



STRAT-O-MATIC REVIEW



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

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Results Of Reader Poll Revealed

Most of our readers will remember that the Review took a poll in the November issue. Two hundred and six ballots were returned. Not all of the questions were filled in, and in some instances, more than one item was put in the blank. So for easier understanding, percentages will be used on each question. Results are below, with just the top few mentioned.

1. My favorite part of the Review is:

Reader's Roll 'Em	26%
Playing Tips	11%
Spotlight/This n That	11%
Q & A	9%
League News	6%
 2. My least favorite part of the Review is:

Advertisements	26%
Guest Columnist	20%
Statistics	11%
Football News	11%
 3. Would you like the Review to print 2 monthly magazines, one solely for baseball and one for football? YES 69% NO 31%
 4. If there were Reviews for both sports, I would probably subscribe to:

a. <u>45%</u> baseball
b. <u>10%</u> football
c. <u>45%</u> both
 5. What would you like to see more of in the Review?

Playing Tips	25%
League News	13%
Statistics	8%
Full Replays	7%
Spotlight *	6%
- * including This 'N That
6. Concerning the GKSM, do you think there is:

a. <u>19%</u> too much
b. <u>69%</u> enough
c. <u>12%</u> not enough coverage

7. The one change I would most like to see in SOM baseball is:
- | | | |
|---------------------------|-----|---|
| catchers throwing ratings | 39% | |
| fielding chart changes | 10% | |
| individual pitchers* | 10% | |
| more old timers | 4% | * includes hitting, running, fielding, etc. |
8. The one change I would most like to see in SOM football is:
- | | | |
|---------------------|-----|----------------------------------|
| penalties | 28% | |
| individual fumbles* | 25% | |
| end arounds | 6% | |
| old timers | 4% | * includes fumbles 'on receivers |
9. If you play in a league is it: a. 52% face-to-face
b. 25% play-by-mail
c. 23% both
10. Please check your age group: Under 18 64% 18-25 28% 26 & up 8%
11. On this question we have each down the date they started playing SOM, as it turns out, the average playing time is 3.3 years. Below are the four top years of playing time and percentages.
- | | |
|---------|-------|
| 2 years | 20.6% |
| 3 years | 20.0% |
| 1 years | 18.1% |
| 4 years | 16.0% |
12. I play SOM: a. 34% baseball
b. 6% football
c. 60% both

Now for some quick observations on each of the twelve questions.

1. It should be noted that about 20% of the questionnaires had this space filled in with "all". These were not included when figuring out the percentages listed above. "This 'N That" was mentioned several times, and since that is part of the Spotlight we included the two totals.
2. Notice the large amount who aren't too crazy about the ads, but about fifty percent of those that mentioned the ads in that blank, also mentioned they realized ads were a necessary part of the Review. The guest columnist has fallen into some disfavor lately, which comes from some rather unexciting or uninformative columns, so we have decided that from now on, the best article sent in each month will be used as the guest columnist. This should be a better arrangement than assigning a month to requesting writers as we did in the past. It's interesting to note that "statistics" rated high, here, when almost contradicting the poll shows that "statistics" were the third most popular item that people wanted to see more of (notice question five).
3. & 4. These were included for our general knowledge, to check the feasibility of such a move. However, at this time no moves can be taken to make two magazines. If something further develops, Review readers will be the first to know.
5. This should be the most helpful to the Review editors for future issues. These suggestions, and others, not listed here, will also be taken into consideration. After all, we are trying to keep you satisfied, its your 35¢ each month.

6. Because of the great support of the GKSM in our poll, there won't be too much change here. Possibly, a slight reduction, but not much.
7. Question seven was pretty lopsided from the start for "catchers throwing rating." But again, these percentages could be a little deceiving because many readers filled in the blank with two or three preferences. What surprised us was the lack of great demand for more old timers. From the letters we receive, we know they are greatly wanted, but evidently can be done without for a while.
8. About the only real items requested often were "penalties" and "fumbles being individualized," including for receivers. Other than that, most seem to be content. More readers said there were no changes required to keep them happy here, than on any other question.
- 9 & 10. These are rather self-explanatory, however, it should be noted that the majority of those under eighteen, were either sixteen or seventeen.
11. Average playing time came out just about as suspected. Review co-editor Mike Allison has only been rolling SOM dice for three and one-half years, while Del Newell has been at it since 1962.
12. The only thing to notice about #12, is that although there is only a 6% in front of football, notice the 60% on both...therefore, at least 66% of the game players take to the SOM gridiron.

Thanks to all who participated, but we should mention there was some disappointment at the number that did not send in their opinions. A little over 950 didn't bother to take part, let's try for a better reaction next time.

Mike Borzenski Wins MVP Contest

Remember back in June the Review held a contest to see who could name the MVPs from both leagues, and sure enough, the two players who received the most votes in our poll, were names the MVPs in their respective leagues. Of the 185 entry blanks that were sent in, seventeen chose the right players. If you remember, the next step of elimination was the picking of the division winning teams.

Three of the seventeen only managed to name one of the four teams, seven picked two of the winners, five came within one of a perfect slate, and two picked all four teams.

Doug Richards of Scottsville, KY, and Mike Borzenski of Lansing, MI, were the two finalists with the winner being decided by who picked the percentages the closest. But alas, Doug forgot to include percentages on his entry blank making Mike Borzenski this years winner. So, Mike will receive the new baseball cards as soon as they are released.

Thanks to all who participated, and better luck next year.

READERS NOTE: The Review's usual large volume of replays and playing tips has decreased considerably. Please send us your replays and playing tips, after all, our Readers make the Review.

Reader's Roll 'Em

LIKES LEAGUE REPORTS

I would like to reply to the recent criticism directed toward the Review concerning the printing of replays and reports on league play, particularly the GKSMML. Frankly, I feel this is the best part of the Review. As a coach and commissioner of the highly-successful A.W.A. Football League, I'm very interested in hearing about the growing leagues around the country and the world. Your article in the November Review on the Canadian SOM Football League was one of your finest.

My biggest interest lies in the comparison of statistics--to see how players and teams performed under different conditions, to see how our stars performed in other leagues. The GKSMML writeups, as well as those of other leagues, provide this interest for me.

As most of the complaints come from solitaire players, here's big support from a league player and the AWA Football League itself. Keep up the good work.

Mike Applegate
Santa Clara, CA

section says: "Only ads regarding SOM products; related merchandise and leagues will be accepted." Yet, I have seen adds for baseball yearbooks, comics, and Topps baseball cards. The note goes on to say, "No ads concerning photocopied SOM player cards or related products will be accepted." "In the December issue there was an ad concerning xerox copied player cards.

C'mon guys, the Review is a good thing... let's keep it that way.

Randall Linss
Cole Camp, MO

EDITORS NOTE: OOPS!! Did we muff one.. upon reading this letter from Randall, we frantically checked the last Review, and yipes there it was. This was definitely a mistake, somehow it got by us, and for this we apologize to our readers and the Game Co. Remember, folks, we do not accept ads that are for photo-copied or xeroxed cards. As for the other items, as long as it is an occasional mention of them in an ad that is basically on SOM cards, OK. However, if this privilege is abused we will have to discontinue this practice.

