



## STRAT-O-MATIC REVIEW

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

Vol. II-8 October 1972 35¢

### SOM League Craze Sweeping County

What do the MBA, CFA, SBSML, LABL, GHSML and GABLE all have in common?  
Nope, they're not different forms of alphabet soup, call letters for a radio  
wave length, nor secret codes.

Instead all are initials of Strat-O-Matic baseball and football leagues that are  
spread all over the United States. Some are head-to-head leagues, with members  
living in the same locale, while most are mail leagues, with members often living  
3,000 or more miles apart.

This month the Review has decided to take a brief look at many of the leagues.  
Many have already made the pages of the Review in some capacity, plus many  
experienced their first birth pangs with an ad in the Review.

How some have grown. League commissioners, yearbooks, elaborate schedules and  
rules of play, mind-boogling individual and team statistics, team and player drafts--  
they're all part of the Strat-O-Matic league scene.

Since the list of leagues is long and space is short, prepare to strap yourself  
in for a league-hopping flight that'll take you from Port Washington, New York,  
South Bend, IN, Santa Monica, CA to Honolulu, HI, and many stops in between:

METROPOLITAN BASEBALL ASSOCIATION (MBA)...Commissioner J.G. Preston, 15 year old  
SOM whiz from Port Washington, NY...Play-by-mail baseball draft league...12 managers  
and teams, divided into Eastern and Western Divisions...Don Miller, Jackson, MS is  
Eastern President and Rick Shapiro, Skokie, IL, is Western proxy...Over 60 inquiries  
for joining league...One of best organized leagues--containing rules booklet,  
capsule rundowns on all teams and a prognosis on how each will finish, plus in  
addition to individual stat reports, interval reports that include team won-and-lost  
records, percentage, games behind, errors committed, double plays turned over and  
even attendance (based on a chart, activated by dice)...Sampling of league teams includes  
Mississippi Vincerenoos Brigade (Don Miller), Siou City Sidewinders (Gary Leopold)  
and Holland Hurricans (Rich Van Haitsma)...using 1971 player cards (advanced side),  
Rick "Wolfman" Shapiro of Skokie has come up with an almost unbelievable pitching  
staff of Wilbur Wood, Vida Blue and, by trade, Gaylord Perry.

GREATER HAYWARD STRAT-O-MATIC LEAGUE (GHSML)...Hayward, CA, football league now  
in its third year...Six members, each drafting four (two members chose five) teams...



Mike Berberich's Dallas Cowboys won 1970 replay, while in 1969 Craig Louisiana, who also puts out league's yearbook, guided Kansas City to an unbeaten 14-0 record... Kreg Atterberry won Vince Lombardi Trophy as five of his eight 1970 teams were .500 or better (60-45-7 record)...Dallas defeated Miami, 27-10, in 1970 Super Bowl... Floyd Little (992 yards, 5.4 average), John Brodie (56.5 percentage, 3,017 yards, 23 TDs) were top runner and passer respectively in 1970.

SOUTHFIELD STRAT-O-MATIC LEAGUE (SSOML)...Both football and baseball league, located in Southfield, MI...In football, Larry Topor and Detroit edged Los Angeles and Ken Garber in championship game, 21-20...70 percent of football games were decided by seven points or less, showing how tough the competition was...In baseball, commissioner Bob Garber won draft league of 48 games...Denny Lemaster, in a game played on Halloween Night, had no-hit trick, the first for the league in over 2,000 games.

MID-COASTAL FOOTBALL LEAGUE (MCFL)...Featured in August Review, including league's history, sketches of members and statistics.

HILLSIDE ROAD LEAGUE (HRL)...Mail football and baseball league headed by Bill Duffy, with home base at Ridley Park, PA...Baseball league has been going for eight years; football since 1967...League grew from three to current 16 members...In one football season, Gary Garrison caught 107 passes for 2,347 yards and 20 touchdowns...Changes were made after Garrison's overuse and "limitation" term was coined, whereby a player cannot exceed his limit of passes attempted, rushes or passes caught in football and at-bats and innings pitched in baseball. Many leagues, including the GKSL (Greater Kalamazoo Strat-O-Matic League) use the "limitation" idea to keep stats realistic and prevent the overuse of "super subs."

SOUTH BEND STRAT-O-MATIC LEAGUE (SBSML)...Local league, based in South Bend, IN... Both football and baseball are played and stats show that "we play mainly for fun and not statistical accuracy." Examples: Luis Aparicio recently led league with .345 batting average and Ken Sanders, a relief pitcher, pitched 328 innings...Jim Marnocha, league's president, is co-editor of the "Strating News," which is devoted to league happenings and statistical leaders...In a unique situation, each baseball league member has built and designed his own stadium in lieu of the game box...League also presents Golden Glove awards at each position.

GREATER HONOLULU SOM BASEBALL ASSOCIATION (GHSOMBA)...Four members, with Clyde Matsusaka, 14, as president, and league meetings every day except Sunday... Elaborate yearbook, which includes table of contents and well-written constitution... Using four top teams of 1970, Baltimore had three 20-game winners in Dave McNally (24-9), Mike Cuellar (24-8) and Jim Palmer (20-10).

CONTINENTAL FOOTBALL ASSOCIATION (CFA)...Mail league that contains 26 members... Ed Grant, Highland Park, IL, is president and founder of league...Ad in Review resulted in 35 replies within 10 days...Players are from 13 states, with ages ranging from 13-22...Dallas, guided by Brian (T-Bone) Tannenbaum, was recent Super Bowl winner, defeating Cincinnati, 20-10...Comprehensive newsletter (sent out every two weeks) keeps league members posted on CFA happenings, including game-by-game accounts... AFC won 1970 Pro Bowl over NFC, 21-10...Ken O'Bryan, Kettering, OH, now attending the University of Kentucky, is in the league. Remember him? He's the one who took the 1967 Los Angeles Rams to a championship in the Strat-O-Matic Convention's football tourney in August in Kalamazoo, MI.

GREATER UNITED STATES SOM ORGANIZATION (GUSSOMO)...Draft baseball mail league... Survived rocky beginning (first commissioner left for Germany, taking league's money with him) and, under Jeff Fleischman's guidance, has become a success...All-Star game was a dilly as National League won, 8-6, in 15 innings. Willie Stargell's two run triple broke it up. National League outhit AL, 22-15, both teams combining for



./ hits.

UNITED BASEBALL LEAGUE (UBL)...Joe Sanchez is commissioner of this play-by-mail league that includes 16 managers, averaging 25.3 in age...38-page yearbook published, with listings including home and away won-lost records, one-run decisions for each team, extra-inning games, record in double headers, shutouts both for and against, records against each team, record against righty and lefty pitchers, longest winning and losing streaks, monthly records, number of days at each position in the standings, plus individual and team batting and pitching stats...Teams include Creighton Cruisers (Roger Duncan), Boise Barons (Charlotte Sanchez), New York Sultans (Mike Baran) and Westchester Bombers (Joe Sanchez), all of whom are charter members going back to 1967...Sultans were '71 champs.

CANADIAN NATIONAL OPEN BASEBALL ASSOCIATION (CNOBA)...Mail league started by William G. Logan, Midland, Ontario...Includes eight players...Drafted from 1970 National League teams...Plays 154-game schedule.

