



STRAT-O-MATIC REVIEW

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

VOL. IV-10, December, 1974 45¢

A Look Inside S-O-M Factory

Many in the populous world of Strat-O-Matic have wondered what the man looks like who started the whole thing. Many of you may have caught a glimpse of him in earlier issues of the Review, or perhaps at the 1973 National Strat-O-Matic Convention held in Brooklyn, NY.

His name's Harold Richman, still on the sunny side of 40, and he's the father of two children. He's also a genius when it comes to creating sports table games as evidenced by the immensely popular S-O-M products. He and his wife Sheila and children live in Port Washington, NY, less than two miles from the game company factory.



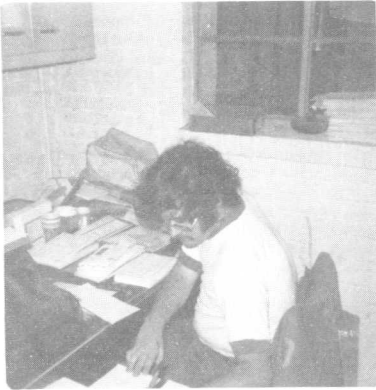
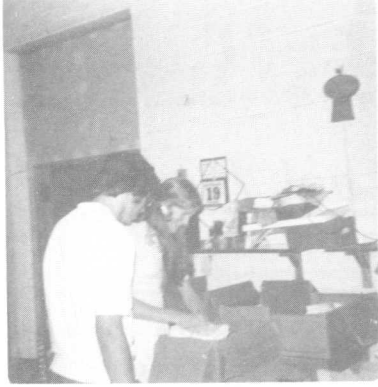
HAROLD RICHMAN
HOLDS NEWEST CREATION

The man who brought Strat-O-Matic into reality with an all-star baseball set back in 1961, hasn't let success spoil him. He's still very much a down-to-earth individual...and he still sports a flat top haircut (not having long hair to keep in shape allows him more time to work on S-O-M projects).

Richman and many of his employees are pictured on this page and next. For those of you who have wondered how large the game company is--it's about 3,600 square feet of room, single story. Shortage space is a precious commodity, too, as you'll notice. Game and card boxes reach to the rafters throughout the building, and with three games and cards for each going it's understandable why Richman is currently in the process of negotiating for land to build a new and larger home for the Strat-O-Matic games.



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[1] Garbed in S-O-M softball shirt, two-year full-time employee Todd Boswell packages baseball game. [2] Pauline Williams' sister, Dorothy, readies baseball game. [3] Pauline, supervisor of shipping room, explains card-gathering procedure to summer employee Maurice Garfield. Notice boxes of teams in background. [4] Another summer employee, J.G. Preston, checks over orders with Linda Truskowski of the clerical department. Linda's been with S-O-M for over three years. [5] Left, Steve Barkan "pretends" to be working in office area. Notice stack of paper cups flanking coffee cup in middle of his desk. Notice that office machines have coverings on, also. Hmmm... Truthfully, Steve is one of S-O-M's most valuable players; handling much of the correspondence with gamers from all over the world.

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

Allan Ropchan, Canada's Strat-O-Matic man-in-motion featured in the November Review, has an interesting philosophy regarding the playing of the football game that might come in handy for rookies of the dice-rolling sport. Perhaps, it's what you always wanted to know about playing Strat-O-Matic Football, but were afraid to ask.

Ropchan usually passes these tips on for newcomers of his Canadian Strat-O-Matic Football League, the 26-member head-to-head setup that operates out of Edmonton, Alberta in Canada. Ropchan doesn't mention if after passing these tips on (they're run-oriented), whether or not he then proceeds to "pass over them" when the game commences.

Here are his suggestions for making S-O-M Football more enjoyable (and successful) for rookie or inexperienced coaches:

- [1] Don't throw bombs. Four per game, just to keep the defense honest is fine. But do it on a second-and-two.
- [2] Don't clean out the flats too often, or blitz or double-team. This is called "over-reaction" and a good, methodical coach will tear you to pieces.
- [3] Run, run, run!--even if you can't. A third and three is difficult to defense. A third and 28 is not.
- [4] Don't gamble. A missed fourth down is equivalent to a turnover. Punt and have the opposition back at their two. Sooner or later they'll make a mistake.
- [5] Don't look for outside running, breakaway halfbacks to carry the offensive game. "Guessed-wrong" halfbacks won't sweep your team to victory. The ground game starts with a good "guessed-right" fullback, who will smash for three or four on first down. Obvious? Maybe, but what does a defense do with a second and six? One more smash and it's third and three. Now what does the defense do? Scrunch up the inside with a straddle? Or hang back in a pass defense to keep from being burned?

The side benefits of a powerful inside running game are: it keeps the linebackers inside, thereby opening up the defense for the occasional sweep; it keeps the defense in a straddle, thereby opening the passing game; it maintains ball-control, thereby taking pressure off the defense; it pulls the linebackers into the line, opening up flat and short passes to running backs.

As a winderupper, Ropchan puts his gridiron philosophy into prose that goes like this:

Bombers and sweepers,
Don't become weepers,
Eagerness ends in a mess,
Play ball control,
With every roll,
Then you'll have a chance at success!

As a footnote, Ropchan points out that not all league members follow his advice. Only the five or six most successful ones!

How To Determine QB Sacks

How would you like to have Allan Page or Carl Eller sweep in on the quarter-back and sack him? Not the entire Minnesota Front Four given the credit because of a "-9" reading, rather an individual sack.

Mike Custer of Lyndhurst, NJ, has devised a method for determining sacks for individual defensive linemen and linebackers--the first such method, to our recollection, to be found in the pages of the Review.

Mike's system is based on giving each of the defensive linemen a rating (actually points) based on their card rating. For example: the defensive line for the Kansas City Chiefs, 1973, has Marvin Upshaw [LE-4], Curley Culp [LT-6], Buck Buchanan [RT-5] and Wilbur Young [RE-5]. Now to determine who would get

sack credit you give each lineman a split number rating and then pick a number (or use a split number dice system). 1-4 would be an Upshaw sack, 5-10 Culp, 11-15 Buchanan, and 16-20 Young. Kansas City's front four makes this method work perfectly, because the ratings correspond perfectly to a 1-20 split number system.

If the ratings don't match, then you'll have to juggle. For example: Cleveland's front four has two "4s", one "5" and one "6"--19 overall. Here you just go without "20" and roll again if it should occur. Pittsburgh is another case, however. It's a 23, so here you would subtract one number from each player, leaving a 19 for split number results. For teams that fall far short of the 20, add one number to each lineman's rating (until one becomes a "6"), then roll again if the number off the split system is beyond the total foursome's rating. Example: even when one number is added, Baltimore (two "0s", one "5" and one "4") comes out only 13. So exclude any roll of 14-20, and roll again.

Since the above mentioned sacks occur off the quarterback's or defensive long pass-short pass cards, the next thing to determine is sacks when the "pass rush" occurs. Here the linebackers come into play. Do exactly the same for the linebackers as the linemen. One notable exception would be the case of the New York Giants, whose linebacking corps consists of one "0" and two "4s". Here you could add two to each rating for a total of 14, or add one (total of 11) and double it for 22 and then subtract one each from the trio, leaving a total of 19.

For those statistical-oriented S-O-M fans, or those who just like to know who's mauling the quarterback now, Mike Custer's system looks interesting.

Question & Answers

Editor's note: Questions regarding individual and team ratings will not, in most cases, be answered unless a mistake has been made. The game company cannot disclose its card-making formula, hence cannot reveal why ratings were as they appear. Many questions come into the Review asking why a certain rating, but the game company is unable to fully explain because of reasons of security. So, if your question regarding a rating doesn't appear within three months after being sent to the Review, you may assume the rating is correct.

QUESTION: Why doesn't Lou Gehrig have a chance for an injury on his 1927 Yankee card, but has one on his '34 Hall-of-Fame card?

ANSWER: Gehrig was the only Yankee first baseman from 1925 to May of 1939. However, the injury was put on the Hall-of-Fame card so Sisler would get some playing time.

QUESTION: In 1970, Tony Perez hit 40 home runs in 567 at-bats and Carl Yastrzemski hit 40 in 566 at-bats, yet Perez' split home run is 1-14 and Yaz' is 1-10. Is this a misprint?

ANSWER: No. You cannot compare similar cards for players in different leagues. The cards are correct as printed.

QUESTION: If a good stealer is on base and is being held and an "A" bunter is up, shouldn't there be a special column for an "AA" bunter?

ANSWER: No.

QUESTION: Was Mike Shannon an extra player in 1970? Roster sheet lists him as extra, yet I received him with the team. As catchers for the St. Louis Cardinals in 1970 were listed Simmons and C. Taylor. I received Simmons but the only C. Taylor I had was a pitcher. Was getting Mike Shannon a mistake or is this a printing error in the roster sheet?

ANSWER: Mike Shannon should be a regular. The switch between Shannon and Carl Taylor was made after the roster sheet was printed up.

QUESTION: On the subject of nameless player cards, what should be done for defensive rookies or unrated veterans? Should they be given an "0" rating or what? The same goes for rookie offensive linemen?

ANSWER: Use your own judgement.

QUESTION: Is there a mistake in the Baltimore Colt defensive card for short-long pass? The Colts are rated "poor" and have a long gain on "9" on the elementary side, yet in advanced there is only long gain with one man in zone on No. 2 [2-4, 12] and no long gain at all with nobody back.

ANSWER: Our card, based on the 1973 season, shows a long gain on No. 2 [2-4, 12], but only with "0 Men" in zone. Checking with game company; rating is correct, as is card makeup. Remember that Colts have "0" defenders in three of four backfield spots, and that has to hurt on "defender X or long gain" readings.