OOP?!

HERTA-AVIS REVISITED

I I would like to comment on a column which appeared in "Readers Roll 'Em" a few months ago. It gave an instance in which the privilege of the Review was abused by false advertising. Although the Review has no control over instances such as the one mentioned in that article, the Review can deal with my problem.

I'd like to comment on a letter in the December issue of the Review from Charles Kilgus. He wondered why the Review didn't "refer to their competition's product." He pointed out the Herta-Avis rivalry, where No. 2 almost always refers to the one up the ladder.

The Editors Note under the Advertisements Why should one game company-approved

magazine refer to another game? The Review deals with Strat-O-Matic, not every other table game put out. The Review can't gain anything by criticizing another game. Neither can the readers. The people who read the Review have already bought the game. If they have played it, they need no further proof which game is the best (need I say?).

In closing, despite Avis's ads referring to No. 1, the one ahead of them, Avis is still No. 2, what have they gained. What is the Review to gain by calling names?

Steven Smith
Quakertown, PA

WANTS PRICES LOWERED

Keep up the good "informative word" on SOM--you're doing many people a great service.

However, I am saddened and somewhat angered by those people who wish to sell older teams to "the highest bidder."

I personally love playing SOM and would like to obtain other teams from the past the game company cannot supply. But, I refuse to pay some of the profit-oriented prices as asked by the advertisers. These same people who wish to sell their teams at inflated prices, buy the annual game company's cards at a very reasonable cost. I'm hoping you will discourage such profiteering, for we all like playing SOM.

Kent Scott
Toronto, Ontario
Canada

HOW DOES MAIL LEAGUE OPERATE?

I would like to comment on some of the issues touched upon in the December "Readers Roll 'Em" column.

Jim Belza and Timothy Brace raised some good points in which I felt the Review could improve itself.

First of these points was a suggestion on how to run a play-by-mail league, which has never been outlined in full to those of us who would like to conduct our own.

Secondly, why not mention how some of the players in the GKSMML evaluate players

before a draft (What is Joel Wright's secret for rating players; he must have one)?

Another good point was brought out by Dave Mendonca, who expressed displeasure with no being able to purchase early SOM baseball teams. You explained reasons why the game company would not re-print early baseball card sets and I disagree with the arguments.

There certainly is no lack of demand for these treasured early sets, and even if the cards were printed in large quantities, in time they would sell out all of the reprints. Besides, if they charged slightly higher prices for the pre-'67 sets, they would easily make a good profit in the long run.

Lastly, I would like to put in a plug for some 1960-66 SOM football teams. Stats were kept so I'm sure the cards could be manufactured. Besides, many game owners would covet Jim Brown, Gale Sayers, Paul Hornung, Jim Taylor and Lou Groza cards (as example).

I hope readers will write to the Review and comment on my opinions. Maybe if enough of us write, we can influence the game company to print more SOM teams.

Charles Kapner
Seattle, WA

EDITORS NOTE: Regarding a play-by-mail league, Dave Surdam's article in this issue of the Review is an attempt, from a league president's viewpoint, to explain what goes on in creating a successful play-by-mail league.

Regarding the draft techniques of the GKSMML managers, it sounds like a good idea for a story. We've been wondering just what goes on in Joel Wright's mind at draft time, too. Draft time will be held as soon as the new baseball cards are available--and the story will follow. Also, the editors have been debating about having a contest whereby the managers and rosters of the GKSMML would be listed and the readers would try to pick the eventual champion. As long as Joel Wright is in the league, however, it doesn't make for much of a contest, either for the other managers or the readers. This topic will be brought up again in the next issue of the Review.

DOUBLE-DUTY FIELD

First, I think SOM football and baseball are the two greatest games around. I have made a baseball and football field out of an old electric football field, some light cardboard and also the cardboard field included in the baseball game.

First I made a bleacher section and taped it to one sideline (you can take it off when you're playing a friend). Then you tape the baseball field to the football field (second base facing bleachers), and when you play football you can mark where you are on the field.

Also, I strongly disagree with Mr. Overmyer in the Nov., 1972 Review, about changing a passed ball and wild pitch followed by a foul out to be followed by a hit. I wouldn't mind seeing a few, but after a passed ball I think it's the catcher's fault not the pitcher's and a pitcher could get a foul out or ground out. But, really I think Mr. Richman knows best about why the charts were set up as they were.

Les Shifler

WANTS LIST OF NO-HITTERS

I have a suggestion for a new column in the Review. Every so often you should have a list of no-hitters stating the pitcher and his team, team that was no-hit and the date if available, and, of course, the score.

I have had one no-hitter, 1970 Red's Don Gullett versus the 1970 Mets, unfortunately, I lost the scoresheet.

Mike Conklin
Greencastle, IN

DEFENDS GRID ACCURACY

In regards to the letter written by Dave Brandell (Nov., Review) about how unrealistic SOM football is, I would like to make a reply. You have to take into account the law of probability in football.

In SOM baseball you play a 162-game schedule, so stats can even out over the long schedule. But in football you have a 14-game schedule and it's possible for

a player, say Len Dawson, to be super hot for a whole 14 games, just like a Bobby Wine in baseball might hit .300 through 14 games when hot. The opposite could also happen; a player could be super cold for 14 games and have bad stats, just like a Joe Torre could hit .180 for 14 games in baseball.

I think to make a football game completely realistic in statistics would be impossible. I think SOM comes as close as possible.

Bob Quayle
Venture, CA

STATS ARE REALISTIC

First, I'd like to say that I don't like people who write in and say how the statistics are unrealistic. Its happened to me but more often than not the stats come out realistic.

For 1971, as an example, Frank Robinson hit an unbelievable 62 home runs and won the triple crown. Yet Tony Oliva hit .337 (.337 real-life), with 28 doubles (30), four triples (three), 18 home runs (22), 48 strikeouts (44) and 22 walks (25). I did not just go looking for good statistics, either. I have many like Oliva.

One change I would like to see is personal catcher's ratings, like the outfielders have. Paul Casanova, Johnny Bench and Thurman Munson throw out the best percentage of would-be base stealers, yet only Bench gets a "1" from the group.

Larry Kapit

EDITOR'S NOTE: Each month many new subscribers write to the Review about areas that have been covered in previous issues, such as how to set up a mail league, how to add football penalties, etc. So, starting this month, the Review will be reprinting one article from past issues that we feel, deals with something relevant to the sport in progress in real-life, plus will give those readers who missed out earlier a chance to discover some of the better suggestions put forth.

FOOTBALL PENALTY CHART

Jack Connelly, West Webster, NY, developed a penalty chart for Strat-O-Matic Football (January, 1972) which has received favorable comment from readers. Jack, before sending his system to the Review, gave it a 100-game testing period and found it authentic.

Here it is:

A penalty occurs on a regular dice roll of 1, 2, 3 or 2, 3, 4 or 4, 5, 6. When any one of these sequences comes up, roll three dice again, total the three numbers, and refer to the chart below. Totals of 3 through 10 indicate an offensive penalty, while totals of 11-18 are penalties against the defense.

