



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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EDITORS NOTE: Sometimes, in the confines of your own Strat-O-Matic stadium (your bedroom, den or basement), impulse seizes you to alter that "unfortunate" roll of the dice that has stolen away a dreamed-of-performance. The following humorous article is one game-player's revelation of how he dealt with his favorite team's no-hitter being threatened in the last inning. Only the writer's name has been changed to protect the innocent.

I Hate Cheating, But...

by George Egroeg
(Pen Name For An SOM Player in Iowa)

I dislike cheaters intensely. They are selfish, dishonest, malicious, and a corrupting influence. Anyone caught cheating should have their X-chart burned and their split deck thrown in the river. But wait a moment, reader. Before you rush off to hide your X-chart and split deck, I would like to make a confession.

It was the summer of 1967, and like any normal, outdoors-loving American adolescent, I was inside with my dice and an air conditioner. I was playing the 1966 Dodgers against the 1966 Giants, and unashamedly rooting for the Dodgers. There is no team I love as much as the Dodgers, or hate as much as the Giants. The pitchers were Don Sutton and Mike McCormick.

The Dodgers got off to a quick lead, and Don Sutton was handling the Giants easily. So easily, in fact, that not one Giant had reached base. I quickly realized I had something good going. Don Sutton of my beloved Dodgers was going to throw a perfect game against the hated Giants!

The game stretched on agonizingly as only a no-hitter can. Any Strat-O-Matician who has gone through the experience knows the torture of throwing the dice knowing the pitcher can't keep it up but knowing you'll kill yourself if he doesn't, and the blessed but all too short relief of the third out. The rapid vacillation of the emotions from anxiety to relief with each throw of the dice can fray the edges of the most hardened Strat-O-Matic player.

Eventually the bottom of the ninth came up. Sutton had retired 24 in a row, and his perfect game was intact. Ollie Brown went out. Hal Lanier went out. Only McCormick, a one hitting pitcher, stood between Sutton and immortality. (There was not way I was going to pinch-hit and risk losing the perfect game.)

For the first time in the game, I was confident that Sutton could do it.

After all, a pitcher has only that skimpy walk at ten in the two column. I tossed the dice. Eight in five. I glanced at Sutton's card in horror!

8 - HOMERUN
1-9
DOUBLE
10-20

"FORGET IT!" I shouted. I picked up the dice and threw again. McCormick, realizing I meant business, grounded feebly to second. Satisfied, I wrote "PERFECT GAME" in the "comments" part of the scoresheet and inducted Sutton into my own personal SOM Hall of Fame.

I relate this story not to absolve or reduce my guilt, but to show all the others out there who have picked up the dice a second time that they are not alone. Cheaters, like alcoholics, junkies, etc., need to be understood. Maybe we can organized a Cheater's Liberation movement...

Coffin-Corner Punts

Robert Warsinski of Southfield, Michigan, has come up with a Strat-O-Matic football extra in the form of a "coffin-corner kick," when punting inside your opponent's 40-yard line.

He feels that if you have a poor field goal kicker and an excellent punter you have only two options: (1) a slim chance at three points via a field goal, or (2) a punt that will go into the end zone. Both ways, the chances are the opponent will get to put the ball in play from the 20-yard line.

Here is the chart for "coffin-corner kicks":

(Roll two dice)	2 - Touchback
	3 - Touchback
	4 - to 9-yard line; #2 back returns
	5 - to 3-yard line; #1 back returns
	6 - out of bounds on 5-yard line
	7 - Touchback
	8 - out of bounds on 2-yard line
	9 - to 7-yard line; #1 back returns
	10 - to 1-yard line; #2 back returns
	11 - Touchback
	12 - Touchback

Also, Warsinski adds, in keeping with the NFL rule change that if a field goal from beyond 50 yards is no good, the opponent has the option of taking the ball on the 20 or running it out of the end zone. Roll two dice and refer to the kickoff chart. However, do not credit these returns to the runner's kick return statistics.

Geer's Greatest

Robert Geer of Fremont, California, Strat-O-Matic baseball player since 1964, has come up with his all-time team. Whether or not you agree with him, you'll have to admit that Geer has assembled a powerful squad.

Here are his choices: Pitcher--Sam McDowell (1965), catcher--Joe Torre (1966), first base--Willie McCovey (1969), second base--Rod Carew (1967), shortstop--Maury Wills (1965), third base--Richie Allen (1966), left field--Carl Yastrzemski (1967), center field--Willie Mays (1965), right field--Frank Robinson (1966).

Readers Roll 'Em

WHO THROWS THE DICE?

My name is Bob Topp, a ninth grader and SOM game owner. I'm on the side of those who just cannot see possible playing a 162-game schedule with a lot of teams. I'm involved in basketball, soccer and am editor of our school yearbook and I can't find time to play a comprehensive schedule. My friend, although, had a replay of 10-1970 teams with 63 games a team to my 30 games per team for each of my six. We each got our games in August, '70 and he finished before me. Maybe people memorize the cards and fielding chart, but that's silly. In my replay of the 1970 year, California nosed out Los Angeles and Houston for the pennant by 3 games. Followed by Chicago, Kansas City and Detroit. LA's Manny Mota hit .368 to lead the league. Billy Williams of the Cubs led with 10 homeruns and tied with Bob Watson for the RBI lead. Larry Pierker was the bestpitcher (5-0, 0.89 ERA).

Please settle a dispute. I believe and was taught by the person who introduced me to SOM that when playing one on one that the pitcher rolls the dice. My friend, who I mentioned previously says batter rolls. He says that it's the batter's statistics that are added to when you roll the dice, that if a homer is spun the batter hits it not the pitcher. My logic is that the pitcher throws the ball and that the batter can't steal right away after a single is rolled until the pitcher lifts the dice, so he has a chance to hold the runner or call infield in, considering the situation. The four-man league we're forming will go by your decision.

Finally, thanks for an interesting magazine.

Bob Topp
Grand Rapids, MI

EDITORS NOTE: An interesting point. In our GKSM, we have always had the

batter roll the dice. To be technical about it, first the odd die should be thrown, if it comes up pitchers card have him throw the remaining two, if its the hitters card have him throw the dice. But, then we run into the problem as to who throws the first die. Besides the method just mentioned would increase the time it takes to play a game. The best idea would be to have a league meeting and vote on the question. The Review is interested on how other leagues rule on this question.

NEW CARDS--FIRST NO-HITTER

I would like to renew my subscription to the Review for another year. Enclosed is \$4.20. I didn't send in the normal renewal form because I couldn't stand cutting off the back page.

I have noticed when playing with the new 1972 baseball teams that the game usually turns out to be a pitcher's battle. This may be because the pitchers don't give up as many homers off their own card. I have never had a no-hitter and have had only one one-hitter. Then in my fifth game with the new teams, Wilbur Wood of Chicago one-hit the Twins and won 10-0.