A.W.A. SOM FOOTBALL LEAGUE (formerly Santa Clara Football League)...Nine coaches and 18 teams...One of largest, if not largest, face-to-face league's in country...Commissioner is Mike Applegate...All coaches, ranging in age from 17-22, have two teams. Three-division setup--West, Central and East. Neil Christie, 21, was named coach of year for guiding Cincinnati, 1970, to division title...15-game schedule is played...Starts new season on August 1 (this year Miami defeated Dallas in opener, 27-24).

GREEN RIVER STRAT-O-MATIC FOOTBALL LEAGUE (GRSOMFL)...Started in 1969 by current commissioner Kevin McLaughlin...Local league based in Kent, WA...McLaughlin, coaching Kansas City, has won league last two years and his Ed Podolak was named MVP for 1971 (based on 1970)..

## Bidding Agency

Kent Kelly  
Seville, Ohio

I am one of the many SOM fans in the United States with a problem. I want to buy old sets, but I am afraid of being cheated. To remedy this I thought up a wild idea--a bidding agency--as many people are afraid of being tricked by false advertising (condition of the cards is one example) or just having money taken and the goods not delivered.

This is the way the bidding agency would work. If a person wants to sell, lets say his 1967 set, the set is sent to me and I then set up an ad in the Review, my role being that of a middleman. First, I check to see if all the cards are there and then judge their quality. Then as bids come in (with self-addressed, stamped envelopes included) I write back telling the highest bid so far. Bidding can last as long as the owner wants and I can set a time limit (date) on each round of bidding. The winner would send money for the cards and postage to me and I in turn would send out the cards.

But, you say, this little "bum" would take it all. Not quite, since a \$25 bond could be sent in care of the Review and if I failed to deliver the cards after receiving the money, the bond money would go to the Review.

My charge for acting as a middleman would be \$1. This bidding agency, I feel, could bring in more "timid" bidders.

What do the readers think of such an idea?

# Odd Play Chart

A couple of readers, wanting to add variation to their baseball dice-rolling, have come up with "odd play" or "action play" charts. Wanting to share their ideas with other readers, Jeff Perigoni, Arabi, LA, and Victor Garcia, KY, have sent their "play" charts to the Review. Here they are:

Jeff Perigoni--The following chart would be read only when the combinations 1-1-1, 3-3-3, or 6-6-6 appear on the dice. Also, the chart results apply only for the game in progress, and are not carried over to the next game.

<u>Dice Roll</u>	<u>Chart</u>
2	- Fight breaks out, both benches empty. Two players from each team are ejected from game.
3	- Strong wind blowing in--subtract two numbers from all split number home run chances.
4	- Next single (not followed by an asterisk) by team now batting becomes a ground rule double.
5	- Lead runner (if any) is picked off base.
6	- Rain--game has to be called after seven complete innings. If past the seventh inning, disregard.
7	- One player from team batting is ejected from the game for arguing with the umpire.
8	- Balk--all runners advance one base.
9	- Next triple by the team batting can be stretched into an inside-park home run. Manager has option of sending runner home.
10	- pickoff play is attempted--ball is thrown away. Charge pitcher with an error. All runners advance one base.
11	- Strong wind blowing out--add two numbers to all split card home run chances.
12	- Rain--game is to be called after five complete innings. If past the fifth inning, complete the inning in progress only.

NOTE: If Houston is playing at home in the Astrodome, disregard all weather factors and roll again. Also, if manager is thrown out, no squeeze plays, hit-and-runs, or steals may be called, although a sacrifice may be called.

Chart for player identification: Split numbers 1-2 (pitcher); 3-4 (catcher); 5-6 (first baseman); 7-8 (second baseman); 9-10 (third baseman); 11-12 (shortstop); 13-14 (left fielder); 15-16 (center fielder); 17-18 (right fielder); 19-20 (manager).

Victor Garcia--This chart is to be used when an injury occurs and the split number 1-4 comes up (batter temporarily injured but stays in game). Roll one die.

1	- Game called because of rain.
2	- If runner(s) on base as batter hits, pitcher commits balk. If no runners on base, pick card for fielder making putout and refer to injury chart.
3	- Wild pitch before play, runners advance one base. If previous play was a strikeout, third strike gets away from catcher,



batter out catcher to first baseman on throw, other runners advance one base.

- 4 - wild pitch before play, runners advance one base (if catcher's fielding rating is "4", runners advance two bases). If previous play was a strikeout, third strike gets away from catcher, batter is safe and runners advance one base if forces. If bases loaded, runner on third is out on run-down, catcher-to-pitcher-to-third-baseman-to-catcher, who finally tags runner.
- 5 - ignore previous play, batter is hit by pitch and is promptly picked off by pitcher as next batter comes up.
- 6 - Batter suspended from game for arguing with umpire (if previous play had not been third out and catcher's fielding rating is "4", with a runner on first or second, not third, leading runner is out stealing. Other runner, if any, advances one base).

NOTE: On numbers 3 and 4, if no runners on base and previous play was not a strikeout, three equals strike and four equals ball (before play).

### *Goose Eggs Galore*

Longest baseball game ever played by Strat-O-Matic veteran Kenneth Platt, East Paterson, NJ, was a 26-inning marathon between the 1941 New York Yankees and 1946 St. Louis Cardinals. At one stretch the two teams went scoreless for 18 innings. Finally, in the 26th, the Yankees scored twice for a 3-1 victory.

Only no-hitter Platt has experienced was a perfect game twirled by Pat Jarvis of Atlanta against the Chicago Cubs on Saturday, July 10, 1971, before 17,200 fans at Wrigley Field ("I calculate attendance by use of the dice," says Platt).

Another interesting note Platt passes on is that during a six-game series between Cleveland and Los Angeles, in inter-league play, Richie (now Dick) Allen went into a disastrous slump that saw him collect only three hits in 22 at-bats, and, more frustrating, strike out a whopping 16 times. Cleveland won four of the six games.

### *Playing Tip*

Bob Clineman  
Crystal Lake, Illinois

I have a playing tip that may be helpful for those who play solitaire baseball: With a runner on first, roll one die. If runner is AA or A stealing, numbers 1, 2, 3, 4 and 5 mean he is held at first base. For a B stealer it would be 1-4; C, 1-3; D, 1-2 and E, 1.

\*\*\*\*\*

Back issues now available of the Review are: October and November, 1971; January, February, March, April, July, June, August, September, 1972. They may be purchased for 35¢ apiece.



## Beware of All-Star Replay...

If you are striving for statistical accuracy in Strat-O-Matic baseball, beware of the all-star replay. Team lineups loaded with only the best hitters and pitchers means almost certainly that many of the shining stars are going to flicker out and never approach their real-life hitting or pitching statistics.

A good example of this occurred in Bob Brill's Sylmar ("earthquake city"), CA, SOM baseball league, based on the 1970 cards. It was a four-manager draft league, using players from all 24 major league clubs. To show how stacked the lineups were, Frank Howard was picked 21st by Bob out of his possible 25 draft choices.