QUESTION: What is Willie Davis' fielding rating on the new cards (1973 baseball season)?

ANSWER: On some card sets the printing was very light. His rating was a "1".

QUESTION: Since you can't stretch a single to a double does that also mean you can't tag up on a "Flyball C" in the elementary baseball game?

ANSWER: This question is confusing. First of all, you never could tag up on a "Flyball C" in either version of the game. It was always flyout with runners unable to advance. Also, there is no provision for "stretching" a single into a double.

QUESTION: 1973 Cleveland Browns' defensive card for end run, one-man, has -1 on roll of "3". Is this correct.

ANSWER: The Cleveland Browns' defensive cards are, in some areas, different than most of the other teams. But the reading of "-1" is correct.

QUESTION: Numbers are missing for Chicago Bears interception on short pass [no Nos. 8, 11, 12], while keyed results for Roger Lawson of the Bears and Jim Hooks and Steve Owens of the Detroit Lions are also missing on off-tackle plays. What should the readings be?

ANSWER: On our Bears' short pass, elementary side, the numbers are missing. It should read Int. 2-7, X 8-12. Roger Lawson's keyed reading, off-tackle, is -3 yards. Jim Hooks' readings are -3 (No. 9) and -1 (No. 11), while Owens' is -1 (No. 11). All keyed ratings are on off-tackle results.

QUESTION: What happens why you're in a pass-containment defense and the quarterback "must run"? Does he get all the yardage on his card, or is he limited to one yard short of a first down according to the pass-containment provision.

ANSWER: An excellent question. Harold Richman, creator of S-O-M games, says that "must run" is a broken play and to give credit for all yardage with no limitation.

Big 'D' Rolls On In S-O-M Football

Big "D" stands for Dallas, certainly not defeat, when the Garfield brothers of Great Neck, NY, take up their Strat-O-Matic Football dice. It was Dallas, going unbeaten for the second year in a row, that won the most recent of the Garfields' full-season NFL replays--this one based on the 1972 real-life season.

For those of you who don't remember the Garfields, they're football buffs who reside a little over a good S-O-M dice roll from Port Washington, the home of the game company. They first created a nation-wide S-O-M stir by advancing far in the football tournament portion of the S-O-M National Convention that was held in Brooklyn, NY, the summer of 1973.

Maurice is the older of the two, at 16, while Josh is 14. Both are all-A students in the classroom, too. Maurice, it should also be mentioned, worked part of the summer at the S-O-M plant, filling orders. He dropped in at S-O-M to purchase the football cards, found that an employee had left just the day before, and landed a job that very day.

Both the brothers participate in the replay, with the "big" games played head-to-head and the "routine" rolled solitaire.

As some of the long-term Review subscribers will remember, the Garfields' replay of the 1971 real-life season was featured in the Nov., 1973 Review, where the Super Bowl result found Dallas clubbing Miami, 37-7.

This past season it was more of the same as both Dallas and Miami went 14-0 through the regular-season and a Super Bowl showdown seemed imminent. Dallas mixed the passing of Roger Staubach, the receiving of Ron Sellers and Bob Hayes, the running of Calvin Hill and Walt Garrison with the "Doomsday Defense" and the Cowboys galloped off with the Eastern Division's NFC title, outscoring foes 415-149. Miami was equally awesome, running up such scores as 45-6, 55-0, etc., and wound up producing 490 points--35 per game, tops in the NFL--and yielding but 156.

All the division champions were true to real-life form except in the "Black S Blue" Division, or the NFC's Central Division. The Lions from Detroit roared loudest, utilizing a wide-open attack in contrast to a more conservative real-life offense, and edging out both Minnesota and disappointing Green Bay.

The runners, as could be expected, had a field day with O.J. Simpson of Buffalo rambling for 1,454 yards in 318 carries for a 4.6 average. Simpson was voted the AFC's most valuable player, while Larry Brown of the Redskins, who finished second in the running derby with 1,442 yards in 306 attempts, was the MVP choice in the NFC. Franco Harris of Pittsburgh struck paydirt gold 17 times, while a whopping total 15 runners cracked the 1,000-yard barrier.

The Garfields also voted some less distinctive awards. The New England Patriots received the "Defenseless Award" after giving up 4,780 yards and 50 touchdowns. "Which Way To The Hospital Award" was bestowed upon prone Lenny Dawson of Kansas City, who was "sacked" 50 times, while the "Birds of a Feather Flock Together" honor went to the Cardinals and Eagles, who between 'em won four games, each allowing 26 points per game.

All of the 1972 NFL happenings that the Garfields witnessed are compiled in their annual GNFL Strat-O-Matic Yearbook, a 63-page epic jammed with individual and team statistics that boggle the mind. The Yearbook closely resembles the "Official National Football League Record Manual" in its content. Even week-to-week team and individual statistics were included.

On the playing field, the Garfields call every flat pass "wrong" instead of "right" if the linebacking zone is vacated, plus they also use the "safety blitz", two tight ends on obvious running plays, three wide receivers, a full-house backfield, plus they give the offensive team one play, or one second on the clock, if a time out is called with 15 seconds left in either half.

The Garfields, who usually take about nine months to complete and compile replay results, also applaud S-O-M's new pass-run containment rule and plan on incorporating it into their already-under way 1973 season's replay.

On the following page are the GNFL standings, individual leaders, a playoff summary and a close look at the Super Bowl clash between unbeaten, the Miami Dolphins and Dallas Cowboys.

AFC

Eastern	Won	Lost	Tied	PF -PA
Miami	14	0	0	490-156
N.Y. Jets*	10	4	0	363-286
Buffalo	4	9	1	273-374
Baltimore	4	10	0	228-363
New England	2	11	1	305-405
<u>Central</u>				
Pittsburgh	11	3	0	400-161
Cleveland	9	5	0	318-210
Cincinnati	9	5	0	315-247
Houston	1	13	0	130-416
<u>Western</u>				
Oakland	10	3	1	389-227
Denver	5	7	2	231-305
Kansas City	6	8	0	217-277
San Diego	5	9	0	242-342

* Wild card playoff team.

NFC

Eastern	Won	Lost	Tied	PF - PA
Dallas	14	0	0	415-149
Washington*	10	3	1	343-221
N.Y. Giants	7	7	0	292-284
St. Louis	3	11	0	149-365
Philadelphia	1	12	1	159-364
<u>Central</u>				
Detroit	8	6	0	317-315
Minnesota	7	6	1	224-234
Green Bay	7	6	1	291-285
Chicago	6	8	0	227-259
<u>Western</u>				
San Francisco	9	5	0	319-228
Atlanta	6	7	1	260-317
Los Angeles	6	8	0	259-287
New Orleans	2	12	0	177-336

Playoffs

Miami 41, Oakland 10...Five Oakland turnovers turned what should have been a close defensive struggle into a rout for Miami. Oakland lost ball three times via interceptions, two fumbles, plus two blocked punts. Miami had 27-7 halftime bulge and it was all over.

Pittsburgh 28, N.Y. Jets 23...Underdog Jets almost pulled big upset. Steelers drove 74 yards, aided by Franco Harris' eight-yard run on fourth-and-six situation, late in game for what proved to be winning TD. Harris had 146 yards in 25 carries, Riggsins 107 in 18 for Jets, while Joe Namath was 10 of 22 for 208 yards but had four interceptions.

Miami 19, Pittsburgh 10...Jake Scott was hero as Dolphins won AFC championship. Scott intercepted pass with 8 minutes left and Miami trailing, 10-9, returning it 25 yards to Steeler 31. Moments later Larry Csonka ran 13 yards for TD. A field goal iced the win. Csonka had 100 yards in 16 carries and Bob Griese was 23 of 29 for 218 yards in passing department.

Dallas 42, Detroit 10...A mismatch as Cowboys rolled up 497 yards, 281 passing, and had 28-9 first down advantage. Calvin Hill rushed for 119 yards in 20 carries and Ron Sellers caught seven passes for 127 yards. Hill ran for three TDs.

Washington 27, San Francisco 13...Blocked 49er in first quarter led to Billy Kilmer-to-Charlie Taylor 10-yard TD pass and 'Skins were on their way. Washington had 17-6 halftime bulge. Brown finished with 126 yards in 27 cracks and had two touchdowns, with Kilmer hitting on 16 of 29 passes for 272 yards and two TDs. 'Skin defense choked off S.F. with only 29 yards running in 20 attempts.

Dallas 13, Washington 10...Dallas' air game got the best of 'Skins' rushing as Staubach was 22 of 33 for 281 yards, including a 38-yard TD toss to Sellers. Sellers totaled nine catches for 193 yards. Larry Brown, meanwhile, gained 125 yards in 29 carries for Washington, which fell behind 13-3 at halftime and never could fully recover. Redskins did recover two fumbles, hold the Cowboys to only 99 yards rushing as well as throw Dallas back at the one late in the game

SUPER BOWL

Dallas 20, Miami 18...Staubach should have had an "S" printed across his jersey for his performance in this one. He connected on 27 of 42 passes for 327 yards and two touchdowns, plus was the leading rusher with 79 yards in 10 carries. Dallas trailed 18-10 entering the final quarter, when Staubach hit Hill on a seven-yard TD pass. Then, after a series of Staubach scrambles covered 45 yards Tony Fritsch booted a 25-yard field goal on the game's last play for the margin of victory. Although the final score was close, Dallas had a 387-137 advantage

in total yardage. Sellers again had a big game, nabbing nine passes for 189 yards.