The thing that I enjoy the most is the pitcher's endurance factor. It doesn't let one pitcher run an unrealistic amount of innings, while a pitcher such as Vida Blue will usually pitch a complete game.

Some people might think that the lefty-righty addition would make the game longer to play than it used to. After the first game it takes the same amount of time as it always has.

I believe that most SOM fans will find that the outfielder's throwing rating won't be used too much because not all "flyball B's" use their rating to determine whether the runner is out or safe.

Another addition which improved the game is the hit and run and bunting ratings. Now a horrible bunter won't have as good a chance to sacrifice as a good bunter.

All of these additions cause the manager to make more strategy decisions. I recommend this new advanced version to every SOM player.

Gary Thorne
St. Paul, Minnesota

HELP!!!

I recently completed a league. I need your help to vote for an "MVP". The candidates are listed below, along with their most important stats.

PLEASE VOTE

1. Johnny Bench
R-93 RBI-123 2B-35 HR-41 AVG-.279
2. Tony Perez
R-120 H-192 RBI-121 HR-50 AVG-.327
3. Rogers Hornsby
R-125 H-256 RBI-77 2B-37 3B-13
HR - 28 AVG-.443
4. Stan Musial
R-106 H-188 RBI-117 2B-38 3B-9
HR-37 AVG-.298
5. Mickey Mantle
R-102 RBI-97 HR-55 AVG-.269

Would all readers please vote. It would be a great help. Please be impartial. Thank you.

John Eigenauer
1530 Princeton, Apt. C
Santa Monica, CA 90404

PRAISE FOR QUICK SERVICE

On Friday (Feb. 25) I arrived home and to my surprise the new baseball cards had arrived. It was just like Christmas all over. As I went through each team I was just as excited as if Santa had been by to drop off a gift instead of Mr. Postman. Let me say now that I got two weeks service, and fourth class mail that's real good. It also means that Strat-O-Matic handled my order very quickly for a rush period.

When I play baseball it's just for enjoyment and relaxation. I prefer to leave all the details to those human computers who play SOM.

So when I played my first game I was interested in enjoying it rather than the statistical value. Using the blue side of the two-sided cards, I played California against Pittsburgh. With the score tied at 4-4 in the eighth inning, California reliever Dave LaRoche struck out Bill Mazeroski with two runners on the bases and two out to end a Pirate threat.

Then in the ninth, Pittsburgh's Bruce Kison got into trouble and Dave Guisti relieved with two on and only one out. Roger Repoz, pinch-hitting for the Angels and a lefty, then swatted a three-run homer off righty Guisti for a 7-4 California win.

So, I think from one game's experience that the two-sided cards are going to work out good. I am glad, however, that the regular side of the card was left intact so now one can have the best of both sides.

Ron Tidrow
Indianapolis, IN

BLUE OFF TO QUICK START

I am very happy with the changes in the baseball game and I have already started an American League replay, using the advanced version. After 15 games, Vida Blue is 4-0 with an earned run average of 1.00 and an average of 10 strikeouts a game. The A's are 10-5 and in first place in the West. It looks like it's going to be a long season for the Royals who are 3-12. Surprise team thus far is the Yankees who are 9-6 and battling with Detroit for second place in the East. Thank you for a great magazine to go with a great game.

Cary Zeitlin
Hayward, CA

MORE POWER TO THE SLUGGERS

I have just received the 1972 edition of the Strat-O-Matic baseball cards (all

24 teams). The advanced version is fantastic and furthers my belief that Strat-O-Matic is the most realistic game made.

I have added power ratings for very powerful batters (Willie Stargell, Willie McCovey, etc.) by making certain homers on a pitcher's card clean. For example, any time a split number is rolled on the pitcher's card, a home run would be the result and the second possibility would be discounted, providing the second number was also a base hit.

Otherwise, the game is great and I also look forward to receiving my Strat-O-Matic Review.

Carey Goodman
Plantation, FL

GUIDES 1961 YANKS

My most satisfying season of Strat-O-Matic baseball has just ended. I dreamed of playing a complete schedule that included both the 1927 and 1961 New York Yankees, and got the chance last fall at college. Discovering three others who wanted to manage teams in a baseball league, I had the opportunity to take my favorite team--the '61 Yanks--and manage them for a full season.

Managing is definitely an important part of the game. My 1961 New York team played eight more games and only lost by a few percentage points to the novice manager of the '27 team. Nevertheless, my high points were Roger Maris hitting four home runs in one game and Mickey Mantle hitting an unbelievable 66 home runs in only 529 official plate appearances.

We have tried the lefty-righty cards that have just come out and prefer to stick to the original and faster style. It's good to know, though, that Harold Richman is still on his toes inventing new ideas. May he live for 75 more years!

Rick Hudson
Des Moines, IA

'KEYING' A PUNT

Our football league is at the half-way mark and the results are a little off. At the head of their divisions are Dallas, Green Bay, San Francisco, Buffalo, Houston and Kansas City. However, we adopted several rules which alter the results slightly.

In our league we have the penalty system suggested by Jack Connelly in the January issue. In our league we are allowed to trade players on a one-one, two-two, three-to-three basis (example: tight end for tight end, linebacker for linebacker, etc.). Also, a coach can put in a runner in place of a flanker, similar to the short yardage offense of the Kansas City Chiefs.

One of my friends made a suggestion and I thought it was good enough to tell the Review. On fourth down plays, the defense can key the coming punt. This is done by putting his marker on "pass and double team receiver" and saying "punt". If the offense does punt, nothing happens. But if they go for the first down, it is automatically keyed wrong. Also, the free safety moves off the board, assuming he is 40 yards away waiting for the punt.

If the defense keys wrong, thinking the offense will sneak and go for it, an extra 10 yards are added to the punt and a fair catch is automatic since there is no one back to receive the punt. A punt is called when the man on offense puts both his markers on long pass.

Roger Bell

BEWARE OF THE PHILLIES

There is no question in my mind who makes the greatest sports table games on the market. Of course it's Strat-O-Matic. And there is also no question as to who puts out the best sports table game paper on the market. Of course, it's the Strat-O-Matic Review.

I have played Strat-O-Matic baseball for two years now and I have had great success with no-hitters and perfect games. I've had two no-hitters and one perfect game and one almost perfect game. Oddly enough, except for the almost perfect game, all of them have

been pitched by the Phillies. Milt Pappas of the '70 Cubs pitched the almost perfect game, but he did it against the Phils. Pappas pitched 8 2/3 innings of perfect ball until Johnny Briggs singled with two out. Briggs was a pinch-hitter for Jim Bunning. My two-no-hitters were by Rick Wise, '69 Phils, and Woody Fryman of the '70 Phillies. Rick pitched his against Cincinnati, '69. Fryman turned out to be a big sore spot for the '70 Montreal Expos, pitching a no-hitter and the perfect game against them.

