



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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SOM Plans Football Changes

Credit Review readers and the changing style of professional football with assists for the changes in this year's SOM football cards and rules. Harold Richman, the games' creator, after much research and consideration, decided that two suggestions from Review readers had enough merit to incorporate into the game. One suggestion, which was originally printed in the September, 1971 issue of the Review came from Andrew Fischer. From now on when the defense is in the "pass prevent" defense with both outside linebackers dropping back out of their zones, if the offense throws a flat pass into a vacated zone and the dice roll comes up on the offensive card - you will now look in the guessed wrong column (before, you would have looked in the guessed right column).

The second idea, sent in by many readers, was to individualize kick-offs. Well, this year it will be done. For instance, if a team only had 60% of its kick-offs returned, that's about all that will be run back with this year's cards.

The rest of the changes reflect changes in professional football itself.

1) Now it will be possible to return a missed field goal. If an attempted field goal is missed from the 33-42 yard range and the number rolled is 4, 5, 6, or 10, the kick may be returned by the #1 kick return man. If the attempt is missed from the 43-47 yard range and the numbers 4, 5, 6 or 7 are thrown again the #1 kick off man can return the kick. Remember when keeping statistics, this return does not count as a kick-off return, it is a completely different statistic.

2) Defensive running cards will be changed somewhat. With the linebacker having more responsibility when he is in the running zone. For instance, where before in the off-tackle play with two men in the zone the number 8 depended on the tackle and number 9 on the linebacker. Now both 8 and 9 will be the responsibility of the linebacker. This has been brought about by the increasing importance of linebackers on running plays in professional football. The same will hold true for linebackers and endruns.

3) In this year's cards, there will be more emphasis on pass receivers. Before the only chance for referring to the receiver was on the defensive card, now there will be about five numbers in the guess wrong column of the passers card. There will be no receiver numbers in the guess right column.

4) Finally, it should be noted that the effectiveness of the short pass has been reduced in this year's cards. With pro teams running more and throwing the flat pass more against the pass oriented defenses in pro football, emphasis has been placed on the running game.

What a year this has been for Strat-O-Matic, great new changes in both the baseball and football games to increase its lead on other table games in both sports. We of the Review believe the quickest way for a game to go from No. 1 to No. 2 is to stand pat and never change. Obviously, with SOM that will never happen.

The Editors

The editors of the Review feel the response was sufficient enough to begin making arrangements for the first annual SOM Convention. The Convention will be held in Kalamazoo, Michigan, Saturday, August 12th. Next issue we will print for you the exact location and directions on how to get there. We also will print a list of the motels and their nightly room rates so many of you can make advance reservations to stay overnight.

The convention will either run from 9:00-9:00 or 12:00 noon to 9:00 (we'll let you know next issue). We are currently working on guest appearances by one or more sports figures. We hope to work up a couple of tourneys, both football and baseball with some prizes. This could be a great time if as many as possible show up.

No admission will be charged and anyone can attend - you do not have to be a subscriber to the Review. A great idea would be for two or more players to come together and share the gas and motel expenses. We repeat, it is up to you to make the convention a success. We have received word from game players as far away as California and New York that they plan to attend.

Oh yes! Don't forget to bring your game!!

Hope to see you all August 12th.

Computer Duel: Clemente Vs. Blue

David Roberts, Seneca, South Carolina, is another who has incorporated a computer into his Strat-O-Matic baseball playing. A senior at Seneca High School, David is very much interested in computers and was intrigued with the article in the March Review about Steve Checkosky's computer results when Babe Ruth ('27) was programmed to bat against the pitching of Bob Gibson ('68) over a span of 10 seasons.

Since his computer has a computer hook up with a nearby university, David decided to try a similar match-up. Instead of Ruth-versus-Gibson, however, he used '72 versions of Roberto Clemente ("for strictly personal reasons") as the hitter and Vida Blue as the pitcher.

Both cards were the advanced side. "After three hours and almost five hundred lines of typing, my program was on the computer," related Roberts. "It was set up so the computer rolled the dice (probability was programmed in), found the result and stored it for the final readout. It matched Clemente against Blue 553 times and then printed out the compiled results. So as to get a good sampling, I ran the program eight times."

You'll notice from the stats below that Clemente's average took a dip against Blue (as expected), but that his home run total increased against the hard-throwing lefthander. His batting average ranged from a low of .273 to a high of .326, while home runs varied from a low of 21 to a high of 35.

Here are the results:

YEARS	AB	HITS	AVG	2B	3B	HR	BB	SO
1	537	165	.307	36	0	29	16	103
2	544	163	.300	22	4	29	9	106
3	533	148	.278	17	2	21	20	98
4	539	147	.273	20	2	21	14	90
5	535	155	.290	28	1	27	18	101
6	538	156	.290	21	1	28	15	98
7	536	175	.326	22	0	32	17	88
8	529	151	.285	27	2	35	24	105

Wright Is All Right

Wins 4th Straight GKSML Title

They (the other seven members of the Greater Kalamazoo Strat-O-Matic League) said it couldn't be done. But Joel Wright, annual baseball champ, has done it again.

Joel made it four straight baseball championships in a row with the 1971 American League baseball cards as he outdistanced his nearest pursuer by nine games to win a draft league replay just recently completed.

Joel, a graduating senior at Comstock High School, five miles east of Kalamazoo, Michigan, thus kept his record intact of never having lost in a SOM baseball replay; winning with the Chicago White Sox in an actual team replay of the 1964 season, then winning draft titles in the National League ('69) and American League ('70).

Wilbur Wood, Joel's No. 1 draft choice (Joel had the first pick in an eight-manager league), lived up to his reputation and then some as the "ace" of a powerful hurling staff. Wood started 42 games, compiled a 25-13 record, pitched 342 innings, allowed only 261 hits, struck out 207 with his knuckler and ended up with a nifty earned run average of 1.92--the latter second best to Mike Allison's surprising Jim Kaat, who carved out a 1.61 ERA.

Mike, co-editor of the Review, gave Joel a spirited battle the first-half the season, finally dropping back to second, nine games off Joel's 93-61 pace. A disastrous five-game losing streak just before the All-Star break, and at the same time Joel winning five in a row, turned the race around and put Joel in the lead for good.

Every one of Joel's starters--Marty Pattin, Mike Cuellar, Bill Gogolewski and sometimes Dick Bosman, along with Wood--all had ERAs of 3.12 or less, except for Pete Broberg's 3.12. The relief corps was just as stingy allowing runs as Jack Aker, Ron Klimkowski, Darrell Knowles, Paul Lindblad and Rollie Fingers all had ERAs of 2.62 or less. Lindblad and Fingers accounted for 19 saves between 'em.

Joel worked the platoon system to perfection, getting great mileage out of his players despite having few qualifiers for individual batting honors. Leading hitter among the regulars was Al Kaline (.294), but he only batted 394 times. Seven players hit 10-or-more home runs--many of 'em clutch shots--with Frank Howard tops with 22, while five had 60-or-more runs-batted-in, with Rick Monday the leader with 72.

Kaat, not figured to be in the class of Wood, Blue, Lolich, etc., was a dependable hurler for like all season. Kaat posted a 22-10 record and led the league with a dazzling 1.61 ERA.

Blue, the property of Jeff Sampson (third place), was 20-12, led the league in strikeouts with 301 and had a 2.45 ERA. Lolich, however, never got untracked, starting off with Cliff Sage, finally being traded and finishing with a dismal 14-30 won-and-lost record and a 3.34 ERA. Giving up 32 homers didn't help Hickey's plight much. Ironic thing about Lolich was that the year before Cliff had taken Lolich (a 19-game loser in real-life) and made a 20-game winner out of him. This time Cliff took a big winner and....

Cliff, finishing in the cellar after losing 18 of 20 games early in the season, did have the league's No. 1 and 2 hitters in Cesar Tovar (.357) and Roy White (.328), while Graig Nettles hit .282, socked 31 homers and drove in a league-leading 126 runs.

Reggie Jackson, Bill Martin's property, was a consistent long-ball belter, knocking out 48 homers to easily lead the league. Frank Robinson (Del Newell) closed his American League career in style as he unloaded 31 roundtrippers and batted in 83 runs.

Bobby Murcer (Del) and Amos Otis (Mike) were two of the biggest disappointments, as Murcer (a .331 hitter in real-life) finished at .280, with only 14 homers, and Otis (.301 real) dipped to .261 at seasons end.

