STRAT-O-MATIC REVIEW


Devoted exclusively to the Strat-0-Matic game fans, with the consent of the Strat-0-Matic Game Co.

## Constitution, Or Bylaws, Almost A Necessity For Successful League

When you're being paid $\$ 50,000$ and higher a year to manage a major league baseball club, chances are you wouldn't quit even if your team was in the throes of an 11-game losing streak. You might be fired, but chances are you wouldn't quit.

But what if you're the manager of a lusing team-one that you drafted or selected-playing an entire league schedule with Strat-0-Matic baseball cards? Does your sinus trouble seem to worsen as league game night approaches, preventing you from attending? Does the call of a female companion seem more irresistable? The fish are biting better. Your golf game is going great. You can't attend because your mother-in-law is visiting. If these are excuses heard from league members, your league is in deep trouble.

How do you prevent that losing manager from seeking other pursuits on game night, eventually dropping out of the league and, perhaps, causing the league to finally fold?

A step in the right direction is to set up leaque rules (call them bylaws or a constitution, whatever you prefer) before you embark on a league season with other members. Whenever you bring six, eight or ten sports table game fans together in a league situation, unusual happenings often occur.

A constitution should take care of the major roadblocks that might stand in the way of a successful league season, and it should definitely include such things as how the teams are to be chosen, attendance expected and penalties for failure to attend and rules regulating play, especially the use and overuse of batters and pitchers.

The real key to league play is still the human element, however, regardless of how elaborate a constitution you come up with. So, if you're contemplating starting a league, look first of all at who you would want to join such a setup and seriously look at their reliability, especially their interest and whether or not they're likely to be "fair weather players"--prompt and enthusiastic when winning; "phantom" or disappearing managers when losing.

The Editors of the Strat-0-Matic Review are currently involved in their third league season and a strong constitution has helped smooth the way toward completion of two 154game seasons and a good start on the third.

Although the constitution, which is printed in its entirety in this issue, is certainly not the final word when it comes to drafting league bylaws, the Editors are hopeful that it will provide a framework from which you can build or borrow if league play is your thing.

Among other items, the constitution covers the size of the teams and how they are chosen, league meetings, entry fees (the lure of financial reward, although small, helps
keep the interest embers flickering), rules regulating play and use of players, statistics, trading and injuries, with an elaborate chart set up as a guide to the number of games players can miss.

## GKSML CONSTITUTION

1. The league will consist of eight managers, who will each manage a 25-player team. The team will be selected through a league-wide draft of 12 teams ( 20 players each).
2. League will meet every Monday night, unless league members (majority) agree to another night.
A. Time--Start: 6:30-7:00 p.m. No game will start after 10:45 p.m.
B. Site--At each league members house (if feasible) on a rotating basis.
3. Entry fee--\$3.00. Payable on first night at time of draft.
A. If a player drops from league or has two unexplained absences (or makes no attempt to notify other league members of his upcoming absence and secure a substitute), he will be dropped from the league and his entry fee forfeited.
B. Payoff at finish of 154 -game schedule will be as follows:
(1) 1st place-- $\$ 12.00$
(2) 2nd place--\$ 8.00
(3) 3 rd place-- $\$ 4.00$
(4) If a tie, then a best two-of-three game playoff will be used to break it
4. Rules regulating play:
A. Players are to bat and pitch according to the number of times at bat and the innings pitched that year.
B. A pitcher must have three days rest between starts. If over 300 innings pitched, or if pitcher obviously will not make alloted innings late in season, a two-day rest will suffice.
(1) If a starter fails to go beyond four innings, then a two-day rest would be sufficient before the next start.
C. If a player bats more than he should (or pitches more), then any games that player(s) plays in will be forfeited. Stats will be kept, though.
(1) Exception would be if manager receives permission from three-player committee to use player more than official stats called for. Permissible only when there is no one else available at that particular position because of limited number of at-bats or injuries.
(2) Managers should be aware of innings pitched for pitchers, at-bats, and that every position is adequately stocked when drafting.
D. With runners on base the defensive manager must have an opportunity to hold the runners or call infield "in" or "deep" with runner on third base. Manager of team at bat should give defensive manager time (maximum five seconds) to make his moves. If no word from defensive manager, play continues with dice roll and, with runner on third, infield is "deep".
5. Statistics:
A. Score sheets should be filled in completely after every game. It's the job of the home team scorer to see that it is done.
B. Statistics to be kept (they should be kept up to date each week):
(1) Batters: games, at-bats, hits, doubles, triples, home runs, runs-batted-in, runs scored, stolen bases, average.
(2) Pitchers: games, games started, complete games, won-and-lost record, innings pitched, hits, earned runs, walks, strikeouts, shutouts, saves, earned run average.
6. Trading will be permitted anytime up to the 100 th game on the schedule. But, in order for trades to be completed, they must be done at the start of the evening and managers involved must be able to supply up-to-date averages on the players they are trading. If averages are not up-to-date, no trade can take place.
7. Injuries:
A. Eight is the maximum number of games a player can be injured at one time.
(1) Between games 139-154, three games will be the maximum at one time.
B. When a player is injured, his name should be written down on a master list (an injury sheet) at the time he is injured, with number of games injured and total for season
C. Injury table:

| Number of games can be injured, other than game now playing in. | Number of at including wa |
| :---: | :---: |
| 0. | . . 701--up |
| 1. | ...660-700 |
| 3. | . . .630-659 |
| 4. | . .600-629 |
| 6. | . .580-599 |
| 7. | . .560-579 |
| 8. | . . 540-559 |
| 9. | 530-539 |
| 10. | .510-529 |
| 11. | 500-509 |
| Any Amount. | . Below 500 |

* Remember to add at-bats and walks together when using chart.

8. Assignments
A. Warren - game sheets and standings board.
B. Mike - league leaders (weekly).
C. Del - schedule.
D. Joel - treasurer (keeps until league's end, entry fees).
E. Three-player committee to rule on situations involving part 4-C of constitution Duane, Cliff and Randy.

## Playing Tip

Larry Thompson

Carmel, California 93921
I've been playing Strat-0-Matic baseball from high school, through college, and into my post-graduation exercises with the U.S. Army in Vietnam (my current "home of record"). In the years I've been playing, I've attempted to improve on what has to be the finest computerized sports game on the market. My initial source of aggravation was the "spitt card" system of theoretically obtaining random numbers 1-20. I was interested to see that your publication also expressed concern with this "innovation." For the last six years I've employed an alternative method of obtaining random numbers based upon combinations of two dice rolled simultaneously and added together. Below is the reproduced "system."
Step 1 - role 2 identically colored dice and add them together obtaining a number 2-12. Check the step 1 chart and find what I refer to as the number frame, that is 1-5, $6-10,11-15$, or 16-20. Many times, such as in advancing runners, stealing, determining base hits and/or extra base hits, this is all that will be necessary to get a "result."
Step 2 - if a specific number, rather than just a number frame is needed in order to obtain a "result" role the two dice again and check in the appropriate column of step 2. You will notice that all combinations in step 2 give a specific number except 12. If double sixes (12) are rolled simply roll again until a dice combination between 2 and 11 is obtained.

