alternating basis, each year. There are two divisions, of five teams each, and winners of each meet in the playoffs. A World Series concludes play every year in the GKSML, with that event usually taking place in late August.

As far as the league's operation, each manager is allowed to protect 15 players from the previous season's roster and then a draft is held of rookies, players traded from one league to another and thus eligible to be drafted, or players dropped from existing rosters into the draft pool.

The GKSML does allow, however, for a player that is lost via real-

[continued on next page]



life trade to be picked up by the manager that lost him in next year's draft in the other league. But to exercise that option, a manager has to declare his intention of using his No. 1 draft choice to re-acquire such player.

Del Newell, for instance, used his No. 1 draft pick to re-acquire Larry Sorensen, who had been on his A.L. trade the previous year but was traded to St. Louis for the '81 season. Only the first draft pick can be used and only one player can be re-acquired.

Rosters consist of 26 players, providing there are three catchers; otherwise 25. And at-bats and innings-pitched are strictly adhered to in regards to real-life. There is no 10 percent over useage or anything like that.

#### HITTING, DEFENSE KEYS FOR DALE

Hitting and defense carried Dale Holland to the N.L. title and the best overall record, 88-66. The fact that nary a team won 90 games is testimony to the balance in the GKSMML.

Dale never really upset that balance, although he did lead the East Division from the early stages of the season. In a power-shy season, Dale led in home runs with 118 (only three teams had more than 100) and runs (751). Plus the defense was No. 1, committing only 76 errors, or 23 less than the second-best fielding club.

On the attack, Foster slammed a league-high 39 home runs and had 134 RBI while Schmidt had 36 homers and knocked in 113 runs. Keith Hernandez was another offensive sparkler, batting .303 and leading the league with 55 doubles.

Steve Rogers was the ace of the mound staff, compiling an 18-9 record and 3.13 earned run average. Five pitchers won over 10 games and bullpen racked up league-high 47 saves.

Meanwhile, over in the West, it took a playoff to decide the champion as Del Newell and Gary Tien, 1981 GKSMML champ, tied with 86-68 records after Gary lost his last six regular-season games. In a tense one-game playoff, Del prevailed by a 2-1 score as Doug Flynn, acquired from Gary in a preseason trade, singled in the winning run with one out in the bottom of the ninth inning.

#### TIM RAINES RUNS WILD ON BASES

Gary had plenty of sparklers, too, as Don Sutton had a 24-5 record and was second in ERA with 1.95, Bill Buckner led in two offensive categories and wound up No. 2 in batting behind Bill Madlock, .352 and .311, and the pitching staff had the lowest ERA in the league, 2.85.

Del countered with Andre Dawson (37 homers, 109 RBI), an all "1" outfield of Dawson, Dusty Baker and Terry Puhl and a 1-2 relief mopup duo, Dave Smith and Rick Camp.

Todd Newell, Del's 18-year-old son, had the top thief in the GKSMML as No. 4 draft pick Tim Laines swiped 157 bases in 195 attempts. Omar Moreno, property of Gary Tien, was 123 out of 154 in the stealing department.

Of course, all statistics are based on 154 games played and comparisons with real-life and the 110-114-game season actually played are difficult. S-O-M's revised stealing system - albeit an optional system - appeared to be a success, although some of the more running-oriented managers had their speedsters exceed the number of attempts they should have made.

Raines in real-life was 71 for 82 as far as successes to attempts. He attempted 113 more steals in S-O-M than in real-life, whereas based on adding one-third of a season's worth of attempts he should have attempted 123.

On the next page there is a chart showing real-life stealing performance compared to S-O-M.

#### WHO ARE THOSE GUYS?

Before turning to the statistics and standings, an introduction of  
(continued on next page)

the current GKSM managerial lineup is in order:

Review co-editor Del Newell, 41, is the oldest member, while his son Todd, 18, is the youngest. Warren Newell, 37, is a junior high band instructor; Stemas is also a teacher; Dale Holland, 31, Bruce Mulder, 25, and Jeff Green, 24, are either factory workers or employed in a paint store; Gary Tien, 33, works with computers plus operates a janitorial service; and league newcomer, John Gordon, 21, is a student at Kalamazoo College. Todd Newell is also a college student, having just completed his freshman year at Kalamazoo Valley Community College.

