REVIEW ADDS FOUR PAGES

Many changes will accompany the next issue of the Review, which, by the way, will mark the beginning of our third year of publication. The most dramatic change will be the addition of four more pages, raising the total now to 24 per issue. Those who have been with us from the beginning will remember that the Review began as a 16 page paper with the March '71 issue. This makes for an overall enlargement of 50%.

Other changes will also be made, including a price increase. Per issue, the Review will cost 40¢ beginning with the next one. Naturally subscription rates will change too, offering savings to those who subscribe for longer periods of time. Rates are now as follows: 3 months--$1.20 (40¢ ea.), 6 months--$2.25 (37½¢ ea.), and for one year (12 months)--$4.20 (35¢ ea.). As you will notice, the one year subscription rate remains the same as before, and is a 60¢ savings when buying a year at a time instead of four three-month subscriptions. Those who have   already subscribed, need not worry about sending in extra money, but must remember the changed rates when renewing. Remember, you won't be able to use the back of older issues for renewing unless you enclose the correct amount.

Another change will be the promptness of receiving your issues. In the past you have been able to expect your Review between the 24th-28th of the month, but now we will be switching our mailing from first to third class. This will slow down the mail and you should allow up to two weeks to receive each issue. The reason for this change is to lower our mailing costs so we can add the four additional pages.

The Review editors are all for enlarging the Review to as big as possible, but the number of subscribers determines just how much we can afford to spend on printing. Four more pages are added now, basically, because we would like to see a bigger paper, but subscriptions have remained about the same for the past year. We can pledge to you, that if our number of subscribers increase 300 more than now, we'll be able to add another four pages without an increase in price. This makes it partly up to you, whether or not we increase our size again. Get your friends, and people you know, who play S-O-M, to subscribe.

This also means that we will need more material from our readers to fill the extra four pages. So don't hesitate to send in your Strate experiences and league results.

We also would like to add more pictures to the Review, but for this we need your help. If you play in a face-to-face league, on some league night, snap some pictures and send them in, color pictures are okay, but make sure they are clear. Chances are a dark picture will not print, so make sure everything in the picture can be clearly seen. Photos will not be returned unless a self addressed stamped envelope is enclosed with them. Pictures do not have to be of the whole league, they can be of the two combatants in your Super Bowl or World Series. Please, send along some explanation of the pictures and who is in them. Some background story of your league, including history will help.

Play-by-mail leagues can also contribute to this "picture hunt". For instance, have each member of your league send a snapshot of himself to the league commissioner, then have him send them all to the Review. Be sure and enclose some information about the league with these pictures. Readers have asked for more pictures, but not too many have been sent in, and we believe it is a waste of space to print pictures of ball players because you can see those in any sport magazine. We want to use photos that are relevent to S-O-M. So, that again leaves it up to you to provide the pictures, we think it could lead to a much more interesting magazine.

Readers Roll 'Em

CARD PRICES

The last few issues of the Strat-O-Matic Review have had letters attacking people for selling teams for high prices or selling to "the highest bidder."

These people should realize that when there is an overdemand for something, prices should rise. I doubt anybody who collects stamps would sell cheaply, even though they may have bought them cheaply at one time.

The same also applied to SOM products. If a person is selling a team (set) for too high a price, nobody will buy it until he becomes reasonable. Bidding seems very fair; if the seller does sell to the highest bidder.

Jim Lampman
Tacoma, WA

CATCHER'S RATINGS

I have a suggestion that I'd like you to think about.

How about giving catcher's two ratings of one, two, three and four. One would be the "F" or fielding rating, and the other rating would be the "T" or throwing rating. By doing this, it wouldn't take up much room on the cards and you could use the same deductions listed in the instructions.

So a catcher that has poor fielding ability, but a great throwing arm, would have a rating like this: "F4", "T1" meaning he's a "4" fielder but he deducts six from the runner's stealing rating.

Gary Raine
Cincinnati, OH

ATTENDANCE QUESTIONED

I would like to comment on the article by Mike Cummins in the January issue. Mike has a basically good idea, but it has its drawbacks.

Let's suppose that the San Diego Padres are playing the Philadelphia Phillies. Clay Kirby (San Diego's best pitcher) and Billy Champion are the starters, neither of whom "draw" many people. With the normal starting lineups in mind, let's look at the total attendance. Leron Lee (.300 hitter) would draw 388 people; Nate Colbert also of the Padres, would draw 439, but no player on the Phillies (since Steve Carlton isn't pitching) would draw any.

The total attendance thus comes out to

827 people. Even though these teams are both celler-dwellers, more people should "show up" than that. I suggest that Mr. Cummins come up with a base attendance for each game, no matter who's playing.

Jerry Wallace
Paducah, KY

FOOTBALL OLD-TIMERS

I would like to comment on Charles Kapner's column in the January Review. I agree 100 percent with him that the sale of pre-'67 football sets would not only please the SOM players, but would be profitable. I would be willing to pay a slightly higher price.

I would also like to comment on the fact that many of the prices in the ad section have gone down since the printing of letters from frustrated readers. I think this is great.

Don Hoff
Carmichael, CA

LIKES ATTENDANCE

I would like to commend you on the fine work you have done in the Review. Reading it for the first time last month, I now add the attendance to every game, thanks to Mike Cummins. My record crowd so far has been 41,870 in a game between the '50 Yanks, featuring Joe DiMaggio and Yogi Berra, and the '53 Dodgers with Duke Snider and Roy Campanella. Another idea I got from the Review was a league with the old-time teams, after reading about Dave Minchin's.

My favorite part of the Review is the statistics, although I like nearly everything in it.

Billy Thompson
Thayer, MO

GRID ENTHUSIASTS

There are a number of hard-core Strat-O-Matic football players here at Michigan Tech who are really interested in the game.

We are interested as to how we can advertise to get old teams. Also,

could you give us an idea as to the number of "Strat-O-Matic Football Clubs" in existance and the possibility of tournaments face-to-face or by mail? We have some interesting ideas for by-mail play (third person mediator and play 14 games at once to finish one league in six months or so, etc.).

Field Marshall's
Gaming Club
Sam Ferris
129 E. Co-Ed
Michigan Tech. U.
Houghton, MI

EDITOR'S NOTE: You'll find a regular section of the Review devoted to ads, both selling and buying of football and base-ball cards. Being a new subscriber, you may also be interested in the Strat-O-Matic Directory, which contains a listing, by states, of SOM players all over the country.

And while mentioning the Directory, it might also be noted that the Review plans to update its first copy. Because of the success of that first edition, the second will contain not only names and addresses, but also age, occupation, gaming experience and other informative data about each listing.

ALL-TIME GREATEST WANTED

Why not have an All-Time Greatest Teams League for all 24 baseball teams? This would give people a chance to play Ted Williams next to Tris Speaker with the Red Sox, or Mickey Mantle in left, Joe DiMaggio in center and Babe Ruth in right field for the Yanks. Or, in the National League, to have Paul (Big Poison) and Lloyd (Little Poison) Waner and (The Great One) Roberto Clemente all in the same Pittsburgh Pirate outfield.