Standings and league leaders:

	WON	LOST	GB		WON	LOST	GB
Joel Wright	93	61	--	Warren Newell	73	81	20
Mike Allison	84	70	9	Del Newell	72	82	21
Jeff Sampson	83	71	10	Bill Martin	70	84	23
Jack Hills	78	76	15	Cliff Sage	63	91	30

BATTING AVERAGE

1. Tovar (CS)	.357
2. White (CS)	.328
3. Oliva (MA)	.309
4. Carew (WN)	.301

DOUBLES

1. Smith (JH)	40
2. Northrup (JH)	33
3. Tovar (CS)	32
4. Johnson (JS)	32
5. Cardenas (JS)	32

TRIPLES

1. White (CS)	16
2. Carew (WN)	14
3. Patek (JW)	13
4. Blair (JS)	10

HOMERUNS

1. Jackson (BM)	48
2. F. Robinson (DN)	31
3. Nettles (CS)	31
4. Oliva (MA)	26

RBIs

1. Nettles (CS)	126
2. Jackson (BM)	91
3. F. Robinson (DN)	83
4. Northrup (JH)	79

EARNED RUN AVERAGE

1. Kaat (MA)	1.61
2. Wood (JW)	1.92
3. Pattin (JW)	2.12
4. Palmer (JH)	2.33
5. Blue (JS)	2.45

WON-LOST

1. Wood (JW)	25-13
2. Kaat (MA)	22-10
3. Blue (JS)	20-12

STOLEN BASES

1. Otis (MA)	34
2. Campaneria (JH)	30
3. Murcer (DN)	26

STRIKEOUTS

1. Blue (JS)	301
2. Lolich (BM)	268
3. Blyleven (CS)	255
4. Coleman (DN)	213
5. Wood (JW)	207

SHUTOUTS

1. Wood (JW)	9
2. Coleman (DN)	5
3. Hunter (BM)	5
4. Kaat (MA)	5

TOP RELIEF PERFORMANCES

1. Sanders (JS)	W-10	8-14
2. Mingori (WN)	6	14
3. Scherman (CS)	6	13

EIGENAUER'S BEST

John Eigenauer (Santa Monica, CA) has compiled all-time records for the Strat-O-Matic baseball seasons he's replayed. John, who is interested in hearing from others who have records covering 154 or 162-game seasons (1530 Princeton, Apt. C, Santa Monica, CA 90404), has a list that includes:

Runs--Rogers Hornsby (HOF), 123; Hits--Rogers Hornsby (HOF), 256; RBI--Lou Gehrig, (HOF), 129; Doubles--Pete Rose ('68), 45; Triples--Casey Stengel ('22), 22; Home Runs--Mickey Mantle ('61), 55; Average--Rogers Hornsby (HOF), .443; Wins--Walter Johnson (HOF), 36; Strikeouts--Walter Johnson (HOF), 286; ERA--Luke Walker ('70), 1.82.

LIONS ROAR IN SOM

The Detroit Lions continue to growl in Strat-O-Matic football, despite the fact they've been close but never won a real-life conference championship since the merger of the NFL and AFL.

A number of readers have sent in replays of Detroit championships, however. One of the more interesting is from Ricky Marshall, Springfield, MA, who mentions that the Lions, after winning one division of the regular season, went on to edge the Minnesota Vikings, a team they seldom beat, in a sudden death championship, 33-27. A nine-yard pass from Greg Landry to tight end Charlie Sanders broke the 27-all deadlock.

Detroit (12-2), Minnesota (9-5), Baltimore (10-4) and Dallas (9-5) all made the playoffs of the '70 NFL replay, with Detroit topping Dallas, 40-24, and Minnesota trimming Baltimore, 28-10, in first-round games.

Readers Roll 'Em

UNBELIEVABLE !!

Unbelievable was the name for a recent Strat game. The '31 A's were pitted against the '69 Reds. Al Simmons set a new Strat record with 5 HRs in the game. The score was even more unbelievable; 51-3! Besides those freak games, I think Strat is the most realistic game and the Review is worth every cent. Since my friend and I got our sets in the summer of 1969, over 20 kids have followed. This summer he and I are going for a new marathon record. Currently, I'm in a four team draft league and in 2nd. I have the league leading batter in Merv Rettermund at .452 and Lee May leads in HRs and RBIs with 17 and 51 after 44 games. I've had two no-hitters in my life one a perfect game. Tom Seaver ('69) pitched a perfect game against the '69 Tigers and Denny McLain. Ironically, McLain pitched a 2-hitter. Doug Griffin of the '69 Astros had one over the '69 Yanks last February, walking 3 and striking out 12.

Mike Feinstein
St. Louis Park, MN

STAMP OF APPROVAL

I completely approve of the new two-sided setup. It adds a whole new dimension not only for the game but for managing.

Our Strat-O-Matic community has been at the game for about three years now, but we contacted the Review in hopes of seeking out nearby devotees. We have a terrible time completing leagues because when someone falls behind he quits.

The new lefty-righty factors make some pitchers and hitters unbelievably effective against one side of the card. There appears to be some discrepancies on the back side of the card as opposed to the front on some players. Joe Torre, for example, has less chances to get a hit against righties than he does against lefties. Since he is right-handed, this is not unusual. The reason he would be more effective against lefties on their cards also. Checking the record book, however, we find that Torre hit .363 against righties and .362 against lefties. I don't

quite see how this works.

Take Joe Grzenda, for instance. He has only 246 chances to allow an on-base on the front but 270 on the back against lefties and 280 against righties. Also, there are extra base blows on both sides, but not on the front. I'm not arguing with the computer, but could someone please offer an explanation?

Also in the news, the subject of no-hitters: Vida Blue became my first pitcher ever to hurl one. He did it against all-star team, walking seven and hitting a batter, but still getting the no-hitter. This was my first no-hitter in almost 2,000 games.

Other Strat-O-Matic fans seem to have several no-hitters. Even with normal teams playing (not all-stars, etc.), a perfect game seems to be feat resting on the farthest edge of improbability. A recent article in the Review reported that Rick Wise no-hit the Reds ('69 cards). Wise has an above-average card for that year (535 on-base chances--415 being base hit chances), but the powerful Cincinnati club has a starting eight whose composite base hit chances average out to over 675. This is a whole column from four to ten, plus almost another solid at nine or five. Add all this to numerous walk chances and take into account the Phil's porous infield and outfield and one might think a George Mauer was pulled a time or two.

Jack Molino
Huntington, WV

A VOTE FOR PITCHER'S HITTING CARDS

I would like to mention something about the pitcher's hitting card controversy. Of all the arguments I have read in the Review, for and against giving pitchers individual hitting cards, everyone has missed the fundamental theory behind tabletop games. Table games are made to reproduce what really happened, not what might happen if the player had more at-bats. Why does a pitcher need a certain number of at-bats to give him a statistically feasible card? If a player has 20 at-bats and had 10 hits, then he should have a .500 card, not a projection of what might happen had he played more.

Of course, somebody can ruin a team's average by playing this player

every day. But if he wants to do it, it would be his business. The true table-top fan wants true realism, not diluted cards.

Stephen Keplinger
Reisterstown, MD

PITCHER ROLLS DICE

I have a question that I would be grateful if you would answer: when a runner who was on second base uses his running rating to take home on a single followed by no "stars", does the batter get credit for an RBI?

Also, as a note of interest, in our leagues the pitcher has always rolled the dice. We never considered having the batter do what we assumed was a pitching motion. Since you GKSML batter always rolls, I guess either method works.

Neil Currie
Moose Jaw, Sask.

EDITORS NOTE: Yes, the batter would receive credit for a run-batted-in. The runner is advancing strickly on the basis of the hit, not on an error, and it would be considered a continuous play and an RBI.

HOW ABOUT PAST LEAGUES?

I have been enjoying my first copy of the Review, and feel it's the best thing that has ever happened to us SOM players since the game hit the market. It is nice to read about other players of SOM as I come from a town where very few people own the game. You present the stories in an interesting manner, and will certainly be around as long as the game exists.