Charles Schanne, III
Winslow, New Jersey

STILL A FAST-MOVING GAME

I just received the '72 edition cards and I think they're great. I thought at first that the lefty-righty batting and pitching cards would slow me but I can play a game keeping stats in 10-15 minutes. The only other improvement I can think of is the one suggested by Ssgt. George B. Lippman: two ratings for catchers; one for fielding and one for holding the runners. Many catchers are poor fielders but have good throwing arms or vice-versa.

I have just started a replay involving the entire American League. So far there are no surprises. Baltimore and Oakland are on top of their divisions. Reggie Jackson is leading in all hitting categories. His average is .500 (not unrealistic, only eight games per team have been played), RBI's with 14, and home runs with four. I have found Vida Blue to be the top pitcher by far. He has pitched two games, a one-hitter and a three-hitter. He has pitched 18 shutout innings and struck out 16 batters.

Mark Shannon
Detroit, MI

UNKNOWN CONTRIBUTOR REVEALED

I noticed in the April Review on page 18 that you had misplaced the name of the subscriber who suggested the penalty

method based on team statistics. That subscriber was myself. My stats were obtained from the Official National Football League Record Book. This publication is released by the National Football League during the summer months and is probably the most comprehensive football record book in existence.

The price of the paperback version of this book has been \$1.25 for the past two editions. It is available on almost all newsstands after it's release. The answer to the problem of assigning numbers to individual cards would, of course, be complicated in many circumstances, but there are usually combinations which provide efficient results. The numbers on defensive cards can be determined with greater accuracy if one knows the defensive stats of each team. These are also found in the above mentioned publication.

Of course, the most logical use of penalty frequencies would be to build these frequencies into the cards as the cards are formulated, allowing some deviations as to yards gained or lost in order to make the penalty decisions more realistic. But the only way this could be accomplished would be to build these frequencies into the published version of the game. This was my real intention in writing you before, in the hope that you might suggest this as a possible method of building penalties into the game to Mr. Richman.

By the way, the above mentioned book also contains individual fumble stats on all players for the season. If you have never seen or heard of this book, please write me and I will send the league address from which you might obtain information as to its availability.

Although my subscription to the Review does not expire until 6-72, I am enclosing a check for \$8.40 for a two year extension of my present subscription. I wish to congratulate you on a fine publication. It is far superior to any of the other six or seven publications I receive.

Continued success with your publication.

Michael McLawhorn
Raleigh, NC

And In This Corner... The Editors

We have some good news, and some bad news...first, the good news. The SOM Directory is ready to go. We were extremely pleased with the response, over 330 names and addresses are in the Directory. The Directory is a full sixteen pages. The price will be 50¢. If you plan on doing any traveling, the Directory would be a perfect way to meet SOM fans in the different areas of the country.

Now for the bad news--bad for us, but good for Keywood Cheves of Littleton, NC. To put it bluntly, Operation Turn On flopped. Just twelve people got other players to subscribe for a year. No one had more than one. So we took the twelve names, put them in a hat, and drew out the name of Keywood Cheves. Keywood will receive either the new baseball cards, or the new football cards when they come out--the choice is his. Despite the lack of interest in Operation Turn On--our new subscriber rate was up, leading us to believe that some of the new subscribers forgot to give their contemporaries credit--too late now.

SOM CONVENTION

We have had people from as far away as California and New York say they would attend a Strato convention in Kalamazoo. However, as of yet, not enough have sent in affirmation responses to get one going. We have done more research though, the Pepsi Cola Company has agreed to donate some Pepsi for our liquid refreshment if our convention does become a reality.

To narrow things down, so that you could better plan to attend such a happening, it would be held in August. So far, we have not had too much response from the Michigan, Illinois, Indiana and Ohio areas. Since it would be easier for these fans to attend, we are particularly interested in whether you could make it or not.

We wish to repeat, it depends on your response as to whether we get this going or not. The Review would provide the meeting place and you would have to provide your own transportation, lodgings, and meals. This would be a great chance for two or three Strato fans to come together. By the way, you would not have to be a subscriber to attend.

Oakland Goes 14-0

For Oakland Raider football fans, 1967 was a mighty good year. And it's not hard to understand why, since the '67 outfit won 13 of 14 regular season games and belted American Football League Eastern Division champ Houston in a playoff, before bowing to Green Bay in the Super Bowl.

Bill Nunan of Millbrae, California, replayed that big season again and found the results to his liking. The Raiders won all 14 games as quarterback Daryle Lamonica, the league's leading passer, threw 28 touchdown aeriels, receiver Fred Biletnikoff caught 12 touchdown passes and George Blanda booted 35 field goals.

Closest call the Raiders had during the regular season was when, leading Houston 20-17, with one minute to go, Oakland recovered a Woody Campbell fumble on its own seven yard line to thwart a possible Oiler TD bid.

Grid Tourney Continues

The National SOM Football Play-by-Mail Tournament is drawing to a close with just two players remaining. And, the Strat-O-Matic world is awaiting the crowning of its first National Champion.

The championship game stacks up like this:

Marty Cogburn -- Lafayette, CA -- '69 Chiefs
vs.
Don Williamson -- New Iberia, LA -- '68 Jets

It seems to be that youth has won out over the more "experienced coaches" as Marty is only 13 and Don 14 years old. The winner of the championship will be sent free of charge next year's SOM football cards. And, of course, he will be crowned as the "National King" of the play-by-mail SOM football coaches. The champion will be invited to defend his crown next year in the tourney that will attempt to use the advanced defenses rather than the elementary defenses. This tourney has been run under the direction of Jeff Perigoni, Arabi, LA, who is sponsoring the tournament and its prizes.

Here's a roundup of the semi-final games:

Don Miller's '70 Lions held a 20-17 third quarter edge, and held it most of the fourth period against Williamson's Jets. But, Joe Namath put the damper on the Lion championship hopes with a 10 yard pass to Boozer with just 45 seconds remaining. However, the Lions still had a chance. Landry connected on a bomb on the last play of the game as the card read "LONG GAIN." Landry needed 58 yards at least. But, the random number book read 8 -- a gain of just 41 yards. Tough luck Don--congratulations Don Williamson.

Andrew Fischer's '67 Colts managed to steal 5 Dawson passes but could do much else with the ball as Marty's '69 Chiefs won 30-21. The Colts rushing attack could only muster 37 yards, while committing a couple of costly fumbles in the second quarter. At the half the Chiefs lead 27-14. A Unitas-to-Mackey 10 yard TD pass closed the gap in the third quarter. But, that finished the Colt attack for the remainder of the game. Stenerud added a field goal for the Chiefs to round out the scoring in the fourth period.

The Old & The New

Philip Milstein, Dumont, NJ, offers something a little different in the way of a draft league in baseball.