## '27 Yankees Continue To Roll; Face '46 Bosox In Semifinals

The 1927 Yankees, after the scare of being extended the full five games by the 1962 Cincinnati Reds in first round action of an all-time Strat-0-Matic baseball tournament, found more trouble lurking in the second round in the form of the 1954 Clevelarid Indians. Fresh from a 3-1 tomahawking of the 1968 Cardinals in the initial round, the Indians appeared to have the tools, both in the pitching and hitting departments, to give the Yanks more than just a mild challenge.

Sure enough, in the opener the Indians surprised the "Bronx Bombers" with a solid twohit pitching performance by Early Wynn and came away with a 1-0 win. Al Smith's single, after an error and walk, scored the lone run in the top of the ninth inning. But the big shocker was the stifling of the Yank battling might by Wynn, who yielded singles to Earl Combs and Lou Gehrig--and that was all the batting punch from a team that had scored 21 runs and slugged seven home runs in the finale against the Reds.

The Yanks rebounded in games two and three, however, winning 5-2 and behind Urban Shocker's twirling, 2-1. Again, like in the first round, events were destined to go down to a fifth game as Wally Westlake belted a three-run homer and drove in four runs in pacing the Injuns to a 5-3 fourth game conquest.

First-game starters Wilcey Moore, for the Yanks, and Wynn dueled again. This time the Yanks took a 3-1 decision, scoring solo tallies in the first (off a double by Ruth), seventh (sacrifice fly by Lou Gehrig) and the eighth innings (home run by Tony Lazzeri) to oust the Indians. Moore, who had given up six hits in a losing effort in the opener, responded with a four-hitter in the crucial game.

While the ' 27 Yanks continued to roll on in the tourney, the last of the modern day teams, the 1962 Giants, fell by the wayside in second round play.

The Philadelphia Phillies ("Whiz Kids") did a four-game job on the Giants, with Del Ennis' three-run homer the key to a 6-3 triumph in the fourth tilt. Andy Seminick and Ennis pretty much sealed the Giants' fate in the second game, as Seminick singled in the winning run (8-7) in the bottom of the ninth inning and Ennis stroked two home runs and hammered a bases loaded triple to personally account for five runs-batted-in.

Biggest surprise of second round play, which was highlighted by four series' that went the full five-game route and two others that lasted four, was the 1941 Dodgers' sweep of the 1931 Athletics. Dodger pitching completely shackled the A's as Kirby Higbe, Whit Wyatt and Curt Davis pinned $3-1,2-1$ and $3-2$ defeats respectively on Connie Mack's boys. Dolph Camilij homered in the opener and had three hits in the third game to provide what hitting muscle was needed, while Wyatt had a two-hit hurling gem in besting Lefty Grove in the second game.

In other second round action, the 1940 Reds eliminated the 1946 Cards in three straight, as its pitching staff adding two more shutouts for a total of five in six straight wins; the 1922 Giants nipped the 1935 Cubs, three games to two, as the Giants scored a 3-2 victory in the last game, scoring twice in the bottom of the ninth inning; the 1934 Cards routed the ' 50 Yanks, 15-2, in a final game showdown for a 3-2 series victory; the 1953 Dodgers got past the 1941 Yanks, three games to two, and the 1946 Red Sox made it three out of four over the 1924 Senators.

Where five-game series' had high1ighted second round skirmishing, there was nary one to be found after the dust of quarter-finals play had settled, as the 1927 Yanks, 1946 Red Sox, '41 Dodgers and '53 Dodgers all steamrolled to impressive conquests.

The pitching corps of the ' 27 Yanks stole the spotlight in the quarter-finals, limiting the "Gas House Gang" ' 34 Cardinals to only three runs in an easy sweep. Ruth and Gehrig each smashed two homers on the way to $2-0,6-2$ and $3-1$ victories.

Advancing to a semifinals clash with the "Bronx Bombers" was the 1946 Red Sox, who sent the 1950 Phils on a one way trip out of the tourney in four games. After a 11-10 slugfest won by the Phils in the opener, the Bosox pitching staff checked the Phils with a lone run a game in sweeping the next three. Ted Williams clouted a pair of homers in the opener and finished with eight RBIs in the series.

In the other bracket the two Dodger teams scored 3-1 victories to advance to the semi's. Camilli and Joe Medwick were hitting heroes for the '41 "Bums", as Camilli stroked homers in both the first and second games and Medwick knocked in two markers in the final to ease
the 1940 Reds out, while the ' 53 Dodgers averaged eight runs a game in snuffing out the hopes of the 1922 Giants.

So, heading into the last turn of the all-time tournament race, semifinals play will match Ruth, Gehrig and the heavy-hitting '27. Yanks against the Ted Williams-led ' 46 Red Sox and another power-plus squad, the 1953 Dodgers, against their namestakes, the ' 41 Dodgers, a team that knocked off the 1931 A's and 1940 Reds, both who had impressed in early rounds, in recent triumphs.

Second round and quarter-finals results:
SECOND ROUND
1940 Reds d. 1946 Cards, 3-0 (Reds' pitching staff ups shutouts to five in six games with second sweep; Ernie Lombardi pounded out six.hits).

1922 Giants d. 1935 Cubs, 3-2 (Cubs lost last game after holding 2-1 lead going into bottom of ninth inning; two triples--by Irish Meusel and George Kelly-and an error by 1-fielding shortstop Billy Jurges led to winning runs).

1950 Phils d. 1962 Giants, 3-1 (Juan Marichal won lond Giant game, 10-5, as last of modern day teams was ousted).
1946 Red Sox d. 1924 Senators, 3-1 (Ted Williams, Johnny Pesky and Dom Dimaggio powered Sox, offsetting individual hitting feats of Goose Goslin of Nats, who twice had three hits in one game).

1927 Yanks d. 1954 Indians, 3-2 (After 40-run barrage against Reds in first round, Yanks outlasted Indians in five games, outscoring 'em, 13-10, although outhit 37-34).
vs
2 (Dizzy Dean, after losing opener, came back to stop Yanks on seven hits in last game, $15-2$, as Card hitters pounded out 17 hits, including four off bats of Frankie Frisch).