In reading the stories and articles, one in particular interested me. In the May issue, on page 15, you talked about what Strato would do if the player strike continued through the whole season of 1972. You mentioned they might possibly have card sets from exciting pennant races from years past. Although I agree that it would be boring to younger players not knowing who the players were, I think it would be very interesting to those of us who do know and appreciate the great players, and not so great players of the past. My grandfather glows when he tells stories about players of the past. He enjoys playing the game with me, especially when I drag out the old-timers. He would really get a thrill if

someday I could say "lets play the 1906 Cubs vs. 1906 Giants." I would appreciate it greatly if you could get other readers opinions on this. It might get the wheels turning on what could be a great sideline special of SOM.

Mike Cummins

IMPROVEMENT NEEDED

I have seen several issues of your magazine and feel that it is in dire need of improvement. Essentially your magazine is a conglomerate of meaningless statistics which hold no real interest for the fan of average intelligence. Statistics in themselves serve only to illustrate the authenticity of the game itself. Since most people who subscribe to your magazine are already convinced that the game is authentic, there is hardly any need to publish such statistics. But if the statistics were removed, what would remain? Hardly anything at all. Clearly there exists the need to initiate new ideas, such as: book reviews of baseball stories which would be of interest to fans, an occasional guest column by Mr. Richman which might offer new insights into the game itself, and possibly games or contests which would offer season card sets as a prize. The possibilities are endless.

The idea of fixing set prices to cards is a bad one, since the value of the cards has not stabilized. I am selling cards which I feel to be worth \$150 now. Their value next year should be at least \$200. I assess the value of these cards as follows: 1962-\$75; 1963-\$40, 1964-\$20 and 1965-\$15. Some people may disagree, but they should be reminded that these are the first few years of the complete set cards. Another game company, which has been in business since 1951, has comparative prices of: \$45, \$40, \$35, \$30. And these sets aren't even from its first few years of existence! Clearly the SOM cards should be more valuable. Oh yes. I am serious about the comic books and will pay good prices for them. Please write. Enclosed is a check for \$1.75 to cover three-issue subscription and ad.

Scott Matheson

EDITORS NOTE: We disagree that the statistics are "meaningless." True not everyone likes to pore over stats compiled by someone else, but most of

us are statistical filibets to some degree or we wouldn't be playing table games. The Review has always attempted to provide a wide spectrum of material and it's felt that stats have a place. As it is currently, less than five percent of the statistical material sent to the Review ever gets into print. There are many, many excellent replays, complete with stats that will never make the pages of the Review because of a lack of space. People who send in stats no doubt have spent countless hours playing the game and compiling such material. There's not only time, but a genuine interest in sharing with others their results, that are involved here. We, the editors, feel that they should have a say, however limited, in the Review.

We have tried to be far-ranging in our material content, with such articles as a history of Strat-O-Matic (three-part story since reprinted and updated), what it was like visiting the game company and talking with Harold Richman, a first-page question-and-answer session with SOM's creator, how to set up a league, wives' reaction to the games, plus numerous playing tips.

A contest is included in this issue of the Review, but as far as book reviews and other non-SOM-related topics, we don't feel that the readers want them. General and specific sports publications abound on newstands, but how many publications have you found that deal with Strat-O-Matic? Our role, we feel, is in this area.

THANKS

Thanks to all the people who voted in my MVP balloting. The response was fantastic.

The balloting went as follows:

Rogers Hornsby	43 votes
Tony Perez	33 "
Johnny Bench	20 "
Stan Musial	20 "
Mickey Mantle	13 "

Many people sent their votes in 5-4-3-2-1, but I only counted first place ballots.

John Eigenauer
California

A YANKEE FAN??

Inspired by the tremendous response to my first contribution to the Review (three letters you printed, one misspelling my name even!), I wrote this next terrific piece of work in an hour or so. You see, I have a very bad temper which isn't an ideal trait for an SOM player. And so I present--

"Diary of a Mad Diceroller"
(or my favorite song was "Tumblin' Dice")

May 3rd - Received new '72 SOM baseball cards. Examined each card carefully, taking note of the most minute details. Kicked over chair when I discovered Gener Michael is a "3" this year. Only broke two toes this time.

May 4th - Started 45th league in last 46 days. It lasted one hour and 12 minutes, a new record! League folded when Vida Blue struck out three consecutive Yankees with the bases loaded. Blue's card is now in the septic tank (which is fitting since Blue was going to be a plumbing fixture executive).

May 5th - Decided to replay '71 Yankee season. Got through third game when Murcer missed a home run on a 1-19 split. Drew a 20. Split cards are now in a million pieces in the cat's sandbox.

May 6th - Drafted another expansion club from '72 cards. Was very patient this time, but when San Diego beat the bunch of bums 18-2 I threw the dice up against the wall. Nothing unusual about that, happens once a day at least, but this time the dumb wall fell over-on me! Eight broken ribs, one crushed nose, and a busted right index finger. I'll have to become a switch roller.

May 21st - Got out of hospital.

May 22nd - Started new league with old-timer teams. Had a beautiful time. Didn't play any games.

May 23rd - Played AL Hall of Famers against NL Hall of Famers. Had no favorites in this game so what happened? A 30 inning scoreless tie! Also I must remember not to leave matches around game board. A nasty accident occurred: Only second degree burns.

May 24th - Received a present today. A new baseball game, Strat-O-Matic of course. It was nice that they all remembered. It's been ten years since I was admitted to the mental institution.

May 25th - Ten years is too long. Broke out.

Mark Kimlin

Supplementary X-Chart Revealed

Those of you that have been with us for some time, realize the many questions we have received over the past 1½ years about fielding charts, and ratings. Before we get into our chart, let us mention again, fielding ratings are given to the players on the basis of their worth to the team (range, fielding average, and scouting reports) than on their fielding average. As Mr. Richman mentioned many issues ago, "When giving a fielding rating, the fielding averages must be thrown out, at best, they can only be used as a guideline."

We admit for some statistic nuts it would be nice to have a more sophisticated fielding chart. But for most of the average players, the current one is not only easy to read and understand, but also moves the game along at a quick pace and "represents the player as a whole" which is the most important thing.

For you statistic nuts who keep the fielding averages, you might give this chart that we have made out a try. However, you will have some work to do. As you can see by the chart, there are four main ratings (these would be the ratings given by the Game Co.), then each of these ratings are divided into four more ratings (and these are the ones you will have to tack on to your players). So now for each position, except catcher, you will have a total of 16 ratings.

In all but about four cases a fielder will allow just as many batters to reach base as any other would at his position with his number rating. Mostly all the letter does is change the errors to basehits. There are a few instances where some will get more double plays than others. And, this is designed for greater realism.

Here are some examples for filling in the letter rating for your players. Let's take some outfielders. First Al Kaline and Roy White, neither made an error all season in the outfield and both are rated 2s. So you would make both of these players 2a. By looking at the chart you will see there is no way a 2a will make an error. However, he will allow just as many runners to get on base as a 2c. How about Walt Williams, he had a 1.000 fielding average but is rated a 4. Obviously, his range and fly ball judgement is lacking, so make him a 4a. His fielding average is bound to be 1.000 for the season, but as in real life, many will get by him for extra bases.

Lets look now at shortstop, a position of much controversy. Leo Cardenas only made 11 errors all season and is rated a 2, evidently, he does not have excellent range. So make Leo a 2a, where there is only one number that is an error, plus an added double play number (Cardenas made 89 DPs). By the same token, Eddie Brinkman should be a 2a. Mark Belanger is a 1 shortstop, but was down in double plays and up in errors, so make him a 1d. At the end of the season, Cardenas, although a 2 fielder, should end up with a better fielding average than Belanger, a 1, and both should be close in DPs.

Make out your ratings for other positions and players along the same line, but remember to use the first rating as the one the Game Co. gave the players. We feel this is very important so that the strength of the team at that position will not be altered, only the fielding average.

For those of you who decide to use this chart and keep fielding averages, let us know after you play a season what you think of it.

We also wish to mention that this chart will not be printed by the Game Co., this is your only copy. !!GOOD LUCK!!

KEY: All numbers are outs and refer to fielding chart number guide example for a shortstop, if the result is 1, its the same as out, and runners advance one base.

- (-) single, check corresponding number on fielding chart to see how many bases runner advances
- (=) double, check corresponding number on fielding chart to see how many bases runners advance
- (E) ONE BASE ERROR, check fielding chart for runner advancement
- (2e) TWO BASE ERROR, check fielding chart for runner advancement
- (3e) THREE BASE ERROR, check fielding chart for runner advancement
- (tr) triple, clears bases
- (e) single and error, batter on second runners advance two bases
- (X) SELECT ANOTHER SPLIT CARD

NOTE: () Around letter shows rating corresponding to fielding chart.