Ten teams are used and players are drafted to fill the rosters. However, after playing half the season with the "old" cards (from last year), play is stopped when the new cards arrive. The new card is then substituted for the old. When a player from the first half is not used in the second, his position is listed and drafting is done again by positions from the new players. Thus, for example, Vida Blue could be substituted for Julio Navarro.

Table-Gaming's A 'Family Affair'

Strat-O-Matic baseball's truly a family affair in Paterson, New Jersey, where 28-year-old Tom Swank has a unique tournament going.

Swank, an avid SOM fan who frequently corresponds with the Review, is currently conducting what he calls the "Strat-O-Matic Eastern Family Affair Tournament."

The lineup of managers looks the same as might gather around Sunday dinner at the Swank household as it includes Tom's father, Clarence (managing the 1953 Dodgers), twin sisters, Dorothy Swank and Marie Reddington (co-managers of the 1965 Minnesota Twins), Dolly Buglovsky, Tom's oldest sister ('27 Yanks), Dolly's children, Bruce ('69 Mets) and his sister, Debbie, the oldest at 15, ('61 Yanks), neighbor, Glen Brumale ('71 Pirates), Tom ('65 Dodgers) and even Tom's five-year-old daughter, Helene ('71 Orioles).

This tourney isn't the first time Tom has played SOM as a "family happening," as not long ago he managed the '53 Dodgers into first place in an eight-team, four-manager, 50-game series. Bruce and Debbie along with Glenn each handled two teams as did Tom. The winning Dodgers compiled a 32-18 record, while Glenn was second with the '60 Pirates at 31-19. Debbie, incidentally, breaking the all-male managerial lineup, ended up fourth with the '70 Reds and had the seventh-place '57 Braves.

Tom, a subscriber to the Review since its beginning, admits that his interest in table games goes back to an earlier game and that he switched to Strat-O-Matic later. "Harold Richman has created a Frankenstein," he says now. "Both baseball and football have consumed so much of my idle hours that my wife and probably lots of other Strat-O-Matic wives would probably like to destroy him and his computers, etc. But, as I say to my wife, it keeps me away from taverns and women. It keeps me behind the coffee table in the house where she says to me in between innings or quarters, 'who's winning?'"

A sports enthusiast all his life, Swank says that collecting Topps Baseball Cards was his first baseball oriented hobby and, if you promise not to tell his mom, has a secret he would like to confess to.



"On Sunday mornings, before my walk to church, she would give me a quarter to drop in the basket when the weekly collection was taken. I would drop in a nickel and keep the quarter. On my way home, I'd buy five packs of bubble gum cards at Fanny's Candy Store. Whenever I got 'doubles' (two of the same player) I'd figure this was God's way of punishing me, so I discontinued this practice after getting more doubles than I could trade off."

It was when Tom was a freshman in high school that he first got interested in table baseball games. "I used to read a lot of baseball books obtained at the local library. I picked up a book called the 'First Fireside Book of Baseball,' and in it there were many different stories written by great sports writers. But I was particularly drawn to a

one-page article called Baseball Dice. It was a simple game to play, using two dice, with a two being a homer, three a double, etc. After months of playing this simple antiquated game I felt the urge to improve upon it. But, I never took upon this task."

Later Tom developed, along with a friend, a football dice game that he planned to market. Marriage for him (at age 21) and his friend being drafted cut short the plans, however.

Not long after that he ran across an ad in a baseball magazine for a table game, sent for it and found it to contain some of the same theories he had considered.

Tom became hooked with the game but, because of his wife's unhappiness with his constant attention to the game, gave it to his nephew Bruce Buglovsky.

Alas, then the Strat-O-Matic fever struck him and he was hooked again. Only this time instead of having his family and relatives fight him over his devotion to the game he allowed them to join him and share in the fun.

Bruce, for instance, has purchased both the baseball and football SOM games. And, where usually brother and sister are as friendly toward one another as a cobra and a mongoose, Bruce and his sister Debbie, who has a unique liking for sports, now play two baseball games almost every night at their home.

Tom, whose wife recently presented him with a baby boy named Bryan Clarence (that should keep his wife busy), says that he'll be passing along results of the "Family Affair Tourney" as soon as it's completed.

And, the editors of the Review will be looking forward to the results, too, especially how the gals fare, since it's not often that women, even staunch "libbers", are allowed to enter the once-thought-of-as-all-male domain of sport table gaming.

EDITORS NOTE: Intrigued by Tom Swank's "Family Affair Tournament," the Review editors would like to hear more about such happenings in the Strat-O-Matic world. Neither of the editors has had much luck in convincing his wife that she should join in the dice-rolling fun. But, perhaps, there are such wives, girl friends, etc., and if there are the Review would like to hear about them.

Hints On League Play

Eric Kahn of Canton, OH, 15 years old and a two-year SOM veteran, has passed along some significant suggestions for potential managers in an organized baseball league. Eric helped set up such a league last spring (playing a 162-game schedule) and as its commissioner has experienced both joy and sorrow trying to get a fledgling league off to a successful start.

Here are some suggestions he has for making your baseball league a little more enjoyable and, perhaps, interesting:

(1) Set a definite day of the week and time for meetings, as well as a rotating schedule for location, before you start the season. This is very important! Our league became very disorganized because we thought there would be many days when all 12 of us were free.

(2) If you intend to keep stats, insist that all members keep up to date all the time. Once behind by 30 or more games, there isn't much chance that manager will ever catch up on the task.

(3) If you want to use actual teams and not have a player draft, I recommend the system we use: standings are based on percentage of improvement over the actual performance of the teams. In other words, a team's actual winning percentage is subtracted from his replay percentage and the team with the greatest increase is the winner. This gives all the teams an equal chance of winning.

EDITORS NOTE: The following story is being reprinted from the Scarsdale High School student paper, Scarsdale, New York. The story was submitted by Billy Adler, Scarsdale.

SOM Baseball's A Cure For Spring Fever At Scarsdale

A new intramural sport is making its mark upon, and plenty of noise among, some SHS seniors. The Maroon Room is the locker room and, although the players lack a coach, the \$12 pool for the winner is incentive enough for skillful and enthusiastic participation.

The athletic competition is named Strat-O-Matic, a brand of baseball in which throwing dice replaces throwing a hard ball, and a set of some 200 cards replaces the top performers of the major leagues. The current Strat-O-Matic season, which began with the start of senior slump, has a 48-game schedule for each of the eight teams.

Players doubt, however, that the season will end according to plan. Some picky Maroon editors claim that they cannot work due to the shouts of victory, despair and anger which emanate from the bench, that is, the Maroon Room tables.

Nevertheless, the room has become the sanctuary for lunch-time, study hall, and gym period double-headers. A spokesman for the league called the impending eviction from the Maroon Room "unjust persecution," and defended his sport as an "SHS tradition."