Competitiveness was a big factor in the type of draft held by Bob and his friends. The schedule consisted of 162 games. Every 50 games a secondary draft was held where five players could be added to the roster and five players dropped. Also, trades could be made up to the 100-game mark.

One of the biggest trades involved Bob, who gave up Hank Aaron (hitting .212 with 12 homers at the time) for Tony Oliva (.302, 5 homers). Both managers reaped the benefits of this swap as Aaron went on to lead the league with 46 homers (plus he drove in 101 runs) and Oliva won the batting title with a .334 mark (26 homers, 92 RBIs).

Bob also sent along some highlights: Frank Howard hitting four two-run homers in one game; Sam McDowell hurling a no-hitter and striking out 13; Frank Robinson getting six hits in a 19-inning game; and Tony Oliva pounding out six straight hits.

At the end of the season, some of the players deserved to be toasted for their performances in such an elite league. But at the same time there were many who failed miserably and deserved to be roasted for their drastic tumble from their real-life statistics.

Among the toasted leaders were Bob Gibson, who compiled a 28-9 mark and a 2.62 earned run average (23-7, 3.12 real-life) and was voted most valuable player. Jim Perry was right behind Gibson with a 28-7 record and 3.24 ERA (24-12, 3.03). Fritz Peterson was 21-15, 3.55 (20-11, 2.91), while reliever Ken Sanders surprised by posting a 21-2 mark with 12 saves, all in relief.

Oliva, of course, was the leading hitter, raising his real-life mark of .325 by nine points, while Ray Fosse was second at .319 (.307), Manny Sanguillen .305 (.325), was third, followed by Roberto Clemente .303 (.352) and Pete Rose .301 (.316) and Carl Yastrezemski .301 (.3286).

More noteworthy perhaps, and this shows what can happen when too many top-notch players perform in an all-star type league, are the "flops." In this list were Rico Carty (.234, a big crash from his real-life .366), Dave McNally (1-10 record compared to 24-9), Jim Palmer (11-20 instead of 20-10), Sam McDowell (11-11 - 20-12) and Johnny Bench who, although he did hit 35 homers and batted .259 fell short of the 45-homer plateau and a .292 average.

Even the Greater Kalamazoo Strat-O-Matic League, picking the best 200 players from a possible draft list of 288, has its "flops" every season because of the over abundance of better players dotting each lineup.

So, if realism in batting and pitching to the zenith degree is your bag, you certainly will be better off playing a season with the actual lineups. Statistics, many replays have proven, are much more accurate (in fact, almost unbelievably close) when the batters can feast off hurlers with those average-fattening 4.50-5.00 ERAs and the pitchers get a chance to boost their record and dip their ERA against those hitters with the minuscule averages.

If Bobby Murcer, for instance, saw only the likes of Palmer, McNally and Cuellar, he'd be a good bet never to reach his real-life .331 batting average. But, if he had equal time to bat against the woefully weak pitching staffs of the Cleveland Indians and Washington Senators, his chances of reaching his real-life BA would certainly be enhanced.



## Computer World Heard From

Steve Checkosky, the professor at Lake Forest College, Lake Forest, IL, who devised the computer program matching the 1927 Babe Ruth card against Bob Gibson, 1969, in an SOM duel (March, 1972) is back with more results from his computer world.

This time Checkosky, specializing in statistics, computer programming and psychology, with the help of a student, Steve Nycum, replayed both the 1954 World Series matching the Cleveland Indians and the New York Giants, and the 1971 World Series pitting the Baltimore Orioles against the Pittsburgh Pirates.

For those who aren't familiar with how Strat-O-Matic baseball is played by computer, it's done by feeding the information on the player's card into the computer. Of course, the computer has to be programmed for a number of other factors, including fielding, infield in or deep, etc.

Checkosky points out that it takes the computer 15 seconds to complete a game if no play-by-play account is given. It takes only three minutes to play a game that includes a play-by-play.

Both the World Series replays were play-by-play accounts, meaning the starting lineups were given (printed out by the computer) before each game, starting pitchers announced, plus which team was at bat, number of outs, the name of the batter as well as the result for each batter were also given.

Checkosky even programmed the computer to come up with a version of the exploding scoreboard when a home run was hit. It read "WAY BACK IT MIGHT BE IT COULD BE IT IS\*\*\*\*\*A HOME RUN HOLY COW\*\*\*\*\*"

In the 1954 World Series, Cleveland won four of six games from the Giants. Second baseman Bobby Avila was the hitting star for Cleveland with a .434 average, while Al Smith batted .315 and Al Rosen .294. Al Dark, meanwhile, compiled a .458 mark for the Giants. Willie Mays was stifled by Indian pitching and had only a .208 average.

The Giants won the opener behind John Antonelli's six-hit pitching and two home runs by Whitey Lockman, the new Chicago Cub manager in real life. Cleveland bounced back to win games two and three, 3-2 and 6-1, as Mike Garcia and Jim Lemon recorded the pitching triumphs.

Little known Don Liddle of the Giants then stunned the Indians in game four by tossing a no-hitter, striking out one and walking three on the way to a 4-0 victory.

Game five belonged again to the Indians, however, 3-2, as Early Wynn outdueled Jim Hearn, while the sixth wrapped it up for the Tribe, 5-3, as Garcia notched the hurling win and Larry Doby (Cleveland) and Mays exchanged home runs.

For the record, in real-life the '54 World Series was won by New York in four straight games as sub Dusty Rhodes became a national sports hero by coming off the bench three times to personally win games with key hits.

Checkosky's other World Series turned out to be "no contest" as Baltimore swept six of seven games played against Pittsburgh. Mike Cueller of the Birds hurled a no-hitter, while Jim Palmer notched two victories, one a four-hitter. Only Pirate victory was a four-hit shutout spun by Luke Walker.

Frank Robinson hit the ball at a .384 clip for the Birds, Brooks Robbie .333, while overall Baltimore slammed out nine home runs, including five in game No. 4, to the Buc's four.

Charles Frank, of Suitland, MD, is another who's gone to computerized Strat-O-Matic baseball. His project, undertaken in a computer science course at the University of Maryland in the fall of 1970, involved an eight-game series between the 1927 and 1941 New York Yankees teams.

"I had always wanted to develop a method of playing many games in a short period of time, while still producing complete and accurate statistics," says Frank.

"This project therefore seemed an ideal way to combine business and pleasure."

His program was less comprehensive than Checkosky's, as set nine-man lineups were



used for both teams with no subs. The program, however, was designed so that fielding ratings and split card results were built into it.

In this computer replay, the '27 Yanks, although being shutout once, 3-0, and held to one run on two occasions, 3-1 and 2-1, won five of the eight games, scoring victories by margins of 7-6, 2-0, 15-3, 3-0 and 7-5.

Frank, commenting on the possibilities of duplicating SOM football with the computer, added: "I found that it was next to impossible, due to the many decisions, both offensively and defensively, which must be made."

## Lose Pounds Sensible

Charles Reubens  
Rochester, New York

Though you may find this hard to believe, everything stated here is true.

Strat-O-Matic games have given many people countless numbers of hours of enjoyment, but in my case it helped to change an entire life style.