THIRD AND FIRST BASEMEN AND PITCHERS												SECONDBASEMEN											
1				2				3				4				1				2			
a	b	(c)	d	a	b	(c)	d	a	b	(c)	d	a	b	(c)	d	(a)	b	(c)	d	a	b	(c)	d
1.	3	3	3	1	-	-	-	-	-	-	-	-	-	-	-	1.	3	1	1	1	-	-	-
2.	3	3	3	1	-	-	-	-	-	-	-	-	-	-	-	2.	3	3	1	1	-	-	-
3.	3	3	3	3	1	1	1	1	-	-	-	-	-	-	-	3.	3	3	3	1	3	3	1
4.	3	3	3	3	1	1	1	1	-	-	-	=	=	=	=	4.	3	3	3	3	3	3	1
5.	3	3	3	3	3	1	1	1	1	1	1	=	=	=	=	5.	3	3	3	3	3	3	3
6.	3	3	3	3	3	3	1	3	3	1	1	-	-	-	-	6.	3	3	3	3	3	3	3
7.	-	-	E	E	3	3	3	3	3	3	3	-	-	E	E	7.	3	3	3	3	3	3	3
8.	-	E	E	E	3	3	3	3	3	3	3	3	3	3	4	8.	3	3	3	3	3	3	3
9.	E	E	E	E	3	3	3	3	3	3	3	4	4	4	4	9.	3	3	3	3	3	3	3
10.	3	3	3	3	-	-	E	E	4	4	4	-	E	E	E	10.	3	3	3	3	3	3	3
11.	3	3	3	3	-	E	E	E	4	4	4	E	2e	2e	2e	11.	3	3	3	3	3	3	3
12.	3	3	3	3	E	E	E	E	4	4	4	4	4	4	4	12.	3	3	3	3	3	3	3
13.	3	3	3	3	2e	2e	2e	2e	4	4	4	4	4	4	4	13.	3	3	3	3	4	4	4
14.	3	3	3	3	3	3	3	3	-	-	-	E	E	E	E	14.	3	3	3	3	4	4	4
15.	3	3	3	3	3	3	3	3	-	-	-	E	E	E	E	15.	3	3	3	3	-	E	E
16.	3	3	3	3	3	3	3	3	-	E	E	E	E	E	E	16.	3	3	3	3	E	E	E
17.	3	3	3	3	3	3	3	3	E	E	E	E	4	4	4	17.	E	E	E	E	3	3	3
18.	X	X	X	X	3	3	3	3	E	E	E	E	4	4	4	18.	X	X	X	X	1	1	1
19.	X	X	X	X	X	X	X	X	2e	2e	2e	2e	4	4	4	19.	X	X	X	X	1	1	1
20.	X	X	X	X	X	X	X	X	3	1	1	1	2e	2e	2e	20.	X	X	X	X	1	1	1

SHORTSTOP												OUTFIELD											
1				2				3				4				a				b			
a	b	(c)	d	a	b	(c)	d	a	b	(c)	d	a	b	(c)	d	a	b	(c)	d	a	b	(c)	d
1.	3	3	1	1	-	-	-	-	-	-	-	-	-	-	-	1.	-	=	E	2e	4	4	4
2.	3	3	3	1	-	-	-	-	-	-	-	-	-	-	-	2.	5	5	5	5	5	5	5
3.	3	3	3	3	1	1	1	1	-	-	-	-	-	-	-	3.	4	4	4	4	=	2e	2e
4.	3	3	3	3	1	1	1	1	1	1	1	-	-	-	-	4.	4	4	4	4	4	4	4
5.	3	3	3	3	3	1	1	1	1	1	1	-	-	-	-	5.	4	4	4	4	4	4	4
6.	3	3	3	3	3	3	1	3	1	1	1	-	-	-	-	6.	4	4	4	4	4	4	4
7.	3	3	3	3	3	3	3	3	3	3	1	-	-	E	E	7.	5	5	5	5	5	5	5
8.	3	3	3	3	3	3	3	3	3	3	3	-	E	E	E	8.	1	1	1	1	1	1	1
9.	3	3	3	3	-	-	E	E	3	3	3	4	4	4	4	9.	5	5	5	5	=	=	=
10.	3	3	3	3	2e	2e	2e	2e	3	3	3	4	4	4	4	10.	5	5	5	5	5	5	5
11.	-	E	E	E	3	3	3	3	3	3	3	4	4	4	4	11.	5	5	5	5	-	-	-
12.	E	E	E	E	3	3	3	3	3	3	3	4	4	4	4	12.	5	5	5	5	=	E	E
13.	3	3	3	3	3	3	3	3	-	-	-	E	E	E	E	13.	4	4	4	4	4	4	4
14.	3	3	3	3	3	3	3	3	2e	2e	2e	4	4	4	4	14.	4	4	4	4	4	4	4
15.	3	3	3	3	3	3	3	3	-	E	E	E	4	4	4	15.	4	4	4	4	=	E	E
16.	3	3	3	3	3	3	3	3	4	4	4	4	E	E	E	16.	4	4	4	4	4	4	4
17.	5	5	5	5	3	3	3	3	4	4	4	4	2e	2e	2e	17.	5	5	5	5	1	1	1
18.	3	3	3	3	3	3	3	3	X	X	X	1	1	1	1	18.	5	5	5	5	X	X	X
19.	3	3	3	3	-	-	E	E	X	X	X	1	1	1	1	19.	X	X	X	X	5	5	5
20.	3	3	3	3	3	3	3	3	X	X	X	1	1	1	1	20.	X	X	X	X	5	5	5

Raindrops Falling On Game

Tim Cawley, Downers Grove, IL, has noticed that Strat-O-Matic baseball doesn't provide for rainouts, so has developed a method to dampen play occasionally.

His system consists of having the home manager roll three dice before each game. If a "1, 1, 1" comes up the game is postponed and the home manager must reschedule the game at the earliest time available. If a "4, 4, 4" or "5, 5, 5" come up, the game is played under threatening conditions and after each half inning the dice are rolled to see if the game continues. If at any time a "1, 1, 1" is rolled, the game is either postponed or stopped.

(Continued on page 11)

Championship For 49ers

Often a bridesmaid but never a bride has been the football history of the San Francisco 49ers--often close but never a champions.

Well, the 49ers finally made it to the alter for real in a replay that was run off by Arthur Hains, Fred Meuschke, Matt Jackson and Mike Randolph, all from Marshall, MO, defeating Dallas, Minnesota and Miami in the playoffs to emerge champions for the 1970 season.

A strong passing attack, featuring the NFC's leading receiver, Gene Washington spurred the "underdog" 49ers along the Super Bowl road after San Francisco had compiled a 9-3-2 regular season mark in winning the Western Division.

Duane Thomas, the "silent man" of the Dallas Cowboys, was named most valuable player in the league after gaining 1,417 yards in 225 carries from his backfield spot. Floyd Little of Denver, however, had to be the workhorse after being called on to tote the ball 321 times and responding with 1,850 yards.

One of the playoff games--Baltimore vs. Kansas City--bore a strong resemblance to a real-life happening in the recent playoffs as the two battled into the sixth quarter of a "sudden victory" thriller before Baltimore's Jim O'Brien booted a 52-yard field goal for a 16-13 victory. O'Brien, incidentally, had missed five earlier field goal tries, while Jan Stenerud of the Chiefs misfired in the fifth period on a 20-yard field goal attempt.