Individual GNFL leaders:

Rushing	Att-Yds.	Avg.	TD	Receiving	No.-Yds.	TD	Avg.
Simpson (BUF)	318-1454	4.6	7	Kwalick (SF)	72-787	8	10.9
Brown (WAS)	306-1442	4.7	12	Washington (SF)	65-1308	10	20.1
Harris (PIT)	221-1360	6.2	17	Jackson (PHIL)	62-1151	4	18.6
Johnson (NYG)	278-1342	4.8	12	Tucker (NYG)	62- 605	3	9.8
Csonka (MIA)	237-1296	5.5	11	Taylor (KC)	59- 856	10	14.5
Brockington (GB)	314-1291	4.1	10	Myers (CIN)	58- 624	1	10.8
Hubbard (OAK)	210-1219	5.8	4	Interceptions - 1. J. Taylor (CHI) 13;			
Hampton (ATL)	240-1175	4.9	6	2. Volk (BAL), Greene (BUF) 10.			
M.Garrett (SD)	255-1163	4.6	7	Scoring - 1. Cockroft (CLE) 132; 2.			
Hill (DAL)	270-1159	4.3	10	Yepremian (MIA) 124; 3. Marcol (G) 111			
Morris (MIA)	216-1124	5.2	13	Punting - 1. Wilson (KC) 45.0; 2.			
Riggins (NYJ)	217-1101	5.1	11	Eischeid (MIN) 43.6; 3. Cockroft (CLE)			
Johnson (CIN)	226-1057	4.7	12	43.5.			
Lane (GB)	244-1056	4.3	7	Punt Ret. - 1. Staggers (GB) 19.4;			
Little (DEN)	239-1049	4.4	8	2. Farasopolous (NYG) 13.5; 3. Berte-			
Garrison (DAL)	175-966	5.5	12	lsen (LA) 13.3.			
Douglass (CHI)	167-961	5.8	9	Kickoff Ret. - 1. Laird (BAL) 30.0;			
				2. Haymond (WAS) 29.5; 3. McCauley			
				(BAL) 29.3.			

Passing	Att-Comp	Pct.	TD	Yds.
Staubach (DAL)	144- 82	56.9	11	1175
Morrall (MIA)	185-101	54.5	18	1717
Spurrier (SF)	308-172	55.8	15	2210
Morton (DAL)	240-135	56.2	10	1745
Kilmer (WAS)	244-124	50.8	18	1826
Plunkett (NE)	323-161	49.8	16	2573
Shaw (BUF)	247-133	53.8	18	1990
Anderson (CIN)	341-192	56.3	10	2105
Lamonica (OAK)	269-140	52.0	22	2041
Namath (NYJ)	365-177	48.4	20	2812

Advertisements

Rates per issue will be as follows: First 30 words--50¢; 31-50 words--70¢; 51-70 words--\$1.00; 71-100 words--\$1.50; 101-120 words--\$1.80; 121-150 words--\$2.00; 151-175 words--\$2.50; 176-200 words--\$3.00. When you send in ads, specify either WANTED, FOR SALE, or LEAGUE FORMING, and name card sets by the year upon which they were based. Note: only advertisements regarding Strat-O-Matic products, related merchandise and leagues will be accepted. No other brand names may be mentioned or advertised. Also, no advertisements concerning photo-copied Strat-O-Matic player cards or related products will be accepted. If, when responding to ads, you find photocopied cards being offered, contact the Strat-O-Matic Review or Strat-O-Matic Game Co., as patent rights are being violated by any such reproduction of original cards. Ads, to be included in the next issue of the Review, must be in by the third of the month. Also, money sent in for ads will not be refunded. If have sent money but do not want ad to run, notify us and money will be credited to your subscription. Also, it should be pointed out, three names have been turned into the Strat-O-Matic Game Co., two because of complaints of offering photocopied cards and another for failure to fulfill an ad placed in the "For Sale" section.

Wanted

WANTED: Individual players and some teams from 1966. Send SASE for list. Bidding ends soon. Martha Lorenz, 46 Manor St., Hamden, CT 06517

WANTED: Additional players from sets 1969 and 1970 (baseball only). Will pay \$2.50 for each set. Write: R. Scott, 2973 Richardson Circle, El Dorado Hills, CA 95630

WANTED: Football--1967 complete set which is in excellent to mind condition. Will pay \$30 for it. 1968 complete set which is in excellent to mint condition, will pay \$25 for it. Also any miscellaneous teams from 1967 and 1968, will pay \$5 for the 1967 Packers and Raiders as well as the 1968 Jets. Send all offers to: Richard York, 19171 Derby St., Detroit, MI 48203

WANTED: 1970 Reds, 1968 Tigers, Cardinals, Yankees and Athletics. 1968, 1970 and 1971 extra players. I will pay almost any price. Send to: Mickey Wilson, Box 132, Alstead, NH 03602

WANTED: 1972 extra players, 1971 Giants, 1967 baseball teams. All Braves teams. Send bids to: Mike Weiermiller, 96 Morningside Dr., Elmira, NY 14905. Cards must be in playable condition.

WANTED: 1969 cards of Bill Russell, Bill Sudakis, Ron Woods, F. Fernandez; will buy whole teams. Also, 1968, 1969, '70 baseball teams. Write to: Ken DiVincenzo, 1122 Washington Blvd., Mayfield Heights, OH 44124

WANTED: 1968 baseball teams--Yankees, Tigers, Indians, Cardinals and Dodgers. Lowest bid accepted (within reason). Send bids to: Ship Winchell, 117 Manning Dr. No., Syracuse, NY 13212

WANTED: 1970 Cardinals football team (Cid Edwards is 5.3 rushing). Will pay top price, plus postage. Hurry! I need team soon. Send offers to: Clark Wheeler, 550 Gage Lane, San Diego, CA 92106

WANTED: Alternate managers for the Young Executive Baseball League. The Young Executive Baseball League is looking for alternate managers in case of resignation, for the upcoming season beginning in April. Managers should be over the age of 25, with Strat-O-Matic experience. This League has a weekly newsletter called the Executive. If you are interested, send your name, address and phone number to: Chuck Holman, 5324 E. First St., Apt. 272, Tucson, AR 85711, or phone (602) 881-1797

WANTED: Complete baseball sets from 1960 to 1971. Send me your bids and years to be sold. Teams must be complete and sets must contain all teams. Cards must be in good condition. You pay postage. Send responses to: Scot Wilcox, P.O. Box 107, Waterville, MN 56096

WANTED: 1968-1970 Kansas City Chiefs. Best bids accepted. Please mail extra stamp. Please contact if noticed. Bobby Hines, P.O. 117, Stony Creek, VA 23882

WANTED: S-O-M Football--1968 Steelers and Dolphins, and 1969 Browns, Chiefs, Rams, Vikings and Saints. Need badly. Please notify me if you have these teams. I would prefer to buy them all at once. I will pay \$2 each for them. FOR SALE: The Sporting News Baseball Guides, 1962 [\$10], 1968 [\$5], 1969 [\$3.50], 1971 [\$2.50], 1973 [\$2.25], 1974 [\$2]. Also Baseball Registers from 1971 [\$7] and 1973 [\$6]. Please add 50¢ each for postage and handling. IF interested contact: Richard York, 19171 Derby St., Detroit, MI 48203. Also will pay \$30 for 1968 football complete and in excellent to mint condition.

WANTED: 1969 Mets and Orioles, plus 1968, '69 and '70 Oakland Raider football teams. Will pay your price. All replies answered. Contact: Eric Emslie, 604 Wateredge Ave., Baldwin, NY 11510

WANTED: 1971 N.Y. Yankees and Mets, Oakland, Baltimore, Cincinnati, San Francisco, Houston; 1972 Kansas City, California, Minnesota, Chicago White Sox, New York Yankees, Baltimore, St. Louis. Mike Weiermiller, 96 Morningside Dr., Elmira, NY 14905

WANTED: All Football teams from 1967 and 1968. Send price wanted and condition of cards to: R. Layetzke, 14307-91 Avenue, Edmonton, Alberta, Canada

WANTED: Lost lots of cards in draft leagues? So have I. I also have extras galore. Let's trade--why spend to get teams when missing one card? Send lists and I'll send mine to you. I have cards in baseball, football, basketball from 1968 to present, except '69 football, which I am willing to buy. If possible, I'll forward your lists to others. Please write: Christopher King, Box 9707 S.U.N.Y. Binghamton, 13901

WANTED: 1972 New York Yankees. Will pay \$1.00. Write: Tim Olson, 9710 37th Place, Plymouth, MN 55441

For Sale

FOR SALE: Strat-O-Matic Football game with all 1972 teams in excellent condition. Over 80 score-sheets included. Price--\$14.75. Buyer pays postage. Will trade game for 1970 baseball teams! If additional players are included I will add \$3.00 to my offer. You may bid above price for a better chance. Write: Phil Ledesma, 12344 Felton Ave., Hawthorne, CA 90250

FOR SALE: All 1970 Football teams available. AFC or NFC, or NFL as units only. \$10.00 or \$2.00 respectively, or best offer. Maynard Luterman, 5561 Bradford Place, Montreal, Quebec, Canada H5W-2M6

FOR SALE: Baseball sets from 1966 (275 cards mostly American League), 1967, 1968, 1969, 1971, 1972, 1973. All in good to mint condition, with additional players except 1966. Highest bid accepted. Nite Mahan, 1708 Jewel Dr., Longmont, CO 80501

FOR SALE: 1970 baseball. All teams except Braves. Extra players included. 1972 Indians, Twins, White Sox, Orioles, Tigers. 1972-73 basketball game. Includes: Lakers, Kings, Bucks, Celtics, TrailBlazers, Hawks, Bulls, Warriors, Knicks and Bullets. Also includes game board, dice and pegs. All teams in excellent condition. Send bids to: Richard Fidero, 732 Ave. DeSan Clemente, Encinitas, CA 92024

FOR SALE: Here is the information you need to be the knowledgeable S-O-M fan. Knowledge that will be helpful to you in polls and other matters affecting the game. Any sports questions answered. Send S.A.S.E. and 10¢ (to be refunded if I am unable to answer) to: Roger Fahey, 13-31 146 St., Whitestone, NY 11357

LEAGUE FORMING: P-B-M draft basketball league, using advanced side; needs managers to complete season and also for next year. Must own all teams. Roger Fahey, 13-31 146 St., Whitestone, NY 11357

FOR SALE: 18 1963 teams (no Dodgers, Tigers; 14 1964 teams (no A's, Mets, Tigers, Dodgers, Red Sox, Senators), all 1965 teams, HOF's, 1940 Old-Timers and

several 1970's teams. For more information, send SASE to: Steve Gross, 31 Eaton Rd., Syosset, NY 11791. Bidding on teams ends Dec. 21.