A little over a year ago I was an 18-year-old, 285 pound fat slob. I knew that I had to lose a lot of weight or continue through life like this. I soon realized that I needed something to keep my mind off food and this turned out to be the greatest sports table game in the world, Strat-O-Matic baseball. If I was hungry, I would get my game out and get involved in it in order to keep my mind off food.

With Strat-O-Matic I have lost an incredible 115 pounds and everything in my life has taken a turn for the better!

I would also like to tell you about the kind of league that a friend and myself devised, as I have never seen anything in the Review like it.

We both have SOM card sets from 1967, 1969 and 1970 and 1971, also the Hall-of-Famers and Old-Timer teams. From them we each take the top 16 players at each position. He has the NL and four expansion teams, while I have the AL and four expansion teams.

We then take the players and put the ones that played on a certain team with that team (Babe Ruth, Yanks; Ted Williams, Red Sox, etc.). If a team has more than one player at each position, or if a player is from another league, he is put in a pool and drafted by teams that have vacancies at that position. Because of lack of time, we only play a 20-game schedule for each team, plus playoffs and a world series.

This arrangement allows us to play an all-star game virtually every day, however, and because of the great players on the teams, the games are always a lot of fun.

### ALWAYS A BRIDESMAID

Joey Belzer, St. Louis Park, MN, has played in three baseball and two football leagues the last couple of years and in each he's finished in second place. In football leagues he finished second as a result of tie games.

\*\*\*\*\*

Correction: A typographical error on last month's issue was August but should have read September.



## Readers Roll 'Em

9

### COMMENTS BORING

Whatever you do, don't get rid of the advertisement section. This section is the best of the magazine. However, I dislike it when readers pass along comments of some of their own SOM games. These comments take up a good portion of your magazine and are very boring. I don't really care if John Doe played a game in which Willie Mays had four triples and a homer. Who cares if Rico Carty led someone's league with a .291 average?

We all have had our own SOM experiences and don't need to read about others. Some comments are a bit exaggerated and probably were staged by someone who set out to break a record; thereby making the performances very unrealistic and artificial.

Gary Stoller  
Glendale, NY

### CONSTRUCTIVE CRITICISM

After flipping through some borrowed copies of "SOM Review" I have decided to submit these grievances. Let no one take these the wrong way, as I hope they will be recognized as constructive criticisms.

I am a serious SOM game owner. Being of sincere and strategic mind I am glad to see a publication such as the Review because its potential is enormous.

Supplements and rules revisions and national advertisements are great, but ridiculous letters about dice-rollers in mental institutions are a waste of space. Surely there are twice as many thoughtful comments than notices about stacked odds and run-of-the-mill replays. Few SOM happenings are worth major print, just as in actual sports. Four homers in a game by any player is truly an achievement, but the You-Name-It's winning some league with a ho-hum record is not. Yet both will receive equal space, more often unequal space, with the You-Name-It's priority. This should not happen.

Even though the GKSM prints the

Review, they should not advertise through half of it. It becomes redundant and extremely dull. In the true spirit of competitive alliance this Review should appeal to national gameowners, not a handful of Otsego overseers. It borders upon monopoly.

I am positive many share my sentiments. I do not advocate a Review readers union, nor am I organizing a readers' strike, but I believe stronger and fairer editing should be exercised. The avid player and/or reader deserves a fair shake. Thank you.

Marvin Miller  
Springfield, MA

### PRICES TOO HIGH

In the July issue you printed a letter submitted by Scott Matheson. In his letter he suggested that the '62 set be valued at \$75, the '63 set for \$40, the '64 set for \$20, and the '65 set for \$15. I can understand the last two prices, but the first two are ridiculous. When selling cards you must remember who your buyers are. Except for a small minority, the SOM clique is made up of mainly teenagers and college students. Where does Scott think they would get money for those kind of prices? The cards are worth that much, but be reasonable. SOM is intended to be made for the enjoyment of its buyers. IT'S JUST A GAME, so don't price the cards out of the reach of our pocketbooks.

I enjoyed Mark Kimlin's letters enormously and passed them around the family. Everyone enjoyed them tremendously. Mark has a definite flair for satirical journalism. I hope he sends more letters in.

I am only 15, but have aged about 30 years. In my three years of SOM playing, pitchers have enjoyed tormenting me as four times they not only went into the ninth inning with a no-hitter but went 8 and 2/3 innings before that expected hit came. Still waiting.

Tom Nyhus  
Sioux City, IA



## SPEEDY SERVICE

I received my SOM football cards - all 26 teams - recently, and, as readers have said before, it was like Christmas all over again going through these teams. I thought that the speed with which I got my teams was amazing, and I really appreciated this. The people at SOM are really on their toes.

When I did look at certain teams, I was quite surprised. I know I'm not the only one who could not understand why Larry Csonka and Jim Kiick of Miami had fumble possibilities on their cards. My brother and I are conducting a replay of the '71 season and have decided to allow Kiick one fumble and Csonka none. Also, surprising was the reduction by dice numbers for successful field goals, specifically Jan Stenerud. He appeared less effective than some other unheralded kickers. I liked the individualized kick-offs, and I will be glad when SOM individualizes fumbles.

In the last issue of the Review there was a good article about the luck factor in SOM football. I have found this factor to be greater than I would like, and in all the upsets we have had so far, this has been the cause. In one game, Leroy Kelly of Cleveland fumbled a total of six times, three on punt returns and four times in the first quarter. The Houston Oilers went on to win the game, scoring 20 points. Of course, in any dice game one must expect luck to be a factor in the outcome. Since I have never played any other similar game, I don't know who does the best to minimize the luck factor. From what I've read in the Review, it appears SOM has done this the best.

Concerning baseball, there have been several different methods suggested for holding runners on and when to steal them. Well, as most people know, in Major League, any runner who gets on first base, be he Frank Howard or Bert Campaneris, is always held there, except in obvious situations. Being held is what keeps a AA from being a AAA, a B from an AA, etc. So, in solitaire play, I would recommend that any runner who gets on base be held, and the manager could steal him when someone with a good hit-and-run rating gets up. I also think that the stealing

possibilities should be increased so that a manager would be more apt to hold a runner and thus increase a batter's chances for a hit. Like what are the chances of Bobby Tolan or Rick Monday getting thrown out while not being held? About 2 in 20, I would say. And yet that happened twice to Tolan in a game I played recently. And, the catcher? None other than Dick "passed ball" Dietz. This also leads me to believe that catcher's throwing arm ratings are a must for next year. And, also, I wonder if Mr. Richman has considered two ratings - one for held-on runners and one for free runners?

To bring a short conclusion to a long letter, thanks for a good magazine at a decent price - I love it!

Lee Manual  
Dayton, OH

## OLD-TIMER TEAMS

I would like to ask a question concerning the "new" Old-Timer teams which will be coming out when next year's baseball cards are available.

You said that these cards will be "two-sided" like this year's baseball cards. What I want to know is where you are getting your information for the lefty-versus righty statistics.

I remember voting with my friends for these teams and our comments were used (which is great) but we can only think of the "Baseball Encyclopedia" as the source for such information, and that information is not available in the book.

How do you know how many times Ty Cobb batted against lefties or righties? Records like this were never kept in 1909 for instance.