3 - Intentional grounding, if pass is incomplete. If completed pass, disregard penalty. If running play is called, offsetting penalties.

- 4 - Unsportsmanlike conduct.
- 5 - Offside, include all kicking plays.
- 6 - Kicking play only, offside; otherwise play stands.
- 7 - Punt or field goal only, holding; otherwise play stands.
- 8 - Holding.
- 9 - Offside.
- 10 - Clipping (includes runbacks; if runback is over 7 yards, mark off from that point).
- 11 - Holding.
- 12 - Offside.
- 13 - Offside; includes all kicks except kickoff.
- 14 - Roughing passer or roughing kicker; otherwise offsetting penalties.
- 15 - Kick play only, offside; otherwise play stands.
- 16 - Offside.
- 17 - Unsportsmanlike conduct.
- 18 - Face mask violation.

If "unsportsmanlike conduct" or "roughing passer or kicker" occur against defense on scoring play, mark off yardage on ensuing kickoff.

Kicking plays are affected only by numbers 5, 6, 7 and 13, 14, 15. Runbacks are affected only by numbers 4, 10, 17, 18.

Frank Kastelic, Berkeley, CA, made some adaptations to Mr. Connelly's penalty system which we feel are worth including also.

Instead of having a penalty occur on a regular dice roll of 1, 2, 3 or 2, 3, 4 or 4, 5, 6, Frank uses the following system: two dice are used a black and a white, in addition to the two red dice. The white die serves the same function as it does in the regular SOM procedure, plus penalties occur on black and white dice rolls of 2-2, 3-3 and 5-5. This is the same frequency as Mr. Connelly's system, but it serves to randomize the changes for a penalty on all the red and white dice rolls instead of a select few.

Also, Frank has changed result "11" to mean defensive holding on a run or flat pass and pass interference on a short or long pass. Penalty is the yardage to point of infraction, plus a first down. Point of infraction is determined by the white die reading when the penalty occurs. A reading of 1-3 indicates the offensive quarterback's card; 4-6 defensive short or long pass card when determining the length of the pass.

SOM BASEBALL ATTENDANCE

MIKE CUMMINS
Pana, Illinois

After seeing many ways of determining attendance for SOM games, I decided that using just dice was not very realistic. Using that method solely, the attendance at a game between pitchers Mickey Lolich and Vida Blue would be equal, and possibly even less than a game between Marty Pattin and Blue Moon Odom.

In real-life, this would be a rarity. So in trying to keep attendance on a realistic level, I have worked out the following chart which I hope will break the "dice only" syndrome.

WHEN FOLLOWING PITCHERS ARE PITCHING - ADD 14,219

American League -- Wilbur Wood, Vida Blue, Mickey Lolich.
National League -- Ferguson Jenkins, Tom Seaver.

ADD 4,981 FOR FOLLOWING

American League -- Andy Messersmith, Joe Coleman, Jim Hunter, Jim Perry, Dick Drago, Mel Stottlemyre, Jim Palmer, Pat Dobson, Dave McNally, Mike Cuellar, Sam McDowell.
National League -- Bob Gibson, Dock Ellis, Steve Carlton, Al Downing, Gaylord Perry, Juan Marichal.

GIVE ALL OTHERS IN BOTH LEAGUES FOLLOWING

Wins: 19-14...963 13-10...522 9-0...299

GIVE FOLLOWING HITTERS 6,421

American League -- Frank Robinson, Al Kaline, Tony Oliva.
National League -- Willie Mays, Hank Aaron, Roberto Clemente, Joe Torre.

GIVE FOLLOWING HITTERS 1,208

American League -- Harmon Killebrew, Frank Howard, Brooks Robinson, Willie Horton, Bill Melton.
National League -- Billy Williams.

ALL OTHERS RATE AS FOLLOWS

.300 plus Average	388	40-50 Homers	981
20-30 Homers	248	50 plus Homers	5,229
30-40 Homers	439		

ADD 15 ALSO FOR PLAYERS APPEARING WHO WON FOLLOWING AWARDS

Rookie of Year, MVP, Cy Young

Also, for those who use rainout methods, if dice roll threatened game, subtract 510 from total. Day after rainout, subtract 190, and second day after rainout subtract 150.

Here's an example of the way attendance would work: New York Yankees vs. Baltimore, with Mel Stottlemyre pitching for Yanks and Mike Cuellar for Birds. Both pitchers are in 4,981 attendance category on chart, so total for two is 9,962. If lineup includes Frank and Brooks Robinson, add 6,421 and 1,208 to run total to 17,590. Bobby Murcer of Yanks is .300 hitter and hit 25 homers, so add 388 and 248 to attendance for a new total of 17,978. If Merv Rettenmund is playing add 388 for .300 hitter. Add another 248 for Boog Powell (22 homers). So total attendance for game would come out to 18,614.

NOTE: No part-time hitters that bat .300 (under 300 at bats) may qualify for .300 category on attendance chart. Part-timers may qualify if they hit 20 homers, however.

Also, pitchers may qualify for 15-point awards. Example, is Vida Blue, who is listed as 14,219 pitcher. He won MVP so he also gets 15 extra points every time he pitches.

I hope this chart will help fellow SOM players keep their turnstyles clicking at a realistic rate.

WHO ARE THOSE GUYS



THE FACES ARE THE MEMBERS OF THE METROPOLITAN BASEBALL ASSOCIATION'S INTERNATIONAL LEAGUE, WHOSE MEMBERS ARE ALSO PARTICIPANTS IN J.G. PRESTON'S ORIGINAL METROPOLITAN BASEBALL ASSOCIATION. PICTURED ARE, LEFT TO RIGHT, MANAGERS DON MILLER (JACKSON POPULISTS), RICK SHAPIRO (SKOKIE CHIEFS), WHO'S ALSO THE LEAGUE'S COMMISSIONER, DAVE GUY (GRANDVILLE CYCLONES), DENNIS VAN HAITSMAN (WESTERN WILDCATS), RICH VAN HAITSMAN (HOLLAND HURRICANES), AND BRYAN BAKER (PLINT REDWINGS). LEAGUE'S ALL-STAR GAME WAS PLAYED IN KALAMAZOO, MI, DURING THE STRAT-O-MATIC CONVENTION. SKOKIE EMERGED THE LEAGUE CHAMPION IN THE DRAFT REPLAY, WITH JACKSON THE RUNNERUP.

Picture submitted by Rich Shapiro

NEVER SAY DIE

Jeff Sampson and his Dallas Cowboys of the GKSML National Football League have become a good example of why one should never say die, at least until mathematically eliminated. Through the first five games, The Cowboy's record was a surprising 1-4. Since that time, Jeff has put together the longest winning streak in GKSML football history, eight straight games. This puts Jeff in a tie for first with one game remaining.

Defence Name Of Game For

Baltimores' 'Super' Colts

The A.W.A. Strat-O-Matic Football League out in Santa Clara, CA, has completed its second season and the Baltimore Colts, coached by Earl Yagi, a 21-year-old senior at the University of Santa Clara, came up the big winner among 18 teams playing a 15-game schedule.