## QUARTER-FINALS

1941 Dodgers d. 1940 Reds, 3-1 (Reds, after five of six wins via shutouts, were blanked themselves in opener, 1-0; Dolph Camilli was Dodger hitting star in easy series win).
, 3-1 (Dodgers overpowered Giants in opener, 8-1, with five-homer cannonade, then wrapped up series in fourth game with 13-3 assault, rattling off nine hits good for nine runs in first inning).

1946 Red Sox d. 1950 Phils, 3-1 (Phils won first game slugfest, 11-10, then Sox hurlers quieted "Whiz Kids" bats, allowing only a lone run in each of next three games).
vs
1927 Yanks d. 1934 Cards, 3-0 (Ruth belted homer in 2-0 first game victory and three-run job in 6-2 second game triumph as Cards scored only three runs in losing three straight).

RATES: Per Issue - up to 30 words, $50 \$$; $31-50$ words, $70 \$ ; 51-70$ words, $\$ 1.00$; and $71-100$ words, $\$ 1.50$. When you send in your ads, specify either FOR SALE, WANTED, or LEAGUE, name any card sets by the year upon which they were based.
NOTE: Only advertisements regarding Strat-0-Matic products, related merchandise, and leagues will be accepted. No other brand names may be mentioned or advertised. No advertisement concerning photocopied Strat-0-Matic player cards or related products will be accepted.

## Wanted

WANTED: I will pay $\$ 20.00$ for American and National baseball leagues from 1962 , 1963 and 1964. Write: Ronald Payne, 1113 Fresno Street, Paso Robles, California 93446.

WANTED: 1962. 1963, both leagues. 1964, 1967 American leagues. Willing to pay $\$ 22.50$ total, or $\$ 7.50$ for 1962 and 1963 each, and $\$ 3.75$ for 1965 and 1967 American leagues each. Write: Stanly Roberts, 841 W. 38th Street, Austin, Texas 78705.

WANTED: 1966, '67, '68 Orioles and '68 Twins teams. Willing to pay $45 \phi$ each. Write: Donald DiGennaro, 212 Burrows Street, Rochester, New York 14606.

WANTED: 1966 Baltimore Orioles; willing to pay what you think is reasonable. Write: Chris Curtis, P.O. Box 872, Phoenix, Oregon 97535 Try to make sure cards are not bent.

WANTED: Yankee and Cardinal teams from the 50's and the ' 59 White Sox. Will pay $\$ 1.00-$ $\$ 1.50$. I want to know about any baseball leagues in St. Louis area. If I can get few more people, might start league. St. Louis people call 961-6292; write: 1613 E. Swan, Brentwood, MO 63144.

WANTED: Any Strat-0-Matic football team made before 1968 . Will pay $\$ 6.00$ money especially for 1967 Green Bay. Need desperately for league. Also need 1967 Rams or earlier. Willing to trade some teams also. Write: Jeff Johnson, 5 Thrush Circle, Rockford, Illinois 61107.

WANTED: Any or al1 1962 AL and NL teams. Will pay well. Write: Bill Nunan, 1126 Helen Drive, Millbrae, California 94030.

WANTED: 64-68 major league baseball. Willing to pay $\$ 4.00$ apiece for $64-67$ and $\$ 5.30$ for 68 cards. Write: Randall Vermillion, Masonic Homes, Elizabethtown, Pennsylvania 17022.

WANTED: 1964 and 1965 American Leagues. A11 200 cards must be present. Will pay $\$ 5.00$ per league. Write: Pete Prorek, 541 Fairhill Drive, Libertyville, Illinois 60048.

WANTED: Strat-0-Matic player cards based on the 1960 and 1961 seasons. I will pay $\$ 50.00$ for the 80 card 1960 All-Star set and $\$ 50.00$ for the 100 card 1961 A11-Star set. Will also trade any other season for either set. Write: Terry C. Ray, 2913 Lenn Street, Kansas City, Missouri 64129.

Spend more time playing and less figuring. I will complie statistics of Strat-0-Matic games quickly and accurately. Only $5 \phi$ per team per game. George Cozby, Box 105, Jonesboro, Illinois 62952.

WANTED: I would like to get the following teams: 1964 Cardinals, 1964 Yankees, 1963 Dodgers, 1963 Cardinals. Write: Larry Asbill, 2724 16th Street, Sacramento, California. I will pay $60 \phi$ for each.

WANTED: 80 card 1960 Strat-0-Matic baseball season. Buy, or trade old Strat-0-Matic seasons. Also have other items to trade. Robert Henry, 15919 Ferguson, Detroit, MI 48227.

WANTED: 1968 and older American League, and National League player cards. Willing to pay $\$ 5.00$ for set. Write: Richard Tordan, 810 Longfield Road, Philadelphia, PA 19118.

WANTED: any pirate team from 1962-1966. Write: Rick Port, 317 College Hill Rd., Enola, Pennsylvania 17025.

WANTED: '67. '68, '69 Cubs; '67 Reds, '67 Braves; ' 67 Sox! ' 68 Dodgers; ' 68 Mets; ' 69 Phillies. Will pay $\$ 2.00$ or more. Write: Daniel Garza, 14629 California Avenue, Posen, Illinois 60469.

WANTED: Complete 1966 Pirates, useable condition. Will buy from lowest bidder. (Make offer.) Write: Dean Amrhein, 361 Bost Drive, West Mifflin, PA 15122.

WANTED: '63 Yankees, \$.35; '64 Yankees, \$.35; ' 64 Chisox, $\$ .25$; ' 64 Cards, $\$ .35$; '64 Phillies, \$.25; '66 Baltimore, \$.35; '67 Chisox, \$.50; '68 Yankees, \$.25; '68 Cards, $\$ .35$; ' 68 Detroit, $\$ .50$. Write: William Barbedsch, 7 Creek Bend Road, Poughkeepsie, New York 12603.

WANTED: 1965 National League set and 1966 majors. If you don't have sets, I willpurchase separate teams. For quick response write: Mark Westendorf, 1105 Amherst Place, Dayton, Ohio 45406.

WANTED: 1962-1966 Strat-0-Matic baseball teams. Write me to distinguish the price you want for the teams. Please write if you have any of the 1962-1966 teams and are willing to sell them. Write: Mark Campbell, 5500 Gina Court, Sacramento, CA 95841.

Here's your chance to purchase 1963 through 1968 S.O.M. baseball sets. These sets are not sold by the company but are now available to you. These cards are not worn out, torn or crumbled, but are in good to excellent condition. Only top quality.
And for you football fans, now you can purchase the complete 1967 NFL S.O.M. sets and both complete sets of the AFL and NFL of 1968 and 1969.
And also available are past issues of all kinds of sports magazines and newspapers.