I admit that teams such as the Brewers, Royals and Expos would be left short, but I think that the idea would bring out players that would otherwise be left out of the Old-Timers selections. The Waner brothers, for instance, deserve recognition that they haven't received yet. Another, Clyde (Pooch) Barnhart, playing for Pittsburgh, had a .295 lifetime average, yet he will not be recognized.

Boston Red Sox pitcher Mel Parnell is in the same category. There is no card of him now, yet he ended his career with 123 wins and only 75 loses, plus one year he compiled a 25-7 record. He certainly deserves some kind of recognition, also.

Perry Clarke
Bangor, ME

NEW CARDS

The reason I am writing is that I would like to know when the new cards in baseball will beout? Will there by any new changes in the new teams? I would greatly appreciate it if you would write some articles on the new teams coming out.

Can we really expect Oakland's pitching staff to dominate? I think the National League as a whole will be weaker. The American League would make a better race to replay. Could you please write an article on new, good players to look out for?

Dale Webb
Redondo Beach, CA

EDITOR'S NOTE: By the time of this writing, notices of the new cards being available should be received by all of SOM's old customers. Mailing date for the new cards will be the latter part of January, according to the game company, and on a first come, first serve basis. No new changes are planned this year in the baseball game, unlike last year when wholesale changes, including introduction of righty-lefty batting and pitching, were made.

This month's column from the game company tells about the happenings that go into the preparation and production of the baseball cards. But as far as how the computers make the cards, this is information the game company cannot release.

If Oakland's pitching staff dominated in real-life, look for it also to dominate in SOM if a regular American League replay is conducted. Finally, the Review plans, for its March issue,

to have a story about the 1973 baseball cards, plus a feature on the GKSML baseball draft and a look inside Joel Wright's mind when draft time rolls around. Joel, it's worth remembering, has won five straight GKSML baseball championships and has never been beater.

FOOTBALL CHANGES

Over a period just about one and a half years we have seen many football changes flash before our eyes. Most being instituted into the game. We have seen individualized kickoffs, more emphasis on the run and less on the pass, and more pressure put on the linebackers when the run zones are flooded. I am hoping to see penalties and fumble returns made standard, too. I have mentioned but a few of the many changes that we have seen and I am sure we will see many more.

The change I am most interested in telling you about is the new running quarterbacks. Such as Bobby Douglass of the Chicago Bears, who, as we all know, will run every chance he gets. Almost all quarterbacks will have maybe three of four "must runs" on their cards. But they were only on the column marked "Right." Such passers as Douglass will run even though they have a man open, because they have excellent running ability and think they can get the yardage needed.

I sincerely hope the game company will realize this and put plenty of "must runs" in both columns for the players who deserve it.

Tim Cawley
Downers Grove, IL

****

Q: ON A SINGLE OR DOULBE FOLLOWED BY TWO OR ONE ASTERISK CAN YOU ADVANCE ANOTHER BASE?
A: The number of asterisks behind the type of basehit indicates the number of bases that can be advanced. One asterisk means a one-base advancement for all runners, two asterisks, two bases. There can be NO further advancement.

Roy Dixon Praised

Each month the Review staff receives its share of accolades for a job well done, and also brickbats if not enough "inside" is given about the Strat-O-Matic game company and its operations.

Something a little different crossed our desk recently, however. Ed Furman (Oak Park, IL) and a guest columnist in September, 1972) a veteran SOM player going into his eighth year, sent along a complimentary letter praising the efforts of Roy Dixon, Norfolk, VA, in setting up a successful play-by-mail baseball league called GABLE (Greater America Baseball League Enterprises).

We've heard from a few readers about how displeased they became with certain leagues they joined (usually because the organizer, perhaps with dreams of power and grandeur beyond their abilities, allowed the league to fall into disarray and eventually collapse. Allen Young of Gibbstown, NJ, not long ago pointed out in the Review that he had joined a play-by-mail league that wanted only dedicated members, and then the organizers of the league turned out to be just the opposite and the league broke up.

So its refreshing to here about a job well done. And that's just what Roy Dixon has been doing. Usually the well-organized leagues do "their thing" quietly and, not until information and final statistics are sent to the Review do we hear about them. What goes on behind the scenes, however, is seldom heard about.

Here is Ed Furman's account of what its been like being in play-by-mail leagues run by Roy Dixon:

"I have been in a number of mail leagues with Roy and always found him to be an enthusiastic member. Unfortunately, in the first league we participated in, few of the other members were.

"Consequently, Roy gathered a few of the more enthusiastic members and added a few other people and formed GABLE. He sent a mimeographed copy of league rules to each member and each member in turn sent Roy a list of players for the draft.

"As soon as Roy conducted the draft he sent mimeographed copies of the rosters, schedules and addresses of the league members to the other six members. Each manager was instructed to keep his own statistics and Roy posted the standings every week and sent out the individual statistical leaders every 40 games.

"Roy set up trade deadlines and required that all trades be reported to him, at which time he sent news of the trade to each member.

"Roy is currently working on plans to start a continuing league (where managers keep the same players year after year), in which salaries of players will be set and each manager will be given a sum of money with which he must meet his payroll. Another feature which Roy has introduced is to allow each manager to have a list of ten players who do not yet have SOM cards. Then, if these players ever become major leaguers, they would automatically become property of that manager.

"Roy has arranged for Rod Bertelsen to set up the team rosters, although Roy will run the league. Rod, if you're wondering, is a good friend of Roy's and helped him organize the continuing league.

"One last note on Roy. The most amazing thing about him, despite everything else, he has done, is that he has handled all the mailing and mimeographing without ever asking for a cent to offset the cost of mailing."

EDITOR'S NOTE: Despite Roy Dixon's not asking for money to offset printing and mailing costs, this is an important aspect of most leagues and their responsibility shouldn't be shouldered by one person. Money, at the outset, should be either paid in as dues or part of an entry fee for just such a purpose. Some league organizers have found themselves overwhelmed in this area and either had to spend their own money or slack off in the amount of mailing done because of a lack of funds.

How the New Baseball Cards get to you

Every year, as soon as the baseball season is completed, we get many inquiries as to when the new teams will be available. We therefore, decided that it would be a good idea to divulge exactly what goes into the preparation of the new baseball teams.

The work on the advanced game actually begins before the season does. A master roster sheet is made up listing all the players; how they bat and how they throw, for pitchers, and what team they play for. This roster sheet is sent to Banner Computer Co., who then keypunches it and feeds it into the computer. This master roster sheet is revised several times during the season to make sure no player is left out. Each week, the games that have been played during the previous week are coded by the game company, then delivered to the computer company to be keypunched. Without explaining the process, by the end of the year, each game has been put in the computer's memory bank in such a way that we can check any given batting situation and tell who the hitter and pitcher was, thus attaining the desired righty-lefty batting and pitching statistics.

The actual job of making up the teams begins when the National League statistics arrive; usually in the first week of December. The statistics are copied onto a computer input sheet for each player who has a chance of making the "top 20" or 96 players. The input sheets are made up for the basic game, only. The rosters for the players who will make the regular team are determined after making a "depth chart" of positions. Fielding, running, stealing and injury ratings are then put in for the batters and hitting and pitching (starter, starter-relief, relief, etc) ratings are put in for the pitchers. This input sheet is then punched and fed into the computer, which prints-out sheets for each team listing the percentages of the input data, and the percentages that will appear on the actual cards. This sheet also numbers each player and gives a team code number for each team.