Commissioner Mike Applegate, whose Kansas City Chiefs lost to Baltimore in the Super Bowl, sent the Review a story of the three division races--Western, Central and Eastern--standings and statistics. Since it is the first of the full-season football replays, based on the 1971 season, to be sent to the Review, we are reprinting a good portion of the letter Applegate forwarded.

Additional background on the league reveals that each coach (ages range from 17-22) had two teams and that last year's winner was Neil Christie, who guided Cincinnati to division and Super Bowl victories. Also, the league (which was included in a roundup of leagues throughout the country in the October Review), is completely face-to-face--making it one of the largest of its kind.

Here are the regular-season final AWA League standings:

WESTERN DIVISION				CENTRAL DIVISION			
	W	L	T		W	L	T
1. Los Angeles (Mike Simonds)	9	5	1	1. Cincinnati (Neil Christie)	9	5	1
2. San Francisco (Mike Applegate)	8	6	1	Dallas (Steve Barrett)	9	5	1
3. Oakland (Jeff Applegate)	8	7	0	3. Cleveland (Jeff Applegate)	8	5	2
Denver (Steve Barrett)	8	7	0	4. Detroit (Ken Morse)	7	8	0
5. Washington (Daryll Alt)	7	8	0	5. Minnesota (Earl Yagi)	5	10	0
6. San Diego (Butch Bennett)	2	13	0	6. Green Bay (Butch Bennett)	2	13	0

EASTERN DIVISION			
	W	L	T
1. Kansas City (Mike Applegate)	12	2	1
2. Baltimore (Earl Yagi)	11	2	2
3. Miami (Neil Christie)	9	5	1
4. Atlanta (Daryll Alt)	6	8	1
5. Pittsburgh (Ken Morse)	4	8	3
6. New England (Mike Simonds)	4	11	0

The division races, in the words of Applegate: "The Western Division race seemed to be the race no one wanted to win. Five different teams held the top spot during the season but no team could hold it longer than three consecutive weeks. Each of the teams had problems. Washington lost its last five games after losing star running back Larry Brown. Oakland was hot and cold. When it was hot (31-7, 33-10 over LA; 73-17 over Detroit) it was the best team in football. When it was cold (42-0 to Dall.; 23-0 to Denver) it was the worst. San Francisco had a knack for being upset in "easy" games (45-17 by Den.; 16-13 to SD; both late in the season), while the Chargers were victims of the inexperience of rookie coach Butch Bennett. Los Angeles won the division title when it defeated Denver, 42-20, in the last game, as Roman Gabriel fired six TD passes.

The Central Division race was a total surprise. Dallas, expected to walk over its foes to the title, was inconsistent and it ended up costing the championship. Cincinnati, a scrappy, never-say-die outfit and also the defending champs, came up with a miracle in its final game against Minnesota when trailing 17-0 in the fourth quarter, the Bengals rallied for a heartstopping 20-17 victory and a tie with Dallas for the Central Division title. The two had split their season series and had identical 7-3 interdivision marks. However, Cincinnati's victory over Dallas was by seven points (Dallas' was by six points), so the Bengals were division champs.

The Eastern Division was, as expected, a three-team race between Baltimore, Miami and Kansas City. The Dolphins, however, were dealt an early blow when quarterback

Bob Griese was lost for three games because of an injury--the Dolphins losing two and tying one, including an important 10-3 setback by KC, while he was out. Back at full strength, the Dolphins were upset by Atlanta, 9-7. A six-game winning streak, including victories over the Colts (27-23) and Chiefs (10-7) almost gave Miami the wild card spot in the playoffs, but then losses to the Colts (23-16) and Cleveland (19-14) the final two games snuffed out hopes.

The Chiefs, meanwhile, led by quarterback Len Dawson, were simply unstoppable, averaging 25 points per game to go with the No. 1 ranked defense. Baltimore's 21-17 season-ending victory over the Chiefs was simply a tuneup game for both teams as the playoffs approached.

In the playoffs, Baltimore (the wild card choice) destroyed an over-matched Cincinnati team, 55-10, while Kansas City had a rougher time keeping its Super Bowl date with the Colts, edging the stubborn LA Rams, 7-3.

Super Bowl II appeared a likely defensive battle as it pitted the No. 1 (KC) and 3 (Baltimore) ranked defenses in the league.

There were 15 punts in the game, nine by Baltimore, as neither team could generate an offense. The game's first break occurred in the second quarter when Colt safety Tom Curtis intercepted a pass, returning it to the four-yard line from where Norm Bulaich scored two plays later. In the second half the Colts scored on a 34-yard field goal by Jim O'Brien and again on an O'Brien three-pointer, this one after an interception by Charlie Stukes. A Dawson-to-Elmo Wright 320yard TD hookup with less than a minute to go (Wright was double-teamed on the play), put KC on the board as the final score read: Baltimore 13, Kansas City 7. Defense was the key of the game as Kansas City netted only 199 yards and the Colts 181, but Baltimore picked off three Dawson aeriels for the big difference. Stukes was named MVP of the game.

Special league awards: MVP--Floyd Little; Rookie-of-Year--Randy Vataha; Coach-of-Year--Steve Barrett (Denver Broncos); Special Recognition--John Brockington of Green Bay, who carried 35 times for 251 yards against Minnesota, and Mike Phipps, Cleveland's quarterback, the season's "miracle man" who played in seven games in place of injured Bill Nelsen, winning six and tying one, including a 42-21 triumph over Minnesota in which he completed 12 of 21 passes for 287 yards and four TDs and no interceptions. In three of the games, Philip was without star runner Leroy Kelly.

Passing--Dawson of Kansas City had 183 completions in 317 attempts for a 57.7 percentage 2524 yards, 25 touchdowns and 15 interceptions. Gabriel fired an amazing 34 TD passes.

Rushing--Workhorse Floyd Little toted the ball 289 times for 1240 yards, a 4.3 average, and 11 touchdowns, Willie Ellison (238-1219, 5.1), Larry Csonka (233-1203, 5.2) and Norm Bulaich (166-1056, 6.4) were others to top 1,000 yards, while John Brockington had 999 in 225 tries, a 4.4 average.

Receiving--Milt Morin of Cleveland caught 83 passes for 977 yards and three touchdowns while Vataha nabbed 79 for 1475 yards and 10 scores. Bob Hayes also caught 10 TD passes.

Scoring--Jim O'Brien of the Colts was tops with 125 points.

Interceptions--Herb Adderly, Dallas, pilfered 16 passes.

ONE DOWN, TWO TO GO

They say the toughest outs of a no-hitter are the last three. For Strat-O-Matic's Review Co-Editor, Mike Allison, the last two are the toughest, in his first perfect game. As a matter of fact, his only perfect game. The 1961 Whitey Ford turned the trick against the 1946 Red Sox. Hal Wagner with one out in the ninth came up with a single 1-13 or out. But a great diving catch by Bobby Richardson (split No. 16) kept the no-hitter and perfect game alive. Tom McBride a .300 hitting pinch-hitter, entered the game for the pitcher, and promptly came up with a single 1-16 or out. Wouldn't you know it, another great diving catch (split No. 18) saved the day! One must admit it's a truly amazing ending to an amazing game.