Lack of space, however, will hardly dampen the competitive spirit. The Raiders may triumph on the field, but the Strat-O-Matic pseudo-jocks will challenge all comers.

NOTE: The Maroon staff has hereby officially decided to ban Strat-O-Matic from the newspaper office. Any person able to furnish a ball park for the baseball league should contact Ken Schacter immediately.

Field Goal Contest

Home run hitting contests and marathon baseball-playing sessions have been featured on the pages of the Review, but the following is something a little different--a football field goal kicking contest.

David Wallace, Benton, Arkansas, held just such a contest, and here are his results.

Each kicker was allowed 10 kicks from the 33-42 yard line range.

FIRST ROUND

Jim O'Brien, '70 Baltimore, d. Jan Stenerud, '69 Kansas City, 7-6; Jim Turner, '67 New York Jets, d. George Blanda, '70 Oakland, 8-2; Don Chandler, '67 Green Bay, d. Jim Turner, '68 NY Jets, 5-2; Lou Michaels, '67 Baltimore, d. Mike Clark, '68 Dallas, 6-5; Fred Cox, '69 Minnesota, d. Bruce Gossett, '70 San Francisco, 6-4; Lou Michaels, '68 Baltimore, Bruce Gossett, '67 Los Angeles, and Mike Clark, '70 Dallas, all received first round byes.

SECOND ROUND

O'Brien, '70 Baltimore, d. Turner, '67 NY Jets, 6-4; Chandler, '67 Green Bay, d. Michaels, '67 Baltimore, 3-2; Cox, '69 Minnesota, d. Michaels, '68 Baltimore, 4-1; Gossett, '67 Los Angeles, d. Clark, '70 Dallas, 4-3.

(Continued on page 14)

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 any 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: pre-1968 SOM baseball teams and any SOM football teams. Also want old roster sheets and previous issues of SOM Review. Robert Henry, 15919 Ferguson, Detroit, MI 48227

WANTED: The 1967 football teams listed will pay a good price. Rams, Dallas, Cleveland, Chicago, Jets, Green Bay, Baltimore, and Oakland. Contact: Don Jacobus, 1812 E. 215th Place, Carson, CA 90745

WANTED: The '69 Packers. Willing to pay up to 75¢. Phillip C. McClain, 15 Clubhouse Lane, Wercosville, PA 18105

WANTED: Will pay 75¢ per team for the following baseball teams: 1963 Colts, Mets; 1964 Angels, Mets, Redsox. Will pay \$1.00 per team for any 1962 team except Mets, Giants; 1963 Yanks, Dodgers, White Sox, Twins. Will pay \$2.00 per team for 1964 Cards and 1962 Dodgers. Good to excellent condition. Please! Write: Steven M. Walters, 3559 DeHart Place, St. Ann, MO 63074

WANTED: The following 1963 teams: Detroit, Twins, Boston Red Sox, and Senators. I will pay "YOUR" price. I also want any 1962 teams. Willing to pay up to \$50.00 for the whole set. I also need the 1964 Cubs and the 1968 Padres, Expos, Pilots, and Royals. I have 1964-1967 teams I would be willing to trade. Write: Mark Campbell, 5500 Gina Ct., Sacramento, CA 95841

WANTED: Any baseball teams '68 or older or football teams '69 or older. Write stating what you have, condition, and price for prompt reply. Larry Wolf, 7602 Redding, Houston, TX 77036

WANTED: 1970 Cleveland Indians & 1970 KC Royals. Also the Seattle Pilots. I don't care about condition, but all players must be there. Will pay up to \$1.00 each. Write: Jay Miller, 203 S. Lincoln, Aurora, IL 60505

WANTED: '61, '62, '63, '65, '66, '67, '69 Cleveland Indians. If you have any or all to sell, write AIR MAIL to Yankee Poleyeff, Yeshivat Kerem B'Yavneh, Doar Na Evtach, Israel.

WANTED: Cards of both leagues based on 1962-1963 & 64 baseball season. All cards must be in fair or better condition. Include roster sheets if possible. Will pay \$15.00 per set. Kenneth Henry, 1076 Antonio Dr., N. Brunswick, NJ

WANTED: 1967 major league set. I will pay postage for best bid. James H. Overmeyer, 11 Bird Lane, Poughkeepsie, NY 12603

WANTED: To borrow or buy the 1967 Raiders and Jets. Will buy or borrow them separately or together. I will pay 65¢ each to borrow either team and will not keep long. If you are selling then name your price, but be reasonable. First come, first serve. Write: Steve Zupan, 33045 Wildomar Rd., Elsinore, CA 92530

WANTED: Football: '67 Colts, Jets, Packers, Cowboys. '68 Jets, Cowboys. Baseball: Mets 63-68, Yankees 62-68. Send bid, lowest accepted. Send to: Bob Riedman, 224 Richardson Avenue, Utica, NY 13502

WANTED: 1967 AFL for RENT or TEMPORARY TRADE for \$ or for temporary exchange with 67 NFL, 68 NFL, 68 AFL, 69 NFL, 69 AFL, 70 NFL, or 70 AFL. Would like to have for April-June (1972). Write to Trip Hawkins, 6949 Fairway Rd., La Jolla, CA 92037

WANTED: Any Met, Giant or Dodger team from '63 to '69. Also will buy 65, 66, 68 baseball sets or '67 or '69 football sets. Please write John Murphy, 19 Mt. Lam, Lam Street, APRA Heights, FPO San Francisco 96630

WANTED: 1961 American League or any available teams or single cards. State your price. Keith Muth, 450 West DuBois Avenue, DuBois, PA 15801

WANTED: issues 1-5 of Strat-O-Matic Review and the 1965 Milwaukee Braves baseball team. State price and condition. Write: Sheldon Wright, 13001 York Blvd., Garfield Hts., Ohio 44125

WANTED: I will pay \$2.00 for the 1967 Green Bay Packers. I will also pay \$1.50 for the 1968 Packers. Write: Lowell Lamb, 408 E. Overton, Tuscola, Illinois

WANTED: Entire 1967 football league, '68 Saints, Eagles, Redskins, Browns, Giants Steelers, Cards, Bears, Lions, Packers, Falcons, 49ers, '69 Cards and Cowboys. In your first letter, state what you have the condition and the price. Thanks. David Minchin, 32 Erwin Place, Caldwell, NJ 07006

For Sale

FOR SALE: I have just finished listing a very large quantity of SOM cards and sports material. For list, which includes a Sports Quiz Contest, send stamped, self-addressed envelope to: Steve Goldstein, 16 Lowell Terrace, Bloomfield, NJ 07003. You'll be glad you sent for it!