FOR SALE: The Paluch Statistics Bureau is now in its fourth year as a leader in the world of statistics. With a more efficient and experienced staff than ever before, plus our brand new computer you are insured quicker service than ever before. The Paluch Statistics Bureau is no "fly by night" business, such as others you may see advertised, but is a well-organized and established firm with a reputation you can trust. So why shouldn't you have your stats done by the experts? Only 7¢ per game for basketball, football and baseball. Just send us in your scoresheets and in a matter of days your stats come back to you typed and 100 per cent accurate. Wouldn't it be great not to have to worry about compiling your own stats. So why should you? Let us do them for only a few pennies a game. So don't delay, drop your scoresheets in the mail today and take a load off your mind. Write: Paluch Statistics Bureau, 3325 S. Hoyne, Chicago, IL 60608

FOR SALE: The Paluch Statistics Bureau has come out with two new books: "NBA Preview '74" which contains rosters, schedules, stats and a complete rundown on each team for just \$2.00. Also, "74 Rating Book" rates players' 1974 performance. Filled with plenty of statistics, including final stats and an expert analysis on every team. \$2.00 each for A.L. or N.L., or \$3.00 for both. Two new books that are a must for your sports library. Write Paluch Statistics Bureau, 3325 S. Hoyne, Chicago, IL 60608

FOR SALE: All 26 1970 football teams. Very good to excellent condition. Highest bidder. Send bids to: Gerard Zack, 83 Kensington Dr., Camp Hill, PA 17011

ATTENTION: Plans for the 1975 Spring Capital and Strat-O-Matic Convention are now being drawn up. The convention, which will take place in Albany, NY, will be played on a weekend sometime in late March or April. Both basic and advanced versions will be used for baseball, football and basketball. Trophies will be awarded. If interested in attending, please write now. Write to: Scott Baker, 12 Glendale Ave., Delmar, NY 12054, or Chuck D'Aprix, 19 Adams Place, Delmar, NY 12054

FOR SALE: The following Old-Timer teams are for sale at 60¢ for one or \$1.00 for two. If you send for two teams, be sure to include an alternate or I'll charge 60¢ for the one team I send in case the other one is already sold. The teams are as follow: 1905 New York Giants, 1906 Chicago Cubs, 1909 Detroit Tigers, 1909 Pittsburgh Pirates, 1911 Philadelphia A's, 1919 Chicago White Sox, 1927 New York Yankees, 1931 Philadelphia A's, 1946 Boston Red Sox, 1950 New York Yankees, 1954 New York Giants, 1961 Cincinnati Reds, 1961 New York Yankees, 1962 New York Mets, 1962 San Francisco Giants, 1965 L.A. Dodgers. All teams have money back guarantee. Send money orders to: J. Victor Nahigian, 39 Beaver Rd., Weston, MA 02193

FOR SALE: Do you want to find out how many homers Jackie Robinson hit in 1951, or how many pennant winners Casey Stengel has managed? Just ask me and I'm sure I can find out. Some examples of prices are: one player, one year, 15¢; one player, lifetime, 25¢; and one year, all teams 21, different team stats, 25¢. Statistics researched from the 2,400-page Baseball Encyclopedia. Also, I have stats on the 1973 minor league season. For a complete price list send 10¢ to cover stamp to: Wayne Wheeler, P.O. Box 203, Cardston, Alberta, T0K 0K0

FOR SALE: 1972 Strat-O-Matic Baseball game. No parts lost, all 24 teams. Game is in good condition. Contact Ronnie McIlroy, 1101 Bardfield, Garland, TX 75041

FOR SALE: Baseball, '69, Cardinals, Red Sox, Tigers; '70, Yankees, Cubs; '71 Mets, Cubs, Braves; '72 Red Sox, Cardinals, Royals, Dodgers; '73 Twins. Football: '67 Jets, Chiefs; '68 Bears; '69 Eagles, Saints, Giants; '70 Jets, Saints, Falcons, Steelers, Lions, Bengals, Cards; '71 Rams, Cardinals, Raiders; '72 Chiefs, Cardinals, Vikings. **WANTED:** '65 Reds, Braves. Send bids to: Hillel Italie, 114 Perth Avenue, New Rochelle, NY 10804

FOR SALE: Complete basketball set with 1972-73 teams--Celtics, Knicks, Lakers, Bulls, Bucks, 76ers, Kings. Excellent condition. Price: \$6.25. Send to: Mike Glasser, 914 N.

Kenilworth, Oak Park, IL 60302

FOR SALE: To the highest bidder, baseball and football teams of the 1960's and 1970's. Teams like the 1971 Pirates, 1971 Orioles and 1970 Reds. And how about that 1971 Vida Blue, or '71 Joe Torre? For a complete list of teams, send self-addressed stamped envelope to: Jeff Banks, 1113 Slocum St., Philadelphia, PA 19150

FOR SALE: 1971 baseball [24 teams]; 1950 Phillies and Yankees, 1953 Dodgers, 1954 Giants and Indians, 1957 Braves, 1960 Pirates, 1961 Yankees. 1971 Football [26 teams] and 1972 Football [26 teams]. All in excellent condition. Kenneth Zimmerman, 326½ South Garfield Ave., Alhambra, CA 91801

FOR SALE: Strat-O-Matic Football Fans! Don't miss the boat. Scores of dice rollers are purchasing the 1974 edition of the "Kit" and none with regret. Every serious fan of S-O-M Football needs this great collection of rules and variations. This 25-page "Kit" is ideal for any age. Leagues are made better using the "Kit" and even solitaire players can use it. This "Kit" has everything, including tackles, fumble returns, penalties and option plays, along with numerous offensive, defensive and miscellaneous formations. In all there are 41 rules and variations; each explained in detail. Every rule you ever wanted to add to S-O-M Football is in this "Kit" plus many more. Guaranteed to make the game better for you or your league. So make it fast. Send only \$3.00 for your 1974 edition of the S-O-M Football "Kit". Send to: Jamie Potter, RD-1, Coventry Rd., Greene, NY 13778

League Forming

LEAGUE FORMING: 24-Team draft, advanced baseball using new '75 cards, including additional 96 players when they come out. I want only fair, reliable managers, preferably over 15, who are willing to work and don't put winning over fairness. \$7.00 entry fee to be collected now, \$3.50 will be refunded when you complete your 162-game schedule (this is to discourage poor managers from applying). League will be democratically run, we'll vote on what stats to keep, playoff system, etc. Send background material about yourself and \$7.00 to: Glenn Reigrod, 66-22 Fleet St., Forest Hills, NY 11375

LEAGUE FORMING: Want honest, reliable managers for a well-run league. You will manage your favorite team. Trading will be allowed. Newsletter every two weeks with stats and summaries of interesting games. Give summary of yourself and experience. Send top five team choices in order of preference to: Gary Fell, 842 Wake St., Arvide, Quebec, Canada G7S 2S4. We will use '73 teams.

LEAGUE FORMING: I need five managers for a new draft league which uses the A.L. cards. No extra players needed. For information, send name, address, age and years of S-O-M and P-B-M experience to me. Backup managers are also needed. Send the above information along with a 10¢ stamp to: Dave Girrard, 2303 Century Drive, LaGrande, OR 97850

LEAGUE FORMING: Attention S-O-M hardwood fans. Positions are open in NASOMA (North American Strat-O-Matic Association). NASOMA, now in its second season, is a P-B-M draft basketball league where you control your franchise just as if you were the owner, G-M and coach of your own pro basketball team. You will play a total of only 41 games all season of a complete 82-game schedule. You must own all 17 '73-74 NBA teams. Reliable managers send brief S-O-M biography and enclose 10¢ stamp for constitution, draft list and all other information. Write: Bryan Simmons, 22247 N. Brandon, Farmington Hills, MI 48024

LEAGUE FORMING: Wanted, reliable managers in my area to compete using 1974 or 1975 baseball teams. State age and previous experience. If unexperienced, don't worry. Send anyway. Send phone number and any ideas. Write to: Steve Dempsey, 945 S. Oak, West Chicago, IL 60185

LEAGUE FORMING: Reliable managers for '74 baseball draft league (P-B-M). Send short biography and 150 picks. No Angels, Brewers, Phillies, Padres, Royals, Red Sox, or Indians. \$5.00 entry fee (\$2.00 postage; \$3.00 deposit till end of season). Jon Urdan, 4732 N. Wilshire, Milwaukee, WI 53211