Don't hesitate if you're interested so send your offers or ask for more information. Write: Joseph Vece, 28 Judson Avenue, New Haven, Connecticut 06511.

## For Sale

FOR SALE: Footba11: '68 Patriots, Broncos, Bills, Falcons, Redskins, Dolphins, Eagles, and Cardinals, $50 \phi$ a team or $\$ 3.75$ for entire set; '67-49ers for 604. Basebal1: ' 69 Pilots, Royals, White Sox, Expo's, and Padres, $40 \$$ a team or $\$ 1.75$ for entire set. '67 Yankees, Indians, Senators, and Dodgers, 45 $\$$ a team or $\$ 1.60$ for entire set; '66 Mets, 50\$. Write: Paul Fudold, 13380 Camden, Detroit, Michigan 48213.

FOR SALE: 1968 set complete both American and National League in good condition, $\$ 7.00$. Write: William Hyman, 4 Edgewood Drive, Freehold, New Jersey 07728.

FOR SALE: 1967 National League set, at $\$ 2.50$, to highest bidder, or will trade for 1962 or ' 63 National League. Write: Jim Powers, 19864 Needles Street, Chatsworth, California 91311.

FOR SALE: Basebal1: 01dtimer-1931 Athletics, 1934 Cardinals, 1953 Dodgers, 1957 Braves, $\$ .25$; four for $80 \$$. 1969-at least 22ф per team. Al1 National League (except Montreal) also Yankees, Royals, Athletics (baseball orders-includ large enough envelope and stamps) 1969 American Footbal1 league all teams (including postage) $\$ 3.75$ (worth $\$ 7.50$ ). Check or cash. Write: Todd Eaton, 28 Hillside Drive, Williamsville, NY 14221.

## League's Forming

LEAGUE FORMING: Want to form a league in
Cleveland, Cleveland Heights area. Write: Ed Carpenter, 2632 Wellington Road, Cleveland Heights, Ohio 44118, or call 932-4567.

LEAGUE FORMING: Want to get in contact with people in the Flushing area interested in strating a league. Write: Peter Grabiner, 29-30 138th Street, Flushing, NY 11354, or call LE9-6417.

LEAGUE FORMING: Want to get in contact with anyone starting a league in the Madison, Wisconsin area. Write: Tony Dvorak, 2001 Jefferson Street, Madison, Wisconsin 53711 or call 256-7666.

LEAGUE FORMING: Anyone in the area of Kalkaska interested in forming a baseball league. Write Randy Fosmore, Box 469, R.1, Kalakska, MI 49646 or call 258-2691.

LEAGUE FORMING: MIchigan State University student wanted for opponent in any table top game. Write Craig Muirhead, 629 East Wilson Hall, MSU or call 353-0276.

EAGUE FORMING: Wanted with people in southern Illinois or close by. Am starting league of old-timers or modern teams if you
prefer. Send your predictions for the 1971 baseball season. George Cozby, Box 105, Jonesboro, Illinois 62952.

LEAGUE FORMING: Wanted someone interested in sharing National League replay thru mail. Will split schedule between us for entire 162 games. Batting, pitching records to be kept. Must be willing to stick out entire season, and keep in constant touch thru mail with current records and teams progress. Games to be played daily will be agree upon between you and I. Write: G. Thompson, 1025 Vina, Long Beach, California 90813.

## Readers Roll 'Em

Dear Sirs:
The first issue of the Strat-0-Matic Review was fäntastic. I'm sure the many Strat-0-Matic fans across the country are happy for a magazine about our favorite games. I really liked the story on the game's creator, Harold Richman.
I. have just finished playing a series of games between the 1927 Yankees and the 1962 Mets. The Yankees beat the Mets, 4 games to 0 . The scores were $4-0,3-0,5-0$, and 4-0. I refer to these games as "The Slaughter Series." Thank you and keep up the good work. Sincerely,

Bernard Kugel
Dear Sirs:
I've been playing Strat-0-Matic since 1964. I've played at least 5,000 games in my life and had three no-hitters. Juan Marichal of 1967 no-hit the 1963 Houston Colts. Gary Bell of the 1967 Red Sox beat the ' 67 Twins $8-0$ on no hits, and Urban Shocker threw a perfect game at the ' 67 Tigers. (He's from the ' 27 Yankees). I also play the football game. I've replayed the ' 67 Oakland Raiders 6 times against every conceivable group of teams and they finished first each time. I usually pick a particular team and play its and only its schedule and assume the other teams in the league fared the way they really did that year Just the games my team is involved in change.
(For baseball and football.)
I have every game (almost) on the market, but Strat-0-Matic is by far the best. I should never have bothered with the other brands, they were just a waste of money. Oh well, what's $\$ 60.00$ ? I hate myself every time I think of that.

Thanks,
Bill Nunan
Millbrae, CA 94030
Dear Sirs:
I have owned Strat-0-Matic since 1967 and have enjoyed fantastic action in baseball and football since then. Of all games one sticks in my mind as most exhausting and very fantastic. The setting is August 31, 1970 down south in Jacksonville, Florida. The game that is about to take place is between combined teams of New York Yankees and Los Angeles (Brooklyn) Dodgers. The Yanks outfield consists of Maris, Mantle and Ruth while the Dodger power lies in Snider and Hodges. Bill Singer of 1967 and Warte Hoyt of ' 27 start for each team respectively, both of whom will not receive won or lost decisions. Regan relieved Singer in the 8 th with Yanks in a 4-3 lead. Arroyo is put in to save the victory. With two outs in the ninth and everything seeming lost for Regan and the Dodgers, Billy Cox smashes one to center too deep for Mantle to reach. After nine innings its all tied

4-4. In the 11th, on consecutive hits by Gehrig, Mantle and Ruth, the Yanks seem to wrap it up with a 6-4 edge. But, Snider doubles home two runs and all is again tied. No late rushes are mounted in the following 9 innings as the game remains 6-6 after 20.

Six straight outs are registered by Erskine and Arroyo, but this inning marks a new long game record in my SOM history

The real major league record, 26 innings, is soon matched and all eyes are focused on New York as Richardson leads off the 27 th with a clean single to left. Then all is ended when Babe Ruth of 1927 hits a long one to be remembered for many a year.

The Yank's Arroyo is the winner of the long one as he pitched 19 innings. Erskine of L.A. was the loser, but he too pitched some mighty fine ball. My long game, probably longer than any other in SOM history, took an hour and 15 minutes to complete. As soach of L.A., I was quite happy to see the game end but not in an 8-6 defeat. Ruth, Mantle and Cox were the only players with homers.