Standings and leaders:

			NFC					
Eastern			Central			Western		
Washington	9-4-1		Minnesota	12-2-0		San Francisco	9-3-2	
Dallas	8-4-2		Detroit	8-5-1		New Orleans	5-7-2	
St. Louis	8-6-0		Chicago	7-7-0		Atlanta	4-8-2	
New York	5-8-1		Green Bay	4-10-0		Los Angeles	5-9-0	
Philadelphia	2-12-0							
			AFC					
Eastern			Central			Western		
Baltimore	10-3-1		Cincinnati	9-3-2		Kansas City	8-4-2	
Miami	10-4-0		Houston	8-6-0		Denver	8-6-0	
Buffalo	9-4-1		Pittsburgh	5-9-0		Oakland	6-7-1	
Boston	4-10-0		Cleveland	3-11-0		San Diego	3-7-4	
New York	2-12-0							

PLAYOFFS

San Francisco 30, Dallas 17	Baltimore 16, Kansas City 13
Minnesota 26, Washington 17	Miami 27, Cincinnati 24
San Francisco 36, Minnesota 21	Miami 45, Baltimore 20
San Francisco 31, Miami 27	

NFC RUSHING	Att.	Yds	NFC PASSING	Att-Comp	TD	Pct
Thomas, Dal.	225	1417	Jurgensen, Wash.	364-226	12	62.1
Farr, Det.	299	1309	Starr, GB	204-127	12	61.8
Johnson, NY	230	1102	Landry, Det.	181-103	11	56.9

AFC RUSHING	Att	Yds	AFC PASSING	Att-Comp	TD	Pct
Little, Den.	321	1850	Cook, Cin.	265-155	17	58.5
McVea, KC	259	1376	Shaw, Buff.	268-154	12	57.5
Fuqua, Pitt.	314	1325	Johnson, Hous.	270-153	12	56.7

NFC RECEIVING	NO	YDS	AFC RECEIVING	NO	YDS
Washington, SF	75	1438	Hinton, Balt.	80	1520
Abramowicz, NO	71	1077	Reed, Hous.	78	1032
Smith, Wash.	68	734	Garrison, SD	75	1705

SCORING

Cox, Minn.	148
Yepremian, Mia	143
Mann, Det.	136

...Then A Near Miss

Speaking of the San Francisco 49ers, lightning almost struck twice in the same spot when Mark Kimlin of New Paltz, NY, tried to wrestle the 1970 NFC championship away from the Dallas Cowboys, guided by a friend, in another SOM replay.

Here, in the words of San Francisco coach, Kimlin, is what happened in one of the more exciting football replays to come into the hands of the Review.

"The game started out normally with Dallas taking a 7-0 lead on Duane Thomas' one-yard run. San Francisco came back with two Bruce Gossett field goals, but it was frustrating for me because of my inability to move the 49ers inside the 20.

With about three minutes left in the first half, the 49ers were on the Dallas 34, but then a Mel Renfro interception stopped the drive and left the score at halftime, Dallas 7, San Francisco 6.

In the third quarter the Cowboys exploded for two touchdowns; Walt Garrison romped in from the 15 and quarterback Craig Morton tallied on a one-yard sneak. Mike Clark added a field goal early in the fourth quarter making the score, 24-6. All hope seemed lost.

And that's when the 49er offense began to click. Passing on almost every play, the 49ers scored on a three-yard run by Ken Willard, who fumbled, but in the end zone.

San Francisco got the ball back on their own 49 with nine minutes remaining and again John Brodie drove his team to a touchdown. This drive was highlighted by a pair of clutch fourth-down pass completions and climaxed by Willard's one-yard run. Score: Dallas 24, San Francisco 20.

Next, I tried an on-side kick and it worked. Nothing could stop me now! The 49ers got down to the Cowboy nine and on third down I sent Dick Cunningham off-tackle for a nine-yard score! Now I had the lead, 27-24, but, as I was about to learn, the game isn't over until the clock is on zero.

Thomas took the kickoff back to his own 36. Only 1:45 remained--I figured my friend would try to kick a field goal and send the game into overtime. Thomas carried the ball three plays in a row--for 12, 15 and then 8 yards--and suddenly he was on my 29. Using his timeouts, he now had one play left to try for a touchdown before going for the field goal (2-7 chance from the 29).

I covered both his wide receivers and sent one linebacker blitzing in order to prevent a TD off a pass rush. Sure enough, he called the long pass, but to the tight end Mike Ditka. All eyes were on the dice roll. He rolled a "6" on the white die and a "7" on the red. That was an interception on a 2-8 roll and a touchdown (plus 34, but he was on the 29) on 9-12. All or nothing. It was all for him and nothing for me as my 'ex-friend' rolled a "10". Final score: Dallas 31, San Francisco, 27."

(Continued from page 9)

Tim developed this system mainly for those who play a complete schedule and want to strive for realism in the use of the pitching rotation. "If you are resting pitchers by days instead of games played, a rainout can help in ways such as letting your best pitcher hurl against a team in contention for the pennant and not having to use a less dependable pitcher because of the extra day's rest," says Tim.

Remember, there is an easy ordering blank on the last page for the Strat-O-Matic Directory containing over 330 names and addresses of SOM fans. Also, there is now a place to check if you are a new subscriber.

Baseball Replays

After receiving his new baseball cards and playing a number of games, Clay Campbell of Sunnyvale, CA, says the fear expressed earlier by some readers that the improvements would make the advanced version longer to play is unfounded. "The changes in the game are great, and it can still be played as quickly as before," writes Clay.

Clay, along with a friend, Larry Ohran, decided to open their season with the playoffs and World Series, and the results they came up with are quite interesting.

Here's how they went.

OAKLAND vs. BALTIMORE

First game -- Vida Blue hurled a three-hitter as Oakland won, 2-0, on Sal Bando's home run in the first inning.

Second game -- Diego Segui followed Blue with another three-hit whitewash job as the A's pounded out a 10-0 victory. Jim Palmer and Dick Hall were the Oriole pitchers jolted. Reggie Jackson connected for a three-run homer and totaled four RBI.

Third game -- after 24 2/3s innings scoreless, Baltimore finally scored. But a solo homer by Jackson sparked Oakland to a 6-1 victory and a surprising sweep.

SAN FRANCISCO vs. PITTSBURGH

First game -- Willie Stargell's three-run homer off Gaylord Perry carried Steve Blass and Pirates to a 5-2 win.

Second game -- singles by Roberto Clemente, Stargell and Bob Robertson resulted in game's only run as Luke Walker outdueled Juan Marichal, 1-0.

Third game -- Jerry Johnson's superb relief work in the seventh inning bailed Giants out and preserved 4-3 victory. Ken Henderson hit a two-run homer for San Francisco.

Fourth game -- Willie McCovey stroked a three-homer to ignite five-run first inning against Bruce Kison as Giants go on to 5-4 win and knot series.

Fifth game -- Giants do it again, this time a 4-3 win -- the third straight one-run triumph-- which advanced San Francisco into the World Series.

OAKLAND vs. SAN FRANCISCO (World Series)

First game -- Bando's homer and another nifty three-hitter by Blue get A's off to fast start, 7-0.

Second game -- Marichal evened series by checking Oakland, 2-1.

Third game -- Mr. Jackson goes wild again, clouting a pair of homers off Perry, leading Oakland to 7-6 win.

Fourth game -- Color Vida blue in this one as Giants drove him for cover in four-run fifth inning and went on to 6-5 victory.

Fifth game -- Marichal twirled six-hit shutout and Bobby Bonds smashed three-run homer as San Francisco moved to within one game of clinching series, 4-0.

Sixth game -- Giants wrapped it up as Perry fired a two-hitter. Willie Mays delivered a homer as San Francisco won it all, 6-0.

Q: HOW MANY CARDS ARE INCLUDED IN THE 1961 SEASON?

A: In the first set of cards there were 80 players, in the second set, 96.

Q: WHEN A RESULT FROM THE FIELDING CHART READS "SINGLE AND ERROR--2" FOR AN OUTFIELDER, DOES THAT MEAN A RUNNER, IF ON SECOND BASE, SCORES DUE TO THE SINGLE OR THE ERROR?

A: With the runner on second base, he would score on the error.

Jeff Fleischman of Downey, CA, this month's guest columnist, is a mighty busy fellow. Along with playing Strat-O-Matic whenever possible, he's also sports editor of his high school paper, "The Norseman," plus he's also commissioner and send out a newsletter for the Greater United States SOM play-by-mail baseball league.

Guest Columnist

Strat-O-Matic, whose games have enhanced the enjoyment of myself and my friends many times over as I am sure it has for all reading this article, has in my opinion the finest organization for tabletop sports games today.

The quality in each game is undoubtedly realistic, especially with the "new improvements" added in baseball this year. The thing that makes the baseball game so unique, especially for me, is the individualized pitching cards. I have seen and played many games which ascertain the pitcher a "grade." This pitcher may have an ERA of 2.80, but would be just as valuable as a pitcher with an ERA of 3.50. That's not true, however, with SOM. The walks, strikeouts and home runs are all realistic and this makes for a great game.