FOR SALE: Football - 1967 Rams, Colts, and Packers, \$1.50 each. Baseball - 1968 Cards, and Tigers, \$1.00 each. Write Tom Nelson, 188-20 Nashville Blvd., Springfield Gardens, NY 11413

FOR SALE: Complete 1969 football set. Best offer gets the set. Also '69 Chiefs, Broncos, Patriots, Raiders, Jets and Bengals - \$1.50 per team. All teams, perfect shape. Write: Eric Rosekrans, 1131 Blanchette, East Lansing, MI 48823 or call (517) 351-2298.

FOR SALE: baseball-complete 1966 teams (good condition) - \$10.00 and all 1970 teams - \$7.50, or to highest bidder. Terry Geyer, 1108 Elmridge Ave., Baltimore, Maryland 21229

FOR SALE: 1970 Strat-O-Matic football teams - Atlanta, Detroit, San Francisco, New Orleans, Los Angeles, Green Bay, Minnesota, NY Giants, Buffalo, NY Jets, St. Louis, San Diego, excellent condition. Also - 1967 Strat-O-Matic football teams - St Louis, San Diego, Baltimore, Kansas City, Dallas, NY Giants, Cleveland, Los Angeles, Chicago, San Francisco, Washington, Philadelphia, Oakland, Green Bay, good condition. All teams sold to highest bidder. Will wait 2½ weeks and then sell to highest bidders. I will only answer your letter if I am selling you a team (or a stamp insures a reply). Send to: Ken O'Bryan, 1021 Rio Lane, Kettering, Ohio 45929

FOR SALE: 1967, 1968, 1969 NFL & AFL. Individual teams 50¢. For one year: NFL-\$7.00, AFL-\$4.00. All years, both leagues (77 teams) - \$30.00. Steven Haguewood, 128 Hill Place, Anaheim, CA 928-5; (714) 774-5725

FOR SALE: 1965-70 baseball, complete in excellent condition. Also around 20 complete teams from 1968, 64 in good condition. Write for list of 1963, 64 teams and send bids for all of individual sets to Bill O'Brien, 15320 Beaverland, Detroit, MI 48223

FOR SALE: complete 1969 set - \$10.00, 1968, 10 teams, Detroit, Cleveland Indians, Baltimore Orioles, New York Yankees, Boston Red Sox, Pittsburgh Pirates, Chicago Cubs, Cincinnati, St. Louis Cards, and San Francisco Giants. All 10 - \$7.00 Please send return postage. Write: Jeff Levine, 51 Cedar Road, Dumont, NJ 07628

FOR SALE: 1971 NL extra players. Sell as set only. Also, '67 Astros. '68 Twins, Padres, Royals. '69 Braves, Cubs, Pirates, Reds. Teams in fair to good condition. Name your price. WANTED: any pre-1968 Chisox team. Name your price or will trade for any of the above teams. Larry Steinberg, 9409 N. Lorel Avenue, Skokie, IL 60076

League's Forming

LEAGUE FORMING: Join an established super-league! Phoenix SOM League (Readers Roll 'Em, Sept. 1971) has two openings! Contact Dan Faber, 717 Alpha Drive, Tempe, Arizona 85281, Phone 966-1675 or 266-6515.

LEAGUE FORMING: This will be a play-by-mail league with the new 1971 SOM baseball cards. I want dependable players. Write in six top choices also. If interested, write: Doug Kaufman, 8236 Westwood Hills Curve, St. Louis Park, MN 55426 Please hurry!

LEAGUE FORMING: I have devised my own quick way of finishing a play-by-mail league. If interested, please contact: John Eigenauer, 1530 Princeton, Apt. C, Santa Monica, CA 90404

LEAGUE FORMING: Attention SOM baseball fans! A play-by-mail baseball tournament similar to Jeff Perigoni's football tournament will start soon. For more details write: Ken Brinkley, P.O. Box 3158, Poplar, CA 93257

LEAGUE FORMING: Attention SOM baseball fans, play-by-mail league forming. Based on 1969 season cards. Will cost \$4.00 to join this league called the Greater Pancake League. Do not want anybody that will quit, because this ruins leagues. There will be a newsletter every 11 games. It will be a whole 110 season schedule. Send in all 24 choices of teams in the order you would like them. But to join this league you must be willing to pay the fee of \$4.00. After I send a letter back to you telling you that you have been accepted into the league this is when you send the money. Hurry and send for rules and schedule. This league will not fold and it will be the best you have ever entered. Randy Kralmer, 1535 West Logan, Freeport, IL 61032

(Continued from page 11)

SEMIFINALS

O'Brien d. Chandler, 5-2; Cox d. Gossett, 5-4.

FINALS

O'Brien d. Cox, 8-4.

One In A Thousand

Four years ago Jeff Fuerst of Livingston, NJ, played his first game of Strat-O-Matic baseball, pitting the American and National Hall-of-Famers against one another.

To Jeff's surprise, Walter "Big Train" Johnson of the AL hurled a perfect game against the heavy-hitting National Leaguers, winning 4-0. Since then, over 1,000 SOM games and six leagues later, Jeff has yet to witness a second no-hitter.

In The Strat-O-Matic Spotlight

BASEBALL STRIKE POSES A PROBLEM

As the May issue of the Review is being readied for the printer, the strike by the Baseball Players Association has still not been settled. We're assuming it will be, however, by the time the Review is in your hands.

But what if the strike had lasted all summer and there wasn't any major league baseball season? The players would definitely lose. So would the owners. And so would the fans. But also losers, at least as far as we're concerned, would be the thousands of table-game baseball players all over the world who would have their favorite indoor pastime seriously jeopardized.

What would the game company do if there wasn't any baseball season to compute next year's cards from? "I don't even like to think about it," was Strat-O-Matic owner Harold Richman's answer to just such a query. Richman, like other table-game manufacturers who use real-life results as a basis for their baseball games, would have a monumental problem on his hands in trying to decide just what to do.

A new set of Old-Timer teams could be issued by the company as the 1973 edition of the game. Or perhaps an all-star set based on the best players of the last 10 years could be issued. Another possibility would be to pick a past year when both American and National Leagues had exciting pennant races and put out a complete set of cards based on that year.

Each of these alternatives would, of course, create dissatisfaction with various elements of the SOM world. Younger players, for example, probably would be less than excited about replaying a season that was based on 1953 since they wouldn't be familiar with the players. Maybe their fathers would, but they certainly wouldn't. Arguments pro and con could be presented for each of the alternatives, we're sure.

The editors of the Review are hoping the day never comes when a player strike (or an owner's lockout) forces cancellation of an entire season. We're afraid the baseball dice-rolling world would never be the same again.

EARLY EXIT FOR HARD-HIT PITCHERS

A few readers have expressed dismay that the new endurance factor ratings for pitchers are so difficult to reach for many hurlers. Of course, the main reason for the high factor rating is the large number of innings pitched by those hurlers. But, regardless, some SOM fans feel that a pitcher (even one with a high endurance factor rating) should have his effectiveness decreased if he falls victim to a big inning run flurry by the opposition early in the game.