Yours truly,
Joe Marcoccio
Warwick, RI 02886
Dear Sirs:
First off I would like to commend you on your fine magazine. I especially liked the article titled "League Play Is Fun?" How true and close to home it sounded. I, like many thousands across the country, have become a Strat-0-Matic fanatic. I am now in the process of starting a 12 team replay of the 1970 baseball season.

Avid follower,
Steve Birrer
Dear Sirs:
I replayed the 1970 World Series, with the Baltimore Orioles winning the series, 4 games to 1, over Cincinnati, just like in reallife. Baltimore's hot hitters in the series were Merv Rettenmund with 8 hits in 19 atbats, and Paul Blair, with 9 for 22. Brooks Robinson, Blair, and Rettenmund each blasted two home runs in the Strat-0-Matic replay, with Ellie Hendricks (6 for 17), Boog Powe11, and Frank Robinson each hitting one roundtripper. Bernie Carbo was the only bright spot in the Reds' lineup, with 3 singles, a double, and a triple in 14 at-bats. The Baltimore pitching staff was nothing short of spectacular, holding the awesome Reds'
power-packed lineup to 23 hits in the 5 games.

In the first game, Pete Rose started the World Series off with a bang as he knocked Mike Cuellar's first pitch into the right field stands for a homer. But Frank Robinson equaled that, tying the game at one apiece with his own solo blast in the first inning. In the second, Carbo, for the Reds, blasted a triple into right-center and scored or an infield ground-out, giving the Big Red Machine a 2-1 lead. The Reds added an unearned run in the seventh to insure their victory. Merv Rettenmund's home run in the 9th helped make it exciting, but the Reds won it, getting only 3 hits in a $3-2$ victory.

In the 2nd game, Cincinnati jumped into an early lead again, with Johnny Bench blasting a two-run homer in the first inning, but the Orioles would not give up yet. Brooks Robinson and Paul Blair each knocked two-run homers in the second inning, when Baltimore sent 10 men to the plate and scored 5 runs. Jim Palmer blanked Cincy until the fifth when Bobby Tolan connected for a home run to make it $5-3$, which is how it ended.

The third game was a see-saw battle with home run blasts coming off the bats of Tony Perez aith no baserunners and Merv Rettenmund and Brooks Robinson each with one runner on base, Dave McNally started the game, but went out for Pete Richert at the end of the 6 th frame with the Reds leading, 5-4. Pete Richert proceded then to strike out 8 of the 10 batters he faced, while Baltimore scored twice to win, 6-5, taking a 2 games to 1 lead in the World Series.

Game number 4 was all Mike Cuellar, with Cuellar hurling a 5-hit, 9 -strikeout victory. Once again, the Reds took an early lead with Bob Tolan hitting a solo shot over the wall in the 3rd inning, but again Baltimore came from behind with Paul Blair blasting a Gary Nolan pitch for a 2-run homer in the 7th, and the Orioles went on to win, 4-1.

The fifth game was not close, even at the beginning. Boog Powell put the Orioles out in front to stay with a two run homer in the first inning. The Reds came back in the first with back-to-back singles by Dave Concepcion, Perez, and Bench, and scored a run. But that was all for the Big Red Machine as Jim Palmer shut them out on no hits the rest of the way while Baltimore scored 6 more runs, including a 2-run double and a 2-run homer by Ellie Hendricks. The 5th game ended that way, 8 to 1 in favor of the Baltimore Orioles, with Baltimore winning the series, 4 games to 1. For the Orioles, Paul Blair had 6 runs batted
in and 5 stolen bases to lead both teans in those categories for the 5 games.

## Tom Gredell and Steve Singermen Park Forest, Illinois 60456

Dear Sirs:
Thank you so much for printing a magazine devoted exclusively to fans of the world's finest table baseball game, Strat0 -Matic. I read the Harold Richman story in your March issue, and all I can say is, "eat your heart out, Milton Bradley." Last year, I was unfortunate and idiotic enough to invest $\$ 14.00$ in an ... Baseball Game. Anyone wising to buy a little league baseball game, cheap, should contact me.

I am about $90 \%$ pleased with Strat-0Matic Baseball, but I have found a few shortcomings. First of all, every pitcher in Strat-0-Matic has the exact same chances as any benchwarmer in succeeding at the hit-and-run, sacrifice bunt, and suicide squeeze plays. Third, it seems as if the Strat-0-Matic Game Co., could print a pitcher's hitting chart on the back of his pitching card, instead of having each pitcher rated as either a 1, 2, 3, or 4 in hitting. Aside from these three things, Strat-0-Matic is the ideal baseball gameperfect in every way. Anyone who has devised a system for any of these three things, would you please either write the Strat-0-Matic Review or write directly to me at 126 Daphne Way, Broomfield, Colorado, 80020.

I've found that a team can be given a "home park advantage," and a "visiting park advantage" simply by altering fielding ratings. When a team is playing in its home park, decrease the fielding ratings of all home teams players with a 2 or 3 fielding rating. (Thus, if Tommy Helms had a 2 rating in fielding, and he was playing in Cincinnati, he would automatically become a 1.) When the team is playing away, increase the players' fielding ratings. (Tommy Helms would then become a 3.) Since every team plays 81 games at home, and 81 away, the fielding percentages should balance out, along with the teams ${ }^{\prime}$ won-loss record. The only change would be that the team would probably have a better home park record than they would away.

Sincerely,
Dennis Taylor
Broomfield, Colorado 80020

## Dear Sirs:

I just read your first issue yesterday and thought it was really terrific. It's really sonething to be able to read about guys who have the same interests as me. Alyway, I'm plaming to play a season with the 1970 teans and I'm running into a problem that has plagued me since I began with table baseball games - (this is my seventh player set, not all of Strat-0-Matic, I'm afraid). To keep even simple records for 24 teams over 162 games is a herculean task and to keep records that mean anything is something I would need a full-time secretary for. Not having these resources, I usually do it myself until a team turns up with 50 more RBI's than runs. I usually then get upset and spend the next month trying to find the errors and fall far behind my schedule (and then the school year starts and I have that, as well). I was just wondering how you people keep records of your leagues and if you have any advice for me.

Sincerely yours,
Sam Chodosh
Troy, New York 12181
Dear Sirs:
First this is in response to a letter from Mr. Charles Blou, in your initial magazine. I have devised a far from perfect method to incorporate this idea into the game. What I do is when a righty pitcher faces a lefty batter or vice versa I add 5 numbers to any hit with two possibilities. For example, Jerry Koosman (L) facing Ron Sonto (R). When rolled the result is Home run 1-10 Double 1120. Well under my system, this become Homer 1-15 Double 16-20. With a lefty hitter or righty-5 numbers are subtracted from the greater hit. Of course this is not perfect since some cards have more than two possibility numbers than others. But I feel the strategy (relief pitchers, pinch-hitters, etc.) this add counteracts its faults. Other rules I have added are - "The Shift," Pick-off, Pitchout, Bunting for a base hit, etc.