While this process is going on, the computer prints up the final figures compiled from the advanced game study, in terms of being compiled against right handed and left handed pitching and batting. This printout will list everyone from all 24 teams who appeared on the master roster. The players who will be used for the "top 20" will then be given a number corresponding to that which they received in the basic game printout. The significance that this number has, aside from having the right player printed on each side of the card, gives the order in which the card will be printed up.

The next step for the basic game is a printout with the percentages of each possibility on the bottom of the card. This printout is done in the way the final card will look. The printout is checked to make sure that there are no errors in the percentages or in the actual card. At the same time this is taking place, a computational run is being made for the advanced game with the percentages that will appear on the card. We check this run very carefully to make sure no problems such as a player going two for two against a particular type of pitching comes up. When this procedure is checked, the computer makes a printout of how the advanced cards will look with the percentages on the bottom. This printout is checked to make sure everything, including bunting, hit and run, throwing and pitchers endurance is correct. When both computational printouts have been okayed, the computer makes up the final printout for both versions, which shows the card exactly as it will look. This printout is done on separate sheets, two players to a sheet in the basic game and one to a sheet in the advanced. The sheets are then taken to the printer where they are printed up and pasted together and sent out to be collated.

At about this same time, the American League statistics arrive and the same steps are taken with the American League to make up the cards. The 96 additional players are made up at the same time as the American League.

The last step in making up the teams is revising the preseason and regular blue

order sheets and the brochure each year, and making up the yellow roster sheets for the new year. The roster sheets are usually the last article to arrive before shipping can begin.

The time it takes to make up the cards from when the National League averages come in until the first order is shipped out is about six weeks, or from the first week in December until around January 18. The time in which you, the customer, will receive your order depends on how many orders have been received before yours, as they are shipped out on a first-come, first-served basis. Of course, when re-orders come in faster than we can ship them out, as is the case in January, many of you do not receive your orders until March.

We hope this little insight into how the teams are made up enhances your enjoyment of them.

More Football Playing Tips

For those readers still on the lookout for more football playing tips, you haven't lost out yet even though the baseball season is about ready to begin.

Tim Lubeck, a member of the Lafayette-Oakland Strato Titanic (LOST) league, has sent along some tips his league uses. Most are not new, but they do have a new twist to 'em. Here they are:

*Two-Minute Offense--With two minutes or less remaining, a team behind or tied may call a timeout and install a "two-minute offense." This lasts as long as the team has the ball and cuts the time involved in palys by half.

*Injury Chart--2 - Remainder of game plus 3 games
           3 - Remainder of game plus 2 games
           4 - Remainder of game plus 1 game
           5 - Remainder of game only
           6 - Remainder of half only
           7 - Remainder of half only
           8 - Remainder of game only
           9 - Remainder of game plus 1 game
          10 - Remainder of game plus 2 games
          11 - No injury
          12 - Remainder of game plus 3 games

*Interceptions--With one man back in the long pass zone, an interception rolled on the defensive cards is considered picked off by the free safety. The same applies to the middle linebacker in the look-in pass zone.

*Pass Prevent Defense--Can be installed by removing either a lineman or linebacker for a fifth defensive back. The defense must call pass and the advantages are having four men in the short pass zone and one deep. The disadvantages are vulnerability against the run (when rating is needed consider longest gain on offensive and defensive cards to that zone) and when double-teaming a receiver, the rating of the extra defensive back is used.

****

Q: ON A TRIPLE WITH NO ASTERISK BEHIND IT CAN YOU TRY FOR A HOME RUN?
A: No.

Q: ON ALL THE 1971 BUFFALO BILLS' RUNNING BACK CARDS THERE ARE NO SPLIT NUMBERS AFTER THE FUMBLES. IS THIS A MISPRINT?
A: No.

A Look at GABLE

Since a story regarding Roy Dixon, Norfolk, VA, is in this issue of the Review, it's only fitting that we take a closer look at what GABLE has been doing.

Back in December, Roy sent the Review statistics for the league's second full season, and also described GABLE's future plans.

His first league was a four-manager, four-team setup and the recent one was seven managers and teams. The recent league was a draft setup, using National League cards based on 1971 real-life play.

Now, with the 1972 cards ready to come off the presses, Roy passes on word that GABLE will be expanding to 12 teams and starting a continuous play-by-mail league with six National and six American League draft teams. "We will be making some unique and interesting changes in our current drafting system," he relates. "Included will be rating the player cards according to each year's performance and assigning a monetary value or 'salary' to the player cards according to their ratings. Each team will then be allotted a fixed, imaginary amount of funds with which to buy players. Needless to say, a team will not be able to afford too many 'superstars,' thus equalizing the teams while eliminating most of the chance from drafting players.

"In our league play we use the elementary side of the player cards for its simplicity in playing games. I feel that the quicker and easier it is to send out lineups and play league games, the better your league will be in the long run. However, we have incorporated all other advanced game concepts into the elementary version without using the advanced side of the player cards. I will describe this system to you so that other leagues may incorporate it into their own league play at their choosing.

Pitcher's Weakness Ratings -- When a pitcher reaches his point of weakness (obtained from advanced side of player card), all groundball "cs" and all groundballs followed by '++' will be considered singles, with runners advancing two bases.

Throwing Arm Ratings -- All advanced rules governing the use of throwing arm ratings will be used. To determine to what field a basehit has occurred, use the following chart: (result of white die) Columns 1 & 4--left field; columns 2 & 5--center field; columns 3 & 6--right field.

In addition, flyball 'B's occurring on the batter's card only are subject to throwing arm ratings with a runner on third base and less than two outs.

Advanced Hit-and-Run, Squeeze Play and Sacrifice -- Are all used with ratings obtained from advanced side of player cards."

In case readers are wondering who belongs to GABLE and how the most recent league results came out, here they are:

League members and teams were Roy Dixon, Norfolk, VA (Chesapeake Bay Area Clods), Ed Furman, Oak Park, IL (Great Lakes Gronks), Al Mazeika, Oak Par, IL (Oak Park Animals), Steve Alms, Red Wing, MN (Screamin' Demons), Rod Bertelsen, Monterey, CA (I-80 Migrants), George Cozby, Jonesboro, IL (Jonesboro Unicorns) and James Pickett, Norfolk, VA (Tidewater Whips).

STANDINGS	W - L	GB
1. Migrants	90- 70	--
2. Gronks	89-71	1
3. Animals	87-73	3
4. Clods	86-74	4
5. Unicorns	78-82	12
6. Demons	71-89	19
7. Whips	59-101	31

LEADERS
Average - Sanguillen (Migrants) .368
Home Runs - Stargell (Clods) 43
Hits - Garr (Demons) 205
Doubles - Cedeno (Animals) 39
Triples - Metzger (Gronks) 10
RBI - Staub (Demons) 109
Runs - Brock (Unicorns) 91
Stolen bases - Brock (Unicorns) 50
Record - Pappas (Migrants) 21-6
ERA - Sutton (Gronks) 2.19
Strikeouts - Jenkins (Demons) 271

Innings - Jenkins (Demons)   325
Shutouts - Jenkins (Demons)   6
Saves - Ray (Clods)   18

The I-80 Migrants won the pennant by winning 18 of their last 20 games, but lost in a championship playoff to the Gronks, four games to two. The Whips ended up the first 100-game loser in GABLE's short history by being whipped in their last 20 games in a row.