J.G. Preston, Port Washington, New York, this month's guest columnist, has a supplementary idea readers might try. J.G. has a rule in his Metropolitan Baseball Association that if any pitcher, regardless of factor rating, allows six hits/walks in any inning his endurance factor rating is reached. Thus, even though a pitcher might not be vulnerable until the eighth or ninth inning normally (three hits/walks in one inning), with the new method he can become vulnerable, regardless of endurance factor rating, earlier.

THIS 'N THAT

...What a home run card Willie Stargell of Pittsburgh has this year! He's already exploded 11 homers in 12 games, mostly off right-handed pitching, for Don

DiGennaro of Rochester, NY...Newest reported SOM baseball marathon playing record goes to Kevin Kirk and Andy Meng who recently rolled dice for 26 straight hours. They were, however, unable to break the total game mark of 63 in the marathon session, finishing with '53...Tom Conway, Ft. Thomas, KY, created his own Strat-O-Matic baseball stadium out of a cutout wash basket. The field, the solid base portion of the wash basket, is marked out with base lines, bases and pitcher's mound. The top of the stadium is enclosed with a metal dome that includes numerous flags. Conway certainly has something a little different than the ordinary SOM "field", that's for sure...Horst Muhlmann, the Cincinnati Bengals' kicking specialist, booted 16 straight field goals in a replay conducted by Mike Schwartz, Teaneck, NJ. When Muhlmann finally missed it was during a game that he kicked six out of seven field goals successfully...Add Joe Pepitone (1968)--William Imandt, Bayside, NY--and Billy Williams (1970)--Craig Haynes, Lubbock, TX--to the ever-growing list of players who have clouted four home runs in a single Strat-O-Matic baseball game...

Stumble In '70 NL Replay

by Doug Fraleigh
Sacramento, California

I have just finished a 162-game replay of the 1970 National League season. The Pirates took over first in the East early in the season and coasted in. The Reds blew a big lead in the West as their pitching and defense collapsed and Los Angeles and Atlanta both got hot. Tony Perez was the MVP and Bob Gibson won the Cy Young Award, leading the league in six categories. The Pirates took the playoffs three games to two. Standings and league leaders are listed below:

<u>EAST</u>	<u>W</u>	<u>L</u>	<u>GB</u>	<u>WEST</u>	<u>W</u>	<u>L</u>	<u>GB</u>	<u>BATTING</u>	
Pittsburgh	97	65	-	Los Angeles	91	71	-	Carty, Atl	.374
New York	90	72	7	Atlanta	90	72	1	Sanguillen, Pit	.349
St. Louis	83	79	14	Cincinnati	89	73	2	Parker, LA	.346
Chicago	82	80	15	Houston	82	80	9		
Philadelphia	66	96	31	San Francisco	76	86	15		
Montreal	59	103	38	San Diego	67	95	24		

<u>HOME RUNS</u>		<u>RBIs</u>		<u>ERAs</u>		<u>WINS</u>	
Perez, Cin	54	Bench, Cin	143	Gibson, StL	1.87	Gibson, StL	25
Bench, Cin	47	Perez, Cin	137	Seaver, NY	2.25	Jarvis, Atl	22
McCovey, SF	42	McCovey, SF	124	Jarvis, Atl	2.48	Osteen, LA	22

<u>STRIKEOUTS</u>	
Gibson, StL	319
Seaver, NY	318

The back issues of the Review, selling for 35¢ per copy, which are available are: August, '71, October, '71, November, '71, January, '72, February, '72, March, '72, and April, '72.

EDITORS NOTE: This month's guest columnist, J.G. Preston, is 14 years old and president of the popular Metropolitan Baseball Association, a play-by-mail baseball league. J.G. lives in Port Washington, NY, home of the Strat-O-Matic Game Co. His ideas regarding play-by-mail leagues were the subject of a feature story in the October, 1971, issue of the Review.

Helpful Hints For Setting Up A Strat-O-Matic Mail League

by

J.G. Preston
Port Washington, New York

Forming a Strat-O-Matic mail league is not as easy as it may appear. Although generally it is not difficult to acquire managers and get things started, it requires a great sacrifice on the part of the league president to maintain a high level. A successful mail league is something to be proud of, and it's a great way to make loads of new Strato friends. Here I would like to outline methods of beginning--and maintaining--an SOM mail league.

There are a few important things one should consider before attempting to start a league. The most important being, are you capable of heading a league? Are you willing to make the sacrifice of your time required? Can you answer correspondence promptly and completely? If you can answer yes then you're halfway there. You should also be prepared to pay the brunt of postage and newsletter costs. You can try to charge dues but once this gets over \$2 or \$3, then it becomes a burden to the prospective member. You should also own or have access to a duplicating machine, a ditto machine or a xerox machine or whatever. Inquire at your school or place of work as to the availability of this service.

There is no reason a dedicated Strato player, intent on forming a league, will not meet these prerequisites. Still, before you actually get things rolling you should do a great deal of preparation, or at least I suggest it. You don't really need to decide how many teams your league will contain, because that depends on the response. However, you should decide upon any rules to be used in addition to the elementary or advanced Strato rules. This includes limitations on player usage, use of specialized injury charts, or any rules you find of interest. Many such innovations have been reported within the pages of the REVIEW, so I feel no need to go into it here.

You should also decide as to how the teams will be selected. Below I have listed some methods for use with the contemporary cards. I prefer these cards as it allows for that "extra dimension" in trading and it keeps you in touch with the major league scene. If old-timers are your bag you may have other draft methods. However, for contemporary play, I seem to like these

- A) OPEN DRAFT. This method allows each team to have an even shot at every player in major league ball. All players are made available. Either each team can be assigned a certain amount of "money" to bid with or the teams can send a list of players in order of preference. Each manager can draft all his players or a certain percentage and you can fill out the teams.
- B) LIMITED DRAFT. There are two types of limited drafts which I have encountered.
 - 1) In one situation only players from a certain league or division are

- made available. Otherwise it is treated the same as an open draft.
- 2) Another method is for the president of the league to pick a certain number of players at each position, varying directly as the number of teams. This assures a "balanced" league while allowing managers some control as to their players.
 - C) STRAIGHT TEAM. This is the most popular type of league. It is advisable to allow trading, as in any league, unless you are attempting a replay for statistical purposes.
 - D) PICK A TEAM AND DRAFT ONTO IT. This allows each manager to pick his favorite team and select players from outside the league to fill holes on his roster. Player use should be regulated so as to prevent a "super league."
 - E) "HI-LO". This method pairs two teams, opposites in the standings, crossing either league or division lines. Again, this league also tends to breed a super league.