A question to other readers - When having a regular season do you favor trading or not?

I have had a no-hitter Dick (69) Bosman vs. the 1909 Orioles.

Sincerely,
John Fairfield
Surmit, New Jersey 07901

## MINNESOTA BEAT OUT BALITMORE IN 69' REPLAY

Mike Allison

Otsego, Michigan
Despite the fact that Harmon Killebrew hit 13 less home. runs than in real life and Rod Carew was 37 points below his ' 69 output, Minnesota jumped off to a sixteen game lead over Oakland at All-star time and went on to take their division by 22 games. Baltimore had a tougher time in their division, being unable to move into the \#1 spot until August 16. However, after that, they never fell out of first place. In the playoffs Baltimore jumped on Minnesotas Jim Perry (22-6) for an easy 8-0 victory. However, after that Minnesota easily took the next three, with Perry getting revenge in the final game 6-0, to win the American League pennant. Frank Howard was voted most valuable player by clotting 58 home runs and leading the league with 133 RBI's. Cy Young Award winner was Mike Cuellar of Baltimore who lead the league in ERA (1.76) and wins (27). Boston's Reggie Smith lead the league with a . 328 batting average. The biggest disappointment was California who couldn't get the big hit despite Messersmith's and McGlothic's fine ERA's of 2.63 and 2.87, respectively. Lack of the big hit made Messersmith a 21 game loser.


Minnesota won over Baltimore three games to one for American League Championship.

|  | Batting Avg. | PCT | $(69)$ |
| :--- | :--- | :--- | :--- |
| 1. R. Smith (BoS) | .328 | $(.309)$ |  |
| 2. F. Robinson (Ba1t) | .321 | $(.308)$ |  |
| 3. Oliva (Mn) | .319 | $(.309)$ |  |
| 4. Powel1 (Balt) | .312 | $(.304)$ |  |
| 5. Piniella (KC) | .310 | $(.282)$ |  |
| 6. White (NY) | .304 | $(.290)$ |  |
| 7. Northrup (Det) | .303 | $(.295)$ |  |
| 8. Carew (Mn) | .295 | $(.332)$ |  |
| 9. Johnson (Balt) | .294 | $(.280)$ |  |


| HR'S | No. | $(69)$ |
| :--- | :--- | :--- |
|  | 58 | $(48)$ |
| 1. Howard (Wh) | Jackson (Ok) | 50 |
| 2. | $(47)$ |  |
| 3. Petrocelli (Bo) | 45 | $(40)$ |
| 4. Powell (B1t) | 42 | $(37)$ |
| 5. Yastriski (Bo) | 37 | $(40)$ |


| RBI's | No. | RUNS SCORED | No. | ERA (162 Inning) | ERA | (69) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1. Howard (Wsh) | 133 | 1. Harper (St) | 115 | 1. Cueller (B1t) | 1.76 | (2.38) |
| 2. Jackson (OK) | 130 | 2. Jackson (Ok) | 114 | 2. McDowell (Cle) | 1.84 | (2.94) |
| 3. Petrocelli (Bs) | 120 | 3. Yastrzemski (Bs) | 111 | 3. Peterson (NY) | 1.91 | (2.55) |
| 4. Powell (B1t) | 114 | 4. Petroce11i (Bs) | 107 | 4. Bosman (Wsh) | 2.09 | (2.19) |
| 5. F. Robinson (B1t) | 110 | 5. Oliva (Mn) | 106 | 5. Nagy (Bs) | 2.16 | (3.11) |

## Teenage Dream Becomes Reality For Strat-O-Matic's Creator

 PART TWOIt was back to the drawing board for Richman and, after another series of interviews produced no results as far as joining a firm and establishing a game board division, he ventured out with his biggest gamble yet--selling his game by mail order.

Investing his savings plus earnings from an interim job as an accountant, Richman launched Strat-0-Matic in 1961. He derived the company name from the word "strategica-matical"--but Webster apparently doesn't buy it, as it's not listed in the dictionary.

That first Strat-0-Matic game consisted of an 80-player all-star setup, with the four-by-six cards printed on white stock paper. The cards were similar to the present ones, but lacked individual fielding ratings and base running.

The remaining money was used to place an ad in the April, 1961, Sports Illustrated Special Baseball issue. The ad was to run in only the estern edition, but, however, through a technical quirk, appeared in all editions.
"It was a can't miss situation," reminisces Richman. "But it missed--missed to the tune of recouping only 20 percent of my breakeven point. For the first time I felt that my efforts for the last several years were wasted. I could not visualize a future with Strat-0-Matic."

Later ads were placed in the Baseball Digest and Sporting News, with the results of the former being excellent and the latter fair.

Richman had new hope, but the 1961 profit-and-loss statement was a disaster as the entire investment had been lost. Only 350 games were sold in 1961--but those are collector's items today.

In 1962, Richman borrowed money from two friends and put out a player card set consisting of the two top teams from each league plus an all-star team. A slight loss was incurred in 1962, but both friends were repaid before the end of the year.

About 5.6 percent of the customers were returning the games under the money back guarantee during that two-year period, but today, with the improved game, the rate is threetenths of one percent.

With improvements--it has been altered only slightly since--and all 20 teams represented, Richman launched the 1963 edition. But before that big decisions were forthcoming, and the success of failure of Strat-0-Matic was to hinge in the balance.

Realizing that wide-spread advertising was needed, Richman approached his father for a loan. He promised his father that if the company did not show a profit or a promising future in one year, he would give it up and work for him. His father, who, incidentally is now 78 years old and helps with the company on a part-time basis, agreed.

Cutting down to part-time work as an accountant, Richman anxiously awaited results when the first ads broke in February and March.

Fair success followed but then sales diminished tremendously in April and May. "Failure seemed inevitable," according to Richman. In June, however, a complete turnabout occurred and sales boomed.
"It was amazing and so gratifying. From June 15, I worked 80 days straight, picking up the mail at 8:00 in the morning and finishing up at 11 every night. I did everything from processing orders to typing, collating cards, shipping, etc. It was perhaps the most strenuous and most gratifying period of my life."

Its been a series of successes for Richman and Strat-0-Matic ever since. Within two years the loan was repaid to his father; the business, which had been run from his father's basement, was moved to a two-story office in Port Washington, N. Y., then in 1969 to a ground floor building, also in Port Washington, with considerably more space; the baseball cards, which had been calculated manually before, were figured by a computer; and the football game came into being.