Kansas City Best of '69, '70 Grid Teams

by Bob Quayle
Venture, CA

Not long ago I finished a football season containing 16 of the best teams from 1969 and 1970. I played solitaire and found by playing this method you greatly increase offensive statistics.

I played the advanced version of the game also. I have found a way of keying on running backs and double-teaming receivers despite playing solitare, however. I set it up when you're finding out how many men are in the zone you picked the play to be. I increase the numbers on the solitaire chart to 2-12 so I could use two dice. Thus, whenever you roll a "2" the receiver is double-teamed or the runner is keyed, depending on the type of play called. It all depends on luck, I know, but it's the only way I know to key and double-team.

Here are the league's final standings:

EASTERN CONFERENCE

Atlantic Division		Central Division		Southern Division	
1. '70 NY Giants	7-5-2	1. '69 Packers	11-1-2	1. '69 Chiefs	10-3-1
*2. '69 Browns	8-6-0	2. '70 Lions	8-5-1	2. '70 Cowboys	9-5-0
3. '70 Colts	5-8-1	3. '70 Bengals	6-7-1	3. '70 Dolphins	5-8-1
4. '69 Redskins	4-9-1	4. '69 NY Jets	2-11-1	4. '70 Cards	3-10-1

Pacific Division	
1. '69 Vikings	9-4-1
**2. '70 49ers	9-4-1
3. '69 Raiders	5-9-0
4. '69 Rams	4-10-0

*Cleveland defeated New York in playoff game, 27-21, behind passing of Bill Nelsen who was 19 of 36 for 302 yards. Reason game was played was because Cleveland was tied in games behind with New York.   ** San Francisco defeated Minnesota, 57-3, in playoff. Unbelievable? No. Bruce Taylor ran back three punts for touchdowns for 49ers as he had six returns for a total of 264 yards. Two interceptions were also run back for touchdowns, by Jimmy Johnson and Mel Phillips. Actually five touchdowns were not the direct fault of the Minnesota defense and the famed "Purple People Eaters."

Eastern Conference championship was between Green Bay and Cleveland. Trailing 23-14 in the final period, the Pack bounced back behind a 16-yard touchdown run by Donny Anderson and a three-yard blast by Elijah Pitts to edge the Browns, 28-23.

The Western Conference championship was between the San Francisco and Kansas City teams, with the 49ers the favorites because of their powerful showing in overwhelming

The Average SOM Card

Most Strat-O-Matic game players are pretty busy people--what with the baseball and football games to provide hours of enjoyment, plus the everyday chores of work, school, etc.

Probably no one is busier than Dennis Dibben, a 25-year old with three children who operates a dairy business with his father in Windyville, MO. Dennis has been a SOM player since 1963 and has done a great deal of research into many aspects of the baseball game in particular.

Among other things, he's come up with a list of the greatest SOM players of all-time, set up a chart revealing the number of hits and errors a certain type fielder will give up over a full season, using the X-Chart, plus he also compiled a chart showing the number of double-plays certain infielders will make through the X-Chart only. By using the last two charts, he was able to find the total bases certain type fielders will give up during a season.

And, in a long and very time-consuming quest, Dennis also was able to produce a chart, by position, showing what an average SOM player is. "This took quite some time," Dennis relates. "I used what leagues I had collected since '62 and the Baseball Encyclopedia for my information. All players' batting statistics were then computed to 650 at-bats, that is total at-bats including walks. Then his total bases given up on the X-chart were subtracted from his total offensive bases, also his running and stealing ability were added or subtracted to five the final result for a player (running examples: a 1-17 runner was given a +25, a 1-8 a -20, a double A stealer a +35, an E stealer a 0)."

Here are the charts that Dibben produced:

X-CHART HITS AND ERRORS BY POSITION

Position	# Per 108	# Times X-chart Used (season)	Hits - Errors (total bases)			
			1	2	3	4
Shortstop	7	197	0-18 (18)	19-30 (59)	35-35 (83)	59-39 (108)
Second Base	6	171	0-9 (9)	18-18 (36)	33-22 (55)	52-26 (78)
Third Base	3	85	0-15 (15)	9-19 (33)	17-26 (47)	26-30 (72)
First Base	2	58	0-9 (9)	5-12 (17)	12-17 (32)	17-20 (49)
Pitcher	2	58		5-12 (17)		
Center Field	3	85	0-5 (10)	9-9 (27)	25-10 (55)	45-15 (101)
Right-Left	2	58	0-3 (6)	6-6 (18)	17-7 (38)	30-9 (68)
Catcher	3	85	8-16	11-21	15-31	17-34

For catchers the first number refers to errors, the second to wild pitches and passed balls.

DOUBLE-PLAYS THRU X-CHART

	1	2	3	4
Shortstop	44 (0)	30 (14)	17 (27)	0 (44)
Third Base	17 (0)	11 (6)	5 (12)	0 (17)
Second Base	40 (0)	24 (16)	13 (27)	0 (40)
First Base	12 (0)	7 (5)	3 (9)	0 (12)

Numbers in ( ) are added to X-chart total bases to get total bases as shown below.

TOTAL BASES

Example: #4 shortstop, 108 (hits & errors on X-chart)
       44 (DP off X-chart)
      152 (total bases allowed)

	1	2	3	4
First Base	9	22	41	61
Second Base	9	52	82	118
Third Base	15	39	59	89
Shortstop	18	73	110	152
Catcher	16	21	31	34
Left-Right	8	19	38	68
Center-Field	10	21	55	101

AVERAGE SOM PLAYER CHART

Position	Fld.	Run.	Stl.	2B	3B	HR	BA	BB	TB/fld.	total
First Base	3	11	D	21	4	20	.260	75	314-41	273
Second Base	3	14	C	20	4	8	.255	60	262-62	200
Third Base	3	12	D	21	4	16	.255	55	283-54	229
Shortstop	2	14	C	22	4	5	.255	50	230-53	177
Left Field	3	12	D	21	4	24	.270	65	324-33	291
Center Field	2	16	C	22	7	10	.265	50	275-9	284
Right Field	2	14	C	23	5	18	.270	55	303 1	304
Catcher	2	10	D	20	3	12	.240	50	256-26	230

TOTAL BASES MORE THAN AN AVERAGE PLAYER PER POSITION

Right Field:	(1) Babe Ruth, '21	256
	(2) Mel Ott '29	156
	(3) Willie Keeler '97	119
Left Field:	(1) Ted Williams '41	195
	(2) Al Simmons '30	191
	(3) Ty Cobb '11	190
Center Field:	(1) Mickey Mantle '56	224
	(2) Joe DiMaggio '39	218
	(3) Duke Snider '54	185
Shortstop:	(1) Honus Wagner '08	233
	(2) Ernie Banks '58	213
	(3) Joe Cronin '38	162
Second Base:	(1) Nap Lajoie '01	270
	(2) Rogers Hornsby '24	266
	(3) Frank Frisch '23	179
Third Base:	(1) Ed Mathews '53	184
	(2) Ken Boyer '60	177
	(3) Pie Traynor '29	116
First Base:	(1) Lou Gehrig '27	221
	(2) Stan Musial '48	194
	(3) George Sisler '22	180
Catcher:	(1) Roy Campanella '53	182
	(2) Bill Dickey '36	169
	(3) John Bench '70	168

In The Strat-O-Matic Spotlight

MVP POINTS

If you play Strat-O-Matic baseball and are looking for an easy method of determining the most valuable player at the end of the season, even all-star selections at mid-season, you might try what the International League of the Metropolitan Baseball Association and the parent organization do.