LEAGUE FORMING: S-O-M baseball players wanted to replay the 1975 edition of S-O-M. Will use either 24 teams or 12 teams depending on turnout. State favorite team and number of games played per year. Bi-monthly newsletter. Write: Eric Laycock, R.R.#1, Saltcoats, Sask., Canada S0A 3R0

LEAGUE FORMING: Interested in forming Strat-O-Matic Football league. Need players. Contact Dave O'Mara, 80Q [SP-17] Rm. 242, N.A.S., Norfolk, VA 23511. Call 804-489-7098

LEAGUE FORMING: We are having a play-by-mail S-O-M Baseball league, basic, consisting of six managers. We will be using the 1971 card set and also the 96 additional players. Hurry! Want to start drafting. If interested send to: Larry Vieira, 53 Shea Road, Milford, CT 06460

LEAGUE FORMING: Competitive managers needed for play-by-mail league, using 1970 cards. This will be a draft league using additional players. Send name, age, address (and state whether you have both leagues) to: Bob Bentz, 3608 Ridgeway Rd., Harrisburg, PA 17109

LEAGUE FORMING: United Baseball League forming. Enclose \$2.50 for trophies and three suggestions on teams you would like to play. We'll use 1974 teams in this play-by-mail league. You will receive the team's name that you'll play, a newsletter containing schedule, trade laws, etc. Looking for someone to do stats. Write: Mike Pagnotta, Box 28 Island Heights, NJ 08732

LEAGUE FORMING: Football--using the 1973 cards. We will play the elementary game, but using the advanced side of the cards. If interested contact: Richard York, 19171 Derby St., Detroit, MI 48203. This will be a play-by-mail league.

LEAGUE FORMING: Looking for reliable managers willing to stick out an extended 1967 American League P-B-M replay. Must have 1967 A.L. set; five extra players per team will be supplied! Entry fee--\$5.00, refunded at season's end. Complete stats will be kept. Replay done solely for results--not managerial glory of winning. For more information: John Spellman, 19 Edgemere Drive, Cranston, RI 02905

Rating The Old-Timer Teams

The last of the modern-day Old-Timer baseball teams, the 1962 San Francisco Giants and 1960 Pittsburgh Pirates, are being presented this month in Mike Gilbert's continuing series of evaluations.

Next month the Old-Timer stage will have a different cast of characters, as Gilbert begins the first of three monthly looks at the newest Strat-O-Matic Baseball Old-Timer set, the teams of pre-1920 vintage. The 1919 Chicago White Sox ("Black Sox") and the 1911 Philadelphia Athletics will lead off the January Old-Timer lineup.

This month's teams have some noteworthy features to them. The San Francisco Giants, many of you may not remember, were managed by current Oakland A's pilot Alvin Dark. And the 1960 Pittsburgh Pirates, many of you couldn't forget, knocked off the powerful New York Yankees in the World Series when second baseman Bill Mazeroski homered in the final inning of the seventh game for a 10-9 Buc triumph.

Remember when looking at the ratings listed below, they are taken as an average on a straight curve from all the Old-Timer teams. The teams are thus judged and evaluated against each other, rather than the league as a whole at their time. Exceptions to this average are pitchers (both starters and relievers) and bench, both of which Mike has based on his own opinion. The rating scale used is as follows: 1--Poor; 2--Fair; 3--Good; 4--Excellent. Note also that the first column in each category refers to team average and the second (in parentheses) to individual average.

1962 San Francisco Giants

Average	-	3.4	[.290]	Lineup to think about:
Stealing	-	3.4	[0+ .63]	1. Kuenn LF-3
Running	-	4.1	[1-14.4]	2. Hiller 2B-2
Power	-	4.7	[20 HR]	3. F.Alou RF-2
Fielding	-	2.4	[2.2]	4. Mays CF-1
Starters	-	2.5	--	5. Cepeda 1B-3
Relief	-	2.0	--	6. Davenport 3B-1
Bench	-	4.1	--	7. Haller C-3
Totals	-	26.6		8. Pagan SS-2

Comments: This is a tremendous lineup, especially for a modern-day team. Too bad that the cards are so hard to read. Don't avoid the temptation to put in Bailey, McCovey and M. Alou. The pitching situation is not so bright, although O'Dell, Sanford, Marichal and Pierce are not bad. Relief is poor, so think twice about taking out a starter. Try to overpower the opposition and remember to put people who get on base in front of Mays and Cepeda.

1960 Pittsburgh Pirates

Average	-	3.4	[.291]	Lineup to think about:
Stealing	-	2.1	[0]	1. Virdon CF-1
Running	-	1.5	[1-12.5]	2. Skinner LF-3
Power	-	2.2	[10.7 HRs]	3. Groat SS-2
Fielding	-	3.4	[2]	4. Clemente RF-1
Starters	-	2.3	--	5. Nelson 1B-3
Relief	-	2.5	--	6. Hoak 3B-1
Bench	-	2.5	--	7. Smith C-1
Totals	-	19.9		8. Mazeroski 2B-1

Comments: Despite the fact that this team has a high average, is isn't concentrated in any man. This weakens the team, along with the relatively low power rating. Nelson can be switched with Stuart if home run power is necessary. Smith is playing because of his power, although Burgess can hit as well. The Bucs lack a number four starter, and Face and Green must take up the slack.

Remember next month, the 1919 Chicago White Sox and the 1911 Philadelphia A's!

Guest Columnist

Gilbert Defends Views

14

BY MIKE GILBERT
352B North Hall
Menomonie, WI

I would like to come to my own defense. I appreciate the people who enjoy the Old-Timer ratings and am glad to be of some help.

Some people have criticized the ratings because they feel that they do not help. That's all right also. But, perhaps it is time to redefine the premises that they are based on. The totals of the men in the lineup given are added up and averaged to get the team's batting average, stealing, running, power and fielding. Therefore, the pitchers' statistics are not included.

The ratings in the above mentioned areas were put on a straight curve for all teams. As Mike Ferraro indicated, they should not be compared from year to year due to changes in baseball. There is no way to compare players of different eras in Strat-O-Matic, any more than there is in real life. The method I used is the only one available which gives any indication of how one team is compared to another.

OPINION AREAS

As far as the starters, relief and bench are concerned, these are based on my opinion as to which team is superior to the others. This differs from the other ratings in that respect. The totals of the ratings for each team are the least reliable of all the averages. For one thing, the total combines fact and my opinions; and for another, they assume that each of the above categories are equal in importance to the team, which is definitely not true. But, as I said before, it is the best approach I could come up with.

DIFFERENT ROLLS FOR DIFFERENT FOLKS

Now, moving on to another topic. I have been criticized about my statement that it is not likely that the same number will come up on the die twice. Now, I have never read a book on chance or probability, but my common sense tells me that it is true. The die has six sides, and each is equally likely to come up. However, if you roll the die six times, the chances are it will come up once on every side. Obviously this is not true, but it becomes more true when the number of rolls increases that one-sixth of the time it will land on every number.

Is it so hard to say that if a "one" is rolled the first time, the chances are it won't come up again? Its chances are one-sixth the first time, but one-sixth x one-sixth the second time. That's 1/36. Is that hard to understand?

Strat-O-Matic Spotlight

DO IT YOURSELF QUARTERBACK

William Kutscher, a big fan of the Denver Broncos, has for the past three years made his own card--a quarterback, at that--for Strat-O-Matic Football. He set up his own card, not so that he could move mountains, but just move the Bronco offense at a real-life pace.

What he does is each year replace the No. 1 Denver quarterback with himself. The first two seasons the Broncos were 6-7-1 and 3-11, and most recently 7-7. "My own personal card in my first two seasons was quite mediocre. However, I improved it for last season on the basis that I finally made the adjustment to pro ball. My card was approximately a 52 per cent passer, with a high interception rate and about average on the bomb," reports Kutscher.

For the record, Kutscher--the quarterback--attempted 303 passes, completed 154 for 2,148 yards and 15 touchdowns. He had a 50.8 completion percentage, with 21 interceptions (6.9 per cent).

Kutscher, because he is often unable to play against an opponent in S-O-M, has found the elementary version of the game very satisfying for solitaire dice-shaking action. He says that the basic version, to him, would be about as exciting as a game of tic-tat-toe if played head-to-head. But, for the following reasons, he considers it ideal for solitaire play:

(1) Because there are only two calls it is much easier to adjust the defense chart to fit the teams involved and the situation.

(2) Because of this simplicity the game plays much faster and is less fatiguing (I can play a 14-game season for Denver in a little over nine hours).

(3) You cannot take unfair advantage of weak spots on defense. For example, on offense your RT is a "3" and LT a "1". The defense has a RT "6" and a LT "4". One finds himself running all off-tackle plays to the right, or his conscience has him trying to figure out which side he 'should' run to on each play.

(4) Statistical accuracy is not sacrificed.

Kutscher also modified the basic game pass-rush chart slightly to take into account the offensive pass blocking rating. He also has added variety to long gains and interception return yardages by rolling three dice in these situations. The "third" die, unless the normal reading off the two-die result read touchdown, influences the outcome thusly: Die roll of "1"--added two yards to result; "2"--add one yard to result; "3"--no change; "4"--no change; "5"--subtract one yard from result; "6"--subtract two yards from result. "Those of us who keep runners' longest runs and receivers' longest receptions will especially appreciate this," adds Kutscher.

SCHOLASTIC BASEBALL LEAGUE

Reading, writing, arithmetic...and now Strat-O-Matic Baseball. All are happenings, traditional and not so traditional, at a Hamburg, PA high school where the Scholastic Strat-O-Matic Baseball League swings into action during lunch hours and study halls.