## ALLTIME RECORDS

Letters poured into the Review with all-time records that shattered those listed in the March issue and as a result almost a complete revision of the records section has taken place in April.

The editors of the Review, however, are urging all table-gamers to be honest in records sent in and not ruin the idea behind the all-time records list. Unrealistic and unbelievable records, we feel, will quickly kill interest and force abandonment of the idea.

Subscriber Stephen Keplinger of Reisterstown, Md., brought the point up in a recent letter when he said, "I hope this procedure of listing all-time records does not go to anyone's head. It would be a horrible thing for someone to sit down and actually try to break a record just for the sake of breaking it. Hopefully, Strat-0-Matic fans will have enough pride in their game to not ruin the statistics in this way."

A brief resume of the record-breaking effort would add a touch of authenticity to the mark, plus bring it alive when passed along to readers. Also, season records should be based on entire seasons (for pitchers, at least 154 innings), not abbreviated schedules or projected totals based on a small number of games (example: 15 home runs in an actual 30 -game schedule being projected to a total of 75 for 150 games).

## Football

Passes attempted one game;
Most passes completed:
Most yards passing:
Most touchdown passes:
Most passes intercepted:
Most rushing attempts:
Most yards rushing:
Most touchdowns rushing:
Most pass receptions:
Most yards gained:
Most touchdowns receiving:
Most field goals:
Most passes caught (season):
Most touchdown passes (season):

Strat-0-Matic
(71) Norm Snead, 1967
(37) Daryle Lamonica, 1969 Gary Cuozzo, 1967
(627) Daryle Lamonica, 1967
(9) Don Meredith, 1968 Norm Snead, 1967
(7) Daryle Lamonica, 1969

Terry Hanratty, 1969
(51) Tom Matte, 1969
(429) Gale Sayers, 1968
(4) held by 8 players
(18) Bob Trumpy, 1969 Charlie Taylor, 1967
(452) Warren Wells, 1968
(6) Don Maynard, 1968
(7) Jan Stenerud, 1969 \& ' 68 Jim Bakken, 1969 (7) Jim Bakken, 1967
(107) Fred Biletnikoff,'69 (101) Charley Hennigan, 1964
(40) Sonny Jurgensen, 1967 (36) George Blanda, 1961
(36) George Blanda, 1961
Y.A. Tittle, 1963

## Real-1ife

(68) George Blanda, 1964
(37) George Blanda, 1964
554) Norm VanBrocklin, 1951
(7) held by five players
(8) Jim Hardy, 1950
(38) Harry Newman, 1934 Jim Nance, 1966
(243) Cookie Gilchrist, 1963
(6) Ernie Nevers, 1929
(18) Tom Fears, 1950
(303) Jim Benton, 1945
(5) Bob Shaw, 1950 ;

## Baseball

Batting average:
Runs-batted-in:
Hits:
Home runs:
Doubles:
Triples:
Runs:
Stolen bases:

Strat-0-Matic
(.369) Pete Rose, 1968
(154) Hank Aaron, 1969
(241) Matty Alou, 1969
(62) Hank Aaron, 1969
(52) Tony Oliva, 1964
(21) Roberto Clemente, 1968
(128) Reggie Jackson, 1969
(104) Bert Campaneris, 1968

Real-life
(.440) High Duffy, 1894
(190) Hack Wilson, 1930
(257) George Sisler, 1920
(61) Roger Maris, 1961
(67) Earl Webb, 1931
(36) Owen Wilson, 1912
(192) Billy Hamilton, 1894
(104) Maury Wills, 1962

Earned run average:
Most wins:

Innings pitched:
Strikeouts:
Shutouts:
(1.31) Bob Gibson, 1968
(31) Sandy Koufax (Hall of

Famer)
Phil Niekro, 1969
(375) Sam McDowe11, 1965
(515) Sam McDowell, 1965
(11) Joel Horlen, 1967

Denny McLain, 1968
(1.01) Dutch Leonard, 1914
(41) Jack Chesbro, 1904
(482) Amos Rusie, 1893
(382) Sandy Koufax, 1965
(16) Grover Alexander, 1916

## In The Strat-O-Matic Spotlight

KEEP LETTERS, REPLAYS COMING IN

The Editors of the Review have found the response to the first issue deeply gratifying and wish to thank the many readers who wrote in with highly-complimentary comments, replays, statistics, playing tips, etc. The lone complaint received was from five disappointed readers who were missing four pages of the first Review--an error we apologize for and hope to prevent in the future.

The reader response was, in fact, so overwhelming that many of the replays and comments sent in were held over for upcoming issues because of lack of space. However, don't be discouraged if your letter doesn't appear immediately, and give up communicating with us. WE WANT TO CONTINUE HEARING. FROM YOU!

A few readers have asked about joining the Review staff as regular writers or photographers. Although we certainly welcome regular correspondence from readers, we hesitate adding regular columnists, etc. because of a very tight deadline policy and limited budget.

FIRST ISSUE A SELLOUT!
The March issue of the Review, 800 copies strong, was a complete sellout. A subscription from Roy Wetterholm of Chicago, Illinois, was the first one received. Since then the total has jumped up to 1,000 with more coming in every day. Incidentally, for those readers who ordered too late to receive the first issue, we are currently making an effort with our printer to have more first-copy issues printed, so drop us a line if interested.

KILLEBREW, SEAVER, CARTY STEAL SPOTLIGHT

Game player Philip Schwab (Buffalo, NY) has been on the dice-rolling end of three great individual feats in four years of Strat-0-Matic baseball, all of which occurred in 1969. Harmon Killebrew of the Twins belted four home runs in a 14-inning, intra-league conquest of the Pirates, 12-10. Three of the long shots were with the bases empty so the "Killer" finished with six RBIs, plus in the extra innings he failed to connect in two at-bats. Tom Seaver pitched Schwab's only no-hitter, thus far, a 5-0 job on the Giants. A walk by Willie McCovey leading off the eighth inning deprived Seaver of a perfect game, as he struck out 11. Rico Carty, meanwhile, strode to the plate seven times in a 5-3, 13-inning win over the Orioles. In his first six at-bats, Carty stroked five singles and a home run. Then in the 13th, with the score knotted at 3 -all, he unloaded his seventh consecutive hit, a two-run homer, to win the game.