Headed by Rick Shapiro, Skokie, IL, and J.G. Preston, Port Washington, NY, respectively, the leagues pick their stars and MVP by awarding points after every game, based on performance, then total the points later for determining award winners.

The method works like this, regardless of whether the game is played by-mail or face-to-face: following each game, the home manager picks three players he felt were most valuable in that game. He takes into consideration hitting, timely (or clutch) hitting, slugging, pitching and fielding. The most valuable player is awarded three points, next most valuable two and third most valuable one point.

The IL uses this method for not only selecting the season's MVP, but also naming the all-star teams. Because it would take too long to poll the league members (it's a play-by-mail league), it was decided the point system would work quicker. Points, incidentally, are turned in to the league's commissioneer along with series results at prearranged intervals.

If you decide to adopt this system, be sure you're completely unbiased when making selections, regardless of what the opposing team's slugger might have "done to you."

An interesting story brings out this point: It seems that after a Montreal Canadian, Detroit Red Wing hockey game in Montreal's Forum, Maurice (Rocket) Richard, the former Canadian great, was asked to come to the pressbox and, during a TV interview, select the game's three outstanding players.

The story loses something in the telling because we can't speak French, but nonetheless, here's basically what Richard said.

"For the first outstanding player I would have to pick center Jean Beliveau who scored one goal, assisted on another and played an outstanding game all-around for Montreal. Secondly, I would choose my brother Henri, who also played a fine game for Montreal, scored a goal and assisted on another. And for my third outstanding player, I would select Montreal goalie Jacque Plante who made a number of outstanding saves in the game."

At the end of Richard's selections the announcer asked him: "If you had to pick one Detroit player, who would you have chosen?"

Richard replied: "Gordie Howe, for if it wasn't for his three goals the Red Wings would not have won the game, 3-2."

NO-HITTERS

Starting next month the Review will run a short section dealing with no-hitters in baseball, as some readers have suggested recently.

Name of the pitcher, team he's with, opponent, plus year of cards should be included when sending in news of such a big mound happening. Any highlights would make the retelling more interesting, too. Mike Allison, Co-Editor of the Review, told of his only no-hitter in the January Review, for instance, pointing out how only split-number chances falling the pitcher's way in the ninth inning made it possible for Whitey Ford (1961 Yankees) to turn the trick.

We know that having a no-hitter is a special thrill for anyone, but to make the sharing of it more valuable, include those highlights that made the game so memorable to you.

Also, please let's not have anyone send a top-notch pitcher against a "nothing" batting lineup just to achieve a no-hitter. Unrealistic results are what ruined the top baseball and football statistics charts the Review used to print.

THIS 'N THAT

...Arnold Pollinger, Framingham, MA, has a problem. It seems his father disapproves of his playing Strat-O-Matic baseball. Father may know best in most cases, but playing SOM hardly lends itself to turning to drugs or crime for kicks, like so many bored youngsters of today are doing. Sometimes playing "games" seems silly to someone detached from it, but we'll bet that anyone coming into contact with the "games" with anything approaching interest will be hooked and want to roll the dice before long themselves. Also, rolling dice at an early age, isn't a sign that a youngster is in an adolescent training period for becoming a gambler....Danny Wallace, Huntsville, AL, has a "riches-to-rags" story about Bob Gibson of the '71 St. Louis Cards. It seems in a game against Atlanta, Bullet Bob moved 'em down on a shutout, firing a four-hitter. His teammates backed him up at the plate, too, feasting on Atlanta pitching for a whopping 20 runs. Next time the two teams met, however, Bob's bullets more resembled marshmallows as the Braves went on the warpath and slugged seven home runs against him....Don Boes, Louisville, KY, wanted to see what would happen if the '71 Detroit Tigers and '27 New York Yanks met in SOM. The Tigers, dizzy after a harrowing trip through the time tunnel, staggered away a 22-0 victim....How would you pick 'em in a draft? Garlord Perry, Dick Allen or Nolan Ryan? Those are the "Big Three" available in the Greater Kalamazoo Strat-O-Matic League's American League baseball draft that's coming up. Each of the eight managers will be able to protect 15 of the 25 players on last year's roster, then a draft will be held of new players to the AL in the 1972 season and rejects from the roster trimming. Draft will be in reverse of order of finish, meaning Joel Wright, annual winner of the diamond replays, won't get a pick until the eighth player.

Drop-In Baseball League

by Mike Sclalk

We, here in Pittsburgh, PA, recently completed a six-team, 80-game baseball schedule and wanted to pass on a few details of our league, especially our system of managing.

Since we have a nucleus of avid Strat-O-Matic fans here and we also, at times, have inflexible schedules (due to jobs, law school, etc.), our six teams do not have permanent managers. For example, two guys could play a league series by consulting the schedule and then by rolling dice determine what teams they will have. Thus, if any coach loses interest or can't play for another reason, the league continues as if nothing had happened.

Admittedly, there is less personal satisfaction in winning, since a coach doesn't have "his team", but statistical enjoyment remains, plus losing is certainly easier to take. There is also little worry about having to play so many games every week. If a person's work or study schedule is too heavy he can drop out for a week or so and rejoin at his convenience.

As far as results are concerned, the 1934 Cards won on a 46-34 record against (in order of finish) the 1924 Senators, 1940 Reds and 1941 Yankees (tie), 1954 Indians and the 1957 Braves. We had a no-hitter and two triple plays and an exciting final week. As in an all-star league, batting averages suffered from not facing a normal amount of weak pitching. Of the 41 players who qualified for the batting championship (248 plate appearances), only 10 hit above their real-life averages.

****

Q: HOW DO YOU FIGURE A PITCHER'S EARNED RUN AVERAGE?

A: Number of earned runs allowed - multiply by 9 and divide by the number of innings pitched.