Jeff Fleischman  
Downey, CA

EDITORS NOTE: It would be nice if future Old-Timer cards could be two-sided, but like Jeff points out, righty-lefty stats are not available so this will be impossible. We hope the Review did not give the impression that future Old-Timer cards would be two-sided, as this would not be correct.

Also, another clarification is in order. That is that Old-Timer teams will be



available when the new cards come out in February-March. This is just speculation--hinging a great deal on whether or not the Strat-O-Matic Game Co. has something new in the works, either improvements on present games or a new game. The two-sided baseball cards prevented new Old-Timer teams from issued in 1972, and a similar happening could push back the timetable again. Nevertheless, when new Old-Timer teams are printed, the Game Co. will take strongly into consideration the poll by Review readers for which Old-Timer teams were most desired.

#### WANT'S MORE CHANGES

I'm disappointed that there were few new rules added to the football game. The rules included are good, but I think there are more important areas of football that should have been included, mainly individualization of fumbles and a penalty chart. For example, Larry Csonka, who never fumbled last year, has just as good a chance to fumble as any other Dolphin. Penalties, a very important part of football, should be included.

The only things that should be incorporated into the baseball game are catcher's throwing arms and a new way to have passed balls and wild pitches. In some 200 games we have had two wild pitches. Other than this, Strat-O-Matic is the most authentic and exciting game I've played.

Bob Clineman  
Crystal Lake, IL

#### ENJOYED CONVENTION

I attended the Convention and enjoyed it very much, especially the question and answer session with the game company's representative. Although I got knocked out of the tournament in two games (6-3, 3-2), it was a lot of fun, too. Again, thanks for the great convention.

Jim Fell  
Fort Wayne, IN

#### FIVE PERCENT CLAUSE

Once again I would like to comment on a couple of things that have been mentioned in the Review. First of all, in the GKSMML Constitution, rule 4-C says that if a player bats or pitches more than he should, all games he plays in will be forfeited. I think that as long as the player is within a small fraction of his total, it should be allowed.

For example: use five percent as the limit. This would mean that both players (regulars and subs) are within five percent of their actual totals. An example of this is the 1971 versions of Dave Duncan and Gene Tenace of Oakland, who had 363 and 179 at-bats officially, respectively. Now if Duncan had more than 363 at-bats in the league and Tenace had 170 or more at-bats, Duncan could continue playing until he reached five percent more than his actual total, or 381 at-bats. That way, if the team as a whole is hitting better than they actually did in real-life, the players could play a little more than usual in the league due to the extra hits and at-bats.

Stephen Keplinger had the right idea in the July issue when he said that a player should have card with actual statistics on it, no matter how many at-bats he had. He is absolutely right. This brings the pitcher's hitting cards into the argument. Fergie Jenkins had six homers last year, which is as many as or more than four of the eight regulars. Also, he hit for about a .250 average, and so he should get a card reflecting these stats.

The only problem with this is that some desperate player who loves the Cubs might use Jenkins as a pinch-hitter, but this would ruin the team and the fun of playing the game.

Tom Gredell  
Park Forest, IL

EDITORS NOTE: The GKSMML Constitution states that if a batter or pitcher are used more than in real-life, all games played in should be forfeited. However, If a manager does not have a player he can use for a player who has gone over his real-life limit, because of injuries, etc., the manager can appeal



to a league committee for additional playing time for that particular player. The forfeit rule would be only imposed if a manager tried to exceed the number of at-bats (or innings) without a league okay to do so. Also, since we play draft leagues, we feel a manager, when drafting, should be aware of at-bats and total innings pitched. The forfeit, by the way, has never been necessary.

As far as pitcher's hitting cards, the biggest drawback would be the cost of printing up close to 250 cards extra. Increasing the cost of the game approximately 25 percent, the editors of the Review feel, isn't worth the extra cost. True, there are some pitchers who hit with authority and cards for them would be well worth having. We, however, still have thoughts lurking deep within ourselves that someday, if pitchers' hitting cards were available, that a pitcher who had four hits in five at-bats (and his card was computed to exactly that average) would in a key game, with the winning run on base and a pinch-hitter needed, be called on to pinch-hit and possibly decide the game.

#### HBP, INJURIES QUESTIONED

The new baseball cards were an item of controversy. But now that Strat-O-Matic has developed them, just about everyone seems to think they are a good thing. I must admit, at first, I was against the idea completely, but lately I've realized how much realism the lefty-righty idea adds. This lends strategy to the game that was never before present.

I'm also pleased with the other aspects of the new cards, except for one. That is the hit-by-pitcher factor. I have played 20 games and 15 times batters have been hit by pitchers. I can't believe that this happens so frequently in real-life.

Another aspect of the game which I feel is unrealistic is the injury factor. Here a player who played in every game can be injured for 20 games. This, combined with the fact that most SOM players do not have time to play a full 162-game schedule, creates distortion in team and individual stats.

Most SOM fans seem to think that the

'27 Yankees are the greatest team ever. I tend to disagree with this claim. My choice is the '53 Dodgers. This may be because I have always admired a good fielding team. Though the pitching and power of the Dodgers is no match for the Yankees, I feel that their fielding and hitting (for average) is much better than New York. Two positions I think the Dodgers are superior at would be third and catcher.

John Peterson  
Montpelier, VT

EDITORS NOTE: Although a couple of readers have mentioned too many hit-batsman, for the most part little has been said as far as this new feature of the baseball game being unrealistic. The GKSML, which just completed a draft replay of the 1971 American League season, found the HBP factor realistic and hit-batsman occurring only occasionally.

As far as injuries go, the GKSML has also devised a chart of its own in this area. The injury chart was printed earlier in the Review, but for those who may have missed it, here it is again: (after injury result has been found use this chart to determine the number of games the player can be injured other than game he's now playing in)

If # of at-bats & walks total		maximum # of games injured
701-up	-	0
660-700	-	1
630-659	-	3
600-629	-	4
580-599	-	6
560-579	-	7
540-559	-	8
530-539	-	9
510-529	-	10
500-509	-	11
below 500	-	any amount

As for the "greatest team" controversy, most replays of old-time teams have seen the '27 Yanks emerge the winners. In an all-time tourney conducted by the Review (May, 1971 Review), the '53 Dodgers and '27 Yanks clashed in the championship series; the Yanks winning the best-of-seven games in five games by scores of 6-1, 6-5 in 12 innings, 10-12, 13-4 and 10-0.



## Guest Columnist

EDITOR'S NOTE: Although Jeff Perigoni's guest columnist article was not slated to run until February, the Review is printing it this month since it applies to football tournaments, many of which are beginning at this time. Brian Russell, October's regularly scheduled guest columnist, will have his column in the November issue.

Perigoni, age 24, a math teacher and a three-year SOM vet, successfully ran off a national football tournament last year. In his column, Jeff describes how both participants in a tourney can see the results unfold, through the use of random number booklets, even though the competitors may be thousands of miles apart.

Incidentally, a random number booklet is a booklet with lists of numbers. We are assuming that Jeff has plans for creating his own booklets for those in his grid tourney. When both competitors have identical booklets, both can see the results occur at the same time.