Standings, leaders, playoff results and a stealing comparison table:

East	W	L	GB	Avg.	ERA	West	W	L	GB	Avg.	ERA
Dale Holland	88	66	-	.268	3.82	Del Newell	86	68	-	.253	3.22
Todd Newell	85	69	3	.281	3.20	Gary Tien	86	68	-	.280	2.85
Jeff Kik	82	72	6	.270	3.33	Jeff Green	74	80	12	.253	3.11
John Gordon	80	74	8	.251	3.06	Pat Stemas	74	80	12	.242	3.73
Warren Newell	59	95	29	.240	3.85	Bruce Mulder	56	98	30	.227	3.86

Batting	Home Runs	RBI	ERA
Madlock JK .352	Foster DH 39	Foster DH 134	Ryan JOG 1.85
Buckner GT .311	Dawson DN 37	Schmidt DH 113	Sutton GT 1.95
Hernandez DH .303	Schmidt DH 36	Dawson DN 109	Gullickson GT 2.40
P.Guerrero BM .302	J.Cruz PS 29	J.Cruz PS 107	Knepper JG 2.53
Schmidt DH .299	Kingman WN 28	Murphy TN 96	Alexander JK 2.55

Hits:	Buckner GT 193	Won-Lost	Strikeouts
2B:	Buckner GT 55	Sutton GT 24-5	Valenzuela PS 285
	Hernandez DH 53	Valenzuela PS 22-13	Carlton JOG 264
3B:	C.Reynolds JK 16	Knepper JG 21-7	Soto TN 217
R:	Schmidt DH 115	J.Niekro PS 19-10	Ryan JOG 207
W:	Schmidt DH 121	Rogers DH 18-9	Gullickson GT 186
SB:	Raines TN 157/195	CG: Valenzuela PS 18	
	Moreno GT 123/154	SA: Sambito JOG 32; Sutter JK 18	
	Durham JK 87/114	SH: Alexander JK 7; Gullickson GT 6	
E:	Templeton JOG 36	HRA: M.Scott DH 35	

ERA (relief) Howe GT 1.47; B.Smith JOG 1.49

Stealing	Real-Life	S-O-M	West Playoff
Raines TN	71/82=86.6%	157/195 = 80.5%	Del Newell 2, Gary Tien 1
Moreno GT	39/53=73.6%	123/154 = 79.8%	
Durham JK	25/36=69.4%	87/114 = 76.3%	N.L. Playoff
Collins GT	26/36=72.2%	75/107 = 70.1%	Dale Holland d. Del
R.Scott JG	30/37=81.1%	69/87 = 79.3%	Newell, 1-2, 3-5, 8-5,
T.Scott PS	18/28=64.3%	66/101 = 65.3%	5-1, 3-2.
Madlock JK	18/24=75.0%	51/62 = 82.3%	
Richards JK	20/28=71.4%	50/62 = 80.6%	George Foster was play-
DeJesus GT	21/30=70.0%	50/75 = 66.7%	off MVP after batting
E.Miller WN	23/28=82.1%	47/62 = 75.8%	.450 (8-20), hitting one
Puhl DN	22/26=84.6%	43/47 = 91.5%	homer, driving in five

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## S-O-M Baseball trivia quiz

And the trivia best goes on for Marc Jacobson, the college math instructor from Philadelphia, PA. This month Marc zeroes in again on the 1965 Strat-O-Matic season. Music...lights...it's trivia time:

- QUESTION 1: What is notable about the hit possibilities on Mike Shannon's (St. Louis) card?
- QUESTION 2: Which Braves' outfielder had the most home run possibilities -- card chances -- in 1965?
- QUESTION 3: A Japanese pitcher had only three less strikeout chances than Sandy Koufax that year. Name that hurler?
- QUESTION 4: What is unusual about the pennant-winning Los Angeles Dodgers that year?