The only thing I feel that is faulty with SOM baseball is not having pitcher's hitting cards. This still is, and will always be 11 percent of the game, and I, for one, would like to see Strat-O-Matic 100 percent perfect.

The football game is beyond compare. The thing I like most (which I'm sure is true of many others), is moving and setting up the defense, a rare quality in a football game. In the football game there is only one fault--no penalty chart. I fully agree that penalties should not be based on sheer luck as this would be plain "Mickey Mouse." I do believe that weaker teams commit more penalties than stronger teams and that penalties should be put on the team cards in some way. But, as of now, the people who own the football game should use the penalty chart that was in the Review (January issue).

About the SOM Review, enough cannot be said about this fine publication. Mike Allison and his crew have done an excellent job. I cannot begin to tell you how it has kept me, a faithful Strat-O-Matic owner, informed on the things happening with people in the US and elsewhere who own the game. I have found numerous hours of fun and excitement in the Review, as well as having the opportunity, through the Review of joining the best play-by-mail league around, the former Joe Maestro Greater United States Strat-O-Matic Organization. I am now in charge of it because Joe went to Germany.

In conclusion, I would like to thank all the people involved with the Review for giving me this opportunity to speak my piece. I also want to give special thanks to Harold Richman for making such fine sports games. I only hope he continues to make different tabletop games so Strat-O-Matic will remain the greatest game company around.

'Willie The Wonder'

Willie Stargell has one beautiful card for clobbering the long ball, especially against right-handed pitching. So it comes as no surprise to hear from Craig Hunegs, St. Louis Park, MN, saying that Willie blasted four round-trippers in one game in an inter-league contest against Oakland.

Hitting four in one game is never easy, however, not even for a slugger of Stargell's reputation. In the second inning, for instance, he put one into the seats off a 1-7 split number chance. Then, after lining out in the fourth inning, he clipped Oakland pitchers for homers in the sixth (another 1-7 chance), the eighth (make that three off a 1-7 chance) and in the ninth (1-9 split number).

Willie finished with four homers and seven runs-batted-in, but, as you have seen, it wasn't an easy feat.

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: 1960, 61, 63-65 SF Giants, 1960-66 Milw. Braves, 1962-64 Twins, 1962-64 Dodgers, 1962-64 Cards, 1960, 62-64 Yankees, 1964-68 Pirates, 1963-65 White Sox, 1963-67 Mets, 1960-67 Cubs, 1962-67 Reds. Will pay well, write Tom Nelson, 188-20 Nashville Blvd., Springfield Gardens, NY 11413 or call (212) 527-7139.

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

WANTED: 1967 season Cleveland, Dallas, Green Bay, Chicago, LA, Baltimore, Houston, Jets, Oakland, Kansas City. 1968 season Jets, Dallas, Kansas City. Top Dollar paid. Write: N.Hunter, 6533 Gray, Arvada, Colorado 80002

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

WANTED: Any pre-1969 Met team. Will buy or can trade with old-timer and Hall of Fame teams. Write: Stephen Cameron, 91 Highview Terr., Dover, NJ 07801

WANTED: Will trade 1946 WHO'S WHO IN THE MAJOR LEAGUES and the 1945 FOOTBALL RECORD BOOK for '62 Yanks, Dodgers, 63 Yanks, Dodgers; 64 Yanks, Cards; 66 Orioles, Dodgers; or one book for four. Also: 63 Twins, Giants, 64, 66 Chisox; \$1.50 each. Will Schmidt, 503 S. Garth, Columbia, MO 65201

WANTED: 1967, 66 baseball teams. Good condition if possible. Lowest price will get money. Mike Parnos, 39235 Drake, Mt. Clemens, MI 48043

WANTED: Hank Aaron, Atlanta '68, Dick Selma, Mets '68, Ted Abernathy, Cin. '68, Pittsburgh Pirates, '69. Will pay 25¢ per card, \$1.00 for team. Bill Kozack, 11087 Caminata Dour, San Diego, CA 92129

WANTED: '68 Indians, '64 White Sox, '68 Dodgers, '66 Dodgers, also, any individual cards of Hank Aaron earlier than 1969. Max Weder, 505 Garrison Crescent, Saskatoon, Sask. S7H 2Z9

WANTED: The 1967 football teams listed willing to pay the price listed. Green Bay, \$7.00; Chicago, \$4.00; Baltimore, \$4.00; Rams, \$3.50; Cleveland, \$4.00; Jets, \$3.50. Contact: Dean Jacobus, 1754 East 215th Place, Carson, CA 90745

WANTED: 1961, 62, 63, 64, 68, 69 1970 complete baseball seasons. Also, 1965 Milwaukee Braves and issues 1-5 of Strat-O-Matic Review. Send price and condition. Write: Sheldon Wright, 13001 York Boulevard, Garfield Hts., Ohio 44125

WANTED: 1966 and 1969 Orioles. Will pay \$1.00 for 1966, and 75¢ for 1969. No cards which are written on or torn. Richard Stone, 130 Tomstock Circle, Norristown, PA 19401

WANTED: Volume 1 of the Review and/or ANY old baseball or football teams. Name your price and teams. Steve Wilson, 2126 Iglehart Avenue, St. Paul, MN 55104

WANTED: Entire football teams from 1967-1968. Also, entire baseball teams from 1961-1969. Will buy from lowest offers. Richard Keyes, 608 Oak Drive, Dover, Delaware 19901

WANTED: Complete sets or teams from any pre-67 season. State price and condition in your first letter. Write today! Steve Birrer, 25 SE 154th Ave., Portland, Oregon 97233

WANTED: The following 1971 cards (good condition): Paul Blair, Paul Splittorf, Larry Brown, Andy Kosco, Syd O'Brien. Will pay 10¢ per card. Send to: Bob Garber, 24718 Templar, Southfield, MI 48075

WANTED: Will pay \$2.00 for the 1962 Los Angeles Dodgers. Team must be complete, and in good to excellent condition. Write: Jim Elliott, P.O. Box 202, Norco, CA 91760

WANTED: I want to buy 1968 St. Louis Cards, complete. Tom Thares, 703 Talbot, Albany, CA 94706. Will pay generously if necessary. Or CALL COLLECT (415) 527-0419 eves., weekends.

WANTED: Need following 1969 baseball teams: Astros, Dodgers, Giants, Mets, Cubs, Phillies, Reds and Pirates. Also need 1967 football and baseball sets plus 1968 football. Billy Cunningham, 2231 Hilton Ave., Columbus, GA 31906

WANTED: '62-68 Reds. Will pay up to \$1.00 for any of teams. Send to Doug McKusick, 135 Sagamore Drive, Liverpool, NY 13088

WANTED: NO LEAGUE! Am interested in just playing baseball with SOM players ages 10-14 in Los Angeles area. Have game one year. Am 12 years old. Have all 1970-71 teams. Write, phone: Joel Drucker, 11944 Mayfield, Los Angeles, CA 90049. Phone (213) 826-2393.

For Sale

FOR SALE: 1968 NFL & AFL football teams. 26 teams in full. Excellent condition. Teams will go to the highest bidder. Ted Kusaka, 322 West South Street, Anaheim, CA 92805

FOR SALE: 1969 Strat-O-Matic baseball teams. Sold as complete set only. No individual teams. American and National League. Good to excellent condition. \$8.00 for all 24 teams. First come first serve. I will only answer your letter if I am selling to you unless stamp is enclosed. (I will pay postage) write: Mike Baitinger, 3219 N. Prospect, Ypsilanti, MI 48197

FOR SALE: Complete Volume I (issues #1-12) of the Strat-O-Matic Review. Excellent condition. Send best bid (over \$6.00) to: Arnold Rubin, 108 Longwood Ave., Brookline, MA 02146

FOR SALE: Detroit Tigers '69-70 set. Giants, '69; Pirates, '69; Orioles, '69; Cubs, '69; Red Sox, '69; Twins, '69; Cards, '69 set; Athletics, '69-70; Yankees, '69-70; Dodgers, '69-70; Royals, '69-70; White Sox, '69-70; Phillies, '69; Angels, '69-70; Expos, '69-70; Padres, '69-70; Pilots, '69; Brewers, '70; Astros, '69-70. All are in excellent condition. Will sell to highest bidder; can buy all or just a few. Mike Shannon, 8428 Bowling Green Ct., Vienna, VA 22180