## Face-toFace by Mail --It's Now Possible

There is only one major drawback to owning Strat-O-Matic games. That drawback is not being able to find someone to play against. Seriously, many gamers live in areas where there is no one to compete against. Some servicemen desire SOM competition from the states. So far, no one has solved this dilemma. Now, I realize that both SOM games play well in the solitaire version, however, it just is not the same thing as having actual competition.

So far, all play by mail leagues that I know about are not what I shall term "competitive." By this I mean that each member is supposed to play a certain number of games following various instructions. However, only one player knows the results. I ran a football tourney using the above idea but only I received the enjoyment of watching the strategy unfold. The coaches received only a summary of the game and complete stats. But I feel that I have a partial answer to the problem of no competition.

That answer lies in the use of random number books. True, both coaches would still have to fill out strategy sheets like they did in my play-by-mail tourney or like they do in some baseball leagues, but with the use of random number books BOTH coaches can see the exact game unfold even if I am in Arabi, LA and you are in Kalamazoo, MI.

However, two things must be followed very carefully. One, naturally both players must have a copy of the same random number book and have to start at the same place in the book. And secondly, the instructions for your strategy have to be crystal clear so that both coaches know exactly what to do in a certain situation. You cannot say something like, if Dawson is "cold" bring in Livingston to play QB. You could say, after his third interception take Archie Manning out. This type of instruction is exact. Much care has to be taken in following the instructions so that the game ends up correct in both places. One little mistake on reading the instructions and you will probably wind up with two different scores. I have tried this method out myself and it has worked. I must admit the very first time the scores were different. (The same team won though.) But the good thing about it was that I had my random number book and started at the same place, and I found my mistake and replayed the game properly. Therefore, if you like this idea please write in and let the editors of the Review know. The only thing you would really need is a random number book and a standard set of rules to follow in using it. The SOM Review would be an excellent place for the rules to be printed (or I could print some up myself), but you as readers would have to let them know you are interested in this type of material. Also, the

SOM Directory would be just great for picking out your opponents. Imagine, picking up your Directory and writing a letter to say Jackson, MS, and setting up a game. This idea to me is certainly exciting and would add another great concept to an already great game.

\*\*\*\*\*

SOM Directory owners, here are many more fans to add to your copy of the Directory.

Steve Schumacher 1400 Asp Room E917 Norman, OK 73069	Mike Huckleberry 1205 W. Cypress, Sp. 112 San Dimos, CA 91773	Jack Hills Box 123 Sturgis, MI 49091 (616) 651-9765
Mike Nadeau 19850 Old US 12 Chelsea, MI 48118	Don Nadeau 19850 Old US 12 Chelsea, MI 48118	Mark Dalton 17996 N. Territorial Rd. Chelsea, MI 48118
Phillip Bellmore RFD #4 Montpelier, VT 05602 (802) 223-6770 ext: 41 Age 14	Ryne G. Stefanacci 512-A Sewickley Ave. Herminie, PA 15637 (412) 446-5102 age 13	James A. Smayda 416 Sewickley Ave. Herminie, PA 15637 (412) 446-9801 age 16
David Sausser 1809 Glendora Way Salinas, CA 93901 449-5668	Jon Lebewitz 8139 West 18th Street St. Louis Park, MN 55426	Marc Halberg 3265 Euclid Hts. Blvd. Cleveland Hts., OH 44118
Bill Duffy 409 Hillside Road Ridley Park, PA 19078	John Benson 112 Rosemonte Ave. Ridley Park, PA 19078	Greg O'Brien 223 West Ridley Avenue Ridley Park, PA 19078
Mike Maglio 454 Hillside Road Ridley Park, PA 19078	Dave "Dip" Pauley 415 Hillside Road Ridley, Park, PA 19078	Rick Shapiro 9161 Kilpatrick Skokie, IL 60076
Mark Pennington 409 Madison Street Chelsea, MI 48118		

An error to be corrected in the original Directory:

Terry Mann  
5320 Northcrest Drive  
Ft. Wayne, IN 46825

\*\*\*\*\*

## Playing Tips

When infield is "deep" or normal depth and a groundball "out-3" comes up, I change the result to read, "nearest forced runner is out plus the batter."  
(From Mike Boesen, North Platte, NE)



## ADVERTISEMENTS

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

### Wanted

WANTED: 1966 Baltimore Orioles will pay \$1.50. Contact Lars Lundgren, 60 Astoria Avenue, Bridgeport, CT After August 16, 1972.

WANTED: 1968-69 96 additional players. Also 1967 NL & AL baseball teams. Good price. E.J. Moncada, 2800 Munson /St. Silver Spring, MD 20902

WANTED: Issues 1-5 of the Review. State condition and price in first letter. Lowest Bid accepted. Russ Miller, 16 Earl Rd., Huntington Station, NY 11748

WANTED: 1968 National League baseball. Will accept the best offer. Please hurry. Write: Kevin Kiou, 312 N. Water St., Rochester, IL 62563

WANTED: Complete 1967 baseball set. Will pay \$8.00. Write Randy Cook, RD #1, Box 36-C, Canonsburg, PA 15317

WANTED: 1964, 1966, 1970 Phillies, '69 Pilots. Will pay 80¢ a team. Write: Steve D'Alowzo, 235 Beech Hill Rd., Wynnewood, PA 19096

WANTED: '62, '63, '64, '66 Indians; '67, '68 Cards; '68 Tigers; '66 Orioles, Dodgers. If you have any to sell write: Ken DiVincenzo 1122 Washington, Blvd., Mayfield Hts., OH 44124

WANTED: May 1972 Review. Must be in good condition. Will pay \$1.00. 1969 and 1970 96 additional players. MUST BE IN GOOD CONDITION. Name your price. Steve Forester, 964 Pierce, Birmingham, MI 48009

WANTED: Oriole teams from '62, '63, '65 and '66. Name your price. Write or call Don DiGennaro, 212 Burrows Street, Rochester, NY 14606

WANTED: Will pay \$1.00 for card or xerox copy of Vada Pinson's 1965 Cincinnati Red playing card. No need to send the entire team or even the card itself. Our season is hanging in the balance. Steve Weitzman, 5703 Warrington Avenue, Philadelphia, PA 19143

WANTED: Detroit Tiger baseball teams '67 and '70. I'll pay \$1.00 for each team. Separate cards excepted too. All replies will be answered. Bob Goddard, 1900 Crestwood, Muskegon, MI 49441

WANTED: 1968 Tigers and/or 1969 Mets. Also any football teams, years up to 1969. Must be in good condition. Will pay to the lowest bidder. Send your price with a list of teams and a stamp to Dan McSweeney, 27 Stratford Rd., East Brunswick, NJ 08816

WANTED: 1966 Orioles, will pay up to \$2.50 depending on condition. If preferred will rent - 50¢, about one week. Dan Schlobohm, 19702 DuBois Ave., South Bend, IN 46637

WANTED: '62-'64 Yankees, '63, '66 Dodgers, '64 St. Louis, '68 Tigers and Cards; '69 Mets; '70 Reds; '67-69 football sets. All must be in playable condition. Will pay to lowest bidder. Steven Hopkins, 825 E. Willoughby Rd., Lansing, MI 48910