ADVERTISEMENTS

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 WANTED, FOR SALE or LEAGUE, 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. No advertisement concerning photocopied Strat-O-Matic player cards or related products will be accepted.

Wanted

WANTED: 1969 New York Mets. Will pay \$2.50 for team in good condition. \$3.00 for team in good condition with extra players. (24 players altogether) 1968 Mets also wanted. \$1.75 for team in good condition, \$2.00 for team with extra players. First come, First Served. Bill Hoyt, 4040 NW 192nd Avenue, Portland, OR 97229

WANTED: 1961-1966 Complete baseball sets. Will pay your price. Also, 1969 New York Mets. Please state prices and conditions. Write: Mike Cummins, Mobile Park Est., Lot 58, Pana, IL 62557

WANTED: Needed to complete sets. Will consider any bids on teams in average or better condition, just as long as there is no writing on the cards: 1967-68 Yanks, 1967-68 Senators, 1967-68 A's, 1967-68 Angels, 1967-68 Reds, 1967-68 Dodgers, 1967-68 Braves, 1967-68 Astros, 1967-68 Indians, 1967-68 Pirates, 1967-68 Phillies, 1967-68 White Sox, 1967 Orioles, 1967 Mets, and 1967 Cubs. All letters answered. Money no problem, but only best bid accepted. Will pay your price. Jon Guinn, P O. Box 695, Centralia, WA 98531

WANTED: 1967, 1968 and 1969 football. Complete sets only. I want these teams badly so I'm forced to pay your price. All inquiries answered. Low bid wins. Please write Tim Lubeck, 323 Monte Vista Ave., Oakland, CA 94611

WANTED: 1964-1967 Detroit Tigers. Must be in good condition and no players missing. Ernie Moncada, 2800 Munson St., Wheaton, MD 20902

WANTED: 1 card for Tom Matte based on 1967 season. Will pay \$1.00 for same. Or the entire Baltimore Colt team of 1967 season. Will pay \$3.00 for same. Kenneth A. Henry, 1076 Antonia Dr., No. Brunswick, NJ 08902

WANTED: THE 1972 SOM Review from January to August. Will pay your price if reasonable. Write: Cliff Ferguson, 10 Stoneledge Dr., W. Nyack, NY 10994

WANTED: Need pre-1968 SOM football teams will buy individual teams but would rather have leagues. Teams must be in good condition. Will pay your price if reasonable, or to lowest bidder. Will answer all replies. Write: Craig Haynes, 4818 16th St., Lubbock, TX 79416

WANTED: I want to buy '67, '68, '69 football cards. All teams Must be in good condition. Low bid wins. G.R. Gregory, 205-A Ivy Home Road, Hampton, VA 23369

WANTED: To borrow or buy any pre-1965 SOM baseball sets, especially '64 Phillies and '63 Dodgers. Will pay reasonable prices. Bill Ehni, 12717 6th NW, Seattle, WA 98177

For Sale

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FOR SALE: 1969 and 1970 football teams complete. 1970 baseball teams with extras. All in very good to excellent condition. Volume I number 3 to Vol II number 8 of the SOM Review. Send bids for the above. Also, all the oldtimer baseball teams 60¢ each, never used. D. Shenker, 2632 West 2 Street, Brooklyn, NY 11223

FOR SALE: 1965 NL & AL baseball teams. 20 teams in full. Good condition. Teams will go to the highest bidder. Ted Kusaka, 322 W. South St., Anaheim, CA 92805

FOR SALE: Baseball, 1969 St. L. Balt., Minn, Pitt, Chi, Cin and 1970 Pitt, St. L, LA, NY, Cin all in good condition. Bid on individual teams only. Steve Dasenbrock, 602 East Market Ave., Effingham, IL 62401

FOR SALE: 1967 Rams, 49ers, Falcons, Saints, Vikings, Lions, Bears, Cowboys, Redskins, Giants, Cards, Eagles, Chiefs, Chargers, Broncos, Steelers, Oilers, Dolphins, Patriots, Bills; 1968 Chiefs. Bid on individual teams only. Will answer your letter only if I am selling you a team, unless stamp is enclosed. Teams are in good condition. Steve Zupan, 33045 Wildomar Rd., Elsinore, CA 92530

FOR SALE: One 1970 baseball set with extra players in fair condition. Also one 1970 football set in good condition. Send all bids to: Kent Kelly, 6031 Mudlake Rd., Seville, OH 44273

FOR SALE: 1969 football set in good condition. Also on individual 1968 baseball teams. Will take highest bid after first week. Keith Fosness, 1438 14¹/₂ Street, So. Fargo, ND 58102

FOR SALE: Large list of SOM baseball teams, many world series teams, send 10¢ for list. J. Schmitt, B327 Bigelow Hall, WMU, Kalamazoo, MI 49001

FOR SALE: Listings of all tips ever printed in Review, plus may own, 75¢. Wanted - May 1972 issue. Victor Garcia, 108 Manor Lane, Ft. Thomas, KY 41075

FOR SALE: 1969 baseball sets. Bid on complete set. Also, 1970 Cards, Giants, Reds, Braves, Cubs, Dodgers, Mets. Bid on individual teams only. All cards in good to excellent condition. Lenny Luchtefeld, 200 West St. Louis, Effingham, IL 62401

FOR SALE: The following baseball teams, '67 Yanks, Chisox, Senators, Twins; '68 Dodgers, Indians, Senators, Twins, Cubs, '69 Angels, Chisox, Cards, Phils, Giants, Braves, Expos; '70 Dodgers, Chisox, Indians, Padres, Royals, Angels, Astros, A's, Expos, Bosox, Giants. First come, first serve, 50¢ a team - David Roberts, Route 6, Box 591. Seneca, SC 29678

FOR SALE: 1971 season football cards. Excellent conditon! Sold as a complete set only. No individual teams. All 26 teams. Best offer accepted by Jan. 15. I will only answer your letter if I am selling to you unless stamp is enclosed. Start bidding at \$8.00. Write soon!! Send bids to: Mike Baitinger, 3219 N. Prospect, Ypsilanti, MI 48197

FOR SALE: 1965-67, 69-71 baseball sets complete (minus 65 Braves). Also, 1967 football set complete. Best offer. Write: Sheldon Wright, 13001 York Blvd., Garfield Hgts, OH 44125

League's Forming

LEAGUE FORMING: Forming well run 13 team football league from 1971 teams. Trades and supplementary rule suggested in SOM Review will be employed. Statistics state age and 3 favorite teams. Leon Feldhamer, 2627, E. 64 St., Brooklyn, NY 11234

LEAGUE FORMING: A draft league is now organizing for the 1972 SOM baseball teams. I'll answer all inquiries as soon as possible. Roger Galliett, 1616 Garden St., Anchorage, Alaska 99504

LEAGUE FORMING: I am interested in starting a play-by-mail or head-on league in the Hampton, VA area. G.R. Gregory, 205 A IvyHome Rd., Hampton, VA 23369

LEAGUE FORMING: There will be an NFC play-by-mail football league. The teams left in the draft are the Washington Redskins, Phil. Eagles, St. Louis Cards, Cleveland Browns, Pittsburgh Steelers and Atlanta Falcons. Write first pick, second and third. If you can't get your first pick, you'll get your second. Send letter to: Jeffrey Guterman, 28 Emm Lane, Roslyn, NY 11576 There will be no cost whatsoever.