Larry Fryer, a second-place finisher during the regular-season of the draft league with his Pirates, defeated Jim Beltz' Orioles in the World Series, four games to one. The league played a 155-game schedule, with only one game separating Beltz and Fryer in the final standings. Other members of the league were Doug Henn (Mets, 15 games behind), Randy Loeb (A's, 16), Jeff Gromis (Phils, 16) and Sam Garland (Reds, 27)--with Garland managing to trade his way into the basement.

Based on the 1972 real-life season, Bobby Murcer led the league in home runs with 39 and RBI with 101, Cesar Cedeño had the highest average, .321; Nelson Briles had low ERA of 2.23, Steve Carlton won 28 games and Nolan Ryan struck out 356.

SHORT SHAKES

...D.J. Simpson (2,000-plus yards and many clouds of dust) is off and running in Paul Unger's (West Seneca, NY) 1973 football replay. After five games the Juice has amassed 893 yards in only 149 carries and scored 14 times... It was son versus father recently when Mike Anderson (Salisbury, NC) took a 1972 draft-league team (Yankees) and pitted it against his father (Reds) in what turned out to be an unusual game. Five pinch-hitters and five pitchers worked their way into the game as it drifted through 16 innings. Then in the 17th both teams scored. Finally, in the 21st, the Reds scored and seemingly ended the marathon, 3-1. Three singles and two strikeouts added up to a tense bases loaded situation for Mike in the bottom of the frame, however, and then Willie Stargell bid a pitch goodbye--socking a home run--and the game was over!...Another 21-inning game, played by Paul Adams, Framingham, MA, involved the 1971 Pittsburgh Pirates and San Diego Padres. First scoring came in the 15th when Dave Cash (Pirates) and Ivan Murrell each homered. San Diego missed a chance to end it soon after when two walks occurred and the next batter singled, if a 1-14 split number could be drawn. Instead a "17" came up and the game went on. Finally, Roberto Clemente and Bill Mazeroski both powered home runs in the 21st to give the win to the Bucs. Oddly, Adams' longest game ever came in game No. 313 of his replay...Matching a contemporary team (1970 Baltimore) against the 1906 Cubs in an S-O-M Baseball game, Peter Rozovsky (Montreal, Quebec) found out it was no contest. The Birds flew over the Cubs, 14-4, as Oriole catcher Ellie

Hendricks almost single-handedly smothered the Cub offense by throwing out all 10 runners who attempted to steal. Ironically, all four Cub runs were produced from the bat of pitcher Mordecai Brown, who hit three home runs!...Sherry Rodney and brother often put their money where their mouths are when it comes to arguing the superiority of different S-O-M Baseball teams. If Bowie Kuhn isn't listening (and pardons to Alex Karras and Paul Hornung), it can be revealed the duo bet on each game to enliven them and make sure both will be going all out to win. Stakes were not revealed by the North Miami Beach pair...It should have been easy--at least that's what Ron Dickinson (Leaf River, IL) thought when he paired the Washington Redskins and Cincinnati Bengals in a 1972 S-O-M Football game. The favored 'Skins did move the ball well, too, as Larry Brown rushed for 109 yards and Sonny Jurgensen passed for 322 and two touchdowns. The Bengals, especially the punt returners, were equal to the task, however, as LaMar Parrish (71), Tommy Casanova (72) and Parrish (75) again all scampered for long-distance touchdowns. Eventually the contest ended in a tie, 31-31, with Redskin kicker Curt Knight missing a 30-yard field goal and a chance for victory with less than a minute left...Dave Mendonca (San Jose, CA) crosses his heart and says it's true: Jim Maloney of the 1965 Reds struck out 27 [yes, 27!] batters in a 19-inning game eventually won over Milwaukee, 8-6. Maloney whiffed 15 in nine innings, then struck out 12 over the next 10...J.R. Richard of the Astros is having nothing but tough luck in Ken Barrett's baseball, 162-game draft league. He was still looking for his first win not long ago for manager Steve Milane. But if paper could shed tears, Richard's S-O-M card would bear a resemblance to a waterfall after a recent heartbreaking loss to a team managed by Jim Bourne. Richard hurled a no-hitter going into the last inning, only to lose it when Ron Hunt singled off a 1-7 chance. Then, after striking out 16, including seven in a row during one stretch and the side three times, Richard weakened and was finally touched for a pair of singles by Jim Wynn and Hunt--the second scoring Wynn--in the 13th inning.

Attendance Cards For Baseball

Wayne Kroft's a 23-year-old computer programmer in the Navy who considers Strat-O-Matic Baseball "the best darn game in America". And since he deals in facts and figures every day, he also loves to keep detailed and accurate batting and pitching averages for his S-O-M players.

Wayne previously owned the 1964 game and, after being away from the game for awhile, was pleasantly surprised at all the recent changes and how much sophisticated the game is now. Wayne is himself an innovator in a sense, having prepared elaborate charts to keep individual and team batting and pitching records for his S-O-M games.

His most novel idea was the compiling of "Attendance Cards" for each of the 24 teams, based on their 1973 home attendance records (see sample card for San Diego Padres. The card, set up in six columns, has the team ranking in attendance for its league, home games, total attendance and the average turnout. Putting his computer and math background to work, Kroft prepared "Attendance Cards" reflecting these figures. Before each game he simply rolls three die to find out how many people were there and records the number on the scoresheet.

His method, which must take a lot of time to prepare the cards, is no doubt accurate. But it doesn't have any method for determining the increase in attendance based on the opposition. Certain teams and players, naturally, lure more people out to see them. Here the attendance figure is a "chance" thing, although overall it will figure out correctly. A combination of the "Attendance Card", but with a built-in factor considering the opponent, "special" games, etc., would be an ideal situation.

Kroft also offers a simplified scoring system that S-O-M gamers, especially new ones, may want to try. Because most scoring methods are incomplete (such as not listing the fielder who made the play), Kroft feels that the fullest enjoyment is not always derived when a complete, yet simple, statistical picture is not possible.

[continued on following page]

Here is a sample "Attendance Card" for the 1973 San Diego Padres, also Kroft's scoring tips:

SAN DIEGO PADRES					
Rank-12					
ATTENDANCE CARD					
1	2	3	4	5	6
2-13,567	2-43,257	2-1,126	2-3,254	2-6,229	2-6,841
3-2,682	3-10,420	3-6,227	3-9,433	3-7,388	3-5,473
4-11,356	4-1,000	4-10,564	4-12,562	4-8,476	4-4,585
5-5,860	5-11,741	5-5,743	5-8,771	5-6,575	5-10,764
6-8,682	6-9,558	6-7,632	6-6,687	6-12,647	6-8,696
7-10,133	7-4,974	7-8,811	7-6,296	7-7,250	7-7,807
8-6,425	8-5,549	8-7,475	8-8,420	8-2,460	8-6,411
9-9,244	9-3,366	9-9,364	9-6,336	9-8,532	9-4,343
10-3,751	10-14,107	10-4,543	10-2,545	10-6,631	10-10,522
11-12,425	11-4,687	11-8,880	11-5,674	11-7,719	11-9,364
12-1,540	12-11,211	12-13,981	12-2,365	12-4,896	12-6,322
1973 ATTENDANCE RECORD					
Home Games		Total Attendance		Average	
81		611,827		7,553	

SCORING TIPS

S/ Single	FC/ Fielder's choice	DS Out stealing
D/ Double	E/ Error	K Strikeout
T/ Triple	W/ Walk	PB Passed ball
H/ Home Run	HP/ Hit by pitch	WP Wild pitch
	DP Doubleplay	
	TP Triple play	
	SB Stolen base	
FO Flyout (left field)	PO Popout (first base)	
LF	1B	
FFO Foulout (catcher)	GO Groundout (third base)	
C	3B	
LO Lineout (shortstop)	SF Sacrifice fly	
SS	SH Sacrifice hit	

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Crown New GKSML Diamond King

Murders Row, Trades Add Up To Champion

Almost faster than the New York Yankees used to dial Kansas City and acquire a needed player to keep its baseball powerhouses of yesteryear rollin' smoothly, Cliff Sage pulled away from his nearest pursuers and captured the GKSML [Greater Kalamazoo Strat-O-Matic League] National League baseball draft replay flag.

Cliff, who hails from Otsego, MI, home for the Strat-O-Matic Review, swung a series of trades [some called them "steals"] that bolstered an already imposing hitting cast and won the NL [based on 1973 real-life season] by seven games.

For Cliff, a veteran of GKSML baseball and football warfare, the baseball title was his first. He had the leading long-ball team (182 homers), combining the slugging brigade with a hurling staff that compiled a nifty 2.85 earned run average. Dale Holland, who finished second in the standings, also wound up second in the ERA department--3.21--far behind Cliff.

Those familiar with GKSML procedure remember that before each season is begun [nine baseball replays of 154 games have been completed], 15 players from the previous year's roster may be "protected". Then a draft is held of the remaining players [those dropped, new players and those traded from one league to another in real-life] to fill the other 10 roster spots.

Cliff, it turned out, had the murderous trio of Henry Aaron [44 home runs, 97 RBI], Bobby Bonds [42, 111] and Darrell Evans [42, 124] back and wasn't in need of any more batting punch. Pitching, however, was another story as the staff looked shaky. So, in a series of trades that had the rest of the league members shaking and quaking [although never publicly], Cliff swung trades for the likes of Don Sutton, Jon Matlack and Bob Gibson--giving up a multitude of players of average and below average ability in return--and then made Andy Messersmith his No. 1 draft choice. Presto! A league champion is born.