(continued on page )



- QUESTION 5: What is strange about the injury reading for Mike Hershberger of the A's?
- QUESTION 6: Who had the most strikeout possibilities (card) for an American League pitcher that year?
- QUESTION 7: Which American League pitcher had the most home run chances allowed that year?

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- ANSWER 1: Mike Shannon had more chances to hit doubles than to hit singles.
- ANSWER 2: No, Hank Aaron didn't have the most home run chances for a Brave outfielder. Instead the distinction goes to little-known Mack Jones. Jones had 10.5 home run card chances and Aaron 8.5.
- ANSWER 3: Masanori Murakami of the Giants had 45 strikeout chances, only three shy of Koufax.
- ANSWER 4: While having a good pitching staff, the 1965 Dodgers had a team batting average hardly characteristic of a pennant winner. Only two cards boast averages above .280.
- ANSWER 5: Hershberger's card contains a "TRIPLE plus injury." At least he helps the team before he gets injured.
- ANSWER 6: Sam (Sudden Sam) McDowell of Cleveland had the most strikeout possibilities with 46 card chances.
- ANSWER 7: The Twins' Dave Boswell gave up the most home run chances off his card in the American League, with a yield of 7.5.

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## Tournament scoreboard

[continued from page 14]

Colorado, 57]. Montreal scores 5-1 win over Edmonton and ties, 4-4, while other series is split. So, Modelski advances with five points.

\* Hugh Lindgren, New York, NY ['80-81 Minnesota, 87/'78-79 Chicago, 73] vs. Carey Miller ['79-80 Edmonton/79-80 Islanders]. Miller, thanks to Edmonton's sweep of Chicago, advances with five points. Bryan Trottier had hat trick for Islanders in 6-3 first-game loss to Minnesota.

\* Ira Wolins, Philadelphia, PA ['79-80 Islanders/'79-80 Edmonton] vs. George Lantz, Buffalo, NY ['78-79 Vancouver, 63/'80-81 Philadelphia, 97]. Philadelphia won twice as Lantz totals six points and advances. The Flyers downed the Islanders by 5-3 and 4-2 scores.

\* Robert Scott, Bossier City, LA ['79-80 Winnipeg, 51/'80-81 St. Louis, 107] vs. Robert Gebeloff, West Caldwell, NJ ['79-80 Rangers, 86/'78-79 Chicago, 73]. Only 4-4 tie between Chicago and Winnipeg prevented Scott from sweeping series as St. Louis dumped Rangers twice, 6-3 and 7-3. Scott had seven points and advances into round two.

King also passes along word that, because so many of the contestants picked the same teams, a dice roll would determine which coach used which team first. King, as Beren does in the Gold Cup, plays all the games, using instruction sheets submitted by the coaches as his guide.

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## Advertisements

[continued from page 15]

baseball draft league needs managers and backups. Monthly newsletters. No entry fee. Start on 9/15/82. Don't be shut out, call 617-288-4092, or write: Jim Nickerson, 15 Harborview St., Dorchester, MA 02125. Remember, no entry fee.

LEAGUE FORMING: 12-team AL PEM,

advanced with DH; 98-game schedule; straight team, 18 players protected, with the rest drafted. Please respond ASAP, with a list of teams of preference in order, to: Tom Millard, 111 Clearland Road #48, Pleasant Hill, CA 94523. Please include short resume of S-O-M and PBM experience.

## Guest columnist

22

# Strengthening pitchers' 'weakness' rule

BY JON VANKIN  
Williamstown, MA

In your May issue you ran a letter from Roland Klee with his suggestions for modifying the pitcher's weakness rule. I liked his version of the rule, but found that it had weaknesses itself. I've been using a similar, admittedly more complicated weakness rule which, I think, is even more realistic.

Mr. Klee's rule, for example, could allow a pitcher to weaken in the first or second inning, and never recover, say, by allowing a single, walk and a home run. But there are plenty of fine pitchers who tend to start off shakily and then find a groove. Catfish Hunter was notorious for serving up gopher balls early, then shutting the door for the rest of the game.