LEAGUE FORMING: Play-by-mail league looking for conscientious players to to replay 1972 National League baseball season, using the new cards when released. Answer only if seriously interested. Small entry fee (\$2-\$3) to be collected later. Send list of team preferences, age, address, and any playing innovations you want considered, to: Bob Cebelak, 2426 Leonard St., NE. Grand Rapids, MI 49505. All letters answered.

LEAGUE FORMING: Attention all solitaire players. Join our play-by-mail baseball league. We will draft from the 1973 advanced baseball cards. There will be an American and National League. You may have a team in just one league or both (write preference). Hurry, this league will fill up fast. Send 50¢ if interested to: Jeff Berens, 723 Scott Street, Wausau, Wisconsin 54401

SOM Directory owners, here's more names and addresses to add to your growing Directory.

Scott Dickson 3127 Balter Sea Lane Alexandria, VA 22309	Jeff Curtis Box 22 Masonville, NY 13804 age 16	Roger Galliett 1616 Garden Street Anchorage, Alaska 99504
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Dean Stewart 1601 Birchwood Anchorage, Alaska 99504	Joe Gross, Jr. 1714 Birchwood Anchorage, Alaska 99504	Konrad Eidahl 316 N. Fairview Drive Luverne, MN 56156 (283-2456)
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Jere Ohme 300 1/2 West Bishop Luverne, MN 56156 phone: 283-4914	Joe Roberts 432 West Lincoln Luverne, MN 56156 phone: 283-4737	Jim Weyker 122 S.E. Park Luverne, MN 56156 phone: 283-2256
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Dick Shaw
1808 4th Avenue, NE
Austin, MN 55912
phone: 437-6280

In The Strat-O-Matic Spotlight

MOST POPULAR SOM STREET

The dice are never silent on Hillside Road in Ridley Park, PA, not with eight members of the 13-member Hillside Road League all living on the same street.

The football and baseball head-to-head league isn't the largest as far as members, but it certainly is the winner of the most-members-on-one-street contest, which, incidentally, the Review is not sponsoring.

Most leagues if not play-by-mail, have their members spread out over a community (or communities) and it appears the Hillside Road League is the largest of its kind as far as geographic concentration of members is concerned.

It certainly must be easier to get the league members together for games. Instead of numerous calls via the telephone, the league commissioner (in this case Bill Duffy), could just step out his front door and shout, "get ready, get set, roll 'em!"

"POINTING" THE WAY

Robert McMullin, Hatfield, PA, has devised a different way of figuring a winner in a baseball pennant race. Instead of just having the team with the best won-and-lost record win it all, he suggests that a team be awarded points on the basis of victory margin and pitching performance.

Thus, if a team wins it is awarded two points and for each five-run margin a team is given an additional point. Thus if Team A defeats Team B, 12-3, Team A would receive a total of four points. In pitching additional points would be given for a shutout (one), no-hitter (two) and a perfect game (three).

It might be worth trying. How about keeping standings the regular way (won-and-lost records only) and at the same time by McMullin's system to see if the winner in each would be the same?

THIS 'N THAT

...People of all ages play the Strat-O-Matic games but Allen Smart of Watertown, CT, claims he must have been one of the youngest to take up the SOM dice on a regular basis. Allen began his SOM career at the age of eight in 1969. Since then he's competed in the Continental Baseball League play-by-mail loop....Shades of the "Sixth Sense," perhaps, but George Cozby, a student at Missouri State University, believes the mind can affect the result of the dice and also that when a person is in a good mood he more often than not comes out a winner in SOM. "I once correctly predicted the dice result for three consecutive batters," he relates, "which helped me win a game. Another thing I've noticed is that when I'm in a good mood I win and vice versa. Currently playing in GABLE, a play-by-mail baseball league, I've often been at a disadvantage playing home games because of worry about my grades. But when my grades improve, so does my winning percentage. For me to win, it's important that I be "psyched up" for a game. Does anybody have any good news?"....Dennis Acosta, who lives in Puerto Rico, tried a 33-game baseball season for each of the 24 teams based on the 1970 season and reports that Johnny Bench walloped an amazing 23 homers during that short stretch.... Roger Fahey has come up with something a little different as far as all-star lineups in baseball. Instead of the National versus American League, etc., he makes up lineups based on nationalities. Thus he's devised lineups pitting the Polish all-stars against an all-Italian lineup, plus lineups featuring all black players, Latin Americans, etc....Nobody asked, but did you know that Steve Carlton, the Philadelphia Phillies pitching phenomena, gave up 17 home runs all season and that all 17 came from the bats of right handed hitters.

Dodgers Top In Old Timer Replay

The 1953 Brooklyn Dodgers, often called the second greatest of the baseball teams, depending on your point of view, proved to be No. 1 when the smoke of the playoffs had cleared in Dave Minchin's "New York's Greatest," 154-game replay.

Both the Dodgers and the long-time No. 1 New York Yankees of 1927 had finished ties for first place, winning 97 and losing 57 games, in an eight-term replay. So a best-of-even playoff was held to determine the winner.

The results couldn't have been any more thrilling than if Alfred Hitchcock had written the ending. After each won three games, it turned out, the championship would all be decided by the outcome of one game. With Waite Hoyt pitching for the Yanks and Carl Erskine for the Dodgers, Babe Ruth and Lou Gehrig homered in the eighth inning to put the Yanks ahead 2-0. Then, in the ninth inning, the Dodgers loaded the bases and, with two outs, Gil Hodges cracked a dramatic home run to win the championship for the "Bums."

Here are Minchin's standings and statistical leaders:

	WON	LOST	GB	BATTING	HOME RUNS
1. '53 Dodgers	97	57	--	1. Gehrig .369	1. Ruth 59
2. '27 Yanks	97	57	--	2. Mays .357	Maris 59
3. '54 Giants	90	64	7	3. E. Howard .348	3. Mantle 53
4. '61 Yanks	88	66	9	4. Combs .342	4. Campanella 47
5. '41 Yanks	71	83	26	5. Snider .339	5. Gehrig 45
6. '22 Giants	70	84	27		
7. '41 Dodgers	55	95	42	<u>RBIs</u>	<u>WON-LOST</u>
8. '50 Yanks	48	106	49	1. Ruth 147	1. Antonelli 26-9
				2. Gehrig 141	2. Hoyt 24-11
				3. Snider 121	3. Ford 23-10
					4. Erskine 23-10

<u>ERA</u>	<u>STRIKEOUTS</u>	
1. Antonelli 1.94	1. Erskine 217	MVP - Babe Ruth
2. Moore 2.09	2. Ford 206	Cy Young winner - Johnny Antonelli
3. Wyatt 2.16	3. Antonelli 184	Fireman of Year - Hoyt Wilhelm

121 innings pitched
10-2 record
31 saves, 1.90 ERA

Son Defeats Father - In SOM

EDITORS NOTE: Usually the Review steers clear of stories about a single baseball or foot-ball game because of space limitations. However, this month we are breaking the pattern with the following recounting of a baseball game between the 1931 Philadelphia A's and the 1927 New York Yankees. The author of the story is Jonathan Vankin of Williamstown, MA, age 10, who is playing against his father. For a youth his age, it's a well-written description of what appears to be a truly exciting game. Here is Jonathan Vankin's story.