I seem to have said a lot about the super league because it is something to be prevented. This league sees every team have its starters with ERA's under 3.00, with the lowest hitting regular in the league at .260 and real-life regulars on the bench. This keeps you from realizing how good the good players are, as everyone is good. In this league usually the pitchers dominate and while four or five batters may hit 50 homers, only one man hits .300. In my mail league, the Metropolitan Baseball Association, we attempt to simulate (not duplicate) major league baseball, thus allowing the Gene Alleys of the world to start.

By the way, you need not feel bound to these league suggestions. These are only the ones I encounter most frequently. For instance, one league using another game assigns all 24 major league teams a representative squad using players from 1962 to date. You can group the players by the team they first played for, or birthplace, or any other means you can devise.

It is advisable when using a contemporary league to allow the teams to keep their players from year to year. This allows the formation of team identities and makes trading for the future a possibility.

When you have determined all these things, type up an introductory letter and copy it. Thus, when players respond to your ad, you will have something on hand to tell them what the league is all about. If you get very detailed in this letter it can serve as the basis for a league rulebook.

Many leagues have constitutions, setting down a lot of gobbledygook about league regulations. In the MBA, we set down all playing rules and other regulations in a league rulebook. In the rulebook, we also define the chores of the Commissioner and Division Presidents. However, we don't have a constitution saying exactly what one can and cannot do. Constitutions usually involve a lot of red tape when decisions need to be made. Although it is preferable to run as democratic a league as possible, the commissioner needs to set down rules in a hurry on occasion and frequently he cannot waste time on formalities. Thus, if you run a loose league and assume much of the responsibilities, while still keeping both ears open for member's suggestions, the league will benefit.

When writing the ad, state the name of your league, the year the cards are based on, and how teams will be selected. No matter how long (or short) your ad is, Review readers digest the magazine thoroughly from cover-to-cover, so if you write a convincing ad you will get a good response regardless of length.

As players write in, make sure you have dedicated men who own the cards involved. Although many young managers are good ones, as witness by the success of the MBA (built around high school students) there is a strong correlation between responsibility and age, or at least between responsibility and experience. If the managers you choose are not dedicated, or even just one or two, the league will suffer in the end. If you get a choice, start small and build up. If you start with more teams than you can handle, it is likely the league will be short-lived.

It is best to have the draft, if you need a draft, as soon as possible so that the interest of prospective members does not wane. Ditto for the trading period. Although there should be a long enough time to assure all managers of being able to trade, it should not be so long that interest dips.

Basically, the success of the league is based on the managers. I have covered anything you might wonder about up to the start of the season. From then its up to you and the managers. Your schedule should be arranged so that there is plenty of time to finish the games and do the stats but the managers always have games to play. This prevents long hiatuses between games. You should issue stat reports and league chit-chat at regular intervals, like every three or four weeks, depending on how fast stats come in. This keeps members informed as to progress of the league and prevents them from thinking the league has folded. As for series length, I recommend a realistic number, four or five games, although longer lengths can be used by you just as easily.

Speaking of stats, it would be good to keep away from the idea of one guy doing all the stats. Especially if the one guy is the president. It's just too time consuming for one guy and its a pain for the members to fill out reports, too. Instead, why don't you have each member keep his team's stats? This adds more interest for the manager, as he is always informed as to his team's progress, and spreads the statistical duty around. After the home manager gets his stats he sends the scoresheets to the visiting manager, who gets his stats.

After the season, in the continuing league, you need some way of getting new players in the league. You can either take all the first-year players and have inverse order of standing draft, or have bidding, as we do in the MBA. We have a cash system, earning each team money during the season from performance, attendance, etc. Then we have bidding on certain players after the season.

I think in this article I have covered everything one should be aware of when starting a Strato mail league, at least from a management standpoint. If you have any specific problem in your league, or if you have any questions about any points I have made in this article, please write me at 67 Davis Road, Port Washington, New York 11050. Although I may not be able to answer all correspondence, I will try to answer queries dealing with this subject.

Question & Answer

Q: I WOULD LIKE TO KNOW HOW TO FIGURE OUT FIELDING PERCENTAGES.

A: Take the total of put outs, assists and errors and divide that sum into the number of errors made and this will give you your fielding percentage.

Q: WHAT SHOULD BE DONE WHEN YOU ROLL A "FUMBLE +5" WHEN YOU'RE ON THE OPPONENT'S 1-5 YARD LINE? SHOULD IT BE CONSIDERED AN AUTOMATIC TOUCHDOWN, OR SHOULD IT BE CONSIDERED AN AUTOMATIC TOUCHDOWN, OR SHOULD IT JUST BE PLAYED OUT AS IN ANY OTHER SITUATION?

A: It should be used as a TD.

Q: WHY DO THEY HAVE LONGER GAINS ON CERTAIN PLAYERS CARDS THAN THE LONGEST GAIN ON THEIR CARD NOT FOLLOWED BY A STAR? FOR EXAMPLE, JOE MORRISON, 1970 RUSHING CARD.

A: Morrison and players like him who were used little, do not have a large enough statistical universe to warrant a full card. Many times part of their cards are made up on past performances.

Q: IS A BATTER CHARGED WITH AN AT-BAT WHEN HE GETS ON BASE VIA AN ERROR?

A: Yes

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STRAT-O-MATIC REVIEW
P. O. Box 27
Otsego, Michigan 49078

FIRST CLASS



If the number before your name is 5/72, this is the last issue of your Review.

Have checked number of months and enclosed amount designated to renew my subscription.
_____ 3 mos. \$1.05 _____ 6 mos. \$2.10 _____ 1 yr. \$4.20

(Continued from page 19)

Q: IS A BATTER CHARGED WITH AN AT-BAT WHEN HE BRINGS A RUNNER HOME FROM THIRD ON A LONG FLY?
A: No.

Q: IS A PITCHER CHARGED WITH AN EARNED RUN WHEN A RUNNER IS SACRIFICED HOME FROM THIRD ON A LONG FLY?
A: Yes

Q: WHEN DOES THE STRAT-O-MATIC GAME CO. BEGIN WORK ON ITS FOOTBALL CARDS?
A: It began three weeks ago.

Q: DOES THE BATTER ADVANCE AN EXTRA BASE IF THE RUNNER SUCCESSFULLY STRETCHES AN EXTRA BASE? AND, IF THE RUNNER IS OUT, WHAT HAPPENS TO THE BATTER?
A: Yes, and if he is out, the batter still advances.

Q: HOW DO YOU HOLD A RUNNER CLOSE, AND OF WHAT IMPORTANCE IS THIS?
A: By simply saying "hold the runner". Thus, if the runner advances to steal, the catcher's rating will come into effect to lessen the chances of a successful steal.

Coming Next Month . . .

Larry Thompson of Carmel, CA, who last spring supplied readers with the popular two-step dice method of determining split numbers, is back with a way of determining stolen base attempts by each player, something that will be especially helpful to solitaire players; you'll get a peek inside what has to be the most comprehensive SOM baseball yearbook; plus much, much more will be coming your way in the June issue.