FOR SALE: Strat-O-Matic Game with the following 1970 teams: Giants, Yanks, Mets, Orioles, Pirates plus the 1961 New York Yanks. Mint condition. Send bids to: Bill Glasscoe, 501 NE 107th Street, Vancouver, WA 98665

FOR SALE: '68 teams: Astros, Angeles, Senators and Red Sox. '69 teams: Reds, Yanks, Senators, A's, Royals and Astros. '70 teams: Braves, Mets, Giants, Astros, Royals, Tigers, White Sox, Angeles, Cleveland, Washington, Brewers. '71 teams: Senators, Padres, Expos, Indians, Twins, Royals, Brewers. 45¢ per team. Write: Hillel Italie, 114 Perth Ave., New Rochelle, NY 10804

FOR SALE: '69 AFL-excellent condition. '68 NFL except Browns and Eagles. Excellent condition. Highest bids accepted. Contact: Randall Lins, P.O. Box 295, Cole Camp, Missouri 65325 (816) 668-4573

FOR SALE: 1969 baseball, both leagues, excellent condition. To highest bidder. Bill Sarubli, 428 74 Street, North Bergen, NJ 07047

FOR SALE: 1969 AFL, '69 Rams and Vikings. Will sell to high bid or trade for baseball teams before '69. Mike Quintero, 7742 El Caprice, North Hollywood, CA 91605

FOR SALE: SOM Directory, a treasure book of over 330 names and addresses all over North America of Strat-O-Matic game players. Price -- 50¢. Use last page for easy ordering.

League's Forming

LEAGUE FORMING: I am starting a baseball tournament, similar to Jeff Perifoni's football tournament and Ken Brinkley's baseball tournament. All games will be played by my friend and I. Write for details. Dave Minchin, 32 Erwin Place, Caldwell, NJ 07006

LEAGUE FORMING: Need an experienced, Detroit-area manager for late-starting four-team advanced draft league. National League, 78 games. Entry fee - \$5.00. Be warned: other three members have varied work schedules and games will be played at irregular intervals. Some sessions won't begin until midnight. If interested contact: George Barkell, 8442 Warwick, Detroit, MI 48228; phone 584-1297. This will be a tight, well run league.

LEAGUE FORMING: National Football Conglomerate is looking for coaches for replay of the 1971-72 (play-by-mail) football season. Standard teams will be used, but there will be trading. Experienced coaches preferred, but will accept anyone who will play thru full season. Non-contenders will have fun too. If interested send 50¢ dues and top 10 choices to: D. Constantino, 10 East 198th Street, Bronx, New York 10468

LEAGUE FORMING: Join first mini-league. Will be using 1970 Bosox, Twins, Chisox, Braves. Short 72 game season. Have Fun! Send in your choice to: Dan Fumacalli, 1619 Ivy Place, Joliet, IL 60466

LEAGUE FORMING: A great elimination tourney based on the 1969 cards will start soon. Small fee will be required but winner wins all. Write for details: Mike Feinstein, 7710 West 24th Street, St. Louis, Park, MN 55426

LEAGUE FORMING: A very well thought up play-by-mail football league is now accepting entries! We'll use the old 10 team AFL alignment with the upcoming 1972 football cards. Run by Clyde Matsusaka with great help from Frank Kastelic, dissatisfaction of this league will be impossible!!! ALL playing tips and suggestions will be considered and voted upon. I want players who will go the full season. If you're interested, and how can you not be, send top five choices along with one dollar and your vote if we should regulate trades to: Clyde Matsusaka, 1459 Punchbowl Street, Honolulu, Hawaii 96813. The teams in the West are the Raiders, Charges, Chiefs, Broncos and Bengals and in the East, Jets, Oilers, Bills, Patriots and Dolphins. This league will not fold, so please hurry!!!!

SOM DIRECTORY owners, here are several more names to add to your Directory:

Steve Belmont
14 Sutton Place
Westwood, NJ 07675
(201) 265-3477
age 13

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TOM HALL SUPERSTAR!

Tom Hall was truly in a league all his own in a "super teams" draft league completed not long ago by Charles Kapner, Jim Horswill, Bob Ehni, Randy and Arnie Aspelund and Norman Moyle of Seattle, WA.

Hall, pitching for Kapner's "Yankees," was voted the American League's MVP. Why? Because he racked up a 21-1 record, a .955 percentage, struck out 201 and had an ERA of 2.70. A super showing.

'66 Replay With New Twist

Doug Carniglia
Woodland Hills, California

In four years of playing Strat-O-Matic baseball, I've had six no-hitters. Bill Lee and Roy Henshaw, of the '35 Cubs, both turned the trick against the powerful '27 Yankees. And, in a replay of the 1966 season that I completed within the last year, Joe Horlen and Fritz Peterson each hurled perfect games and Sandy Koufax and Bob Gibson twirled no-hitters.

Here are my 1966 statistics with actual figures in parenthesis. (Unlike the actual 1966 season, I divided my leagues into two divisions.)

AMERICAN LEAGUE

<u>EAST</u>	<u>WON</u>	<u>LOST</u>	<u>GB</u>
1. Baltimore	101 (97)	61 (63)	--
2. New York	79 (70)	83 (89)	22
3. Boston	78 (72)	84 (90)	23
4. Cleveland	74 (81)	88 (81)	27
5. Washington	73 (71)	89 (88)	28

<u>WEST</u>	<u>WON</u>	<u>LOST</u>	<u>GB</u>
1. Detroit	86 (88)	76 (74)	--
2. Minnesota	85 (89)	77 (73)	1
3. California	79 (80)	83 (82)	7
4. Oakland (KC)	78 (74)	84 (86)	8
5. Chicago	77 (83)	85 (79)	9

Batting: Oliva .327
Hits: Oliva 217
Home runs: F. Robinson 45
RBI: Cash 123
Runs: Killebrew 123
Wins: Kaat 24
ERA: Krausse 1.59
Strikeouts: McDowell 244
MVP: Powell (.320, 43 HR,
122 RBI)
Cy Young: Krausse (18-10,
1.59 ERA)

NATIONAL LEAGUE

<u>EAST</u>	<u>WON</u>	<u>LOST</u>	<u>GB</u>
1. Pittsburgh	87 (92)	75 (70)	--
2. Philadelphia	83 (87)	79 (75)	4
3. St. Louis	74 (83)	88 (79)	13
4. Chicago	71 (59)	91 (103)	16
5. New York	51 (66)	111 (95)	36

<u>WEST</u>	<u>WON</u>	<u>LOST</u>	<u>GB</u>
1. Atlanta	103 (85)	59 (77)	--
2. Los Angeles	94 (95)	68 (67)	9
3. San Francisco	87 (93)	75 (68)	16
4. Houston	80 (72)	82 (90)	23
5. Cincinnati	78 (76)	84 (84)	25

Batting: Carty .352
Hits: M. Alou 228
Home Runs: Aaron 54
RBI: Torre 144
Runs: Torre 128
Wins: G. Perry, Drysdale 22
ERA: Cuellar 1.73
Strikeouts: Koufax 339
MVP: Torre (.337, 48 HR,
144 RBI)
Cy Young: Perry (22-8, 1.192 ERA)

Q: DO FRACTIONS OF INNINGS COUNT ON RELIEF PITCHER'S ENDURANCE (THREE CHOICES: DROP FRACTION, RAISE FRACTION TO WHOLE INNING, DIVIDE ENDURANCE RATING INTO THIRDS OF AN INNING AND COUNT THIRDS)?

A: The third choice is the correct one.

Q: CAN PITCHERS HIT AND RUN (IF NOT WHY DO THEY HAVE A RATING)?

A: In the elementary game, no they cannot hit and run. In the advanced game, yes they can but you will notice they have to worst possible rating.

In The Strat-O-Matic Spotlight

WIN ONE FOR THE 'TRIPPER'

Trip Hawkins of La Jolla, CA, knows the ins and outs of football pretty well. A graduate of La Jolla High in June and an all-league choice as a defensive back last fall, he certainly knows the on-the-field version of the sport well. He also can handle himself quite well when it comes to rolling the dice in a Strat-O-Matic grid league, as he's won five straight La Jolla Club titles.