My father took the 1931 A's and I took the '27 Yanks, two of the finest teams in baseball history.

I dominated the first five innings, as the Yanks led 3-0 at the end of three innings and 3-1 through the fourth after Ol' Double-X, Jimmy Foxx, homered. The next inning we both scored two runs. Then there was no score in the sixth, making the score 5-3, Yanks still ahead, with both starting pitchers, Waite Hoyt and Lefty Grove, still in there but a little wobbly.

Lou Gehrig got his third RBI of the game for me in the seventh inning, but the A's

(Continued on page 17)

EDITORS NOTE: It was mentioned in the December Review by reader Jim Belza that he would like to know more about how a play-by-mail league operates. So, in answer to this query, Dave Surdam of Pleasant Hill, OR, has taken up the pen and, citing his own experiences, provided the following answer:

So You Want To Play By Mail

As league president of the fledgling Pacific Baseball Play-by-Mail League, I speak with experience about such leagues.

The most important thing is getting good managers. This is hard to do, but a few poor managers can ruin the league.

You should have access to a printing machine, have plenty of time, be able to answer letters clearly and quickly, solve problems fairly and be prepared for some mighty big "migraines."

If you still qualify, you're well on your way.

Next, figure league dues. Try to keep this figure low, but make sure it leaves a dollar or two for emergency long distance phone calls, etc.

It's up to you as to the kind of league, whether it be a draft setup or an actual replay. You should have a good enough response to get good members.

One other key thing is to set a definite timetable for your managers. We have a "calendar" listing when games, statistics, etc., are due to be in the mail.

Many of the remaining details are up to you. We return quitter's money only if they get a replacement and have their statistics up to date. NEVER let one person do all the stats!

If you get your league running smoothly, you'll find it a thing of enormous pride and satisfaction.

NOTE: Dave Surdam has outlined the basic requirements for successfully running a play-by-mail league. Now the Review, along with many readers, would like to hear more about the actual organization of current leagues; not so much the results of league play, but how the league came into being, background of the managers (coaches), what kind of timetable is used in running the league, and some of the good and bad experiences that are part of the league's history.

(Continued on page of 16)

knocked out Hoyt with two runs in the seventh and two more in the eighth, featuring the heavy hitting of Al Simmons and Mickey Cochrane.

Now the A's were ahead for the first time, with the Yanks coming to bat at the top of the ninth inning. Trailing by one run, NY Tony Lazzeri and Bob Meusel made two quick outs. It looked like Connie Macks amazing team had pulled it out, when thankfully, who comes to bat but the Babe himself. George Herman Ruth homers to tie it!

Then Gehrig walked, Earle Combs scored him with a triple and a single put the Yanks two runs up before the third out. With Wilcey Moore, NY's best reliever in to pitch the last of the ninth, it looked like a comfortable lead.

But the A's scratched out a run, Max Bishop singled with two out. Eric McNair is up to pinch-hit. Miller Huggins decided to stay with pitcher Moore. A mistake! Boom! McNair homers! And the hometown crowd (my dad) yelled, "Raise McNair's salary!"

The winning pitcher: Ed Rommell, in relief of Lefty Grove. And Wilcey Moore lost it in one of his rare failures as a "Fireman". Final score: 1931 A's 10, 1927 Yankees 9. An SOM battle I'll remember for a long time.

Are Different SOM Grid

18

Formations Your Game Plan

With the football season winding down in real-life and baseball just around the corner, now would be a good time to pass a few final playing tips for Strat-O-Matic Football.

Duncan Jameson, Pittsburgh, PA, frequent contributor to the Review, has, along with Jamie Potter and Steve Marsland, both of Greene, NY, devised a series of changes that can be made both offensively and defensively.

Here are the advanced football changes that table-game gridiron enthusiasts may want to try:

OFFENSE

1. T-Formation: Purpose--to build the running game. Method--remove flanker and replace with a halfback, therefore having two halfbacks and one fullback with no flanker. The player who replaced the flanker is considered the left halfback, while the original halfback is called the right halfback (for keying purposes). The left halfback is covered by the left cornerback on pass plays.
2. Double Tight End Formation: Purpose--to give the offense better backing. Method--remove the split end and replace with a second tight end. Pass blocking remains the same and all plays are the same, with the extra tight end counting for a split end. Note, though, that offense cannot call long pass when in this formation.
3. Squib Kick: Purpose--To keep opponent from running back a kickoff for a touchdown. Method--Kickoff by regular procedure, add 15 yards to whatever the reading says, with touchback counting as to goal line. Example--Kick to three-yardline becomes kick to 18. Return kick with corresponding punt returner instead of kickoff returner, with touchdown counting as 25 yards and fumble remaining the same. After the return, if the ball doesn't reach at least the 25, ball is automatically placed on the 25. Note, can only be used with two minutes or less remaining in first half or game.

DEFENSE

1. Run Prevent: Purpose--to slow down a powerful running game by the offense and still be partially protected against the pass. Method--blitz all linebackers into blitz zones. Move cornerbacks into both flat zones or flat and look-in zones. Then move free safety into short pass zone with the tight safety, leaving long pass zone open. The two men in the short zone count as the minimum three men. You must call run in this formation.
2. Safety Blitz: Purpose--make free safety the most mobile man on the field. Method--free safety may move into any of the five blitz zones on the line, either of the flat pass zones, look-in pass zone, along with the usual short and long pass zones.
3. Pass Prevent: Purpose--to be better protected in an obvious passing situation. Method--slide either tackle into the center blitz zone, removing the other tackle from the board. This gives the defense a three-man rush and will decrease team pass rush rating by one point (except if it already is a "1" rating). Now replace tackle with your best defensive back that is an extra player. This gives you five defensive five defensive backs. This extra back may be placed in any of the pass zones, long, short, look-in or flat, or any of the double-team slots. You must call pass when in this defense. If opponent calls a line-buck or off-tackle while you are in this defense and the reading is defensive tackle, it is automatically an "0" rating, as he is one man covering two zones.
4. Goal Line Defense: Purpose--to cut down all the running zones when the offense is close to the goal line. Method--blitz all three linebackers along with both safeties, thereby covering all the five blitz areas and creating a nine-man line. This leaves the two cornerbacks to cover the short zone and count as the minimum or three men. Defense can only call this when opponent is on the five-yard-line or less. Defense must call run when in this formation.
5. One-Half Keyed Defense: Purpose--to partially contain a team's big runner.