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, Oregon 97229

WANTED: '63, '64, '65, '66 Rams, '67 Jets ($1.50 maximum bid separately); '67 Rams, '68 Colts ($1.00 maximum bid sep separately); '69 Rams, Vikings (95¢ maximum bid separately); '66 Dodgers, Orioles, '68 Cards, Tigers ($1.00 maximum bid separately); '68 Indians (80¢ maximum bid). Bidding ends 2 weeks after I receive Review. I will take lowest bid. All teams must be in good shape with no marks. Also, needed badly: Jack Snow ('69 Rams), Specialist Card ('69 Cowboys), Craig Morton ('69 Cowboys). Will pay $1.50 for set in good shape. Percy J. Clarke, III, 585 Main Street, Bangor, ME 04401

WANTED: I will pay as much as $4.00 for '67 Packers. Team should be in playable condition. Write to Brian Russell, 1519 Sanford, St. Louis, MO 63139

WANTED: Desperate. 1969 49ers and 1970 Chargers. Answer quickly! A must! Will pay any reasonable price. Hal Bomzer, 61 Beacon St., Dumont, NJ 07628

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: '62 Yankees, '68 Tigers, '70 Indians. Low bids win. Giving away '71 Billy Williams, McGraw, Sadecki, '65 Torborg. Write: Scott Clark, 816 N. Court St., Crownpoint, IN 46307

WANTED: 1968 football, complete sets or individual teams. Also want 1969 NFL. I have the '54 Indians & Giants and cash. Bob Goddard, 1900 Crestwood Lane, Muskegon, MI 49441

WANTED: 1968 American League. Must be in excellent condition. Will pay your price. Also past issues of the Sporting News. Write: Mark Campbell, 5500 Gina Ct., Sacramento, CA 95841

WANTED: 1962 L.A. Dodgers. I will pay $2.00 for team in good condition, $2.50 for excellent (no writing, not bent, etc.). Also, 1967 Chicago Cubs; $1.00, good; $1.50 excellent. Write: Dennis Romero, P. O. Box 1932, Taos, NM 87571

WANTED: First issue of Review (I-1, March 1971). Will pay 75¢. You pay postage. Write: J.E. Allison, 8271 Dukes Ct., #18, Kalamazoo, MI 49009.

For Sale

FOR SALE: '70 Astros, Pirates, Cards, Dodgers, 40¢. '71 NL West Expos, Cubs, Mets, 45¢. Football: NFC except Rams, Eagles, Cowboys 60¢. Ed Stockavas, 246 Tomstock Rd., Norristown, PA 19401

FOR SALE: '69 & '70 complete AL & NL baseball teams, very good condition, $20.00. Write Brian Fischel, 108 Simca Ln., Wilmington, Delaware 19805

FOR SALE: Baseball teams, 1970 Cubs, Expos, Cards, Phillies, Pirates; 1971 Cards, Mets, Royals, Orioles, Giants, Reds, Dodgers, Indians, A's, Red Sox. All in good condition. Send bids to Robert Prodanovic, 3101 Mohawk Road, Austin, TX 78731

FOR SALE: 1969 ML, good to excellent condition, minimum bid $15. Also, 1970 AL good to excellent, minimum bid - $8. No extra players included in either set. Douglas Smith, 4 Kings Ct., Parsippany, NJ 07054

FOR SALE: 1969 baseball, except for Orioles, Mets, Pirates, Braves; 1970 baseball, except Cards, Reds. 1971 Brewers, Chisox, Bosox, Tigers, Braves, Reds, Dodgers, Mets. Bidding ends February 10. Also: WANTED: pre-1969 baseball, 62-63-64 Bosox, 62-63 Dodgers, Yanks, 1968 additional players. John Heath, 1930 Floraview Drive, Dubuque, Iowa 52001

FOR SALE: Complete 1969 baseball teams. Very good condition. Several 1970 teams. mint condition, new. Extra players in all teams. Any reasonable price accepted. John Knox, 305 Falles Ct., Madison, WI 53705

FOR SALE: Baseball 1968 Pirates, Braves, Twins, A's. 1969 Dodgers. 1970 Yanks, A;s; 1971 Astros, Phils, White Sox, Angels, Football: 1968 Falcons, Eagles, Giants, Redskins, Saints. 1969 Bills, Steelers, Eagles, Saints, Lions, Dolphins. 1970 Oilers, Patriots, Jets, Giants, Steelers, Chargers. Wanted: any baseball Card team before 1967. 1968 AFL teams. 1967 football teams. Send bids to Hillel Italie, 114 Perth Avenue, New Rochelle, NY 10804

FOR SALE: '69 football teams in good condition. Bid on complete set or on individual teams. Teams will go to the highest bidder. John Benson, 112 Rosemonte Avenue, Ridley Park, PA 19078

FOR SALE: Football seasons 1967 $16.00; 1968 $15.00; 1969 $14.00; 1970 $11.00. All good to excellent condition. Baseball seasons 1968 (2 cards missing) $14.00 good condition; 1969 (no Pirates) $14.00 mint condition; 1970 including Xtras $12.00 mint condition. Strat-O-Matic Review Vols I-7 to II-9 good condition, 50¢ each postpaid. Bill Kozack, 627 Camino Del Rio South, San Diego, CA 92110

FOR SALE: SOM AFC-NFC football cards 1971 season in mint condition. Also have 1970 season football teams Clev, San Diego, GB, Chi, Phil, Atl, NYG, Was, KC in mint condition. Baseball 1970 Yanks, Orioles, Twins, Pirates, Cubs, mint cond. plus past issues of Review Mar 1971 to Aug 1971, Oct 1971 to Dec 1971, Jan to Mar 1972, Jun to Aug 1972, Oct to Jan 1973. A total of 20 issues for sale. Will sell all issues together not separate. Serious bidders only. J.L. Smith, 432 N. Mulberry St., Hagerstown, MD 21740

FOR SALE: 1970 Orioles, Cubs, Reds, Twins, Yanks, A's, Pirates, Giants plus old timers 22 Giants, 27 Yanks, 31 A's, 34 Cards, 35 Cubs Perfect condition, cheap, probably about 50¢ each. Send bids and requests to Tom Gredell, 252 Rich, Park Forest, IL 60466

League's Forming

LEAGUE FORMING: To all SOM baseball game owners. We presently have 14 teams open in the beef-jerky league. This league has the American and National Leagues combined into 3-8 team divisions. You may have read this add in the December issue of the Review. Cost of $2.00 for newsletters. Teams open are Cal, Cleve, Mont, Atl, Mill, Tex, SD, Det, KC, Minn, Chi, Cubs, NY Yanks, Balt. Phil. Please write soon. We will use the 1973 advanced cards. Write: Bill Kahl, 76 East Genesee St., Auburn, NY 13021

LEAGUE FORMING: Join a well organized play-by-mail baseball league using both the American and National Leagues. We will use the 1973 cards when they come out. Newsletters will come out frequently throughout the season to keep you informed on whats going on. I will keep all stats. I want players who won't quit. If interested send $2. and your top 10 choices to: Danny Sullivan, 6708 Vermont, Raytown, MO 64133

LEAGUE FORMING: I am holding a year-end baseball classic. 16 berths available. Send stamp for list of rules and eligible teams. Prizes awarded. Jim Belza, 9111 Tiverton Way, Louisville, KY 40222

LEAGUE FORMING: Attention SOM fans!! GUSSOMO (Greater United States SOM Origanization) play-by-mail baseball league, is starting it's 2nd successful season in April. We follow 1973 schedule only using 1972 (new) cards. REAL paper for newsletters, excitement and just plain fun. RELIABLE PLAYERS ONLY!!! IF interested write TODAY for application and questionnaire....BEST PLAY-BY-MILA LEAGUE AROUND. Write to: Jeff Fleischman, 10526 Woodruff Ave., Downey, CA 90241