THIS 'N THAT
...Richard Tucker (Pine Bluff, Ark.) reports that Denny McLain fell slightly short of his 1968 achievements in his replay. Richard gave Denny 41 starts--just like in real-life-and he produced a 29-9 won-and-lost record with a 2.02 ERA. His actual marks were 31-6 and 1.96...What's the most runs-batted-in in one game with SOM baseball? Don Mincher
drove in 13 while with the 1964 Twins, says Glenn Thompson (Long Beach, Cal.). Can anyone top that?...Jay Miller (Auora, Ill.) had a big first year with SOM last year as Tom Seaver threw a pair of no-hitters, Dave Boswell had one and Mickey Lolich fired a third strike past 17 batters in one nine-inning game...Some fans pass on word that they keep abreast of all trades and make player switches as they occur. The Review, however, doesn't plan to carry a list of trades and transactions unless a large number of readers desire the info. One major point against doing so is that many trades would be old news and might be appearing in the Review a full 30 days after the actual trade...Jeff Jacoby (West Branch, Westport, Conn.), writes that he's interested in determining whether the 1934 Cards or 1961 Yanks was the better team and asks readers to play one game between ' em and send him the results...Speaking of making the nameless player cards coming to life, Sandy Shapiro made up a team called "The Death Valley Dictionarys," composed of names of friends and celebrities. The Dictionarys hooked up in a 28-inning game with the California Angels in which the Angel's Rudy May struck out 34 and didn't walk a batter... Martin Siekierski (Brookhaven, Pa.) sends along an interesting list of individual and team football records: A 109-yard interception return by Jim Marsalie (1969); Preston Pearson returning eight kickoffs for TDs (1968); and Bill Nelsen and Milt Morin teaming up for a $91-y a r d$ TD pass play for the Browns (1969)...Ken Perkins (Richardson, Tex.) commissioner of the Imperial Football and Continental Baseball leagues, reports that Dallas won his 1968 Super Bowl over Detroit, 30-7, and during the regular season Cowboy quarterback Don Meredith threw an amazing nine TD passes in one game...There have been numerous inquiries as to what game the Strat-0-Matic Co. is currently developing. Most inquiries are hopeful of a basketball game, although hockey had some support. Anyone for boxing?...After four years of playing SOM baseball, Glenn Davis (Glenolden, Pa.) had his first no-hitter-by Jim (Catfish) Hunter of Oakland against the Angels. Glenn also passes along some interesting records: Most walks in one game (23, California vs. Chicago); most home runs allowed in one game (5, Joel Horlen), most strikeouts in one game (23, San Francisco vs. Houston); and most individual strikeouts one game (5, Dave Duncan and Norm Cash)... Hank Aaron is off to a fast start in Larry Barker's (Long Beach, Cal.) replay of the ' 70 season, as he's already slugged seven homers in his first ten games...Nick Carter (Alphia, 0.) has put a rule into his baseball playing whereby the pitcher is charged with a hit batsman when the dice roll comes up an " $x$ " on the catcher's card and the split number calls for the selection of another split number...

GREAT TEAM LEAGUE OF THE 1950 's AND 1960 's
George Cozby - Jonesboro, I11. 62952
I recently completed a 55-game season composed of the best teams of the past two decades

It was all Yankees throughout the season with the 1950 Yanks edging the 1961 Yanks by one game. The only other close rival was the 1953 Dodgers who finished three games out. It was only their late season surge that kept them in the race. They won 14 of their last 16 games and came from ninth to finish third.

The 1950 Yanks put it all together with a strong, balanced offense led by Joe Dimaggio, Yogi Berra, and Phil Rizzuto. The lowest average among the regulars was Billy Johnson's .282. All their starting pitchers were well above .500 with Allie Reynolds setting the pace at $8-3$. Young Whitey Ford was $4-1$. They led the 1eague in complete games with 33.

The youthful 1969 Mets finished last 15 games off the pace. Their ace pitcher, Tom Seaver, could manage only a 3-10 against the tough opposition. Offensively, they averaged less than 3 runs per game.

The league's MVP was Joe Dimaggio who hit . 322 with 21 HRs and 53 RBIs. The best pitcher was Carl Erskine who was $8-2$ with a 2.88 ERA.

Mike Garcia of the 1954 Indians pitched 3 consecutive shutouts early in the season.
Batting

1. E Howard

The number before the name is the date of your last issue.
Have checked number of months and enclosed amount designated to renew my subscription.
$\qquad$ 3 mos. $\$ 1.05$ 6 mos. $\$ 2.10$ 1 yr. $\$ 4.20$

## continued from page 15:

2. 1961 New York Yanks
3. 1953 Brooklyn Dodgers
4. 1954 New York Giants
5. 1954 Cleveland Indians
6. 1969 Baltimore Orioles
7. 1960 Pittsburgh Pirates
8. 1968 St. Louis Cards
9. 1957 Milwaukee Braves
10. 1950 Philadelphia Phils
11. 1968 Detroit Tigers
12. 1969 New York Mets

| 33 | 22 | - |
| :--- | :--- | ---: |
| 31 | 24 | 3 |
| 28 | 27 | 6 |
| 28 | 27 | 6 |
| 28 | 27 | 6 |
| 28 | 27 | 6 |
| 26 | 29 | 8 |
| 26 | 29 | 8 |
| 25 | 30 | 9 |
| 24 | 31 | 10 |
| 19 | 36 | 15 |
|  |  |  |


|  |  | Home Runs |  |
| :--- | :--- | :--- | :--- |
| 2. Rizzuto | .339 | 1. Maris | 28 |
| 3. Furillo | .335 | 2. Dimaggio | 21 |
| 4. Campanella | .329 | 3. Mantle | 19 |
| 5. Clemente | .323 | 4. Campanella | 18 |
| ERA |  | 5. Snider | 14 |
| ERA |  |  |  |
| 1. Garcia | 2.77 | RBI |  |
| 2. Feller | 2.81 | 1. Maris | 57 |
| 3. Erskine | 2.88 | 2. Campanella | 56 |
| 4. Ford | 2.93 | 3. Dimaggio | 53 |
| 5. Gibson | 2.99 | 4. Mantle | 50 |
|  |  | 5. Mays | 46 |



* role the dice again and obtain a result from the same column of step 2 . This process should be continued until a dice combination of 2-11 is achieved.

NOTE: If the number between 1 and 20 is for the fielding $X$ chart and the result reads "obtain another split card" - begin with Step 1 again.

In our next issue will be Part III of the creation of Strat-0-Matic, the next rounds of the All-Time 01d Timer series, plus stories of replays from our readers, along with Readers Roll 'Em, more playing tips and so on. All letters sent in to the Review become the property of the Review and cannot be returned, and we reserve the right to print any letter that is sent to us. If you will be sending us something that you would like in the Review, it must be in by the third of the month to make the next issue. We regret that with the overflow of mail we were unable to print every letter. Many will be held over for future issues.