WANTED: Ron Swoboda and Tommy Davis from 1967 NY Mets. Will pay 25¢ for one; \$1.00 for both. Write: Paul Schlafman, 5261 E. Rosewood Street, Tucson, Arizona 85711

WANTED: Although I know it is useless to place this ad, but I'll try anyway. 1961 Allstar plus top four teams set; 1962 all teams except Giants, Mets and Yankees; 1963 Angels, Yankees, Twins, Tigers, Pirates, Cubs, Phillies, Cards, Dodgers, Giants, Braves; 1964 Tigers, Angels. I will take them in readable condition and pay postage plus a ridiculously high price. James H. Overmeyer, Box 106, Hayes Hall, SUNY College at Cortland, Cortland, NY 13045

## For Sale

FOR SALE: 1968-69-70 complete sets. '70 set contains extra players. Will sell in exchange for Marvel Brand comics. Send list of comics or bid. Will sell to highest bidder or best offer. Monetary bids start at \$10.00 a league. Individual teams 50¢ each. Write: Neal Hecker, 1255 East 103 Street, Brooklyn, NY 11236

FOR SALE: Fair condition - '62 Boston, '64 Houston. All in excellent condition. '69 Tigers, Giants, A's, Dodgers, Orioles, Cards, Boston; '70 Orioles, Boston, White Sox, Dodgers; '71 Mets, Brewers, Astros, Royals, Dodgers, Padres, Reds, Cards; '72 Yankees, and Hall of Famers set. Sold to highest bidders. Also, wanted: '63, '64, '67 Twins and 1968 Rich Reese - Name Your Price Write: James Handford, 295 Cambridge St., Winnipeg, Manitoba, Canada R3m 3E7

FOR SALE: Strat-O-Matic baseball cards (1969 season) the year of the Miracle Mets in excellent condition. Also 1967 Red Sox with triple crown winner Yaz! Also have a fielding chart & split deck in excellent condition. Also have SOM football teams (1970 season mint condition) Det-SF-NYG-Min-LA-Cin-KC-Mia-Was-Atl-Phl-NYJ-GB-Chi-SD-Bal-Dal-Cle. Plus past issues of Review, March '71- August '71; Oct. '71 to March '72; June '72-August '72. Will only sell baseball teams as unit, football teams as unit & magazines as unit. Send bids right away to - J. L Smith, 432 N. Mulberry St., Hagerstown, MD 21740

FOR SALE: 1970 football teams. All 26 teams in the best of condition. \$12.00 or to highest bid. WRITE: Jack Fluta, 136 Arthur Avenue, Colonia, NJ 07067

FOR SALE: Baseball teams: '62 AL, excellent condition; '63 AL, good '64 AL; excellent condition; '65 AL minus Baltimore, good condition; '66 AL, mint condition; '67 both leagues; excellent condition; '68 both leagues, good to excellent condition; '69 both leagues mint condition (does not include Extra Players); '69 both leagues, good to Excellent condition (includes extra players). Send inquiries to: Marshall Massena, 14851 Broadmoor St., Van Nuys, CA 91402

FOR SALE: '67 football teams (Packers, Cowboys, Rams, Colts, Giants, Bears, Redskins, Steelers), and game box, both in good condition, also 75 miscellaneous SOM baseball cards (from '66-'70) for 75¢. Contact Randy Havens, Box 637, Stanton, NE 68779

FOR SALE: 1969 Cowboys, Redskins, Lions, Vikings, Bengals - good \$1.00; 1969 Jets, Browns, Giants, 49ers, Chiefs, Raiders, Chargers, Dolphins, Bears - \$.75; 1970 football \$10.00 mint. 1970 baseball \$10.00 1971 baseball mint new advanced \$10.50. All prices include postage. Baseball includes additional players. Gary Bushko, Box 297, Chinchilla, PA 18410

FOR SALE: Football: '68 Chargers, Bengals, Bills, Broncos; '69 Chiefs, Vikings, Cowboys, Rams, Packers, Colts, Patriots, Jets, Raiders, Browns; '70 Dolphins, Lions, 49er's. Jeff Cohen, 85 Kensington Ln, Swampscott, MA 01907

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



FOR SALE: '70 NL for \$5.00. Also all '69 baseball teams except Orioles, Yanks, Reds, and Pirates. Price for individual baseball teams is 50¢. The following '69 football teams are for sale for 60¢ each: Saints, Eagles, Cards, Chiefs, Bills, Falcons, Packers, Redskins, Bills. I will also sell the complete '70 AFC and NFC as a unit for \$9.00. All teams are complete and in good condition. Mark Sutro, 261 Pershing Dr., Oakland, CA 94611

FOR SALE: Two complete football sets from 1968 and one complete football set from 1969. Bids will be accepted up until October 15 or will trade one 1968 set or the 1969 set for the 1967 football set. Also, I will only answer your letter if I am selling to you unless you enclose a stamp in your letter. Send bids to Richard Keyes, 608 Oak Drive, Dover, Delaware, 19901. Wanted: to borrow baseball teams from 1969 or earlier. Will pay 5¢ per team. Contact Richard Keyes, 608 Oak Drive Dover, Delaware 19901. Also, Guaranteed to be returned within two weeks after receipt of teams.

## League's Forming

LEAGUE FORMING: Join a play-by-mail baseball league. We will draft from the 1972 advanced baseball cards. There will be an American League and a National League. You can have a team in just one league or both (write preference) send 50¢ if interested to: Mike Quintero, 7742 El Caprice, No. Hollywood, CA 91605

LEAGUE FORMING: I am forming a football league using 1971 Strat-O-Matic and other similar football games. If interested send list of four favorite teams to: Bill Vargus, 301 Bliss, Urbana, IL 61801

LEAGUE FORMING: No definite league in mind yet but interested in hearing from people interested in participating in a football play-by-mail league or perhaps a tournament using some or all of the GREAT 1967 teams. Steve Forester, 964 Pierce, Birmingham, MI 48009

LEAGUE FORMING: Again, anyone at the University of Michigan interested in forming a baseball or football league after September 7 contact Steve Forester, 3336 Markley Elliott 764-9776

LEAGUE FORMING: Attention all solitaire players. Here is your chance to join a league and still remain a solitaire player. The newly formed NSBA (National Solitaire Baseball Association), is looking for three devoted, honest, veteran players to play a division in a 162 game replay in the spring. You must enjoy keeping stats. We will use the 1972 cards and start right when they come out in January. We will keep in touch through the mail with monthly reports and newsletter. State Division preferences. Hurry, only three positions open to what will be the most interesting, exciting, organized, and different league. All experienced, devoted solitaire players write: Bryan Simmons, 22247 N. Branson, Farmington, MI 48024

LEAGUE FORMING: Head-on and mail-in football leagues unite! There's a lot of controversy on who the #1 team is in the SOM football world. So now league presidents, let's form a "World Football Classic" to decide the real football champion! The champions from every league which enters playoff to decide the real champion of SOM football! Your league cannot be a draft league in order to qualify. Leagues which allow trades can enter too! Playoffs start early February so sign up by November 15. To enter your league and for more info write: Clyde Matsusaka, 1459 Punchbowl Street, Honolulu, Hawaii 96813 I'll play all games with friend. Champ of this tourney receives year's subscription

(Continued on last page)



## A HAPPY GATHERING

It was too bad that many people who continually put the "knock" on today's younger generation couldn't have attended the first annual Strat-O-Matic Convention that was held in Kalamazoo on August 12. Certainly no group of young people (with a blend of the old) behaved themselves so well and still enjoyed themselves so much as those in attendance at the convention.