LEAGUE FORMING: Anyone interested in forming a play-by-mail football league, 13 coaches, each coach having a combination of 2 teams. Send team preferences to: John Tolan, 2671 Wahl, Milwaukee, WI 53211

LEAGUE FORMING: Play-by-mail league need 12 players. We will draft from both American and National League. 1972 season. Two dollars entry fee to be collected later. Please send address and age. League will start about two weeks after the cards come out. If interested, send a dime to Pat Hoepf, R. R. #4 Box 356, Tiffin, OH 44883

LEAGUE FORMING: I would like to start a head-on baseball league in the Columbus, Ohio area. We will be using the 1971 cards. Anyone wishing to help me start it or just join, please write: Jud Beachler, 500 E. Walnut Street, Westerville, OH 43081

LEAGUE FORMING: ATTENTION ALL SOM BASEBALL FANS we are forming a play-by-mail baseball draft league from the 1971 season. This league we are planning will run for several seasons using the new cards, so we want dependable players who will not quit. We will draft the American and National Leagues separately. The cost of this league will be $3.50 and we will play an 81 game schedule. To join the American League: Randy Krahmer, 1535 W. Logan St., Freeport, IL 61032 To join the National League: Steve Hippler, 629 Roland Avenue, Rockford, IL 61107

****

"Hall of Shame" Team

Readers of the Review often write in listing all-star baseball teams of one type or another, usually based on their own SOM experiences.

James Smayda of Herminie, PA, went to the other end of the ladder, however, when he came up with a team recently. While most star teams looked like potential Hall-of-Fame lineups, the one Smayda dreamed up looks like it belongs in the Hall-of-Shame.

What he did was select the worst players, based on their 1971 Strat-O-Matic card, for last year's baseball season. Here's his nightmare (for the manager) lineup:

       Catcher - Paul Ratliff (Milwaukee) .171
       First Base - Mike Fiore (Boston) .177
       Second Base - Zoilo Versalles (Atlanta) .191
       Third Base - Fred Kendall (San Diego) .171
       Shortstop - John Lowenstein (Cleveland) .186
       Left Field - Brant Alyea (Minnesota) .178
       Center Field - Ted Ford (Cleveland) .194
       Right Field - Bernie Williams (San Francisco) .178
       Pitcher - Steve Hargan (Cleveland) 6.63
       Relief pitcher (Firebug) - Floyd Weaver (Milwaukee) 7.33

This is the kind of team every manager can afford to pass up.

Random Number Booklet Revealed to Readers

Ask and you will receive.

That's what happened when the editors of the Review expressed interest in random number booklets (Jeff Perigoni's column, October 1972 Review) and how such a creature was set up.

Robert Routier, Kensington, CA, took it upon himself to provide the in-depth answer as to what a random number booklet is and this month is sharing it with readers of the Review.

As previously mentioned, with a random number booklet it's possible for two people, living thousands of miles apart, to choose teams, play a game, and, becasue both start in the same part of the booklet, come up with exactly the same results.

As Routier further explains it: "This would be accomplished by both coaches sending team selections and strategy by mail. For football, strategy would mean lineups, play calls for both offense and defense for each down and yardage situation, injury replacements, whether to try a field goal or punt from midfield, when to replace a quarterback who is having a bad day and in what situations to go for the first down in fourth-and-short-yardage situations.

"For baseball, you must include lineups, injury replacements, starting pitching rotation, when to take out a pitcher, what relievers to use in long and short relief, pinch-hitters and when to use them, stolen base attempts, extra base attempts, sacrifices, infield in and squeeze plays. This all sounds complicated, but the system used by Ken Brinkley in his baseball championship (November 1972 Review) shows how easy it is.

"In the case of split chances, refer to the next number on the list and use either Bryan Baker's (December 1972 Review) or Larry Thompson's (June 1972 Review) split system charts."

It is also of the utmost importance that both game players start on the same number when using the random number booklet. Also, if you run out of numbers before the game ends, you can go back to No. 1.

The following chart, printed in its entirety, was set up by Routier.

"I made the chart by taking the odds of getting a certain number on a given roll (for instance, there are six different combinations of getting 2-7 on one roll, but only one for 4-12) and multiplied by two. Then I put each number on a scrap of paper and chose them at random."

Here is the random number booklet:

RANDOM NUMBER CHART

1. 4-5	2. 4-10	3. 6-8	4. 3-5	5. 1-3	6. 1-8	7. 1-5	8. 1-9
4-12	1-10	3-8	2-9	3-10	4-9	3-8	5-4
3-9	2-7	5-9	3-2	3-8	4-5	3-11	6-6
1-4	4-10	3-6	5-2	3-6	4-5	6-10	6-5
1-9	1-5	1-8	2-7	5-8	1-7	5-11	2-4

9. 6-8	10. 6-3	11. 5-3	12. 5-6	13. 5-7	14. 1-5	15. 4-7	16. 2-7
2-9	4-7	4-4	2-8	4-9	4-10	3-7	1-6
6-8	1-10	5-7	3-4	2-5	2-11	6-7	6-9
5-6	6-11	5-7	1-9	1-5	2-9	3-8	4-6
5-7	2-7	3-7	1-9	6-5	1-7	4-6	6-8

17. 6-7	18. 5-6	19. 2-6	20. 3-6	21. 5-9	22. 5-7	23. 2-9	24. 3-7
6-7	2-7	2-8	6-4	1-10	5-3	4-8	5-11
3-5	3-6	1-3	5-8	2-5	3-10	3-3	2-3
6-10	6-9	3-8	3-6	4-4	1-5	3-11	1-7
1-9	2-5	2-6	5-6	2-6	5-10	4-7	4-10

25. 6-6	26. 6-5	27. 5-8	28. 4-3	29. 2-3	30. 5-7	31. 3-9	32. 2-2
1-10	1-6	2-11	6-8	6-9	6-9	6-8	1-4
5-10	4-9	1-10	4-5	5-3	4-8	2-3	6-11
4-7	3-9	3-7	1-8	1-11	3-12	1-4	4-7
5-5	4-5	6-4	3-8	3-9	6-4	2-6	1-3

33. 3-9	34. 2-8	35. 4-8	36. 4-8	37. 6-9	38. 5-9	39. 4-8	40. 2-5
6-3	2-4	5-8	6-6	4-9	4-11	2-9	3-4
1-2	2-8	3-8	2-6	1-6	6-7	2-8	6-7
2-8	4-7	5-3	2-8	5-6	5-4	6-8	4-6
3-3	1-12	2-3	3-10	5-10	5-5	1-5	2-7

41. 3-4	42. 2-7	43. 3-10	44. 2-5	45. 6-12	46. 5-5	47. 6-4	48. 4-11
3-10	5-6	2-7	5-9	1-7	1-5	2-6	6-9
4-3	4-8	3-3	4-4	3-6	3-4	6-5	2-10
5-9	6-7	2-4	1-11	1-7	3-8	6-11	2-12
4-8	2-7	4-5	1-9	1-9	5-5	4-7	1-7