In league play only Paul Warfield has been all-league every year, and he's been the property of Trip. Warfield has caught 58 touchdown passes and covered over 5,000 yards with his receptions in those five years. Other highlights in league play found Robert Holmes of Kansas City rushing for over 1,400 yards and averaging seven yards per carry in 1968; Lem Barney, 1969, running six of 23 punts for touchdowns and averaging 30 yards per return; Cecil Turner rambling for six touchdowns with kickoff returns using the '70 cards; Jerry Logan, '70, intercepting 14 passes in a season as a tight safety, and defensively 'Trips' team held Mercury Morris to 17 yards in 13 carries, despite the fact that all 13 were wrong calls.

An interesting thing that Trip does with the football game is to make one-inch square defensive cards out of pasteboard, putting on the name of the defender and his rating. Then, if the defender intercepts a pass or breaks up a pass on a "defender X or plus 15" type play, a star is put on the square. Same is true for touchdowns scored by a defender or fumbles recovered (from a chart Trip set up). The stars are in bright orange color, and in addition, a coach may put penciled stars for clutch plays during the game.

A minus is put on the back, similarly, for bad plays. Jerry Logan, defensive player of the year in the '70 league, ended up with 16 orange stars and eight penciled stars for a mighty loaded card at season's end.

GO '53 DODGERS

John Peterson, Montpelier, VT, who claims the '53 Dodgers are the greatest team ever (see Reader's Roll 'Em), got a vote of support from Tony Dvorak, a student at the University of Wisconsin in Madison who conducted a 32-team tournament involving old-time teams as well as modern-day wonders.

Dvorak found the '53 Dodgers to be the greatest of 'em all as they met and whipped the '27 Yanks in the finals, four games to three. "The Dodgers got plenty of hitting and barely enough pitching to defeat the Yankees," says Dvorak. The scores of the games were: #1--Yankees 9, Dodgers 3; #2--Dodgers 13, Yanks 5; #3--Yanks 6, Dodgers 3; #4--Dodgers 2, Yanks 0; #5--Dodgers 10, Yanks 8; #6--Yanks 7, Dodgers 6; and #7--Dodgers 10, Yanks 5.

The Dodgers defeated the 1967 Cards (3-2 in games), 1969 Mets (2-0), 1962 Giants (2-1) and 1941 Dodgers (3-0) to reach the finals, while the Yanks crossed the path of the 1931 A's (3-1), 1967 White Sox (2-0), 1950 Phils, (2-0) and 1935 Cubs (3-1).

THIS 'N THAT

...Can left-handed batters hit Vida Blue better? Dean Amrhein, West Mifflin, PA, thinks they can. Playing almost all left-handed batters against Blue at the start of the season, the hard-throwing southpaw could produce only a 3-4 record, had three complete games in 10 starts, allowed 82 hits in 74 innings, struck out 74, gave up 10 homers and had a 4.48 ERA...After six years of waiting, Doug Richards finally had his first no-hitter. Don Sutton (1971) did the job on San Diego, 1-0, allowing only a walk to mar a perfect-game bid. Doug's brother, Dick, had a no-hitter wiped out only the week before when Denny Doyle singled off a "1-2 single, 3-20 out" split card chance...Joe Belzer, St. Louis Park, MN, loaded the gun with blanks in a sense when he picked eight of the worst hitters he could find and then pitched Walter Johnson against 'em to see if he could twirl a no-hitter against such a no-hit lineup. The result: Johnson got two no-hitters in 10 games...Graydon Vigneau,

Jr. of Brattlebor, VT, would like to see it rain, snow, have the wind blow hard and all sorts of other unpleasant things--all in Strat-O-Matic football. He's hoping some day that SOM can incorporate a weather factor into the grid game, thus allowing "mudders" like Leroy Kelly to be able to do their thing... The that-was-close-but-this-isn't-horseshoes awards for this month go to Eddie Sais, Helena, AR, and Scott Weber, Rantoul, IL. Sais witnessed Nolan Ryan of the Mets giving up only a bloop single in nine innings against the Dodgers, while Bill Singer of the Dodgers hurled a no-hitter for 9 2/3 innings before being touched for a hit in a 13-inning, 2-0 Dodger win. Weber's was also close as Willie Stargell's triple spoiled Gary Gentry's bid in the ninth inning after two were out.

Jets Rule Football Playoffs

The 1969 Kansas City Chiefs won't get the vote of Darrell Sergeant, Harlan, Kentucky, as the best football team to cover a tabletop in the four years of the Strat-O-Matic grid game.

Although the April issue of the Review contained an article that dealt with the '69 Chiefs winning a tournament pitting the greatest SOM teams against one another, Sergeant found the results to be otherwise when he played the top teams from '68 through '70 in a 14-game schedule.

The lineup of teams looked like this: 1968--New York Jets, Cleveland Browns, Baltimore Colts and Oakland Raiders; 1969--Kansas City Chiefs and Minnesota Vikings; and 1970--Dallas Cowboys and San Francisco 49ers.

And which team do you think emerged the winner?

It was the Joe Namath-led NY Jets of '68, that's who.

The championship didn't come easy, however, as the Jets compiled a less-than-spectacular 8-5-1 record. Second-place went to the Cleveland Browns at 7-5-2, showing just how tight the battle for first really was.

Here are the final standing and league leaders:

	WON	LOST	TIED	PASSING	Att-Comp	Pct	TD	Yds
1. NY Jets	8	5	1	1. Namath (NY)	370-192	51.9	15	3090
2. Cleveland	7	5	2	2. Nelson (Cle)	296-159	53.7	14	2465
3. Kansas City	7	6	1					
4. Baltimore	7	6	1	RUSHING	Att-Yds			Avg
5. Dallas	6	6	2	1. Kelly (Cle)	244-1241			5.1
6. Minnesota	5	5	4	2. Willard (SF)	224-953			4.2
7. San Francisco	5	8	1	3. Thomas (Dal)	153-906			5.8
8. Oakland	3	9	2					

SCORING	Pts
1. Cox (MN)	138
2. Turner (NY)	137

The Review Staff

Mike Allison - Co-managing editor; handles all correspondence; assists with subscriptions; production manager.

Jan Allison - Typist. Turns edited copy into final copy that is sent to printer.

Del Newell - Co-managing editor; does majority of editing of letters and writing.

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Question & Answer Corner

Q: IF THERE ARE RUNNERS ON FIRST AND THIRD WITH NO OUTS AND A BATTER ROLLS A LINE OUT (MAXIMUM), IS IT A TRIPLE PLAY OR JUST A DOUBLE PLAY SINCE THE RUNNER ON THIRD IS NOT FORCED?

A: Triple play. No force is needed on this play, since infielder is figured to have caught liner and then either stepped on nearby base or threw to bases, catching runners off bases as well.

Q: HOW DO YOU BUNT FOR A HIT ASSUMING THERE IS NO ONE ON BASE?

A: In our January issue, we had mentioned this would be a part of the new advanced game. However, the Game Co. changed its mind believing that this particular part of the game would be over used. This type of hit is computed into the cards.

Q: ARE PASSED BALLS AND WILD PITCHES ON THE CATCHER AND PITCHER RESPECTIVELY ERRORS, AND ARE THEY FIGURED WHEN COUNTING EARNED RUNS?

A: With a runner on third, if there is a passed ball that allows a runner to score, the run is unearned. If the run scores on a wild pitch, the run is earned.

Q: WITH RUNNERS ON FIRST AND THIRD, IS IT POSSIBLE TO HAVE THE RUNNER ON FIRST STEAL AND HOLD THE RUNNER ON THIRD?

A: Yes.

Q: WHEN PLAYING FOOTBALL, IS YARDAGE LOST ATTEMPTING TO PASS INCLUDED AS A PASS ATTEMPT?

A: No it is not a pass attempt.

Q: IF YOU HAVE THE MIDDLE LINEBACKER BLITZING AND YOU DOUBLE TEAM THE TIGHT END WITH YOUR FREE SAFETY, WHAT HAPPENS IF THE PLAY IS A LOOK-IN PASS TO THE TIGHT END AND THE RESULT READS "LINEBACKER IN ZONE X OR SHORT GAIN"? IS THE PASS AUTOMATICALLY COMPLETED BECAUSE THE LINEBACKER WAS BLITZING?

A: In this instance, you would use the free safety rating.

Coming Next Month...

...What's the quickie method used by the GKSM to score its baseball games? Next month the system will be revealed in the Review. Also, find out how one SOM game player rates the baseball players...more on the changes in the football game...numerous replays...the popular Readers Roll 'Em...and much, much more.