The convention went over so well, that plans are now being formulated for next year's gathering. Choice of a site and time of year are the first considerations, with the Review staff planning to make announcements regarding definite plans in the November issue.

If the convention is a sample of how well people who play Strat-O-Matic get along together, perhaps SOM could become one of those binds that ties people together peacefully. Despite mounting pressure and tension in both the football and baseball tournaments, tempers never flared and both winners and losers were gracious in whatever fate befell them.

Who knows maybe we will still see the day when members of China and the United States, North and South Korea, Egypt and Israel will sit down together and peacefully play Strat-O-Matic.

## A BIG WINNER

Jeff Reddick, who plays in the Cardiff, CA, baseball league, lays claim to the longest individual winning streak by a manager. Using assorted teams from the 1969 season in a replay, Jeff won 41 straight games. Even Joel Wright, who the editors are forced to admit did win his fifth straight GKSML title by winning the National League, has never won 41 in succession.

Joel usually settles for winning 15 out of 16 games during crucial stretches, but never has he come even close to winning 41 in a row.

Incidentally, a wrapup on the GKSML's National League draft replay will be included in the November issue of the Review.

## TROUBLE CLEARED UP

Mike Boesen, North Platte, NE, who earlier wrote the Review complaining about the results of an inquiry to a want ad, has written back saying it was all a misunderstanding by both parties.

Mike's satisfied now and one of the few complaints we've had about an ad has been cleared up. As we've stated before, we count heavily on a game player's honesty and sense of fair play as far as business transactions, as there's really no way to prevent fraud or deception completely. Hopefully, any problems regarding the ads can be cleared up as easily as this one way.

## THIS 'N THAT

...Gary Stoller, Glendale, NY, is what you call a Strat-O-Matic "veteran." In fact, after playing close to "75,000" baseball games since 1962, he lays claim to being the all-time game champ, still possessing the old charts which contain Flyball E and Groundball E, to prove it....Add another record to the longevity mark for Strat-O-Matic baseball, as Robert Krysiak and Mike Bryant, Cleveland, OH,



played from 1 PM July 16 until 1 PM July 18, playing a total of 82 games during that 48-hour span....After Frank Robinson hit ninth inning home runs to win the first and third games, Sandy Koufax of the Los Angeles Dodgers keyed a resurgence that led to a 4-3 World Series triumph over Baltimore, based on 1966. Koufax pitched 20 consecutive scoreless innings and had two shutouts. Overall he struck out 22 Birds and had an earned run average of 0.35 for 26 innings of toil....Mike Borzenski waited impatiently through 24 innings recently to see the conclusion to a baseball game between San Francisco and St. Louis. It looked like it was all over in the 18th when Ken Henderson had a triple (1-18), single (19-20) with a runner on first. Alas, the split number was a 20. Finally, in the 24th, Bobby Bonds hit a homer to end it all.

## It Takes All Kinds....

Mike Oldham  
Brian Walsh  
Libby, MT

In a small neighborhood in a small, out of the way town known as Libby, Montana, there lives a clique of Strat-O-Matic dice rollers. Of this small group in this neighborhood, there live five illustrious types of Strat-O-Matic players. They fall under these categories: "The Verge," "The Morgue," "El Glotta," "Super Serious," and "League Killers."

"The Verge," who is Darren Walsh, whenever in a tight, pressure-ridden game and he comes out on the unfortunate side, tears well up in his eyes.

No. 2 type is "The Morgue," usually is a timid person who turns completely silent after a turn of luck (or dice) has put him in the lead and consequently made the other manager upset. Pat Oldham falls in this category.

"El Glotta" is a department almost all managers fall under at one time or another. After a crushing victory, the winning manager runs over the high points. In other words, he brags.

"Super Serious" is a category only one manager belongs in: Duane Tholen. He joined one of the leagues after one of the managers we instructed not to goof off, quit. Duane, an inexperienced player, rattles on and on in a complete monotone through every game.

The fifth category, "League Killer's," are the most unpopular of all players. Lack of enthusiasm, not keeping up statistics or not keeping track of their record. We have only had one incident where a manager quit the league completely.

The other members of Strat-O-Matic playing in the neighborhood are Brian Walsh, Kelly Mills, Greg Tholen and Mike Oldham.

## Extra, Extra Innings

Keith Fosness, Fargo, ND, can forget playing a whole season of SOM baseball, especially if all series last as long as a recent one between the San Francisco Giants and Cincinnati Reds. All three games went into extra innings (a total of 55) with the Giants shutting out the Reds during one stretch of 30 2/3 innings.

Willie May's homer in the 22nd inning off Wayne Granger ended the first game, 1-0; Dave Kingman's 18th inning blast won again for the giants in the second, this time 3-2; while Lee May's three-run homer in the ninth tied game three, 3-3, and sent it into extra innings, with Tony Perez eventually winning it for the Reds with a homer in the 15th.



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

FIRST CLASS



☐ Check here if new  
subscriber.

If number before your name is 10/72, this is the last issue of your subscription.

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

☐ 3 mos. \$1.05    ☐ 6 mos. \$2.10    ☐ 1 yr. \$4.20    ☐ SOM Directory 50¢

(Continued from page 17)

to the Review or the 1973 football cards, depending on how much league's enter.

\*\*\*\*\*

Q: CAN A RUNNER'S RUNNING RATING BE USED TO STRETCH A SINGLE OR DOUBLE NOT FOLLOWED BY AN ASTERISK IF THERE ARE NO OTHER RUNNERS ON BASE?

A: No. Trying for an additional base on a hit without an asterisk beside it pertains only to runners already on base when the hit was made.

Q: IF A RUNNER OR PASS RECEIVER LOSES YARDAGE ON CERTAIN PLAYS, DOES THIS COUNT AS NO GAIN OR DO YOU SUBTRACT THE LOST TOTAL FROM HIS GAINS?

A: Yes, losses are subtracted from yardage gained when figuring overall statistics. A flat pass completion that losses four yards is counted as a loss of four yards for both the passer's total yardage and also that of the receiver.

Q: ON THE ROSTER FOR 1970 FOOTBALL SEASON CARDS, PLAYERS COULD NOT EXCEED THEIR LONGEST RUSH UNLESS HE HAD AN ASTERISK. DOES THAT HOLD TRUE FOR THE NEW 1971 SEASON CARDS?

A: Yes. The rule states: "A player may not exceed his longest rush on any gain (long) result with one exception: if a player's longest rush was a touchdown of 30 yards or more, he may exceed his longest rush. A player's longest rush followed by a star (found at the bottom of a player's running card) indicates a touchdown run. This rule applies to long gain run results only."

\*\*\*\*\*

### Coming Next Month...

Beginning plans for the next SOM Convention...More playing tips revealed...and, much, much more. Letters, replays and adds to be considered for the next issue must be in by the third of the month.