49. 4-2	50. 5-8	51. 2-10	52. 6-8	53. 1-11	54. 6-6	55. 6-6	56. 2-5
3-7	4-6	3-2	3-6	4-11	6-10	2-6	5-4
5-10	4-4	1-6	2-10	5-7	6-2	4-7	3-9
3-9	3-7	6-9	6-7	2-8	6-3	6-12	4-3
5-11	2-9	3-10	5-8	6-7	5-6	1-7	3-5

57. 1-8	58. 1-8	59. 1-7	60. 3-4	61. 6-4	62. 6-6	63. 1-3	64. 2-12
1-8	1-7	3-5	5-4	5-7	1-9	3-6	6-6
4-6	3-7	6-7	6-11	1-10	3-11	6-5	1-6
3-9	5-6	5-10	2-6	2-4	4-8	6-10	2-2
1-3	6-10	1-11	1-2	1-2	5-7	3-5	3-7

65. 3-7	66. 4-8	67. 1-7	68. 5-10	69. 2-10	70. 1-8	71. 4-10	72. 4-6
4-2	6-2	5-9	2-5	1-8	3-5	3-12	3-8
4-7	6-6	6-5	2-4	2-7	5-7	2-11	4-6
5-8	1-7	3-3	1-4	5-9	6-9	5-8	4-7
6-5	1-6	5-6	2-8	1-5	4-7	3-6	2-6

73. 2-9	74. 5-5	75. 3-6	76. 5-11	77. 4-6	78. 5-7	79. 4-12	80. 6-8
4-9	6-10	4-3	1-7	2-4	1-9	2-11	5-9
2-10	3-8	1-6	4-8	2-7	4-4	4-6	1-12
6-7	4-9	3-7	5-8	5-5	5-12	1-8	1-8
4-6	3-11	3-5	5-12	4-9	4-5	2-9	5-8

81. 5-5	82. 1-6	83. 1-6	84. 4-10	85. 2-7	86. 6-7	87. 6-6	88. 2-6
5-6	1-4	3-5	3-4	3-7	6-3	6-4	2-10
4-9	1-4	4-11	3-7	5-2	4-5	5-7	5-4
2-8	6-6	5-4	6-8	2-5	1-6	4-4	3-7

Guest Columnist
Rating Baseball Cards

by Jack Molino

A recent poll of REVIEW subscribers showed a majority of that sample to be in their middle to late teens and most had a year or two of SOM experience. Yet there is apparently much confusion over rating the potential of baseball cards. Various suggestions have been scattered throughout the REVIEW concerning this problem, many of them very crude. Most stratomaticians recognize a "good" card when they see one. Few would bat Hank Aaron in the seventh spot or expect Rich Nye ('69) to win twenty games. We hope to provide a helpful comparative rating system.

What our Strat-O-Matic community considers essential is a computational method based on probability. Admittedly, some readers do not want to work with three and four column numbers or understand the simple basis of SOM probability. However, we are convinced that this method is useful and not difficult when understood.

Probability indicates that with two dice totaled, every thirty-one rolls will, in the long run, yield six "7's", five each of "6's" and "8's", four each of "5's" and "9's", three each "4's" and "10's", two each, "3's" and "11's", and one each "2's" and "12's". Thus, one can expect "box cars" about once every thirty-one rolls.

Next, multiply each expected number by twenty to incorporate the split card factor (eg., the four "5's" expected from thirty-one rolls is 4 x 20 = 80). Thus, a solid (no split) hit at seven is worth 6 x 20 or 120 chances, one at eight is worth 100, one at nine, 80, etc.

Since not all numbers on a players card are solid, one must figure the value of a split by multiplying the expected number by the split to get the value. For example, a split 1-9 at ten is 3 x 9 or 27 "chances". Finally, the remaining task is to total the value of each number that one is concerned with in all three columns.

Vida Blue's ('71) chance of allowing an on-base may be figured as follows: in the "four" column; a solid hit at five is 4 x 20 or 80, a "Double 1 flyball (1f) B 2-20" at six is 5 x 1 or 5, and a walk at eight is 5 x 20 or 100. In the "five" column, the extra base hit at four is a solid hit - 3 x 20 or 60, the "single 1-3" at seven yields 6 x 3 or 18, and the walk at eleven is 2 x 20 or 40. There are no direct on base chances in the six column. Summing all these values, we find Blues' chances are 303. Most other pitchers have more and hence are less effective in keeping men off base.

Naturally, men will reach off of the X-Chart but this reflects a teams defense and not a pitchers ability.

For non-pitchers, chances are calculated the same way and represent offensive ability. A typical .300 hitter has around 720 base-hit chances in addition to walks. A column of solid numbers from four to ten is 600 chances.

For non-allstar play, we consider 400 chances or less as good for pitchers (Jenkins '71 has 348), 401-550 as average or slightly better. With non-pitchers 1000 and above as excellent (Joe Torre has 1072), 800-999 as good, and 600-799 as average. These limits are arbitrary, but should put you in the right range.

Naturally, other factors besides on-base ability enter rating the ability of players. One interesting note concerns the top three sluggers at least since 1966:

1) Hank Aaron - 324 HR chances ('71)
2) Willie Stargell - 309 HR chances ('71)
3) Willie McCovey - 288 HR chances ('69)

NOTE: The authors, Jack Molino and Fred Neal are both 19, students at Marshall University in Huntington, WV, and are four-year SOM veterans, also avid fans of the football version.

FIRST CLASS

____ Check here if new
     subscriber.

If number before your name is 2/73, this is the last issue of your subscription.

To renew subscription, check number of months and enclose amount designated.

____ 3 mos. $1.20   ____ 6 mos. $2.25   ____ 1 yr. $4.20 ____ SOM Directory 50¢

Minnesota and also because Kansas City's quarterback Len Dawson was sidelined by injury. Mike Livingston filled in well for the Chiefs, however, and KC after trailing 10-7, at halftime, outscored the 49ers by a 17-6 count in the second half to win, 24-16.

So the stage was set for the championship, pitting Green Bay, 1969 vintage, and the Kansas City Chiefs, also of 1969. Kansas City got on the scoreboard quickly by driving down field in the opening quarter and scoring on Mike Garrett's five-yard run. Neither team was able to score through the next two quarters.

The, in the fourth period, Green Bay tied the score when, with 1:30 left, Bart Starr connected on a TD pass to Boyd Dowler, knotting the count at the end of regulation time, 7-7.

In "sudden death" overtime Green Bay won the toss, elected to receive on the kickoff and stalled on its first drive and punted. Likewise for Kansas City. The Pack then drove to the KC 44 and Mike Mercer misfied on a 51-yard field goal attempt. Then, with less than five minutes left in the first overtime session, KC started marching and drove all the way down to Packer eight-yard line from where Robert Holmes sprinted for the winning touchdown in a 14-7 championship thriller.

In conclusion, final awards for the season went to Bart Starr, who was named most valuable player; Baltimore linebacker Ted Hendricks was names best defensive player after interception eight passes; and Sonny Jurgenson was chosen best offensive player after leading the league in passing (406-262, 64.5%, 3764 yards, 36 TDs), including one game where he rang up an amazing 439 yards passing.
****

Coming Next Month...

Much, much more. Keep your letters, comments and questions coming in. Letters, replays and ads, to be considered for the next issue must be in by the 3rd of the month.