Anyway, if you're interested, here's the rule I use:

Apply the regular Strat-O-Matic pitcher's weakness rule, plus the following four guidelines: 1. A pitcher weakens when he allows any combination of four hits and walks or two runs or both, in a single inning.

2. The "Settle Down" factor - If after weakening under guideline 1, a pitcher allows no more than one hit or one walk and zero runs over the two innings immediately following the weak inning, he has "settled down." The weakness rule is no longer in effect, unless one of those two innings or the following inning (third after the weak inning) is his endurance point. For example, if Mike Norris allows four hits in the fifth, sixth or seventh inning, the settle down factor is not applicable since his endurance point is 8 and the eighth inning will be the third, second or first following his weak inning (note: If a pitcher again weakens under guideline 1 after "settling down" the settle down factor is void. He is weak for the remainder of the game regardless.)

3. A starting pitcher will automatically weaken in his endurance point inning if (a) his endurance point is less than 8 and he has allowed any combination of eight hits and walks prior to entering his endurance point inning; (b) his endurance point is 8 or more and he has allowed any combination of nine hits and walks prior to entering his endurance point inning. A relief pitcher becomes automatically weak in his endurance point inning if, prior to entering that inning, (a) he has allowed any combination of four hits and walks and his endurance point is less than 4; (b) he has allowed any combination of five hits and walks and his endurance point is 4 or more.

4. Once a point of weakness is reached, use the regular rule plus (a) consider any "N-Homerun" reading that is not part of a split a home run for either N or W hitters; (b) add one to the top half of all splits. For example, a reading of "SINGLE (rf) 1-10, lineout (ss) 11-20" becomes "SINGLE (rf) 1-11, lineout (ss) 12-20."

I've found that using these four modifications more accurately simulates the way a pitcher's arm actually behaves. The regular rule alone makes it impossible for a pitcher to weaken until relatively late in the game. It doesn't take into account the innumerable variables which can cause an occasional early-inning collapse in even a tireless pitcher like Fernando Valenzuela. And once a pitcher is tired, he doesn't just give up more singles. He's not only easier to hit, he's easier to hit hard.

One final word. Guidelines 1 and 4 (b) make a pretty good weakness rule for the basic game.

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## The Review staff

Editors: Warren Newell (Otsego, MI), Del Newell (Kalamazoo, MI).

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## S-O-M league, replay scene

STRAT-O-MATICE HOCKEY STRATEGY LEAGUE - First-year PBM draft league that includes 15 coaches from all over the country and Canada... Commissioner is Larry Scotti, Staten Island, NY ("Who Should You Draft in Hockey"), who admits, "All participants, including myself, had never been in a PBM hockey league before"... As far as league rules, four lines are deployed and goalies are not eligible for assists and neutral coaches handle the playoff-bound teams... Season begins in October and runs through February... In the Stanley Cup, Scotti's favored New York Islanders (who had the best regular-season record, 44-25-11 for 99 points) were easily dispatched by Phil Stern's (Staten Island also) Sabres, led by goalie Don Edwards. Edwards personally shut down the Islanders in the Cup battle, even though the Sabres were outshot in every game... Rick Middleton of Boston scored 105 goals and Wayne Gretzky of Edmonton produced 161 points.

Standings and leaders:

Standings and Leaders.		W	L	T	Pts		
<u>Patrick Division</u>							
NY Islanders (Larry Scotti, Staten Island, NY)		44	25	11	99		
NY Rangers (Anthony Cinque, Glen Oaks, NY)		39	25	16	94		
Calgary Flames (Neil Greenblum, Old Bridge, NJ)		34	32	14	82		
Phil. Flyers (David Landsman, Philadelphia, PA)		34	37	9	77		
Wash. Capitals (Robert Scott, Shreveport, LA)		18	48	14	50		
<u>Central Division</u>							
Montreal Canadiens (George Bob, Long Island, NY)		39	22	19	97		
Chicago Black Hawks (Duane Lyons, Hyland, IN)		39	25	16	94		
Brooklyn Blues (Mike Mancini, Brooklyn, NY)		25	37	18	68		
L.A. Kings (Neal Walters, St. Alberta, Can.)		24	36	20	68		
Brooklyn Rockies (Vinny Mancini, Brooklyn, NY)		26	44	10	62		
<u>Wales Division</u>							
Staten Island Sabres (Phil Stern, Staten Island, NY)		41	24	15	97		
Boston Bruins (Rusty Racette, Rhode Island)		42	26	12	96		
Edmonton Oilers (---)		40	31	9	89		
NY North Stars (Jesse Seegmiller, Brooklyn, NY)		38	29	13	89		
Hartford Whalers (John Bob, Long Island, NY)		11	53	16	38		
<u>100-Point Club</u>		<u>Goalies</u>		W	L	T	AVG
Gretzky EDM	58-103--161	Resch NYI		28	9	5	2.97
Middleton BOS	105-54--159	Sauve SAB		14	11	8	3.31
MacDonald EDM	82-66--148	Esposito CHI		36	22	16	3.36
Goring NYR	61-84--145	Edwards SAB		27	13	7	3.41
Dionne LA	48-92--140	Herron MONT		18	9	6	3.45

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ST. LOUIS BLUES REPLAY - Fred Floreth, Litchfield, IL, took his favorite team through the 1981-82 schedule, but using the 1980-81 S-O-M cards... Despite an increase in goal productivity (because of more ice time for players because of limited rosters), the Blues fell short of matching their real-life record under Floreth's guidance, going 42-25-13 for 97 points in S-O-M; 45-18-17--107 in real-life... Floreth made all trades as the season was in progress (Guy Lapointe came to the Blues for the final eight games, for example)... The Blues did score 54 more goals than any St. Louis team... Games were played face-to-face, with Mike Floreth, Fred's brother, Alan Hughes, Troy Redfern and Ed Schuessler all handling opposing teams... Oddity: Gerry Hart scored St. Louis' first goal--and never scored again the rest of the season!... In the playoffs, the Blues reached the Stanley Cup finals before being eliminated by the New York Islanders in seven games... Despite the frequent overuse of players, some of the stats were amazingly close to real-life: Bernie Federko had 74 assists in S-O-M, 73 in real-life; Wayne Babych 44 assists in S-O-M (42 real-life); Perry Turnbull matched his 34 real-life goals exactly and Rick LaPointe did the same for his 25 real-life assists.

(continued on next page)

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## S-O-M league, replay scene

[continued from page 23]

DUNMORE S-O-M BASEBALL LEAGUE - A five-team all-star draft league that played through a 160-game regular-season schedule plus playoffs... all members reside in Dunmore, PA: Bill Genello (Milwaukee), Mike Cordaro (Oakland), Marty Genello (Chicago), John Genello (Washington) and Joe D'Arienzo (Pittsburgh)... compact, well-organized 18-page yearbook was produced by Michael Cordaro...Oakland, runnerup in regular-season, won playoffs, defeating Milwaukee in six-game final...Steve Carlton was No. 1 draft choice, by John Genello, with Mike Norris the No. 2 pick.

Standings and leaders:

	Won	Lost	GB	Batting	Home Runs
Milwaukee	97	63	-	Brett MIL .356	Horner CHI 48
Oakland	95	65	2	Oliver MIL .341	Schmidt WAS 47
Chicago	82	78	15	Templeton CHI .302	Jackson OAK 38
Washington	69	91	28	ERA	Winning %
Pittsburgh	57	103	40	Seaver PIT 2.28	Reuss MIL 21-5 .808
RBI:	Brett MIL 139			Richard OAK 2.38	Richard OAK 21-6 .778
2B:	Dawson MIL 44			Soto MIL 2.63	Sutton OAK 17-5 .772
3B:	Wilson PIT 17	SB:	Henderson MIL 134	K:	Carlton WAS 241
R:	Henderson MIL 117	H:	Brett MIL 213		Richard OAK 229