Since all the trades were made with Ron Ellinger, also of Otsego and a good friend of Cliff's who was playing in his first league, many people shook their heads and thought it was the days of the New York Yankees-Kansas City "underground railroad" all over again. And maybe it was.

One thing that should be said in Ron's defense, though, is that he did finish seventh; the first time the team he acquired had ever finished out of the cellar.

Another thing that came out of the 1974 NL season was a suggestion for a three-man committee to rule on all trades, with a majority vote necessary for approval. Since many of Cliff's trades were made by phone during the week and casually announced on game night, many of the league members were irritated because they didn't have the opportunity to perhaps offer more for players Ron was trading. A three-man committee, it's felt, will give everyone a chance to make bids, plus the committee would survey the strengths and weaknesses of the players involved in trades and see to it that an "underground railroad" wasn't in operation.

Oh, well, even the GKSML--with its longevity record--has problems!

THE BIG THREE

As it turned out, Sutton [19-9 and a league-leading 2.09 ERA], Jon Matlack [20-9, 2.87] and Messersmith [17-14, 3.35], blended with Gibson [12-8], Fred Norman [12-7] and relievers Gary Gentry [17 saves] and Rick Folkers, coupled with the awesome hitting, brought Cliff home a winner.

Dale Holland, also of Otsego, rode the hitting of Greg Luzinski [29 homers, 100 RBI] and Bob Bailey [32 HRs]--plus Johnny Bench chipped in 26--and the hurling of Don Wilson [17-11, 3.07] and relief specialist Mike Marshall [23 saves, 2.36 ERA in 164 innings] to a second.

Review co-editor Warren Newell finished third after Cesar Cedeno battered NL pitching for a league-leading .346 average, 36 home runs, 43 doubles and 111 RBI. Pete Rose [.312] was also Warren's valuable property. His squad led NL in hitting with .276 team average.

Other members of the league included Joel Block, Jim Myers and Ellinger--all from Otsego--Al Brinkert, a bank employee who lives in Kalamazoo, and Del Newell of the Review staff, who resides in Kalamazoo. Del, just two short years

won the AL flag. He fell into last place this time around in the NL, however, 37 games behind Cliff. He did mumble something about "wait until next year," though, because of the presence of Al Oliver [acquired via trade], Richie Zisk, Steve Garvey, Willie Montanez, Dave Cash and Manny Sanguillen.

WORLD SERIES

The GKSML's 1974 World Series matched Cliff against Warren's AL juggernaut, with Warren emerging triumphant in seven games. Warren, though shutout twice and held to a single run in another game, got the long ball when it counted, homering 11 times. In the finale, for instance, John Mayberry, Dave May and Carlton Fisk all cracked roundtrippers in a 4-2 win as Mel Stottlemire got the best of Messersmith.

Cliff did win the first two games, Sutton tossing a seven-hitter in a 5-1 victory and Messersmith a three-hit shutout, 4-0, in the second. Then Warren unloaded five homers in game three--by Mayberry, May, Frank Robinson, Dick Sharon and Bill Sudakis--and won, 7-5, and followed with a 12-8 romp over Sutton in No. 4.

Messersmith then tamed Warren again, 4-0, on a two-hitter in game No. 5. It was tied after No. 6, however, as Mayberry-May unloaded again in a 5-1 win over Sutton.

Messersmith, with two earlier Series shutouts and only allowing five hits, was the pitching MVP, while offensively May and Cliff's Evans each drilled four home runs. Both teams scored 29 runs, but it was Warren's 11-8 homer advantage that proved decisive.

Final standings and stats:

Standings	Won	Lost	GB	Batting	
1. Cliff Sage	96	58	--	1. Cedenno [WN]	.346
2. Dale Holland	89	65	7	2. Watson [JB]	.317
3. Warren Newell	88	66	8	3. Rose [WN]	.312
4. Joel Block	82	72	14	4. Lum [JM]	.299
5. Jim Myers	73	81	23	5. Perez [WN]	.295
6. Al Brinkert	68	86	28	Maddox [JB]	.295
7. Ron Ellinger	61	93	35	7. Millan [AB]	.293
8. Del Newell	59	95	37	8. Torre [AB]	.292
				Stargell [AB]	.292
				10. Simmons [JB]	.289
Hits					
1. Rose [WN]	204				
2. Millan [AB]	186				
3. Cedenno [WN]	181				
4. Bonds [CS]	173				
5. Davis [CS]	170				
Doubles					
1. Cedenno [WN]	43				
Stargell [AB]	43				
3. Staub [JB]	42				
4. Morgan [WN]	37				
5. Helms [JB]	36				
Perez [WN]	36				
Stolen Bases					
1. Lopes [JM]	41				
2. Cedenno [WN]	35				
Morgan [WN]	35				
Strikeouts					
1. Seaver [JB]	239				
2. Matlack [CS]	216				
3. Carlton [AB]	213				
Home Runs					
1. Aaron [CS]	44				
2. Stargell [AB]	42				
Evans [CS]	42				
Bonds [CS]	42				
5. Cedenno [WN]	36				
6. Bailey [DH]	32				
7. D. Johnson [RE]	30				
Tripples					
1. Rose [WN]	14				
2. Maddox [JB]	11				
Metzger [CS]	11				
Lum [JM]	11				
Runs					
1. Bonds [CS]	120				
2. Evans [CS]	101				
3. Morgan [WN]	95				
ERA					
1. Sutton [CS]	2.09				
2. Koosman [JB]	2.33				
3. Marshall [DH]	2.36				
4. Ellis [AB]	2.37				
5. Seaver [JB]	2.65				
6. John [AB]	2.73				
Won-Lost					
1. Seaver [JB]	21-16				
2. Matlack [CS]	20-9				
3. Sutton [CS]	19-9				
4. Koosman [JB]	17-6				
5. Wilson [DH]	17-11				
6. Messersmith [CS]	17-14				

Innings Pitched - Seaver [JB] 298; Shutouts - Seaver [JB] 7; Saves - Marshall [DH] 23; Home Runs Allowed - Messersmith [CS] 38.

Readers Roll 'Em

MORE PITCHING RATINGS NEEDED

I have wondered why Strat-O-Matic does not give pitchers individual fielding, bunting, power and running and stealing ratings. There is no reason why they can't give pitchers individual ratings.

All pitchers are "2" fielders, but they shouldn't be; many should be "4s". Also, some pitchers are excellent bunters and should be given an "A" rating. Many pitchers are used as pinch-runners and you lose this option because they are all rated 1-10.

Tom Jennings
St. Joseph, MI

Editor's note: Two main reasons why the S-O-M Game Company does not provide the ratings you request are (1) not enough statistical information is available to create realistic ratings, and (2) pitchers are not active in the above mentioned areas enough to even come up with a fair appraisal. It would be a case of too much opinion, and very little evidence to attest to pitchers' ability.

WIDE SIDE STORY

As an S-O-M Football gamester, I would like to help make the game better if possible. In selecting plays I found that I didn't have any lateral field position. I feel this factor, which plays a major part in play selection, would widen the S-O-M Football world.

It would give the offense and defense more things to think about. For example: First and 10, offense has ball on own 30 and on left side of field. Basically the offense has two sides--wide (to the right) and short (left). Logically the offense would go to the wide side, but the defense knows this too. So they may anticipate and move an extra man to the wide side. Maybe the offense should go to the left, where the defense is weak...I hope the game company will consider this idea. I think it will help.

Phil Ledesma
12344 Felton Ave.
Hawthorne, CA

S-O-M 'MAN OF YEAR'?

I wrote you once about the idea of a "Man of the Year" award in S-O-M. You said you thought it was a good idea and might start one. Now I'm wondering if you are really considering it?

It would be nice to see some one get it for some of their contributions. Such as Larry Thompson and others who have created charts and playing tips. It would also be a nice reward for some of the many players who have spent many hours running and creating leagues.

Tim Cawley
3808 Wilcox
Downers Grove, IL

Editor's note: At first we thought the idea had merit and that it would be nice to reward some one for their efforts in making the S-O-M world a better place to be a part of. However, criteria for selecting that person would be impossible to set up, plus it's our feeling that more animosity would be created (because of those who didn't get the award) than good will. The original idea behind the Review was to bring S-O-M gamesters closer together, not divide them and draw them apart. Such an award, we feel, would do that.

PHOTOCOPIED CARDS

Why has the game company and the Review been trying to crack down on persons selling photocopies? I recently bought three old sets, all copies, for a very reasonable price. Since the game company has no intention of reprinting pre-1971 sets, even for higher prices, how else can these early sets be obtained for less than \$50 for pre-1965 sets, while therecent sets cost approximately \$20?

I understand that patent rights are being violated, but the game company can do no more than stop these sales, which would only yield more cries for reprints. They can ask for no cash reimbursement, nor can they claim potential sales lost, since they do not print these older sets.

If the game company is planning to re-issue these sets, I support their measures 100 per cent; if not, don't make people pay exorbitant prices for scarce, hard-to-get cards.

Doug Smith
4 Kings Court
Parsippany, NJ

Editor's note: Photocopied cards being offered for sale, regardless of the reason why, still constitutes a violation of patent rights. The Review in an editorial explained what the game company's stance was on the re-issuing of old card sets (Oct., 1974 Review). We also know that some advertisers in the Review are offering, not openly, photocopied cards. You may have been satisfied with your purchase of such card sets, but others have complained of being "ripped off" by persons purporting to sell originals. Thus the reason for the crackdown.