Method--defensive coach, using one of his three linebackers, states that the linebacker he picks will cover the runner he names by position. He then continues to call either run or pass. This means that if the fullback is running the ball, the linebacker chosen will move into that running zone, making it the most possible men on the defensive card. This applies whether the coach guesses right or wrong. If someone else is running or it's a passing play, the linebacker is completely out of the play. If the play is a pass to the running back who is one-half keyed, the linebacker has no effect on the play. The one-half keyed defense cannot be used when any other defense is being used; e.g., you cannot one-half key while in the pass prevent defense.

Here's SOM'S Answers To Oft-Asked Questions

EDITORS NOTE: This is the second in a series of monthly columns done by the Strat-O-Matic Game Co. This month Steve Barkan, an executive of the company, has answered many of the questions which have frequently been sent to the Review in recent months.

Q: Do the asterisks next to Len Dawson's *32 on a long pass mean anything special?

A: THE CORRECT READING ON DAWSON'S CARD WOULD BE 32. THE ASTERISK IS AN ERROR MADE BY THE PRINTER THAT WAS NOT PICKED UP IN PROOFREADING THE FINAL CARD. THE SAME ERROR WAS MADE ON SOME OF THE JOHN BRODIE CARDS PRINTED UP, AND SHOULD BE READ THE SAME WAY.

Q: This question may have been answered in a previous issue of the Review, but as a new subscriber, I am still in the dark. Is the 1972 edition of the baseball cards based on actual statistics in respect to the advanced game? If so, why are these statistics not made available in the usual reference sources?

A: THE ADVANCED GAME INFORMATION IS COMPILED BY THE GAME COMPANY ITSELF FROM A PAINSTAKING STUDY OF THE ACTUAL PLAY-BY-PLAY OF EVERY BASEBALL GAME. THE CONTRACT THAT THE GAME COMPANY HAS WITH THE SUPPLIER OF THIS INFORMATION PROHIBITS THE RELEASE OF THIS INFORMATION TO EITHER THE PUBLIC OR TO A PRIVATE RESEARCHER. THIS INFORMATION IS NOT AVAILABLE TO THE PUBLIC, BUT WAS PURCHASED BY TWO OF THE TEAMS LAST YEAR, ATLANTA AND BALTIMORE. THIS IS THE REASON FOR THERE NOT BEING ANY STATISTICS AT THE BOTTOM OF THE ADVANCED CARDS.

Q: In figuring the accuracy of some of the baseball cards, I have come across some comparisons which seemed to be statistically inaccurate. In comparing Bill Terry's hall of fame card with Joe Torre's 1972 card, I found that Terry was deficient in double and hits. In comparing Mark Koenig ('27 Yanks) with Vic Davalillo's 1971 card, I found that Koenig lacked batting average points, also.

A: IT IS IMPOSSIBLE TO COMPARE CARDS FOR TWO PLAYERS WHO DID NOT PLAY IN THE SAME LEAGUE; OR SINCE 1969, DIVISION, FOR THE SIMPLE REASON THAT THE PITCHING FACED IS DIFFERENT. THE PITCHING AVERAGES FROM 1927, IN THE CASE OF KOENIG DIFFERED FROM THAT OF 1971, IN THE CASE OF DAVAILLO AS IN THE CASE OF TERRY AND TORRE. AS STRAT-O-MATIC BASEBALL IS COMPUTED ON THE PITCHERS ABILITY 50% OF THE TIME, IT WOULD BE IMPOSSIBLE TO MAKE VALID COMPARISONS.

Q: Why wasn't Ike Thomas of Dallas included as a Dallas kickoff returner?

A: THOMAS WASN'T INCLUDED BECAUSE HE ONLY RETURNED SEVEN KICKS ALL YEAR AND DID NOT QUALIFY FOR THE LEAGUE LEADERSHIP. CLIFF HARRIS, ON THE OTHER HAND, PLAYED ALL YEAR AND WAS THE ONLY COWBOY QUALIFYING, BY RETURNING 29 KICKS DURING THE YEAR.

(Continued on the last page)

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(Continued from page 19)

Q: Those who play oldtimer teams should bear in mind that the sacrifice fly was eliminated from 1931-1954. This can conceivably affect a batting race. Has this been accounted for in the old-timer teams?

A: THE OLDTIMER TEAMS FROM 1931-1954 SEASONS WERE MADE UP TAKING INTO ACCOUNT THE FACT THAT SACRIFICE FLIES WERE COUNTED AS AT-BATS.

Q: I would like some reaction to my opinion that the holding of a runner rule is fallacious. Its only human nature for your opponent to hold a good runner on base all the time--the end result being no superior base stealer.

A: THIS IS THE SAME SITUATION YOU WOULD FACE IN BASEBALL, ITSELF. THE BEST REMEDY IS TO FOLLOW UP YOUR GOOD BASE STEALERS WITH A GOOD HIT AND RUN MAN, AS HIS CHANCES OF GETTING A HIT, THROUGH ++ AND THE HIT & RUN CHART ARE INCREASED. IN TIME, YOU WILL FIND THAT YOUR OPPONENT WON'T BE SO EAGER TO HOLD THIS STEALER ON QUITE SO MUCH. ANOTHER METHOD WOULD BE TO "PICK YOUR SPOTS" WHEN STEALING. IF YOU ALWAYS "GO" WITH YOUR BEST BASE STEALERS, YOUR OPPONENT WILL BE READY FOR IT.

Q: Will there be new oldtimer teams coming out in January, as alluded to in the Review?

A: THE GAME COMPANY HAS DECIDED TO POSTPONE THE ISSUANCE OF THE "NEW" OLDTIMER TEAMS FOR ONE YEAR. WHEN THESE TEAMS DO BECOME AVAILABLE THE POLL TAKEN IN THE REVIEW WILL BE FOLLOWED AS CLOSELY AS POSSIBLE. THE REASON FOR THE DELAY IN THE OLDTIMER TEAMS IS THE FACT THAT SOMETIME NEXT SUMMER THE STRAT-O-MATIC BASKETBALL GAME WILL BECOME AVAILABLE. PLEASE, DO NOT CONTACT EITHER THE GAME COMPANY OR THE REVIEW CONCERNING DETAILS OF THE GAME, HOWEVER, AS WE ARE NOT ABLE TO DISCLOSE THEM UNTIL THE GAME IS ACTUALLY READY. AS WAS THE CASE WITH THE ADVANCED BASEBALL CARDS, THE FIRST LOOK AT THE NEW GAME WILL BE IN THE REVIEW APPROXIMATELY ONE MONTH BEFORE ITS AVAILABILITY, AND ALL PRIOR YEAR CUSTOMERS WILL RECEIVE A BROCHURE DESCRIBING THE GAME, WHEN IT BECOMES READY.

Coming next issue more replay, playing tips and much, much more. Replays and playing tips from our readers have slacked off over the past few months and we would appreciate hearing from you. After all, it's your letters that make up the Review.