REVIEW GETTING STAGNANT

In contrast to my lengthy letters which I send irregularly, I'll keep this one short. First, and most important to me, is that the Review seems to be getting stagnant. Few new ideas seem to be brought up; instead there is a constant argument about two issues: "big people vs. little people" conflict and re-issuing 1960's teams. On the first hand, I wish all the slighted "little people" would send in articles and ideas instead of just complaints. What the Review needs is a larger variety of ideas.

When I decided to write this letter, I was going to comment on the problems and weak points of Joe Meusey's solitaire defense chart. But I now realize that the benefit of his chart is that it is a different approach. If nothing else, this will set other solitarians to work on a better model combining the best aspects of the various defenses which have been presented in the Review.

And as to the re-issuing of the 1960's cards, I hope your editorial viewpoint means that the issue is closed. Of course, if anyone comes up with anything significant to say, then fine, print it. But most letters overlook one thing or another, and it is not even worth giving them space. If I wrote in and said S-O-M Baseball was rotten because it didn't distinguish between night games and day games, or home and away games, I'm afraid you would waste a lot

of space arguing over it. Similarly in the case of the silly arguments the Review is into now, some discretion must be shown.

One question in closing, though. What is the main purpose of the Review? To stimulate new ideas? To be a public forum for whatever is on our minds? To keep our interests alive? I would truly like to know.

Bob Cebelak
Durfee Hall, Room 317
Holland, MI

Editor's note: Glad you kept it short, Bob, as that saves space for new ideas. Seriously, you have some excellent points. We hope that with the editorial in the Oct. issue and the comments in the Nov. mag that the give-and-take about re-issuing old baseball card sets and the so-called "little people vs. big people" controversy will end. As far as the Review being stagnant, the welcome mat is always out for fresh ideas and new twists to old ones. And, finally, as to the main purpose of the Review, you answered your own question(s) --the Review tries to do all of those. The readership of the Review has a wide-range of interests (such as playing tips and presenting game innovations, replays, forming leagues, etc.). We seriously try to have a little something for everyone each issue.

MORE OLD-TIMER TEAMS NEEDED

It has been often said that we cannot know where we are until we know where we've been. This certainly is relevant for baseball and the Old-Timer teams prove to be excellent introductions to that sport's history, not just a pleasure. To read about past teams and players is one thing, but to play them is something else entirely. Because the Old-Timer teams are so informative as well as enjoyable, I cannot but cringe when I think of the teams not included in the series.

In the American League the '03 Red Sox, '16 Red Sox, '35 Tigers, '36 Yankees, '47 Yankees and '56 Yankees all deserve to be covered by Strat-O-Matic. The National League's '55 Dodgers, '47 Dodgers, '37 Giants, '26 Cardinals, '16 Dodgers, '12 Giants and '02 Pirates were as good without doubt as the '46 Cards or '50 Phils. And if Strat-O-Matic can supply us with an 1897 card for Willie Keeler, why not a team set for the '96 Orioles, '92 Red Sox, or the 1880 teams

of Cap Anson?

The Old-Timer teams were a brilliant, and no doubt profitable idea. I just hope the game company will not rest on its laurels.

Thomas E. Hilton
252 74 St.
Brooklyn, NY

OLD-TIMERS, SECONDED

I would like to comment on Strat-O-Matic Baseball. It's a tremendous game, no doubt about it. However, I feel some more teams should be added to the all-star teams.

Examples: '55 Dodgers, '29 A's, '56 Yankees, as well as the '19 Reds (so all S-O-M fans can replay the 1919 World Series). And, what about the old 1894 Orioles, baseball's first powerhouse, with superstars Willie Keeler (represented in Hall-of-Famers), John McGraw (later a great manager) and catcher Wilbert Robinson (who later managed Brooklyn)? Personally I dig Old-Timer baseball vs. the modern era. The excitement is contagious. So here's my vote for more Old-Timer baseball.

Rick Korcheski
Thunder Bay, Canada

ANOTHER CONVENTION SITE?

I play in John Spellman's play-by-mail league in baseball and am an assistant commissioner in the National League.

I was wondering if the convention is ever going to be in Pittsburgh, Philadelphia, Cincinnati or Cleveland? I would like to see it in Pittsburgh. We have adequate facilities here. Why not? How about next year? If you wrote our chamber of commerce, I'm sure you could get enough information.

Norman Bradel Jr.
3 Elwyn Ave.
Carnegie, PA

Editor's note: Sites are determined by the people who want to host conventions. If you want to host one --and remember there's a lot of work involved--Pittsburgh surely could be your next site.

PITCHERS FIELDING, HITTING...

I strongly feel that pitchers should have individual hitting cards. There should be a minimum of maybe 80 at-bats before issuing a card, and the cards should be optional and available at extra cost.

Pitchers should also have individual fielding, stealing and running ratings. Many pitchers are used as pinch-runners and some (i.e. Ken Brett) even pinch-hit.

These would improve the greatness of S-O-M Baseball.

Dean Amrhein
3990 Fifth Ave.
Pittsburgh, PA

TEAMS OF YOUR CHOICE

I have some comments I would like to make regarding the Review and Old-Timer teams.

First, the no-hitter column is the most wasted space in the Review. There must be something more relevant to insert besides that column. All-time basketball teams sound great, but how come the guys have only gone back as far as 1960-61 Celtics?

All-time football teams sound great. It's about time the game company started thinking about this. It's the only thing hurting the pro game. College football and basketball teams should be put out, at least old teams. If S-O-M doesn't want to put out a set each year, divide them into groups of six to be sold with maybe five different groups.

And, when will the S-O-M Hockey game be out? Is there any information yet? Hope the World Hockey Association will be available, since I'm a Crusader fan.

Gary Stishan
23 11th St.
Niles, OH

Editor's note: No word on S-O-M Hockey game as of this writing.

COLLEGE FOOTBALL

I like the idea of a college football game. College football has little representation in table games. Still, its different formations make it exciting. The differences are great enough that college teams could not be smoothly incorporated into the pro game.

Craig Heiland
9336 San Luis Ave.
South Gate, CA

New X-Chart For Catchers

For those S-O-M Baseball Fans who would like something different in the way of a Catcher's X-Chart rating system, here's Doug Smith's idea that you could try. Doug, a member of the Strat-O-Matic Associates (the same influential S-O-M group that is trying to launch the "Clearinghouse"), feels the chart provided by the game company inadequate. Explains Smith: "In a game, a passed ball or wild pitch is rarely followed by a foulout. Also the passed ball and wild pitch frequency was misrepresented. According to my chart, wild pitches do not vary according to the catcher, but passed balls do. The number of outs decreases and the number of errors increases as the fielding rating goes up."

Use the following key with the chart listed below:

K-Strikeout	WP-Wild Pitch	2-3-Groundout (catcher to first baseman)
E-Error (catcher)	PB-Passed Ball	1-One Base advance of runners
X-Foulout (catcher)		

Catcher's X-Chart

<u>Split</u> <u>Card</u>	<u>Rating</u> -	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>				
1.	K	K	K	K
2.	E-1	PB	PB	E-1
3.	23-1	23-1	E-1	23-1
4.	E-1	X	E-1	WP
5.	X	PB	X	WP
6.	X	E-1	23-1	PB
7.	X	WP	PB	X
8.	WP	X	X	23-1
9.	PB	23-1	X	E-1
10.	X	23-1	WP	E-1
11.	X	X	WP	X
12.	23-1	WP	X	PB
13.	X	X	E-1	PB
14.	X	X	23-1	PB
15.	WP	X	23-1	23-1
16.	WP	PB	PB	23-1
17.	X	X	X	WP
18.	X	PB	23-1	X
19.	X	23-1	WP	E-1
20.	PB	E-1	PB	PB

What's Available At S-O-M?

FOOTBALL

- 1972 - All team available. Cost: \$10.50 for entire set; 75¢ per team.
- 1971 - All teams available. Cost: \$10.50 for entire set; 75¢ per team.
- 1970 - Teams available include: Atlanta, Chicago, Green Bay, New Orleans, Philadelphia, Boston, Buffalo, Cleveland, Denver, Houston, N.Y. Jets, Pittsburgh, San Diego. Cost: \$7.00 for entire set of teams available; 75¢ per team.
- 1969 - Only teams left are Buffalo, Cincinnati, Denver, Houston, Miami, San Diego. Cost: \$3.75 for entire set available; 75¢ per team.
- 1968 - Atlanta and New Orleans only teams available. Cost: \$1.25 for both.

BASEBALL

- 1972 - Teams available include: Cincinnati, Atlanta, Philadelphia, Pittsburgh, Montreal, San Diego, Houston, Boston, Detroit, Oakland, Texas. Cost: \$6.50 for entire set of teams available; 60¢ per team. 1972 96 additional (continued on back page)

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[continued from page 23]

players are no longer available.
1971 - Teams available include: Pittsburgh, Milwaukee, Boston, Kansas City, Chicago White Sox, California, Washington, Cleveland, Detroit. Cost: \$5.00 for set of teams available; 55¢ per team.

All orders should be placed with the Strat-O-Matic Game Co., Inc., 82A South Bayles Ave., Port Washington, NY 11050. Include a 25¢ handling charge. Also, because many of the teams are in extremely short supply, a second choice should be made when ordering. Do not send orders to the Strat-O-Matic Review.

In This Corner...The Editors

Just like a cat with nine lives, the question of a pitcher's endurance factor inning continues to be buried and reborn again. Some readers continued to question the explanation in last month's Review, so--for the fourth time--the Review asked the game company (this time Harold Richman) about it. His answer (and hopefully the final word): "We've had a lot of discussion here about it, but it should be the inning listed on the card, not the next inning, that a pitcher's point of weakness can be reached. Some of the employees thought it to be the next inning, thus the answer given to the Review."